

THE
COURT OF

ardor™

IN SOUTHERN
MIDDLE EARTH



ARDOR is based on J.R.R. TOLKIEN'S MIDDLE EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™ • Experience the ancient swamp ruins & island citadels held by dark elven lords and their fierce minions • ARDOR contains • A 16" x 20" full-color double-sided detachable mapsheet • 4 B & W maps • 8 major floor plans • Produced and distributed by IRON CROWN ENTERPRISES, INC. Stock # 2500.

the court of ardor™



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(...and there were no flying horses...)

1.0 NOTES ON THE FEATURES AND USE OF THE MIDDLE EARTH SERIES

COMMENTARY

This series is intended as a tool for gamemasters who wish to have a strong working foundation for fantasy role playing campaigns based in J.R.R. Tolkien's Middle-earth. The modules detail specific regions of the continent of Endor, and attempt to give the reader a view of the physical, intellectual, and spiritual structures of the given area; politics, culture, geography, climate, and magic are all included. Since these territories cannot be fully described in any modest tome, emphasis is given to the dominant and/or primary features. Where it is possible, "typical" layouts are provided, giving the reader an approximate idea of what would be found in a given place or a similar setting. All of the data provided is aimed at giving a picture of part of Middle-earth, and the gamemaster is encouraged to use these resources to build upon; certain vague areas and details that could not reasonably be included in the modules can be defined by using the foundation provided in conjunction with one's creativity. The invaluable source material found in Tolkien's works and the continental map of Endor are ideal aids, and act to stimulate this process.

Each module covers certain citadels and settlements with great care to detail. Nonetheless, these works are not intended as "ready-to-run" campaigns. The gamemaster is given the basic information necessary to understand and visualize a part of Middle-earth. This data, combined with examples and whatever source material the gamemaster wishes to employ, will enable he/she to add whatever color and detail is deemed necessary to a given campaign. Any fantasy role playing rules system may be used, and any form of campaign can occur, so long as the gamemaster and players are satisfied that it fits their requirements. ICE provides a descriptive view of the continent, with a general overview and certain key structures and concepts; beyond the given foundation, it is up to the individual user to set up the campaign. Creative guidelines, not absolutes, are emphasized.

The series also provides interesting source material for those desiring to understand the nature of a particular region of Middle-earth. Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Where the material is interpretive and/or speculative great care has been taken to insure that the conclusions fit into the patterns and schemes that have been defined. In these areas, the modules aim at providing the reader with the flavor of the region, no more. Stimulation of the creative processes is the goal, and ICE does not intend such material to be the sole or "proper" interpretation. In addition, always remember that Tolkien's works are the ultimate sources. What is provided in this series, however, is a consistent view of all of the continent. We hope that this will help the reader to delve deeply into the wondrous world that is Middle-earth.

1.1 DEFINITIONS AND TERMS

The following subsections provide handy reference and informational data. For a more in depth analysis of certain terms, consult the various sources (see selected reading section of module).

1.1.1 ABBREVIATIONS

A.	Adunaic
Ag.	agility*
AT.	armor type
bp.	bronze piece(s)
B.S.	Black Speech
Ch.	charisma*
Cir.	Cirth
Co.	constitution*
cp.	copper piece(s)
CRIT.	critical strike
Du.	Dunlending tongues
E.	Edain
El.	Eldarin
Em.	empathy*
EP.	exhaustion point(s)
I.A.	First Age
F.A.	Fourth Age
GM.	gamemaster
gp.	gold piece
H.	Hobbitish (Westron variant)
Har.	Haradrim
Hob.	<i>The Hobbit</i>
In.	intuition*
Int.	intelligence*
ip.	iron piece(s)
Kd.	Kuduk (Ancient "Hobbitish")
Kh.	Khuzdul (Dwarvish)
LotR.	<i>Lord of the Rings</i> (I = Book I, etc.)
Me.	memory*
ME.	Middle-earth
mp.	mithril piece(s)
MP.	movement point(s)
Or.	Orkish dialects
Pr.	presence*
Q.	Quenya
Qu.	quickness*
R.	Rohirric
Re.	reasoning*
Rh.	Rhovanion tongues
RR.	resistance roll
S.	Sindarin
S.A.	Second Age
SD.	self discipline*
sp.	silver piece(s)
S.T.	Silvan tongues
St.	strength*
T.A.	Third Age
Teng.	Tengwar
tp.	tin piece(s)
V.	Variag
W.	Westron (Common)
Wis.	wisdom*
Wo.	Wose (Druidain)

* references to stats

1.1.2 DEFINITIONS.

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; rather they are to be found elsewhere in the text, in the sections concerning places, inhabitants, etc.

Armor Type (AT): Armor is the basic protective capability assigned to the material covering the body. Armor type refers to the specific kind of covering found on a given character/creature (e.g. AT 15 refers to "full chain," chain mail covering most of the body in the form of a shirt and leggings - or any equivalent). Armor type is synonymous with "armor class."

Channeling: Channeling represents the power from those on high (e.g. the Valar) as channeled through their followers, other spell users, or the source being. It is the power of the dieties as manifested in the "everyday" world. Professions using channeling: cleric, healer, animist, ranger, astrologer and sorcerer.

Character: See "player character."

Combat Roll: A roll representing a combat swing or missile attack.

Concussion Hits: Accumulated damage to the body, possibly leading to shock and unconsciousness.

NOTE: The term "hits" will sometimes be used instead of "concussion hits."

Critical Strike (CRIT): An especially effective swing, missile attack, or spell which penetrates the target's basic defenses and results in some special or additional damage, something more than the typical concussion hit effect.
Criticals are graded from "A" (mildest) through "E" (severest).

Defensive Bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for defender dexterity, shield, superiority of armor, position, and magic items.

Donjon: Also called "keep." The main defensive focus of a fortress or castle, it is the usual place of "last retreat" and often the home of the resident lord or master.

Elves: Though basically similar to mortal men in few times, Elves have several important, if subtle, differences. As a race, they are taller than most humans, although slender; the male height averaging between 6 feet and 6'10", yet weighing but 150-200 pounds, respectively. The women of the Elves range from 5'6" to 6'2", and are also slim. Elven men have no facial hair, and as a rule, they have less body hair than humans. Apparently highly resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or, perhaps, modesty. Generally, Elves are fairer in appearance than their mortal brothers, having finer features and unmarred skin. Their senses are extremely keen, especially their hearing, and sight; they are able to see on a clear, star-or-moonlit night, as if full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black". Perhaps most importantly: Elves do not age or grow old; and their bodies are immune to all bacterial and viral infections. Thus, they are virtually immortal, (excepting violent death). They heal quickly, and show no scars (although they do not regenerate limbs).

About the kindreds of the Elves; there are the three divisions of the Eldar; and the Silvan Elves:

The "Fair Elves", highest and most lordly, migrated soon after the coming of the Valar to Valinor (The Undying lands) and dwell there still. They have hair of golden blonde, blue eyes, and fair skin; and they project a visible aura at all times. They are, as a rule, musically talented, and wear garments of white, silver and gold.

The High Elves, or Noldor, are more sturdy of build (yet still more slender than humans), and darker: their complexions are as if tanned, and their hair is black or dark brown, with few exceptions. Their eyes can be of any colour, although brown or hazel predominates.

These Elves are the builders and craftsmen of the kindreds, most skilled in fine metalwork: weapons, armour and beautiful jewelry. Their jewelcraft is also unsurpassed. The High Elves are the most likely to live in cities, building graceful, marble-walled towns for themselves. They are also the most curious - possessed with a desire to learn all about their surroundings at any cost, which has more than once caused members of their race to fall from the path of light.

Sindar - the third and least noble of the Eldar, the Sindarin (or "Grey") Elves began the great migration with their brethren, but, after coming to Beleriand did not go over the sea into Valinor and lived in Doriath under King Thingol. At the end of the First Age, many of the Sindar sailed west, or dwelled in Lindon or Lorien, under the rule of Noldor leaders.

The Sindar greatly resemble the Silvan Elves physically, although they tend to be more muscular, and pale blue or grey eyes dominated. They also prefer clothing of an apparent neutral grey colour which has amazing camouflaging powers.

The Silvan, or "Wood-elves," are more numerous and "rustic" than their brethren. They tend to be ruddy of complexion, with sandy hair and blue or green eyes. Not as tall as the other groups, they are still quite light of build, and very adept at moving silently, especially in the forest. They are also musically talented, although not as much so as the Fair Elves.

Their preferred clothes are usually forest green, grey, or brown, and are much more functional in design than the draped robes and tunics of the Fair Elves; they are less elaborate than those worn by High Elves.

Elves do not need sleep. Instead, they receive rest through meditation involving memories, past events they recall with remarkable vividness. Normally they go into this trance-like state for approximately two hours each day, although they can function for many days with little or no relief. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided.

Essence: The essence is that which is common to all things, living and dead, organic and inorganic. It represents a force and order which defines, or helps define, the ways of the world, and acts as a source for some forms of spell power - for example, magic. Professions using essence: magician, illusionist, alchemist, monk, sorcerer, and mystic.

First Age (I.A.): The first recorded Age of Middle-earth. Its beginnings date back to a period relatively soon after the dawn of time as we know it and its ending point was marked by the overthrow of Morgoth (the "Black Enemy"), Sauron's overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien's *Unfinished Tales* and *The Silmarillion*. These works are not used or described within this module, since we are focusing on the Third and Fourth Ages. ICE uses I.A. to denote the First Age and F.A. to indicate Fourth Age dates.

Fourth Age (F.A.): The fourth recorded age of Middle-earth, the "Age of Men." It began with the passing of the Three Rings over the sea. During the Fourth Age most of the elves departed Middle-earth for the Undying Lands; other non-mannish races such as dwarves and hobbits began to seek solitude, for their ways were no longer understood by the overlords of the continent - men.

Fumble: An especially ineffective swing or mishandling of the weapon which may put the attacker in a disadvantageous position and/or damage him.

Gamemaster (GM): Also known as DM or dungeonmaster, the referee, judge, etc. The ultimate authority in a given fantasy role playing game. This person is responsible for giving life to the game by monitoring world events and providing the necessary imaginative aids. He/she interprets rules, controls creatures and non-player characters, and maintains play.

God: Not the gamemaster, but Eru - the creator of the world, including Middle-earth.

Haradrim: Lit. "Southmen" in Sindarin. This is a collective grouping of men who made their homes in the great arid and semi-arid expanses of Harad. Residents of northwestern Endor might also call a man from further south by the same label, but those hailing from lands beyond the Mountains of the South (e.g. the folk of the Mumakan) made a natural distinction. The latter group called the slender, dark, generally rugged peoples residing to their north "Nherlachem," host of the fire plains. This term was a perversion of the elvish Narladrin. For purposes of avoiding confusion, the term "Haradrim" is used here to describe the peoples residing south of the Harnen and north of the Mountains of the South; Southrons, Haradwaith (also a northern term for their homeland), Narladrin, and Nherlachem are synonymous terms. Recent settlers crossing Mountains of the South into the Mumakan are still called Haradrim, however. The races living further south are referred to by more specific labels. Remember that these "Haradrim" are actually comprised of various sub-groups, often culturally or racially unrelated. Most Haradrim, however, are nomadic or semi-nomadic, ride well, are lightly armed, and use principles of mounted warfare. They are also adept at trade and herding, and act as middle-men and caravan conduits for the brisk trade between Umbar and Pelargir in the North and regions like Usaakan, Dushera, and Mumakan in the very Far South. Numenorean colonization (e.g. Umbar and Ciryatandor) along the edges of their territory has created some fusion of culture and varying amounts of interbreeding. Thus, some Haradrim, particularly in the northern areas of their territories where Gondor has held political sway, seem much more akin to their part-Dunedain neighbors.

Hits (Concussion Hits): The amount of damage an individual can sustain before he loses consciousness due to shock and pain. Death resulting from massive system shock occurs if the accumulated damage points reach the total of hits + constitution.

Initiative: The sum of all factors affecting the speed of a swing.

Maneuver: An action performed by a character that requires unusual concentration under pressure, or risk (i.e., climbing a rope, balancing on a ledge, leaping a chasm). The action must be of a physically active nature, not "static."

Maneuver Roll: A roll representing an attempted maneuver.

Martial Arts: Forms of attack and self-defense which involve specialized mental and physical training and coordination. Much of unarmed combat and combat using weapon kata falls into this category.

Melee: Hand-to-hand combat (i.e. combat not using projectiles, spells, or missile weapons).

Mentalism: That realm/source of power which is connected with the internal patterns of the spell user. It is the manipulation of one's own essence to produce spells. Professions using mentalism: mentalist, seer, lay healer, bard, mystic, and astrologer.

Middle-earth: Endore; Endor; the Middle Land; the Middle Continent. One continental land mass found in the world. It was not itself the entirety of the world, although the action and events found in *The Hobbit* and *The Lord of the Rings* is focused on the Third Age of Middle-earth and the very beginning of the Fourth Age of Middle-earth.

Morgoth: The renegade Vala (see Valar below) who coveted lordship over the world, and possibly all existence. Morgoth (lit. "Black Enemy" S.) was the embodiment and focus of darkness - evil incarnate - and established lordship over northern Middle-earth during the First Age. From his hold at Thangorodrim in the Iron Mountains (Ered Engrin) he began to dominate the whole of the continent; only the elves of Beleriand, the Edain, certain dwarvish groups, etc. opposed him. Morgoth created many foul races of beings by perverting the living (for he could not create life itself): orcs in mockery of elves, trolls as dark counterparts for ents, etc. No power aside from Eru himself, or the other Valar, could withstand the might of this demigod; he could alter mountain ranges, cast flames across hundreds of miles, and send legions of warriors - including dragons and balrogs - on campaigns of conquest. His terror was unparalleled. Nonetheless, Morgoth's strength waned with each creation. His Iron Crown was his greatest prize, for it embraced the light of the sun and the moon in the form of the three Great Jewels (the Silmarilli) and contained much of the Black Enemy's own power. Morgoth was finally overthrown by the host of the Valar in a cataclysmic battle which sank much of northwestern Middle-earth and altered the world. Sauron, one of the Enemy's lieutenants, survived the apocalypse.

Mûmak: A region of the very Far South of Endor (south of the great Mountains of the South) named for its greatest living resource, the Mûmak (plural: Mûmakil), the giant elephant. "The Mûmak" actually encompasses a large area of varying terrain inhabited by various groups of "common men." Their loose cultural links, occasional unifications under warlords, and their use of the Mûmakil for purposes of labor and war bind them and allow for the use of a general name for their home. Note that the Mûmakil are most prevalent in the dense, well-watered forests of the eastern Mûmak (east of the edge of the color area map). There, their herbivorous diet is best served, and their mystical breeding sites are well guarded.

Non-player character (NPC): A being or creature interacting in a fantasy role playing game controlled ("run") by the gamemaster, player, or another, not as a character synonymous with a player, but as an entity who has no identity with a human participant. Since the NPC is not identified with anyone, its death or departure will not result in anyone leaving the game or having to generate a new character.

Offensive Bonus (OB): The total addition to the combat roll due to the attacker's advantages - including the attacker's physical prowess, superiority of weapon, expertise, magic items, etc.

Orcs: Originally bred by Morgoth in the First Age, these creatures quickly became servants of Darkness; it is likely that they were not inherently evil, but were culturally and mentally predisposed toward the "foul life." Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy.

Orcs are of two types: the lesser or common orcs which average about four to five feet in height and sport grotesque, fanged faces; and the greater orcs or Uruk-hai, who reach heights of six feet and have more "human" features. All are heavy of build and have long, thin arms and thick hides.

Bred as laborers and warriors, orcs respect little but brute force, and are most potent when serving under a "focused will." They are without exception cannibalistic, bloodthirsty and cruel, and care little for social organization. Generally, smaller tribal/clan units are the norm, based on a strong leader; each employs its own dialect. Most are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make items unassociated with fighting, however.

Lesser orcs are born, live, fight, and die in darkness; they abhor light and are blinded by the unshielded sun. Greater orcs are most carefully bred and can operate in daylight. Their abilities to speak, organize, reason, and fight are higher than their brethren. Some claim the Uruk-hai are products of Sauron's White Hand, and were first spawned from orcs and men. It appears, however, that they first arose in Mordor, and that their lineage has nothing to do with the Secondborn. While the lesser orcs favor curved scimitars and wicked axes, the Uruks bear straight swords and a wider variety of superior arms.

Orientation Roll: A roll representing a combatant's degree of control following unusual action or surprise.

Parry: The use of some or all of a combatant's offensive bonus to increase his defensive points.

Player character (PC): A character or being controlled by and identified with one of the players. In the game context, the player character (PC) IS the player and vice versa.

Portcullis: Plural - "portculli." A grating at the gateway of a castle, fortress, etc. that can be let down to bar entry.

Power Points: The number used to show how much spell casting power a spell user has access to in a given period (usually one day or the period between two stretches of fully restful sleep or meditation). Power points are expended when a spell is cast. They are exhausted (until the next period begins) when the points expended (as a result of the spells cast during the period) reaches the number equivalent to the user's total power points. Power points are synonymous with "spell points."

Profession: Also called "character class." A profession is actually a grouping of individuals who had a common set of interests in their early/formative years. Example: Magicians have a profession based on their emphasis on the study of spells, particularly during their childhood and formative years.

Resistance Roll (RR): A dice roll which determines whether or not a character/creature or object successfully resists being affected by a spell. The result of unsuccessful rolls will be based on the spell's effect; successful rolls may mean the spell has no effect or reduced effectiveness. Resistance roll is synonymous with "saving throw" or "saving roll."

Roll: Normally a percentile roll giving random results from 01 to 00 (100).

NOTE: In certain circumstances, this roll must be adjusted through the use of an open-ended system, yielding results above 100 or below 01.

DICE ROLLING CONVENTIONS:

D10 Roll a 20-sided die to generate a number between 1 and 10 ("0" is read as 10)

D100 Roll 2 twenty-sided dice simultaneously, they should be of different colors with one determining the 10's digit, the other the 1's. Since "00" is read as 100, results thus generated are from 01-100

NOTE: Most rolls of D100 in the Rolemaster System are "open-ended." If a roll is open-ended:

A roll of over 95 calls for a second roll of D100 to be made and added to the first to determine the total die roll. If over 95 is rolled on the second roll as well, the first two results are added to yet a third roll of 100. Theoretically this process could go on forever.

A roll of under 06 requires that a second roll be made and subtracted from the first (likely yielding a negative result). If this second die roll is over 95 it is subtracted from the first and a third die roll is made and subtracted from this total (likely yielding a result of less than -100). This process could also theoretically go on forever.

Rolls that are **not** open-ended specifically include:

- Stat generation rolls
- Stat potential generation rolls
- Stat gain rolls
- Spell gain rolls

Sauron: The Dark Lord, the Shadow, the Lord of the Rings. A 'lesser Vala' who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. During the Second Age he convinced the Noldor of Eregion to create rings for the Free Peoples; later, in secret, he forged the One Ring. This ring embodied much of his power and was capable of uniting and controlling the other Rings of Power - the Three Rings of the elves, the Seven of the dwarven lords, and the Nine Rings of mankind. Both the dwarves and elves resisted his trap; the former took off their rings, while the latter race entrusted theirs to three of the Wise. Men, however, were not so quick to realize the danger, and the Nine rings remained in the hands of nine proud lords who sought power and found undying darkness - they became the Nazgûl. Sauron removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent. Sauron was overthrown twice in the Second Age, first by the Numenoreans under Ar-Pharazôn, and later by the Last Alliance of Men and Elves. Each time, however, he returned to power. His "body," however, was destroyed in the Downfall of Numenor (from which he escaped), and he was never again able to assume fair form. The lidless eye (normally red upon black) was his symbol. He was responsible for creating two superior variants of creatures spawned by Morgoth - (1) the Uruk-hai, or great orcs, and (2) the Olog-hai, or black trolls. Both were formidable fighting forces.

Second Age (S.A.): The second recorded Age of Middle-earth. It began after the fall of Morgoth, with the founding of the Grey Havens and Lindon. The age ended in S.A. 3441, when Elendil and Gil-gilad overthrew Sauron. Isildur took the One Ring, and the Dark Lord and Nazgûl passed into the shadows. S.A. is used denoting dates.

Skill: An aspect of a character which enables him/her to perform an action more effectively. The term is used here to refer to abilities which are particularly applicable to FRP campaigns and adventuring.

Stat (Characteristic): One of the physical and mental attributes which are considered most important to an adventurer in a FRP game. Stats dictate how well a character develops, moves, fights, takes damage, absorbs information etc. They are used to compute bonuses and subtractions to die rolls.

Third Age (T.A.): The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the sea (from the Grey Havens). T.A. is the abbreviation.

Valar: Refers to primary Valar..fifteen (including Morgoth), and later fourteen servants of Eru. Lesser "gods," demi-gods, entities consisting of pure spirit but often taking physical shape. Many of the peoples/beings in Middle-earth worship them or hold them sacred. Guardians of the world, it is they who sent the Wizards (Istari) to Middle-earth.

The West: Northwestern Middle-earth, specifically the area within which the events described in *The Hobbit* and *The Lord of the Rings* took place. Loosely, the area from Umbar northward and west of the eastern shores of the Sea of Rhûn.

1.2 MIDDLE-EARTH CAMPAIGNS: CREATIVE FOUNDATIONS

Since each module in this series strives for flexibility, the GM is given settings which allow for a variety of campaigns. Naturally, no one game, game system, or GM's approach is exactly alike. Some portions of this module will be better suited to certain campaigns, while others may not come into play until the adventurers have considerably progressed in skill. It is, therefore, important that the GM focus upon the sections of the module which are geared to his/her campaign.

The maps, cultural notes, sections and general descriptive text relate to the area as a whole, and have bearing on the political and economic structures - regardless of the time chosen for the game. These aids are intended for use with any campaign; they provide the "common denominators" of the region, and act as the ultimate creative foundations. A GM who wishes to create all or most of his layouts and adventures from scratch will still find these sections extremely useful. Regardless of the details and day-to-day activities associated with the area, these fundamental factors have a bearing. After all, land forms and cultural norms change relatively slowly.

The individual layouts and descriptions of personalities are provided to give the GM an idea of the power structure at a specific point in Middle-earth's history. Interaction based on these sections will depend on one's campaign. Dominant political figures and their holds will provide adventurers with certain death in many cases. Only the very accomplished and/or strong group of player characters will be geared for such an experience. Most adventuring parties should best be run in the context of lesser power; therefore, more modest personalities and layouts have been provided - enabling the GM to get a creative start should he/she wish to employ already-detailed structures. Of course, all of the layouts and figures found in this module can be considered as flavorful examples associated with, or common to, the area. As noted above, these modules describe whole regions, and we encourage the GM to create his own detailed version of the given section of Endor.

1.3 ADAPTING THIS MODULE TO YOUR FANTASY ROLE PLAYING CAMPAIGN

COMMENTARY

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease (note Sec. 1.321 below for a handy conversion chart). Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

This section deals with (1) tips for using this module with respect to starting a campaign and (2) guidelines for fitting the given data into terms appropriate for the game system you are using. Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

1.31 APPROACH FOR INTEGRATING THIS MODULE INTO YOUR CAMPAIGN

The Court of Ardor is a unique part of this series. Its emphasis is largely on a political rather than geographic and cultural setting. There is a "quest" outlined which may provide the basis of a strong campaign. Nonetheless, the area itself has been detailed and remains the central focus. The land, people's, and relatively "permanent" architecture generally outlast political plots and conspiracy, even those involving the immortal First-born, and the reader should pay particular attention to Section 8, where suggestions for alternative campaign approaches are found. In addition, Section 9 gives the reader a view of the region during various periods, before and after the temporal setting found in most of the text. The following steps may be helpful when beginning to employ the region here described.

The following steps may be helpful when beginning to employ the region here described:

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the gamemaster, and converting statistics for your game system;
- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the considerations involved with setting a campaign at any date other than that chosen here. ICE chose the mid Third Age as a particularly exciting era, but you may enjoy another time even more;
- (4) Assemble any source materials (note suggested reading) you find necessary;
- (5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle Earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.32 GUIDELINES FOR USING YOUR FRP RULES SYSTEM WITH THIS MODULE: CONVERSION NOTES

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome; you may wish to design your own NPCs using this module as no more than a framework.

Note: As a general rule, all bonuses include advantages or disadvantages which normally operate in activities involving the given character. Offensive bonuses include stats, enhanced primary weapons, constantly or near-constantly operating spells, skill levels or expertise, etc. Similarly, defensive bonuses incorporate the effects of shields, stats, special items, skill, normally activated spells, etc. Spells of limited duration or access, secondary weapons, and other factors involved in a given situation may act to modify these bonuses. The character's description will act to give the reader a breakdown of the specific components making up the bonuses. Bonuses preceding weapons or shields are modifications to the inherent strengths of the given item (e.g. a +10 Shield would subtract 30 from an opponent's attack, for the shield would normally add +20 to the holder's DB, and the bonus adds another +10).

1.321 Converting/Determining Stats. Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g. dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g. you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: power, might, force, stamina, endurance, conditioning, physique, etc. Note that the vast majority of systems include strength as an attribute.

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liteness, etc.

QUICKNESS: dexterity, speed, reaction ability, readiness, etc.

CONSTITUTION: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

SELF DISCIPLINE: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

EMPATHY: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

MEMORY: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

PRESENCE: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table below.

TABLE 1.321 STAT BONUSES AND CONVERSION

Unusual Personal characteristics such as a high Agility or Strength seriously affect the capabilities of a character. The following table gives a series of "stat." ranges on the 1-100 scale and the bonus (or penalty) accruing to actions heavily influenced by that statistic.

Columns are provided for 3-18 and 2-12 statistics for comparison and/or conversion if other portions of the game system mandate use of non-percentile "stats."

1-100 Stat.	Bonus on D100*	Bonus on D20	3-18 Stat.	2-12 Stat.
102 +	+35	+7	20 +	17 +
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	
2	-20	-4	4	2
1	-25	-4	4	2

* This bonus will vary with race if appropriate.

1.322 Converting/Determining Combat Ability With Arms. All combat values are based on *Arms Law/Claw Law*. The following guidelines will also aid conversion.

- 1) **Strength and quickness bonuses** have been determined according to Table 1.321 above. Note the stats you are using and compute these bonuses using the rules under your system;
- 2) **Combat adds based on level** included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonus (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.
- 3) If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.325 below.
- 4) **Armor Types** given are based on the following breakdown:

Armor type	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather Coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

5) *Defensive bonuses are based on the NPC's quickness bonus as computed on Table 1.321 above. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.*

1.323 Converting/Determining Spells and Spell Lists. Spell References provided here are in the form of "lists," groupings of related spells drawn from *Spell Law*. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect

relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g. the "Fire Law" list indicates a preference for fire-oriented spells);
- 2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g. a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

SPELL LISTS USED IN THE COURT OF ARDOR

ESSENCE

GENERAL

Spell Wall: RR enhancement
 Essence Perceptions: listen; watch
 Rune Mastery
 Essence Hand: telekinesis
 Unbarring Ways: magic lock; undoor
 Physical Enhancement: balance; resistance
 Lesser Illusions
 Detecting Ways
 Elemental Shields: light/heat/cold protection
 Delving Ways: text/elemental analysis
 Invisible Ways
 Living Change: shrink; enlarge; change
 Spirit Mastery: charm; sleep; words of command
 Spell Reins: storing; bending; delaying
 Lofty Bridge: leaping; leaving; long Door; teleport
 Spell Enhancement: range; duration
 Dispelling Ways
 Shield Mastery: shield; bladeturn; deflect
 Rapid Ways: run; haste; speed
 Gate Mastery: animal and demon summoning

MAGICIAN BASE

Fire Law
 Ice Law
 Earth Law
 Light Law
 Wind Law
 Water Law

ILLUSIONIST BASE

Illusion Mastery
 Mind Sense Molding
 Guises
 Sound Molding
 Light Molding
 Feel-Taste-Smell

ALCHEMIST BASE

Enchanting Ways: bonuses to weapons and armor
 Essence Embedding: spells in items
 Ment./Chan. Embedding: same for other realms
 Organic Skills
 Liquid/Gas Skills
 Inorganic Skills

MONK BASE

Monk's Bridge: flip; wall and ceiling running
 Evasions: swing; dodge; haste
 Body Reins: strength; unpain; concentration
 Monk's Sense: vision; detection
 Body Renewal: minor repairs

EVIL MAGICIAN

Physical Erosion: pains
 Matter Disruption: earth to dust; shatter
 Dark Contacts: with demons
 Dark Summons: demons
 Darkness: dark of all kinds

SORCERER BASE

Soul Destruction: possession; absolution
 Mind Destruction: Jolts; pain; Mind Break
 Flesh Destruction: limbs; organs; body
 Soul Destruction:
 Gas Destruction

MENTALISM

GENERAL

Delving: detect; past vision
 Cloaking: blur; invisibility; displacement
 Damage Resistance: vs. heat; cold; stun; hits
 Anticipations: intuitions; dreams
 Attack Avoidance: shield; deflections; bladeturn
 Brilliance: light; aura; shockbolt; sunfires
 Self Healing: (minor repairs)
 Detections
 Illusions (minor)
 Spell Resistance: enhanced RRs
 Sense Mastery: water/fog/dark vision; ment. eye and ea
 Gas Manipulation: fogs...to cloudmastery
 Shifting: balance; changing; form master
 Liquid Manipulation: boil water...to calm seas
 Speed: run; speed; haste
 Mind Mastery: presence; mental defenses
 Solid Manipulation: warm stone...to transmutation
 Telekinesis
 Mind's Door: leaving; long door; mind's door
 Movement: leaping; fly; passing

MENTALIST BASE

Presence: mind store; mind typing; finding
 Mind Merge: mind scan; probes; thought stealing
 Mind Control: question; hold; coma; mind master
 Sense Control: numbing; nerve stun; controls
 Mind Attack: jolts; pain; mindshouts
 Mind Speech: to groups and far away

SEER BASE

Past Visions
 Mind Visions: questions; truth; scans
 True Perception
 Future Visions
 Sense Through Others
 True Sight: through wood/stone/distance

LAY HEALER BASE

Muscle Mastery
 Concussion Mastery
 Bone Mastery
 Blood Mastery
 Prosthetics
 Nerve and Organ Mastery

BARD BASE

Lore
 Controlling Songs
 Sound Control
 Sound Projection
 Item Lore

EVIL MENTALIST BASE

Mind Erosion: destroy stats
 Mind Subversion: psychoses
 Mind Death: forget; lost experience
 Mind Disease: mental disorders; phobias
 Mind Domination: possession; subjugation

MYSTIC BASE

Confusing Ways
 Hiding
 Mystical Change
 Liquid Alteration
 Solid Alteration
 Gas Alteration

CHANNELING

GENERAL

Spell Defense: RR enhancement
 Barrier Law: air/water/wood/stone walls
 Detection Mastery
 Lofty Movements: limb/stone walking; merging
 Weather Ways: prediction; weather control
 Sound's Way: silence; quiet; soundwall
 Light's Way: light; aura; shock/lightning bolts
 Purifications: disease and poison cures
 Concussion's Way: hit point healing
 Nature's Law: herb lore; animal mastery
 Blood Law
 Bone Law
 Organ Law
 Muscle Law
 Nerve Law
 Locating Ways: finding; directions
 Calm Spirits
 Creations: food/water creation; plant growth
 Symbolic Ways: imbedding of symbols
 Lore: light/dark/curse/poison lore

CLERIC BASE

Channels: raw power; absolution
 Summons: of animals and demons
 Communal Ways: dreams; intuitions; communing
 Life Mastery: lifekeeping; lifegiving (raise dead)
 Protections: RR; AT and elemental protections
 Repulsions: of undead; channels; curses

HEALER BASE (most powerful healing lists)

Surface Ways: concussion healing
 Bone Ways
 Muscle Ways
 Organ Ways
 Blood Ways
 Transferring Ways: wounds from target to healer:
 who can only heal wounds from his own body

ANIMIST BASE

Nature's Movement: limb/stone/air walking
 Plant Mastery
 Animal Mastery
 Herb Mastery
 Nature's Lore
 Nature's Protection: facades; organic deflections

RANGER BASE

Path Mastery
 Moving Ways
 Nature's Guises
 Inner Walls: heat/cold protections; RR mod.
 Nature's Way: weather prediction; locations

EVIL CLERIC BASE

Disease
 Dark Channels: evil fatal channelings
 Dark Lore
 Curses
 Necromancy

ASTROLOGER BASE

Time's Bridge: seeing into the past/future
 Way of the Voice: mind speech; controlling others
 Holy Vision: dreams; communing
 Far Voice: mental speech far away
 Starlights: light; aura; starfires
 Starsense: presence; finding

1.324 A Note on Levels. When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiple the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.325 General Skill Bonuses. General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (+30 jump); (c) for each skill level between one and ten an additional +5 bonus is applied (e.g. skill level seven yields +35); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields +68); (3) for skill levels twenty-one through thirty an additional bonus of +1 per level is awarded (e.g. skill level twenty-eight yields +78); and (f) a bonus of +1/2 is given for each skill level above thirtieth level.



1.326 Locks and Traps

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g. *Rolemaster* or an additional subtraction or modification to the attempt roll. In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how much. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g. dark) make it harder to disarm. These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50)" to disarm. The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

Example: *Wonir the thief encounters a supposed trap in the passage wall. The GM tells him that the mechanism appears to be "hard" to disarm, and that the darkness in the passage will make it even more difficult; the module states "hard (-40)." As stated above, the normal modification for a "hard" category mechanism is -10, so the GM knows that the additional -30 is due to factors other than the trap itself. Often the descriptive passage will show what the other problems are (e.g. lighting), but in any case the GM will be able to note some external factor(s) and will allow the acting character to reduce the difficulty modification to the usual addition/subtraction by acting correctly to overcome the outside obstacle. In this case, a lit torch will eliminate the -30 modifier for lighting, reducing the trap to a -10, the norm for a "hard" trap. Should the trap read "extremely hard (-30)," the GM would note that the -30 is the intrinsic modifier for a trap of that category, and that lighting etc. play no part in the figure; the trap would have to be disarmed accordingly. The terms used here, in order of difficulty: Routine, Easy, Light, Medium, Hard, Very Hard, Extremely Hard, Sheer Folly, and Absurd.*

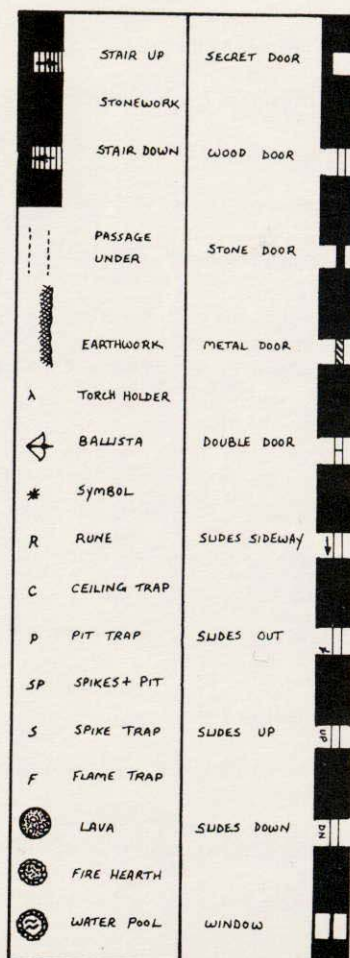
1.4 SPECIAL NOTES CONCERNING MAPS AND INTERPRETATION

A variety of maps and layouts have been provided in order to give the GM a creative framework within which to work. Remember that the accuracy of a graphic representation will depend somewhat on the scale used: the smaller the area covered, the closer the area is to its real-life size, the more accurate the illustration. If the scale is 1 inch = 20 miles (as it is on the color area map) the accuracy factor is greater than a map with a scale of say 1 inch = 200 miles. The following notes are helpful for approaching the maps and graphic layouts found in this module.









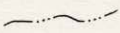


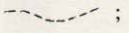
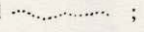
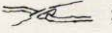












1.41 CONCERNING AREAS COVERED IN THIS MODULE VERSUS THE COLOR AREA MAP







The color area map shows an area approximately 340 x 440 miles. The territory shown is detailed in the text to varying degrees, and some locales or regions may receive relatively little attention. The authors have sought to focus on important and/or sweeping constructs, and the GM is asked to fill in "grey" areas which would be impractical to deal with in the limited space provided here. In addition, other modules which cover adjacent territory and overlap somewhat may discuss these areas, particularly where the subject matter best relates to material largely centered elsewhere (e.g. a small tribe or clan territory may fall on this map, but the heart of the culture might be located some miles off the edge of the border shown here). In the case of the Court of Ardor, Mûmakani proper is a good example. The center of that region actually lies to the east of the area on the map, and the setting for the peoples of this realm will be the subject of a future work. They are only briefly discussed here.

1.42 KEY FOR OVERHEAD LAYOUTS (E.G. FLOORPLANS)



1.43 BASIC COLOR AREA MAP KEY

- (1) The scale is 1 inch = 20 miles;
- (2) **Mountains** are represented by the symbol  and denote relatively extreme grades which rise at least 2,000 feet above the surrounding "flat" land surface;
- (3) **Hills** are denoted by the symbol  and represent relatively steep grades which rise at least 200 feet above the surrounding land surface. Usually the surface area immediately adjoining these rises is rugged;
- (4) **Mixed forests** are shown using the symbol  and are comprised of a variable grouping of deciduous and coniferous trees and associated plant species;
- (5) **"Pine forests"** are represented by the symbol  and are almost exclusively coniferous in nature;
- (6) Hedgerows, **brush**, and thickets are illustrated with the symbol  ;
- (7) **Primary rivers** are represented by the symbol  and are navigable;
- (8) **Secondary rivers** are represented by the symbol  and are non-navigable by vessels with a draft of more than two feet;
- (9) **Streams** are represented by the symbol  , and are completely non-navigable;
- (10) **Intermittent watercourses** are shown using the symbol  and are dependent on rainfall etc.;
- (11) **Glaciers** and iceflows are represented by the symbol  ;
- (12) Mountain **snowfields** and snowy regions have no coloring, but may be noticeable by virtue of the contrast with surrounding color;
- (13) **Primary roads** are denoted by the symbol  ;
- (14) **Secondary roads** are denoted by the symbol  ;
- (15) **Trails/tracks** are shown by the symbol  ;
- (16) **Bridges** are represented by the symbol  ;
- (17) **Fords** are shown using the symbol  ;
- (18) **Cities** are represented by the symbol  and their relative size is dependent upon the width of the symbol. The red coloring signifies a non-military settlement site with civilian character;
- (19) **Towns** are represented by the red symbol  ;
- (20) **Manor houses** or "Great Houses" are shown using the red symbol  ;
- (21) **Citadels** and huge castle complexes are represented by the yellowish symbol  ;
- (22) **Small castles/holds/towers/keeps** etc. are denoted by the yellowish symbol  . Military sites are all given a yellowish color;
- (23) **Monasteries** are represented by the symbol  ;
- (24) **Downs**, cairnfields, and burial caves are shown using the symbol  ;
- (25) **Caverns** and cave entries are represented by the symbol  ;
- (26) **Buttes** and **plateaus** are denoted using the symbol  ;
- (27) **Lakes** are represented by the symbol  as are large ponds;
- (28) **Dunes** are shown using the symbol  ;

- (29) Extremely **rough terrain** may be represented by a light shade of brown or grey coloring and encompasses pebbly or rocky surface, breaks, small ridges and hills, etc.;
- (30) **Desert** is represented by the symbol  ;
- (31) **Shoals** are shown using the symbol  ;
- (32) **Reefs** are represented by the symbol  ;
- (33) **Ruins** are denoted by the symbol  .
- (34) **Swamps** are shown using the symbol  . All marshlands of significant size fall into this category;
- (35) **Jungle** appears as  and is so labeled. It differs in coloration from other mixed forests, being shown in a brighter green.

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.

1.44 GAMEMASTER'S REFERENCE MAP

The color area map is a relatively detailed work and is intended for use by the GM and those characters who have virtually complete knowledge of the region. The major sites and settlements are accurate for nearly all of the Third Age, although they will vary in character with the flow in time. By T.A. 3021, for instance, most of the finer cities have become mere shadows of their ancestors; wood or very crude stone construction supplants refined stonework as cultural strength wanes. Some places will be in ruin (see 9.0 for more details).

The black and white GM's reference map following shows still more detail. Political boundaries, population distribution, and some animal placements are given. Note that the political boundaries for the area as of T.A. 3000-3021 are not given; after all, Sauron's Shadow had covered all of expanded Tantarak and Mumakan, as well as all of the "wilds" and much of the "civilized" kingdoms.

We suggest the GM allow access to the map on page 10, but only to the extent that the PCs have actual or inferred knowledge. ICE permits copying of portions of this map for non-commercial purposes. The GM should cover or obscure labels which would be unknown to the recipient PC.

GAMEMASTER'S REFERENCE MAP KEY

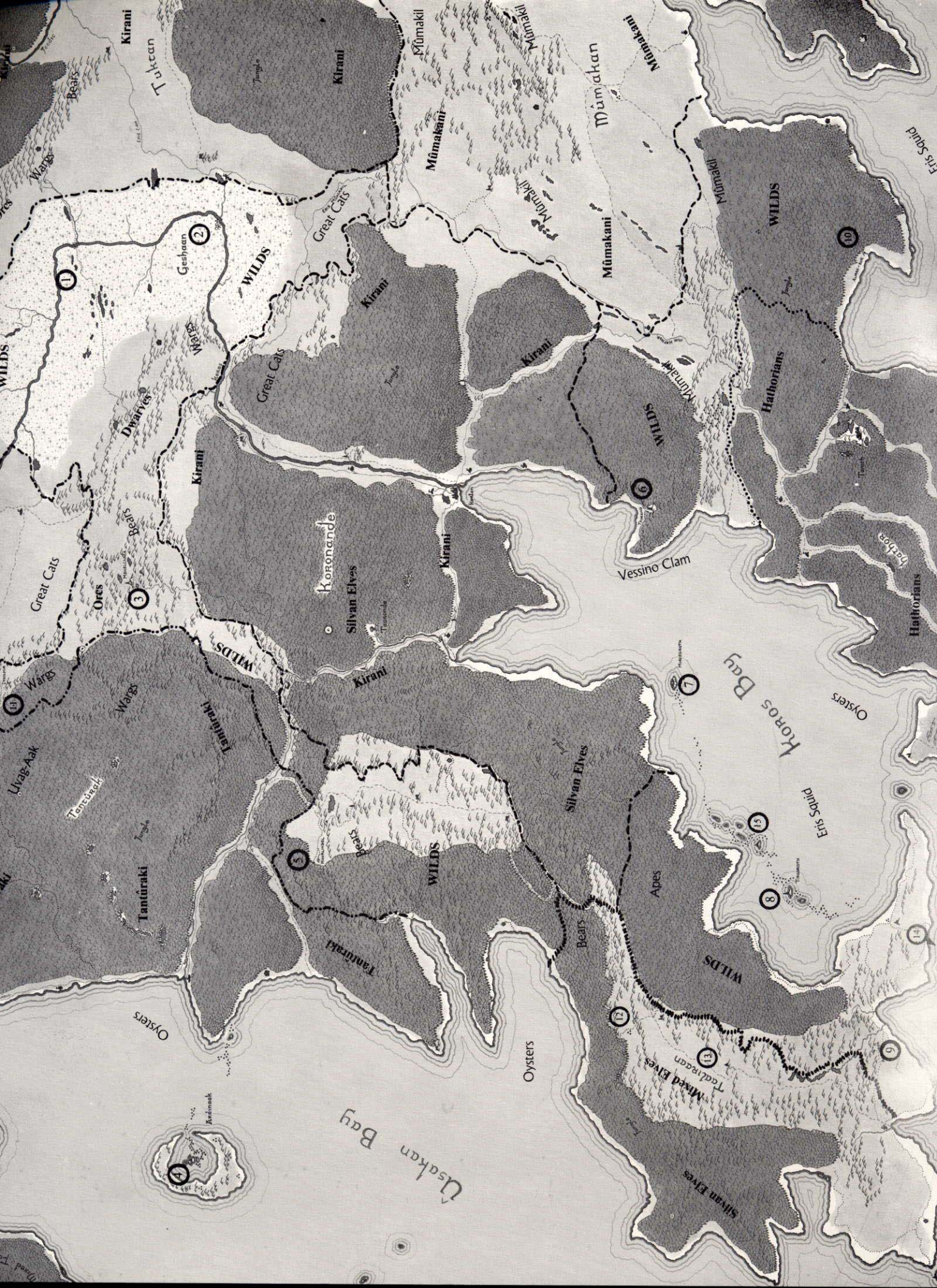
- 1 - Ty-Ar-Rana
- 2 - Gaven
- 3 - Menelcarca
- 4 - Ardinaak
- 5 - Naurilindol
- 6 - Taurang
- 7 - Mirisgroth
- 8 - Tirgoroth
- 9 - Angkiryra
- 10 - Aurax-Dûr
- 11 - Ithilkir
- 12 - Kirnak
- 13 - Laurie's Manor
- 14 - Dirsûlinor (off map isles)
- 15 - Tharin

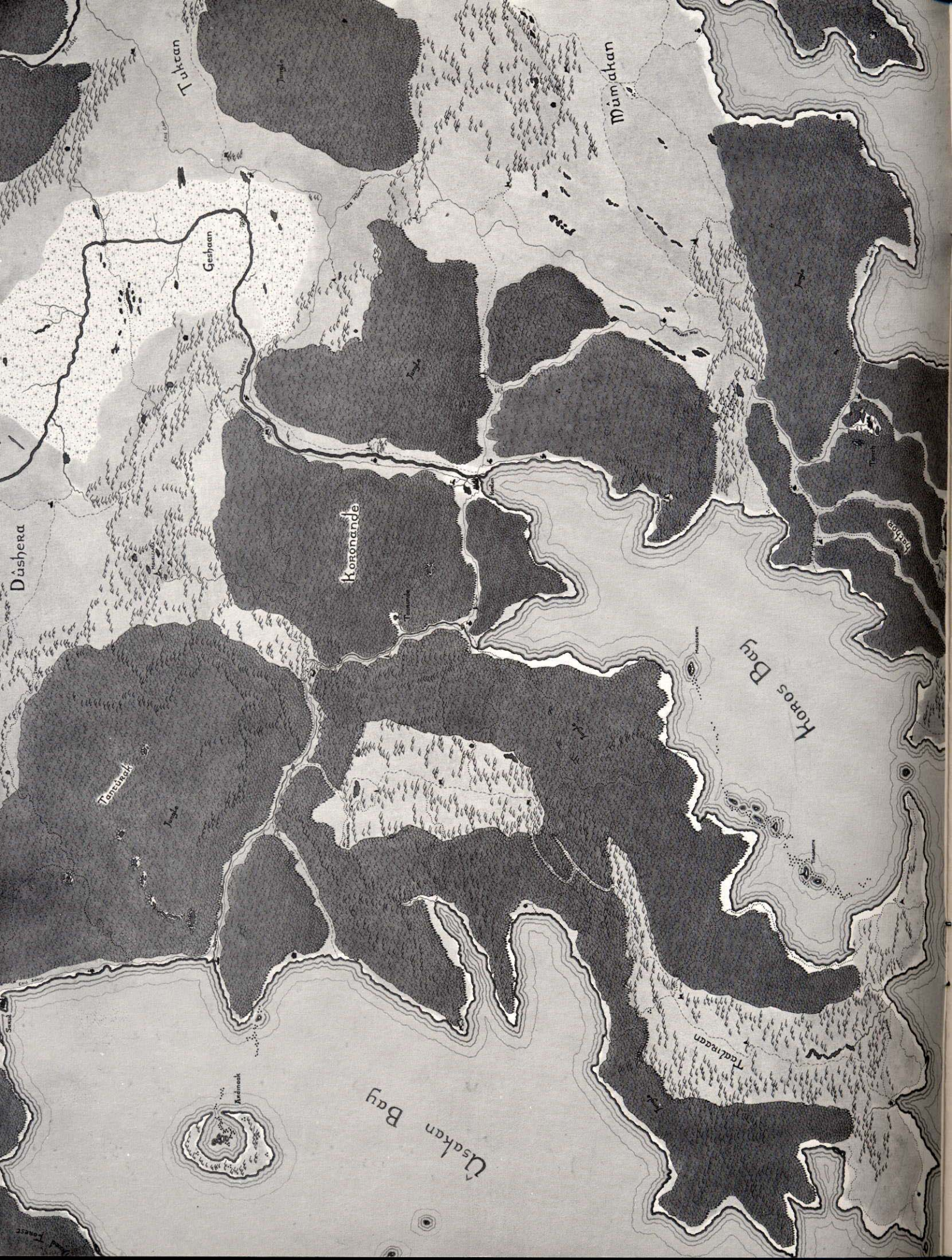
Peoples — **Kirani**

Animal groups — Great Cats

Borders in Mid-Third Age

Mûmakan — 
 Hathor — 
 Taaliraan — 
 Tantarak — 
 Dûshera — 
 Koronande — 
 Tuktan — 





2.0 INTRODUCTION

Within this book is held the tale of the history of the land known as the Mûmakan and an organization of Evil known as the Court of Ardor. Also told is the story of the preparations of the Court for a cataclysm which, if it were to occur, would have dire repercussions not only for the lands of the Mûmakan, but all of Middle-earth.

Long ago in the dim past of Endor Elven lords came to this southerly area, to a land swathed in warm mists and overgrown with wild yet beautiful trees and vines, and inhabited by all manner of creatures. It was (vastly different from the forests and plains to the North, yet the Elves loved it and named it Ardor (S: 'Exalted Land'). Many centuries passed, and the Immortal Children of Eru lived in peace, until the Shadow fell upon the land and many of the strong were seduced by the clever words of servants of the Black Enemy: Morgoth. Power and wisdom were promised, if they would but perform this one task. Naive were these Elves in the Elder days, and they made oaths lightly, little knowing how heavily this would weigh upon them in the millennia to come. Eagerly they took council and formed a Court of sorts; a hierarchy of lords and ladies to effect this mission for their master. And a Darkness of spirit fell upon the land: a harbinger of the true dark which was to follow should their scheme come to fruition.

Ages passed, and men, the younger Children, came and settled in Ardor, giving it a name in their own tongues — Mûmakan, after the huge beasts which roam the region. But Ardor still it was to the Court, and Ardor it would be again, when the eternal night fell upon all of Middle-earth.

2.1 ARDOR HISTORY AND PURPOSE

The Court was formed in the waning years of the First Great Age of Arda, when Morgoth, the Black Enemy, still ruled much of the world, possessing the Silmarils in his Iron Crown. As is well known, after the death of the Two Trees of Valinor (which had lighted the world), the Valar created the moon and the sun, which were much brighter than the dim luminescence which had filtered to Middle-earth from Valinor and the Trees, and it blinded and drove into hiding nearly all of Morgoth's servants. Only in the night and the relative dimness of the moon could they roam abroad and cause terror, and even then they cursed the silvery lunar light, preferring overcast skies.

Morgoth thought long upon this, and decided that the sun and moon must too be destroyed so that his dominion would be assured. Sauron being his chief general, he could not be spared for even this most important of tasks. Instead, the Black Enemy called upon Ardana the Astrologer. A Noldo of power, she was among the mightiest of the Eldar whom Morgoth corrupted to his cause, and, perhaps, one of the most tragic. She was once a follower of Elbereth, a lover of the stars. She knew much of the ways of the Heavens — so she was charged with the fall of the Lights.

The Astrologer travelled Middle-earth, seeking a method by which she could bring down the sun and moon, gathering followers in her wake.

Let it be said here that, for the most part, Elves cannot be corrupted to 'evil' as such. They can be seduced by clever words, and convinced of things which are not so. In this way, Ardana, a powerful Lady of the Eldar, appearing in shimmering rainment, convinced many of the Elves that her plan was what was best for them: that the glaring lights in the sky were 'evil' contrivances, designed to block out the light of Elbereth's stars, cherished by all Elves. Ardana herself was lured into this belief, for indeed the sun, and even the moon to some extent, blotted out the stars which were so important to the ways of Astrology. Fanatical in her belief she became, and her fervent self-assurance was contagious: thus were many of the strong of the Eldar turned. However, there were a few even among those of the Elves whose hearts were black and whose nature was genuinely evil. Karol Dekdarion (Cambragol), and the woman Fëatur were two of the greater Eldar who were truly cruel. They tortured for pleasure, and killed on a whim. The others for the most part, killed when necessary although without mercy, for their cause. They would not be turned and, as is true especially of the Noldor, their ways were clever to achieve their ends.

Thus it was, after many years, (which are but fleeting moments to the Elves), and after many spirits of power had joined the order which was to become Ardor, Ardana came to the cluster of islands in a bay far to the south and east of Thangorodrim. Here she encountered a mind equal to her own. He was Morthaur ("Black Prison"), a Noldo of great might, both in mind and body, but his soul was dark. Their purposes were parallel, and so an alliance was formed. With the skills Morthaur had learned, the way to bring down the Lights was decided: for on that dark day when Ungoliant and Morgoth destroyed the Two Trees, and Ungoliant had consumed all of the gems of Fëanor she later belched forth many — but they were changed. Instead of the radiant crystals of light they had been, they were dark, in fact they consumed light; they were of unlight.

The eighth largest of these (each about the size of a clenched fist) Morgoth gave for this cause, and Morthaur conceived a plan: a design which would focus the light-consuming powers of the eight gems in one great burst to drain both sun and moon of light. But the sacrifice of one of the "blood" of the Valar would be necessary to trigger the gems. Ardana would bear a daughter "fathered" by the Lord Morgoth.

Much time passed, though the servants of darkness were not idle. The Court of Ardor coalesced, ruled by the Ardor Council: eight lords of the eight citadels constructed under their supervision, clustered about the bay which embraces Shaan-Ta-Rhûn, The Citadel of Ardor. In addition to the Eight, there sat Valmorgûl: the warden of the Citadel, Mourfuin the Lord Demon, Morthaur, and Ardana. Thus was formed the Council of Twelve of Ardor. And Ardana conceived and bore not one child but twins, a boy and a girl. And stranger yet, at the birthing the boy showed no sign of life. The Lay Healer Yavëkamba took him away to Fëatur her master, and no one of the Court but she and (the male) Fëatur knew that the boy was indeed alive, and the hope against Darkness. The daughter remained healthy and was raised as a priestess of the Black Arts. Her impending fate was not revealed to her.

And, at the time of the birth, in far Thangorodrim Morthrog, Morgoth's seer, heard these words in a dream:

"Night and Day, girl and boy.
Two children and a shadowed fate.
She shall die, short life to enjoy
He will his mother slay, 'ere too late.
'fore night falls again..."

Unable to decipher the poem, Morthrog chose not to bother his master with meaningless verse. The male Fëatur, too, heard the words, spoken in a clear voice in his dream, out of the West.

Note: *This, of course, means that the male child of Ardana must kill his mother and stop the ritual from taking place. He does possess some unique advantages however; he will be immune to her spells, and, if pure of heart, will know her mind while he holds her in sight, and will sense her location in any case, while she will remain ignorant of him until the instant of her death. (Unless, of course, his identity is discovered, and someone tells her.) So have the Valar granted a chance for the forces of good to prevail.*

2.2 TIMELINE

FIRST AGE

The events which occur before the Years of the Sun were spread across a vast span of time and were not recorded formally. There was a early period even pre-dating the Years of the Trees about which virtually nothing is known for certain. All events before the Years of the Sun are listed in rough chronological order.

- Creation of the World by Eru and The Valar

Years of the Two Trees

- Laurelin and Telperion, the Two Trees, are made and give light to the Undying Lands.
- (much later) Elves awaken in Middle-earth.
- War between Morgoth and the Valar: the Black Enemy is imprisoned.
- Dwarves meet Elves; many Elves journey to Valinor, other stop along the way and settle.
- Morgoth is released. He begins to seduce the Noldor in Valinor to evil.
- Death of the Two Trees and theft of the Silmarils by Morgoth and Ungoliant.
- Repentance and pardon of (the male) Fëatur of Angkirya.

Years of the Sun

- Rising of the Moon, and soon after, the Sun. The servants of Morgoth, used to darkness, are dismayed and confused. Men, the mortals, awaken in Middle-earth.
- 50 — Formation of the Guild of Elements by five Elven Lords in the south: Chrys Menelrana, Carnil Ravire, Talan, Ralian, and Elerior.
- 60 — Morgoth charges Ardana with the destruction of the Sun and Moon.
- 100 — Fëatur meets the Three of Ty-Ar-Rana. The Tyar religion spreads among the men of the South.
- 150 — Ardana meets Morthaur; they forge an alliance.
- 150-400 — Construction of the Citadel of Ardor and the eight holds.
- c. 300 — Formation of the Luington alliance: the Guild of Elements, the Three of Ty-Ar-Rana, and the Starseer Conclave.

- c. 500 — Founding of the Darin Tesarath by Fëatur.
- 507 — Birth of the twins Morelen and Moran (who is 'dead') to Ardana, "Fathered" by Morgoth. Moran is secretly placed in a magical sleep at Ty-Ar-Rana by (the male) Fëatur.
- 570 — Betrayal of the Court by the male Fëatur: the Ritual of the Fall of the Lights is aborted by the temporary disappearance of the sacrifice, Morelen, at the crucial time. Also, the Luignon Alliance attacks the Citadel: three of the eight gems of Unlight also required for the Ritual, are stolen. "Death" of Lyaan and Lysa of the Three and Four of the inner Five of the Guild.
- 575 — War of Wrath: final overthrow of Morgoth. Ruin of Angband, fall of Beleriand, and changing of much of Middle-earth. The Guild of Elements Dissolves. The Court of Ardor is disorganized: their artifacts, linked to Morgoth, are useless, including Ardana's cards. She and Morthaur flee into the East. Lyrin of the Three wanders in shadow. The Holds of Ardor are abandoned. End of the First Age.

SECOND AGE

- 32 — Founding of Numenor.
- c. 100 — Founding of Koronande as a united realm; and Hathor soon afterwards.
- c. 300 — Last of the founders of the Guild of Elements, Chrys Menelrana, constructs outposts to watch the holds of Ardor now abandoned, to assure that the Court does not arise again. Order of the Watcher established.
- c. 500 — Sauron begins to stir again. Chrys departs to the Undying Lands.
- 755 — Laurre vanishes, trapped in sleep at Ty-Ar-Rana.
- c. 1000 — Sauron moves into Mordor and makes it his own. The vigilance of The Watchers fails. Ardana and Morthaur return to the Citadel, and lay plans to recover the three gems of Unlight and complete the charge, seizing Middle-earth for themselves.
- 1300 — Founding of Tantûrak. Ardor begins to coalesce again with the return of the Lords, and thus potential for swift domination of a confused people when Darkness falls again. Ardana forges the cards anew. All of the places of the Watchers are long abandoned, but so cunningly are they made that they remain undetected by the Court.
- 1350 — The Ardan Council meets again.
- 1600 — Sauron completes the One Ring in Orodruin. The Three are hidden.
- 1693 — War of the Elves and Sauron begins.
- 1697 — Eregion laid waste. Death of Celebrimbor. Moria is shut.
- 1700 — Sauron defeated and driven back by forces from Numenor.
- 1800 — The male Fëatur, in Ty-Ar-Rana to check on Moran, discovers Laurre and releases him. They make an alliance.
- c. 2000 — The shadow falls over Numenor. Arrival of "The Magician" to Tantûrak who swiftly gains favor with the Governor. Peace, for the most part, reigns in the Mûmakan, except that the Mûmakani themselves begin to grow restless; and tales that their god Amaav, who had been absent for many years, has returned and will give them purpose again. Within a few generations of the arrival of "The Magician", relations between Tantûrak and Koronande become strained.
- 2700 — The Nazgûl, or Ringwraiths, first appear.
- 3000 — Tantûrak declares independence from Numenor, and severs all relations with Taaliraan, and reduces association with Koronande.
- 3262 — Sauron taken prisoner by Ar-Pharazôn.
- 3348 — Ardor Destroys the Isle of Dirsulinor (remains become Ardinaak). Its Elven inhabitants flee either to the Undying Lands, or to neighboring Taaliraan, as the ecology of their homeland disintegrates.
- 3319 — Downfall of the corrupt Numenor by the hand of Eru.
- 3320 — Sauron returns to Mordor. He perceives the power of the Court and bends his will upon them. Drained from their last great feat of destruction, they are forced to accede to his dominance.
- 3430 — Last Alliance of Men and Elves is formed against Sauron.
- 3441 — Sauron overthrown by Elendil and Gil-Galad, who perish. Isildur takes the One Ring. End of the Second Age.

THIRD AGE

- 1100 — One of the three gems of Unlight taken by the Luignon Alliance is recovered by Ardor from its place of hiding.
- 1120 — Eldarion of the Guild of Elements is caught in Naurindol by Rilia. He is slain, and the Staff lost.
- 1264 — The Nazgûl reappear. Sauron enters Dol Guldur and sends one of his Ringwraiths to the Citadel of Ardor, suggesting a new alliance. The Council, knowing Sauron to be crippled without his Ring, yet still fearing somewhat his awesome powers, stalls him.
- 1365 — Tantûrak, now completely under the influence of the immortal "Magician", declares war on Koronande.
- 1372 — After a series of inconclusive battles, Koronande and Tantûrak reach a tentative peace, intermittently broken by border squabbles.
- 1408 — Cambragol, Valkrist and Persuvius seize the second lost gem of Unlight. Only one remains hidden, at the castle of Kirnak.
- c.1650 — Repeated minor battles begin to break out between the previously peaceful peoples of Mûmakan, Tuktan, and Dûshera. The population of Mûmakan has increased markedly in the last few centuries, and the peoples of Tuktan and Hathor fear that war is impending, that Amaav's 'purpose' is to take control of all the Mûmakan. Also, Orcs and Wargs, usually a very rare sight, are seen with increasing frequency in the hills at night, and begin raiding outlying Dûshera villages.
- 1680 — The Guild decides to awaken Moran.
- 1703 — (February 8) The King of Hathor is assassinated (by the Winds of Taurang)
- 1703* — (June) The Company converges on the Blue Falcon Inn in Korlan. Klaen charges them with their task, and starts them on their quest.
- 1705 — (August 8) Eclipse over the Citadel of Ardor: Time of the Ritual.

*The Present.

3.0 FLORA AND FAUNA

The Mûmakan area is one which holds a great variety of environments within a relatively small area: treeless plains, sandy coasts, humid jungles, hilly vales, and cool forests similar to those found much farther north. As can be imagined, to describe all of these ecosystems in detail could consume entire volumes. With this in mind, following is a brief discussion of each of the various environments and the typical flora and fauna that can be found there.

3.1 COASTS

The shores of the land are for the most part sandy beach, except for the southern coast of the Mûmakan peninsula itself, which is rather rocky, and rises to sheer cliffs of up to 300' in certain areas. This region is honey-combed with cliffside caves and grottoes, remnants of ancient volcanic flows. Wild grassy areas prevail as one moves inland, but on occasion the rampant foliage of the jungle runs fairly close to the beach edge. More often however, there are merely scattered palms, pines, and other hardy scrublike types of vegetation. Sharks and other large predatory fish are extremely rare in the bay and coastal areas, although they may be encountered beyond the ten-mile point. Fish on the other hand, are plentiful and harvested by Hathor and Koronande. Oysters and clams are cultivated in the shallows, including (by Hathor) the rare Vessino Clam, whose meat is the source of a healing balm (see healing chart, sec. 8.5). Unique to the Mûmakan is the Eris Squid, a small animal (growing to perhaps 1' in length) whose inky defensive excretion is reputed to have magical camouflaging properties.

3.2 RAINFOREST

Covering more land in the Mûmakan than anything else are the vast, dim rainforests. Lining most of the shore areas, and extending far inland, they dominate the land and people. The Jungle itself harbors a variety of animal (and, of course, plant) life, and so deserves the greatest attention. There are actually four distinct "layers" of vegetation within the rainforest: the herbs and ferns, which exist most heavily at the fringes, are the bottom. Above them also most prevalent at the edges of the jungle, are young trees not fully grown. Forming the jungle "canopy" are the vast majority of large trees 100-150 feet in height, with no branches until they reach a crown, and spread to meet their neighbors, forming an almost complete roof over the jungle floor, and thus inhibiting the growth of sunlight-dependent vegetation below. Above all rise the great "Lurakil", the lord trees of the rain-

forest, growing to 200 feet, and occasionally even higher. The crowns of these trees spread above the unbroken roof of the forest canopy. It is in the Luraks that the Elves and Kirani choose to build their elaborate arboreal homes. Within this framework are a myriad of floral types: strangler vines which grow tendrils to the ground, then establish their own root systems, gradually wrap around the host tree and strangle it. Other climbing vines do not harm their support, but merely use it to get closer to the precious sunlight. Thickets of mangrove trees and bamboo thrive at the forest edge, especially along rivers. It is important to keep in mind that, once one has fought his way through the dense underbrush at the edge of the rainforest there are few obstacles to the traveller: young trees and other undergrowth cannot survive in the dim light, and dead material is swiftly decomposed by the many fungi and lichens which grow on the forest floor. The deep jungle is a misty cathedral pillared with slender, buttressed trunks of great trees, their high branches interlacing into a translucent, shimmering vaulted ceiling. Within this awe inspiring setting exist an infinite variety of animal and insect types, some harmless, others not so. Among the most prevalent and obvious of the the rainforest inhabitants are the brightly plumaged birds who make their homes in the trees. They are usually quiet during the day, but break out in a cacaphony of cries at sunset. Snakes are common, mostly constrictors, growing to twenty-five feet in length, and lying in wait in shallow water or in tree branches until an unsuspecting victim draws too near, at which time they are able to strike and envelope with amazing speed for their bulk. Small mammals are abundant, including squirrel-like creatures with flaps of skin between their limbs which allow them to glide from tree to tree. Leopards and ocelots, kings of the jungle predators, are about but rarely in the human-inhabited areas. Many amphibious animals exist, especially frogs - and of note, the tree frog of Umak, whose skin exudes a potent contact poison. Leeches are everywhere, and will attach themselves to the unprotected feet and lower legs of an unsuspecting traveller.

3.3 PLAINS

The plains of the Mûmakan are barren by comparison to the jungles, but still harbor several plant and animal types. Most prominent of these are the Mumakil themselves: giant elephants, either wild in herds or domesticated by the Haradrim and used as beasts of burden for their nomadic tribes, the Mumakil are fearsome beasts, and nearly unstoppable when frightened or angered. Thus do they make excellent war machines, almost impossible to kill unless struck in the eye. They also serve as mobile platforms for parapets, battlements, and acts as formidable living battering rams. These beasts live near the forest edge and spend a good deal of time by ponds and streams, bathing themselves. Also on the plains graze gazelles and wild horses, staples of the Mûmakani diet as well as food for the leopards, lions and cheetahs who, incidentally, occasionally make a Haradrim part of their dining fare, although these predators are relatively scarce and never attack large groups of men. Plantlife is for the most part limited to endless grassy plains, broken by an occasional cluster of stunted trees or undergrowth. There are scattered wild grains, nuts and edible plants, which the Haradrim harvest as they travel across the lands.

3.4 HILLS

The hilly regions have more than the plains in the way of plant and animal life, partly because of the slightly cooler air and more evident water supply. This is true even in the low hills running as spines down the peninsulas in the Mûmakan; but the much cooler areas (where it is known to even snow on occasion) are limited to higher vales and the more northerly districts where deciduous trees begin to grow in numbers. Wild animal life here is limited to small rodents and an occasional deer or small bear, the latter two also usually only in the more northern areas. Plantlife is more healthy and abundant, including smailer versions of many of the jungle trees, as well as most of the medicinal herbs native to the area. Short grasses dominate uncultivated lands here, and in Hathor the domesticated sheep make full use of it as food. Fields of corn and cotton are common in the south, while wheat seems only to grow well in Dûshera and the higher elevations. The horse is the usual beast of burden and method of transportation, ranging from scruffy ponies in the North to huge war horses on the plains (when Mumakil aren't used), to the graceful mounts used by the Hathorians and Elves.

3.5 SWAMP

The swamp of Geshaan is similar to the rainforest, but out of control. The ground is uncertain, and often submerged under scummy water up to two or three feet. There are more breaks in the 'canopy' because of the unstable floor, and so more fallen trees. Huge vines and overgrown underbrush make passage almost impossible at times. In addition to this there are snakes, alligators, huge poisonous lizards, and large insects, many carrying diseases.

4.0 CLIMATE OF THE MÛMAKAN

WEATHER CHART

MONTH	JUNGLE	HILLS	COAST	PLAINS
Valime (Winter)	60-65 Cloudy Rain Calm	30-40 Cloudy Rain/Snow Windy	40-55 Pty. Cloudy Light Rain Windy	45-55 Pty. Cloudy Light Rain Windy
Narvinye (Spring)	60-70 Cloudy Rain Calm	40-55 Perfect --- Breezy	45-60 Pty. Cloudy Light Rain Windy	50-60 Perfect --- Breezy
Nenime (Spring)	65-75 Overcast Downpours Windy	50-60 Cloudy Rain Windy	60-70 Cloudy Rain High Winds	55-70 Cloudy Rain Windy
Sulime (Spring)	70-80 Overcast Downpours Breezy	60-70 Cloudy Rain Windy	70-80 Pty. Cloudy Light Rain High Winds	70-80 Pty. Cloudy Light Rain Windy
Vïresse (Spring)	75-85 Cloudy Rain Breezy	65-75 Pty. Cloudy Light Rain Breezy	75-85 Perfect --- Windy	80-90 Perfect --- Breezy
Lotesse (Summer)	80-90 Cloudy Rain Calm	70-80 Pty. Cloudy Light Rain Calm	85-95 Perfect --- Breezy	90-100 Perfect --- Breezy
Narie (Summer)	85-95 Cloudy Rain Calm	80-90 Pty. Cloudy Light Rain Calm	90-100 Perfect --- Breezy	90-105 Perfect --- Breezy
Cermie (Summer)	85-95 Cloudy Rain Calm	70-80 Cloudy Light Rain Calm	85-95 Perfect --- Breezy	85-100 Pty. Cloudy Light Rain Breezy
Urimie (Fall)	80-90 Overcast Downpours Calm	65-75 Pty. Cloudy Light Rain Breezy	75-85 Pty. Cloudy Light Rain Windy	80-90 Pty. Cloudy Light Rain Windy
Yavannie (Fall)	75-85 Cloudy Downpours Breezy	60-70 Cloudy Rain Breezy	70-80 Perfect --- High Winds	75-85 Perfect --- Windy
Narquelie (Fall)	70-80 Overcast Rain Breezy	50-60 Pty. Cloudy Light Rain Breezy	65-75 Pty. Cloudy Light Rain High Winds	65-80 Perfect --- Windy
Hisime (Fall)	70-80 Cloudy Rain Calm	40-50 Cloudy Rain Breezy	55-65 Pty. Cloudy Light Rain Windy	55-70 Pty. Cloudy Light Rain Windy
Ringare (Winter)	65-75 Cloudy Rain Breezy	30-40 Cloudy Rain/Snow Breezy	50-60 Pty. Cloudy Light Rain Windy	50-60 Perfect --- Windy

KEY TO WEATHER CHART:

(percentages indicate amount of time in a given month for a given condition's presence)

PERFECT	20% Clouds (10% Rain)
PARTLY CLOUDY	30% Cloudy
CLOUDY	60% Cloudy
OVERCAST	80% Cloudy (often very heavy cloudcover)
LIGHT RAIN	20% Raining
RAIN	50% Raining
DOWNPOURS	80% Raining (often heavy downpours)
RAIN/SNOW	30% Precip. (20% rain; 10% snow)
CALM	0-5 mph winds predominate.
BREEZY	5-20 mph winds
WINDY	10-40 mph winds
HIGH WINDS	20-60 + mph winds

The chart above reflects general weather patterns in the Mûmakan.

It should be noted that these are not rigid figures, and there is always the chance that an extreme storm system or clearing front will create exceptions to these guidelines.

Note that precipitation comes in sudden, heavy rains which last for less than an hour, but are very frequent. Cloudcover in the jungle is hazy at best, darkly overcast at worst. The skies really only clear over the coast and plains.

Humidity is very high all year in the rainforest; but does drop in the cooler months in other areas.

The calendar used above is a thirteen month lundar calendar of the Eldar, used in Taaliraan and Koronande. The Mûmakani and Haradrim use a system similar in structure, but the months, of course, have different names. Each month has twenty-eight days (four weeks of seven days each) corresponding to the phases of the moon. The first of each month is a new moon. There is one day, after the 28th of Ringare and before the first of Valime, which is New Year's, and corrects the calendar. Every four years there are two such days.

5.0 THE INHABITANTS: WAYS OF LIFE

Within the lands of the Mûmakan region are many racial and cultural groups, which vary greatly in appearance, customs and attitudes. In addition to a scattering of Silvan and Sindarin Elves, and the Nûmenorean colonists, there are the Haradrim of Mûmakan, the Kirani (an offshoot of the Haradwaith), the stocky dale men of the northern hills, and the Hathorian people.

5.1 ELVES

The Elven population in the Mûmakan is almost entirely Silvan in descent (the most "rustic" of the immortals) except in Taaliraan and, to a lesser extent, Koronande. The Noldor are extremely rare except in Korlan and the Taaliraan capitol of Tilvirin. Anywhere else their appearance is met with stares of awe (in Koronande), loathing (in Tantûrak), and distaste (in Mûmakan). Most races find the Noldor rather stuffy and condescending.

The Sindar are more prevalent, being common in Taaliraan, and composing at least twenty-five percent of the Elven Koronande population - although there has been some interbreeding, and the Silvan/Sindarin line has blurred.

Elves of the Mûmakan wear less clothing than their more northerly counterparts, preferring simple belted tunics in white, grey, green or brown. Jewelry is usually minimal, but invariably high-quality and delicate. The Noldor wear more in the way of jewelry, and prefer white garments with metallic silver or gold trim. As with the other races of the Mûmakan (with the exception of an occasional well-shielded Noldorin Taaliraan aristocrat) the Elves of the area wear year-round tans, yet only these immortals maintain wrinkle-free skin with the passage of the years, due to the regenerative nature of their bodies. Even the Hathorians, despite their balms, begin to show signs of aging around the age of 110.

5.2 KIRANI

It is believed that the Kirani are related to the Haradrim, although beyond the common very dark skin color and black, wiry hair, the similarity ends. Where the Haradrim are stocky and muscular, the Kirani are tall, slender and graceful of movement. Where the people of Harad are barbaric, the Kirani are culturally sophisticated, and relatively advanced socially. Koronande, one of the very few republics in all of Middle-earth, is run almost solely by Kirani. Indeed, with regard to body build, strength and dexterity, the Kirani are more comparable to the Elven races, with whom they share a mutual respect and admiration. Indeed, there have been marriages between the two races, although those are very rare, as are all unions between the Elves and mortal men.

There is an apparently significant range of sociological development among the Kirani, even within this limited area: from the almost tribal arrangement of the reed hut-dwelling people of Tuktan to the complex government of Koronande, where the inhabitants embrace imported foods and intricate social subtleties and live in multi-story stone houses in cities with sewage systems. The fact is, however, that beneath these social levels most Kirani share the same basic religious and cultural beliefs. Although there are many cult branches the Kirani worship Eru, "The One" as their god. They have complex rites of marriage after a young man and woman have chosen each other; and the ceremonies of passage through, as the Kirani perceive them, the four stages of life: birth; man/womanhood (at around 15); citizenship (taking social responsibility, around 30); and death(chosen by the Kirani, as with the noble Nûmenoreans of Old). Death was not to be a long, withering process, rather, when someone realized that his or her mind or body was beginning to fail, around age 150-200 for Kirani, he or she would call for the ceremony of death and at the conclusion of the solemn hours-long ritual, the person would have willed himself to death.

The Kirani are basically vegetarians, cultivating the many varieties of fruit bearing vines and trees which flourish in the area. They do occasionally dine on fowl: the larger avian inhabitants of the jungle are broiled and considered a delicacy.

In the way of clothing, the Kirani prefer flowing, diaphanous garments, dyed in a variety of pastel colors and draped loosely about the body. These they wear when they can get away with it, but of course such are not suitable for everyday work, for which they don short kilts in the case of the men, and the women tend to wear a short, belted dress. Both sexes wear jewelry, although they prefer items of leather worn about the head and wrists, with bright bird feathers dangling, rather than the gold and gem-beset decoration that most other races prefer.

PHYSICAL CHARACTERISTICS	Men	Women
	Height: 6'-7'2"	5'4"-6'4"
	Weight: 150-220	110-140 lbs.

The Kirani are without exception very slender of build, although they do maintain their bodies in peak physical condition through rigorous exercise, and therefore usually have a well-developed musculature; and their strength is not to be underestimated. Their hair is invariably black, and ranges from very curly to kinky and wiry in texture. Eye color is usually brown, but there are occasional exceptions of every type. In tone the Kirani skin ranges from medium brown to nearly black. Kirani males tend to be clean shaven, indeed many, like the Elves, are naturally beardless. All tend to wear their hair relatively short.

5.3 HATHORIANS

If any group of men in the Mûmakan area looks more out of place than the Nûmenoreans, it is surely the people of Hathor. Blond and blue eyed, their appearance harkens back to the cooler climes of Rohan or perhaps the Kykurian Kyn far to the North. Knowledge of the place of origin of the Hathorians is lost, however, even they do not remember. It is known that Hathorians migrated here before even the beginnings of Koronande, while Tuktan was a collection of barbaric tribes.

Despite the fact that they are not indigenous, they love their land, especially the southern and coastal areas. Hathorians are easy-going of temperament, but often wild and adventurous, as is typical of short-lived mortals. Indeed their society more than any other in the area is built around recreation, including attendance at and participation in athletic games of all kinds, singly or in teams, in land or in the water, by men or women (but mostly men). Although these sports are always played without intention of injury, the very nature of most of them make it almost inevitable that someone will get hurt every time. Fortunately, however, Hathorians have an aptitude for the healing arts, and there are usually several Healers of respectable level at any given event, so even a severely injured player is soon back in the game.

The games, although just one facet of Hathorian society, are an excellent example of their rather hedonistic attitude toward life: above any other reason, doing things because they might be 'fun'. Of course, the Hathorian view of 'fun' seems to have little similarity to that of most other cultures. As a note, Hathor accounts for the largest percentage of Taaliraan wine and spirit exports, and Taaliraan beverages are reputedly the best in all of the lands south of Gondor and East of Nûmenor. The Hathorians also use a large percentage of their grain imports for the making of beer; and Gort is used freely, although the government frowns on it.

Hathorians are among the most vain of peoples, working ever hard at making the most of their appearance, which now nearly rivals that of the Elven-kind, although perhaps in a more 'rough' way. No other culture has so many oils and balms to make their skin look 'natural'. Of course, it must be acknowledged that because of their naturally fair skin, the Hathorians require some defense against the intense sun of the tropics until they develop a protective tan; and even then, their skin would dry and wrinkle without treatment. However, they also spend an inordinate amount of time washing their hair, and cutting it in precise, layered lengths so that it falls evenly in sculpted perfection. Men usually wear their hair partway over their ears, and to the nape of the neck in back. Women allow theirs to grow longer, sweeping back from the face to fall about their shoulders.

The Hathorians also delight in simple jewelry, usually gold, in the form of necklaces and wrist and ankle chains, and earrings (for both sexes, although men tend to wear but one earring, bracelet and ankle chain, while women prefer multiples). Both sexes have an aversion to finger rings, maintaining that they interfere with various activities. The men clothe themselves in loose pants or shorts of cotton, or silk for more formal occasions, dyed bright colors; and occasionally wear a vest or loose shirt of simple design, this is usually more elaborately dyed, in several colors or in a print. The women wear either shorts and a laced top, or for less rigorous activities, short draped toga-like garments of finely woven diaphanous cloth, all sensuous in design.

In contrast, the Hathorians are at times deeply religious: witness the power of their healers. One can only assume the diety(ies) whom they worship is/are either very unrestricted or very, very forgiving.

	Men	Women
PHYSICAL CHARACTERISTICS	Height: 5'8"-6'6"	5'2"-5'10"
	Weight: 150-220	110-140 lbs.

The men are well muscled, and heavier of build than the Kirani, yet still slender compared to the hill-men of Dûshera. The women, predictably, are more voluptuous than those of the more slender races, but an overweight Hathorian is virtually unheard of.

Their hair is various shades of blond, their eyes are blue or grey, with a rare occurrence of green or hazel. The skin they are born with is naturally fair, but universally tanned to various shades of brown, though it never approaches the naturally dark tones of the Kirani and Haradrim. Hathorian males are clean-shaven without exception, having developed a creme which completely removes the beard for several days (the creme brings a high price in other countries, but its export is limited). Like the Elves and Kirani, the Hathorians have little body hair. The average lifespan of a Hathorian (barring accidents, which are common) is 150 years.

Contrary to popular belief, the Hathorians do engage in manual labor, and in fact farm their storm-swept land (seasonal hurricanes on the southern coast are quite common) with a sort of gleeful masochism, delighting in the 'challenge'. They grow cotton, and many are sheep and goat herders. The fine wool and cotton cloths woven and dyed by the Hathorians are fine and highly prized throughout the Mûmakan area, as are the tender oysters cultivated and harvested year-round by this hardy race.

5.4 HILL-MEN OF DÛSHERA

Short and stocky, the hill-men of the Dûshera-Geshaan area resemble more the Dwarves than any mannish race nearby. Once a tall and proud people in their youth, they earned the ire of the Court of Ardor, and so the brunt of the power of the Ardan Council fell upon them. The devastation wrought upon Geshaan was even greater than the Court could summon alone, though the final catastrophe could not have come at a more convenient time (except of course for the fact that the Court as well suffered a severe setback with the downfall of their master, Morgoth himself). Indeed, near the end of the First Age, when most mortal men were disorganized, those of Geshaan, under the tutelage of the Three of Ty-Ar-Rana, were arising into a culture of power and sophistication. This potential threat to their dominance the Court could not permit, and so they bent all of their powers (especially formidable while they still could tap the resources of the Black Enemy) upon the men of Dûshera and Geshaan. Even before the cataclysm which turned Geshaan into an uninhabitable mire, and altered the ecology of Dûshera, the effects of the Ardan manipulations could be seen despite the best efforts of the Three to combat them. The government became increasingly corrupt, their worship of Eru became tainted with fear of punishment for any transgression; interaction with other races became strained, especially the immortal Elves - who they learned to envy. By the end the people even feared the Three as they had never before, and were suspicious of their motives. Then came the changing of Middle-earth with the fall of Beleriand and Thangorodrim: the "punishment" they had all feared. The temples of Tyar were closed, and the people were without organised leadership. Since then it has been a sad tale of steady decline for this race, even genetically suffering as their nutrition and breeding habits changed, a limited diet and severe inbreeding due to lack of travel and trade. Only recently have they come to trust the Elves at all, with the passage of so many years. The Kirani too they will interact with, though warily, for they fear (with good reason) the warlike Mûmakani, and have trouble differentiating between the races. The hill-men are still very superstitious, having altered (in their minds) the personalities of many of the Valar into vengeful, ritual-demanding minor gods, who must constantly be appeased.

In the way of clothing the hill-men wear (relatively) poorly made items of wool, with some hide overgarments. They are swarthy of complexion, the men frequently wearing beards, and their hair is usually dark brown, their eyes brown or grey.

	Men	Women
PHYSICAL CHARACTERISTICS	Height: 4'8"-5'6"	4'4"-5'0"
	Weight: 100-180 lbs.	80-120 lbs.

5.5 DWARVES

Although relatively rare in the Mûmakan, Dwarves are not unheard-of and there are a few settlements in the hills west of Geshaan. Some also live in the cities of Korlan and Tanith, mostly working as smiths.

6.0 POLITICS AND PEOPLE

6.1 COUNTRIES

Following is a brief overview of the major political regions in the Mûmakan area, and their individual histories and structures.

6.11 TANTÛRAK

A Nûmenorean colony founded in c. S.A. 1300, Tantûrak was the most southerly of the Nûmenorean settlements on the Middle-earth continent proper, and was relatively cut off from the more northerly realms, with the exception of some trading contacts. From the beginning, the people of Tantûrak chose to be a separate entity from the other, more loosely governed areas of the Mûmakan. Dominating the northeast corner of the Usakan bay, Tantûrak is flanked by rolling hills on both sides and mountains to the north, providing natural defensive barriers. The western portion of the country, the least heavily settled, is covered by a mixed deciduous/coniferous forest, extending virtually unbroken for miles. The southeast section, receiving more warm, humid air from the bay winds, is blanketed by a lush rainforest which dominates the entire Koros peninsula. Of all the peoples of the Mûmakan area, the Tantûraki chose the most ambitious (and insensitive) method of dealing with the jungle: they burned and cleared large areas within the rainforest and along the coast, and there established their settlements.

Why the Tantûraki elected to place themselves in the more warm, humid section of the Mûmakan when their homeland of Nûmenor was a much cooler climate is unclear, until one is enlightened to the tales of the 'Uvag-Aak' ("drinkers of blood"), strange, apelike creatures which inhabit the northern section of the Usakal forest. At first, the Tantûraki were undaunted by the warnings of the few Kirani who lived in that area at the time, who spoke of the terrifying shadowy monsters who would come out of the forest at night and silently kidnap men, women and children alike from their beds; and the next day their bodies, then bloodless husks, would be found just outside of the village. Soon the Tantûraki were convinced, for there was no stopping the Uvag-Aak, and the few times that they managed to kill one of the monsters brought a terrible retribution the following night. It was discovered, however, (the hard way) that the Uvag-Aak would not disturb anyone who stayed outside of the northern half of the forest, so the Nûmenorean colonists moved south.

The capitol city of Tantûrak is Sarûl, which lies on the southern side of the Uvar river. Based here is the formidable navy of Tantûrak, for these people took with them many of the skills of their Nûmenorean ancestors. Of the government of the realm, there is a story of an interesting, if perhaps predictable transformation. At the first there was, as is true of most of the colonies, a royal governor, who at least in theory answered to the King in Nûmenor. This system worked quite well for some seven hundred years, the governorship turning over eleven times until, in c. S.A. 3000, the "Magician" arrived in Tantûrak. The date is uncertain for he came with little fanfare and rose quietly, albeit swiftly, through the ranks of the governor's advisors. This particular governor, a cousin of the king, was particularly susceptible to the silky corrupting words of the the Magician, as his lust for power and glory was great. Soon the Magician was his chief advisor, and in S.A. 2040, the governor declared himself King of Tantûrak, taking the name Tar-Kinjaarn, and severed all political ties with Nûmenor. This move was greeted with great enthusiasm by the populace, as the taxes imposed by the mother country had inflated greatly over the last few decades.

Since that time it has been a steady decline into corruption for the government, and a subtle, yet definite shift in attitude by the Tantûraki towards the native Elven and Kirani populations, from disdain to outward hatred and jealousy, for the lifespans of the Tantûraki population began to lessen, even as did those of the people of Nûmenor. This racial hatred resulted in the declaration of war, without provocation, by the king of Tantûrak against the Koronande Republic. The outcome was inconclusive, but only served to intensify the loathing by the Men of the West, and cause new apprehension among the Elves and Kirani about the safety of their position.

6.12 DÛSHERA

A sparsely settled land, once also including the area known as Geshaan, Dûshera is for the most part inhabited by a mix of ruddy-complected mortals living about the perimeter of the Pel Dûshera (the lake in the northern part of the land) and along the base of the low mountains flanking the area, in small independant hill towns. Thus it is not a realm as such, although at one time the towns were united under a Lord at Gaven in Geshaan (that city now lost to the swamps). The peoples of the towns till the land about their homes, raising only enough corn and wheat to subsist on, with a few exceptions, as the Elves and Hathorians to the south will pay a high price in fine tools and weapons for wheat, which does not grow well in their climes.

There is, therefore, a river trade, although the majority of the traders themselves are Elven or Kirani.

6.13 GESHAAN

Once the center of a wealthy kingdom, Geshaan suffered by far the worst of the lands of the Mûmakan when the earth shook with the fall of Beleriand and the drowning of Angband. The level of the land sank and water collected there, but not into a lake, as it might. Instead, a swamp formed: an unclean place of rotting trees and creatures of darkness. The Koros river and the areas just flanking it are suitable for travellers, for it is a swift current and permits no collection of foul refuse; but farther in, where the land is uneven and pools and mires collect, all manner of things grow. Within lies the city of Gaven and somewhere, the temple complex of Ty-Ar-Rana.

6.14 TUKTAN

Encompassing all of the oval shaped rainforest area to the east of Geshaan, Tuktan is an interconnected web of Kirani villages, loosely knit and united by a very informal central government consisting of a council of seventeen 'Jilhani' (village leaders). The Jilhan council meets semi-annually, or if a threat to the realm as a whole warrants it. Otherwise each Jilhan rules his town as he sees fit, and all engage in a lively trade amongst themselves and with adjacent Koronande. It is in the Tuktan forest alone that the Jeedic Teak trees flourish, and their wood is prized. Not surprisingly, Tuktan wood craftsmen are very skilled and their furniture and bows are highly sought after. Tuktan composite bows can bring a price many times the average, and are said to be superior to any other, save the most powerful magical bows.

Of late Tuktan has had increasing problems with the Mûmakan people who, beginning to envy the fine homes and land of the Tuktani, are ever more antagonistic, raiding on the bordering villages with increasing frequency.

6.15 MÛMAKAN

A vast, mixed plain/forest area, inhabited by semi-nomadic tribes resembling more the Haradrim of the north than their neighboring Kirani. The people are simple to the point of barbarism, and especially recently, supply their needs by raids on adjacent Tuktan, Koronande and Hathor. There is no central government; indeed the only social framework is the tribe, an extremely large extended family structure, ruled by the oldest living male. All tribes meet annually at the religious center of the land - Amaru, a holy place where the tribes interact, trade, and marriages are arranged. Above all, they pray to their god Amaav, who it is said speaks to them of their purpose and future. The Mûmakani, it should be noted here, make extensive use of a huge animal both as beast of burden and as a fierce war machine: the Mûmak, also called the great elephant.

6.16 HATHOR

A united kingdom, traditionally ruled by a strong monarch out of the capitol city of Tanith, Hathor is somewhat of an enigma for a realm on a peninsula. As is obvious to anyone studied in the ways of races, the Hathorians are not native to their land. Blond and blue eyed, with naturally fair skin (though tanned by the sun) they apparently migrated to their present land long ago, although certainly not by sea. As a race, they fear the open sea like no other - even more so than the Dwarves. Short trips about the Koros Bay, or even along the southern coast bother them not at all, but just the mention of a long sea voyage will drain the color from the face of even the bravest Hathorian warrior. This of course is a source of endless amusement for their Elven neighbors, as the Hathorians are not afraid of much else; in fact they are considered reckless by other standards.

The king maintains an army of respectable size to guard the borders facing potential enemies. The Hathorians traditionally do not wear armor, but carry light, very effective shields, and are excellent with the composite bow and broadsword.

6.17 TAALIRAAN

A realm of Silvan, Sildarin and Noldor Elves, Taaliraan is the only truly Elven land in the area since the total destruction of Dirsulinor. In fact, many refugees from that land now live in Taaliraan, the rest abandoning Middle-earth entirely for the Undying Lands in the West. Ruled as it has been since its founding in the First Age by the Lord Eldanar, a Noldorin Prince in Exile, Taaliraan is a self-contained country, remaining aloof from local politics. It is here that the majority of the users of essence can be found, no doubt one of the major reasons that Taaliraan has not been threatened by Tantûrak, or any other realm for that matter.

6.18 KORONANDE

More than any other realm in the Mûmakan area save Tantûrak, Koronande is a united country. Also worthy of mention is the fact that the government of Koronande is a republic, extremely rare in Middle-earth.

The majority of the elected officials in this mixed Kirani/Elven country are Kirani, not that the Elven population is subjugated in any way; rather, even the Elves elect Kirani representatives, knowing that they themselves lack the initiative to participate actively in what they consider a 'complex' government. On the other hand, many of the Koronande legislators and governors have Elven advisors, who often survive several turnovers of office, being excellent noncommittal sources of information and wisdom. As may be expected, the Elves inhabit the more rural, forested areas of Koronande, constructing beautiful and elaborate homes in the branches of the huge trees, which often grow to heights exceeding 200' the greatest example of which is Tauronde, the city which presides over the district of the same name, north and west of Korlan. It is almost entirely Elven in population, and its governor and senate representatives are Elves (it has been speculated that there is Noldorin blood in some of the Elves of Tauronde, for, of all the immortals only the Noldor showed great drive and perseverance). Tauronde the city is in fact a cluster of the Luraks, lord trees of the jungle, into the branches of which have been built elaborate homes and shops, inns and halls, all well over one hundred feet above the jungle floor.

The capitol of Koronande is Korlan, on the mouth of the Koros river. The realm is divided into six districts, each having its own main town and governor. The Senate consists of twelve members, two from each of the districts, who meet monthly for three days to decide matters of concern to the realm as a whole. The Republic has a strong navy, the only one in the region which can contest that of Tantûrak - no doubt part of the reason that country attacked them, and the reason that attack failed. They are the traders of the Mûmakan and, not surprisingly, Korlan is the main trading city, and a center of commerce. The Elves of Taaliraan have a more extended trading network, but their volume is a fraction of the Koronandan's.

6.19 ARDINAAK

Not really a true realm of the Mûmakan, Ardinaak is nonetheless worthy of mention. Originally part of Tantûrak, and indeed an important naval base during the realm's youth, Ardinaak was struck by a sudden and mysterious plague in S.A. 1888. Within days everyone was dead. Histories tell that the witnesses who fled the island after the first signs of the plague had seen a brilliant flash of light come from the rocky isle in the center of the bay (which had never been landed on before because of its sheer sides and the treacherous rocks all about it) one night. Those who were unfortunate enough to be looking in that general direction were blinded permanently. Then, within hours people began to grow ill, and their skin became mottled. Even those that had escaped the isle immediately after the flash soon died on the mainland, although they did not transmit the disease to others. No one has returned to Ardinaak since, according to records. It was speculated that what struck the isle was not a disease, but an immensely powerful curse of some sort. At any rate, the land is associated with death, and its name is not spoken.

6.2 THE COURT OF ARDOR

6.21 THE LORDS

6.211 Capsule Profiles

Morthaur: Ruthless and selfish, Morthaur will stoop to anything to achieve his ends. He is also a coward, and will not imperil himself if it can be avoided. He stands 6'4" tall and is muscular of build. His hair is coal black, kept in a bowl cut, and his skin is dark as if deeply tanned (he is not as dark as the Kirani, however). His eyes are an almost metallic silver. In the way of clothing, he prefers either a coverall with many pockets, or full length voluminous robes, both absolute black trimmed with silver, and otherwise adorned only with the octagonal insignia of Ardor.

Ardana: Fair of skin, Ardana has waist length black hair, with one white streak. She is just under six feet tall and slender, though sensuous of figure. Her eyes are black; one cannot tell her pupils from her irises. She usually wears a robe of midnight blue, sewn with silver threads which catch any light and glitter like a field of stars. She is ruthless, but with a fanaticism for her cause, and she will do anything to achieve her purpose: the fall of the sun and moon. To gain it she will sacrifice anything, even her own child.

Valmorgûl: "The Magician" by title, Valmorgûl is the most cruel and impatient of the Lords of the Court, save perhaps Cambragol. He is prone to violent fits of temper in which he slays outright any number of servants or guards who might be nearby and could be blamed for the cause of his rage. He is the Warden of the Citadel of Ardor, and rules it with an iron (or, should we say laen?) fist. He is unlike Morthaur in that he does not shirk from stepping into the fray if necessary. Of course, he is completely confident in his own prowess as a sorcerer and warrior. He loathes Morthaur, and makes no secret of it. In his position as advisor to the Emperor of Tantûrak, he appears as an 'ageless' man with silver-white hair and gold eyes, about 6'6" tall. His true form is that of a muscular, tanned Noldo with golden hair and grey eyes, 6'8" in height. As the advisor, he wears unadorned white. When the Warden, he wears either a full length robe or thigh length tabard, both black and quartered on the front, with the four Court emblems (helm, sword, orb, staff) embroidered in gold and silver; also black pants and high black leather boots. In addition he bears the master octagon device, larger than the others, on a wide heavy chain draped over his shoulders: the symbol of his office. Valmorgûl lost his arm in single combat with the Elven Lord Chrys Menelrana during the attack by the Luington alliance on the Citadel, and has vowed revenge against Chrys' family. Now he wears a red laen artificial arm, which has many powers.

Mourfuin: the Lord Demon is relatively simple minded, and his function in the Court is basically as an "enforcer". He is also master (by nature) of all demons, and often summons them to do his bidding. Mourfuin is capable of assuming human form at will, a smaller version of himself, a bald and beardless man with red skin. Due to the level of his personal power, he will obey no one except Ardana, Valmorgûl or Féatur. In his natural form, Mourfuin stands 16 feet tall. Basically a humanoid of the Shadow-world, he wields a weapon in each hand: a two-handed sword and a multithonged whip.

Gorthaur: The High Priest, Gorthaur is master of the Court of Helms, the highest level lord to rule an individual house. Gorthaur is conservative, however, and has for the most part accepted his role within the Court. Yet he does, for his own amusement, assume the form of the god of the Haradrim of Mumakan: Amaru, and so controls that people completely. He rarely uses his personal powers, except in occasional displays to "reassure" his priests and subjects of his "godhood". Usually he remains in his citadel at Aurax-Dûr, brooding upon his many responsibilities, within the dim cavern Morlin.

Cambragol (Karol Dekkardion): Cambragol, the "Monk", has made killing a fine art, and certainly displays no hesitation to show off his skill. He enjoys combat, and often antagonizes a potential foe to get into a fight. Capable of severe cruelty, Cambragol tortures for his own entertainment, and engages in a number of other perversions. In addition, he is quite vain, although perhaps not without justification: he is strikingly handsome, even for a prince of the House of Finrod. Standing 6'6" tall, with golden-blond hair (unique to his house among the Noldor) and eyes of cobalt blue, his presence is striking and his charm and powers of intimidation are immense. Cambragol's physical strength is considerable, far above the norm for one of the Elven race; his muscular build is the result of rigorous exercise. Of his origins, Cambragol was one of the many who, having left the Undying Lands to recover the Silmarils from Morgoth, was in the end entrapped by him and became one of the Black Enemy's tacticians and captains. He was given the honor of a command in this special project and in the end, survived his evil master.

Taurclax and Khelekar: The master of Taurang and the mentalist Khelekar ("The Scholar") are described together, for indeed they are rarely separate. Taurclax, a Sindarin Elf of lordly nature, stands 6'5" tall, and possesses brown, neck-length hair and green eyes. He is quiet and soft-spoken, with a warm, sincere smile, concealing his true nature, for Taurclax was from the beginning a spy, working directly for Morgoth, and reporting to him or Sauron the activities of the Court, and his personal suspicions of potential trouble: so little did Morgoth trust his minions. Although the Dark Master is no more, Taurclax still reports -to Sauron or Mordor, for the new Dark Lord is interested indeed in the doings of the Court. Taurclax wears a forest green tunic and tights, with the tooled leather full length stole and riding boots of the Suit of Helms.

Khelekar: 6'8", with silver hair and pale grey eyes, and slender even for an Elf, is striking in appearance. He is the Recorder of Ardor and the Council's living computer. Although properly of the Helms, and so supposedly tied to the realm of Channeling, Khelekar is a Seer, possessing powers of the Mentalist realm. He is condescending and sarcastic of manner, and has few friends (besides Taurclax) even for a Lord of Ardor. The Scholar wears black, featureless voluminous robes, hooded and fashioned after those of the Darin Tesarath, the Sisterhood of Mentalists, no doubt in mockery of that institution founded and controlled by Féatur.

Camring: A muscular Noldo with dark flashing eyes and short black hair Camring, true to his name, is cool and impassive. His permanent residence is with Gorthaur in Aurax-Dûr; but he is often out, tending to the wounds of Court members or servants, acting in his function as Healer of Ardor. He goes about his profession in silence, obeying without question. He wears a sea green wrap tunic and loose pants, after the manner of the warrior-monks, but those skills are not his. Camring is one of Ardana's personal converts to the cause of Ardor, although he wonders at the death and destruction caused by the Court, himself loathing murder for any reason. But Ardana's charisma binds him, and one thing more: he has fallen hopelessly in love with Morelen, Ardana's daughter. Morelen, while kind to Camring, is unaware of his true feelings, as he is of her dark fate.

Valkrist: The most physically imposing of the Lords of Ardor, Valkrist stands 6'10" tall, and weighs 240 pounds, inheriting the muscular physique of his father, a lord of men. He has black curly hair, and his Sindarin mother's blue eyes, fair skin, and aquiline features. Slow to anger, but deadly when provoked, Valkrist is a killing machine second to none, being the only member of the Court to defeat Cambragol in single combat. It is by virtue of his physical prowess as well as his calm demeanor that he was named the "Lord of Arms", and head of the Suit of Swords. He wears shimmering mithril chain armor, covered (but not concealed) by a diaphanous gossamer surcoat possessing magical defensive properties. He commands Tirgoth with cool efficiency, and never allows his counsel to be affected by the emotional outbursts of other Lords.

Sûlherok: Operating from Tirgoth, Sûlherok delivers the formal messages of Ardor from one Lord to another, as well as conveying communications of the Council to other persons or organizations. He is lighthearted of demeanor, refusing to become embroiled in any squabble within the Court, which could become dangerous to one in his position. Instead, he is diplomatic and neutral, earning everyone's disgust but no one's ire. He, like Valkrist his master, wears mithril under a transparent robe, all over tunic and breeches of white trimmed in silver and sky blue. He rides the swiftest windsteed of the Court: Sûlroch, a white stallion. Standing 6'4" tall, with typically slender Elven build, he is of Sindarin descent, with light brown hair and hazel eyes.

Persuvious: Cambragol's second in command at Mirisgroth is also the captain of the large garrison there. He, of all the Suit of Swords rarely wears his formal sky blue silver and white attire, finding a plain uniform of black and grey more suitable to his profession as a Rogue since he is often called upon to engage in acts of espionage. A Noldor Elf, he has a fair complexion and dark eyes and hair. In demeanor, he is bored and impassive except when involved in a mission, or discussing a particularly devious lock or trap device.

Ardûval: With his glittering blue eyes and suave demeanor, Ardûval has won many a debate in his time. Slender, 6'5" in height with curly brown hair, and cheeks flushed red as if he has just stepped in from the cold, Ardûval, as is the way of the Noldor, is handsome. But he goes a step further; his charm is unparalleled. Every word and movement is calculated to seduce or disarm; so it was he that won over the members of the Starseer Conclave with ease. Although his wardrobe is extensive to suit his many moods and needs, he tends to favor a short, loose toga-like garment in dark blue, trimmed with silver and adorned only with the orb insignia of his suit.

Rilia: Not cruel, but perhaps ruthless in her thirst for knowledge and power, Rilia is a victim of the inborn tendency of the Noldor to seek out the answers to secrets, and delve into things arcane. With tawny amber eyes and long dark red hair, Rilia is a beauty of rare appearance, for red hair is virtually unknown among the Noldor, and uncommon for anyone of Eldarion blood. She stands 6' in height, and carries herself with flowing grace, maintaining an attitude of aloofness from her fellow Court members. (There is an intense, if unspoken, rivalry between Rilia and the female Féatur.) The tale in the Book of Andraax referring to Rilia having Eldarion executed and "dumped, decapitated, on a pentagram platform" is perhaps overly dramatic, and mislays the blame. Mourfuin killed Eldarion on his own initiative, after Eldarion antagonized the Demon, perhaps to escape further torture in the only way left to him: through death. Rilia wears full length chiffon-like robes, consisting of layers of red, orange and yellow, trimmed in black with severely pointed hems giving the impression of flames.

Linsûl: With her shock of long, wavy golden-blonde hair, violet blue eyes, and sun-browned skin, Linsûl is a different kind of beauty than the darkly mysterious Ardana and Rilia, and even the pouting, petulant (female) Féatur. With a voice like silver she enthalls her audience with hardly an effort, and it is difficult to remember that her beautiful songs are equally capable of killing, for she is a Bard of considerable expertise, and "The Harper". Her residence is Naurindol, but she spends much of her time travelling about the countryside, learning of the actions of the enemies of Ardor. She has met Klaen, and nearly succeeded with her considerable charms to seduce him into telling of his true nature and connections. But he grew suspicious and in the end divulged nothing. Now, between them there is a mutual wariness and respect, coupled with a restrained natural attraction. She knows that he is more powerful than he seems, but has no proof. Linsûl wears a shorter version of the suit's flame-ropes trimmed in gold, and red tights, when not in a less flamboyant disguise.

Valglin: Rilia's assistant at Naurindol, Valglin is an accomplished Thief by profession. She is a Silvan Elf, and her petite size (5'2" tall) works in her favor, for she is usually overlooked when she so desires. She has short brown hair and brown eyes, and is attractive if not aggressively beautiful. Quiet and businesslike, she and Persuvious often cooperate on joint ventures. Valglin wears the full-length flame robes of her suit only at formal occasions, preferring a plain black coverall decorated only with the staff badge of the suit, and a wide belt which holds many small and useful devices.

Lesh-Y: Physically imposing, but in fact relatively mild of temperament, Lesh-Y (pronounced "lesh-eye") obeys without question Rilia's commands, happy to remain at Ithilkir forging items of power and fine workmanship. He appears as a very muscular man seven feet tall with shiny (as if oiled) red skin. He is bald, and in fact completely lacks body hair, and has overlarge highly pointed ears. Lesh-Y's hands are very large with tough, clawlike fingernails. He generally wears only a short red kilt and a wide tool belt. As part of his demonic nature, he is naturally immune to all forms of heat and flame.

Féatur: Without doubt the most fascinating mystery (and well kept secret) within the Court is the identity(ies) of the Noldor twins Féatur. The truth: they are twins: one male, the other female. However, their facial features are so similar that they can easily pass for one another even without the use of illusion, while garbed in their favorite attire: the shapeless flowing robes of the Darin Tesarath. They were seduced by Morgoth in their youth long ago, and such was their power that they were made his pages at the Court of Angband, for the Black Enemy found their similarity amusing. But with the death of the Two Trees (the male) Féatur saw evil for what it was and repented his misdeeds, offering his life to the Valar. And he died, his body passing into the Undying Lands to stand within the Mahanaxar: the Ring of Doom. There the Lords and Ladies of the Valar found mercy, seeing that he was truly repentant, and granted him all the powers that had been his and then some. Freed, he was charged by the Valar to return to Middle-earth to combat the minions of Morgoth, especially the Court and his own sister. This would be his penance. The way of the siblings is this: each knows the other's mind, and so is aware of the other's thoughts and actions in all things, so that they may carry out their charade. But (the male) Féatur can now cloud his thoughts from his sister, while creating surface thoughts to prevent her from becoming suspicious. Everyone in the Court believes that only the Female Féatur still lives, and that she will occasionally don masculine form as an amusement. And of course, she does not even know of (the male's) manipulation of the Cards or his conversion, believing that he merely escaped capture by the Noldor. In appearance, they are 6'2" tall, with gold-blonde hair parted in the middle and swept back from the face, worn at neck length. Their skin is tanned, and their eyes of golden amber.

Yavékamba: Quiet of temperament and coolly efficient at her job as Lay Healer, Yavékamba is the surgeon of the Court. She is aloof from all of the politics of Ardor, and remains at Angkiry unless called forth. Her ultimate loyalty is to (the male) Féatur, and she would disobey even the orders of Ardana if he countermanded them. Only she of all the Court is aware of his conversion and mission from the Valar. Of Noldor blood, she stands 6'1" tall, with black hair swept to one side, and darkest brown eyes. She wears simple, pale blue robes, as is typical of her profession.

6.212 The Lords of Ardor: Powers

Below are listed the Lords and Ladies of the Court of Ardor, and their various powers. A few assumptions within the charts:

- All defensive bonuses include any defensive spells the lord might have cast preparatory to combat, as well as shield bonuses.
- Shield bonuses for magical shields are in addition to an assumed + for the shield itself.
- Also, several of the Court members possess spell lists to a higher level than a normal spell user of their profession could. It is only through their original associations with the Black Enemy Himself that they gained this ability, and only at great cost.

THE LORDS OF DARKNESS:

Ardana (The Lady)

PROFESSION:	Astrologer	PERSONAL STATS			
LEVEL:	40	ST:	81	CO:	96
HITS:	100	QU:	99	AG:	100
MELEE BONUS:	+120	EM:	69	SD:	99
MISSILE BONUS:	+60	IN:	100	RE:	98
ARMOR TYPE:	1(-115) 30% chance total miss	PR:	101	ME:	97
SPELL BONUS:	+20; Shockbolt +95; Starhand +75				
RACE:	Noldor				
POWER POINTS:	(160x6) = 960				

SPELL LISTS (and level known)

All Base Astrologer (to 30th)	Mentalist:
Dark Channels (to 30th)	Solid Manipulation (to 30th)
Clerical:	Cloaking (to 30th)
Weather Ways (to 30th)	Liquid Manipulation (to 20th)
Barrier Law (to 10th)	Gas Manipulation (to 20th)

MAGIC ITEMS

- Scepter of Ardor: +30; 3' long with ebony handle and mithril head; "Unholy" weapon; strikes as a mace; casts "Darkness" 500' radius at will; +20 to Shockbolts; 2x hits.
- Circlet: mithril; continuous "Mirrormind"; x6 Astrologer PP enhancer; protects head as a helm.
- Master Ardan Deck: can cut in (or listen in) on all other interactions (except the male Féatur's illicit use).
- Surcoat: black gossamer sewn with diamonds in a starfield; -60 to DB.
- Cloak: black; invisibility at will; pinned with Ardor Cloakpin.

-Ring: mithril with black diamond; of Dark Channels, allows use of list to 30th level. (Her favorite spells are Dark Blinding and Absolution Pure).

PERSONAL APPEARANCE

EYES:	Black	SKIN:	Pale
HAIR:	Black/very long	DEMEANOR:	Solemn, imperious
BUILD:	Slender	DRESS:	Midnight blue/as above
HEIGHT:	5'11"	TRUE ATTITUDE:	Fanatical

Morthaur

PROFESSION:	Magician	PERSONAL STATS	
LEVEL:	40	ST:	94
HITS:	120	CO:	93
MELEE BONUS:	+140	QU:	100
MISSILE BONUS:	+70	AG:	99
ARMOR TYPE:	2(-95)	EM:	100
SPELL BONUS:	+20; Icebolt +70; Lightning Bolt +70	IN:	89
RACE:	Noldor	RE:	101
POWER POINTS:	(120x5) = 600	PR:	99
		ME:	99

SPELL LISTS (and level known)

All Base Magician to 30th
Virtually all other Essence lists.

MAGIC ITEMS

-Special Octagon brooch, with powers at the touch of the laen inlays:
1. Invisibility to 1", up to 1x/rnd.
2. Long Door 300', 1x/day.
3. Haste V, 1x/day.
4. Deflections III, -100 from 3 missile attacks, 1x/day.
5. Bladeturning, one weapon -100/round, 1x/day.
6. Spell Ranging +200', 1x/day.
7. Essence Shield, 1x/day.
8. Teleport to Citadel of Ardor, as needed.

-Belt: of black metal, makes any clothing magically defensive (-60 DB)

-Deck of Ardan Cards: see sec. 6.23.

-Broadsword: +25; of laen; fires icebolt 3x/day; delivers cold critical on critical impact.

-Longbow: +30; nonfumbling.

-Ring: gold with large diamond; x5 essence power points; continual "Coldarmor".

MISC. EQUIPMENT

20 fine arrows with mithril tips
50 mithril pieces
Gold collar

HEALING HERBS

10 Mireenna
3 Harfy
1 Oiolosse

PERSONAL APPEARANCE

EYES:	Silver	SKIN:	Darkly tanned
HAIR:	Coal black	DEMEANOR:	Rude, sullen
BUILD:	Average	DRESS:	Black tunic or robes, silver trim
HEIGHT:	6'4"	TRUE ATTITUDE:	Coward, cruel

Valmorgul (The Magician)

PROFESSION:	Sorcerer	ST:	96	CO:	98
LEVEL:	36	QU:	101	AG:	99
HITS:	120	EM:	100	SD:	85
MELEE BONUS:	+180(Kynac)/+160 fist = mace	IN:	100	RE:	86
MISSILE BONUS:	-25	PR:	100	ME:	88
ARMOR TYPE:	1(-120)				
SPELL BONUS:	+30; Firebolt +100				
RACE:	Noldor				
POWER POINTS:	(108x6) = 648				

SPELL LISTS (and level known)

All Base Sorcerer (to 30th)

Evil Base Essence:

Matter Disruption (to 25th)

Evil Clerical:

Dark Channels (to 30th)

Essence:

Lofty Bridge (to 20th)

Spirit Mastery (to 20th)

Unbarring Ways (to 20th)

Channeling:

Barrier Law (to 20th)

Lofty Movements (to 20th)

MAGIC ITEMS

-Master Octagon Pendant: laen inlays cast the following spells at a touch:

- Haste VIII 1x/day.
- Deflections III 1x/day.
- Bladeturning III 1x/day.
- Healing 10-100 1x/day.
- Prayer V 1x/day (+25 to DB and RR, lasts 10 rnds.)
- Invisibility at will, to 1x/rnd.
- Stun Relief III, as needed, automatic.
- Teleport to Camring (as needed, automatic).
- (center jewel) Opens any door in the Citadel of Ardor.

-Ring: gold with ruby, x6 Sorcerer PP enhancer.

-Laen Artificial Arm: from just below the elbow, of red laen. Hand and arm are fully functional; makes him immune to fire; casts Firebolt 300' up to 6x a day; and allows use of PPs to multiply damage; flames on command; strikes as a mace, dealing a heat critical corresponding to any regular; arm is virtually indestructible and can act as a shield to parry melee attacks.

-Robes: black, nonencumbering.

-Belt: black dragonskin, -40 to DB.

-Long Kynac: Black Eog, +30 (equiv. +45 rapier); inhibits Essence spells not evil in origin;

Essence spells cast by nonevil beings aimed at Val. must make a RR vs. 20th level or "Fail".

-Ardan Deck: see sec. 6.23.

HEALING HERBS

15 Mireenna
4 Telperion
2 Carneyar
1 Laurelin

PERSONAL APPEARANCE

EYES:	Grey-blue	SKIN:	Tanned
HAIR:	Golden blond/layered	DEMEANOR:	Confident, impatient
BUILD:	Muscular	DRESS:	Black robes or tunic
HEIGHT:	6'8"	TRUE ATTITUDE:	Cruel

Mourfuin (The Lord Demon)

PROFESSION:	(Fighter)*	PERSONAL STATS	
LEVEL:	(50)	ST:	102
HITS:	300	CO:	100
MELEE BONUS:	+300(sword)/+250(whip)	QU:	96
MISSILE BONUS:	-	AG:	98
ARMOR TYPE:	12(-60)**	EM:	60
SPELL BONUS:	-	IN:	75
RACE:	Great Demon	RE:	60
POWER POINTS:	-	PR:	100
		ME:	80

*NOTE: Mourfuin, like Lesh-Y, is a Demon beyond the Pale, and so does not adhere to normal human-type restrictions and abilities. His stats are approximations. He is able to summon and control demons as on the "Dark Summons" Evil Essence list to 50th level, with none of the risks. He is also able to use the "Fire Law" list to 20th level. Both are intrinsic and require no power points for him to use. He also can 'immolate' (burst into flame) at will, causing all those within 5 feet of him to suffer an "A" heat critical every round (including those in melee with him).

** Use Large Monster critical hit Table

MAGIC ITEMS

-Sword: +25 2-handed mithril; flames on command, delivering a heat critical same as regular critical delivered (M. uses it 1-handed).

-Whip: multithonged; +20; delivers slash criticals, and if a critical is given, roll on "entangle" table. Also gives heat critical every round entangled.

PERSONAL APPEARANCE

EYES:	Black	SKIN:	Red (like oily leather)
HAIR:	None	DEMEANOR:	Emotionless, single-minded
BUILD:	Very muscular	DRESS:	Black robe/none
HEIGHT:	6' to 16"		



THE LORDS OF FIRE; OF STAVES:

Rilia (The Sorceress)

PROFESSION: Sorceress
LEVEL: 33
HITS: 110
MELEE BONUS: +100
MISSILE BONUS: +60
ARMOR TYPE: 1(-110)
SPELL BONUS: +20; firebolt +125; lightning bolt
RACE: Noldor
POWER POINTS: (66x5) = 330

PERSONAL STATS
ST: 68 CO: 87
QU: 100 AG: 100
EM: 99 SD: 85
IN: 99 RE: 98
PR: 94 ME: 95

SPELL LISTS (and level known)

All Base Sorcerer (to 30th)
Base Magician "Fire Law" (to 30th)
Channeling:
Weather Ways (to 20th)
Barrier Law (to 10th)

Essence:

Invisible Ways (to 10th)
Lofty Bridge (to 20th)
Rapid Ways (to 10th)
Shield Mastery (to 20th)
Unbarring Ways (to 10th)
Spirit Mastery (to 20th)

MAGIC ITEMS

-Staff: grey wood; +30 to all fire spell attacks; x5 Sorcerer PP multiplier; Absorbs all enemies' Essence spells when held forth aflame (will flame on command; also rendering holder immune to fire and heat); allows free use of Essence "Fire Law" list; becomes a broadsword at will; +25; clear laen blade which can flame, delivering a heat critical in addition to any other given.
-Robes: flame colored; nonencumbering; of defense (-80 to DB)
-Kynac: +25; red laen; throwing weapon.
-Ardan Card Deck: see sec. 6.23.

MISC. EQUIPMENT

300gp in gems
Platinum necklace, set with rubies
Mithril earrings, set with rubies

HEALING HERBS

10 Mireenna
1 Telperion
2 Arduvar

PERSONAL APPEARANCE

EYES: Tawny amber
HAIR: Dark red, to shoulders
BUILD: Slender
HEIGHT: 6'
SKIN: Fair
DEMEANOR: Aloof, haughty, ruthless
DRESS: Flame robes with black trim

Valglin

PROFESSION: Thief
LEVEL: 23
HITS: 100
MELEE BONUS: +150
MISSILE BONUS: +110
ARMOR TYPE: 1(-100)
SPELL BONUS: -
RACE: Silvan Elf
POWER POINTS: 23

PERSONAL STATS
ST: 89 CO: 93
QU: 100 AG: 101
EM: 81 SD: 94
IN: 96 RE: 99
PR: 79 ME: 95

SPELL LISTS (and level known)

Essence Lists:
Unbarring Ways (to 5th)
Physical Enhancement (5th)

MAGIC ITEMS

-Belt: black leather with several hooks and pockets; provides an enhanced "Blur" on mental command adding -25 to AT; allows her to cast "Shadow" 1x/day, causing her to be almost invisible in dark areas.
-Lockpick Kit: (in belt) includes many delicate items with hooks, wires, etc.; +30 to picking most locks.
-Spectacles: (in belt) gold frames; opaque looking lenses; wearer gains the ability to see through up to 2' of wood or stone, 1' of metal. Great for examining lock and trap mechanisms. Can only be worn for a few minutes at time (about 5) without causing severe, incapacitating headaches. At least two hours rest required between wearings. About +50 to most applicable lock/trap operations.
-Cloak: black, hooded; adds +25 to hiding; casts invisibility on wearer up to 3x/day.
-Boots of climbing: add +30 to climbing maneuvers.
-Long Kynac: +25; red laen, (equiv. +40 rapier); flames on command, delivering a heat critical the same as each regular critical given.
-Kynacs (4): +10 (equiv. w 10 rapier); black alloy; for throwing; in shoulder scabbards.
-Headband: black leather with single large clear gem; casts "Projected Light" up to 4x/day (great for working in very dark areas).
-Shield: black alloy; +20 to defense.
-Ardan Card Deck: see sec. 6.23.

MISC. EQUIPMENT

2 Collapsible grappling hooks
10' of wire
100' of very strong, light rope
Various tools
Keys to Naurindol

HEALING HERBS

10 Mireenna
1 Laurelín
1 Telperion
3 Harfy
2 Naza

POISONS

(all in special one-dose packets, ready to apply to kynacs)

1 Ul-Acaana
3 Acaana
6 Klytun
4 Jegga
10 Kly

PERTINENT ABILITIES:

CLIMB: +130
STALK/HIDE: +130
LOCKS: +170
TRAPS: +140
PERCEPTION: +90
AMBUSH: +/-45

ADRENAL MANEUVERS:

SPEED: +55
LEAPING: +60
LANDING: +70
BALANCE: +55

PERSONAL APPEARANCE

EYES: Brown
HAIR: Brown
BUILD: Petite
HEIGHT: 5'2"
SKIN: Fair
DEMEANOR: Cool, businesslike
DRESS: Black coverall

Lesh-Y

PROFESSION: Alchemist*
LEVEL: 30(50)
HITS: 250
MELEE BONUS: +250 M.S./200 Hands = hammers
MISSILE BONUS: +180
ARMOR TYPE: 11(-80)**
SPELL BONUS: -
RACE: Demon
POWER POINTS: (100x4) = 400

ST: 102 CO: 100
QU: 99 AG: 100
EM: 90 SD: 80
IN: 80 RE: 90
PR: 90 ME: 90

**Use Large Monster Critical Hit Table.

SPELL LISTS (and level known)

All Base Alchemical (to 50th)

*NOTE: Lesh-Y, being a Demon Beyond the Pale, is not a true "Alchemist". He has available to him all Alchemical lists from the realm of Essence to 50th level, but no others. He also has fighting abilities surpassing most humans, and is immune to heat and flame. If fighting with his bare fists, they strike as hammers. Also, his stats are merely approximations of human stats, and should be interpreted loosely.

MAGIC ITEMS

-Morning Star: +30; black iron; delivers an electricity critical in addition to and the same as any regular critical. Lesh-Y uses it one-handed.
-Hammer: +20; mithril; throw and return 150' without distance penalty.
-Belt: black dragonskin with many hooks and pockets; it carries a number of magical forging tools with various powers (hammer, gloves, tongs, etc.)

MISC. EQUIPMENT

Several mithril and laen keys.

PERSONAL APPEARANCE

EYES: Golden
HAIR: None
BUILD: Very muscular
HEIGHT: 7'2"
SKIN: Red (like leather)
DEMEANOR: Mild (unless provoked)
DRESS: Leopardskin kilt, toolbelt

Linsûl (The Harper)

PROFESSION: Bard
LEVEL: 27
HITS: 100
MELEE BONUS: +110
MISSILE BONUS: +120
ARMOR TYPE: 1(-80)
SPELL BONUS: +20; Shockbolt +80; Firebolt +80
RACE: Sindarin
POWER POINTS: (81x4) = 324

PERSONAL STATS
ST: 86 CO: 98
QU: 100 AG: 99
EM: 78 SD: 90
IN: 93 RE: 82
PR: 101 ME: 98

SPELL LISTS (and level known)

All Bard Base Lists (to 25th)

Other Mentalist:

Brilliance (to 10th)
Cloaking (to 10th)
Attack Avoidance (to 10th)
Delving (to 10th)
Illusions (to 10th)

MAGIC ITEMS

-Lap Harp: dark wood; mithril fittings; x4 PP enhancer; allows use of "Slaying Song" 1x/day; permanently in tune; option of silent spell casting.
-Long Kynac: +25 (equiv. +40 rapier); red laen; flames on command, also giving a heat critical same as any regular critical given; fires a "Firebolt"; 3x hits; 3x per day.

- Cloak: Elven grey; + 30 to hiding.
- Boots: allow silent walking; + 30 to climbing.
- Lock pick: + 10 to most locks.
- Longbow: + 30.
- Earrings: gold with a ruby in each, one of which is an earplug which understands and translates any language. (Extremely intelligent).
- Ardan Card Deck
- Ring: gold with ruby, provides immunity to all heat and flame.

MISC. EQUIPMENT

Some gold jewelry
Keys to Naurindol vault
120 gp in gold and gems

HEALING HERBS

10 Mirennia
1 Naza
2 Harfy

PERTINENT ABILITIES:

CLIMB: +100
STALK/HIDE: +100
LOCKS: +50
PERCEPTION: +30
AMBUSH: +/-8

ADRENAL MANEUVERS:

SPEED: +50
LANDING: +50
BALANCE: +50

PERSONAL APPEARANCE

EYES:	Blue/violet	SKIN:	Tanned
HAIR:	Blonde	DEMEANOR:	Outgoing; (seductive)
BUILD:	Voluptuous	DRESS:	Varies depending on situation
HEIGHT:	6'0"	TRUE ATTITUDE:	Usually cool and impassive

THE LORDS OF WATER; OF HELMS:

Gorthaur (The High Priest)

PROFESSION:	Cleric	PERSONAL STATS
LEVEL:	35	ST: 98 CO: 99
HITS:	125	QU: 100 AG: 100
MELEE BONUS:	+130	EM: 89 SD: 89
MISSILE BONUS:	-	IN: 101 RE: 82
ARMOR TYPE:	15(-100/125 with "Alkar")	PR: 100 ME: 88
SPELL BONUS:	+20; Shockbolt +95; Lightning Call +75	
RACE:	Noldor	
POWER POINTS:	(105x6) = 630	

SPELL LISTS (and level known)

Clerical Base Lists:

Summons (to 30th)
Communal Ways (to 30th)
Life Mastery (to 30th)
Protections (to 20th)

Evil Base Channeling Lists:

Dark Channels (to 30th)*
Dark Lore (to 30th)
Curses (to 30th)

Other Channeling Lists:

Weather Ways (to 30th) "Stormcall"
Light's Way (to 30th) "Lightning Call"
Barrier Law (to 20th)
Lofty Movements (to 20th)
Locating Ways (to 20th)

* As "Black Channels III" from this list, Gor. casts the "Wrath of Gorthaur" (a "finger of death"); 90' range, -30 to victim's RR, all water is instantly evaporated from target's body, leaving a sprinkling of powder and a plume of steam. He usually employs this on uncooperative Haradrim of Mûmakan, while he is acting as Amaru.

MAGIC ITEMS

- Rod of Uman: 3' long rod of ebony with gold fittings and head; strikes as a mace +30, "of Slaying" good priests (target must make a RR vs. 20th level or die every time critical impact is delivered). Also delivers an electricity critical same as regular critical in melee, and functions as an "Unholy" weapon. Multiplies range of Weather Ways spells x10, and "Lightning Call" strikes are x5 damage.
- Armor: blue leather; protects as AT 15(-20); encumbers as AT 6
- Shield: blue Laen with gold rim; helm emblem etched on face; weightless; +25 to defense; also acts as a continuous "Spell Shield True" (+30 to G's RR; -30 to attacker's Elemental Spell Attack-all frontal only)
- Collar: gold, casts "Returning" and "Rereturning" 1x/day each on wearer.
- Ardan Card Deck
- Ring: gold with sapphire; x6 Evil Clerical PP enhancer; will slay any non-evil being who puts it on, and fails a RR vs. a 20th level channeling.

MISC. EQUIPMENT

Keys to Aurax-Dûr
20 mithril pieces

HEALING HERBS

12 Mirennia
1 Carneyar
3 Anserke

PERSONAL APPEARANCE

EYES: Green-blue
HAIR: Dark brown/bowl cut
BUILD: Medium
HEIGHT: 6'8"
SKIN: Tanned
DEMEANOR: Cold, dispassionate, cruel
DRESS: Blue robes

Camring

PROFESSION:	Healer	PERSONAL STATS
LEVEL:	34	ST: 95 CO: 101
HITS:	160	QU: 99 AG: 98
MELEE BONUS:	+140(parry only)*	EM: 99 SD: 56
MISSILE BONUS:	(-25)	IN: 101 RE: 67
ARMOR TYPE:	1(-85/325 bladerturn/225 parry)*	PR: 97 ME: 98
SPELL BONUS:	+20	
RACE:	Noldor	
POWER POINTS:	(102x5) = 510	

SPELL LISTS (and level known)

All Base Healer (to 30th)

Channeling:

Concussion's Ways (to 20th)	Organ Law (to 25th)
Calm Spirits (to 20th)	Bone Law (to 25th)
Nerve Law (to 25th)	Blood Law (to 25th)
Muscle Law (to 25th)	Purification (to 10th)

MAGIC ITEMS

- Sword of Defense: gold alloy with large yellow topaz in pommel; enhances wielder's defensive add by +30 and will dance at full parry to defend him if he should be knocked unconscious (or dead).
- Headband of Defense: gold with yellow sapphires acts as a helm allows underwater breathing.
- Shield: yellow laen with gold rim; helm symbol etched in laen; option of "Bladeturn" or "Deflections" once per round (subtracts 100 from one melee or missile attack; respectively); of +20 quality; acts as a "Spell Shield" subtracting 20 from frontal directed spell attacks, or more if used to 'parry' with spell bonus.
- Pendant of Lirana: large 2" diameter flat topaz in gold setting with gold chain; allows casting of "Lifekeeping" thus preventing target from death (if cast withing 12 rounds of killing blow); target's soul is held within the pendant until the body is ready to receive it again; body is also preserved until repaired. Only one soul may be so held at a time, and Cam. must touch him to enact the transfer. Pendant also allows Cam. to channel any clerical healing spell not involving an 'operation' up to 100' away. (Cannot channel Base Healer spells).
- Ring: yellow sapphire in gold; x5 Healer PP multiplier; allows Cam. to administer any herb without the usual preparation (no need to boil, brew, etc.); also is the location device used by the other Court members with magic items that teleport them to Cam. in an emergency.
- Cloak: full length; hooded, brown; of invisibility (at will up to 1x per round); allows 300' "Long Door" 3x/day.
- Sandals: gold; of water running, at will.

MISC. EQUIPMENT

20 gp
Keys to Aurax-Dûr

HEALING HERBS

40 Mirennia
4 Carneyar
2 Arduvar
8 Anserke
2 Laurelin

PERSONAL APPEARANCE

EYES:	Brown	SKIN:	Darkly tanned
HAIR:	Dark Brown	DEMEANOR:	Cool, impassive
BUILD:	Muscular	DRESS:	White wrap tunic and pants
HEIGHT:	6'4"	TRUE ATTITUDE:	Sensitive, empathic

*NOTE: Camring will not attack an opponent; indeed, even in combat he will not strike back, choosing instead to parry until someone else deals with his foe — unless he can subdue him, or he is somehow enraged (a rare event).

Taurclax

PROFESSION:	Animist	PERSONAL STATS
LEVEL:	31	ST: 80 CO: 95
HITS:	130	QU: 101 AG: 99
MELEE BONUS:	+120	EM: 95 SD: 94
MISSILE BONUS:	+140	IN: 100 RE: 83
ARMOR TYPE:	1(-80/180)*	PR: 98 ME: 96
SPELL BONUS:	+20	
RACE:	Sindarin Elf	
POWER POINTS:	(93x5) = 465	

SPELL LISTS (and level known)

Animist: (all 30th)

Nature's Movement
Plant Mastery
Nature's Lore
Nature's Protection

Evil Clerical (all 20th)

Dark Channels (to 25th "Absolution" a favorite)
Curses
Disease

Other Clerical:

Weather Ways (to 30th)
Barrier Law (to 20th)
Purification (to 20th)
Calm Spirits (to 20th)
Symbolic Ways (to 20th)

MAGIC ITEMS

- Stole of Defense: full length brown tooled leather; continuous +25 to DB and RR.
- Ring of Treeform: carved jade, allows the wearer to become a large tree instantly, and live off the soil indefinitely (must turn outdoors and in a suitable climate). Wearer remains aware of events about him.
- Composite Bow: +30.
- Ten arrows: poisoned with Carnegurth.
- Scepter of Windmastery: +20; of mithril, with teak and ebony handle and inlays; use of "Windmastery" (15th level spell) at will at no cost.
- Helm: of mithril; becomes mithril circlet; x5 Animist power points; allows wearer to breathe water or any gas without harm and see underwater as if through clear air; protects as a full helm.

-Boots: allows wearer to walk or run on water.
 -Bracer(*): tooled leather; of "Organic Turning True": all organic attacks (arrows, wood handled weapons) are at -100 vs. Taurclax. Continuous.
 -Ardan Deck: see sec. 6.23.

MISC. EQUIPMENT

Keys to Taurang
 25 mithril pieces

POISONS

None except on arrows

HEALING HERBS

20 Mirena
 2 Telperion
 4 Arduvar
 1 Laurelin

PERSONAL APPEARANCE

EYES: Green
 HAIR: Brown
 BUILD: Average
 HEIGHT: 6'5"

SKIN: Fair
 DEMEANOR: Warm, sincere
 DRESS: Forest green tunic and pants
 TRUE ATTITUDE: Impassive

Khelekar (The Scholar)

PROFESSION: Seer
 LEVEL: 33
 HITS: 80
 MELEE BONUS: +110
 MISSILE BONUS: +70
 ARMOR TYPE: 1(-85/185)*; 30% chance total miss
 SPELL BONUS: +20; Shockbolt +85
 RACE: Noldor
 POWER POINTS: (99x5) = 495

PERSONAL STATS

ST: 86 CO: 90
 QU: 100 AG: 96
 EM: 67 SD: 97
 IN: 89 RE: 101
 PR: 100 ME: 98

*NOTE: Kel.'s DB is an additional -100 if he casts "Bladeturn" or "Deflections" (a likely possibility).

SPELL LISTS (and level known)

All Base Seer (to 30th)

Other Mentalist:

Brilliance (to 25th)

Cloaking (to 30th)

Attack Avoidance (to 20th)

Evil Base Mentalist

Mind Death (to 20th)

Mind's Door (to 25th)

Mind Mastery (to 30th)

Movement (to 20th)

Sense Mastery (to 20th)

MAGIC ITEMS

-Circlet: mithril; x5 PP enhancer; protects head as a helm; also provides continuous "Mirrormind" (reflects mental attacks back on caster)

-Robes: black (like those of the Darin Tesarath), voluminous, nonencumbering; cast enhanced "Blur" at will (-30 to DB), also add +30 to hiding.

-Short Sword: +30; black alloy, saphire in pommel; "Of Slaying" Elves (worn concealed under robes).

-Kynac: +30 (equiv. rapier, for throwing) identical materials as Short Sword, can be thrown 100' without distance penalty; returns via Long Door; also kept under robes but easily accessible.

-Ring: plain mithril; resembles Darin Tesarath ring; when held forth it returns all lightning/shock bolt attacks on caster; also provides total protection from natural lightning and other light/electricity damage.

-Ardan Card Deck: see sec. 6.23.

-Sandals: of waterrunning at will.

MISC. EQUIPMENT

Keys to Taurang
 10 mithril pieces

POISONS

3 Galenaana
 5 Klytun

10 Pentanoth (and a needle to inject it into "restrained targets")

2 Sharduvaak

PERTINENT ABILITIES:

STALK/HIDE: +60
 PERCEPTION: +50
 AMBUSH: +/-10

PERSONAL APPEARANCE

EYES: Pale grey
 HAIR: Silver-white/short
 BUILD: Very slender
 HEIGHT: 6'10"

SKIN: Fair
 DEMEANOR: Wry, sarcastic, condescending
 DRESS: Hooded black voluminous robes
 TRUE ATTITUDE: (loyal to Taurclax)

THE LORDS OF EARTH; OF ORBS:

(the female) Fëatur (The Illusionist)

PROFESSION: Mystic
 LEVEL: 35
 HITS: 100
 MELEE BONUS: +135
 MISSILE BONUS: +115
 ARMOR TYPE: 1(-105) 50% total miss
 SPELL BONUS: +20; Firebolt +95
 RACE: Noldor
 POWER POINTS: (105x5) = 525

PERSONAL STATS

ST: 89 CO: 96
 QU: 100 AG: 100
 EM: 99 SD: 87
 IN: 86 RE: 96
 PR: 101 ME: 99

SPELL LISTS (and level known)

All Base Mystic (to 30th)

Other Mentalist:

Telekinesis (to 20th)

Sense Mastery (to 20th)

Evil Mentalist:

Mind Death (to 20th)

Mind Disease (to 20th)

Other Essence:

Lofty Bridge (to 20th)

Unbarring Ways (to 20th)

Rapid Ways (to 20th)

MAGIC ITEMS

-Pendant: gold chain with suspended crystal orb 1" in diameter. Allows free use of Mentalist "Brilliance" list to 30th level; x5 Mystic PP Enhancer; creates enhanced "Blur" at will (-30 to DB).

-Robes: Darin Tesarath design (full, flowing, hooded, black), non-encumbering; +10 to AT; +30 to hiding in dark areas; also casts invisibility up to 1x/rnd.

-Kynacs (3): +15; green tinted steel; treated with Jeggarukh; in scabbards ready to draw and throw.

-Long Kynac: +25 (equiv. +40 rapier) green laen blade with leather and gold hilts.

-Headband: golden cord; protects head as a helm; adds +20 to RRs vs. mental attacks.

-Ring: Darin Tesarath membership; plain mithril. Will kill anyone trying to wear it (unless they resist a 30th level Mind Destruction) but the one attuned to it.

-Ring: gold with emerald; creates and enhanced "Shield"/"Spell Shield" at will, adding 30 to DB and 20 to RRs (frontal only).

MISC. EQUIPMENT

Keys to Angkirya

HEALING HERBS

20 Mirena
 1 Laurelin

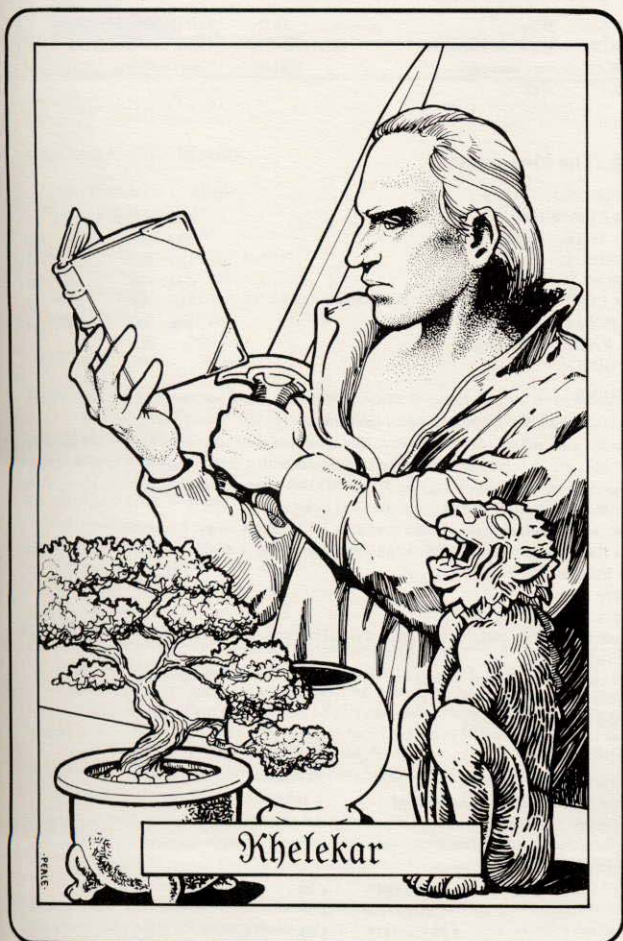
PERTINENT ABILITIES:

STALK/HIDE: +100
 PERCEPTION: +60
 AMBUSH: +/-20

PERSONAL APPEARANCE

EYES: Gold Amber
 HAIR: Blonde/layered/to neck
 BUILD: Slender
 HEIGHT: 6'2"

SKIN: Tanned
 DEMEANOR: Arrogant, petulant
 DRESS: Black robes



Ardūval

PROFESSION:	Astrologer	PERSONAL STATS	
LEVEL:	34	ST: 86	CO: 98
HITS:	120	QU: 99	AG: 97
MELEE BONUS:	+120	EM: 89	SD: 95
MISSILE BONUS:	+100	IN: 100	RE: 98
ARMOR TYPE:	1(-120)	PR: 102	ME: 97
SPELL BONUS:	+20; Shockbolt +70		
RACE:	Noldor		
POWER POINTS:	(112x4) = 448		

SPELL LISTS (and level known)

All base Astrologer to 30th	Mentalist:
Channeling:	Telekinesis (to 10th)
Barrier Law (to 10th)	Movement (to 10th)
	Mind's door (to 10th)
	Cloaking (to 10th)

MAGIC ITEMS

- Belt: silver links; creates a defensive shield which acts to deflect all attacks (+40 to DB).
- Pentagram pendant: 1" crystal orb on mithril chain; x4 Astrologer power point multiplier; free use of Mentalist "Brilliance" list to 30th level; enhanced "Aura" on command (-30 to DB)
- Ring: Amethyst in mithril; teleports wearer to Menelcarca safely, from anywhere (usual minimum one round required to cast).
- Headband: mithril; protects wearer's head as a helm.
- Bracelet: mithril; delicately engraved; creates a shimmering, transparent shield in front of wearer at need, subtracting 30 from all attack spell rolls, more if Ardūval opts to 'parry'.
- Dagger: +25; blue laen with mithril edge; can be thrown up to 100' with no subtraction, and will return via Long Door; will deliver an electricity critical of the same severity as designated critical of impact, three times per day.
- Deck of Ardan Cards.
- Cloak: hooded and full length; casts invisibility on the wearer at his command, up to once per round; will also change color on command.

MISC. EQUIPMENT

Keys to the Vaults in Menelcarca
Ten mithril pieces

HEALING HERBS

-10 Mireenna
-1 Telperion
-2 Arduvar

PERSONAL APPEARANCE

EYES:	Blue	SKIN:	Tanned
HAIR:	Curly brown	DEMEANOR:	Pleasant, charming
BUILD:	Slender	DRESS:	Simple short toga
HEIGHT:	6'5"	TRUE ATTITUDE:	Condescending, egotistical

Yavēkamba

PROFESSION:	Lay Healer	PERSONAL STATS	
LEVEL:	27	ST: 82	CO: 98
HITS:	80	QU: 100	AG: 100
MELEE BONUS:	+100	EM: 94	SD: 99
MISSILE BONUS:	—	IN: 93	RE: 87
ARMOR TYPE:	1(-105/205: Deflections)	PR: 100	ME: 94
SPELL BONUS:	+20; Shockbolt +85		
RACE:	Noldor		
POWER POINTS:	(81x5) = 405		

SPELL LISTS (and level known)

All Base Lay Healer (to 25th)	Mind Mastery (to 20th)
Other Mentalist:	Solid Manipulation (to 20th)
Damage Resistance (to 20th)	Speed (to 20th)
Self Healing (to 20th)	Gas Manipulation (to 20th)
Mind's Door (to 20th)	Liquid Manipulation (to 20th)
Movement (to 20th)	

MAGIC ITEMS

- Pendant: gold chain with 1" diameter crystal orb; x5 PP enhancer (Mentalsim); free use of the "Brilliance" list to 25th level; "Blur" (special, -30 to DB) at will.
- Surgical Kit: extremely sophisticated and elaborate (mithril scalpels, very well-made instruments with magical qualities); halves operation and recovery time, and in the hands of a skilled Lay Healer, recovery is always complete.
- Cloak: dark blue, very full and hooded; casts invisibility on wearer up to 1x/rnd; also casts "Invisibility to 10'" 1x/day, to allow Yave. to make herself and her patient invisible.
- Shield: green laen; +25 to defense; casts "Deflections II" up to 3x/day (-100 to two missile attacks/rnd).
- Long Kynac: +20; gold alloy.
- Ring: mithril with emerald; casts "Numbing" at will; also regenerates 2 hits/rnd in contact with target.
- Cup: small, of mithril; when filled with water it "Brews" (or boils, etc.) any herb placed in it instantly, thus eliminating preparation.

MISC. EQUIPMENT

Keys to Angkirya
20 mithril pieces

HEALING HERBS

Assume Yave. to have, in various pouches, at least one dose of every healing herb on the lists in sec. 8.1, multiple doses of Lifekeeping herbs, Mireenna, various poison antidotes.

PERSONAL APPEARANCE

EYES:	Dark brown	SKIN:	Pale
HAIR:	Black/long/swept back	DEMEANOR:	Cool, efficient
BUILD:	Slender	DRESS:	Blue robes/tunic and pants
HEIGHT:	6'1"	TRUE ATTITUDE:	Controlled

THE LORDS OF AIR: OF SWORDS:

Valkrist (The Lord of Arms)

PROFESSION:	Fighter	PERSONAL STATS	
LEVEL:	35	ST: 102	CO: 100
HITS:	180	QU: 100	AG: 101
MELEE BONUS:	+260/230	EM: 89	SD: 85
MISSILE BONUS:	+200	IN: 83	RE: 78
ARMOR TYPE:	20(-115)	PR: 96	ME: 64
SPELL BONUS:	—		
RACE:	Half Noldor Elf/Half Edain		
POWER POINTS:	—		

MAGIC ITEMS

- Sword of Ilkiran: +30 clear laen with mithril hilt; of changing, either 1-H sword (to 1st melee bonus) or 2-H Broadsword (2nd melee bonus); of cold, delivers a cold critical hit of same severity as critical indicated on weapon table, in addition to regular crit.; fires a stream of cold (as "Ice Bolt", with a +50 add on the table) 3x per day, dealing 4x the hits indicated, and appropriate critical.
- Armor: mithril plate, AT is 20(-30), but only encumbers as AT 15; also subtract 30 from all spell attacks, due to the magical resistance of the mithril.
- Composite Bow: +30.
- Cloak: blue with grey lining; allows wearer to fly at 150'/rnd at will.
- Surcoat: of shimmering transparent material; of elemental defense; continuous Lightning, Fire, and Coldarmor (total protection from light and lightning, heat, and cold; also subtracts 20 from spell attacks of that nature).
- Shield: clear laen with mithril rim; weightless; floating free, it is mentally controlled through a mithril and laen ring worn by Valkrist. Thus, the shield may be used in conjunction with a 2-handed weapon. Of +20 to defense; will act to "Deflect" one missile attack/rnd without distraction to Valkrist.
- Ardan Card Deck: see sec. 6.23.
- Wrist Guard: bluish steel; casts "Haste X" on Valkrist up to 3x/day.

MISC. EQUIPMENT

300 gp in gems

HEALING HERBS

20 Mireenna
2 Naza
2 Arduvaar
5 Harfy
2 Carneyar

PERTINENT ABILITIES:

PERCEPTION: +50

ADRENAL MANEUVERS:

SPEED: +70
LEAPING: +80
LANDING: +70
STRENGTH: +80
BALANCE: +70

PERSONAL APPEARANCE

EYES:	Blue	SKIN:	Fair (ruddy)
HAIR:	Dark brown, curly	DEMEANOR:	Calm, even-tempered
BUILD:	very muscular	DRESS:	Court uniform
HEIGHT:	6'10"		

Sûlherok (The Messenger)

PROFESSION:	Fighter	PERSONAL STATS	
LEVEL:	26	ST: 99	CO: 100
HITS:	150	QU: 101	AG: 101
MELEE BONUS:	+210	EM: 46	SD: 89
MISSILE BONUS:	+200/+210	IN: 87	RE: 92
ARMOR TYPE:	17(-100)	PR: 99	ME: 94
SPELL BONUS:	—		
RACE:	Sindarin		
POWER POINTS:	—		

MAGIC ITEMS

- Armor: mithril chain AT 17(-20); -20 to all spell attacks.
- Broadsword: +20; mithril; delivers an electricity critical of same severity as regular critical; gives "A" elec. crit. when opponent successfully parries with a metal weapon. If weapon is non-magical or not superior, it may be destroyed (30% chance each strike); blade glows when wielded and gives off sparks and a crackling noise.
- Crossbow: +20; automatic reload every round; 2x H. crossbow range; 2x damage.
- Crossbow Bolts (five): +10; laen; deliver an electricity critical in addition to regular one. One use for Elec. crit. each bolt.
- Lord Falcon Ring.
- Belt: landing true; also levitates 1x/day.
- Surcoat: continuous fire, cold, lightning armor (total protection from lightning, fire, cold, and +20 vs. such spells).
- Mithril Shield: +20 to defense (in addition to regular +25 shield subtraction).
- Ring: mithril; casts "Haste V" 1x/day.
- Ardan Card Deck: see sec. 6.23.

MISC. EQUIPMENT

Keys to Tirgoroth
Mithril Stud Earring: left ear, diamond set.
8 mithril pieces

HEALING HERBS

20 Mireenna
1 Telperion
3 Arduvaar

ADRENAL MANEUVERS:

LEAPING: +70
LANDING: +50
STRENGTH: +60
BALANCE: +60

PERTINENT ABILITIES:

CLIMB: +60

PERSONAL APPEARANCE

EYES:	Hazel	SKIN:	Fair
HAIR:	Sandy/collar length	DEMEANOR:	Lighthearted, diplomatic
BUILD:	Muscular	DRESS:	Suit of Swords Uniform
HEIGHT:	6'4"		



Cambragol (The Monk)

PROFESSION: Monk
 LEVEL: 35
 HITS: 150
 MELEE BONUS: +160; 3x hits*
 MISSILE BONUS: +220
 ARMOR TYPE: 1(-155/205 when using "Dodging")
 SPELL BONUS: +20
 RACE: Noldor
 POWER POINTS: (70x3) = 210

PERSONAL STATS

ST:	100	CO:	99
QU:	101	AG:	100
EM:	99	SD:	99
IN:	89	RE:	88
PR:	101	ME:	91

*Cambragol has mastered the highest levels of expertise in both basic realms of unarmed combat ("strikes", and "sweeps and throws"), and he gains 3x hits while using the Monk spell "Strength III".

SPELL LISTS (and level known)

All Monk Base Lists (to 30th)
 Other Essence:
 Essence Hand (to 10th)
 Essence Perceptions (to 10th)
 Unbarring Ways (to 10th)

MAGIC ITEMS

- Bracers of Dekdarion: four (2 ankle and 2 wrist) bands of gold set with inlays of jade, blue and green laens; +30 to the following:
 all strikes, sweeps and throws, all maneuvers, defense (including missiles), all resistance rolls vs. spell attacks. They allow Camb. to parry all melee and missile attacks with equal ease.
- Kynac: +25(equiv. +40 rapier); blue laen; can be thrown up to 200' with no distance subtraction, and "Long Door" back to Cambragol instantly.
- Monk's tunic and pants: grey silky material; will change color on wearer's mental command, adds +30 to hiding bonus.
- Headband: gold; intricately patterned; protects wearer's head as a helm; also a x3 PP enhancer.
- Robe: full length with sleeves (monk combat robe); non-encumbering; black, but will change color at a mental command like the tunic/pants (non-cumulative for hiding); will turn Camb. invisible up to once per round.
- Belt: will cast "Fly '50'/rnd" 3x/day; also "Landing True" as needed.
- Necklace: plain gold; will automatically cast "Lifekeeping" on C. if he is dealt a mortal blow.
- Ardan Card Deck

MISC. EQUIPMENT

Several Laen and mithril keys (to Mirisgroth)
 500 gp in gems
 Gold signet ring: with a "D" (Dekdarion) etched in the blue laen face.
 Stud earring: gold with sapphire set.

HEALING HERBS

20 Mirena
 3 Carneyar (specially pre-boiled in pouches)
 5 Harfy
 2 Arduvaar
 10 Gort

PERTINENT ABILITIES:

CLIMB:	+80
STALK/HIDE:	+100
PERCEPTION:	+40
AMBUSH:	+/-15

ADRENAL MANEUVERS:

LEAPING:	+100
LANDING:	+100
BALANCE:	+100

PERSONAL APPEARANCE

EYES:	Blue	SKIN:	Tanned
HAIR:	Blond, curly	DEMEANOR:	Cold, cruel, egotistical
BUILD:	Muscular	DRESS:	Grey (white or black) tunic/pants
HEIGHT:	6'6"		

Persuivous

PROFESSION: Rogue
 LEVEL: 24
 HITS: 150
 MELEE BONUS: +180/+140
 MISSILE BONUS: +200
 ARMOR TYPE: 15(-120/50)*
 SPELL BONUS: -
 RACE: Noldor
 POWER POINTS: 24

PERSONAL STATS

ST:	101	CO:	99
QU:	101	AG:	100
EM:	78	SD:	96
IN:	64	RE:	85
PR:	96	ME:	89

SPELL LISTS (and level known)

Essence:
 Unbarring Ways (to 5th)
 Physical Enhancement (5th)

MAGIC ITEMS

- Long Kynac: +30 Mithril/Eog alloy (equiv. +45 rapier); black dragonskin hilts; ruby in pommel; (first melee bonus).
- Main Gauche: matches Long Kynac; +30; (2nd melee bonus) or, if used to defend, the main gauche can parry at Per.'s bonus attacks of up to three opponents (if all within 180 degrees of each other). Any of these can be a missile attack, but parry is at half value (-70).
- Kynac: +30 (equiv. +30 rapier); matches Long Kynac; in shoulder scabbard; can be thrown up to 150' away without distance penalty, and instantly "Long Door" 's back into scabbard.
- Boots and gloves: grey leather; allow Per. to climb even sheer vertical surfaces with ease (two limbs in contact necessary).
- Armor: grey leather; magical; protects as chain (AT 15), but only encumbers as DB 6.
- Lockpick kit: +20 to most operations.
- Longbow: +25.
- Cloak: grey; hooded; +30 to stalking/hiding; casts invisibility on wearer 3x/day.
- Belt: black leather; continuous "Protections IV" (+20 to Per's RR vs. spells.)

MISC. EQUIPMENT

Keys to Mirisgroth
 Mithril Ring (plain)
 Mithril neck chain
 14 Mithril pieces

HEALING HERBS

20 Mirena
 1 Oiolosse
 3 Naza
 4 Harfy

POISONS

10 Klytun

PERTINENT ABILITIES:

CLIMB:	+ (see magic items)/(50)
STALK/HIDE:	+120
LOCKS:	+120
TRAPS:	+105
PERCEPTION:	+80
AMBUSH:	+/-35

ADRENAL MANEUVERS:

SPEED:	+50
LEAPING:	+70
LANDING:	+70
STRENGTH:	+55
BALANCE:	+50

PERSONAL APPEARANCE

EYES:	Dark Brown	SKIN:	Fair
HAIR:	Black/layered	DEMEANOR:	Usually bored
BUILD:	Light/muscular	DRESS:	Black and grey "uniform"
HEIGHT:	6'5"		

6.22 THE LESSER LORDS

6.221 Court Standard Uniforms

Suit of Staves (Element: Fire; Realm: Essence)

Full length robes: layers of cloth in differing shades of red, orange and yellow, with a badge on the left breast: an inverted triangle embroidered with a flaming staff. Full length black cloak with the octagonal Ardor brooch. All carry a reddish steel dagger. Garrison fighters wear a simpler, short tunic version, and carry composite bows and red broadswords.

Suit of Orbs (Element: Earth; Realm: Mentalism)

Either full length forest green hooded robes trimmed with brown, or a short green tunic (after the manner of the warrior-monks) and loose pants bound at the ankles, also trimmed in brown, depending on whether the wearer is primarily a spell user or warrior. Badge is a circle (representing an orb) stitched in silver on a black circular field. Cloak is reversible dark green/brown, clasped by the Ardor brooch. Garrison fighters carry either a green steel axe, or broadsword and dagger of the same metal. All utilize Elven longbows.

Suit of Helms (Element: Water; Realm: Channeling)

Robes are of shimmering blue material of varying shades, which seem to shift and change color as the light catches them — long for those truly of Channeling; shorter for the garrison and combat oriented members, who also wear a bluish steel chain shirt under the robe. Badge is a helm embroidered in gold over a deep blue circular field. The cloak is dark blue, lined with a lighter green-blue, clasped with the cloakpin of Ardor. Garrison guards use a mace of bluish steel, and light crossbows, and carry circular shields with the suit badge emblazoned on it.

Suit of Swords (Element: Air; Realm: Arms)

A diaphanous gossamer surcoat belted at the waist is worn over steel chain and a knee length white tunic. Badge is an upward pointing sword, piercing a cloud, all on a sky-blue diamond shaped field. Cloaks are sky blue lined with grey, clasped with the Ardor cloakpin. Garrison guards wield polished steel swords and daggers, comp. bows, and carry circular shields painted sky blue, with the sword badge design. They wear high boots of grey leather.

Ardor Troops and Citadel Garrison

All wear black, either in the form of a thigh length tunic and pants or a full length robe, both trimmed in red at the cuffs and hem. The badge is the octagonal design of Ardor, identical to the cloakpins, but merely embroidered. Cloaks are all black, clasped with the Ardor brooch. Boots are of black leather. Some Garrison guards wear steel chain shirts, enamelled black. All carry steel short swords and use comp. bows and octagonal shields.

6.222 Standard Court Magic Items

This magical equipment has been issued to each Lord, Lady, Knight and Herald of the Court, as well as the eight Citadel Captains. Starred items are aligned to them individually and cannot be used by any other, on pain of an "A" electricity critical each time the item is touched by the wrong person. All other items can be used interchangeably, but the new owner risks the item being traced by the Court.

SUIT OF STAVES

- (*) Gnarled staff: of grey-brown wood which allows the user to employ the "Fire" spell list to ten levels above his own, whether or not he knows the list (but he must expend his own power points at the full spell level). The staff will also burst into flame on the command "Runya!" (Q: flame) without harm to the bearer, and so doing provide

6.223 Abilities Chart

COURT MEMBER	LEVEL	HITS	MELEE BONUS	MISSILE BONUS	ARMOR TYPE	SPELL BONUS	POWER POINTS	RACE	SEX	PROF	HOME
Suit of Staves											
LORD: Mornaur	19	70	+ 80 d	+ 40 d	2(-110)	+ 19/ + 64	38(x4) = 152	Noldor	M	m	Ithilkir
LADY: Sirmaur	15	65	+ 60 d	+ 15 d	2(-100)	+ 15/ + 45	30(x4) = 120	Noldor	F	m	Naurilindol
KNIGHT: Valnaur	11	100	+ 120 s	+ 100 cb	1(-70)	—	—	Silvan	M	f	Naurilindol
HERALD: Palandor	8	65	+ 30d	-15d	2(-100)	8/30	24(x4) = 96	Sindar	M	m	Ithilkir
Suit of Orbs											
LORD: Ardaron	20	80	+ 110 ma	+ 50 lb	1(-90)	+ 20	60(x4) = 240	Noldor	M	me	Angkirya
LADY: Tirial	16	100	+ 120 ma	+ 160 i	1(-120)	+ 16	32(x4) = 128	Noldor	F	wm	Angkirya
KNIGHT: Valandor	11	100	+ 100 ma	+ 120 i	1(-100)	+ 11	22(x4) = 88	Sindar	M	wm	Angkirya
HERALD: Arduin	9	50	+ 50 d	-15 d	2(-70)	+ 9/ + 14	27(x4) = 108	Silvan	M	s	Menelcarca
Suit of Helms											
LORD: Taurion	19	110	+ 100 m	+ 80 lc	2(-70)	19	38(x4) = 152	Silvan	M	c	Aurax-Dür
LADY: Silion	15	100	+ 80 m	+ 50 lc	2(-70)	15	30(x4) = 120	Noldor	F	c	Taurang
KNIGHT: Vallin	13	140	+ 160 m	+ 140 lc	14(-80)	—	—	Sindar	M	f	Aurax-Dür
HERALD: Sarkarxe	8	80	+ 100 m	+ 90 lc	1(-70)	8	24(x4) = 96	Sindar	M	r	Taurang
Suit of Swords											
LORD: Eldun	20	150	+ 180 s	+ 160 cb	17(-75)	—	—	Noldor	M	f	Tirgoroth
LADY: Elendor	16	125	+ 160 s	+ 160 cb	17(-70)	—	—	Noldor	F	f	Tirgoroth
KNIGHT: Valsul	12	120	+ 140 s	+ 100 db	17(-70)	—	—	Silvan	M	f	Mirisgroth
HERALD: Vairesul	10	110	+ 120 s	+ 100 cb	17(-70)	—	—	Sindar	F	f	Tirgoroth

immunity to all heat and flame. It is also a x4 power point enhancer. The Knight of Staves has a laen sword instead of a staff with the following powers: +20; flames on command (same protection), delivers a heat critical on top of any regular combat critical of the same value.

- (*) Uniform robes: have the equivalent of AT 2(-40), in addition to the wearer's quickness bonus. The Knight has a 1(-40) tunic.
- Dagger: like the others except that it is of +10 quality.
- Cloak: allows the wearer to become invisible instantly, once per day.

SUIT OF ORBS

- (*) A chain of mithril, holding suspended a crystal orb, 1" in diameter. It allows the wearer to use the Open Mentalist List "Brilliance" with the restrictions as the staff above. It, too, is a x4 power point enhancer, and will create an enhanced "blur" effect at will about the wearer, giving him an additional -30 to his Armor Type.
- Cloak: changes color at will, providing an added 25% to hiding skills
- Bracers (or short sword if not a monk): of mithril, which are +20 (defensive if bracers, offensive if not).
- Ikasha: (a multibladed throwing weapon, strikes as a short sword) of +10 quality; will return safely to the user after being thrown up to 100' away.

SUIT OF HELMS

- (*) A helm, similar to the others, except that it has the following additional powers: it allows the wielder to cast 'Dark Channels' spells up to their own level even if they do not know the list (they must be spell users of Channeling, however). The helm also acts as a x4 power point enhancer, and gives off a continuous "Protection II" (-10 from enemy elemental attacks; +10 to RR vs. all spell attacks). The helm transforms into a mithril circlet when placed on the head, but still protects as a full helm. It also allows the wearer to breathe underwater.
- Stole: floor length, of dark blue dyed leather, elaborately tooled: it provides the wearer with an enchanted field which subtracts 15 from all missile and melee attacks. The field can be activated at will.
- Mace: like the others except that it is +20.
- Boots: allow the wearer to walk on water as a "Routine" maneuver.

SUIT OF SWORDS

- Clear laen broadsword: +25 bonus.
- Shimmering mithril chain armor: 17(-20) AT, in addition to any other bonuses.
- Composite bow: +20 quality.
- (*) Ring: allows the wearer to move with "haste" for four rounds once per day, and will summon a great bird of Tirgoroth to him (at its top speed-see detail of Tirgoroth, sec. 7.151) at need.

ARDOR CITADEL CAPTAINS

(in addition to or superceding regular troop issue)

- A red laen broadsword of +25 quality.
- (*) An Ardor cloakpin of unusual quality, having the following powers at the touch of one of the glass inlays:
 - Communicate vocally with Valmorgül (in an emergency, but it had better be good). Ten mile range.
 - Communicate vocally with any of the other seven captains. One mile range.
 - "Haste" four rounds, once per day.
 - "Blur" for four rounds, once per day, giving the wearer a +10 defensive bonus.
 - "See Invisible" for four minutes (24 rounds), once per day.

- F. "Invisibility 1" radius", once per week.
 - G. "Levitation" once per week.
 - H. "Leaving" once per day: allows user to teleport instantly up to 100' away safely, provided there are no physical barriers in his line of travel.
3. Composite bow of +20 quality.
 4. Four Mirena berries. Assume each captain to have one in his mouth ready to bite at need in battle, and so heal ten hits.

6.23 THE CARDS OF ARDANA

Much lore has been written concerning the powers of the "Ardan Deck", a set of cards with mystical properties. It should be stated here that there have been in fact two sets of the cards; the original deck, created with the aid of Morgoth himself included awesome powers, including allowing Court members to channel power directly from the Master, and otherwise tap the immense energies of the Dark Lord. With his fall, however, the original decks were rendered useless, as was true of all items wrought with his aid.

Ardana, however, utilizing the remnants of resources available to her, reformed the cards around S.A. 1300, during the reforming of the Court. It was just as well for many of the new members, who replaced lesser Lords fallen during the final conflict or during the interim, and whose card images were now, of course, useless. These younger Lords then had card-images constructed for them, enhancing their personal powers greatly.

Before the powers of the new Ardan Deck are discussed, perhaps a description of their physical appearance is in order:

The full Ardan Deck (of which there are approximately 24 copies: one for each of the High Lords of Ardor, and several spares) consists of two parts. The larger section is very similar to decks of cards used widely for games and fortune-telling throughout the land, consisting of four 'suits', each having numbered cards one (or 'ace') to ten, and three or four 'Court' cards. The suits bear the symbols of orbs, staves, swords and helms. (These suits representing respectively: earth/mentalism; fire/essence; air/arms; and water/channeling.) Also, to more closely suit her needs, she adapted the common 'jack', 'Queen', 'King' Court cards into 'Herald', 'Knight', 'Lady', and 'Lord'. All of the Court cards bear the pictures images of the Lesser Lords and Ladies of the Court.

The other section of the Deck differs more radically from common decks. It consists of 21 cards, numbered '0' to '20'. They actually bear little relationship to the other cards, and have names even more arcane. They also bear the images of the High Lords of Ardor, as well as mythical

places, and key celestial objects. For a list of the twenty-two 'Images', as they are called, and the people and things they depict, see below.

The cards are all fashioned of a smooth, white substance with a flat finish, resembling the pasteboard of which most cards are made. However, these are of Shaalk: much more resilient, indeed, nearly indestructible, yet light and thin. The Ardan cards are half again as large as most decks, and are beautifully executed in color and detail. Each Deck is stored in a finely made, padded wood box when not in use.

Powers:

The most widely used and commonly known power of the cards is communication. When wishing to speak to any other member of the Court, all one needs to do is to pull that person's (say, Valkrist's) card from the deck, stare at the image, concentrating on Valkrist (calling the name has been known to help). The card will grow cold to the touch, and the image on the card (if Valkrist is willing to answer) will shift to reveal Valkrist as he is currently (in dress and environment). One can now hold a verbal conversation with Valkrist. It is important to note that, unless he pulls out his card of you (assuming of course, that you are one of the Lords of Ardor, and have a card), and looks into it, he cannot see you or your surroundings; he can only hear your voice. Also, if he does not want to reply to the summons, he need not. The card will grow chill, but the image will remain fixed, and the caller is left unaware of his location and actions. If, on the other hand, Valkrist were dead or in a place where magic did not function (the cards' powers fall under 'essence'), the card would not even grow cold. Since all of the Lords and Ladies are of immortal blood and do not sleep, only slip into a restful 'trance' every day or so, the question of awakening someone with a card summons does not arise. They can be summoned out of the trance, if they so desire.

Another, more rarely used power of the the cards is enhanced channeling skill, the ability to use the powers/spells of others. The cards not only provide excellent communication between Lords, but also grant both parties the equivalent of 20 channelling skill levels (+70). Note that this applies only to spell users; not those of Arms. Of course, even with these aids, the process of channelling is quite hazardous to both parties, and is only attempted in 'emergency' situations. Note also that the cards are a boon to Mentalists, who require mental contact before utilizing many of their power transfer, and movement spells.

Gamemaster Note:

The powers of the Cards may be enhanced or cut back, as you see fit to adapt the power of the Court to the level of your campaign, for as can be seen, utilized carefully, they are an awesome tool of the Court even as they are now. They should be used with care.

The Trumps of the Ardan Deck

CARD NUMBER/NAME	CARD IMAGE
1. The Magician	Valmorgûl
2. The Sorceress	Rilia
3. The Lady	Ardana
4. The Lord	Morthaur
5. The High Priest	Gorthaur
6. The Harper	Linsûl
7. The Messenger	Sûlherok
8. The Lord of Arms	Valkrist
9. The Scholar	Khelekar
10. The Monk	Cambragol
11. The Stargazer	Ardûval
12. The Mirror	Fëatur*
13. The Thief	Valglin
14. The Illusionist	Fëatur
15. The Lord Demon	Mourfuin
16. The Tower	(inactive)
17. The Star	(inactive)
18. The Moon	(inactive)
19. The Sun	(inactive)
20. Arda	(inactive)
0. The Fool	(inactive/Fëatur)

* The mirror card usually depicts a blonde person gazing into a mirror-like basin of water, which reflects the person's image perfectly. The person resembles Fëatur. By utilizing skills even Ardana does not suspect, (the male) Fëatur has altered the Ardan decks so that this card will sometimes appear identical to "The Illusionist". This card will contact the male Fëatur, while the real "Illusionist" will contact the female only. Ardana is not aware of the strange properties of "The Mirror" and assumes, with the rest of the Court, that it is a dummy card with only symbolic meaning, like the Sun, Moon, etc.



6.24 STRUCTURE OF ARDOR

- I. Darkness; the Citadel of Ardor
 - A. Ardana* (Mistress of Ardor)
 - B. Valmorgûl* (Ward of the Tower)
 - C. Morthaur*
 - D. Mourfuin*
- II. Fire (Staves)
 - A. Naurindol (Mistress: Rilia*)
 - 1. Linsûl
 - 2. Valglin
 - 3. Lady of Staves
 - 4. Knight of Staves
 - B. Ithilkir (Master: Lesh-Y*)
 - 1. Lord of Staves
 - 2. Herald of Staves
- III. Water (Helms)
 - A. Aurax-Dûr (Master: Gorthaur*)
 - 1. Camring
 - 2. Lord of Helms
 - 3. Knight of Helms
 - B. Taurang (Master: Taurclax*)
 - 1. Khelekar
 - 2. Lady of Helms
 - 3. Herald of Helms
- IV. Earth (Orbs)
 - A. Angkirya (Mistress: Fëatur*)
 - 1. Yavëkamba
 - 2. Lord of Orbs
 - 3. Lady of Orbs
 - 4. Knight of Orbs
 - B. Menelcarca (Master: Ardûval*)
 - 1. Herald of Orbs
- V. Air (Swords)
 - A. Tirgoroth (Master: Valkrist*)
 - 1. Sûlherok
 - 2. Lord of Swords
 - 3. Lady of Swords
 - 4. Herald of Swords
 - B. Mirisgroth (Master: Cambragol*)
 - 1. Persuvious
 - 2. Knight of Swords

* indicates Ardan Council member.

6.3 OTHER ORGANIZATIONS OF NOTE

During the great migrations of the Elves to Valinor from the East, many strayed from the road. Among them was a small group of the fairest Elves, one most creatively inclined. These Elves came at last to the Mûmakan area and settled throughout. Many were possessed of great essence and mentalism aptitudes, and founded organizations, some of which survive yet. One such is the Darin Tesarath. Others are not as they once were, being mere phantoms of their former magnificence. Two of the latter are the Guild of Elements and the cult of Ty-Ar-Rana. These, and the artifacts that they left behind, still influence the people and events of southwestern Middle-earth.

6.31 DARIN TESARATH

Founded in the late First Age by Fëatur, the Darin Tesarath (translates roughly to "Sisters of the Mind" in Veyus, the Mentalist's tongue) is a secular organization made up entirely of Elven women who have talents related at least partially to the ways of Mentalism, thus including Astrologers and Mystics, as well as pure Mentalists, Seers and Lay Healers.

The Tesarath University and focus of the organization is on the small island of Tharin, in the Koros Bay. It is here that the women are training in refining their skills, under the rigid codes of the "Sisterhood". Initiates usually spend 10-20 years (nothing to an Elf) or more as a student, and either remain as an instructor or depart to seek their fortune—and fortune is an appropriate word, for Tesarath training is highly acclaimed, producing the most disciplined minds, and graduates can demand high fees for their services of information gathering and verification.

Even sisters who leave Tharin are still tied to their school, however. Tharin is also the home of the Tesarath Council, interpreting the code of the Sisterhood, as well as deciding policy. Graduates are bound by a lifelong code of honor, and if convicted of a violation, punishment is severe. There is also an annual conclave on Tharin; all students, past and present, are invited.



This is all fine, of course, but the true purpose of the Darin Tesarath is somewhat more insidious. It is a vast information network supplying intelligence from a range of sources to Fëatur; for, although sisters vow never to reveal professional consultations to outsiders, they report fully to their superior.

Full time students, and graduates while acting in their professional capacity, wear voluminous black, hooded robes with long, wide sleeves. They are completely unadorned but conceal a variety of defenses, usually including a garrote, and a stiletto, both of which most sisters are trained in. Many others are versed in the ways of Martial Arts, and command a variety of lethal throwing arms. The Darin Tesarath maintains an office in all of the major cities in the Mûmakan area, in addition to the many sisters who have set up shop independently. To the general public, the reputation of the Sisterhood is impeccable.

6.32 TY-AR-RANA

Led by a trio of regal Noldor who chose to be known to most as simply "The Three", the people of Arana settled in Geshaan, and built many sophisticated structures of metal and stone, all very beautiful and magical. The leaders of the Arana are worthy of special note; all three had a similar appearance — tall, even among the Elves and high Edain, muscular of build, tanned skin, and eyes emerald green flecked with silver. The most interesting facet of their appearance, however, was their hair: dark red, almost mahogany in color, extremely rare among the Eldar race. They were two men and a woman, the Eldest: Lyaan, seven feet in height, wore his hair parted in the middle and sweeping back to fall at the base of his neck. He led the Three in power of mind. The woman, Lysa, 6'4" tall, allowed her hair to grow to just below her shoulders. She was the most perceptive of the three, and saw far. Youngest was Lyrin, 6'7" tall, who kept his auburn locks trimmed to the tops of his ears, and layered around the back. He was most skilled in the arts of unarmed combat (although all three had powers comparable to lords of the Warrior-monks).

The people of Arana existed happily for many years in their peaceful lands. However, over the centuries of the First Age, most were slowly drawn away from the secluded vale of their settlement and the solitude it offered, to either sail to the West or pursue aspirations elsewhere. By the time of the death of the Two Trees only the Three and a few dozen adherents remained, a tiny fraction of the original populace.

It was in the first years of the Sun that (the male) Fëatur, wandering aimlessly in the forests of Geshaan after his pardon by the Valar, encountered Lyrin, and a great friendship was born. Lyrin took Fëatur to one of the metal and stone structures which served as an entrance to the complex known as Ty-Ar-Rana. There he met Lysa and Lyaan; and a plan formed in his mind. He told the Three of his past, and asked for their help against Ardor. After much debate they acquiesced to aid him in his plan. So was born the Tyar religion, although they had originally not meant to be priests, only advisors. But the growing population of Geshaan, the race of Men, was young and had wondered already at the strange temple-like structures of the Arana, thinking them works of the gods. Naturally, when the Three first emerged before an assembly of men, auras ablaze, the primitive mortals reacted with fear and awe. The former feeling faded with time; the latter never did. The Three taught the will of Eru, "The One", and the way of Light. So did they earn the hatred of Ardor, as their following grew with the years; and the realm of Geshaan grew rich and powerful under their guidance.

Then came the battle at the Citadel of Ardor to stop the terrible Ritual. The Three went to aid the cause, and two fell. Although, so great was their power that they lived again and returned to their home at Ty-Ar-Rana, this was to signal their decline. Only a few years later — when the change which accompanied the final overthrow of Morgoth devastated the population of Geshaan and turned most of it into an uninhabitable swamp, virtually cutting Ty-Ar-Rana off from the world — it is said that the Three departed the world at last, weary and seeking rest in the Undying Lands. Lyaan and Lysa were seen to depart on a grey ship of the Elves, but Lyrin, who did not fall at the Citadel, was not seen. It is rumored that he walks the subterranean corridors of Ty-Ar-Rana still, and wanders the misty swamps of Geshaan.

The Three of Ty-Ar-Rana each had items of power to aid them, and augment their already awesome mental abilities. Called the Thaen stones (pronounced "thane") they were placed in different settings, so as to best serve the wearer. All of the Thaen stones resembled shimmering opals, and glowed more brightly with prismatic light as their power was tapped. All were set in jewelry of platinum.

The Rings of Lyaan: identical rings, set with one round stone each. (Lyaan tended to hold his clenched fists to his temples when using spells of great power)

POWERS:

1. x6 power point enhancer (mentalism);
2. Creates an aura, + 30 to combat defense;
3. Add 30 to roll when computing RR versus Mind Attack, Control, or information type spells.

The Tiara of Lysa: a simple tiara, open across the back and worn across the upper forehead; it held, suspended on either side a teardrop shaped Thaen stone, attached on short chains so that they laid lightly against the wearer's temples.

POWERS:

1. x6 power point multiplier (mentalism-seer);
2. Triple range on all information type spells;
3. Creates an aura, + 30 to combat defense.

The Earrings of Lyrin: two small Thaen stones set in simple stud earrings, which he wore through pierced ear lobes.

POWERS:

1. x6 power point multiplier (essence-monk);
2. Creates an aura, + 30 to combat defense;
3. Ability to move with "haste" at will with no ill effects (throw a spell every round, and engage movement/combat in the same round)

In truth, Lyrin is a member of the Guild of Elements now (see below), and Aids Laurre and Klaen in their work against the Court of Ardor. Lyaan and Lysa have indeed sailed into the West, along with all of the remaining inhabitants of Ty-Ar-Rana. The complex is hidden in the jungle/swamp of Geshaan, deserted and lost from memory, although the items of Lysa and Lyaan are there still, in secret places. See Ty-Ar-Rana layouts, sec. 7.2, and Lyrin's powers, sec. 6.332.

6.33 THE GUILD OF ELEMENTS

6.331 History

The origins of the Guild are shrouded in the uncertainty which clouds many events in the First Age. The few surviving records which tell of the Three of Ty-Ar-Rana and the beginnings of the Darin Tesarath are silent on the subject of the Guild. Rumors, however, abound. Ruins there are too, scattered all about the Mûmakan in hidden vales and glades, seemingly placed without pattern or purpose. None are large, and although some are more complex than others all have a common central element: a pentagonal platform of bluish granite (see yellowish pentagons on color map), a five pointed star inlaid in the top surface of it — the inlay being of some very hard, clear glass (or Laen), in six pieces. The platform varies in size, from 10' to 50' across, and of all the objects in any given site is invariably undamaged or worn. Anyone touching the platform will quickly realize its magical nature, for it is warm and gives off a faint humming vibration. When activated by items of the Guild, the platform glows specific colors:

- | | |
|---------------|-------|
| 1. Red | Fire |
| 2. Light Blue | Air |
| 3. Dark Blue | Water |
| 4. Green | Earth |
| 5. White | Light |

The center varies, shifting continually.

The five colors signify the four Alchemical elements, and light. Artifacts of the Guild are usually keyed to one of the five elements, and can range tremendously in power (see 6.333).

According to popular belief, the Guild was organized early in the Years of the Sun by five Elven Lords. Its purpose was apparent partially as a tribute to the Valar, and to organize resistance to the forces of darkness. So the Guild flourished for several centuries, eventually forming an alliance with other organizations to combat, now more specifically, the coalescing Ardan Court. This was the time of greatest power for the Guild, as it had many members, and possessed artifacts created by Chrys Menelrana one of the founding five and an exiled Noldor lord who learned much of forging in the Undying Lands. The techniques and powers at his disposal in forging are now lost in Middle-earth.

The attack of the Luignon alliance upon the Citadel of Ardor (simultaneous, in fact, with attacks on several other Ardan holds) saw the end of many powerful lords, including four of the founding five. But a few years later came the War of Wrath: the fall of Morgoth, the changing of Middle-earth, and the disruption of Ardor's power base. Many believed it was the end of organized evil forces in the world. Chrys, however, saw farther than most and perceived the danger of Ardor rising again. Early in the Second Age he supervised the construction of nine secret places, each adjacent to one of the now abandoned or minimally staffed places of Ardor, with secret access to those holds. He thus founded the organization known as simply "The Watchers" to man the installations and monitor any activities of remnants of the Court — to ensure that it did not rise again. Then, after setting his son Laurre in charge of the Watchers and placing many of the artifacts of the Guild in secret vaults in the pentagrams and the watcher installations for future use, he sailed into the Undying Lands, his exile lifted due to his labors against the Black Enemy.

The Watchers continued diligently in their task for many years, but in S.A. 755 Laurre vanished without trace, and after several decades their vigilance failed. One by one the installations were sealed. For nearly a thousand years the ways were unguarded, and at this time the Lords of the Court began their return. Then, at last (the male) Fëatur and Lyrin discovered Laurre trapped in a magical sleep at Ty-Ar-Rana and freed him. The three forged an alliance and elected to re-establish the Guild of Old, for its time had come again. But Elves and Men of Power for the cause of good were few and scattered, so it was decided that the Guild should be a secret organization so as not to alert Ardor. Thus it was only five: Fëatur, Laurre, Lyrin, Eldarion (a magician), and Rána (a Healer) who arose to stand against the Court. They moved covertly, foiling many an Ardan plot, although in many things they lacked the power of Old; they watched the destruction of Dirsulinor, totally helpless. The fall of Eldarion in T.A. 1120 was a severe blow, simply in his loss, for he was wise and powerful. Rilia, being no fool, realized that something was afoot since Eldarion was able to enter Naurilindol unnoticed. She (rightly) feared the return of the Guild, but was unable to convince the Council of any danger, primarily because of Fëatur's (the male attended this meeting, disguised as his sister, of course) derision and scorn for her concern. If she had only known that it was indeed a lord of the Guild who so spoke to her. . .

At any rate, Klaen the Bard was chosen to replace Eldarion, due to his great information-gathering talents and his ability to be unnoticed.

Slowly the situation began to deteriorate, despite the best efforts of the Five, and they perceived that the next Eclipse was near. Awakening the infant Moran, they prepared for the final crisis.

6.332 Lords of the Guild of Elements

Laurre Menelrana — A Noldor prince and the last of his house, Laurre is also the most powerful warrior-lord in the area, although his skills are rarely tested anymore. Standing 6'4" tall with cobalt blue eyes and the golden-blond hair of his fair mother, Laurre exudes a youthful naiveté which belies his cunning mind and deadly hand in battle. Of Fire in the Order, he wields the flaming Holy blade Kirlhach. Laurre tends to wear average fighting clothes of deep red or golden-yellow, and rarely leaves his manor house in the vale of Tumlinde, except at great need. The house is built upon a Guild of Elements ruin, and there is a small pentagram platform in the walled garden behind the house.

Lyrin — see sec. 6.42 for his description. In manner he is boyish and amazingly carefree for his age and past sufferings, although he takes his responsibilities within the Guild with utmost seriousness, and would fight to the death without hesitation if he believed it necessary. Lyrin is of Air within the Guild.

Klaen — Wearing a perpetual, wry smirk, and continually brushing his sandy brown hair back from his eyes, Klaen is Laurre's antithesis. 6'6" tall and very slender, he tends to slouch or lean against any available support, eyes shut (or nearly so). In typical bardic fashion, he uses this seeming non-chalance to disarm others around him, perhaps inspiring them to say things they might not otherwise. Those who have felt his intent gaze, however, realize the full potential of Klaen's driving will. In truth, Klaen is the bastard son of Gorthaur and a poor, captured Eldarin maiden who helped her son escape from Aurax-Dûr, at the cost of her own life. The bard has vowed vengeance for his mother's death, and intends to kill Gorthaur himself. Forced to leave most of his extensive wardrobe at Tumlinde, Klaen usually dons unobtrusive clothing in shades of green. Of the five lords of the Guild, Klaen was chosen to be the 'guardian' of the Company because of his ability to remain unobtrusive; as well as his vast geographic and cultural knowledge. Klaen is of Water within the Guild, and has items with powers over that element.

Rána — A Sindarin Elf with black curly hair, Rána is 6'8" tall and slender, yet fairly muscular of build. Despite the sometimes grim nature of his profession as a Healer, he is lighthearted of demeanor, and his slow, deep voice, youthful face, and seeming lack of coordination seem to contradict his quick mind and true sensitivity. It is Rána who would appear to heal a wounded PC should others be willing to sacrifice stat points (or something comparable) to channel power and bring him to a pentagram. It would be only at such places that Rána could even act. Normally he stays at Laurre's manor unless his talents are sorely needed by those fighting against Ardor. He has been known after an attack or raid by an enemy to appear unlooked-for at healing houses in Koronande, Tuktan or Hathor, heal the wounded and vanish as quickly as he had come. Of 'Earth', Rána wears green and brown, usually in the form of a tunic, pants and high boots, or a full length hooded robe.

Fëatur — See Lords of Ardor, sec 6.212 for physical details. Of 'Light' in the Guild, Fëatur wears white trimmed with gold usually in the form of an open silk tunic with half sleeves, white pants, and gold sandals, in short the antithesis of his usual drab black-robed garb worn in the Court. He also has gold wrist bracers, about 3" wide, with magical properties to aid him in his martial arts skills. The most introspective of the five, he smiles rarely, and when he does there is a touch of irony. There also appear lines about his eyes and mouth that no Elf would normally have. He wears an aura of impending doom like a dark cloak, seeking now only the completion of his quest and a return to the Undying Lands, which can only be achieved through the destruction of the Court and, of course, his sister.

Powers of the Lords of the Guild:

Laurre Menelrana

PROFESSION: Fighter
LEVEL: 33
HITS: 150
MELEE BONUS: +220/180 (2x hits)
MISSILE BONUS: +190
ARMOR TYPE: 17(-110)
SPELL BONUS: +20; Firebolt +85
RACE: Noldor
POWER POINTS: (66x3) = 198

PERSONAL STATS

ST: 101 CO: 100
QU: 100 AG: 99
EM: 85 SD: 96
IN: 98 RE: 94
PR: 100 ME: 82

SPELL LISTS (and level known)

Channeling:
Light's Way (to 5th)
Purifications (to 5th)
Barrier Law (to 5th)
Concussion's Ways (to 5th)

MAGIC ITEMS

-Kirlhach: +30; clear laen with gold and mithril hilts; "Holy" blade; of changing (1-handed broadsword; 2-H sword); fires a stream of flame on command, 100' as "Firebolt", x5 hits, up to 5x a day; flames on command, delivering a heat critical in addition to normal critical and of equal severity. Provides heat and cold immunity; highly intelligent; and can also cast "Haste X" 1x/day, "Stun Relief III" 3x/day, and speaks mentally to the wielder. An Artifact of the Guild.
-Armor: mithril scales; very light but protective; encumbers only as AT 6; protects as AT 17(-40)
-Circlet: mithril; protects head as a helm; adds +30 to wearer's RR vs mental attack/control.
-Ring: Guild of Elements, also casts "Strength II" 3x/day (lasts 6 rounds, gives 2x damage and +10 to hit — included in stats above).
-Neck chain: gold with fire opal pendant; teleports L. to Rána's side if he is struck down in battle; also auto-lifekeeping, triggered by L.'s system shock.
-Cloak: black, hooded; changes color on mental command; +30 to hiding; casts invisibility at will up to 1x/rnd.
-Longbow: +30; white wood; 2x normal damage (hits); double the normal range.
-10 Arrows: "Of Slaying" Evil users of Channeling.
-Boots: water/limb/stonerunning (at will); +30 to climbing.
-Shield: mithril; +20 to defense; weightless; acts as +30 "Spell Shield".
-Orb: 4" diameter crystal, allows contact with any of the four orbs of the Guild Lords, 1x/5 days.

MISC. EQUIPMENT

10 mithril

HEALING HERBS

20 Mireenna
1 Telperion
1 Arduvaar
2 Anserke

PERTINENT ABILITIES:

CLIMB: +100
STALK/HIDE: +120
PERCEPTION: +90

ADRENAL MANEUVERS:

LEAPING: +70
LANDING: +70
BALANCE: +70

PERSONAL APPEARANCE

EYES:	Blue	SKIN:	Tanned
HAIR:	Golden Blond/layer	DEMEANOR:	Naive, Altruistic
BUILD:	Muscular	DRESS:	Red or Yellow/robes or Tunic
HEIGHT:	6'4"	TRUE ATTITUDE:	Shrewd, cunning

Lyrin

PROFESSION: Monk
LEVEL: 35
HITS: 150
MELEE BONUS: +150; 3x hits*
MISSILE BONUS: +200
ARMOR TYPE: 1(-150/200 when using "dodging")
SPELL BONUS: +20
RACE: Noldor
POWER POINTS: (105x6) = 630

PERSONAL STATS

ST: 100 CO: 100
QU: 100 AG: 101
EM: 100 SD: 89
IN: 87 RE: 84
PR: 100 ME: 73

*Lyrin has mastered the highest levels of expertise in both basic realms of unarmed combat ('strikes', and 'sweeps and throws'), and he gains 3x hits while using the Monk spell "Strength III".

SPELL LISTS (and level known)

All Monk base lists to 30th

MAGIC ITEMS

-Earrings of Lyrin (see sec. 6.32 for specific powers).
-Bracers: +30; mithril.
-Monk's tunic and pants: green; changes to any color at will.
-Headband: leather; protects wearer's head as a full helm.
-Cloak: full length; brown; will turn Lyrin invisible at will up to 1x/rnd.
-Ring: Guild of Elements.
-Orb: 4" diameter crystal, allows contact with any of the four orbs of the Guild Lords, 1x/5 days
-Ikasha: (multibladed throwing weapon, strikes as a short sword) +25; blue laen; returns to Lyrin instantly after it is thrown.

MISC. EQUIPMENT

laen piece to vault in Ty-Ar-Rana; small notebook

HEALING HERBS

20 Mireenna
5 Harfy
1 Naza
1 Laurelin

PERTINENT ABILITIES:

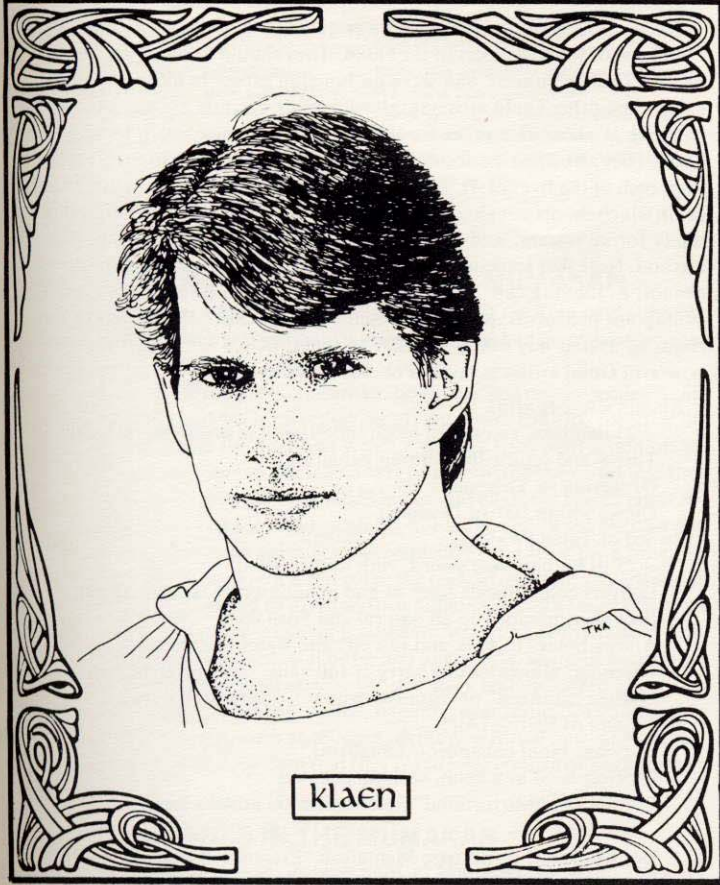
CLIMB: +75
STALK/HIDE: +100
PERCEPTION: +60
AMBUSH: +/-10

ADRENAL MANEUVERS:

LEAPING: +100
LANDING: +100
BALANCE: +100

PERSONAL APPEARANCE

EYES:	Green	SKIN:	Tanned
HAIR:	Dark red	DEMEANOR:	Boyishly cheerful
BUILD:	Muscular	DRESS:	Simple tunic/pants
HEIGHT:	6'7"	TRUE ATTITUDE:	Relaxed; dedicated



Klaen

PROFESSION: Bard
LEVEL: 22
HITS: 100
MELEE BONUS: +120
MISSILE BONUS: +130
ARMOR TYPE: 20(-55)
SPELL BONUS: +20; Shockbolt +85
RACE: Noldor/Sindar
POWER POINTS: (88x5) = 440

PERSONAL STATS
ST: 99 CO: 99
QU: 101 AG: 100
EM: 84 SD: 81
IN: 96 RE: 89
PR: 102 ME: 99

SPELL LISTS (and level known)

All Bardic Base Lists (to 20th)
Other Mentalist:
Mind Mastery (to 10th)
Mind's Door (to 10th)
Self-Healing (to 10th)
Brilliance (to 10th)
Cloaking (to 10th)
Anticipations (to 10th)
Damage Resistance (to 10th)
Delving (to 5th)

MAGIC ITEMS

-Blade of Inaril: +30; mithril broadsword; "Of Slaying" Orcs and Dark Priests; glows within 100' of Orcs, 300' of Dark Priests; very intelligent.
-Vallir's Collar: plain leather collar except for pentagon-shaped mithril clasp in back, creates defensive field around wearer as if he were wearing full plate, including helm (AT 20), with no encumbrance or spell hindrance. Useable 3x/day, lasting 15 rounds. Treat as AT 20 or AT 1, whichever is most advantageous to K. vs. elemental Spell attacks. Treat as metal armor vs. base attacks. The field is visible as a faint aura, which crackles and sparks when struck.
-Bracer: also plain leather, creates a powerful shimmering "Shield"/"Spell Shield" at will. -30 to DB and spell RRs
-Longbow: +30.
-Lockpick kit: +20 to most locks.
-Dagger: mithril, +20
-Elven Cloak: grey/changes; +30 to hiding.
-Boots: +30 to climbing.
-Elven Ring: mithril with Amethyst; casts "Haste X" 1x/day; also x5 PP enhancer (Bardic); allows access to Closed Mentalist lists by Bards.
-Ring: Guild of Elements.
-Orb: 4" diameter crystal, allows contact (visual and audio) with any of the other four orbs of the Guild Lords, 1x/5 days.

MISC. EQUIPMENT

60 gp
5 mithril

HEALING HERBS

25 Mirena
2 Olvar
1 Laurre

PERTINENT ABILITIES:

CLIMB: +90
STALK/HIDE: +90
LOCKS: +60
PERCEPTION: +50
AMBUSH: +/-5

ADRENAL MANEUVERS:

LANDING: +50
STRENGTH: +50
BALANCE: +40

PERSONAL APPEARANCE

EYES: Blue SKIN: Tanned
HAIR: Brown/layered DEMEANOR: Bored, impassive
BUILD: Slender DRESS: Varies, depends on situation
HEIGHT: 6'6" TRUE ATTITUDE: Wary, always alert

Rána

PROFESSION: Healer
LEVEL: 36
HITS: 150
MELEE BONUS: +120
MISSILE BONUS: +100
ARMOR TYPE: 15(-90)
SPELL BONUS: +20
RACE: Sindarin
POWER POINTS: (108x5) = 540

PERSONAL STATS

ST: 99 CO: 101
QU: 100 AG: 98
EM: 97 SD: 65
IN: 100 RE: 79
PR: 96 ME: 92

SPELL LISTS (and level known)

All Base Healer (to 30th)
Other Channeling:

Blood Law (to 20th)
Bone Law (to 20th)
Organ Law (to 20th)
Muscle Law (to 20th)
Nerve Law (to 20th)
Concussion's Ways (to 30th)
Purification (to 20th)
Spell Defense (to 20th)
Lofty Movements (to 30th)
Weather Ways (to 30th)
Light's Way (to 25th)

MAGIC ITEMS

-Broadsword: +25; mithril with green laen edge; mithril glows within 300' of Orcs, Trolls, Evil Priests; "of slaying" Orcs.
-Armor: Green Dragonskin, very light, beautiful iridescent green. Protects as AT 15(-20) while encumbering only as AT 5. Rána usually wears it under an over-robe or tunic.
-Shield: green steel, +20 to defense.
-Elven longbow: +25
-Bracelet: mithril with wood and green laen inlay; x5 PP enhancer (Healer only) and heals 1 hit/rnd on wearer automatically until all are off (alternatively, will stop 1 hit/rnd bleeding). Guild Artifact.
-Ring: of the Guild of Elements.
-Orb: 4" diameter crystal; allows contact with any of the four orbs of the Guild Lords, 1x/5 days.
-Cloak: dark brown; casts invisibility on wearer at will up to 5x/day.

MISC. EQUIPMENT

50 gp (travelling money)

HEALING HERBS

40 Mirena 2 Olvar
2 Winclamit 1 Oiolosse
4 Yavethalion 1 Laurelin
8 Vessin 1 Lestagii
2 Jojojopo 3 Shen
6 Anserke (already in paste) 2 Arduvaar
2 Fraw 2 Naza
2 Degiik 5 Zulzendura

PERTINENT ABILITIES:

CLIMB: +50
PERCEPTION: +50

ADRENAL MANEUVERS:

LANDING: +50
BALANCE: +40

PERSONAL APPEARANCE

EYES: Light brown/hazel SKIN: Tanned
HAIR: Black/curly DEMEANOR: Cheerful, lighthearted (slow-witted)
BUILD: Light muscular DRESS: Brown and green robes/tunic and pants
HEIGHT: 6'8" TRUE ATTITUDE: Intelligent, sensitive

(the male) Fëatur

PROFESSION: Mentalist
LEVEL: 36
HITS: 130
MELEE BONUS: +130
MISSILE BONUS: +120
ARMOR TYPE: 1(-120)
SPELL BONUS: +20
RACE: Noldor
POWER POINTS: (108x5) = 540

PERSONAL STATS

ST: 100 CO: 99
QU: 101 AG: 100
EM: 99 SD: 87
IN: 86 RE: 96
PR: 101 ME: 99

SPELL LISTS (and level known)

All Base Mentalist Lists (to 30th)

Other Mentalist:

Mind Mastery (to 20th)

Telekinesis (to 20th)

Mind's Door (to 30th)

Cloaking (to 25th)

Damage Resistance (to 20th)

Movement (to 25th)

MAGIC ITEMS

-Pendant: gold chain with suspended crystal orb 1" in diameter; allows free use of Mentalist "Brilliance" list to 30th level; x5 Mentalist PP enhancer; creates enhanced "Blur" at will (-30 to DB).

-Kynac: +30 (equiv. +45 rapier); clear laen.

-Headband: gold circlet; protects head as a helm; also provides wearer with a continuous "Mirror-mind".

-Bracers: mithril; for martial arts defense.

-Ring: mithril set with Amethyst; given by the Valar, it is Fëatur's defense against discovery by the Court. It is invisible while worn.

-Belt: leather; enhances DB by -30.

-Ring: Guild of Elements.

-Orb: 4" diameter crystal, allows contact with any of the four orbs of the Guild Lords, 1x/5 days.

-Cloak: black, full length; casts invisibility on wearer up to 1x/rnd.

MISC. EQUIPMENT

30 gp

Darin Tesarath robes

HEALING HERBS

20 Mirennia

2 Olvar

1 Laure

3 Harfy

PERTINENT ABILITIES:

CLIMB:	+80
STALK/HIDE:	+100
PERCEPTION:	+110
AMBUSH:	+/-10

ADRENAL MANEUVERS:

LEAPING:	+60
LANDING:	+90
STRENGTH:	+70
BALANCE:	+70

PERSONAL APPEARANCE

EYES:	Blue	SKIN:	Tanned
HAIR:	Golden blonde	DEMEANOR:	Grim, wry
BUILD:	Slender, yet muscular	DRESS:	White tunic/pants; black robes
HEIGHT:	6'2"		

GAMESMASTER NOTE: The Five of the Guild of Elements are obviously present to aid the PC's in their quest, and how deeply involved they are in play is, of course, at the gamesmaster's discretion. However, let it be noted that beings of such power (above 20th level "Lord" status) do not go roaming about unnoticed. It may be suggested that they only appear on rare occasions to render advice, or perhaps even wait for the PC's to come to them, and even then offer limited help, maybe via cryptic information. Even Klaen should be used sparingly, and if he travels with the group his true powers should not be used except in an absolute crisis. Also, he should feign ignorance of some things, forcing the PC's to figure problems out on their own whenever possible. Groups (ideally) should not grow dependant on a NPC to get them out of a scrape.

6.333 Artifacts of the Guild of Elements.

The Pentagrams themselves. It should be noted that the pentagrams are very old and very powerful. the following are suggested powers to be tapped by PC's possessing keyed Guild Artifacts.

-Teleport: from one platform to another (must have physically been to both).

-Sanctuary: protections (maybe extent dependant on size of pentagram) from evil attacks; maybe enhanced power points while on the platform.

-Healing powers (or summoning Rána): drain temporary stats to channel power and summon/heal.

-Limited communing (maybe only with Laure or another Guild lord in a spectral form).

The pentagrams also each function as a vault. The central pentagonal section, a solid pillar, can be made to rise up 5'. Embedded in its magical glass (and invisible from above when the pillar is down) can be any number of artifacts of the Guild. They can only be retrieved by someone of the correct profession to use them, and one who plans to use them to combat evil (the Court). For these people, the glass is insubstantial and their hand passes right through.

Places of the Watchers: All doors to the places are identical, although their location and positioning may vary. The door is pentagonal in shape, and its five 3" thick bluish-steel sections pivot back from the center and fold flush with the doorframe (like a camera lens). Beyond is a tunnel, lit at 20' intervals by 2 parallel vertical glass rods set into either side of the corridor, which come alight when anyone passes the preceding pair, and extinguish after they pass the succeeding pair. At the end adjacent to the hold is an identical door, and ten feet beyond, a secret door of superior construction. Both pentagonal doors are of an alloy containing kregora, and are immune to all magical, channeling and mental attack/manipulation. Walls of the same metal extend in a fifty-foot radius around each door (where possible) preventing access to their mechanism and easy tunneling around them. All doors, including the secret ones, open only to one holding an artifact of the Guild (see below).

Artifacts

Rings: Five-sided, each ring has a rectangular glass inlay on each side, tinted one of the five colors of the Guild. They should be relatively accessible (for Guild artifacts), and serve no function except to locate Watcher's entries and other Guild artifacts, glowing more brightly as one nears such (starting at about five miles for a door or pentagram; much less for an item). They also open the doors: held forth, five beams of light fire from the ring, each of the five colors, converging on the center of the door as a white beam which shoots out along the five door seams. The door and portal glow dimly for an instant, and the door opens. It must be closed by the same method. Note that someone captured and forced to try and open the doors cannot, as the ring can "sense" the wearer's agitated state. Rings operate pentagram platforms as well. All Guild artifacts have the powers of the rings, as well as any others peculiar to them. Below are five of the most powerful Guild artifacts, all lost or stored somewhere.

Ringlin's Axe (Earth)

+25 handaxe, green laen head, indestructible brown wood handle;

Throw and return 50' (without penalty);

Of slaying vs. Demons;

Glow within 500' of Demons;

Sword of Talan (Water)

+25 to hit blue laen sword, with mithril hilts;

Delivers cold criticals same as and in addition to regular critical;

Provides immunity to all natural and Spell cold;

Allows holder to walk and run on calm water effortlessly;

Defender: allows user to parry at full value one opponent even while "Stunned" or "Stunned without ability to parry".

Headband of Elerior (Air)

x5 power point enhancer (Mentalism);

Protects head as a helm, with no penalty;

Continuous "Mirrormind" (reflects mental attacks back on attacker);

Doubles range on all base Mentalism "Presence" spells;

Aura, triggered on mental command, provides additional -25 to AT (but is flashy and may attract attention);

A fine mithril circlet set with a single pale sapphire, it magically fits any humanoid head.

Bracers of Mira (Light)

+10 to frontal defense (Martial artists only);

2x damage on all strikes (Martial artists only);

+25 to all weaponless attacks;

+10 to all spell resistance rolls, and 10 bonus vs. frontal elemental attacks, as bracers create a misty "Spell Shield";

x3 power point enhancer (Essence).

Staff of Eldarion (Fire)

x5 power points (Essence);

Continuous total fire immunity (while holding staff);

2x hit value on all fire spells thrown;

+25 to all resistance rolls vs. Essence;

Option of reversing all fire spells directed at holder;

Dark wood staff with red orb set in head.

NOTE: the Staff is cursed with a 30th level Word Etarkas and is incapable of operating until the curse is removed (the curse will kill the remover, unless he resists a 30th level Channelling).

6.4 THE ECONOMY OF THE MÛMAKAN

With eight independent realms all carrying on a rather brisk trade with each other, economics become rather complex, especially when four of them mint their own currency. A detailed description would probably prove intensely dull, as well as not very useful (as everyone would fall asleep trying to read it). Therefore, below is listed a very basic, general conversion chart and lists of imports and exports for each realm. The money conversions are bound to vary from country to country and day to day; as will prices for goods and services. Finally, keep in mind that even all this is not a closed economy, and several realms (notably Koronande, Taaliraan, and Tantûrak) carry on trade as far north as Umbar (Kd. "Os") and Gondor, and east to the E-Sorul Sare.

6.41 CONVERSION CHART

All pieces except for Ivory and Jade weigh half an ounce.

10 iron = 1 tin	2 silver = 1 ivory*
10 tin = 1 copper	5 silver = 1 Jade**
10 copper = 1 Bronze	10 silver = 1 gold
10 bronze = 1 silver	800 gold = 1 mithril***

* more common in Mûmakan.

** more common in Tuktan; heavily used there.

*** approximate value; mithril is rarely dealt with except by large jewelers, moneylenders and forgers.

REALM	IMPORT	EXPORT
* Taaliraan	Grains, minerals, metals	Herbs, wine and liquors, fine jewelry and items
* Koronande	Grains, cloth, dairy products	Fish, fruits, clams, herbs, wood
* Hathor	Grains, fine items and weapons	Clams, oysters, wool and cotton cloth, herbs
* Tantûrak	Cloths, furs, luxury foods	Grains, metals, dairy products
Tuktan	Fish, clams, fruit, hides	Furniture, jade, wood items, fine leather products
Dûshera	Cloths, refined metals, fish	Grains, furs, leather
Mûmakan	Cloths, refined metal, weapons	Grains, furs, hides, ivory

* government mints currency.

6.5 SAURONIC INFLUENCE IN THE MÛMAKAN

It has been over 1700 years since Sauron lost the One Ring, and although he is crippled (relatively speaking) without it, he has had many years to consolidate his position and regather his servants.

As far as the Mûmakan is concerned, however, Sauron's influence is currently negligible, as he is directing his efforts more towards locating the Ring and arranging (through the Witch King) the final destruction of Arnor. While at one time (S.A. 3320-3441) he dominated the Court and they were forced to do his bidding (as did Umbar and all of the Harad lands between Mûmakan and Gondor), with his fall at the end of the Second Age they were freed to once again act independently — at least for a time.

In T.A. 1264 Sauron sent a Nazgûl to the Citadel of Ardor requesting an "Alliance", being unable to demand their submission with the certainty of their compliance, since crushing a rebellion would be costly and of little profit. The Ardan Council, still bitter and angry over Sauron's dominance earlier and aware of his weakness, yet still wary and uncertain of his true power even without the One, stalled, haggling over terms. Of course, they had nothing to gain by such an alliance, as the new Ritual time approached, they grew ever more confident that they could seize control of Middle-earth for themselves.

6.6 FOUR CITIES IN THE MÛMAKAN

The cities of Mûmakan, as with most in Middle-earth in this time, are comfortable if not highly sophisticated. The three detailed on the map (the fourth, Gaven, being only a ruin) are the most advanced, all possessing sewage systems, easy fresh water access, and most structures of stone or other durable materials. Most buildings are two to four stories high, with peaked roofs (and gutters/cisterns to catch rain) or flat roofed, accessed from the top floor. Note that many of the buildings keyed to professions on the map also serve as residences for the shop owner/operators.

6.61 TANITH, CAPITOL OF HATHOR

A relatively small city for the capitol of such a prosperous realm, Tanith is more an administrative than commercial center, housing the King and Court of Hathor. Also here are two large ballcourts, and a large water arena in an adjacent lake. Tanith is the center of cotton cloth production for Hathor, as well as a locus for herb trade. The city is enclosed by 40' walls of pale, almost white stone, connecting round towers 60' tall, with open roofs. The walls are guarded at all times (see military chart, sec. 8.3), with torches on the perimeter at night.

6.62 KORLAN, CAPITOL OF KORONANDE

The primary city of Koronande is also the navy headquarters and the main commercial center of the Mûmakan. Housing the Koronandan Senate, it is also the seat of government for this large realm. With all of these functions, there can be no doubt that Korlan is continually mobbed with merchants, sailors, politicians and criminals of every type. A trader of nearly any race in Middle-earth (not Hobbits) could be found here; not to mention that just about anything imaginable could be bought here. The walls and towers of the city are of a bluish granite, rising to 30' and 50' respectively, except around the administrative compound, where the walls are 40' tall, and the towers 60'.

6.63 GAVEN, RUIN OF THE GESHAAN CAPITOL

At one time the architecture of Gaven was the envy of every city in the Mûmakan, and famous throughout southwest Middle-earth. Now, however, its graceful spires are broken and its domed halls collapsed. Gaven's residents, once tall proud men, are now only rats, snakes, and more fearsome creatures of the swamp.

6.64 SARÛL, CAPITOL OF TANTÛRAK

As was typical of Numenor after its renaissance, Sarûl is grandeur taken to extreme: decoration too gaudy, structures too massive, avenues too barren. Sarul is a city which is extreme in its opulence, and yet it lives uneasily. The Emperor maintains an iron grip on the populace — city guards are always in evidence (although they are easily bought). The isle to the left of the city on the map, too small to appear on the area map, is the main military base of the Tantûrak army. There are barracks, and a large field where drills are held daily.



7.0 PLACES OF NOTE

Below are found keyed layouts to ten important holdings within the Mûmakan. Regarding the diagrams, grey shaded areas indicate earth or natural stone. Thick black walls indicate set stonework — usually 5' thick in underground layouts. As a rule, one inch equals 50 feet on the plan, thus most narrow corridors are five feet wide, while larger halls are ten feet. Ceilings are 10' in narrow corridors, 20' in wider ones and rooms, except where otherwise noted and in large rooms and caverns, where they could be much higher.

7.1 THE HOLDS OF ARDOR

Within this section are detailed the nine holds of Ardor: two each of the realms of Fire, Water, Earth and Air; and the Master Citadel of Ardor, in the center of Ardinaak — the place of the Ritual. Garrisons and Guild of Elements access to the Ardan Holds can be found at the end of each layout key.

The key below refers to the garrison charts in each holding:

WEAPONS	PROFESSION	OTHER
bs = Broadsword	m = Magician	ar = armor
ss = Short Sword	f = Fighter	sh = shield
sc = Scimitar	s = Seer	sp. = spell(s)
ma = Martial Arts (war. monks)	c = Cleric	L. Bolt = Lightning Bolt
d = Dagger	r = Ranger	
m = Mace	me = Mentalist	
cb = Composite Bow	wm = Warrior-monk	
lb = Longbow	sc = sorcerer	
lc = Light Crossbow	my = mystic	
hc = Heavy Crossbow	h = healer	
i = Ikasha (multibladed throwing arm; equiv. ss)	b = Bard	
shr = Shuriken (equiv. dagger)		
ax = handaxe		
pa = pickaxe		

Note: any 'iron' referred to in the keys can be assumed to be a non-rusting iron alloy created by Lesh-Y the Forger.

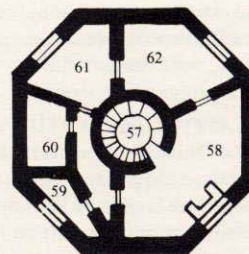
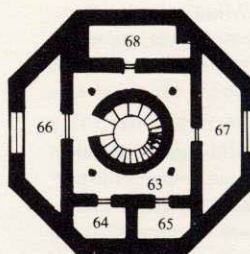
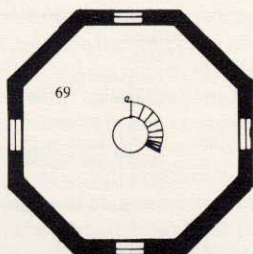
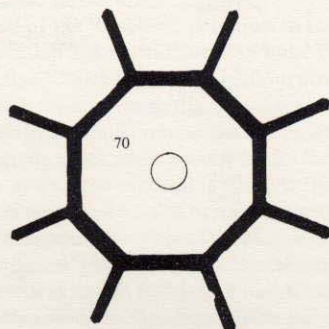
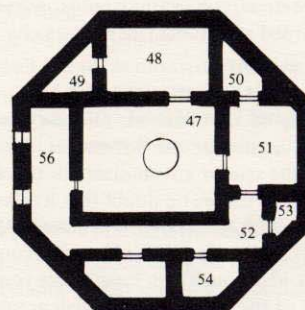
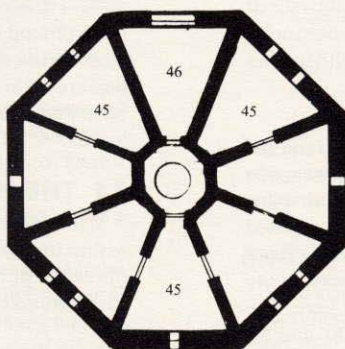
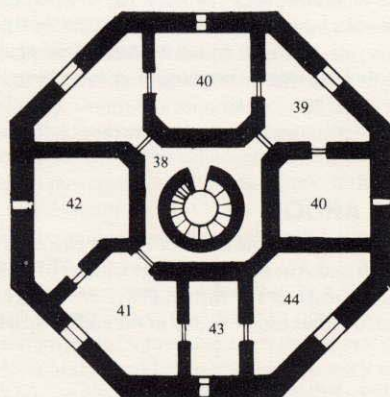
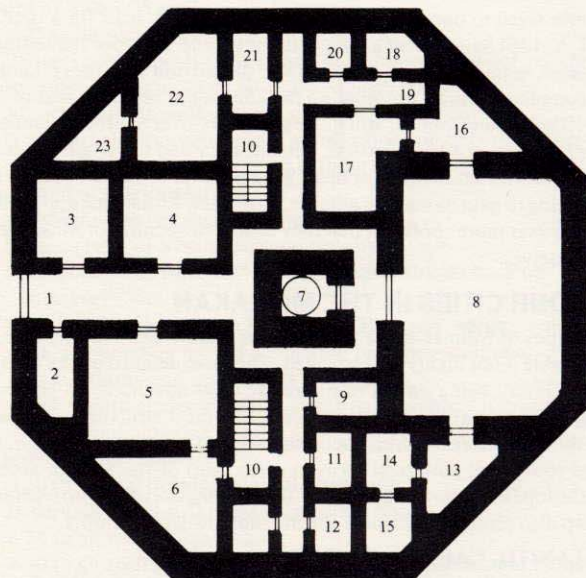
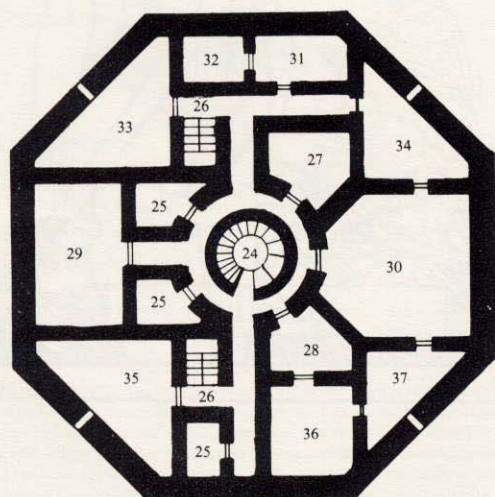
7.11 THE CITADEL OF ARDOR

General Notes

All walls in the Citadel, interior and exterior, are of a smooth black stone resembling polished black marble, but unveined and much harder. All doors, whether iron, steel or laen, slide into the adjacent wall pocket on cunningly designed tracks. Doors open magically when a person touches a glowing red glass square, 4' across, placed in the wall next to the door at chest height (both in the hall and in the room).

1. Main Gate. 40' wide; 40' high. Huge black iron doors 4' thick roll on tracks into the flanking walls. They magically lock, and only open via controls in "2" or use of the "Citadel" card in an Ardan deck.
2. Guardroom. Three shifts; four citadel troops on duty.
3. Outer reception room. For holding guests of questionable intent. Spartanly furnished.
4. Guard staging area.
5. Reception room. Plushly furnished.
6. Guard lounge/recreation area.
7. Central shaft. Running the height of the tower and deep into the rocky isle below. It is through this that the destructive power of the Channeling will be funneled. In the meantime, it is vacant or serves as an access tunnel for those who can levitate.
8. Hall of the Citadel. Grand hall, with a throne for the Lady of Ardor. This is where audiences are granted to minions of the Court, and minor dignitaries. Small feasts are also held here.

9. Guardroom. As "2".
10. Stairways. To level 2; and (ten flights down) the lower halls.
11. Storage.
12. Guard Quarters. Housing 18 each.
13. Kitchen.
14. Pantry/storage.
15. Cook's quarters.
16. Quarters for citadel pages.
17. Page's office. General records storage.
18. Guard Quarters. As "12".
19. Pit trap. In dead-end corridors: last 20' of floor gives way after someone steps within ten feet of back wall. Chutes send luckless intruders into cells far below (see lowers halls). Fall is onto a heap of confetti-like material, so injury is minimized.
20. Bath for guards.
21. Guardroom. As "2".
22. Guard Lounge.
23. Armory.
24. The shaft. (7) continues up, surrounded by an open spiral stair between levels two and three (as well as levels six to eight), opening into a circular hall. All doors on this level are dull finish non-corroding steel.



25. Guardrooms. As "2".
26. Stairs. To level one.
27. Waiting room.
28. Page's lounge. There are six pages of the Citadel (see garrison chart), two on duty at all times, at Valmorgül's disposal. They either escort visitors to the waiting room ("27"), or perform clerical tasks.
29. Valmorgül's study. Dark and somberly furnished.
30. Valmorgül's office. Stark, grey carpet, black leather furniture, black marble desk. Lighting is by the translucent ceiling which gives off a cold blue glow.
31. Servant's quarters. Subdivided.
32. Servant's bath.
33. Guest room. Lavishly furnished.
34. Valmorgül's bedroom. Richly furnished in red and black.
35. Guest room.
36. Page's quarters. Divided into three rooms, 2 beds each.
37. Page's office/work area. Six writing desks; paper and calligraphic supplies.
38. Hall for level three. All doors are of stainless steel.
39. Guest sitting room. Well furnished.
40. Guest bedroom.
41. Morthaur's office. Lavishly furnished.
42. Morthaur's bedroom.
43. Morthaur's lab. Contains many vials and beakers of various chemicals, but nothing and unskilled PC could make use of. A high-level Alchemist might be able to analyze them as components of partially synthetic poisons and healing drugs (but he won't be able to necessarily make them, either).
44. Morthaur's study. Access to level four and above is only via the central tube, which has sheer sides rising 20' between levels. Also, huge steel panels between levels three and four can be made to slide horizontally across and seal off levels four and above. Controls are on the wall just outside of room "46".
45. Main library of the Citadel. All walls are covered with wood bookshelves. Texts, most in Sindarin (although some of the histories of Morgoth and the Court are in the High Black Speech: Archaic) cover a full range of topics.
46. Magical library. Books (tomes with black wood covers, 2' high, 1.5' wide, each weighing 20 pounds, and containing one "list" of spells, as per 1.323) of all of the lists of spells generally known, including Evil. Spells can be used once and "burned off" as runes, but pages cannot be removed from the books or they become useless. There is one large iron book stand facing the window (which has laen casement glass). The door to this library is clear laen, and will open only to a member of the Ardan Council (see "70" for membership).
47. Staging Area.
48. Guard lounge/dining area.
49. Kitchen.
50. Guard Bath.
51. Guard Quarters. Housing 36 (Room is subdivided. There are 24 garrison guards; 12 elite.)
52. Foyer.
53. Storage.
54. Quarters for servants.
55. Office/quarters of the guard captain.
56. Gallery.
57. Stairway resumes, connecting levels 6-8. All doors on this level are clear glass, framed in steel.
58. "Informal" Audience Chambers of Ardana. Walls are hung with red velvet drapes. In front of the large stained glass window is a low, backless black marble throne. The floor is carpeted in black.
59. Guardroom. Two elite on duty at all times.
60. Servant's quarters. Ardana and Morelen's personal maids: 6 total.
61. Morelen's chambers.
62. Ardana's chambers. Furnished in midnight blue and silver-grey.
63. Entry foyer. All doors on this level are clear laen.
64. Upper vault. Containing several portable, yet very intricate and powerful astronomical telescopes; a large (30 pounds) text on Astrology; several dozen charts depicting the constellations; and other astrological devices. There is also, on an iron pedestal, a sculpture of solid smoky glass in the form and size of a large human skull. When Morgoth lived, this skull had immense powers which only Ardana could tap. Now however, it 'merely' acts as a x8 power point multiplier, and multiplies all Astrologer information spell ranges x10. The skull is not portable outside of the Tower. The door to the vault is magically locked (+100), and trapped with a waiting "Absolution" (60th Level) for anyone who enters the room. It should be noted that this is not a true 'trap', being purely magical in nature (it comes from the skull); however a 'Detect Hate' or 'Detect Death', or 'Detect Evil' may discover vaguely the nature of the trap.
65. Guardroom. Two on duty.
66. Sculpture gallery.
67. Painting gallery.
68. Small lounge.
69. The stairway ends again on this floor: the Council Lounge. Carpeted in blue, the room is furnished in the most elegant, expensive furnishings imaginable, from all over the known world. Fine cabinets with glass doors house exquisite art objects and rare volumes (non-magical). All locked (very hard to unlock). Glass could be broken, however. Estimated total value of objects in cases: 10,000 g.p. There is a small secret control panel hidden behind the dark oak panelling which lowers an elevator platform from level nine.
70. High Council Chambers of the Court. Access only by the central elevator, or teleport. After all have arrived, Valmorgül manipulates a panel on one wall which causes the eight pillars around the tube to slide down, also lowering the council table, which is kept flush with the ceiling. Simultaneously, 12 panels in the floor open, and the 12 thrones of the Council rise out of the floor around the table. The table is unmarred obsidian, octagonal, twenty feet across. A circular section in the middle will dissolve at the time of the Channeling. The thrones are solid and blocky in design, each sized to seat comfortably a specific council member. They are all of black marble, with maroon upholstery. Inlaid in the table before each Council member is a 12"x18" sheet of glass tinted the color conforming to their alignment within the Court. The hole in the ceiling is open to allow starlight to shine in (meetings are held monthly, midnight, during a new moon). Seating arrangement of the Council is as follows:

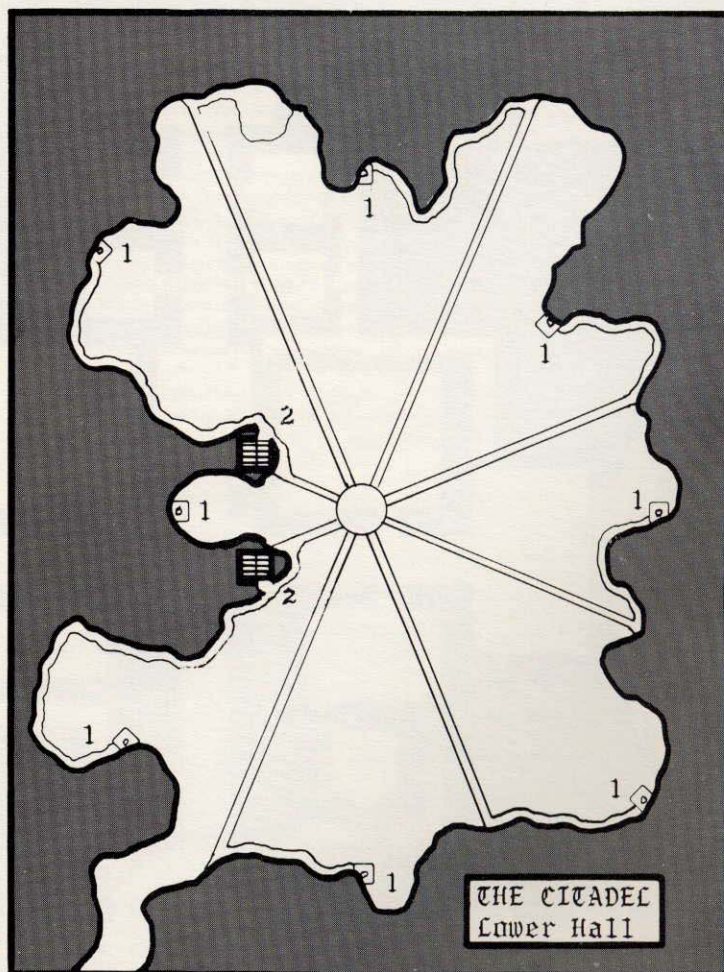
MEMBER	PANEL	COLOR/DIVISION
Ardana	Clear(black)	Darkness
Featur	Amber	Earth
Ardüval	Amber	Earth
Valmorgül	Clear	Darkness
Rilia	Red	Fire
Lesh-Y	Red	Fire
Morthaur	Clear	Darkness
Gorthaur	Sea blue	Water
Taurclax	Sea blue	Water
Mourfuin	Clear	Darkness
Valkrist	Sky blue	Air
Cambragol	Sky blue	Air

All laen panels glow dimly, giving the faces of the Assembled Council an eerie appearance, lit from below.

GM NOTE: the detailed description of the interior spaces of this, the Citadel of Ardor, may be useful when providing the players with visions and other such "god-given" information, so as to paint a detailed and more interesting picture of the Court. A vision of the Ardan Council in session, discussing a topic of interest to the PCs, for instance, may be of value.

LOWER HALLS (THE CAVERN OF THE RITUAL)

A huge cavern, the floor of which is water, entering via a tunnel to the sea. All about the cave are platforms and walkways, connecting to the central platform where there lies a round altar of obsidian. Here is where the sacrifice is to take place. Note the eight locations for the gems of Unlight ('1'), and the stair up to the Citadel proper ('2'). The center of the roof of the cavern is open to the tower above.



CITADEL OF ARDOR GARRISON

Type (Number)	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race	Special
Citadel Guard (78)	f	5	70	+90 bs	+80 cb	15-40	Human	-
Elite Guard (12)	f	10	120	+130 bs	+120 cb	15-40	Human	+10 bs; +5 cb
Pages (6)	b	5	40	+60 bs	+40 cb	5-50	Human	-
Gd. Captains (2)	f	15	160	+160 bs	+140 cb	15-50	Elven	see below

There are two guard captains stationed in the Citadel at all times, and the remaining six are deployed usually at perimeter garrisons on the island of Ardinaak proper. See sec 6.221 for their equipment.

7.121 Ithilkir (S: "Silver Mine")

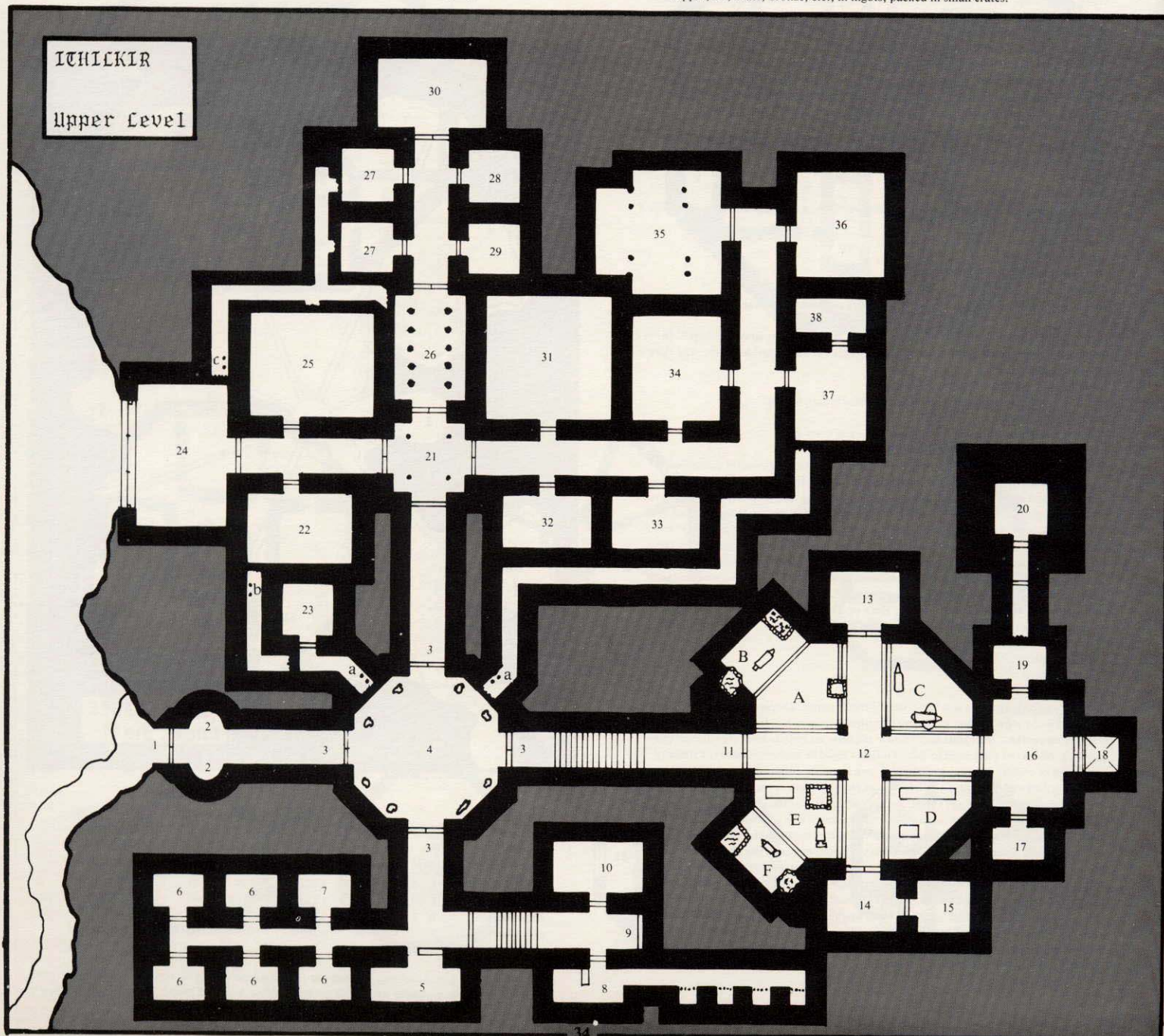
Note: Lighting throughout most of the complex is provided by brass lamps affixed to the walls at regular intervals of ten feet. The lamps burn brightly with little smoke, and are refilled once daily (all that is needed).

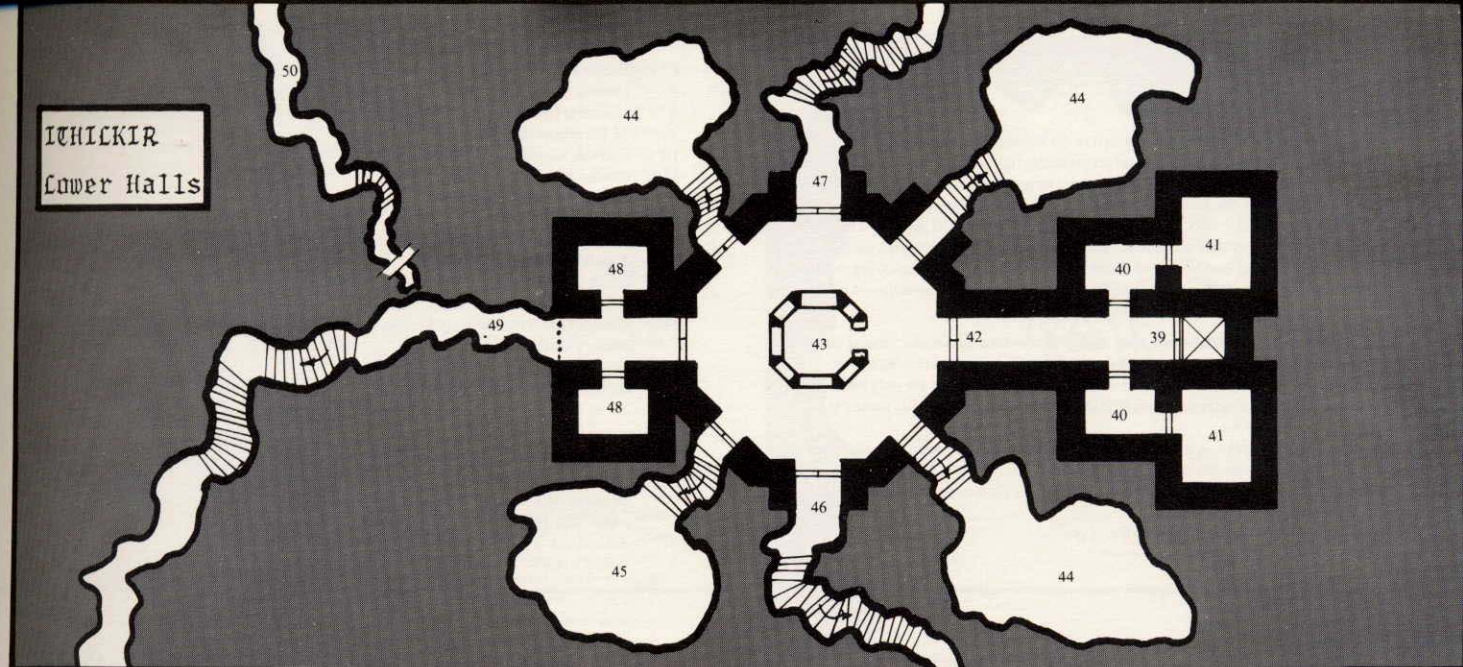
1. Entry. Cut into the side of a rocky bluff; a winding path leads to the sheltered entrance. Through cleverly concealed holes with mirrors, the guards at "2" can see anyone standing in the entranceway. A lever at "2A" controls the raising and lowering of the counter-balanced 1' thick stone door. A similar lever at "2B" controls the iron portcullis just past the doors, only raised after the identity of the visitors is confirmed. There is also a hidden knob at both "2"s which locks door "3" down the hall.
2. Guardposts. Niches cut into either side of the entry corridor. A garrison guard stands at each at all times, turning over in four hour shifts, but the shifts are staggered, so that one guard changes every two hours.
3. Doors. All are the same, clear laen with the staff emblem of the Realm etched into the glasslike surface and faintly tinted. They magically part in the middle and slide into wall pockets whenever anyone approaches within ten feet of them from either side. Note: Ladders stand in the secret passages to the left of entry "3". Ladder *a* goes up into the ceiling, to a crawlspace, and connects back down to ladders *b* and *c*. Note also of course, the secret passages themselves, all cunningly designed, incorporating a -50 difficulty modifier to locate.
4. Foyer. At each of the eight corners is a bronze, life-size sculpture of each Lord of Ardor: Ardana, Morthaur, Mourfuin (in human form), Valmorgul, Gorthaur, Féatur, Rilia, and Valkrist. All are well made, perfectly normal statues, except that if a spell to detect magic or power is cast, each gives off an aura of Essence. In the center of the room, set into a huge elaborate wrought silver pedestal is a crystal orb, three feet in diameter, which fills the room with a highly variable multi-colored light. The orb is also semi-intelligent, and acts as a guard. If anyone enters the room and attempts to leave without saying, "Hello, orb" (in any language) the orb will lock all doors, sound alarms in the guards rooms, and fill the room with sleep gas (resist versus 20th level poison, or fall into a deep sleep). If each person says "Hello, orb", it will answer him/her/it in that same language.

5. Central guardpost. Manned by three guards at all times, in 8-hour shift rotation, staggered shifts every four hours. Control levers for doors to the prison and large hall area are behind the stone counter.
6. Guard and forge-worker quarters. Ten men in each room.
7. Baths. For guard and workers.
8. Guard station. Manned by two garrison guards. Hidden lever opens laen door to cells. Guards have keys to individual cell doors.
9. False doors, locked. If opened, those standing before them are greeted by a Death Rune (resist versus 25th level Essence or die).
10. Torture room. Fully equipped.
11. Copper-sheathed doors slide open when he who stands before them says "I come to forge" in Dursindarin.
12. Central forge. The four corner work areas are raised three steps, and the two hot-forges (12B and F) are raised two more, and also have air shafts in their ceilings. There are magical permanent airwalls along each of the stairs to reduce noise and heat (or cold) in the corridor areas. The airwalls are nearly invisible except for a slight, wavering distortion. Of course, as with the spell "Airwall", movement is cut by 50 during the round passing through the airwall. Various forging tools hang on the walls about the area:
 - 12A. A fine metalworking area (including for mithril).
 - 12B. Hotforge for precious metals.
 - 12C. Forging area for Laens.
 - 12D. Work area. Tools and tables for construction of locks and traps, etc., and leather and woodwork.
 - 12E. Work area. For general metals (nonmagical).
 - 12F. Hotforge. For general metals.
13. Steel doors. Slide magically open at the touch of a palm, to a storage area for forging supplies: coal, distilled water, mercury, fine sand, spare tools, protective clothing, molds, etc. Also two "carts" - actually 2'x3' metal rectangles with handles, which can be made to levitate horizontally three feet above the ground (but only within Ithilkir) on command, always level, for carrying heavy supplies. Each will carry up to 500 pounds.
14. Doors. As in "13" open to basic refined metals and alloy storage: iron, steel, aluminum, copper, tin, brass, bronze, etc., in ingots, packed in small crates.

ITHILKIR

Upper Level





15. Steel door. Locked (very hard -50 modifier, Lesh-Y and his assistants carry keys) into jewel vault, filled with many cabinets and cases, holding approximately 10,000 gp worth of precious and semi-precious gems, most already cut and faceted. There are also many fine woods and leathers (for handles, trim, scabbards, etc.) Total value, approximately 1,500 gp.
16. Bronze doors. To "16" open at 10' proximity, unless locked via a lever on wall in "12D". This is a staging area and foyer. Two larger (5'x8') magic carts sit here. There are two garrison guards on duty at all times.
17. Vault. Behind a heavy steel door which is locked (2 locks, each very hard -70) and trapped; failure to disarm sounds alarm in guardroom "5". Lesh-Y has the only keys. Inside are Laens: blue, clear, smokey grey, and yellow; fine glass, and some black eog ingots, all packed and crated. Total value: 800 lbs. laen at 200 gp/lb ingot: 160,000 gp.; lb. glass at 2 gp/lb ingot: 250 gp.; 20 lb. eog at 1200 gp/lb ingot: 24,000 gp.
18. Elevator. Sophisticated, magically-aided counterbalance to mines feet below.
19. Precious metals vault. Behind a door identical to "17's", except the locks are different, and these have a -90 modifier. Inside: 100 lbs. of gold, lbs of silver, 300 lbs. of superior steel (+15 if worked correctly), five pounds of platinum. All are in quarter-pound ingots, carefully packed and crated (50-pound crates).
20. Secret door, then steel door with two locks (50 modifier; Lesh-Y has keys), which slides in to the ceiling; then a mithril-plated, kregora-laced (to foil all spells) door with two locks (90 modifier; Lesh-Y holds the key) and trapped (40 modifier). Failure to disarm the trap yields an array of long spikes from both flanking walls, as far back as the other steel door, (treat as 2-8 rapier attack rolls per person, +80 versus static target). Then, the spikes retract and the floor opens onto a 100' deep pit. (roll on the "Fall-Crush" table +100). Behind the door is the mithril vault, containing 5,000,000 gp worth of half-pound mithril ingots (50% of the Court treasury). Also, in a bookcase of fine wood with a framed glass door, inset in the far wall of the vault, are complete books of alchemy spells. Five leather-bound books (each weighing five pounds), one for each list.
21. Foyer. The four columns are of glowing opalescent material. Walls, floor and ceiling are of black polished marble. Doors to rooms "4" and "26" are steel, with silver on the inner surfaces facing "21", and polished to mirror smoothness, so that they reflect perfectly. These doors slide magically open to anyone coming within ten feet, and immediately close afterward. The other two doors are of black marble, and slide magically up when a hand is laid on the column to the left of the door. The other two columns are electrically enchanted and deliver a point-blank lightning bolt x4 hits to anyone who touches them. The marble doors slide back down five seconds after opening, or after the hand stops touching the column.
22. Quarters of the Lord of Staves, who is captain of the garrison. Richly furnished, the room also serves as his office.
23. The Lord of Staves' teleportation room. Unfurnished, it is a "safe" place for him to arrive in.
24. Lesh-Y's quarters. The short walls, like the doors, are of dull-finish stainless steel. The doors open and close only by the commands "Open, by Lesh-Y", and "Close, by Lesh-Y". The long walls are of black marble, the floor is covered by a fine, white carpet. All of the furniture is stark, yet beautiful: white upholstery, stainless steel, marble. In the far wall is a huge window, which overlooks the valley Imlad Ithil ("silver vale"). By pulling a lever to the left of the window, huge reinforced steel panels slide together to protect the glass from damage due to attack or severe weather. As a note, there is a sheer drop of 200 feet directly below the window, and an additional 100 foot rise from the window to the top of the bluff.
25. Lesh-Y's work-study area. A wooden doors opens onto a large room, the long walls covered with bookshelves, the volumes held within being non-magical texts on minerals, gases, jewels, etc., as well as books on weapon and armor design, and drawings of famous artifacts and weapons. There is an ink sketch and brief description of virtually every famous item of power here. The other walls are covered by racks of rolled full-size diagrams of items and machines. There are several tables and a few lounge chairs set about the room, as well as a massive desk, but all are draped with drawings, stacks of books and diagrams.
26. Gallery. Dark panelled walls set off the rich tapestries and paintings here, all depicting members of the Court at various innocuous activities. The columns are of pink-veined black marble; the floor is of white marble, and the doors to the hall beyond are of smokey grey glass, sliding magically open at the touch from either side, but can be securely locked via a lever just inside the inner wall.
27. Quarters of the four assistant forgers. All between 5th and 15th level alchemists, two per room, all noncombatants. All quarters in this section have private baths. Doors are silver-bound polished wood.
28. Quarters of the four Dwarven forgers. All share the same rooms; doors are of silver-bound wood. Treat as fighters- see garrison chart for their stats.
29. Quarters of the chief assistant forger, Laris. His door is silver-bound wood, with an inlaid silver "L" on it. His room is richly furnished, and if he is not at the forge, his magical forging tools are here in a beautiful wood chest: magical forging hammer and tongs set, allowing user to work at twice the normal speed; and long gauntlets which are immune to all heat and cold (made of silvery dragonskin).
30. Quarters of the Lady of Staves. Gold doors swing open when unlocked (very hard -50). They are richly and tastefully furnished, although she is rarely here.
31. Drawing room.
32. Guest quarters. Handsomely furnished.
33. Servant's quarters. For six cooks and six maintenance servants.
34. Dining room. All staff and garrison eat together.
35. General library.
36. Practice area; guard lounge.
37. Kitchen.
38. Pantry.
39. (Lower Level) Elevator to upper level (18).
40. Guardrooms. Two on duty in each.
41. Sleeping and bath areas for the guards. Subdivided into six double bedrooms, dining area, and lounge.
42. Laen doors slide into walls. Controlled at "43".
43. Central control for the lower level. Manned at all times by two guards. It is elevated five feet above the floor level (the ceiling is 20'), with a desk running the perimeter, and a clear laen wall running the circumference above the desk broken only by a laen door facing "42", controlled from within. There are levers here which control all of the doors in and out of the room, all of which are clear laen double doors which slide apart into the flanking walls. All magically lock. Also a poison gas (Thurviik) can be released to flood the room and quell uprisings or stop intruders. All doors are airtight, and the gas can be vented out.
44. Orc-miner caves. Approximately 30 Orcs live in each cave.
45. Troll-miner cave. Home of ten Stone Trolls, powerful, heavy-duty miners.
46. 1000' corridor down to aluminum, laen, platinum, silver, ruby, iron (of course) sources (e.g. bauxite) and several other veins. All through twisting, confusing passages.
47. Corridor. To smelter where ores are broken down and ingots of refined metal and glass are formed.
48. Inner guardrooms. With controls for the steel portcullis beyond. Two guards on duty at all times.
49. Two mile corridor to Mithril mines.
50. Three mile long tunnel to Guild of Elements access to Ithilkir.

ITHILKIR GARRISON

Type (Number)	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race	Special
Garrison gd. (62)	f	4	50	+70 bs	+70 cb	9(-40)	Human	-
Elite Guard (10)	f	8	100	+110 bs	+100 cb	15(-40)	Human	+10 bs,cb
Laris (Alchemist)	a	20	60	+80 bs	+cb	1(-60)	Elf	Essence spells
Forgers (4)	f	7	100	+100h	+100 hc	9(-40)	Dwarf	+10 h
Orc Miners (30)	f	4	45	+50 pa	-	5(-20)	Lesser	
Troll Miners (10)	f	10	180	+120m	-	11(-30)	Stone	

7.122 Naurlindol (S: 'Hill of Firey Pools')

The chief holding of fire, and the citadel of Rilia, Naurlindol is delved out of solid rock and modified natural caves formed by lava flows long ago. Violent volcanic activity is minimal, but there is a constant flow about the great central chamber in the lower hall.

UPPER HALLS

The upper halls of Naurlindol are delved out of a cleft in the hillside, with one side still open to the outdoors. There are two floors surrounding a central two storey hall. A balcony runs along three walls allowing access to second floor rooms. Light is provided by gold hanging lamps hung from wall brackets spaced about the area. Walls, floor, ceiling and columns are all of various types of beautiful polished marble. Doors are of black iron, with the fire emblem etched into the metal and leafed in gold and silver. Single-width doors slide up into the ceiling on a counterbalance when a small metal lever adjacent to the door is pulled (can be locked on the inside, "very hard" to unlock from the outside). Double width doors have a similar opening mechanism but slide apart into adjacent walls.

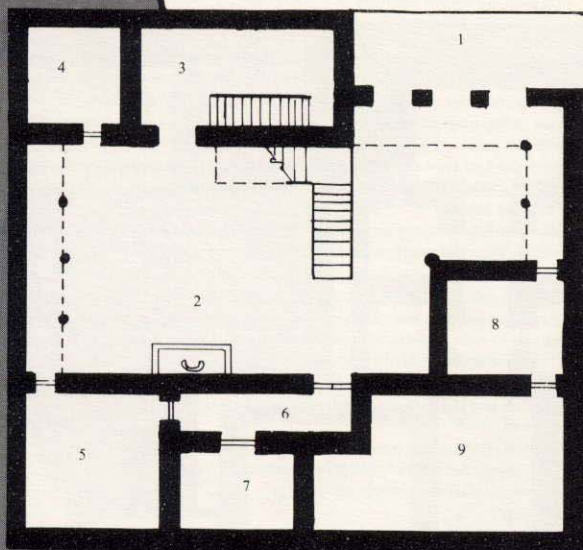
1. Veranda. A platform rising 50' above a steep slope, it provides a panoramic view of the valley beyond. Note that there is a lever just inside which controls the lowering of reinforced iron panels, which slide on tracks set in the columns. The panels are only lowered in times of questionable security however, and are usually open, with guards posted at the columns.
2. Throne room/Reception Hall. A grand room where Rilia holds audiences and banquets. Her throne is on a three step dias opposite the stair (10).
3. Guardroom/Quarters. (Also access to lower halls) Housing six human and elven guards.
4. Kitchen/Servant Quarters. Housing ten.
5. Quarters of Valglin 'The Thief'. Comfortable, if plain.
6. Access corridor.

7. Valglin's workshop. Several tables, covered with charts, diagrams and partially assembled locks and trap devices. Racks on walls hold rolled diagrams and standard tools and parts.
8. Drawing Room. Richly appointed with tapestries; comfortably upholstered furnishings.
9. Library/music room. Also well furnished. Books cover a full range of topics (none magical). There are several musical instruments in the room, including a harpsichord. Linsul is adept at them all.
10. Stairway connecting the floors.
11. Balcony.
12. Lady of Staves' Quarters.
13. Sitting room.
14. Rilia's office/meeting room. Walls are purple marble. Carpet and upholstery is red. Her desktop is frosted red laen.
15. Rilia's Private Quarters. Plushly furnished, with every imaginable luxury.
17. Access corridor.
18. Linsul's Quarters. Richly appointed, with many mirrors, and closets packed with clothes of every type.
19. Access corridor.
20. Guard Quarters/Station. Housing six.

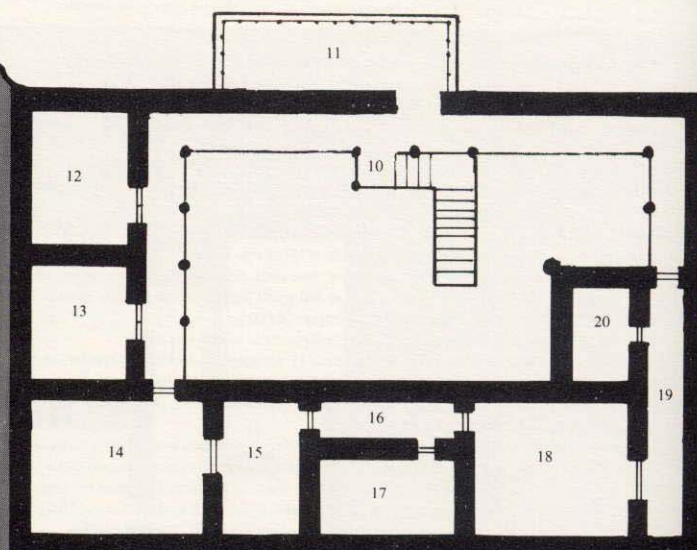
LOWER HALLS

1. Entrance. There is a large tunnel at the base of the low volcanic mountain (now overgrown with rich vegetation). The entry is framed by a hexagonal portal of black marble, and can be sealed with large sliding double doors of black iron which have jagged interlocking edges. The doors are usually open, and two guards are posted outside.
2. Sentry post. Two orcs with heavy crossbows inside have full cover.
3. Guard stations. Four Orcs on duty at all times, one of them an 'elite'.

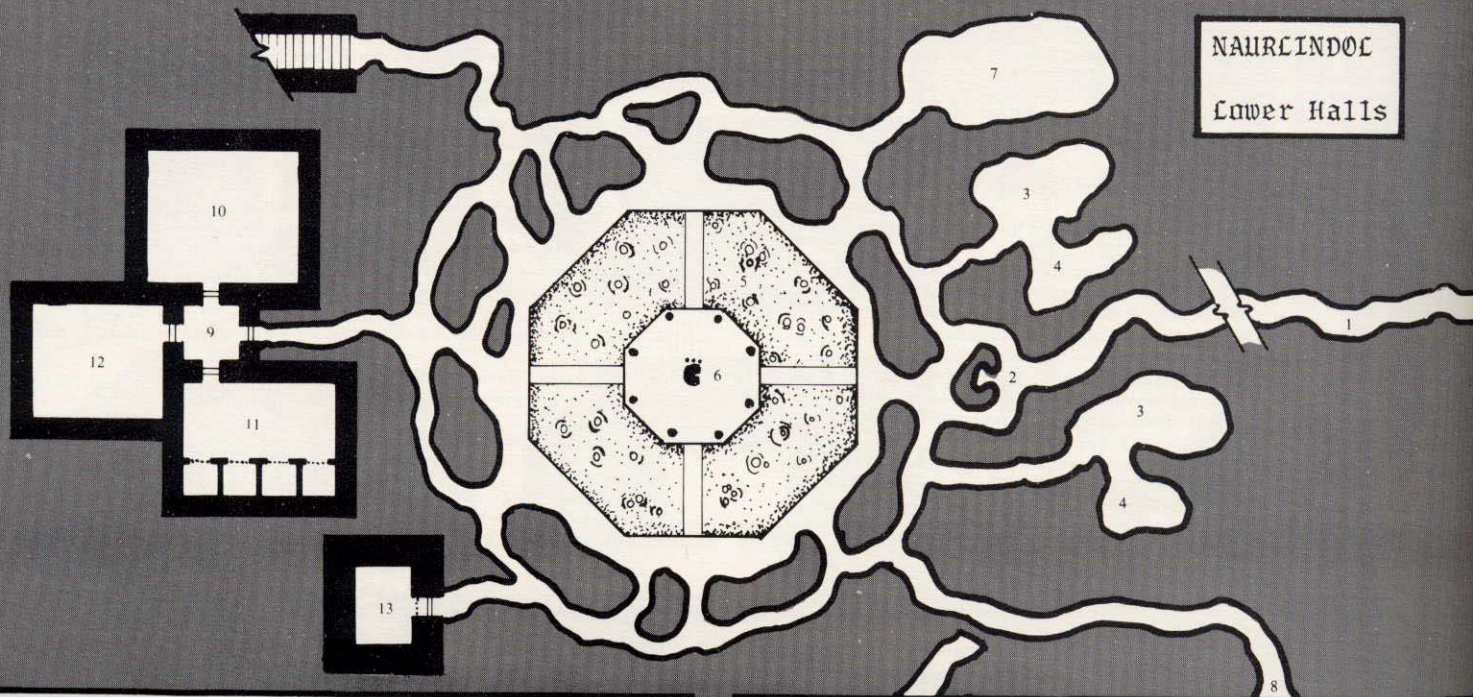
Upper Level One



Upper Level Two



NAURLINDOL
Lower Halls



4. Guard quarters. Lodging for 16 orcs: eight here, eight on duty. Two "elite" are in each group.
5. Pool of bubbling lava. If someone is unfortunate enough to fall in, they receive a point-blank fireball strike + 50, x5 hits; and an automatic "E" heat critical every round while in the lava.
6. Platform. Ringed by eight black stone columns, accessible by four bridges. In the center is a dias, on which is a high-backed throne of black marble. Three levers flank the throne on the left side; the first lever can be moved forward, back and from side to side, and has a button on the handle. By holding the button down and moving the lever, the person at the throne may extend or retract the bridges one at a time. The bridges' usual position is retracted. The span is twenty feet. The second lever is a trap, and if tampered with, will cause a spike to pop out of the throne back, impaling the seated person (use lance table + 100, no bonuses for target except armor). The spike also has a dose of Jitsu poison on it. Third lever sounds alarms in all guard rooms, and will cause all bridges to extend or retract simultaneously, depending on whether the lever is pulled forward or back.
7. Orc combat practice room.
8. Tunnel to the high cave where Durclax the Fell Creature lives. He is trained to bear Rilia or the Lord of Staves upon his back, and he will obey only them. He is usually asleep in his cave. Of course, he cannot come down the narrow tunnel into the complex, and has another exit from his cave up on the mountainside.
9. Foyer.
10. Lower kitchens. Feeding area for the Orcs.
11. Torture room and prison cells.
12. General storage and armory.
13. Vault. Steel door is double thick (4'), and will only open to the keys held by Rilia, Linsül, Valglin, and the Lord of Staves. Otherwise, treat as extremely hard (-60) to unlock. Then a portcullis which delivers an "E" electricity critical when touched (and not just the first time), and will only open to the command "Edro!" ("open" in Sindarin). Inside is 50,000 g.p. in gold pieces, gems and jewelry, all in several locked chests and boxes. Also, the Staff of Eldarion (see sec. 6.413 for powers); spare robes and staves for Court members. There is a box, in which are eight red glass objects: four glass spheres, 2" in diameter which, when thrown break on impact and release a 4x damage fireball; and four squares, 3"x3"x.5" which, when tossed on the floor (within ten feet) break and create a 10'x10'x1' wall of fire lasting 20 rounds. There is also a ring in a small box which, while worn, gives immunity to all heat and fire, but doubles cold criticals and damage. Wearer is also cold all the time. Ring is gold, with a ruby setting.

NAURLINDOL GARRISON

Type (Number)	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race
Upper Guard (12)	f	6	90	+110 ss	+110 cb	13(-25)	Elf/Human
Lesser Orcs (32)	f	4	40	+70 sc	+60 sb	10(-25)	Orc
Greater Orcs (6)	f	9	90	+100 sc	+90 sb	10(-35)	Orc
Guard Captain	f	15	110	+150 sc	+130 sb	10(-45)	Uruk-hai Orc
Durclax	f	20	200	+100		11(-70)	Fell Creature

Durclax is a "Fell Creature", a huge, featherless winged beast capable of carrying one of human size upon its back. The origin of this monster is uncertain, although it has been speculated that its ancestor was a gift from Sauron of Mordor. Its talons strike as huge claws (swords) with the bonus given above; and it is capable of flying at speeds up to 40 mph.

The Guild of Elements entry to Naurilindol is on the opposite side of the mountain, and entry to the complex is gained via a secret door in the rough-hewn corridor access to Durclax's cave, although entry is far down the tunnel from Durclax.

7.13 HOLDS OF WATER

7.131 Aurax-Dûr (S: "Deepwater Darkness")

The castle of Aurax-Dûr itself is not of particular note, except perhaps by its unusual architectural design. The location, however, is indeed an environment unearthly. The holding rests on a rocky outcrop within a huge cave whose floor is almost entirely deep water. A grotto with a tunnel access to the sea, the cavern Morlin (S: "Darkpool") is in the cliffs which form the southern coast of the Mûmakan. Mosses which grow abundantly across the inside of the cave give off a green-blue phosphorescence, illuminating the citadel in an eerie light. In addition to the sea entrance to Aurax-Dûr (the tunnel is large enough for ships to pass through), there is a causeway leading to the far end of the cave, and a tunnel to the surface. The Guild of Elements entry accesses onto this tunnel, bypassing an array of gates and guards near the surface.

This is Gorthaur's private realm, and although he is a Noldor Lord, he surrounds himself only with the Moriquendi — Elves who have never seen Valinor. He is a priest of Darkness, and uses his power to terrify and incite the men of Mûmakan to acts of war. In the darkness he appears, calling storms and lightning, then returning to the eternal quiet of Aurax-Dûr.

LAYOUT

The castle itself consists of a wall 60' high built of blocks of dark stone joining five towers. The walls are only 10' thick, and the parapets flare outward at the top. This slender design was accomplished by utilizing iron bars to lock the stone blocks together. Of the towers there are three smaller, each 90' tall and also flared at the top to support a conical roof. Each is 30' in diameter and has six levels, connected by a central spiral stair:

Level 1. Garrison lounge area.

2. Kitchen/dining area.

3. Garrison sleeping area.

4. Guardpost. (connecting to the adjacent walls)

5. Depending on tower A, B, or C:

A. Chapel of Taurion, Lord of Helms.

B. Office of Camring the Healer

C. Sitting room and maid quarters for Isil, Gorthaur's mistress.

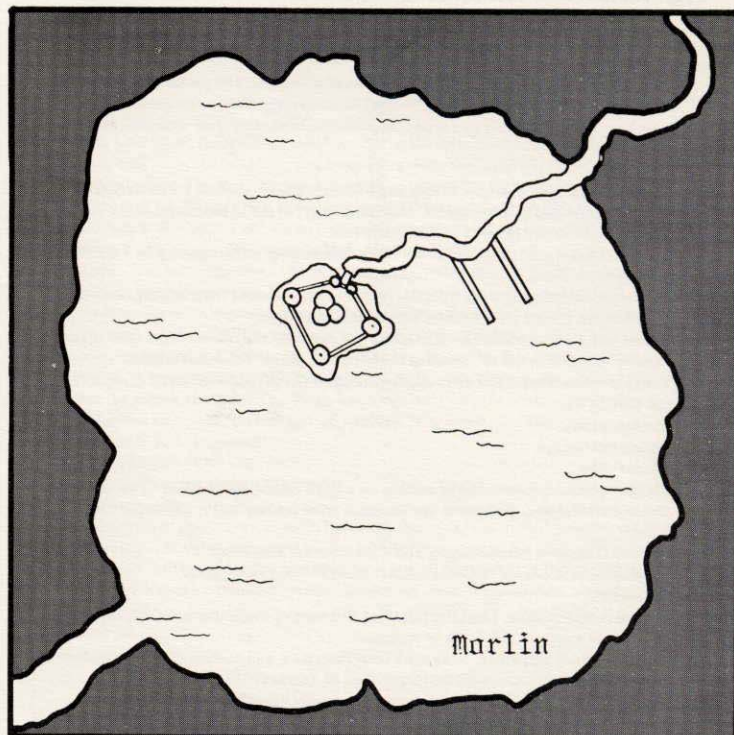
6. Varies:

A. Taurion's chambers.

B. Camring's chambers: warm and comfortable by comparison to the rest of the castle.

C. Isil's chambers.

The rooms on the sixth level are larger, with wide windows which look out into the dim cavern. The stair in each tower does continue up to a small attic-room with two or three dormer windows. Towers D and E are but spiral stairwells with small landings at window-slits. The gate to Aurax-Dûr (which they flank) is a long drawbridge connecting the castle to the causeway, and a portcullis of blue steel. Both are controlled by counterbalances within the towers. Three guards are always posted at each: at the ground level, door controls, and on the open roof. The drawbridge is usually down, the portcullis closed. Torches set in the entryway illuminate the rare visitor.



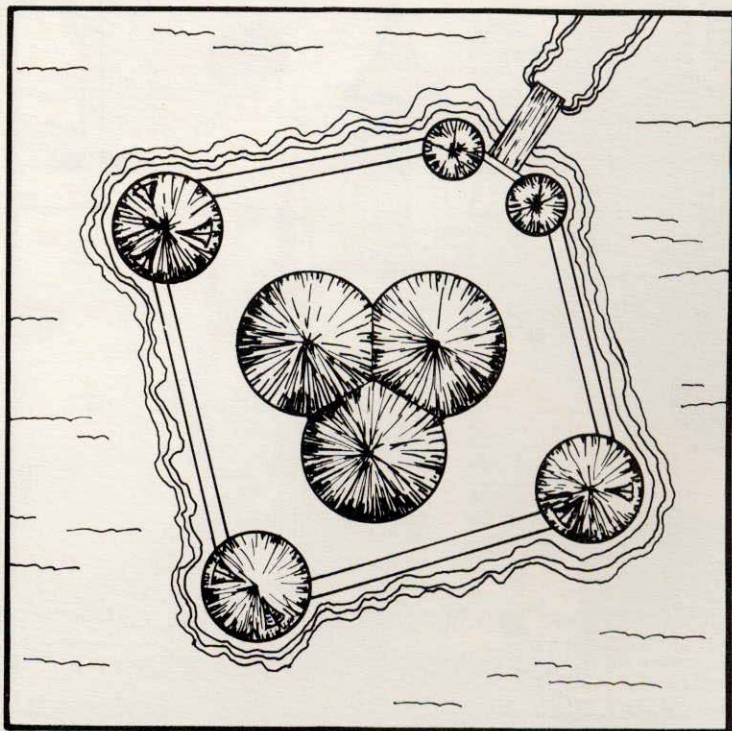
The central complex is the most unique point of the castle: three towers actually, which are narrow at the top of their 100' height, but flare out at the bottom to eventually merge. There are but four levels within, the first, the audience Hall being itself fifty feet in height. The Audience Hall is three circular rooms overlapping; in the center of the nearer two are fire pits, and in the third lies a multi-step dias/platform, on which rests a huge throne of blue stone. The throne's back fans out like a giant shell, and it glows dimly. With a swirling of blue mist Gorthaur appears here to hold Court. The only access to the upper levels is via his invitation (unless one dares to climb the slick wet walls of the tower). The upper three levels are all Gorthaur's private quarters and office, furnished in dark colors and unwarmed by even a candle. The roof of the tower is his temple, where he performs dark rituals.

GAMESMASTER NOTE: Isil hates Gorthaur because he often treats her brutally, and she would probably harbor or aid intruders if they would help her escape. By similar token, Camring would not turn in intruders, but may not help them either. He may just try to ignore them, or urge them to depart.

AURAX-DÛR GARRISON

Type (Number)	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race	Special
Basic Guard (30)	f	5	65	+100 bs	+110 lb	9(-60)	Elf	+10 lb, ar
Elite Guard (5)	f	10	120	+135 bs	+140 lb	9(-70)	Elf	+10 lb, bs, ar

The garrison of Aurax-Dûr is all Silvan Moriquendi, who, in addition to being castle guards, are excellent seamen and are able to man the three single-mast sailing ships usually moored next to the castle. Twelve guards are lodged in each tower, although between six and twelve members of the garrison are often out in one of the sailing ships. Vallin, the Knight of Helms, (who normally resides in tower B) commands these missions. One third of the garrison is female.



7.132 Taurang (S: "Tree of Iron")

KEY TO TAURANG: upper levels

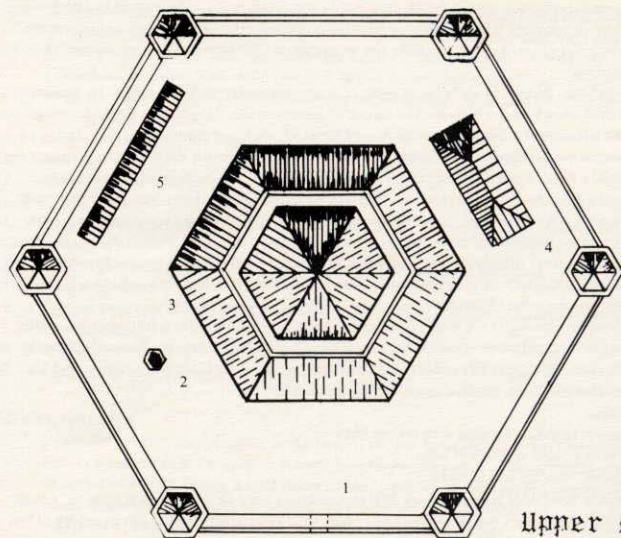
Note: all interior doors in the upper citadel of Taurang are of 2" thick wood, and with simple, but strong latches.

1. Main gate. 3" thick steel doors which slide into place, operated by guards inside the walls. The walls are hollow and allow access to the six towers, from which the guards can fire on attackers. Also at the main gate is an iron portcullis, controlled from within the walls.
2. Wells.
3. Main keep.
4. Outer walls garrison quarters. 39 men and women in all, 13 of which are on duty at one time: 12 troops and a shift sergeant. Also the quarters of the 12 horsemen.
5. Stables. Hold sixteen horses and four windsteeds.
6. Doors of the keep. 3" thick steel doors which slide into the walls, operated by a lever in the viewing room above.
7. Foyer/combat hall. All doors from this room can be controlled from viewing room above.
8. Guardrooms. Each staffed by three keep guards at all times.
9. Access hall. Pit trap which can be triggered by levers in guard rooms: entire floor opens, causing all in hall to fall 30', resulting in 10-100 hits, plus a "C" impact critical.
10. Guard quarters. House 24 men in all, in three shifts (six in rooms "8" and 2 in room "16" per shift).
11. Kitchen/pantry.
12. Dining hall/lounge.
13. Throne room.
14. Elevator platform. Controlled by buttons on a small column in the center of the platform: five in a vertical row, the bottom one separated from the rest. (takes you to the lower halls).
15. Armory. Lots of +5 short swords, and normal leather armor.
16. Viewing room. Controls for room below. Manned by two keep guards.
17. Access hall.
18. Taurclax's upper office. Elegantly furnished, but nothing magical or especially interesting in it, except a copy of the "Book of Andraax".
19. Khelekar's study and office. More stark than Taurclax's, and nothing of interest (only paper is blank stationery, with the tree emblem of Taurang).
20. Taurclax's lounge. Windows are sealed with extremely hard glass (but not laen).
21. Taurang Council Chambers. The elevator control column, upon reaching this level, sinks in to the floor, and a large hexagonal table lowers from the ceiling. Six throne-like chairs await the Council. The floor is covered in a deep green carpet, and the windows (and two doors to the balcony) are of very hard, breakproof glass; and all have complex locks; very hard - 50 to open from the outside.

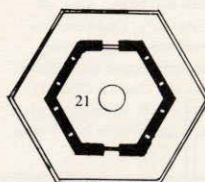
TAURANG COUNCIL MEMBERS

Type (Number)	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race	Special
Vargus	c	20	120	+140 m	+100 hc	2(-100)	Noldor	Evil Cleric Sp.; +20 mace
Agonar	sc	22	90	+60 d	-	2(-110)	Noldor	Sorcerer Sp.; +4 sp. Staff
Maug	m	18	80	+50 L. Bolt	-	2(-90)	Sindar	Mage Spells; x5 Sp. ring
Dûranna	my	15	70	+80 d	+60 lb	1(-80)	Silvan	Mystic Sp.; +10 lb
Khelekar	(Special: see specific Ardor statistics, sec. 6.312)							
Taurclax	(Special: see specific Ardor statistics, sec. 6.312)							

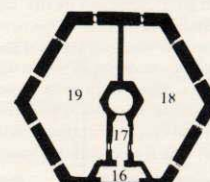
All of the Council members have magical defensive robes, as reflected in their Armor Type. Hu/Elf indicates human guards during the day; Elven ones at night (since they can see much better).



Upper Levels



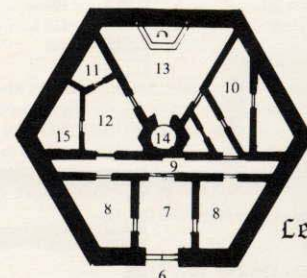
Level 4



Level 2



Level 3



Level 1

THE WINDS

Name	Lvl	Hits	Ambush	A. Type	O.B.	Stalk	Move	Pwr. Pts.
Aûr	6	60	10	4(-20)	70/50	40	10	60
Kax	12	100	15	4(-30)	100/70	50	20	120
Eos	18	130	20	4(-40)	120/90	60	30	180
Gan	24	160	25	4(-50)	150/100	75	40	240
Ior	30	200	30	4(-70)	180/100	85	50	300
Kel	36	240	50	4(-80)	200/120	100	60	360

"PPs" is the power point drain per day on Taurclax while the Wind is in action. Only one Wind may act at a time.

All six Winds have the ability, given six unattended rounds, to transform into completely ethereal, invisible form, and move as a chill wind at the rate listed (number given is feet per second). In this state they cannot physically interact with anyone - including engaging in combat - while ethereal or in progress either way. Add 10 to defensive bonus for every round towards the "wind" state, until unhittable in final form. Only airtight chambers or powerful anti-magic or anti-evil spells can deter them while 'winds'. And only a chill, whistling breeze heralds their approach.

When visible, they are cloaked all in black; nearly silent in movement. Their weapon is a large, black iron dagger-like blade: the kynac. Each carries six kynacs, 3 suitable for throwing, three for melee. Use a 'rapier' attack; the modifiers have already been incorporated into their bonuses. All six weapons are coated with Acanna, a deadly poison, which takes effect if the weapon delivers a critical strike. See poison table, sec.8.6 for details. The only antidote is the leaf of the rare Shen plant.

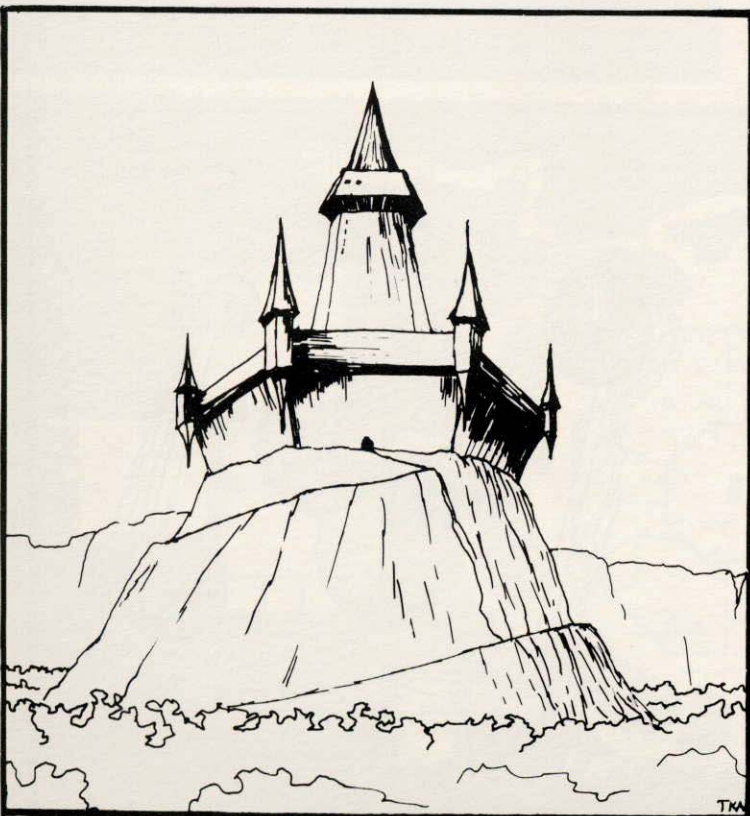
If one of the winds should be driven over maximum hits or delivered a killing critical, it reverts to its wind form and flees to Taurang, incapable of reforming for 66 days. Also, Taurclax is incapacitated for the number of days equal to the level of the summoned but defeated wind. After he recovers, he may summon another, of course.

TAURANG GARRISON

Type (Number)	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race	Special
Guards (39)	f	5	65	+80 ss	+80 lb	6(-30)	Human	
Sergeants (3)	f	10	110	+100 ss	+120 lb	6(-50)	Human	+10 bs, lb
Horsemen (12)	r	7	65	+50 bs	+70 cb	5(-25)	Sindar	Ranger Spells
Keep Guards (24)	f	8	80	+100 ss	+70 hc	14(-30)	Hu/Elf	

KEY TO TAURANG: LOWER HALLS

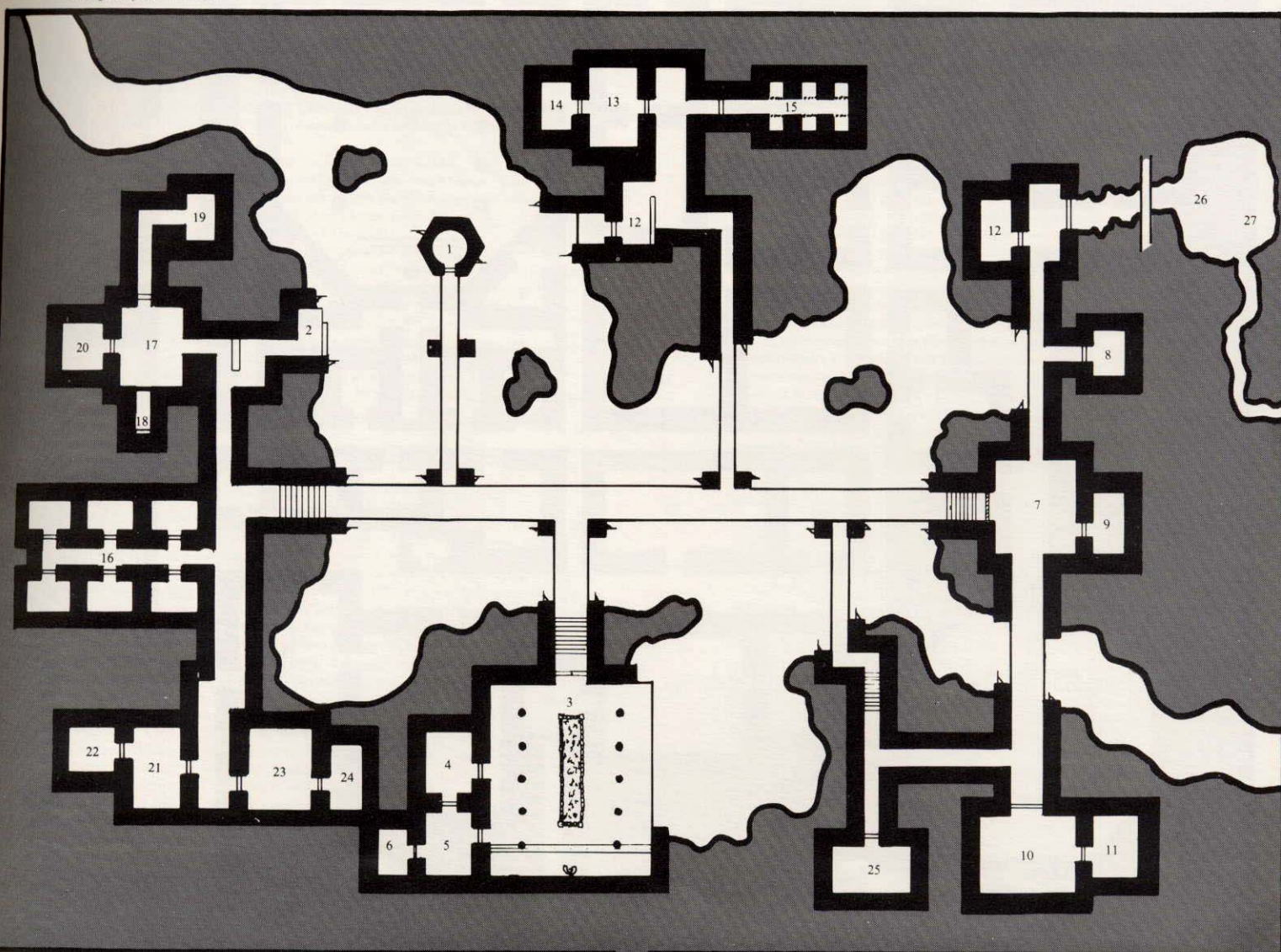
Note: all doors in the lower halls are of 2" thick black iron, hung on counterbalances so as to rise into the ceiling on tracks. They are operated by a lever set in the wall nearby which alters the balance.



The lower halls of Taurang are clustered about a huge natural cave formed long ago by an underground river. The river remains, but its flow has greatly diminished. Thus, the complex consists mainly of bridges and platforms extending across the slowly flowing waters. Light is provided by lamps placed about the elevator column, the bridge support columns, and flanking the many rooms which open upon the river. The air is damp and cool, and the quiet rumbling of the water is lulling and everpresent.

1. Elevator (14 of the upper levels) to round room. Door opens when the elevator reaches the bottom. Counterbalance system.
2. Guard post. Note defensive wall to provide cover. Three guards on duty. Note: Lower level guards are same as 'Keep Guards' above.
3. Throne room and dining hall. A fire pit runs the length of the hall.
4. Small dining room.
5. Kitchen.
6. Pantry.
7. Taurclax's library. Expensively furnished, and including magical texts on Animism, Open and Closed Clerical Lists: three books, one for each. Each book is three feet high and two feet wide, weighs forty pounds, and rests on a huge wrought iron stand fashioned to look like a tree. The books are either useful to (a) aid one learning lists or (b) the runes (one per spell) can be "burned off" by someone of the Channeling realm who makes the necessary roll, and wishes to use up the spell(s).
8. Communications room. Here is kept an orb of seeing which allows Taurclax to speak with Sauron. If someone else attempts to use the orb, or even looks into it, he/she must resist using their Presence bonus (-90 mod.) or be ensnared by Sauron's will. The orb is three feet in diameter and sits on a round, black marble table.
9. Khelekar's chambers. Elegantly furnished in an austere way: the carpet is flawless white, as is the ceiling. The walls are chill blue, as is the upholstery of the furnishings. There is a white marble desk with a secret compartment: the top swings up. Inside is a glass rod two feet long which, if touched to bare skin, delivers a point-blank lightning bolt blast, 4x damage. (The rod is unbreakable. For use in combat, it is suggested that a "club" attack be used, and, if a hit is made, then roll on the lightning bolt table, point blank).
10. Taurclax's sitting room and lower office. Plush, decorated in greens and browns. There are four living trees growing out of holes in the floor, with blue-green glass panels above them providing necessary light.
11. Taurclax's chambers. Behind a secret panel in the wall above the bed is a spare deck of Ardan cards, and a twig. If the twig is broken, it will teleport the holder safely to a secluded part of the forest 50 miles away. (Taurclax's last resort escape method).
12. Guard posts. Two guards in each at all times.
13. Interrogation room.
14. Torture room. Fully equipped.
15. Prison block. Sealed off by two double laen doors, which can only be opened by keys held by the guards (inserted in the wall next to the doors, they cause the laen panels to slide magically open). Between the doors is a steel portcullis, which is opened via a lever at the outer guard post of the two.

16. Guard quarters. For the lower garrison; three per room; 24 in all, 8 of which are on duty at one time. All are humans, with the same stats as "Keep guards".
17. Vault Foyer. Floor is trapped; as soon as anyone steps within five feet of either of the inner doors (not the secret one) the outer door slams and locks, the counterbalance disengaged. The room (now sealed) fills completely with water, and after twenty minutes, drains. The counterbalance can be re-engaged, but only from the outside, through a secret panel. The door weighs about 600 pounds.
18. Fake vault door. Behind secret door; as soon as the inner door is tampered with the floor opens and drops the unwitting burglar(s) into a thirty foot deep pit: 10-100 hits, and a "C" impact critical. The floor then closes over the intruder. Trap is hard - 50 to detect.
19. Main vault of Taurclax. If a trap on the outer door is not disarmed before it is unlocked (the lock is very hard +60), then everyone who treads on the access corridor beyond is sprayed with deadly darts, tipped with Karfar (roll 1-10 dagger +50 strikes on each intruder. For each critical hit, the target must resist versus the poison or suffer the consequences (see poisons chart, sec. 8.6). The inner two doors are locked (very hard -80) and the inner one is trapped with an alarm which rings in the central guard station (2). The treasure: (a) two mithril broadswords of Elven design, which glow with a blue radiance if orcs are near (up to 1000' away). They are also +20. (b) One laen wand, one foot in length. It fires shock bolts for those who can use it; fully charged. Two mithril daggers like the swords above. (c) Two Elven longbows, one +10, the other +15. (d) One Tuktan composite bow: +25. (e) One staff, 6 feet long, inscribed with: "The Staff of Uclax". Its powers:
 "Plantform" 1x per day
 "Great Merging Organic" 1x per day
 "Limbrunning" at will
 The staff is of gnarled black wood. Lastly (f), there is a ring, mithril with a hexagonal emerald set. It allows the wearer the use of the "Herbmastery" list (SL.c,p15) up to the 20th level, whether or not he is an Animist. He must be oriented to Channeling though, and use his own (or enhancer's) power points. All items in the vault are packed in fine wood boxes.
20. Cash Vault.
- 21.-22. Guest rooms.
- 23.-24. Lady of Helms Quarters.
25. Herald of Helms Quarters.
26. Corridor to the "Cave of the Winds". Down the winding tunnel is a large, natural cave, and in the center is a hexagonal platform of red glassy rock, glowing constantly. It is in this room that the "Winds" are summoned. Demonic in nature, yet unlike the average demon, they are ancient servants of Morgoth which only Taurclax may still summon. There are six, and he is able to call whichever on he chooses depending on his needs, but the personal power drain can be enormous. Beyond the cave is a passage out to the forest.
27. Guild of Elements access to Taurang. The entrance is five miles away in the side of a ravine. For a detailed description of the doors, corridor, etc, see sec. 6.333.



7.14 HOLDS OF EARTH

7.141 Angkiryra (S: "Iron Mine")

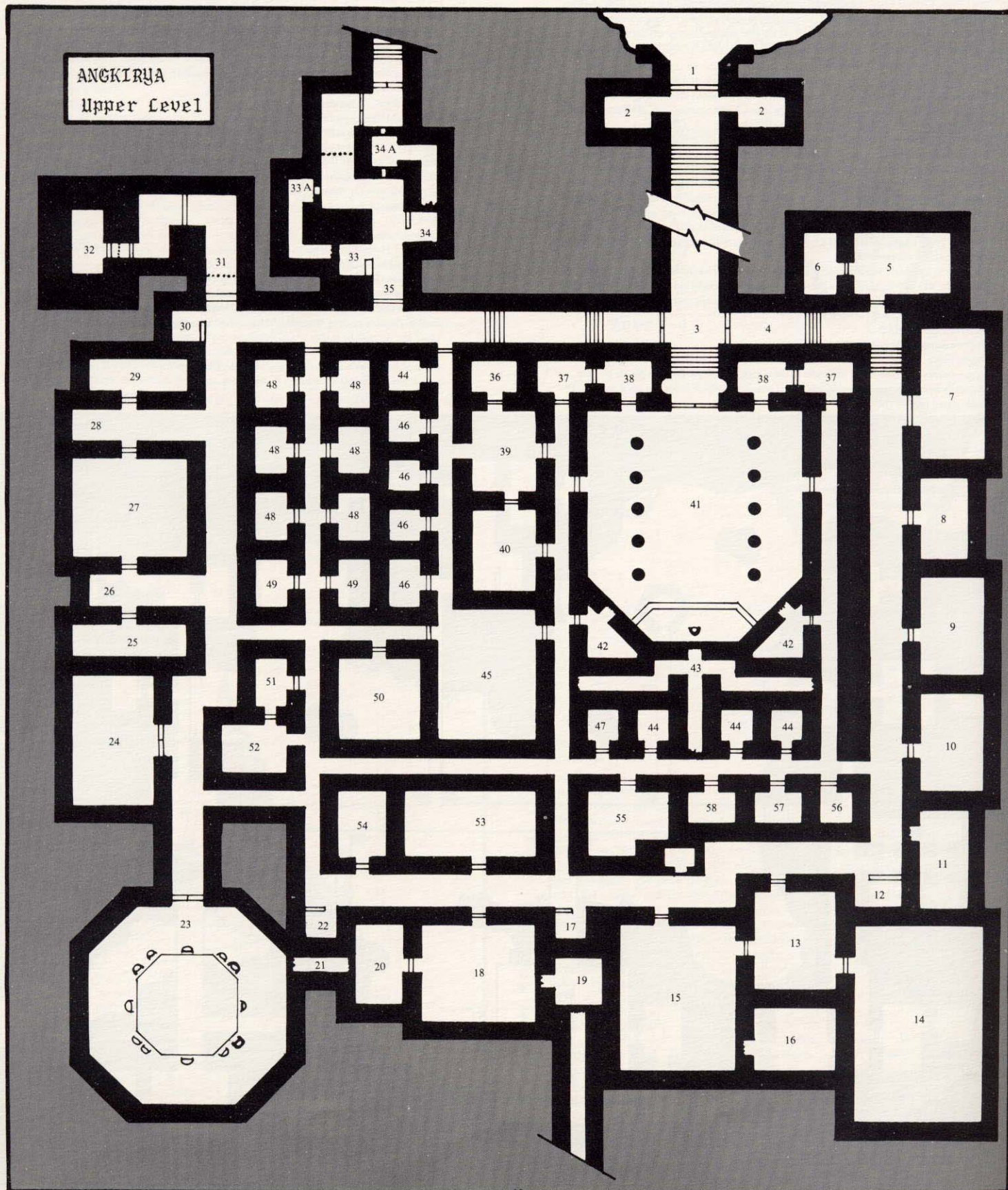
Angkiryra was originally constructed by the Dwarves long ago, perhaps even by a tribe led by one of the Seven Fathers. That may never be known however, since Angkiryra was a crumbling ruin when Fëatur discovered it in Y.S. 53. Subsequently, much of it was sealed off (note, for example, dead-end corridors 26 and 28) and extensive modifications were made — some by Fëatur's Dwarven smiths, others by Elven stone and metalworkers. Thus, the Angkiryra which exists today is a mixture of Ancient Dwarven construction, and new (within 4200 years) Dwarven and Elven work. The ancient work is the most solid and painstakingly precise, while the new, Elven construction is lighter and more flamboyant. The main doors and Great Hall doors for example, are all Dwarven work. All laen work is Elven (as is of course, the Ardan Council Chamber).

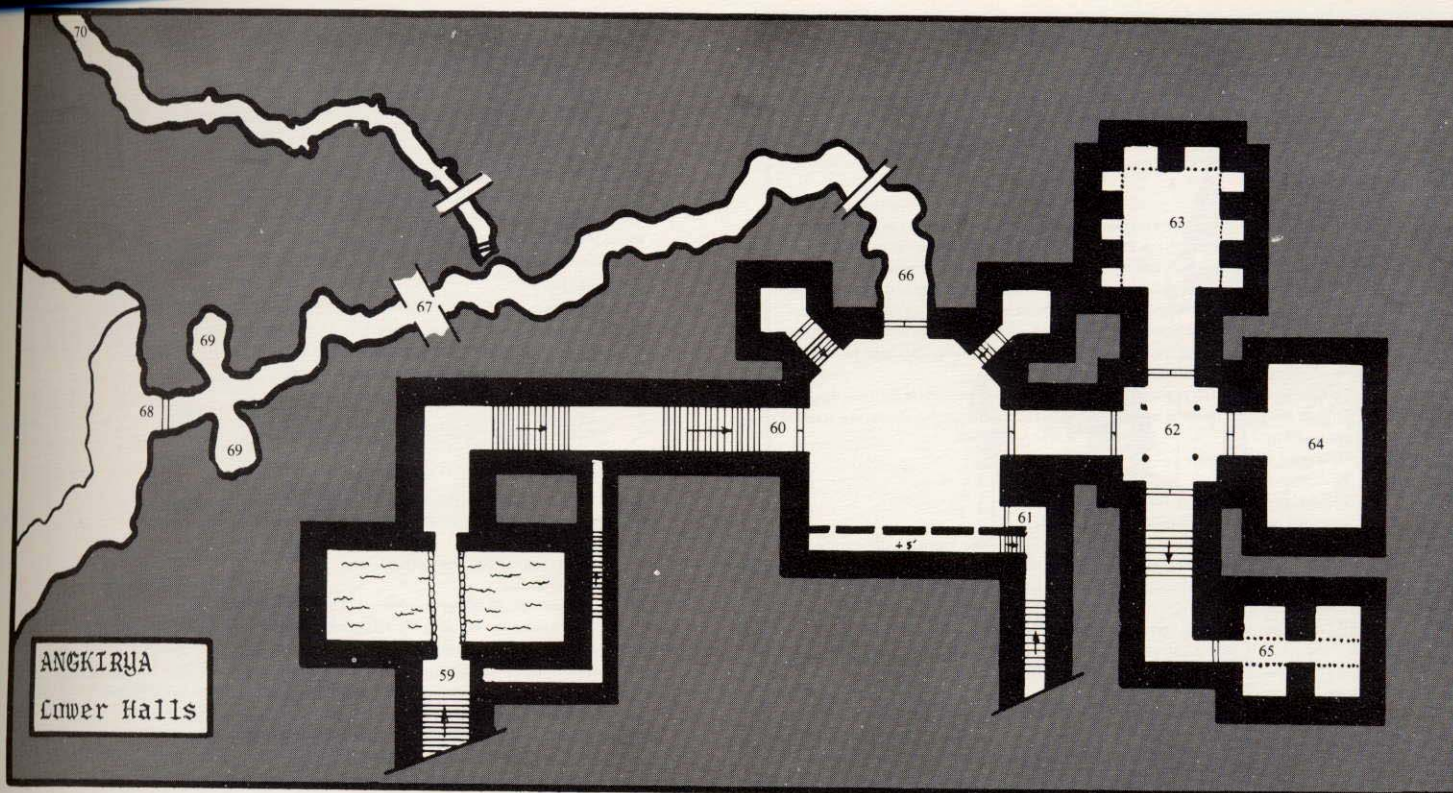
LAYOUT

1. Main entrance. Two large iron doors (30' across, 40' high, 6" thick). They open to the

command "Open, by Furin" in Elvish or Dwarvish. (Furin is believed to be the founder of Angkiryra). They will also open to a powerful "Opening" spell.

2. Guardrooms. Each manned at all times by 2 garrison guards, in three shifts of eight hours each, staggered so that one room changes every four hours. One of the two stands guard in the doorway.
3. Great hall foyer. 30' high, 20' wide, 3" thick doors similar to the main entrance doors flank the stair up. These doors however, have a silver inlaid disk set in each, 2' from center, and at eye level (for a Dwarf, about 4'). To open the doors one must lay one's palms on the disks and say "Open" in Khuzdul (Dwarvish). Note that during normal operation, these doors stand open, slide into their wall pockets, and are only closed during times of questionable security. To open the doors from the inside requires the same process, while to close them one only needs to touch the edge of either door. The two alcoves are manned by doorwards (garrison guards) who pull the large silver hall doors open when commanded to do so. The doors themselves are 30' high, 40' wide and 4" thick,





and inlaid with a scene of a mountain. If the doorwards believe there to be a threat, each has an alarm lever in his alcove which also locks the hall doors so that they can only be opened from within.

4. Pit trap. Not armed unless someone steps on the third step on their way from foyer "3". If they do, the next weight of 50 lbs. or more will trigger the pit trap, dumping the luckless victim(s) down a chute and into a cell below (see lower level).
5. Yavékamba's office, sparsely furnished: mostly records books and medical texts. Behind a secret panel in the desk (trapped; failure injects the intruder with poison; Klytun) is a book with every spell on the base Lay Healer lists to 20th level. Any Mentalism spell user can use these as one-shot 'Runes', provided they make their roll.
6. Yavékamba's bedroom. Comfortable though not elaborate.
7. Sitting room. Well furnished, including a keyboard instrument like a harpsichord. Bookshelves on the far wall contain light reading, and a selection of fine liquors sits on a side table.
- 8-10. Guest rooms. All opulently furnished.
11. Magical armory. Ten +5 broadswords, ninety +5 arrows, five +5 maces, eight +5 daggers, three suits +5 chain armor, one suit +5 full plate (check sizes, all armor), one +10 hammer, two +10 shields, two +10 short swords, one +10 comp. bow. All behind a secret door and a steel door, locked (hard +50 to open).
12. Guard post. Manned by 2 garrison guards. Levers behind the protective 3' high wall drop portcullis at locations 12A and 12B. Also, there is a small ballista at the ready to fire down the hall (H. crossbow +20, 2x damage) and one guard is trained to use it each shift.
13. Librarian's office. Bookmaking supplies and materials, and 2 scribe/librarians (non-combatants).
- 14-15. Libraries. Full of science, history, geography, geology, etc. Also some art and fiction.
16. Secret door. Trapped and locked steel door (point blank lightning bolt to whoever fails to disarm). Rare Book room, including a few books with runes in them. Also, a complete "Holds of the Court of Ardor" Book of Andraax, on a stand, bound in black dragonskin. There are also a couple of "darklore" scrolls.
17. Guardpost. As 12, but no levers.
18. Fëatur's office. Sumptuously furnished: grass green carpet, elaborate tapestries, rich wood furnishings, deep brown velvet upholstery. "X"s outside the door denote the location of elite guard positions at all times - in eight hour shifts.
19. Viewing Room. Behind a secret door and double locked laen door which swings in, two huge chairs face a small round black marble table. On the table, held in a large gold, talon-shaped fitting, is a seeing stone of clear crystal, 2 feet in diameter. The crystal cannot be broken, nor removed from its fixture, but allows anyone seated before it who has any alliance with the Mentalist realm the power of "Free" use of the Seer "True Sight" list to 30th level, with all ranges x1000, and able to combine spells (for example, "Stonesight" and "Long Eye", so that one may delve into a castle far away, seeing through its walls). It is not actually free, however, as a point of the character's temporary constitution is drained for every power point of the spell(s) used. Points are regained at the rate of one per every five minutes total rest, but if all points are drained (the user over-extends himself) he lapses into a coma for three days. He will begin to feel very tired before this point, however. The walls of the room are covered with black velvet drapes, behind one of which is a secret door, and a passage to a secret exit out of the complex 2 miles away. There is a lever 200' down the passage which triggers a 20' long deadfall about 10' behind the operator, sealing off pursuers.
20. Fëatur's bedroom. Richly furnished in royal blue and burgundy.
21. Passage.(secret doors at each end) Connects Fëatur's room to the Council chambers. Door on the Chambers end has a peephole. In the wall of the passage is a secret panel (triple trapped with 3 poison (Kly) darts. Inside is a complete duplicate set of Fëatur's personal equipment, and a spare Darin Tesarath robe.
22. Guardpost. Identical to "17".
23. Ardan Council Chambers. Rich, dark wood panelled walls, and dark red carpet. Table is black marble with inlays of tinted laen (see Citadel of Ardor Council room for table details). All chairs are of heavy wood and velvet design, but Fëatur's is the most elaborate (far left). Doors to the chamber are also black marble, 20' wide, 15' high, 1" thick, and

slide into the adjacent walls with the utterance of "Open, by the word of Ardana" in the High Black Speech. The doors can be locked by a switch within so that they cannot be opened from outside. These doors, and the walls, floor, and ceiling of the room are laced with a fine net of Kregora wire, which is sufficient to prevent any information or detection spells from functioning on people within the room, as well as any teleports to and from the room, and any use of spells within. The doors themselves are also immune to magical attack, including "Undoer".

24. Council lounge.
25. Infirmary. With partitions, 10 beds.
26. Pit trap. Floor opens to 100' drop.
27. Yavékamba's main surgical area. Equipped with very sophisticated equipment, including that for the manufacture and fitting of prosthetic devices.
28. Twin steel doors. Locked and engraved with "The vaults of Morang". All within ten feet of the doors are sprayed with poison darts (roll 2-8 rapier +60 attacks on each victim; treat unwary targets as static for dart impact. Critical yields poison: Jegga).
29. Quarters of Yavékamba's 3 assistant Lay Healers.
30. Guardpost. As 12, with 2 portcullis.
31. Access way to vault. First, a huge black iron door, inlaid with glowing red letters reading in Sindarin: "The Hall of Dark Fire"(Tengwar letters). The door has twin locks, set in metal plates on the walls at either side of the door (keys are held by Fëatur and the Lord of Orbs only). The keys are usually turned by two elite guards trained in simultaneous key turns, because if the two locks are not undone at virtually the same time, a delay trap mechanism is triggered (there is no way of knowing this until it actually goes off). After the five-ton door rises on its counterbalance, sliding up a deep stone track, ten seconds later the cables release, dropping the door and sealing the would-be thieves within. Then the hall fills with a gaseous form of Vurnanna poison (a pinkish color) for five minutes; the gas is then vented out. The cables can only be reattached through an access way off of guardpost 30. Beyond the door is a portcullis of clear laen, each bar having a tiny filament of Kregora in it, thus preventing any spell from operating on it (not to mention stopping anyone from teleporting long-dooring through it). The portcullis is raised by grasping the 4th and 7th vertical bars (from the left; there are ten bars) and twisting both counterclockwise 90 degrees then 180 degrees clockwise. Treat as very hard -70 to anyone just attempting to unlock blindly. Give additions to PC's who examine the bars closely and observe the turnability of the two, etc. Attempting to twist any of the other bars, or not immediately twisting the two clockwise as described, will cause the outer door to deadfall (as above), and release the gas. The next door is easily operated by a lever on the wall next to it. This door, reinforced 2" thick iron, slides into the wall. The next (smaller) door is of mithril, 2" thick with a lock of hard -40 complexity. The portcullis ahead is not really there at all, but a permanent visual illusion of a red laen portcullis. Only the four horizontal bars are real, spaced at 2,4,6, and 8' feet in height. If anyone attempts to pass an object through any of the vertical bars above the 2' high horizontal (the space between the floor and the 2' high horizontal bar is safe to slip through), the hall for 10' up and down the corridor from the portcullis becomes a "Room Afire", as all suffer point blank fireballs at x5 damage. The inner door is identical to the mithril door, except that it is bronze and the lock is different, if same complexity. Within is the Vault of Angkirya: replacement items and weapons for all Orbs Court members, 30,000gp in mithril, 20,000gp in gems, a x3 staff(essence), three Tuktan Teak longbows (+25), two sets of mithril chain, three wands in a box, one of firebolts, one of icebolts, one of lightning bolts, one ring of flying, a case with four glass figurines of trolls (when dropped and broken, they turn into a real troll which fights for the owner for six rounds. One use only.) There is an ice, stone, and fire troll, and an Olog-hai, four +20 swords, one +25 shield, which also acts as a "Spellshield True".
- 33-34. Guardpost. Manned by two guards, each has a secret access corridor to firing rooms, equipped with pivotable ballista as in post 12.
35. Access to the lower level. Outer doors are of smokey transparent laen, embedded in which is a one-foot diameter steel disk split down the middle, which serves as a lock. The doors can be opened by pressing palms to the steel disk-halves. They slide open, and remain so for ten seconds, then automatically close unless a lever (which will also open the doors remotely) in firing room 34A is locked in the farthest down position. Further in is a

portcullis, operated via a lever inside the firing room 33A. Further are steel doors controlled by a lever in 33A.

36. Walk-in freezer (magically maintained temp.)
37. Guardrooms. Manned by two garrison guards at all times able to enter the main access corridor or the Great Hall (thru "38") as needed.
38. Formal guardrooms. Manned by elite guards in formal dress, but only when the Great Hall is in use for an audience or feast, etc.
39. Main pantry.
40. Main kitchen.
41. The Great Hall. For the most part original Dwarven construction: dark green marble floor, huge columns of veined black marble shaped like trees arching up so their upper 'branches' interlace to form the vaulting. On the walls are beautiful mosaics of mithril, gold and precious gems depicting scenes of Dwarven mining, forging and party activities, as well as meetings of Dwarves and Elves. At the head of the hall is a two-step dias of lighter green marble, and a massive throne of faintly glowing green laen. Seat and back are upholstered in green velvet, and arms are of oak. The arm tops flip open to reveal controls which manipulate the hall's environment:
 - A. To raise sections of the marble floor to create benches and tables for feasting.
 - B. To light the gilded lanterns which hang from the 'tree' branches to varying brightness (all magical).
 - C. To contact the kitchen.
 - D. To contact pages.
 - E. To open or close and lock the Hall doors.
 - F. To sound alarms in guardrooms 37, 38, and 42.
 - G. To pivot the throne and occupant to face the secret door, open the door and propel the throne through the door and seal it behind them (for emergencies).
42. Guardrooms, as 38, except access to hall is secret, and only used in emergencies.
43. Secret corridor for Featur.
44. Quarters for twelve household servants (three per room).
45. Guards' and servants' dining hall and recreation room.
46. Quarters for the cooks and food servers, of which there are twelve.
47. Baths for the servants.
48. Quarters for the garrison guards (each 20' by 30' room partitioned for ten guards) 60 in all.
49. Rooms for the elite guards. Their duties are more flexible than those of the garrison. One each is assigned to each Featur (these guards are highly trusted Sindarin Elves who are privilege to the secret of the two Featurs. They also have willingly submitted themselves to mind blocks so that they can never tell anyone else their secret) as bodyguards, as well as one to Yavékamba. Three are stationed outside of Featur's and Yavékamba's quarters while the latter are inside, and have supervisory duties over the other guards, so they may turn up in halls or guardposts at random. They also have access to the main libraries for use during their leisure hours. (8 in each room subdivided into four doubles; sixteen in all).
50. Training/combat practice room. Equipped with weights, and combat areas for all guards to work out in.
51. Guard baths.
52. Office/quarters. For the captain of the guard (the Lord of Orbs).
53. "Spare bedroom". Actually quarters for (the male) Featur. The door is two inch thick steel, and will only open to his mental command (very sophisticated) The room is protected from detections by a Kregora net similar to that which surrounds the Council Chambers.
54. Featur's lab, including many chemicals and unusual mechanical devices. There are a few doses of various poisons and healing herbs.
55. Guards and servants lounge and game room.
56. Office/quarters of the chief of domestic operations.
57. Baths for the servants.
58. Quarters for the scribes.
59. Stairs (con't from 35) to lower level. The bridge across the water is one big trap, and never used. Anyone who steps beyond the halfway point causes the entire bridge to collapse into the water 70' below. The walls of the room are sheer, and there is no other way out of the water. A secret door to the right just outside of the water room provides access to the main room.
60. Double steel doors. Slide open on approach (from this side) into the access room. In the center is an octagonal desk from which all lower level activities are monitored. There are three guards and one elite on duty at all times.
61. Access to quarters for 35 Dwarf miner/forgers.
62. Foyer to prison/holding areas. All cell doors, made of steel with barred windows, are locked, hard - 30 complexity. The elite guard on duty outside holds keys. Two guards are on duty here, and pace about the foyer. Large doors to 63, 64, and 65 are actually steel grates with barred doors inset in them. Keys are also held by the elite guard on duty. The doors back to room 60 are large, sliding airtight laen doors which are usually open but can be automatically closed from a control at the desk. The entire prison area can then be flooded with a green sleep gas (Thurviik).
63. Main prison room.
64. Torture/questioning area.
65. Elite cells. Larger and more comfortable than the others.
66. Rough-hewn corridor. 2500' long, leading to the mines.
67. An immensely complex, labyrinthine mine and smelting complex. Yielding up black laen, emeralds, amethysts, rubies, gold, and black cog - that dull, hard metal which inhibits essence which is not evil (extremely rare).
68. Lower entrance to Angkirya. Several miles from the front one; used as the mine exit from which ingots are removed (there are carts on tracks in the floor of the tunnel from the mines to this entry). It is well hidden and very near the coast, and a convenient mooring point for Ardan ships. The doors are 3" thick steel.
69. Guard rooms. One Dwarf on duty in each at all times.
70. Guild door to Angkirya. Lies along the rocky coast, five miles west of the mine entrance. Set deep in a cleft in the rocks, it is invisible to all except those of the Guild who are seeking it.

ANGKIRYA GARRISON

Type (Number)	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race	Special
Basic Guard (60)	f	5	65	+90 ax	+70 lb	1(-50)	Elf	+10 ax/bow
Elite Guard (16)	f	10	125	+130 bs	+135 lb	1(-65)	Sindar	-15 bs, lb, sh
Miners (28)	f	3	30	+70 ax	+60 hc	9(-20)	Dwarf	+10 ax
Miners (7)	f	7	100	+110 ax	+100 hc	15(-25)	Dwarf	+10 ax; +5 sh

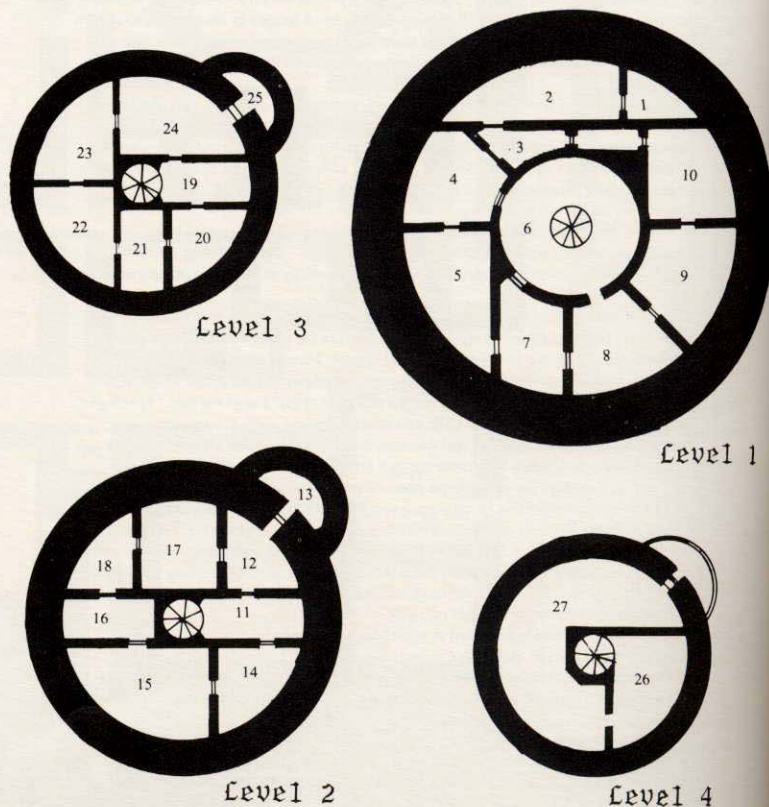
7.142 Menelcarca (Q: "Fang of the Heavens")

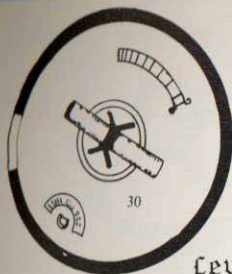
The Menelcarca is the holding of Ardūval, "The Astrologer", and is his private domain. In design it is basically a single tower, constructed upon the summit of a high peak in the center of an isolated cluster of mountains. The only way to the tower is via a long twisted stair; but the secret entry of the Guild of Elements is this way: there is a Guild portal far below in a valley, not far from the Court teleport gate. Inside the portal is a small foyer at the far end of which is a teleport gate keyed to the Ardan one, so that anyone popping through this gate will end up right in the Tower. There is a warning on a plaque next to the Guild teleport suggesting that any secret teleporting into Menelcarca should be done only while invisible. The court teleport gate is at the far end of a small stone structure, which is roofed, but only walled by columns on the other three sides. Only those wearing a special ring may utilize this teleport.

LAYOUT

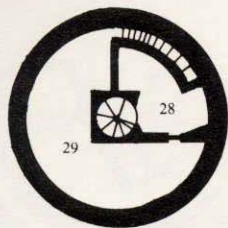
Note: all doors are sliding, airtight metal, with controls at the wall next to them. Only the doors to Ardūval's quarters and the vault are locked. Treat each of those as very hard to -20 unlock.

1. Entry. Via teleport gate in a vale far below.
2. Guard. Three warrior monks on duty.
3. Foyer.
4. Lounge.
5. Guard quarters. Nine 5th level warmonks; 3 on duty, 6 off.
6. Stair room.
7. Kitchen.
8. Dining room.
9. Guest sitting room.
10. Guest room.
11. Foyer/guardpost. 2 on duty.
12. Guard lounge.
13. Lesser vault. 30,000 gp in gems, gold and jewelry. Very hard -20 to open.
14. Guard quarters. Housing Six 10th level warmonks.
15. Exercise/practice room.
16. Guard Captain's office.
17. Library. General fiction and history texts, as well as books on fighting techniques of warrior-monks.
18. Guard Captain's quarters.
19. Foyer.
20. Lounge.
21. Herald of Orb's office.
22. Herald's study.
23. Herald's quarters.
24. Guest quarters.
25. Inner vault. Very hard -20 to open. Contains duplicate basic equipment for the Court members of Earth, as well as: (a.) orb of farsight, a 12" diameter orb which allows anyone of the realm of Mentalism to use any one spell of the Seer "Past Visions" list per day up to 30th level; (b.) a ring which, when worn, blinds the wearer but allows him to detect presences of all within 100' and know their race, level, profession, and general alignment, as well as their intentions for action during the next battle round. The blindness persists for an hour after the ring is removed, even though the powers do not.
26. Lounge.
27. Ardūval's library.
28. Foyer.
29. Ardūval's quarters. Lavishly furnished with every luxury imaginable. Bath facilities are highly sophisticated, and the hangings and furniture are plush. There are three large closets paced with Ardūval's vast wardrobe.
30. Dome Room. Telescope in the center is for viewing astronomical bodies. It and the dome room orientation are controlled at the console, so that the entire top of the tower can pivot 360 degrees. The dome can be opened, up to 90 degrees of its circumference.





Level 6



Level 5

MENELCARCA GARRISON

Type (Number)	Prof	Hits	Lvl	Melee Bonus	Missile Bonus	Armor Type	Race
Lesser Monks (9)	wm	50	5	+ 70 ma	+ 70 i	1(-60)	Sindarin Elf
Elite Monks (6)	wm	90	10	+ 110 ma	+ 100 i	1(-90)	Sindarin Elf
Guard Captain	wm	150	18	+ 120 ma	+ 120 i	1(-11)	Noldor Elf

The Guard Captain has bracers and ikasha of + 20 quality. All other monks have steel wrist bracers and steel ikashas + 10(equiv + 10 short sword). Allow warrior monks to strike 2x/round as with maces.

7.15 HOLDS OF AIR

7.151 Tirgoth (S: Watch of Terror)

Tirgoth, although a small holding by comparison to the others of Ardor, makes up for its size in its awe-inspiring location: atop a half-mile high sheer spire of hardest stone, jutting from the waters of the Koros Bay. Most of the rocky pillar is rarely seen, however, as it is almost constantly enveloped in a dense cloud — except for the very tip, upon which sits the castle itself. The illusion is thus created that the palace is actually floating atop the cloud. Constructed entirely of pure white marble, its towers roofed with gold-leafed shingles, the castle can be seen for many miles by day — and night, for its very walls give off a faint reflective glow. The inhabitants and purpose are of course unknown to almost everyone, but rumors abound.

LAYOUT

The visible castle itself consists of three square towers and a fourth, hexagonal tower, all connected by sheer walls, and each roofed. The square towers are three stories tall (80' in height, including roof), levels connected by a stair along one wall. The first two levels serve as living quarters for eight guards, while the top levels (just beneath the roof) are lookouts. There is a room within the roof with viewing windows, and a door out onto a walkway which runs the perimeter of the roof. Access from tower to tower is through the second level, across the tops of the walls, or at the first level, via passages within the walls. All entries are closed by 2" thick panelled doors of pale grey-white wood, with gold-leafed hinges and fastenings. The doors are very light but extremely hard, and can be locked (all guards have keys) but normally are not. The hexagonal tower is eight levels high (160', including the roof), and access from floor to floor is via a spiral stair in one corner: the topmost portion of the "Ten thousand steps".

Level one. Guardpost and reception area.

Level two. Formal audience chamber for Valkrist.

Level three. Office/administration/records area for Sülherok, "The Messenger" of the Court.

Level four. Quarters of the Lord and Lady of Swords. They are Captains of the Windlords.

Level five. Sülherok's quarters.

Level six. Vairesül's (the Herald of Swords) quarters.

Level Seven. Valkrist's office/study, comfortable but not flamboyant.

Level Eight. Valkrist's quarters. This level is larger than the rest, and huge windows on each side provide panoramic views of the lands and sea around. The roof of the room is domed and painted midnight blue, with the constellations set in it in sparkling gems. There is a railed walkway running the perimeter of this level. Held within the courtyard of the castle are two structures. Along one wall is the eyrie for the mounts of the Windlords, housing the thirty huge grey falcons, able to fly at great speed across the upper airs. 22 are each tied to a specific Windlord, while the remaining eight are the mounts of the Lords and Ladies of Swords (including Sülherok's "Sülroch", and Valkrist's two birds 'Elros' and 'Gilsül'). The other, freestanding building is a three storey structure of marble, roofed with thatch of a bright golden color. The first level is given completely to a huge banquet hall, and to one side, kitchen facilities and servant quarters. The second level, accessed through a stair at one side of the hall, has comfortable guest rooms. The third level, accessed only by an exterior staircase, are the quarters of the 22 Windlords. (when in a hurry, they just jump off the third floor balcony, able to 'Land' safely from any height). The only exit from the courtyard is via a drawbridge which opens on to empty air. This serves as the end of the runway for the falcons. The mechanism for the drawbridge, and a portcullis just within, is magical and controlled by mental command by the Windlords through their falcon rings.

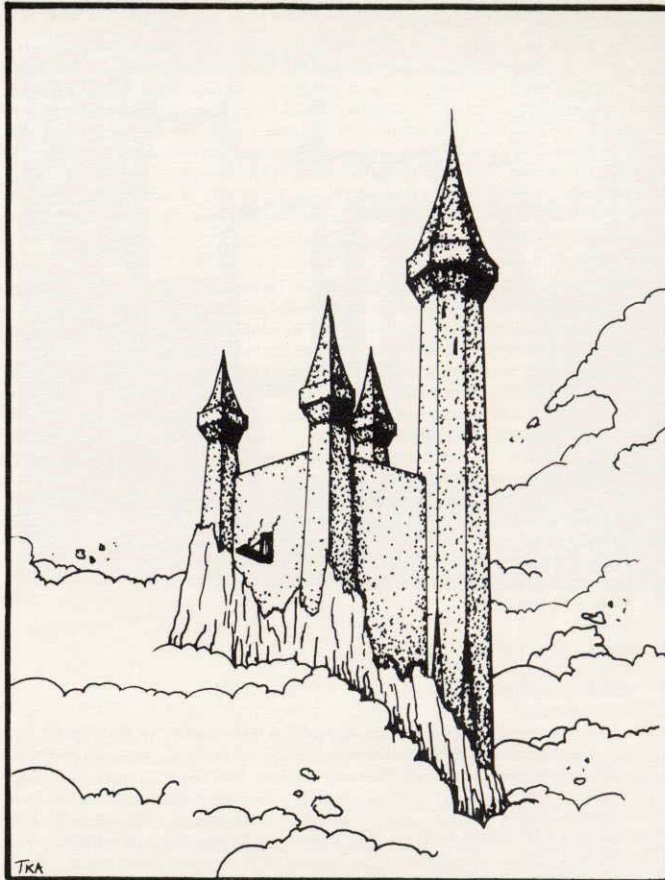
Beneath all of this, some 100' feet down the "Ten thousand steps" is, carved out of the adamantite rock of the pillar, a prison area capable of housing up to twenty residents. From there, the steps start down (there is a steel portcullis blocking the path just below the prison area, locked, hard — 10, and only the Lords of Swords have keys) winding unbroken within the core of the stone spire, to a point far below the ocean floor, a tunnel to the mainland, and a concealed entrance, never used. The Guild of Elements secret entrance is but a few hundred yards from the Court one. Its door identical to the others; it opens to a tunnel which intercepts the original Tirgoth passage via a secret door, just before it begins a long descent under the coastal beach.

TIRGOROTH GARRISON

Type	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race	Special
Garrison (24)	f	5	60	+ 0 bs	+ 70 cb	15(-40)	Human	
Gar. Captains (3)	f	10	110	+ 120 bs	+ 130 cb	15(-55)	Human	+ 10 bs,cb,ar

WINDLORDS:

Lesser (10)	f	7	100	+ 110 bs	+ 120 hc	15(-50)	Sindarin	
Greater (10)	f	10	120	+ 120 bs	+ 135 hc	15(-60)	Sindarin	
Squad Ldrs: Lars	f	14	125	+ 145 bs	+ 160 hc	15(-70)	Sindarin	+ 10 ar
Teris	f	16	130	+ 150 bs	+ 165 hc	15(-70)	Sindarin	+ 10 ar

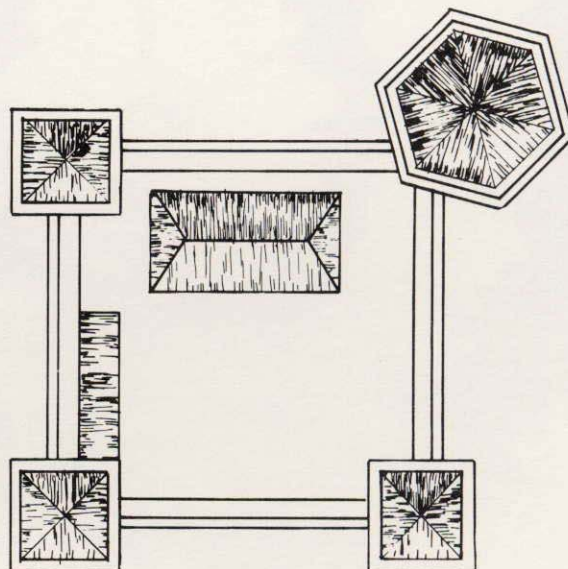


All of the Windlords possess light crossbows which magically reload every round, have a + 20 bonus and fire as heavy crossbows. All can fire from "falconback" without penalty. All also possess, as do the Court riders, a belt of "Landing True", allowing them to land safely from a fall of up to 2500 feet. In addition to this, they carry usual Suit of Swords equipment, including the falcon rings.

GREAT BIRDS

TYPE/NAME	HITS	AT	SPEED (mph)		
			BURST	CRUISE	
Lesser(10)	120	4(-60)	60mph	30	+ 80 sword/(talons)
Greater(10)	140	4(-70)	70mph	35	+ 95 sword/(talons)
Leaders(7)	150	4(-75)	70mph	35	+ 105 sword/(talons)
Sülroch	150	4(-80)	80mph	40	+ 110 sword/(talons)
Elros	180	4(-75)	70mph	35	+ 130 sword/(talons)
Gilsül	170	4(-75)	70mph	35	+ 120 sword/(talons)

The falcons are highly intelligent and loyal to their masters. If he/she should fall in battle, the bird will viciously attack his opponents until either: 1. it dies; 2. its enemies all die; or 3. its master is clearly beyond hope. In the last case, it will flee to Tirgoth. The falcons are each about fifteen feet long with a thirty foot wingspan, and all are a light grey in color. In general they need about a fifty foot long runway to take off when bearing a rider, and twenty-five feet to land.

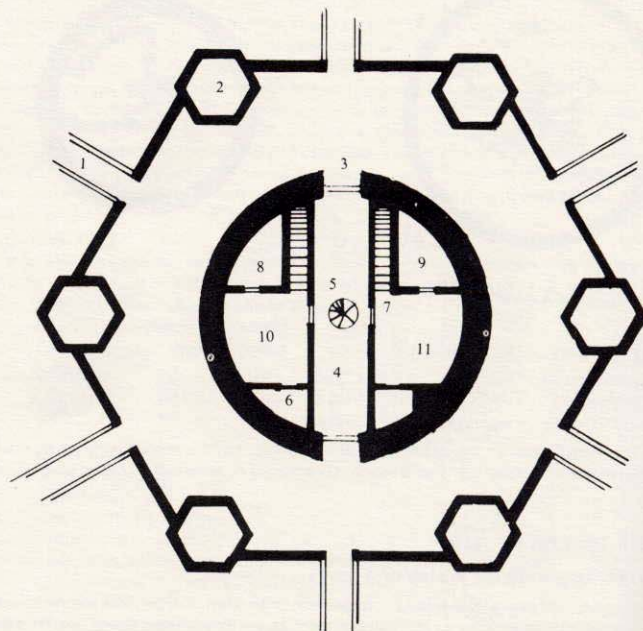


7.152 Mirisgroth (S: "Mine of Jewels")

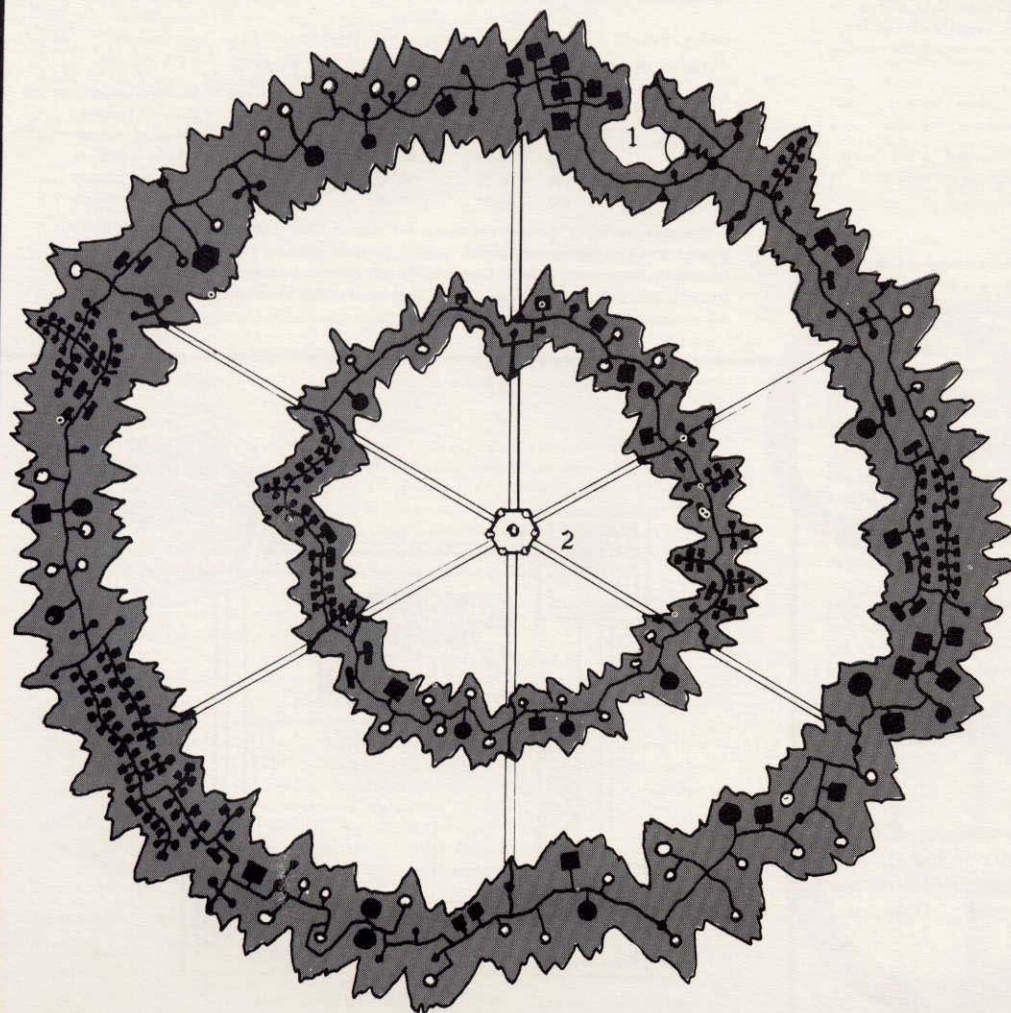
A vast mining complex, Mirisgroth is basically a natural formation, a volcano which collapsed in upon itself not once, but twice in the distant past. Now dormant, it is two concentric rings of steep, jagged volcanic stone in the center of which, built upon a rocky spur, is a small hexagonal hold. Radiating out from the castle are six iron bridges which connect to the inner ring, and resume to join the inner ring to the outer. The rings of slag proper are laced with interconnecting tunnels and chambers, and deep mine shafts. For details of this area, see the plan diagram. The outer circle holds a garrison of 1000 Orc miner/guards. In the inner circle resides a mixed population of 500 Human and Dwarven miner/guards. The entire facility is administered and supervised by Cambragol, "The Monk", or Persuvious in his absence. (Note that the Orc garrison and the Human/Dwarven garrison do not interact, and are in fact kept separated at all times.)

THE CENTRAL HOLD

1. Iron bridges. Converge, meeting the sheer sides of the outcrop. The walls of the castle are of (non-rusting) iron as well, rising 40' to narrow walled parapets. Access to the walkways is via ladders on the insides of the walls, and from the six towers. The entrances are 15' square portals with reinforced steel doors which slide down into place on tracks.
2. Towers. Also of riveted iron plates, enclosing four levels and a rooftop lookout. All interior floors are open steel grates, and access from floor to floor is by a ladder bolted to the outer wall. First floor is the guardroom for the courtyard; second is the dining area/lounge; third is open to the adjoining walls; another guard post, the fourth is sleeping quarters housing 12 men of each tower. On each roof are two small, pivoting ballistae (+30; fire 1x every three rounds; 2x range and damage on the heavy crossbow table).
3. Twin entrances. To the central tower, which is constructed of fused blocks of volcanic black stone and rises to 90'. The doors are similar to those on the outer walls, being of reinforced iron, and sliding up into the wall above to open. These are 20' wide and high.
4. Foyer. In the center is an iron spiral stair ("S") rising to level 2.
5. Guardrooms. Two men on duty in each.
6. Stairs to the lower halls.
7. Armory.
8. Guard Captain's office.
9. Drawing room.
10. Guard lounge/dining hall.
11. Second floor foyer.
- 12-14. Persuvious' rooms. Simply furnished. The door has four traps on it, each very hard (-20) in complexity to disarm. Failure will yield: (a) a poison dart (Acanna), (b) a ballista bolt from the adjoining wall (+30; 2x damage heavy crossbow; static target), (c) a panel in the door popping open at eye level to reveal a Rune of Unminding (victim's mind is completely blank: he cannot walk, talk, speak or comprehend. Lasts 6 days. Resist versus 20th level essence), and (d) finally the door will open, but five rapier-like rods of steel will flash across the entry ("extremely hard" -30 to avoid. For each 20% below 100%, the victim takes one of the five 'rapier attacks'. All rods have a +80 bonus and are tipped with poison: Kaktu). Persuvious does like traps.



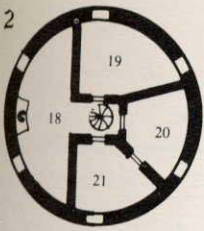
- 15-16. Guest rooms.
17. Valsul's (The Knight of Swords) quarters.
18. Cambragol's reception hall. (20' ceilings on this level).
19. Elite guard quarters. Housing nine.
20. Guardroom.
21. Waiting room.
22. Cambragol's office. Starkly furnished, very severe.
23. Cambragol's quarters. Very expensively furnished: elegant and expensive hangings, red carpeting. A cunningly designed central iron fireplace provides heat when necessary.



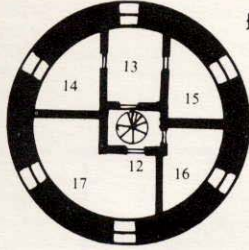
Key to the mines of Mirisgroth:

Mine Shafts	○
Quarters	●●
Storage	■
Guard Rooms	✚
Great Halls	●
Smelters	●
Recreation/ Dining	■
Harbor (a grotto)	1
Volcanic Stone	★
Central Castle	2
Passageway	~

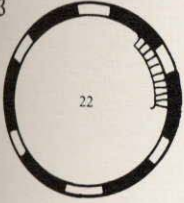
Level 2



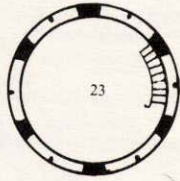
Level 1



Level 3

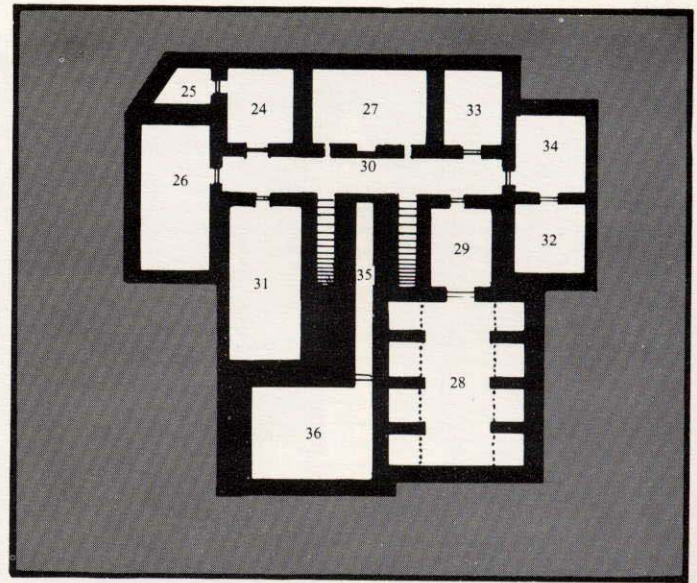


Level 4



LOWER HALLS

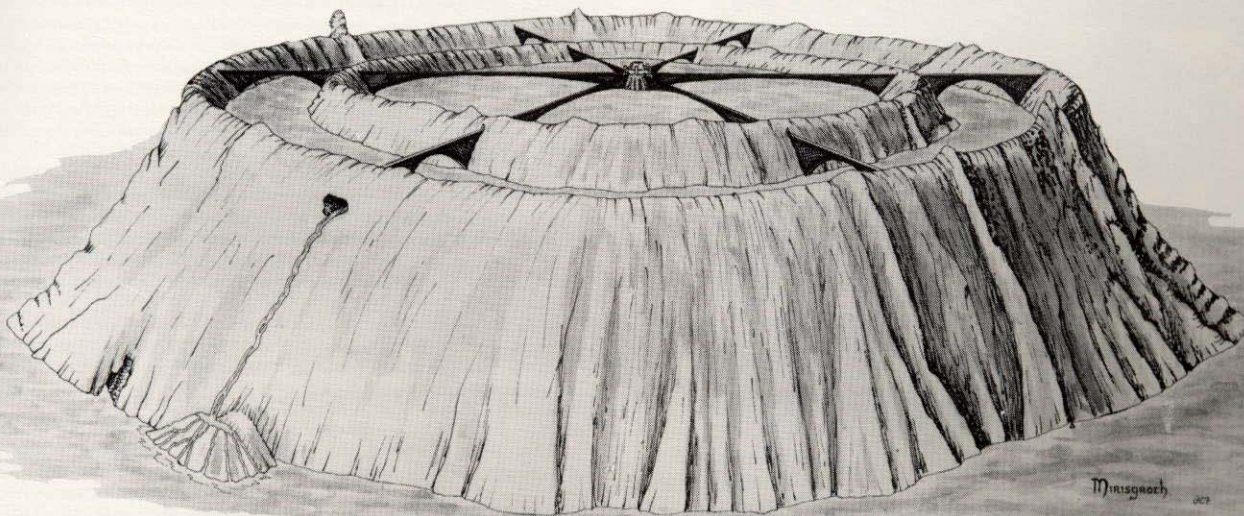
24. Kitchen.
 25. Pantry.
 26. Servants quarters. Housing 12.
 27. Guardroom. Two on duty.
 28. Cells.
 29. Torture room.
 30. Secret door. Opens into guardroom. Narrow, almost invisible slits face up the stairs, with mounted ballista ready to fire at intruders (+ 80; 2x damage heavy crossbow). The guards are alerted by a three-step section in the middle of each stairway (just visible through the slit) which, when tread upon, causes a muted gong to strike in the guardroom. It cannot be heard from the stair, except maybe by an Elf (25% chance). Of course, even if this trap is discovered, the guards will probably be alerted by the ensuing shuffling and discussion necessary before the trap could be disarmed. Four men are on duty here.
 31. Guard quarters. Housing eighteen.
 32. Quarters. Of Cambragol's elite guard: six warrior-monks.
 33. Persuivus' workshop. Filled with half-completed trap devices of all kinds: many fine tools, strange pieces of metal and wood scraps, and several large notebooks with diagrams, written by Persuivus. These contain the layouts for a myriad of traps and locks — eighty percent of those used in the Ardor citadels (except Ithilkir; Lesh-Y made his own). Thus, if one had the book, there is an eighty percent chance that he has the plans to a lock or trap in Ardor. However, the locations of the traps are not given. So, they can be very useful (+ 60 to disarming/unlocking), but one has to successfully locate the right notes first.
 34. Monk Practice room. Padding on walls and floor.
 35. Secret passage.
 36. Shrine. There is a 8' long slab of granite set on a pedestal on a small altar at the far end of the room, flanked by ever-burning fire-pits. The granite slab has a shallow trough running along the perimeter, and a slot at the foot of it for runoff to flow into a golden cup which sits just below. There are many dark stains on the slab. There are also four iron manacles, set into the stone to hold wrists and ankles. On a narrow pedestal to one side lies a long dagger made of red laen. It, too, has stains on it, although laen does not usually stain. This is Cambragol's altar to Morgoth, and he comes here secretly at times, bearing a sacrifice: usually a young Elven man or woman. Here he enacts a grisly ritual, and as a result is able to commune as a Cleric for the night. He can do this but once per month.



GARRISON

Type (Number)	Prof	Lvl	Hits	Melee Bonus	Missile Bonus	Armor Type	Race	Special
Guard (18)	f	4	50	+ 70 ss	+ 60 cb	5(-30)	Human	—
Elite Guard (9)	f	8	100	+ 105 ss	+ 100 cb	14(-40)	Human	—
Captain	f	12	130	+ 140 ss	+ 120 cb	15(-60)	Silvan Elf	+ 10 bs,sh,ar
War. Monks (6)	wm	10	100	+ 100 ma	+ 120 sh	1(-80)	Elven	shurikens (6)

The Guild of Elements entry to Mirisgroth is perhaps the most bizarre in nature of them all. There is a small, barren and rocky isle about 20 miles from Mirisgroth, with a Guild door set in a rocky knoll on that isle (Guild entry location devices have a much longer range for finding this door: about 25 miles.) Once inside, the hardy Guild-following soul will discover a stair down to a small grotto, wherein is moored a sloop (about 30' long) of Elven design. An inscription (in Sindarin) on a plaque near the entry to the grotto reads "Behold the Way to the cursed isle of Mirisgroth, domain of Cambragol/ Camcarneyar" (the second name means 'Bloody Hand'.) "This ship will bear up to ten to the outer ring, and an entry therein. Thenceforth it is up to you to avoid discovery. If the ship is not reboarded by one bearing an item of the Guild within five days, it shall return here, to await other passengers." As the last person boards the ship, one with a Guild item can trigger the ship (he'll get a gut feeling how), and its small sail will raise. On a wind none can perceive, the sloop will flawlessly maneuver out of the grotto and onto the sea. It cannot be maneuvered off course. No sea storm will affect it, as there are powerful calming spells placed about it. The ship will sail, wreathed in mists which will obscure it from being seen by those about, including the garrison of Mirisgroth; but won't quite obscure the view of the travellers within the boat. There is a small, secluded grotto in the side of the outer ring of Mirisgroth, into which it will maneuver, and dock. From there, a narrow stair leads up to a secret door into a little-used storeroom. Beyond that, as the plaque states, it is up to the PCs. Also, the ship will return to the other isle after five days, unless someone at least returns to it (with a Guild Item) and bids it stay, which it will, for another five days, etc. Those wishing to return from Mirisgroth before the five days are up can do so, of course, provided at least one of them has a Guild item to key to the ship.



7.2 TY-AR-RANA: GENERAL NOTES

A single vast complex, most of Ty-Ar-Rana is underground, and the four above-ground structures serve mainly as entry points.

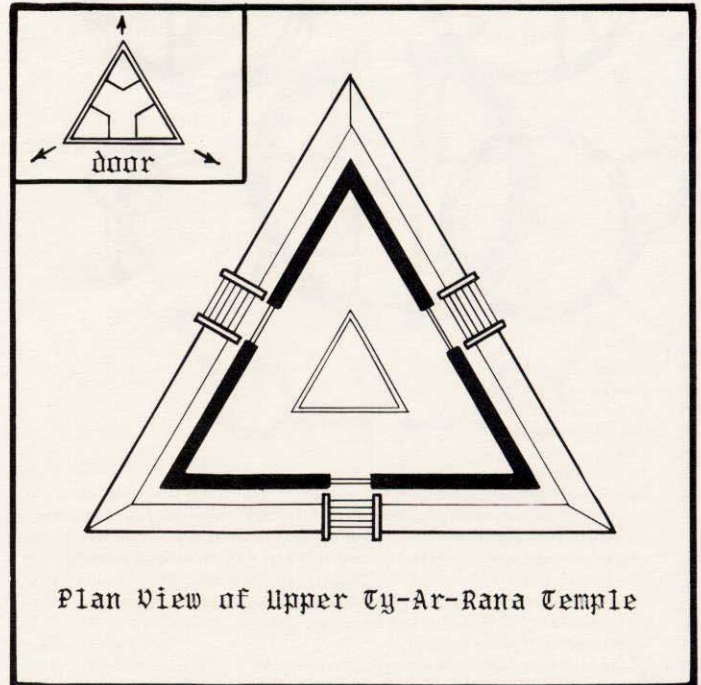
The inhabitants are now only but a complex array of illusionary "waiting images", triggered by intruders; as well as Taran. Taran is a masterpiece of Alchemical and prosthetic skill, for he is an artifact, a golem of superior construction and design, and absolutely realistic, indistinguishable from a living being except by spells of detection. He is also very intelligent and strong; maintaining a pleasant demeanor but enforcing the orders given to him to the best of his ability: no unauthorized persons are allowed in Ty-Ar-Rana. Authorized people are: the Five of the Guild of Elements, Lyrin, and Moran. Illusions do not fool Taran, for he is linked to the 'mind-typing walls' (see "9"), and can detect imposters. Taran will also admit anyone who is not evil, carrying one of the missing laen rune inlays (see "15") and brings no hatred of Ty-Ar-Rana with them. He obeys Moran's verbal commands in that he will not hinder him (or his companions, if so ordered); but he will not say why he obeys Moran, nor will he leave Ty-Ar-Rana for any reason. While Moran is in Ty-Ar-Rana Taran will remain with and protect him.

The complex itself is austere, albeit very sleek, clean, and brightly lit (by glowing ceilings). It consists mostly of meditation and practice rooms and living quarters. The living areas of the Three, however, are quite comfortable. There is a random 5% chance (per month) that Lyrin is here (most likely in his quarters) as he returns periodically to clear his mind.

TY-AR-RANA: LAYOUT

The three outer pyramids stand approximately 60' high (including the 20' high solid granite platform). The fourth, central pyramid is identical in design, except it is 120' tall.

1. Triangular stone platform with three identical stairways. When anyone begins to climb one of the stairs, the image of one of the Three (whomever's temple this one is, or, if the central temple, all three appear) in front of the corresponding door (2), and speaks mentally to all those on the stair: "Turn back; you are not welcome at Ty-Ar-Rana;" UNLESS it contains Moran, or one of the others mentioned above, OR someone who had previously been there and mind-typed (see "9" below) in which case they see an image beckoning them in, saying "Welcome". If the unwanted intruders persist to the doorway, the image vanishes, and the instant he/she/they enter the portico, all receive 1-10 + 50 lightning, as bolts shoot out of the surrounding metal walls. (This also happens in the case of someone using, say, Moran, to get them into Ty-Ar-Rana: Moran would be O.K., but any and all who were not there my Moran's leave would get zapped. To Moran and Co. the doors open, three sections sliding smoothly out from the center into the walls, floor and ceiling.
3. The upper structure of the "Temple" is a three-sided pyramid, elevated on inward-slanting walls, into which are inset the three portals. The entire upper structure is fashioned of a non-corroding metal resembling brushed stainless steel. All faces seem to be single sheets of thick alloy and corner seams are very slightly rounded and perfect. There are no rivets or other outwardly visible connecting hardware. Inside is a triangular room with inwardly sloping walls, meeting at a point some 30' high. All three walls are translucent and glow in swirling, muted blue/green patterns.
4. The only object in the room is a triangular platform 6" high and ten feet across. Its sides, like the floor, are dull metal; while the top is a translucent glowing blue. This is a transfer device, which, if stood upon for 5 seconds, will teleport the sender to a corresponding platform below. It should be noted that the actual transfer does not resemble the typical "pop"-and-rush-of-air teleport like the spell, but is gradual, taking place over a full ten seconds. Transference is paralyzed and untouchable/unhittable during transference. Others may step on the platform, but will also slowly transfer.



Plan View of Upper Ty-Ar-Rana Temple

TY-AR-RANA: LOWER HALLS

NOTE: This diagram depicts only 1/3 of the total complex. Note cutaway corridors (12). These continue on to groupings nearly identical to 1-11 described below. Also, cutaways leading from the other two secret corner doors (14) are virtually the same as group 15-22 described, except they are the quarters of Lyaan and Lysa, and decorated differently, as detailed.

1. Transfer platform from pyramid above. The door to the corridor is of 2" thick steel, and slides down flush with the floor as soon as someone steps off of the platform, unless locked via a press panel in the hall. The portal is triangular, as are all in the complex, except the double width ones, which are truncated at the top. All doorways are ten feet high; all ceilings twelve feet. All walls are of absolutely smooth, seamless granite, slightly sloping inward. Ceilings are of a translucent material, giving off light when someone steps in the room.
2. Double doors of 2" thick polished steel: open when approached within ten feet; they close when last person ten feet beyond.
3. Cells of initiates. Carpeted in steel blue; comfortably yet not lavishly furnished. Doors (all 1" steel) open when a warm hand is laid on them; close 3 seconds later. Rooms are kept neat and dust free (there is a ventilation system) and no sign of deterioration.
4. 300' passage.
5. Doors, of bronze. They open on approach within ten feet.
6. Hall of reception. Depending on which one, the presiding member of the Three will appear in the center of the room and speak. If someone granted leave to enter is there, the image will say in an archaic form of Quenya: "Welcome to Ty-Ar-Rana, may your stay be peaceful," bow, and vanish. If somehow the visitors are unauthorized intruders who got past the lightning, the image will appear angry; doors (5) will slam shut, and all intruders within will be subjected to a 20th level "Sensory Overload" mental attack. If they resist the first time, another attack will go off every round until all are unconscious (or they can get out of the room). Taran will then come and carry the bodies outside and deposit them on the ground at the foot of the steps, where the swamp monsters can get them, or they wake up (if they're lucky).
7. These rooms differ for each of the Three. All have silver doors.
- 7A. Lysa's: the inscription on the doors reads "The Hall of Truths True" in archaic Quenya. Once inside, if anyone should speak a lie, the room's purpose will be revealed, for, as the lie is spoken an image of Lysa will appear on the throne, point accusingly at the offender, and say in an eerily echoing voice: "Liar!" In addition, people feel reluctant to sit in this throne (as opposed to the other thrones in the rooms marked 7), and even worse if they do sit in the throne.
- 7B. Lyaan's: "Hall of Knowing True"

Whoever sits on the throne suddenly looks like Lyaan to everyone else in the room, and can read the surface thoughts and memories of any person in the room (one person per minute), providing they fail to resist a 30th level mind probe. They will also be unaware that their mind is being probed.
- 7C. Lyrin's: "Hall of Health True"

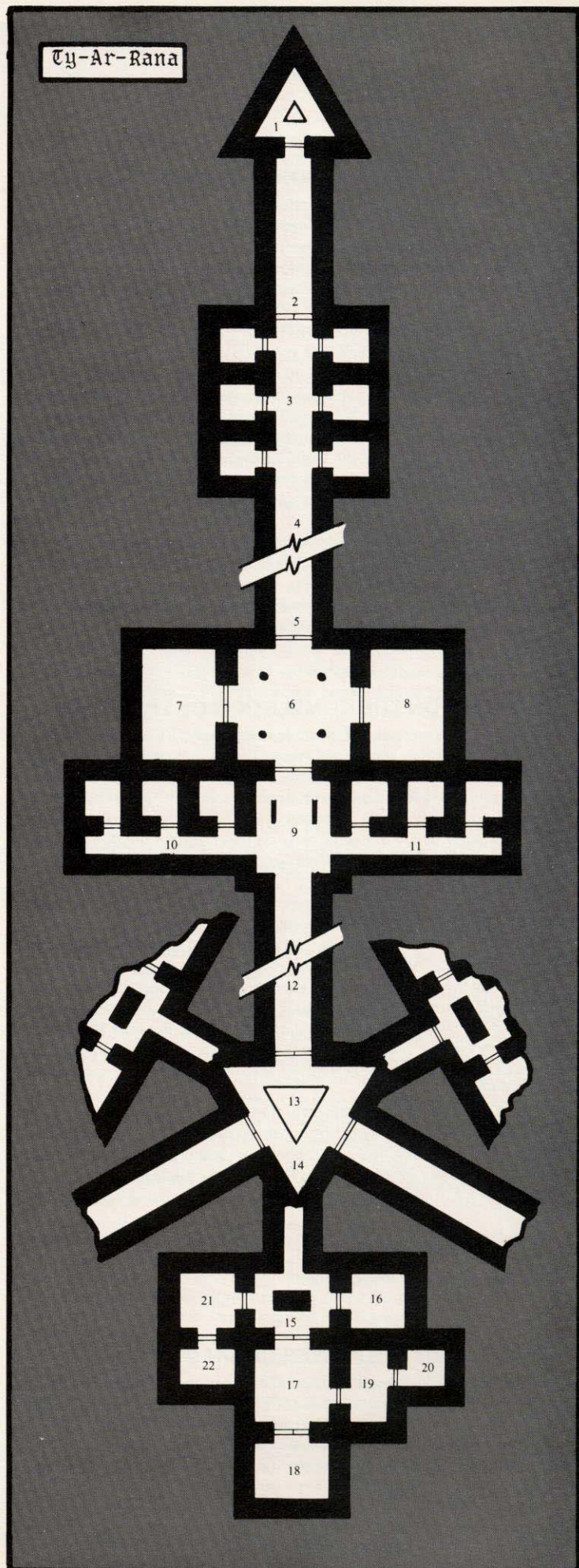
Whoever sits on the throne is healed of all wounds up to and including broken bones and damaged organs. Brain damage is repaired, but 'experience' is not regained. Lifegiving is also not possible; however, stats lowered by damage or spells can be recovered up to 5 points per stat. This can only be done once per stat in the character's lifetime. The healing process can take hours, depending on the severity, during which the patient looks like Lyrin, and becomes ethereal, and so cannot be removed. He is also in a trance, if not already unconscious. Mental diseases of all types are also cured, including spell-induced diseases. Curses, however, are not cured.



8. Copper doors. Inscription reads: "Hall of the Friend", open to reveal sumptuous guest quarters, subdivided for up to six, with beds, baths, etc.
9. Gold doors with the inscription "Home of the Three and those who Know them. Speak of Your Leader and Pass Freely." This requires that somebody know the name of one of the Three. If Taran is there, he will list the names of the Three if asked by Moran. Klaen knows them, but naught else of this complex. If a name is spoken, the doors open to The Hall of Intentions True. The narrow walls on either side are of clear laen ten feet wide and six inches thick, with strange cryptic runes inscribed on the inner faces. Note the trapped areas to both sides between the laen and the walls. Those who walk there must resist versus a thirtieth level mental attack or be telekinetically slammed against the unmarked face of the nearest laen wall, subjected to a "Major Pain" spell (victim takes 50% of remaining hits-round down), and is "Long-Doored" to a point 100' down the corridor outside of doors "5", three feet above the floor - so he falls on his face. If, for some reason the person resists the first round, he must resist each round in the "T" area. The safe way to go through the room is between the laen walls. However, you are mind-typed by the magical walls. Even if you try to "Leave" or "Long Door" (short range teleports) through, you are caught for an instant at the walls and typed. This is for later reference by Taran and the complex, so you are recognized.
10. Rooms, of inner guards. Empty, but kept up (like 3 above).
11. Cells of inner adherents. More nicely furnished, but otherwise like "10" above.
12. 200' long corridor to stainless steel doors. Will only open to previously mindtyped personages. Anyone who somehow bypassed the laen walls sets off twin lightning bolts from the portal walls.
13. Central room and master platform. Once inside, the doors to the corridors open upon approach. Taran usually stands on this platform if he has nothing else to do.
14. Sophisticated, illusion aided secret doors (all three-100 very hard to locate). Slide back and up. The wearer of one of the three sets of artifacts, the bearer of the missing inlay piece, or Lyrin can open these on command, others can only try to defeat its hard -40 locking mechanism. Beyond is one of the Three's living quarters/training area.
15. Foyers. (three) In the center of each is a 10' by 20' block of granite, with an inscription on it describing the tenets of the Tyar Religion on the outer face. The inward face has a single huge rune in glowing blue laen inlay. One piece of the inlay is missing from each rune in each of the three places. (different runes, so each of the three missing pieces is different. Lyrin has his own). If found and inserted in its place, the piece will cause the entire inlay to glow, and the whole granite block will sink into the floor, until only three feet still stick up. Thus revealed is the shrine of the appropriate member of the Three, with a perfect illusionary personage, including to the touch, though it is cold and smooth like marble. It is either of Lyaan or Lysa (Lyrin's is empty), arms crossed on chest, and Thae stones on. The Tiara or rings can only be removed by a nonevil person who is of the Mentalism realm, who wishes to use the item himself, and for good purposes. Nonmentalists, or those with the 'wrong' motives don't see the items at all, and if directed to where they should be, cannot feel them. Evil people get three 'E' electricity criticals. (Trying to get those ruby slippers, wicked Witch of the West???) Once the item is removed, the image vanishes, the slab rises back up, and the laen inlay pops out. If, for some reason, someone wants to return the artifacts and the inlay is replaced, the slab lowers, and if the items are held in approximately the right places, the image will reappear. NOTE: it was in Lyrin's "Tomb" that Laurre was originally accidentally entrapped, as they can act as hibernation devices. It was in one of the others that Moran was placed, by arts known only to (the male) Featur.
16. Informal meeting room.
17. Clear laen doors lead to:
 - 17A. Lysa: Seer training room, carpeted floor is scattered with cushions. The one wall unbroken by a door is glass, with a swirling fog behind it. Any Seer can project his mental images from a spell onto this "screen" of mist.
 - 17B. Lyaan: Mentalist training room: a very comfortable lounge, where student mentalists practiced spells on each other. This room is lightly shielded from the outside to prevent accidental attacks on noncombatants.
 - 17C. Lyrin: Practice hall, floor and walls lightly padded, for martial arts combat practice.
18. Study.
 - 18A. Lysa's: Very well organized. Two walls (sides) have gray wood shelves with books neatly arranged. Desk, of dark wood, is clear, except for a 1' diameter orb, which glows dimly. It has no other powers, except the color changes by mental command.
 - 18B. Lyaan's: Walls are of very dark wood; one wall is covered by bookshelves, most volumes are histories, except for one set of Mentalism books in a separated section. These books are not magical as such, but can serve as research material for the learning Mentalist base spell user. There are nine volumes: four to cover the 20 general lists; and one for each of the sets of base lists. Each book is 2'x1.5', and weighs ten pounds. The rest of the office is furnished comfortably, mostly in dark tones, and kept neat.
 - 18C. Lyrin's: Doors, padded on the outside, wood panelled on the inside, open to a cluttered room, all walls covered with wood bookshelves, filled haphazardly with old books, stacks of papers (mostly poetry, by Lyrin, but some items of interest may be here). A copy of the book of Andraax, bound in black leather, is somewhere. Also on the shelves are a variety of strange art objects and trinkets. A huge (4'x8') desk is also covered by papers, mostly on martial arts theory, written in either Archaic Quenya or a cryptic shorthand incomprehensible to all but an expert linguist. Light in the room is provided by wall lamps, with glowing yellow gems rather than fire, and a similar lamp on the desk. The ceiling is dark, and the floor is carpeted in a gold-brown. In short, the room is a dramatic contrast to the cold sleekness of the rest of the complex.
19. Bedrooms. All comfortably and warmly furnished.
20. Baths. All huge (20'x20') luxurious bath/lounge areas, with a magical source of hot running water, etc.
- 21-22. (all) spacious, elegant guest quarters.

FINAL NOTE:

It should be mentioned that, in the unlikely event the company (with Klaen) runs into Lyrin in Ty-Ar-Rana, neither will act like he knows the other. Lyrin will appear to try to be helpful, and may even give hints to the players about places to find Guild of Elements entrances/artifacts; but he will also seem very "spacey", and not listen very carefully. He will also not leave the complex with the company, except under extenuating circumstances.



8.0 GAMESMASTER AIDS

8.1 THE COURT OF ARDOR AS A QUEST SCENARIO

No doubt, as is clear by the intimations in the text so far, the Court of Ardor was designed as a unit, and can be played as an extended quest scenario, the central figure being Moran, who must slay his evil mother to prevent the downfall of the sun and moon. But Moran cannot do it alone, and certainly the other players will desire illustrious backgrounds for their characters. Below are a few suggested histories:

- A younger prince or princess of Hathor (the last of seven or eight) or Taaliraan, sent away for their own safety in anonymity.
- An unknowing child of yet another Court member. (Fëatur?)
- Kirani or Koronandan nobleman/politician's offspring sent to recover an item of power, which (it is learned) is held by the Court.
- Someone tutored, or even brought up by, an old mage who tells the youth of a lost artifact (of the Guild of Elements? Ty-Ar-Rana?) who is assassinated by an agent of the Court before he can tell of its whereabouts. The PC must piece together information to locate the item (no doubt at a Court hold).

These are just a few of myriad possibilities which exist within the text for creating PC backgrounds, which will in turn enliven the flavor of the game overall.

The Court can also of course be simply used as a backdrop for a series of adventures, eliminating the quest elements.

8.2 NOTES ON THE COMPLETION OF THE QUEST

Firstly, there is one gem of Unlight remaining for the Court to recover. It is in the castle Kirnak, a ruin in northern Taaliraan, in a special case made of kregora, a material which will block all magical emanations and prevent its detection. Naturally the Court is eager to collect the gem, and has minions everywhere seeking it. As of early 1703 they had narrowed the area to the Taaliraan region. A potential early-on adventure for the PCs might be to snatch the gem before the Court gets there (directed to Kirnak by notes/hints from the Guild).

In the long run however, Ardana believes that the Ritual can take place without one gem — although she would prefer it otherwise.

Ironically, the best time to slay Ardana will be at the time of the Ritual itself. Before then Ardana will be extremely difficult to get to. During the ceremony in the great cave beneath the tower, the lords will all be gathered, and will be in a trancelike state, scattered about the cavern. Ardana herself, deep into the trance, will be particularly vulnerable. But only Moran can kill her (or even wound her) and only then in hand-to-hand combat, and with a weapon of mithril (or perhaps there is a specific 'Holy' weapon which must be found).

The details of the final fulfillment of the Quest are up to the GM, such as: (a) will any of the Guild of Elements go to aid them? (b) will Moran, or any of the other group members gain special powers at the ritual, such as great strength, immunity to stuns, etc.? (c) how quickly will the Lords of Ardor become aware of the group, come out of their trances and act to defend Ardana?

With Ardana's death, after a short delay the entire citadel will fall into a ruin, so tied to her was it; and with its destruction the structure and power of the Court of Ardor will also fail.

8.3 TEXT FOR THE PLAYER-CHARACTERS

Following is a text designed to aid the PCs in the completion of their quest. The text, "The Book of Andraax", was written in fact by (the male) Fëatur, and copies can be found in various Court holds and in out of the way places, large libraries, etc. It is somewhat informative, without giving specifics about citadel layouts or other facts which might make things too easy.

(The following is bound as a book, and can be found in any language or script.)



THE BOOK OF ANDRAAX

"Herein is held the book of Andraax the Scribe. All that is recorded is all that is known by those Outside of the Court of Ardor: Council of Darkness. Heed the words, for all are truth, of at least rumor. Many of these places I have seen. How, I shall not tell. Understand, and fear these places, as well you should."

I. THE CITADEL, TOWER OF DARKNESS

The most imposing of all the places of Ardor, the Citadel itself consists of a single, eight-sided tower constructed of an unusual black stone (probably the same nearly indestructible stone of which the tower of Orthanc in Isengard was later built by the Númenoreans). Three hundred twenty feet in height, the tower is based on a small, rocky isle in the center of a 30 mile wide "C" shaped island, amply shielded from the curious and unwary.

It was built under Valmorgûl's personal supervision; the huge blocks of stone magically mined, moved, and fused so that the slick faces of the Tower walls are as single unbroken planes, smooth as glass. Out on the ring-island are eight outposts which guard the perimeter from any intruder.

II. AURAX-DUR (S: Deepwater Darkness) Element: Water; Suit of Helms.

A narrow inlet along the rocky southern shore of the Mûmakan leads to a sea-cave entrance in a cliff face. Within is a strange wonder of Middle-earth: Aurax-Dur, the hold of Gorthaur, the Lord of Helms. Here lies a huge grotto, the floor of which is entirely water many feet in depth except for the very center where there juts a rocky outcrop. Upon this is constructed the castle proper. The entire cave is illuminated by many varieties of lichens which grow abundantly across the roof of the cave, casting an eerie blue-green light. Access to the castle is via a narrow causeway leading to the far end of the cavern, and through a long tunnel to the surface. There are also docks adjacent the causeway; for small sailing ships may pass through the sea entrance. Gorthaur is master here and guards his privacy with jealousy, only attending monthly Council meetings and performing his required functions.

III. TAURANG (S: Iron Tree) Element: Water; Suit of Helms.

The citadel of Taurang was built in the period Y.S. 50-90, well before the founding of Ardor, under the supervision of Taurclax and his Aide

Khelekar, the Recorder. Smaller in sheer size and grandeur than most of the Holds of Ardor, yet strong behind walls of steel and stone, Taurang is also a meeting place of the Taurang Council: a cult of priests and mages who hold sway over the surrounding forests. Taurclax being a direct lieutenant of Morgoth, Taurang's original purpose was two-fold: first to serve as a center from which spies could operate to observe the actions of the Eldar in the South during the early years, and second to act as a focus through which could be channeled Dark forces to thwart any powers of good that might arise. Some of the most terrifying manifestations of the latter are the "Winds". Supposedly a ring of assassins, shrouded in mystery and misinformation, it has been suggested that the "Winds" are actually supernatural in nature. This is purely speculation, but would explain the curious fact that no description of any of the assassins exists. They leave only a strange black iron dagger-like weapon in their victim, and it is said that the first person to touch the weapon feels a chill wind. According to rumor, the "Winds" have never failed to eliminate their target.

IV. NAURLINDOL (S: Mountain of Firey Pools) Element: Fire; Suit of Staves

In the distant past when the Valar wrestled with Morgoth in the forming of Arda, the tormented earth erupted in volcanic explosions. It was one of these places still hot with flowing lava that Rilia, "The Sorceress", chose to make her home. Situated in the hills west of Koronande, it is a complex of tunnels and halls of dark grandeur. Mourfuin the Lord Demon comes here as well, but it is the domain of the Mistress of Flame. It is believed that Rilia was among the Noldor who returned to Middle-earth to recover the Silmarils from Morgoth, but was instead seduced to his service. Her training in the early years was under the Lord of Sorcery, Valmorgûl; but as she grew in power she sought ways of securing a place for herself. Granted leave by Morgoth to depart Thangorodrim and construct a citadel at a place of her choosing, she went far south knowing that the Master desired far-flung outposts through which to monitor the activities of the Eldar. It was only natural that she be chosen as one of the heirarchy of Ardor. Then, in Y.S. 410 Sauron, Morgoth's chief lieutenant, came to Naurindol and spoke at length with its mistress. It seemed that the war against the Eldar was going well, but work on the purpose of Ardor was at a standstill. The master was not pleased, and his wrath would descend on Ardana and Morthaur if progress was not made soon. All this Sauron told Rilia, and he urged her to leave and serve him in Beleriand instead. She refused (not, certainly because of any allegiance to Ardana or the Court, but perhaps she was confident of an eventual success, and that she had become enamoured of her own powers and position in the Ardan Council), and bade Sauron depart. He did, reluctantly, resisting the temptation to simply force her to come; and destroy Naurindol, thinking that perhaps it would have future use. At any rate, her actions were to spark the beginning of an intense rivalry between Sauron and the Court.

In T.A. 1120 Eldarion, acting for the Guild of Elements, entered Naurindol and secured many secrets, but he was detected and caught on the way out by Rilia herself. To her surprise her spells were useless against the magician, as his staff was apparently cancelling all magical attacks. Mourfuin, however, was able to subdue Eldarion by brute force, and wrest the staff from him. He was tortured but would reveal nothing of his intent or associations and Rilia, in a rage, ordered him slain and his body dumped, decapitated, on a Guild of Elements Pentagram platform. The staff was cursed with a word Etarkas and cast into a vault.

V. ITHILKIR (S: Silver Mine) Element: Fire; Suit of Staves

One of the three mines of the Court of Ardor, it lies beneath the hills north of Tantûrak, and is one of the very few mines of mithril known in the entirety of Middle-earth (Moria, the Dwarven city of Khazad-Dûm, is the greatest and only other commonly known mine of mithril). The mine was first opened in Y.S. 200, and placed under the supervision of Lesh-Y, the demonic master of Alchemy and one of the chief forgers of Morgoth. Not only mithril, but blue and clear laens, aluminum, and many other precious metals have been discovered many of which were utilized by Rilia to enhance the strength and sophistication of Naurindol. Ithilkir itself was at first relatively crude and simple in design, but as the years saw greater riches uncovered, Lesh-Y sought to make it a place of strength and grandeur. It was well for his sake, for it was soon after Sauron made himself head of the Ardan Council that one of the Nazgûl (the Ringwraiths of Mor-dor) appeared at Ithilkir and demanded that Lesh-Y release lordship of the mines. Lesh-Y refused, and summoned Rilia and a force of demons from Naurindol and together, utilizing the defenses of the citadel, they forced the wraith to depart. Sauron never spoke of it, and it can be safely assumed that Sauron chose to allow the incident to pass, rather than risk a disruptive rebellion forcing him to destroy most of the Court. Since that time Ithilkir has functioned quietly and efficiently under the Demon's direction, growing ever more beautiful and secure.

VI. TIRGOROTH (S: Watch of Terror) Element: Air; Suit of Swords

Perhaps the most awesome of the holds in a purely visual attitude is Tirgoroth, the communications center of the Court. It is the domain of Valkrist, the Lord of Arms; and the Messenger makes his home here as well. By design a graceful palace of high walls and slender towers, it is perched upon the summit of a sheer peak jutting out of the waters of the Koros bay to an impossible height. Part of Tirgoroth's mystique is, no doubt, the large cloud which hovers perpetually about the top of the peak, giving the impression that the castle is in fact floating on the cloud.

Only one entrance to the citadel is known for certain: the great drawbridge gate which opens onto thin air. Indeed, it serves only as a run-way for the great grey falcons of Tirgoroth and their silver-and-blue clad riders. Another way is only rumored: the "ten thousand steps", a spiral stair which runs from the bottom chambers, still thousands of feet above sea level, to deep below the sea floor, where a tunnel leads to the mainland. Whether this stair even exists is a matter of eternal speculation.

VII. MIRISGROTH (S: Delving of Jewels) Element: Air; Suit of Swords

Situated upon a rocky island in the center of a large, deep volcanic crater lake, Mirisgroth is a relatively small holding. But this is not all of the complex. Mirisgroth is actually an island within an island, in an extinct volcano which itself is an isle. Thus, the castle is surrounded by two concentric rings of sheer, jagged igneous peaks. The rings themselves are honeycombed with tunnels and halls, and the deep shafts which lead to the rich mines below. These mazes are such as to defy most any intruder.

Under the dominion of one known simply as "The Monk", it is a mine of long history. Constructed and originally under the control of Drul Chaurka, one of the Chief servants of Morgoth long before the forming of Ardor, the Monk was the captain of the guard at the time. But, in Y.S. 220, Drul Chaurka left Mirisgroth without fanfare or notice as to when he would return. In fact, no one saw him leave save the Monk, who swiftly consolidated his position as acting Lord of Mirisgroth, so much so that, after the Court reconsolidated, the Monk was offered the second in command of the Suit of Swords, Mirisgroth being the secondary citadel. Foul play would be suspected of the Monk, but any such rumors were quickly squelched with the disappearance of his critics. It is also rumored that Mirisgroth is not only a rich jewel mine, but a source of green and red laens, as well as eogs and platinum (necessary for the making of mithrarian and kregora) and many other valuable metals.

VIII. ANGKIRYA (Q: Iron Mine) Element: Earth; Suit of Orbs

Angkirya is a design of Dwarven origins, but was apparently long abandoned when it was discovered by Fëatur in the later years of the Two Trees. From that time on, this mine in the hills of southern Taaliraan was not worthy of mention, until Y.S. c. 200 when Fëatur chose it to be the location of the main citadel of the Suit of Orbs, and refined and expanded it to house the lords and ladies of that house. The mine itself yields black laen, veins of gold, amethyst, ruby, and black eog.

For many years Angkirya operated smoothly, until Y.S. 570, just eight days before the time of the Great Eclipse, and the Ritual. All of the Court was at Angkirya feasting in anticipation of their imminent success, when word came of the attack by the Luignon Alliance upon the outlying installations of the Citadel. In the ensuing confusion Morelen, Ardana's daughter and key to the Ritual, vanished. Fëatur was not suspect, of course, as she was at the defense of the Citadel with the rest. The Eclipse passed, and the sun and moon remained aloft. Morgoth was of course, livid with rage, and made plans to destroy the entire Court. But he did not have the time he thought, for five years later the Valar came East and cast him into the Void again. Morelen reappeared at the Citadel in S.A. 1000 with no memory of the event of her disappearance, or her location in the interim. Since that time, Angkirya has continued to function as it had in the past.

IX. MENELCARCA (Q: Fang of the Heavens) Element: Earth; Suit of Orbs

A single tall spire resting upon the tallest peak in the Mûmakan, the Menelcarca is the ideal location for an observatory. It exists under the official dominion of Fëatur, but the Lord of the installation is Ardûval the Astrologer. Unlike many of the other holdings of the Court, Menelcarca has seen little in the way of violence, and has always been under Ardûval's personal control. Also, few of the other members of the Court have ever been there, thus fostering an air of mystery about it even within the heirarchy. Its exact location is virtually unknown, since it is inaccessible by normal means. The very lack of information breeds fear; among the lesser servants of the Court it is a name of terror and Ardûval, despite his fair appearance and considerable charm, is held in fearful awe. It is rumored that the Menelcarca is so close to the Outer Void that Ardûval is able to converse with Morgoth Himself in his exile. These rumors are, of course, completely unfounded. . .

8.4 MASTER MILITARY CHART

COUNTRY/RANK	NO.	LVL	HITS	AT	SHIELD	MELEE OB	MISSILE OB	NOTES
TANTŪRAK								
LAND FORCES								
Captains	50	10	90	15(-40)	Y10	+ 100 bs	+ 90 cb	+ 10 weapons
Sergeants	100	6	60	15(-30)	Y5	+ 80 bs	+ 60 cb	+ 5 weapons
City Guard	300	4	50	13(-30)	Y5	+ 80 bs	+ 50 cb	+ 5 sword
Palace Guard	100	7	70	17(-35)	Y10	+ 100 bs	+ 70 cb	+ 15 weapons; + 5 armor
Militia	3-4000	2	25	5(-25)	Y	+ 40 bs	+ 35 sb	
SEA FORCES								
Captains	100	12	120	9(-45)	Y15	+ 130 bs	+ 100 cb	+ 20 sword; + 15 bow
Officers	200	8	80	9(-35)	Y15	+ 85 bs	+ 75 cb	+ 10 sword and bow
Seamen	2-3000	2	25	1(-25)	Y	+ 45 bs	+ 40 sb	
KORONANDE								
LAND FORCES								
Captains	70	12	100	15(-40)	Y	+ 140 ss	+ 100 lb	+ 20 sword and bow; + 10 armor
Sergeants	400	7	80	15(-30)	Y5	+ 100 ss	+ 80 lb	+ 10 sword and bow
City Guard	500	4	45	18(-30)	Y5	+ 70 ss	+ 50 lb	+ 5 weapons
Militia	2-3000	2	25	1(-15)	N	+ 45 ss	+ 40 lb	
Cavalry	500	4	50	1(-30)	Y5	+ 70 bs	+ 70 cb	+ 10 sword and bow
SEA FORCES								
Captains	80	12	110	9(-45)	W10	+ 155 ss	+ 160 cb	+ 20 sword and bow
Officers	180	7	90	9(-40)	Y5	+ 100 ss	+ 100 cb	+ 10 sword and bow;
Seamen	2-3000	2	25	1(-15)	N	+ 45 ss	+ 45 lb	
HATHOR								
LAND FORCES								
Royal Guard	200	8	90	17(-25)	Y5	+ 100 ma	+ 75 cb	+ 10 mace
Captains	50	10	110	13(-30)	Y5	+ 110 bs	+ 100 cb	+ 10 weapons
Sergeants	200	5	60	1(-40)	Y5	+ 75 bs	55 cb	+ 10 sword
Men-at-arms	1-2000	2	25	1(-30)	Y	+ 50 bs	+ 30 sb	+ 10 sword
Cavalry	300	5	70	1(-10)	N	+ 85 bs	+ 60 cb	+ 15 sword and bow
SEA FORCES								
Captains	5	12	120	1(-65)	Y20	+ 160 bs	+ 140 cb	+ 20 weapons
Officers	10	8	85	1(-55)	Y15	+ 110 bs	+ 130 cb	+ 15 weapons
Seamen	1-200	2	30	1(-20)	W5	+ 55 bs	+ 40 sb	+ 5 sword
TŪKTAN								
Captains	30	12	100	9(-30)	W5	+ 130 bs	+ 160 cb	+ 10 sword, armor; + 30 comp bow
Horsemen	240	5	65	1(-10)	N	+ 70 bs	+ 95 cb	+ 5 sword; + 20 comp bow
(horses)	240	5	150	4(-20)	—			(hooves as maces) + 80
Militia	800	2	25	1(-10)	W5	+ 40 bs	+ 65 cb	1 hoof attack
MŪMAKAN								
Guards of Amaav	400	8	80	13(-40)	Y	+ 90 bs	+ 85 k*	+ 10 armor, weapons at Amaav only
Horsemen	300	5	40	1(-10)	N	+ 80 sc	+ 70 sc	+ 5 scimitar
(horses)	300	5	160	4(-10)	—	+ 50		(hooves as maces)
Militia	600	2	25	1(-10)	W5	+ 40 sc	+ 65 sb	
(Mūmakil)	150	15	300	12(-40)	—	+ 150		(crush) Large Creature critical hit table
TAALIRAAN								
LAND FORCES								
Captains	30	14	120	17(-20)	Y	+ 145 ss	+ 155 cb	+ 15 weapons
Sergeants	90	8	90	14(-30)	Y	+ 90 ss	+ 100 lb	+ 10 weapons
Men-at-arms	900	3	35	1(-15)	W5	+ 60 ss	+ 70 lb	+ 5 weapons
Palace Captains	6	20	140	17(-75)	Y20	+ 180 ss	+ 185 cb	Mithril armor, weapons
Palace Guard	60	12	100	15(-60)	Y10	+ 140 ss	+ 155 cb	+ 20 armor, weapons
SEA FORCES								
Captains	30	16	125	9(-60)	Y10	+ 150 ss	+ 170 lb	Enchanted (+ 20) armor; + 20 weapons
Officers	90	11	100	9(-45)	Y10	+ 110 ss	+ 135 lb	50% chance he/she has a common spell list to 5th level
Seamen	900	3	40	1(-20)	W5	+ 55 ss	+ 75 lb	+ 10 armor and weapons
OTHER								
Orcs								
Experienced	?	10	120	15(-35)	Y10	+ 100 sc	+ 60 sb	+ 10 scimitar
Good	?	6	90	13(-35)	Y10	+ 70 sc	+ 50 sb	+ 5 scimitar
Average	?	3	60	10(-30)	Y5	+ 50 sc	+ 35 sb	
Novice	?	1	15	1(-25)	Y5	+ 20 sc	-25 sb	

* k = Long Kynae, a stiletto like weapon which requires special training to use properly, and strikes as a + 15 rapier.

Note: Defensive bonuses include stats. and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a + 5 shield"; W5 means "a + 5 weapon is used in lieu of a shield"). See section 1.3 for explanation of stat. adds, armor types, spells, and other bonuses. Combatants untrained in a type of weaponry (e.g. orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

8.5 HEALING HERBS CHART

NAME	FORM	HOME	PREPARE/APPLY	EFFECT	PRICE
Abaas	Green Leaf	Coastal Beaches	Crush/Eat	Heals (2-12)	1 gp
Fiis	Tree Resin	High Altitude Lakes	Dilute/Drink	Heals (1-5)	5 sp
Grarig	Red Shrub Leaf	Volcanic Isles	Crush/Boil/Drink	Heals (30)	15 gp
Mireenna	Silvery Berry	Vales above 10,000 feet	-/Chew	Heals (10)	12 gp
Rewk	Brown Nodule	Lowland Forests	Crush/Brew/Chew	Heals (2-20)	5 gp
Thurl	Brown Clove	Temperate Forests	Brew/Drink	Heals (1-4)	2 sp
Winclamit	Green Vine Fruit	Spruce Forests	Boil/Eat	Heals (3-300)	200 gp
Yavethalion	Golden Fruit	Westerly Isles	-/Eat	Heals (5-50)	60 gp
Carneyar	Red Flower	Jungle Vine	Boil/Drink	Heals (all hits; stops bleeding)	400 gp
Anserke	Shrub Root	Tropical Coasts	Make paste/Apply	Stops bleeding	150 gp
Harfy	Shrub Resin	Hilly Regions	Dry on Wound	Stops bleeding	200 gp
Vessin	Clam Extract	Tropic Coasts	Smear on Wound	Cures to 2nd degree burns in Secnds, 3rd degree in one day.30 gp	
Culkas	Succulent Leaf	Desert Hagrir Tree	Smear on Wound	Cures burns up to 3rd degree	50 gp
Jojojopo	Grey Leaves	Base of Glaciers	Dry on Wound	Cures Frostbite	30 gp
Hoak-Foer	Yellow Flower	Semi-Arid Hills	-/Eat	Hallucinogen which prevents movement but cures mental diseases and mind loss.	10 gp
Gort	White Leaves	Tropical Plants	Powder/Inhale	Euphoria (1 hour); psychologically addictive.	2 gp
Zulsendura	Mushroom	Dark Caverns	-/Eat	Haste (3 rounds)	20 gp
Fraw	Lichen	Hot Seashores	Boil/Drink	Restores bloodflow	80 gp
Ucason	Yellow Grass	Temperate Seashores	Burn/Inhale	Cures blindness	50 gp
Ul-Ucason	Golden Grass	Temperate Island Shores	Burn/Inhale	Restores eyes	250 gp
Degiik	Leaf	Tropical Forests	-/Chew	Lifekeeping (24 hours)	800 gp
Olvar	White Flower	Ice Bays (rare)	-/Chew	Lifekeeping (2-12 days)	2,000 gp
Oiolosse	Gold Clove	Cool Freshwater Lakes	-/Chew	Lifegiving for Elves	33,000 gp
Laurelin	Gold Leaf	Western Isles	-/Chew	Lifegiving	46,000 gp
Lestagii	White Crystal	Unknown	-/Chew	Restores one stat (only lost amount)	28,000 gp
Valanar	Blue-green Leaf	Warm Seashores	-/Chew	Antidote for Karfar*	1,000 gp
Menelar	Pine Cone	Northern Fir Forests	Crush/Boil/Drink	Antidote for Sharduvaak*	1,500 gp
Mook	Bronze Berry	Hilly Forests	-/Eat	Antidote for Jegga*	100 gp
Shen	Pink Leaf	Temperate Lakes	Dry/Eat	Antidote for Acanna*	2,000 gp
Arduvaar	Blue Powder	(Imported from East)	Dissolve/Drink	Universal antidote	5,000 gp
Naza	Red Leaf	Ice Plains	-/Chew	Neutralizes poisons	6,800 gp
Klandun	Fern Leaf	Tropical River Bottoms	-/Eat	Cures Thrayniis** and other forms of paralysis.	300 gp
Klynk	White Cream	Oyster Derivative	-/Smear in Skin	Removes hair for several days.	5 gp/20 doses†
Tharm	Clear Oil	Kelp Extract, etc.	-/Smear on Skin	Protection from sunburn; aids in tanning.	5 bp/10 doses†

NOTE: The prices listed are average for one of the larger cities. Herb prices would be higher in more rural areas, and more expensive and rare herbs may be unavailable at all.

* See Poisons List

** See Disease List

† Price is for non-Hathorians; natives get a big discount.

8.6 POISONS OF THE MUMAKAN

NAME	COLOR	EFFECT	MINIMAL EFFECT	SOURCE	FORM	(ATTACK)LEVEL
UL-ACAANA	Black	Kills Instantly	Coma (1 day)	Flower	Paste	60
ACAANA	Black	Kills Instantly	Kills Slowly	Flower	Paste	15
GALENAANA	Green	Kills Elves	Coma (1-3 Days)	Leaves	Powder	12
CATHAANA	White	Destroys Mind	Euphoria	Nuts	Flakes	
VURNAANA	Pink	2-200 hits	1-100 hits	Flower	Paste	20
KLYTUN	Gold	Coma	(3 Days)	Root	Paste	30
KARFAR	Red	Kills(2-12 rnds)	—	Leaves	Powder	
JEGGA	Brown	1-100 hits	—	Bat Venom	Liquid	50
JEGGARUKH	Black	10-100 hits	5-50 hits	Bat Venom	Paste	30
JITSU	Yellow	1-100 hits	5-50 hits	Clams	Liquid	20
ZAGANZAR	Blue	Blinds	2-20 hits	Root	Liquid	5
CARNEGURTH	Red	Blood Clots (death)	6-60 hits	Flower	Liquid	10
SHARDUVAAK	Brown	Kills Slowly	—	Berries	Liquid	50
KLY	Brown	3-300 hits	1-100 hits	Berries	Paste	5
THURVVIK	Pink	Sleep (3 Hours)	—	Volcanic Caves	Gas	20
UMAKILIS	Red	Kills Instantly	Coma (1-10 Days)	Tree Frog	Liquid	Touch 10
MURTAN	Yellow	Paralysis	Fever/Delirium (4 days)	Trees	Sap	Bloodstream 60
SARNUMEN	Blue	Nerve Disorder	—	Numen Eel	Liquid	10
PENTANOTH	Clear	Coma (1-4 days)	Loss of will (6-12 hours)	Blue Kelp	Liquid	30
						-40

8.7 MISCELLANEOUS INDIGENOUS BEASTS

ANIMAL TYPE	AVG. LVL	AVG. HITS	AT	ATTACK PATTERNS AND ADDS	MISC.
Ape	4	120	3(-15)	Large Grapple + 50; Med. Bash + 75	Arboreal Herbivores; 1-4 norm.
Grey Bear	5	170	4(-20)	Large Grapple + 60; Large Claws + 80; Med. Bash + 40	Omnivores; 1-4 norm.
Great Cats	5	150	4(-25)	Large Claw + 70; Large Bite + 75	Carnivores; 1-20 norm.
Uvag-Aak (Ape)	6	140	3(-30)	Med. Bash + 90; Large Grapple + 65; Large Bite + 50	Blood-drinking carnivores; 1-3 norm. Very rare.
Wargs	4	130	3(-20)	Large Bite + 70	Carnivores; 1-50 norm. Rare.

9.0 THE COURT OF ARDOR AT OTHER TIMES

9.1 ARDOR IN T.A. 795

The Court itself is much like it has been and will be for several centuries. Of the countries of the Mûmakan, Hathor and Tûktan are rising in cultural sophistication (both are near their peak in T.A. 1709. Basically this is a time of expansion and organization for all concerned. Sauron, still weak from the (relatively) recent theft of his Ring, is not yet an influence in the Mûmakan.

9.2 ARDOR IN T.A. 3000

The Court of Ardor no longer exists as a unit, and the name is not spoken. The Citadel of Ardor is no more: destroyed and sunk beneath the waves in the cataclysm caused by the death of Ardana. Also caught in the destruction were many of the lords of the Court: Gorthaur, Rilia, Valmorgûl, Morthaur, Mourfuin and Valkrist all perished, it is said. It is also believed that the female Fëatur nearly escaped, only to be caught and slain by her own brother, Fëatur, long believed by the Court to be dead. The validity of the tale of that confrontation may never be known.

Of Taurclax and Khelekar, it is suspected that Sauron was aware of the impending fall of the Court and, seeing it an easy way to rid himself of the troublesome organization, allowed it to occur. He must have warned his two servants though, for they avoided the disaster and later served to spread evil from Taurang throughout the Mûmakan.

The fate of Cambragol and Ardûval was less auspicious, if successful. Each had ready an escape route, and fled in time to avoid the fall of the Tower. Ardûval still resides at Menelcarca, rarely departing. He does, however, maintain the evil Starseer Conclave as his tool to wreak minor harm throughout the area. Cambragol seized Angkiryra for his own, and remains there, ever in fear of discovery by Sauron.

Of the other lords who survived, some are here yet, maintaining the citadels as if the Court still existed. Others fled into the East to establish cults of their own.

The fact is, though, that the power that was the Court is no more, and the eight citadels are either abandoned (Naurilindol, Aurax-Dûr, and Tirgoroth) or are now minor holds of lesser lords and their minions. Cambragol would be a force to be reckoned with, but he fears (rightly) that Sauron would crush any attempted uprisings.

By 3000 Taurang and the entire forest about it is a place of Darkness and terror, inhabited by all manner of creatures. The Elves of Taaliraan have nearly all sailed into the West, as have many of the Firstborn of Koronande. Tantûrak has grown, dominating Dûshera and the now empty northern Taaliraan. The "Magician" still advises the Emperor, but it is the disguised Khelekar, who quickly assumed the role after the death of Valmorgûl. Thus is Tanturak a tool of Sauron. Tuktan has been overrun and conquered by the Mûmakani, and the Kirani of that land fled to Koronande, or the less fortunate have been enslaved. Hathor has suffered from repeated raids: Tanturak by sea, and the Mûmakani across the land. Tanith is now near the border of the land and may soon have to be abandoned. The Darin Tesarath survives, though not as the powerful organization it once was, and it is slowly falling into corruption through the devices of the Dark Lord. The Guild of Elements is no more, as Laurie, Klaen, Fëatur, Rana and Lyrin all passed into the West. Ty-Ar-Rana remains, though sealed. It is said however, that Lyrin left his earrings there, and his key to the Vault (which also allows access into the complex) was left in Middle-earth. Also left are, no doubt, many of the lesser artifacts of the Guild, although certainly many have been lost over the years.

Should the company have failed in their quest, the final outcome is uncertain. It has been postulated that Sauron would have prevented the Ritual by sending his Nazgûl and eliminating Ardana, thus also fragmenting the Court structure. This seems likely, as the Dark Lord would not have much to gain by the fall of the sun and moon; and if he believed the promises of Morgoth: that those participating in the Ritual would gain great power in the Darkness, and rule large fiefs under the Master; Sauron had reason to prevent the Ritual and the rising of many rivals.

Indeed, whether or not the sun and moon would have been destroyed is a matter of conjecture, one which will probably never be settled. There is no doubt that there would have been an unleashing of great power, and who is to say what may have arisen — perhaps the return of the Black Enemy Himself. Fortunately, however, that is, at least for the foreseeable future, not likely.

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Dushera

MEMILARCA

Koronande

Geshaan

Tukan

Jungle

Jungle

Teadic

Koras

ERIS WILDMANAL

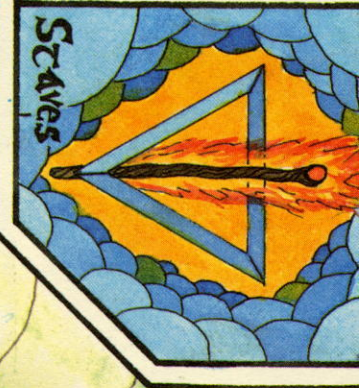
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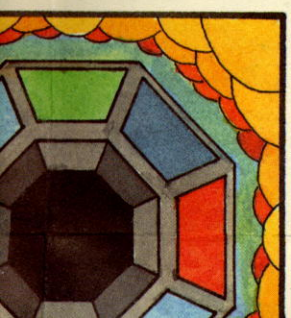
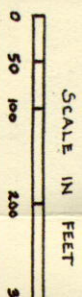


Camich



Legend

- RESIDENCE
- WAREHOUSE
- THEATER
- FOOD/MERCHANT
- INN
- TAVERN
- STABLE
- COOPER
- SMITH
- ARMORER
- MASON
- BROTHER
- COBBLER
- MONEYLENDER
- WOODCARVER
- ADMINISTRATION
- BREWERY/WINERY
- TANNER
- JEWELER
- RELIGIOUS
- POTTER
- BOATWRIGHT
- STATIONER
- ALCHEMIST
- SEER/ASTROLOGER
- HEALER
- WEAVER/TAILOR
- HERBALIST
- WELL
- ACADEMIC



Legend

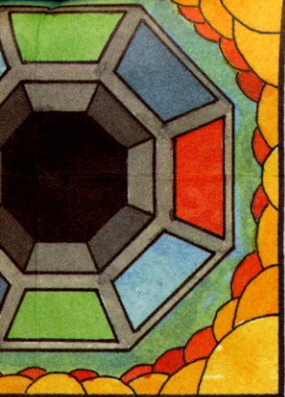
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WAREHOUSE
THEATER
FOOD/MERCHANT
INN
Tavern
Stable
Cooper
Smith
Armorer
Alason
Brothel
Cobbler
Moneylender
Woodcarver
Administration
Brewery/Vinery
Tanner
Jeweler
Religious
Potter
Boatwright
Stationer
Alchemist
Seer/Astrologer
Healer
Weaver/Tailor
Herbalist
Academic
Well



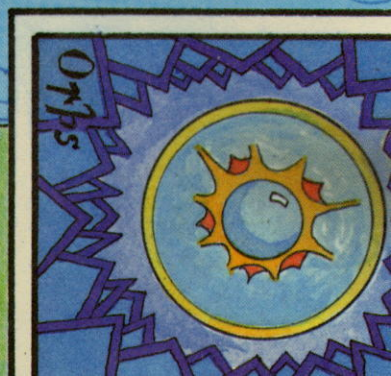
TKA

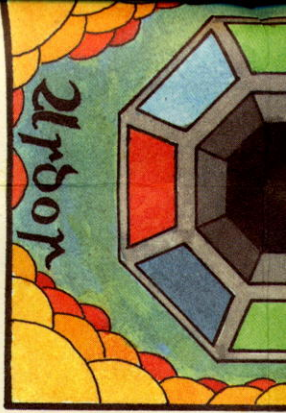
Scale in Feet

50 100 200 300 400

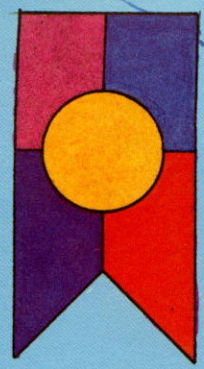


The Ruin of
Baven

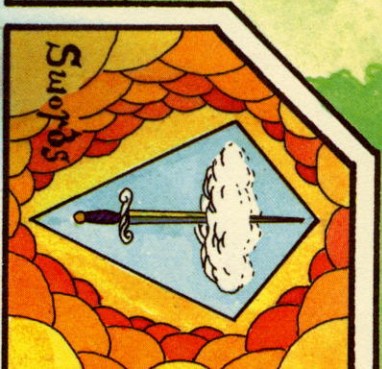




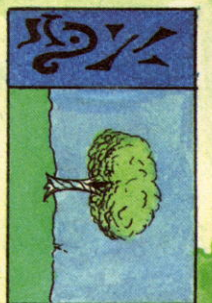
Alphor



Samul



Suorbs



Hopl

