

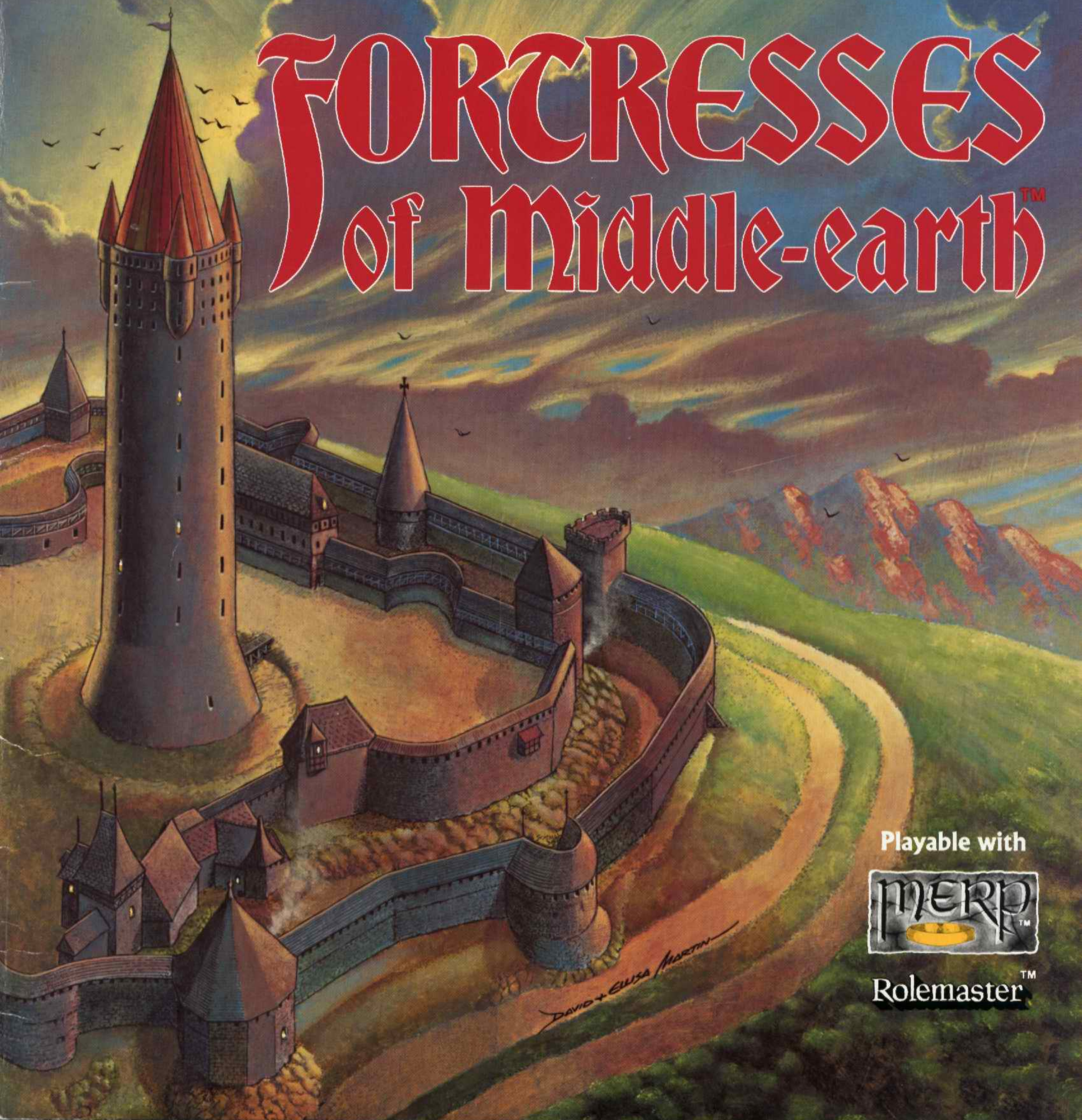
WEATHER TOP

#8201



Tower of the Wind™

Fortresses of Middle-earth™



Playable with



Rolemaster™

WEATHERTOPTM

Tower of the Wind

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1.0 INTRODUCTION

The citadel that crowned Weathertop (S. "Amon Sûl") was the greatest tower-fortress in Arnor and the focus of much of the struggle between Arnor's three successor kingdoms: Arthedain, Cardolan, and Rhudaur. Built by the Faithful Númenórean exiles led by Elendil the Tall in the late Second Age, it rose from the heart of the Dúnedain's Northern Kingdom. The royal tower housed the chief Palantír (Seeing-stone) of the North and served as the principal home of Arnor's High Seer. Few fortresses anywhere in Endor held such significance. Even the Witch-king of Angmar looked to the Tower of Amon Sûl as a great prize, a preeminent symbol of Dúnanan spirit.

1.1 THE FORTRESSES SERIES

The *Fortresses of Middle-earth* series is intended to provide Gamemasters (GMs) with extremely detailed overviews of individual towers, castles, citadels, and other fortifications of particular note. Each module in the line documents the history, design, layout, and garrison associated with the given site. A list of suggested adventure themes follows the text.

Before reading the material on this fortress, take a look at the two-page view located at the center of the booklet. It gives you a clear picture of what the text is all about. Then turn to Section 1.2.

Like the rest of the Middle-earth Series, this module contains game terminology and references based on ICE's *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy roleplaying (FRP) systems. If you need to adapt the material to another FRP game, read Section 1.3.

1.2 TERMINOLOGY

Because of space considerations, we cannot reasonably discuss all the peculiar terms found in this module. We can, however, provide a sampling of the most commonly used terminology.

Bailey — an enclosed courtyard.

Barbican — an outwork containing a castle gateway.

Bartizan — a small tower suspended from a wall or tower to provide flanking fire.

Battlement — the protected defensive position located atop a wall or tower.

Crenelation — a notched battlement (parapet) resembling "spaced teeth" with alternating openings (embrasures called crenels) and sections providing cover (merlons).

Curtain — a straight section of defensive wall.

Dike — an artificial embankment such as a man-made earthen wall; also an excavation.

Drawbridge — a bridge that can be raised and lowered.

Embrasure — a specially designed opening from which a defender fires missiles, such as a crenel or a space hollowed in a thick wall which provides access to a loop.

Hourd — an often temporary, overhanging timber galley projecting from the top of a wall.

Keep — also called a Donjon, it is the independent, self-defensible, inner stronghold of a castle or manor.

Loop — a narrow opening in a wall for the discharge of missiles.

Machicolation — a projecting gallery at the top of a wall or tower with slots (murder holes) in the floor from which missiles can be dropped or fired down against an enemy.

Moat — a defensive ditch.

Motte — a large defensive mound.

Parapet — a bank of earth or a wall over which a defender may fire.

Portcullis — a vertical, sliding grill with spiked tips that serves as a barrier gate.

Splay — a sloping base of a wall or tower, which frustrates ramming by deflecting strikes upwards.

Talus — a sloping wall, thicker (splayed) at its base.

Turret — a bartizan.

1.3 ADAPTING THIS MODULE

This module is adaptable to most major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.31 HITS AND BONUSES

When converting percentile values to a 1-20 system, a simple rule is: for every +5 on a D100 scale you get a +1 on a one-twenty (D20) or three to eighteen (D18) scale.

The concussion hit numbers listed in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike attacks and damage are used to describe serious blows and wounds (respectively). Should you use a FRP system that employs no critical strike results (e.g., TSR Inc.'s *Advanced Dungeons & Dragons*® game), simply double the number of hits the PCs take or halve the hit values found in this module.

1.32 CONVERSION CHART

If you play an FRP game other than *MERP* or *Rolemaster* and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

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

2.0 BACKGROUND

Amon Sûl, the great "Hill of Winds," was revered by Men from the time of its discovery. Considered a holy place by the early Edain, it served as a site for Bereg's Watch during the latter days of the First Age. Then, Adan Priests observed the motions of the sky and read the capricious and ever-present winds, hoping to predict the future for the refugees of the First House of the mighty Edain. Legends spoke of mystical waters that roiled beneath Weathertop's rocky surface, and of a hidden doorway to the Deep.

Soon after settling in central Eriador, the people of Bereg encountered another race of Men: the tribes of southern Arhûnerim (S. "High Easterlings") called Mebion Bron. The Mebion Bron, or "Hill People," entered the region in waves, first through the mountain passes and later through the Gap of Rohan. They were the ancestors of the Hillmen of Rhudaur and Eregion, and of the Beffraen of southern and central Eriador.

The victorious Edain of Beleriand settled in Harlindon after the Great Battle that ended the First Age, but some moved into western Eriador. Trade between Bereg's people and their brethren to the west flourished for the next three decades. In S.A. 32, however, the Edain migrated to Númenor. Most of the Beregrim sailed to Westernesse, leaving their stalwart or stubborn compatriots behind in Endor.

After the departure of the Host of the Edain, Bereg's Adan Kingdom quickly dissolved. The union of the remaining Edain and the more numerous Mebion Bron gave birth to the Eriëdain, or ancient Northmen. This distinctly Eriadoran culture arose in the wide lands south and west of the Weather Hills. Bereg's Watch fell into disrepair and Weathertop, like the Barrow-downs, became known as a place to be feared.

THE DEVASTATION OF ERIADOR

For the next sixteen centuries, Eriador was at peace and the various tribes of the Mebion Bron developed their own sub-cultures. Some groups became sundered and founded their own rude realms. Others were subjugated by, or united with, the Eriëdain, spawning myriad Eriadoran societies. Those along the coasts and in the lower river valleys encountered Adan explorers from Númenor (the Dúnedain) after S.A. 600, and during the six hundred years the Dúnedain served as teachers.

The outbreak of war between Sauron and the Elves in S.A. 1693 shattered the peace. Two years later the Dark Lord's armies swept into southern Eriador and overran the Elven Kingdom in Eregion. By S.A. 1699, all of the Empty Land west of the river Lhûn was in the hands of the Lord of the Rings. The ancient Adan burial sites in the Barrow-downs were looted and desecrated and the ruins on the summit of Weathertop were utterly destroyed. Only the arrival of a great fleet from Númenor in S.A. 1700 prevented further disaster.

Although Sauron was eventually vanquished during the battles of S.A. 1700-01, the old legacy of Bereg's folk passed into history. No physical signs remained of the Adan Watch that once commanded Amon Sûl. Tales of Weathertop spoke only of its eerie nature.

THE DOWNFALL OF NÚMENOR AND THE COMING OF THE DÚNEDAIN

In S.A. 3319, fifty-seven years after Sauron's imprisonment on the isle of Westernesse, Ar-Pharazôn the Golden set sail westward in hope of wresting the Undying Lands from the Elves and their Ainu allies. His invasion of Aman resulted in the destruction of his mighty host and the tumultuous Downfall of Númenor. The only Dúnedain to survive the cataclysm were those living abroad, or those Faithful to the Valar who accompanied Elendil the Tall and his two sons on their voyage to safety.

THE FOUNDING OF THE FORTRESS OF AMON SÛL

Although his sons dropped anchor in Gondor, Elendil's ship landed in Lindon. His Dúnedain followers returned to the spot where their Adan ancestors had departed from Middle-earth. Passing eastward from Harlond along the Dwarven road, they crossed the Lhûn and founded the Kingdom of Arnor on the lands their forefathers had settled in the First Age. Arnor's capital, Annúminas, rose above Nenuial (Lake Evendim) at the point the waters spill out and form the river Baranduin. Fornost Erain and Bree grew along main route between Annúminas and the highway to Gondor.

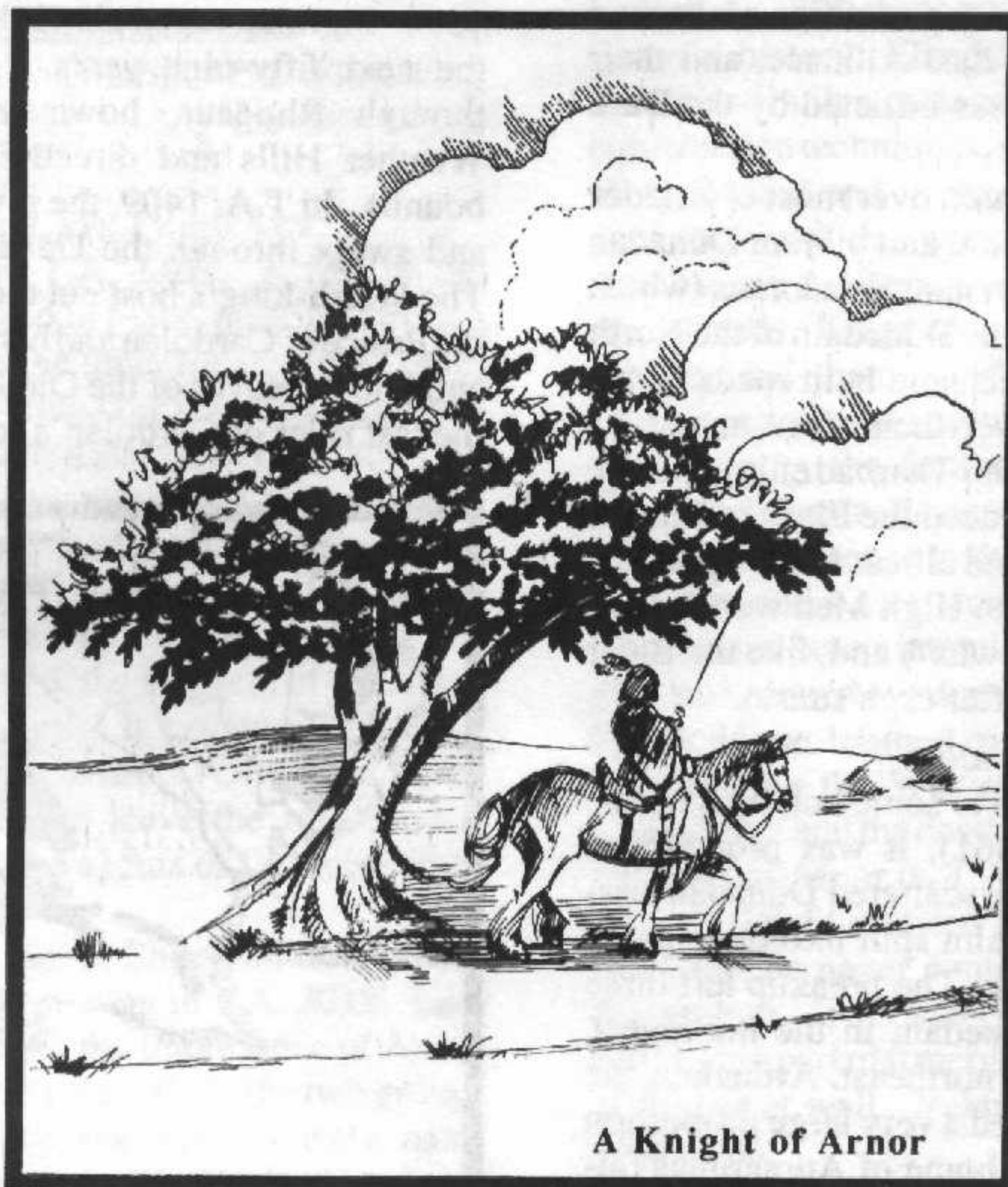
The Weather Hills initially ran along the eastern frontier of Elendil's kingdom. They were a barrier to expansion toward the Misty Mountains, channeling settlers to the most hospitable areas to the south. Eventually, though, the Dúnedain pressed eastward along the Great East Road and started clearing the forests in the river vales

of Rhudaur (S. "East Wood").

Elendil possessed three of the seven Palantíri (Seeing-stones) rescued during the Downfall. The other four, including the huge Master-stone (which was placed in Osgiliath), went to Gondor with his two sons. The chief Palantíri of the North was the second greatest of the Stones, so King Elendil took great care to locate it at a special site. Choosing the hallowed hill of Weathertop as its residence, he established the Stone at the center of the ancient Adan home. There, he built the Tower of the Wind, the greatest watch in Arnor. This great spire served as the principal abode of Arnor's Royal Seer and marked the heart of Elendil's burgeoning realm.

THE SUNDERING OF ARNOR AND GONDOR

Sauron's reappearance in Mordor in S.A. 3320 served as a prelude to his second campaign against the Free Peoples of western Middle-earth. He reassembled his host and launched an invasion of Gondor in S.A. 3429. Uniting against the Lord of the Rings, the Kings of Lindon and the Realms in Exile formed the Last Alliance of Elves and Men.



A Knight of Arnor

In S.A. 3434, after four years of preparation, the army of Last Alliance crossed the Misty Mountains and forced the Wraith-king's host to retire toward Morannon. There, Gil-galad and Elendil the Tall crushed the Dark Lord's main horde in the fields of Dagorlad, before the gates of Mordor. The victors chased the shattered remnants of Sauron's army to Barad-dûr. Seven years later the Dark Tower fell. In the ensuing struggle for survival, Sauron slew both Gil-galad and Elendil; however, King Isildur of Gondor cut the Ruling Ring from the Evil One's hand, ending the Second Age. Sauron and his nine Nazgûl then passed into the Shadows.

Sauron's absence during the first thousand years of the Third Age enabled the Realms in Exile to rebuild and prosper. With the death of Isildur, however, the two kingdoms grew along divergent courses. No High-king served to unite them as Elendil had in the Second Age. Arnor no longer served as the senior domain. While Gondor forged a burgeoning empire, Arnor remained a stable and somewhat feudal kingdom. The Men of the northern realm had served in the fore of the armies of the Last Alliance, and their homeland never recovered from the losses inflicted by the Dark Lord.

Nonetheless, Arnor established dominion over most of Eriador and succeeded in retaining a relatively pure and vibrant Dúnadan culture. Despite their reluctance to marry other Eriadorans (which led, of course, to their eventual decline), the Dúnedain of the North founded fine manors, constructed citadels, and built roads which enabled them to maintain their hold over their more numerous subject peoples. Cities like Annúminas and Tharbad enjoyed trade with all of northwestern Endor and embraced the Elves of Lindon and Imladris (Rivendell) as fast friends and allies. Once again, the deceased members of the royal line of the High Men were laid to rest in the Tyrn Gorthad (S. "Barrow-downs") and, like the Elder Days, a light twinkled atop Amon Sûl after each sunset.

THE SUNDERING OF ARNOR

Arnor's decline was hardly noticeable to some but, by the time of King Eärendur's reign (T.A. 777-861), it was pronounced enough to weaken the royal hold over the scattered Dúnadan aristocracy. Upon Eärendur's death, the realm split into three parts, each ruled by one of his quarreling sons. The breakup left three ostensibly allied successor states: Arthedain in the northwest, Cardolan in the south, and Rhudaur in the northeast. Arthedain, the core of Elendil's original domain, enjoyed a very large proportion of Dúnadan residents and served as the home of Annúminas (although the capital was moved to Fornost Erain). Cardolan (S. "Land of Red Hills") contained Tharbad and the other principal port towns, as well as the princely settlement of Andrath and the surrounding downlands. Although heavily endowed with small castles, Rhudaur contained relatively few Dúnedain and only four towns. Its forts functioned as much as a means of controlling its often disgruntled population as they did to protect the realm from invaders.

During the following years, Arthedain periodically attempted to reunite Arnor, but both Cardolan and Rhudaur fought to remain independent. The borders of the three realms fluctuated, although Cardolan eventually built a great dike and hedgewall that defined its frontier. Weathertop, which rose at the strategic point that the three states coincided, became the focus of the struggle. This conflict was exacerbated by the fact that Arthedain possessed the Palantíri of Annúminas and the Tower Hills, and both its rivals sought to wrest the chief Seeing-stone from Arthadan control. Eventually, though, Cardolan and Arthedain agreed to use the citadel in common, an agreement fostered by the growing threat from Angmar.

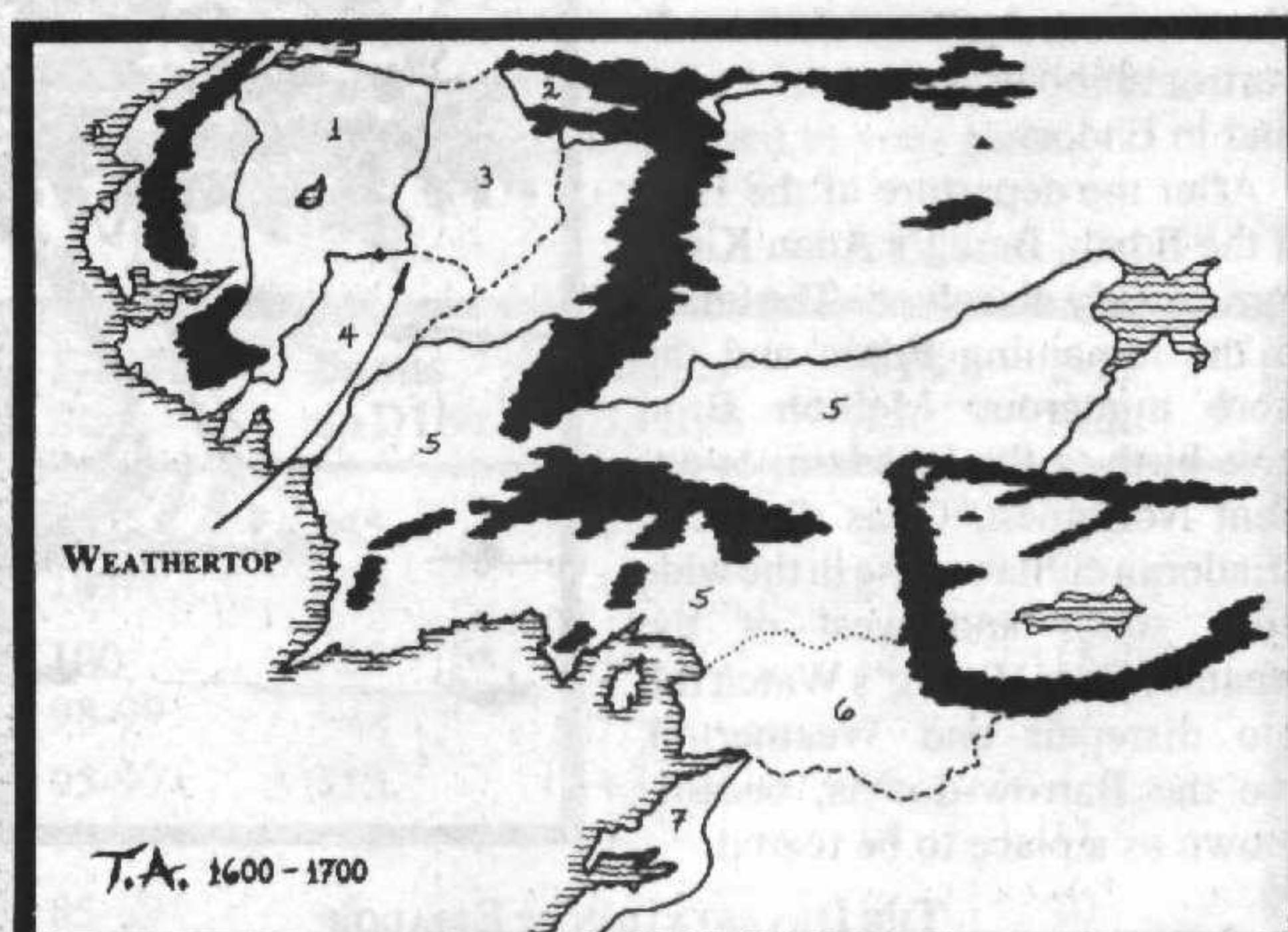
THE RISE OF ANGMAR AND RHUDAUR'S FALL

By T.A. 1300, the Lord of the Ringwraiths had flown north to the plateau that rises between the two northernwestern spurs of the Misty Mountains (Hithaeglin). There, he founded Angmar (Q. "Iron Home"), the land of the Witch-king. Never revealing his true identity, the Nazgûl-lord deployed his minions along the ridges north of the three quarreling Dúnadan kingdoms. The relatively vulnerable realm of Rhudaur was especially threatened.

In the first five decades after Angmar's rise, the Witch-king used Rhudaur's conflict with the other two Dúnadan states as a pretext for influencing its dissatisfied populace. His army openly invaded the East Wood, supposedly aiding Rhudaur's subject Dunlending and Hillman tribes to overthrow their Dúnadan masters. When its last King died in T.A. 1349, Rhudaur became a puppet kingdom of Angmar and passed into the Shadow.

THE FALL OF CARDOLAN

Angmar and Rhudaur declared war on Cardolan around T.A. 1350. Fighting raged along the Mitheithel and near Amon Sûl for the next fifty-nine years. After building their supply routes through Rhudaur, however, the Angmarim outflanked the Weather Hills and directly assaulted Cardolan's northeastern bounds. In T.A. 1409, the invaders crossed the open Lone Lands and swept through the Dúnadan defenses south of Weathertop. The Witch-king's host cut the defending forces in half and drove the Prince of Cardolan and his retainers through the Barrow-downs and into the eaves of the Old Forest. As Tharbad fell in the South, the last ruler of Cardolan's royal house perished.



Arnor and its Successor Kingdoms

1 Arthedain, 2 Angmar, 3 No Man's Land (Rhudaur), 4 Cardolan, 5 Gondor, 6 Harondor, 7 Umbar. Cardolan is no longer a viable kingdom, and Harondor is contested by Gondor and the Corsairs of Umbar.

THE DESTRUCTION OF THE FORTRESS

The armies of Angmar and Rhudaur then concentrated on the fortress of Amon Sûl. No citadel better symbolized the spirit of the Dúnadan of the North and, when Arthedain's battered forces withdrew into the surrounding hills with the tower's Seeing-stone, the doom of Arnor seemed complete. The Angmarim slew the Arthadan King, Arveleg I, and drove toward Fornost. Only the arrival of Círdan's Elves prevented the conquest of Arthedain.

After capturing Weathertop from the valorous warriors who sought to cover the retreat of their brethren, the Angmarim razed the proud citadel. They left little but charred timbers and scattered stones to remind future visitors of the great tower that once commanded the site. Elendil's finest fortress passed into history after a valiant struggle.

THE FALL OF ARTHEDAIN

Arthedain survived five hundred and sixty-six years after the collapse of Cardolan, but the War of T.A. 1973-75 spelled the end of the Dúnedan realm. After nearly a decade of massing on the frontier, the Witch-king unleashed his armies and overran Arthedain in T.A. 1974, sending King Arvedui into hiding. Arvedui and the Palantíri of Amon Sûl and Annúminas perished in the Ice Bay of Forochel the following winter.

The Witch-king's victory proved bittersweet. As the Lord of the Nazgûl crushed Arthedain, Gondor sent a relief army. The southern Dúnedain landed as Arvedui fled northward. Engaging the Witch-king near the ruins of Annúminas, Eärnur of Gondor and his Eriadoran allies defeated the Angmarim. The Witch-king abandoned Angmar later the same year, ending the saga of the Northern Wars.

WEATHERTOP DURING THE LATE THIRD AGE

Weathertop remained a ruin after T.A. 1409. A few of the tower's larger foundation stones stayed in place, peeking through the grassy earth that gradually filled the inner moat, but all other signs were buried or swept away. Arthedain's warriors contributed to the cleansing, for units were often stationed on watch atop Amon Sûl during the lulls in warfare between T.A. 1410 and 1974. These soldiers cleared many of the stones that littered the hilltop (in what had been the inner bailey), shoving them down the hillside in order to deny cover to stalking enemies.

After the fall of Angmar in T.A. 1975, the Rangers of the North used Amon Sûl as a rendezvous point. It became their chief gathering point and served as a message drop. Of course, these stealthy frontiersmen took great care to leave the ruins undisturbed, since they wanted to prevent the agents of Darkness from discovering their routines.

Weathertop reentered the mainstream of Endorean history during the Ringwraiths' Search for the One Ring in T.A. 3018. Like the Rangers, the Witch-king understood the importance of Amon Sûl's location. He chose the hill as the point where the two groups of Nazgûl searchers regrouped. The site became even more important when Frodo escaped capture in the Shire. Using the summit of Weathertop, where the view of the main road and the surrounding countryside was unobstructed, the Nazgûl-lord hoped to intercept the fleeing Ringbearer.

Five Nazgûl, including the Witch-king, encountered the resting Company on Amon Sûl before the arrival of the other Ringwraiths. During the brief, abortive melee, the Witch-king stabbed Frodo in the left shoulder with his Morgul-knife, but Strider interceded. The Hobbits survived and the Company fled toward the Bruinen Ford the following morning.

THE REBUILDING OF THE FORTRESS

After the War of the Ring, King Elessar (Aragorn II) resolved to rebuild the great tower of Amon Sûl. Work began in the early spring of the seventh year of the Fourth Age. Using the original design and materials resembling those employed by Elendil, Dúnedan craftsmen sought to recreate the greatest spire in the Arnor. In this, they truly served notice of the return of the King to the North.

3.0 THE FORTRESS

The Fortress of Amon Sûl surrounds the summit of Weathertop, the southernmost and the most strategic of the Weather Hills of central Eriador (S. "Empty Land"). Located at the junction of Arthedain, Rhudaur, and Cardolan, it commands the easiest invasion route between the three Arnorian successor states. Here, the Great East Road passes beneath Weathertop's southern slopes, through the gap between the Weather Hills and the rugged downland to the south. No citadel in Arnor was more significant or more revered, for it rose from the heart of the North Kingdom, and its size and strength was unsurpassed by any other work of the northern Dúnedain.

3.1 THE DESIGN

The fortress on Weathertop was erected over the course of centuries, although the great tower and most of the inner walls date from S.A. 3320 through S.A. 3333. During this early period of Arnor's history, Elendil's Númenórean craftsmen leveled the hilltop and built what is now the core of the citadel. Their advanced construction techniques, which are exhibited in the massive Tower of Amon Sûl and in the foundations of the surrounding curtain wall, outlived the work of later craftsmen. All of the other structures in the fortress pale by comparison. Arnorian, Cardolani, and Arthadan Kings added buildings with little regard to a common architectural theme, and some of the newest towers reflect the relative scarcity of resources available to the later builders.

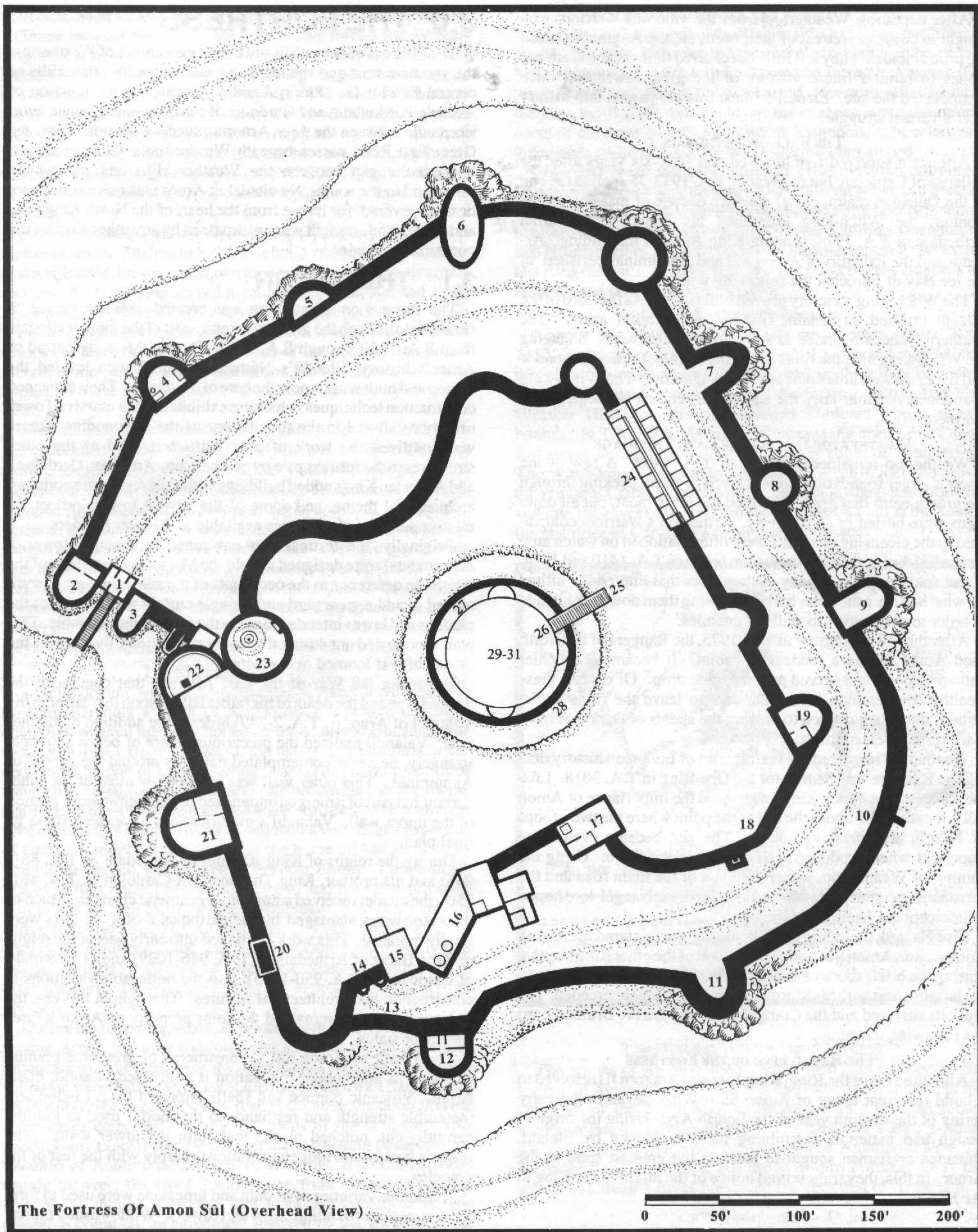
Originally, the fortress was envisioned as a single tower, a monumental spire designed to hold the Master Seeing-stone of the North. In deference to the occupants of the site, however, Elendil agreed to add a great yard and a single curtain wall to protect the gardens and lawns intended to make the fortress more livable. This plan was carried out during the last years of Elendil's reign, as the clouds of war loomed over Endor.

Following the War of the Last Alliance that concluded the Second Age and the death of his father Isildur soon thereafter, King Valandil of Arnor (r. T.A. 2-249) ordered the addition of another wall. Valandil realized the precarious nature of peace although, strangely, he never contemplated defenses around the capital of Annúminas. This outer wall was built below most of the inner curtain, but part of it merged into and replaced southwestern portion of the upper wall. Valandil's modifications gave the fortress its final plan.

During the reigns of King Amlaith of Arthedain (r. T.A. 861-946) and his brother, King Thorondur of Cardolan (r. T.A. 861-950), the citadel received a number of cosmetic changes. Much of the outer walls, damaged by the earthquake of T.A. 861, were finally replaced. This work continued into early part of the reigns of King Beleg of Arthedain (r. T.A. 946-1029) and of Thorondil of Cardolan (r. T.A. 950-1025); thus the noticeable variations in construction and architectural features. Throughout this era, the fortress ostensibly remained the joint property of Arnor's three successor states.

The Tower of Amon Sûl is constructed of grey-blue granite, although its submerged foundation is composed of solid, black basalt. Volcanic pumice and shells imported from Lindon lent incredible strength and resilience to the mortar used to join the carefully-cut, notched blocks that form the tower walls. The tower's beauty and longevity contrast sharply with the rest of the complex.

Numerous varieties of granite and limestone were used to form the fortress' surrounding walls and towers. Whitewashed mortar covered some but, overall, these structures present a deep grey facade. Blue slate still covers all the roofs, providing some unity to the otherwise sprawling citadel.



3.2 THE LAYOUT

There are three parts to the defenses of the Fortress of Amon Sûl:

A) Lower Wall — Surrounded by a ditch, the lower or outer wall seems to grow out the rocky outcroppings that surround the summit. It is a winding, crenelated, stone wall with a covered parapet. The high, peaked roof that adorns the top is made out of slate, while the rest of the wall is formed out of granite blocks. On the north side of the citadel, the sentrywalk is 6' to 8' above the level of the outer bailey, while on the south side this covered walkway is 10' to 16' above the adjacent enclosed area. No significant variation occurs on the outside, however, where the crenelations punctuate the wall some 20' up the stone face. The average height of the wall is about 25'.

B) Upper Wall — The upper or inner wall forms a 270° "U" inside the lower wall. Together with the highest portion of the lower wall (a 90' section), this rampart encloses the fortress yard. For 180°, the access road runs along the cliff at its base. Like the lower wall, the upper wall is crowned by a covered parapet; however, most of the upper bastion merges into the rear walls of the buildings that surround and face the fortress yard. The inner curtain's sentrywalk is only 7' to 8' above the inner bailey, although the outside height of the wall varies from 25' to 40'.

C) The Tower — The Tower of Amon Sûl dominates the fortress. Perched upon a rise in the otherwise flat fortress yard, it is located at the very summit of Weathertop. A 20' deep ditch or dry moat circles the structure. The tower itself is 280' tall and 70' in diameter. Its base spreads considerably, for the structure juts out of a massive masonry talus (sloping skirt) that is 105' in diameter at the ground level inside the ditch.

ENTERING THE FORTRESS

The citadel atop Amon Sûl sits on the summit of a very high, almost circular hilltop. A road ascends the upper hill by following a clockwise spiral course (a). Near the peak, it wraps around the fortress' outer (dry) moat (b) which, in turn, surrounds the 34' tall embankment that forms the foundation of the lower (outer) wall. After circling virtually the entire outer wall, the road crosses the outer moat and passes through the outer gate (c) and continues to wind up the hillside. There, however, the route is actually inside the citadel.

The roadway sweeps inside the lower wall and just below the upper wall until it makes a 180° swing around the summit. At this point, the road reaches the inner gate (d), a 10' wide aperture flanked by a small towers and two turrets. The inner gate provides access to the fortress yard (or bailey).

The great Tower of Amon Sûl (e) is essentially a giant free-standing keep that sits inside its own moat (f) and rises out of the center of the fortress yard. 70' in diameter and 280' tall, it is the largest Dúnadan spire north of Angrenost (Isengard). Its beacon can be seen dozens of miles away.

There are only four ways into this magnificent bastion. Two are sally ports, doors which open out of the northern (g) and southern (h) sides of the tower about 5' above the base. Only 2.5' wide and 5.5' tall, they can accommodate but one man at a time. Defenders use them as counterattack points, or as emergency escape routes.

The third, and most common, way into the Tower is via the gate (i). This 4' wide, 8' tall opening sits 28' above the base of the tower and about 8' above the level of the fortress yard. A 40' long, sloping, wooden bridge connects this doorway to the yard. The 10' section of the span adjoining the tower is actually a drawbridge. Once across this gangway, you pass the three portculli and two gates that guard the hallway through the 20' thick wall.

Virtually no one — save the King, the Crown Prince, the High Seer, and the Castle Warden — know the fourth route into the Tower. It is a secret stairway (j) that descends from the Chamber of the Palantír and winds inside the wall opposite the main chimney. The stair exits in a subterranean chamber (k) some 140' beneath the surface of Weathertop, and there it joins a tunnel. From there, the underground passage spirals downward in a counter-clockwise direction through a water-cut tube. The tunnel then levels off and runs in a north-northwesterly direction for 4,900 yards, exiting at a cave containing the spring known as the Goblet Well (l). (See Section 3.4 at #31.)

3.3 THE OUTER DEFENSES

The buildings denoted by an * are illustrated with a floorplan. Others are simply described in the text below.

1. Lower Gate* — 4 levels: 3 above, 1 underground. The lower gate complex guards a 10' wide opening in the outer wall. Set at the northwestern corner of the citadel, it is located at the least vulnerable point of attack. The gateway is 10' high at the highest point of its pointed arch. Two projecting bastions flank the entry: the short, squat Whistler's Bastion (#2) on the western side; and the taller, narrower White Bastion (#3) on the eastern side. Guards on the sentrywalk that connects the two towers watch from an overhanging, machicolated parapet.

Here, the outer wall is 18', instead of 10', thick, thus accommodating the narrow, first level firing rooms (that permit archers to shoot arrows at enemies attempting to force their way through the passageway). The gate mechanisms are operated from the first level of the adjoining bastions, leaving the second floor of the wall as an open defense chamber above the gate. During times of war, the guards keep hot oil and rocks in this room.

2. Whistler's Bastion* — 4 levels: 3 above, 1 underground. The cellar of the Whistler's Bastion contains two rooms. The first is a storeroom; the second houses three guards. A small fireplace is set into the foundation wall in the latter chamber and, unbeknownst to the garrison, actually provides access to an underground passage that runs deep beneath the earth. The stone that forms the bottom of the fireplace and obscures the shaft weighs 250 lbs. Pulleys and windlasses occupy the chamber that comprises the, while the second level is devoted to a battlement area. More stores fill the tower's third level, which is located beneath the steeply peaked slate roof and opens on to the sentrywalks in the adjacent walls.

3. The White Bastion* — 4 levels: 3 above, 1 underground. Like the Whistler's Bastion, the White Bastion contains a cellar barracks and a first level filled with gate mechanisms. Unlike the other tower, however, this small bastion houses battlements on its second and third levels and contains no storerooms.

4. Midge Watch — 3 levels: 2 above, 1 underground. A low tower on the northwest corner of the lower wall, Midge Watch looks out toward the road that runs from Amon Sûl to the swamp of Midgewater. The tower is fully enclosed and has a cellar which is used as a kennel. One of the citadel's guard captains resides on the first level. The second level contains the battlement area, and also houses the two dog-keepers.

5. Ridge Watch — 3 levels: 2 above, 1 underground. Like Midge Watch, this low tower interrupts the course of the outer wall. Its second level, where the sentrywalk runs through the rear of the tower, is open. A guard room occupies the first level and stores are housed in the cellar.

6. Arancil's Tower* — 3 levels: 2 above, 1 underground, and a demi-attic. The northernmost tower in the fortress complex, Arancil's Tower contains a warning bell beneath its slate roof. The cellar and first level house stores, while the second level serves as a battlement area and a residence for two guards.

7. Valandil's Hang — 2 levels: both aboveground. A low, projecting portion of the northeastern section of the outer wall, Valandil's Hang overlooks a sharp cliff. Its name is derived from the fact that, from the road below, the projection seems to hang out over the outer moat.

8. Valandil's Tower* — 4 levels: 3 above, 1 underground. This Tower contains a guard lounge and a warning bell beneath its slate roof.

9. Elendil's Watch* — 6 levels: 5 above, 1 underground. The easternmost tower in the fortress complex, Elendil's Watch looks out toward the western plain of Rhudaur, the most likely place for an attack on the Weather Hills. Like Arancil's Tower, it contains a warning bell, which is located on the fourth level. Stores fill the cellar and a kitchen and mess area occupy the first and second levels. A guard room is located on the third level, while the flat roof or fifth level serves as a battlement.

10. Long Curve — Long Curve is the southeasternmost and most vulnerable section of the outer wall, although its extreme height and the sharp decline of the adjoining cliff make assaults here quite daunting. The sentrywalk along Long Curve is 19' above the outer bailey and 23' above the grassy slope that descends to the outer moat.

11. Lone Land View — 2 levels: both aboveground. A low, projecting portion of the southeastern section of the outer wall, Lone Land View looks out toward En-Eredoriath (S. "Lone Land"), the empty plain of southwestern Rhudaur that forms the border march between that kingdom and the realms of Arthedain and Cardolan. The slayed lower foundation of this projecting bastion blends into a sharp cliff. Its name is derived from the fact that, from the road below, the projection seems to be suspended out over the outer moat.

12. Ohtar's Tower — 4 levels: 3 above, 1 underground. Legend says that Ohtar, Isildur's Squire and a survivor of the Battle of Gladden Fields (T.A. 2), died here. Whatever the case, Ohtar did reside here as the citadel's Third Captain after his return to Arnor. The Third Captain, who commands the garrison of the outer wall, makes his home in the second level of this seven-sided tower. A kitchen and mess area occupies the first level, while six guards live in the cellar. The third and uppermost level serves as a battlement which helps protect the inner gate (#14).

13. South Curve — The South Curve runs along the southern side of the inner gate. At the point of its L-shaped turn, the outer wall is thicker and higher than at any other point.

14. Upper Gate* — 3-level gateway. The upper gate is set in a sort of cul-de-sac comprised by the surrounding buildings, and it is angled away from the direction of the entry road, making assaults more difficult. All the gate mechanisms are located in the first level. Two small, one-man turrets flank the 10' wide, 10' gate on the second level, while the third level is devoted to a battlement. Machiocolations in the floor of the second level permit defenders to rain missiles and hot oil on attackers moving through the gateway below.

15. Prince's Tower* — 5 levels: 4 above and a cellar. The Prince's Tower guards the northern side of the inner gate. Three Warriors reside here, in what were once sumptuous quarters.

16. The Dependencies — 4 levels: 2 above, 2 underground. Most of the industries that make the Fortress of Amon Sûl self-sufficient are located along this winding row. A tannery (16a), smokehouse (16b), joinery (16c), and weavery (16d) comprise the fortress' principal workshops.

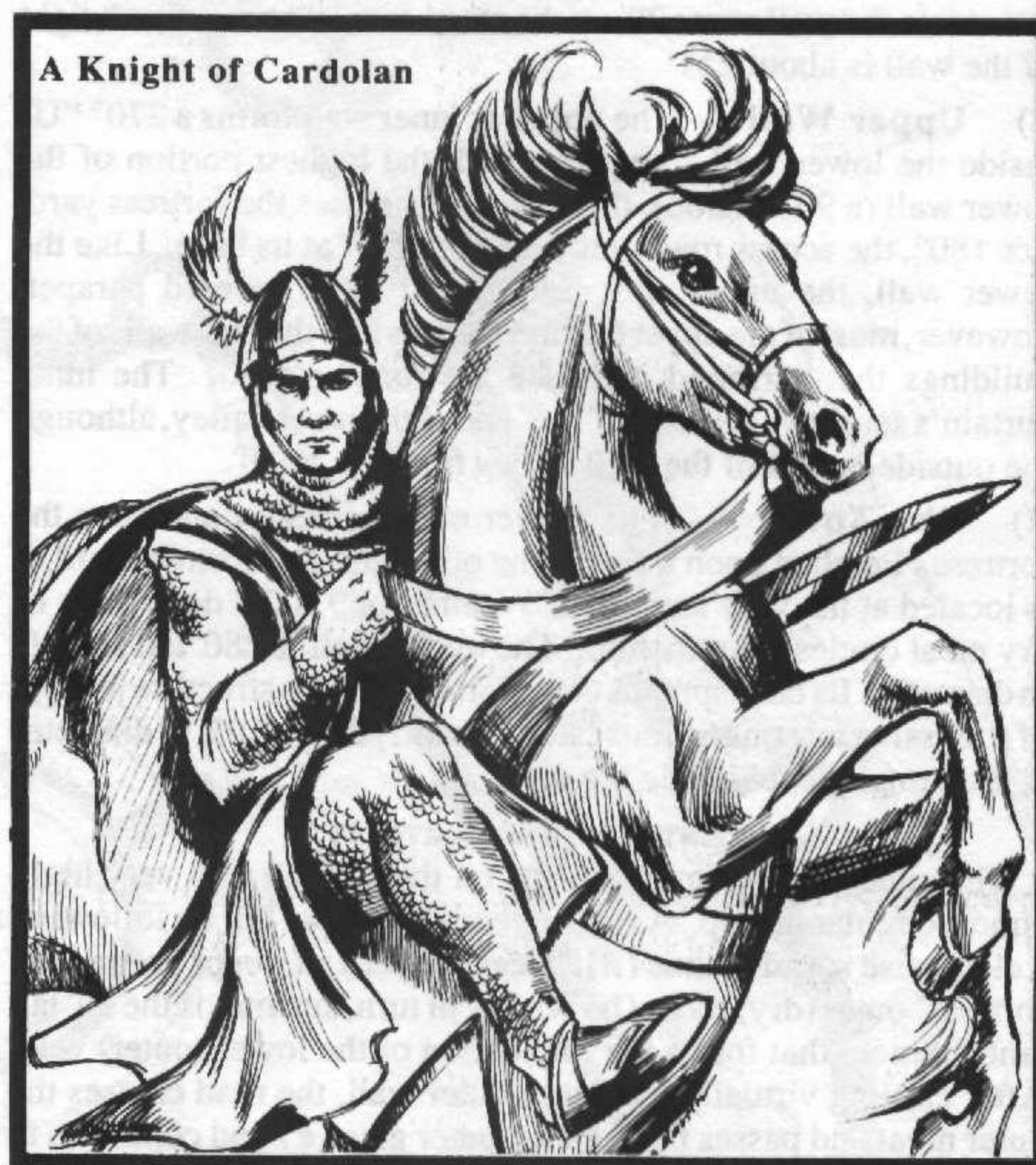
17. Armorer's Tower* — 5 levels: 4 above, 1 underground. The smooth-faced Armorer's Tower connects to the Dependencies by way of a passage through the adjoining wall. The metalworking shop that occupies the tower's first level is another of the citadel's main workshops. Stores, mostly raw or refined ore, are housed in the cellar. The second level accommodates the armor-making shop, while the third level holds an armory. The armorer and his three assistants live on the fourth and uppermost level.

18. Short Curve — Short Curve is the tallest and southeasternmost section of the inner wall. Its imposing height and the sharp decline of the adjacent drop lend it a threatening air. The wall's curving sentrywalk is 14' above the inner bailey and 26' above the outer bailey.

19. East Watch — 6 levels: 5 above, 1 underground. The easternmost tower in the upper wall, the East Watch stands vigil over the dangerous western plain of Rhudaur. Located above Elendil's Watch, at the narrowest part of the lower bailey, it is the focus of the strongest point in the citadel. The adjoining sentrywalks pass through its the third level. Stores fill the cellar and a kitchen and mess area occupy the first and second levels. The Second Captain resides on the third level, while the fourth and fifth levels accommodate a small barracks and the battlement.

20. The Odd Spire — The Odd Spire rises out of the South Curve of the outer wall. It is the Watch Squire's station, and it is here that the Squire blows the horns that signal changes in the guard patterns.

21. Prison Tower* — 6 levels: 3 above, 3 underground. A U-shaped bastion that was later converted into a tower, the Prison Tower is one of the strongest fortifications along the inner wall. This is important, for the citadel is protected by only one wall along its southeastern flank. The tower's lower two cellars house prisoners, and the upper cellar is devoted to a kitchen and gathering hall for the nine guards that reside here. They live on the first level. The second level of the tower is a common room where trials are often conducted, although the formal judgement chamber is located in the Tower of Amon Sûl.



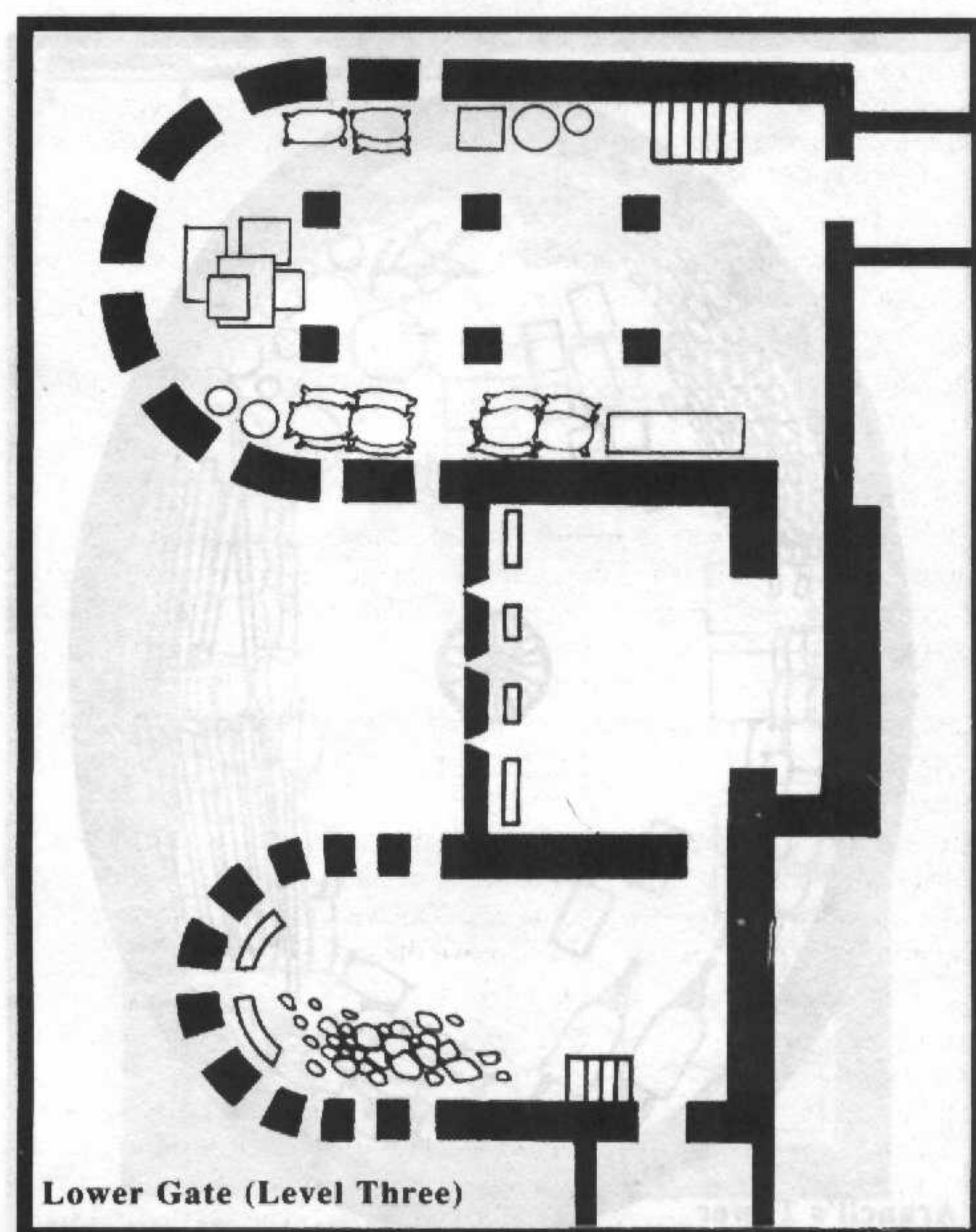
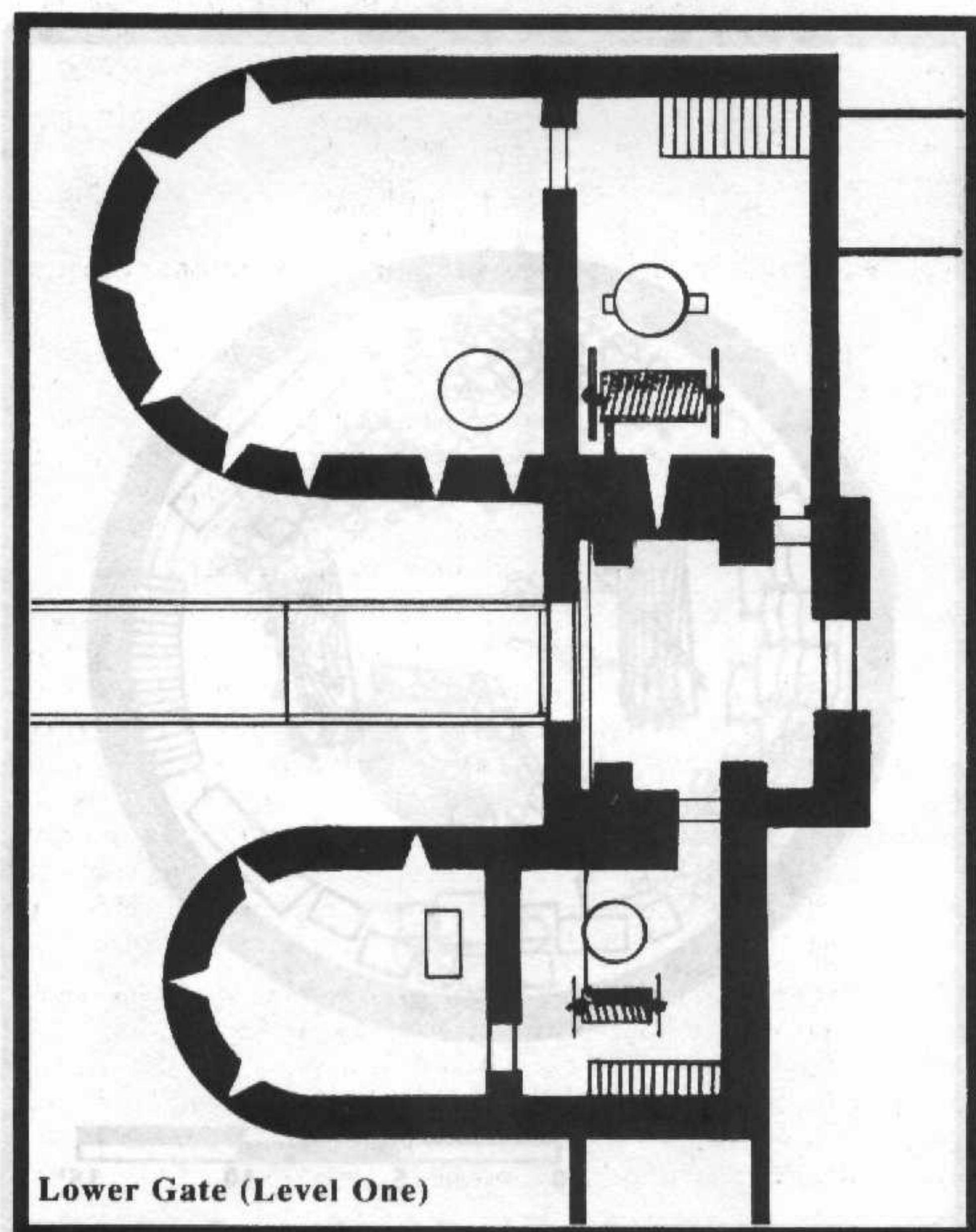
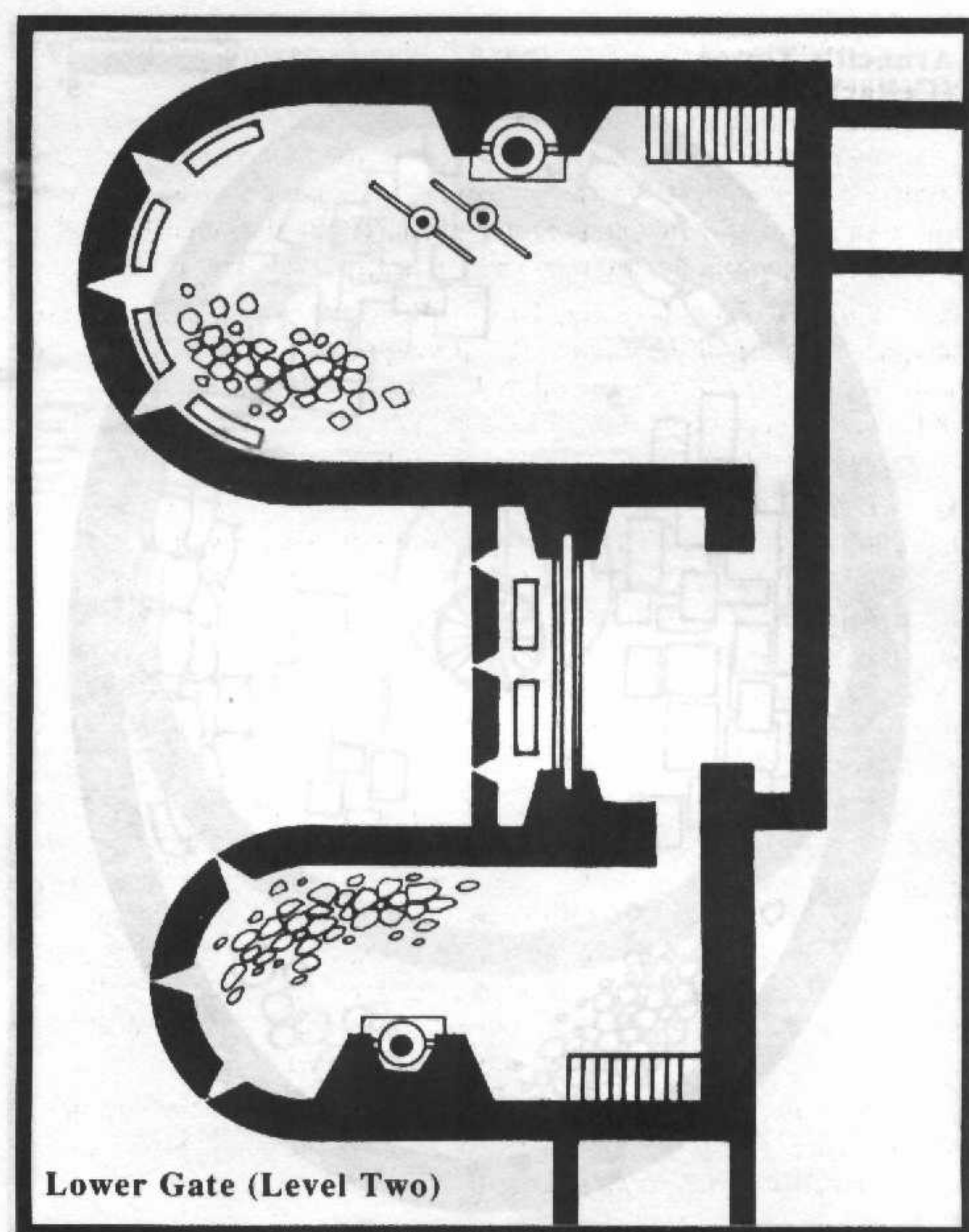
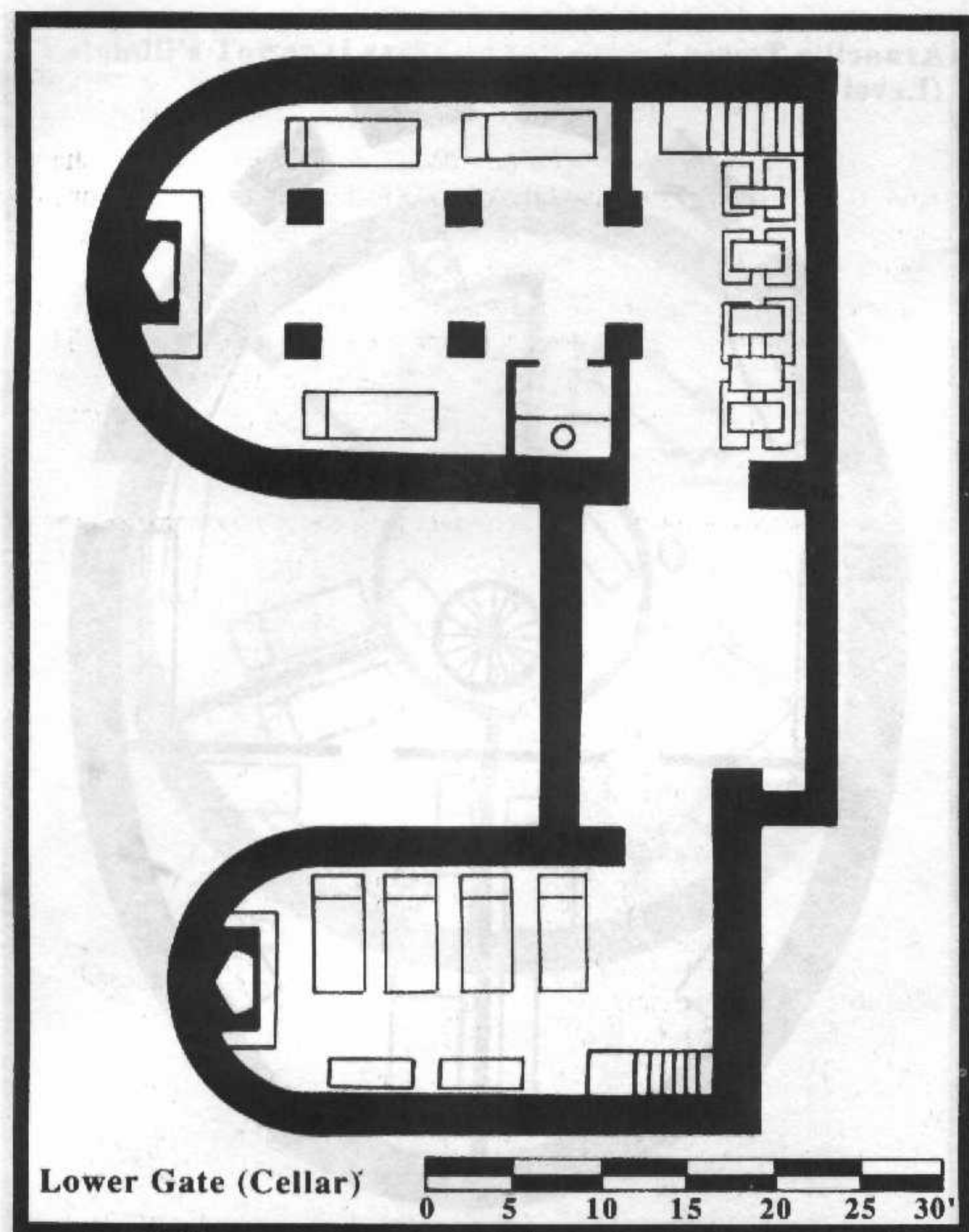
A Knight of Cardolan

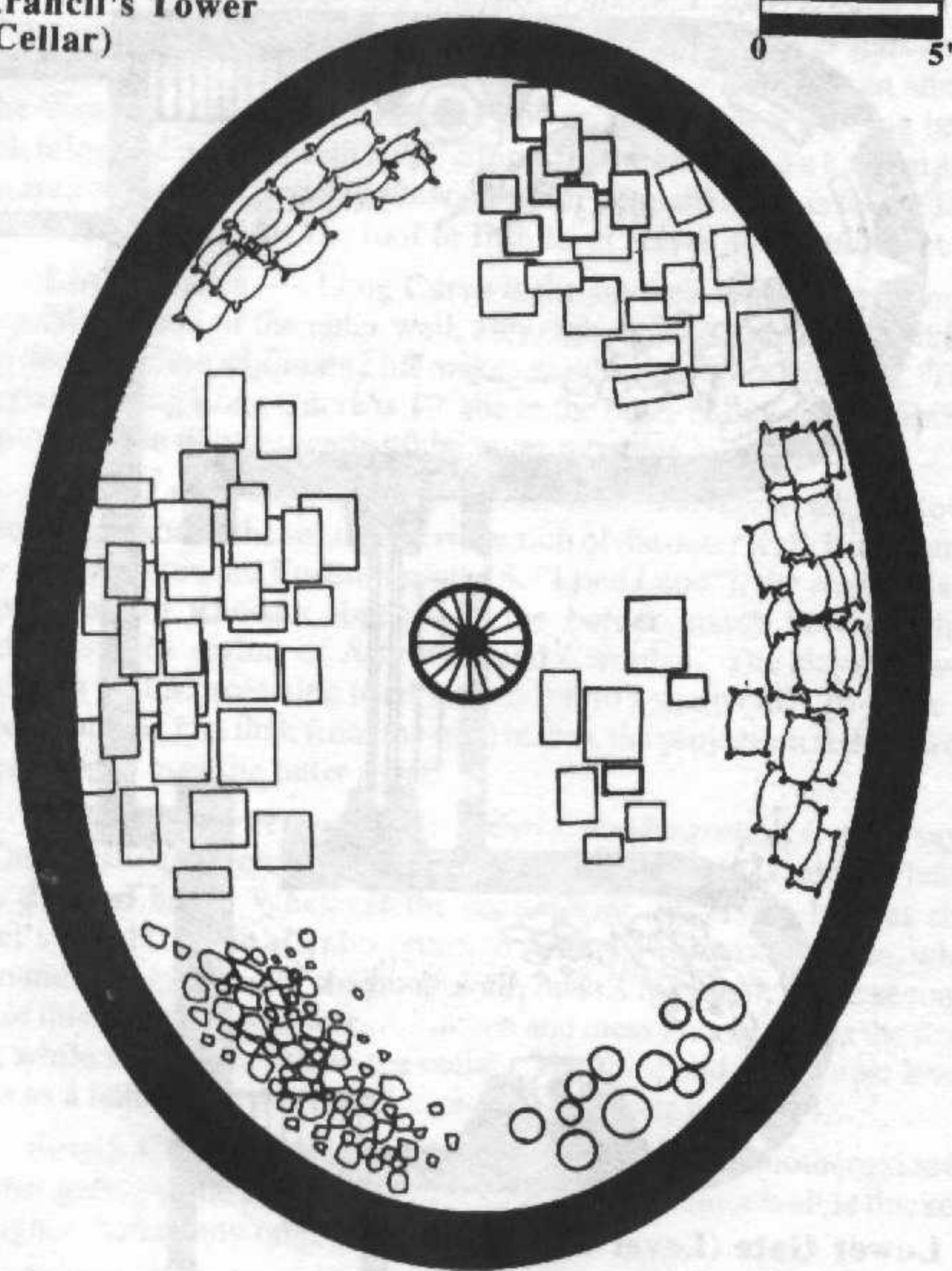
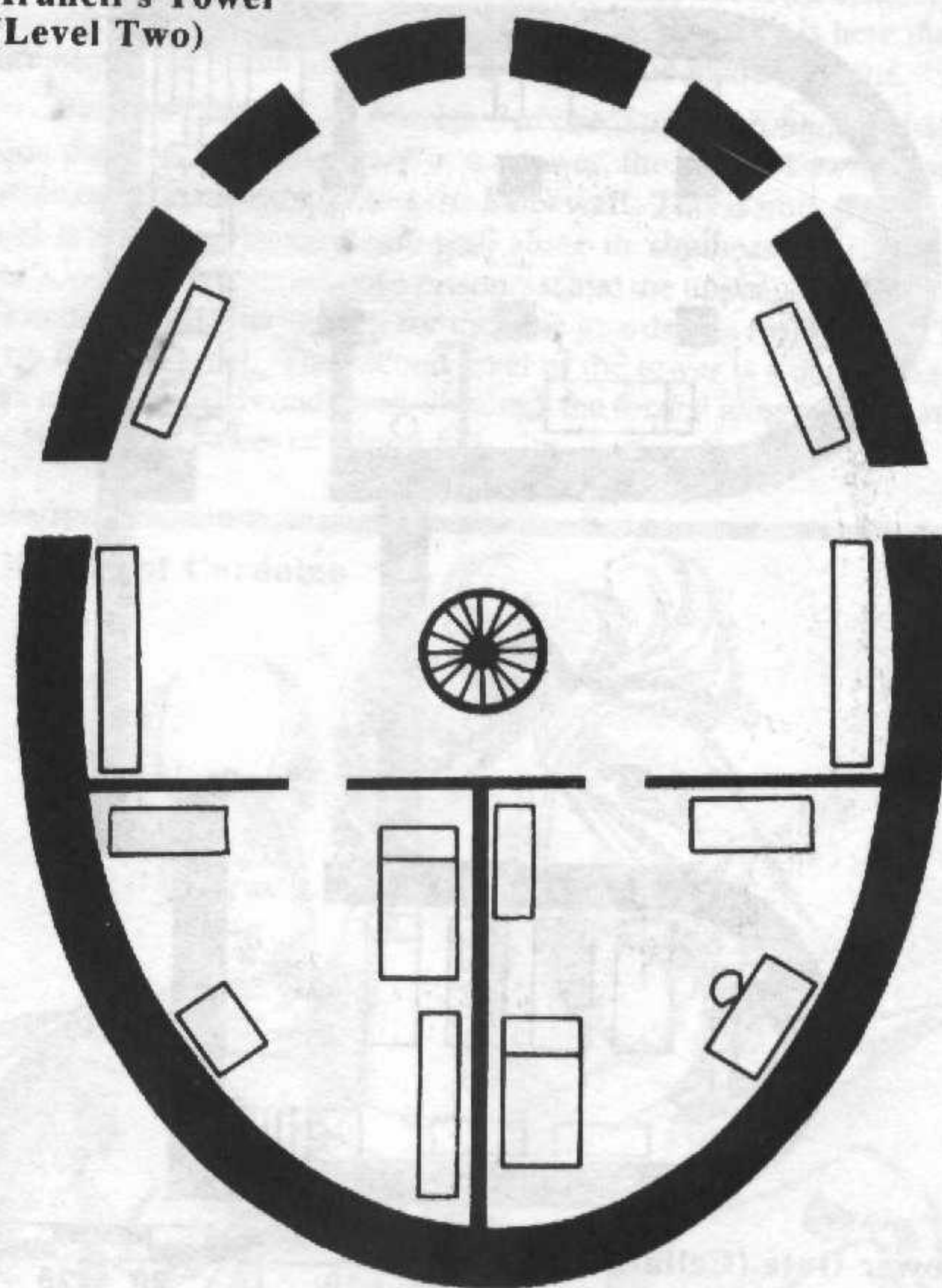
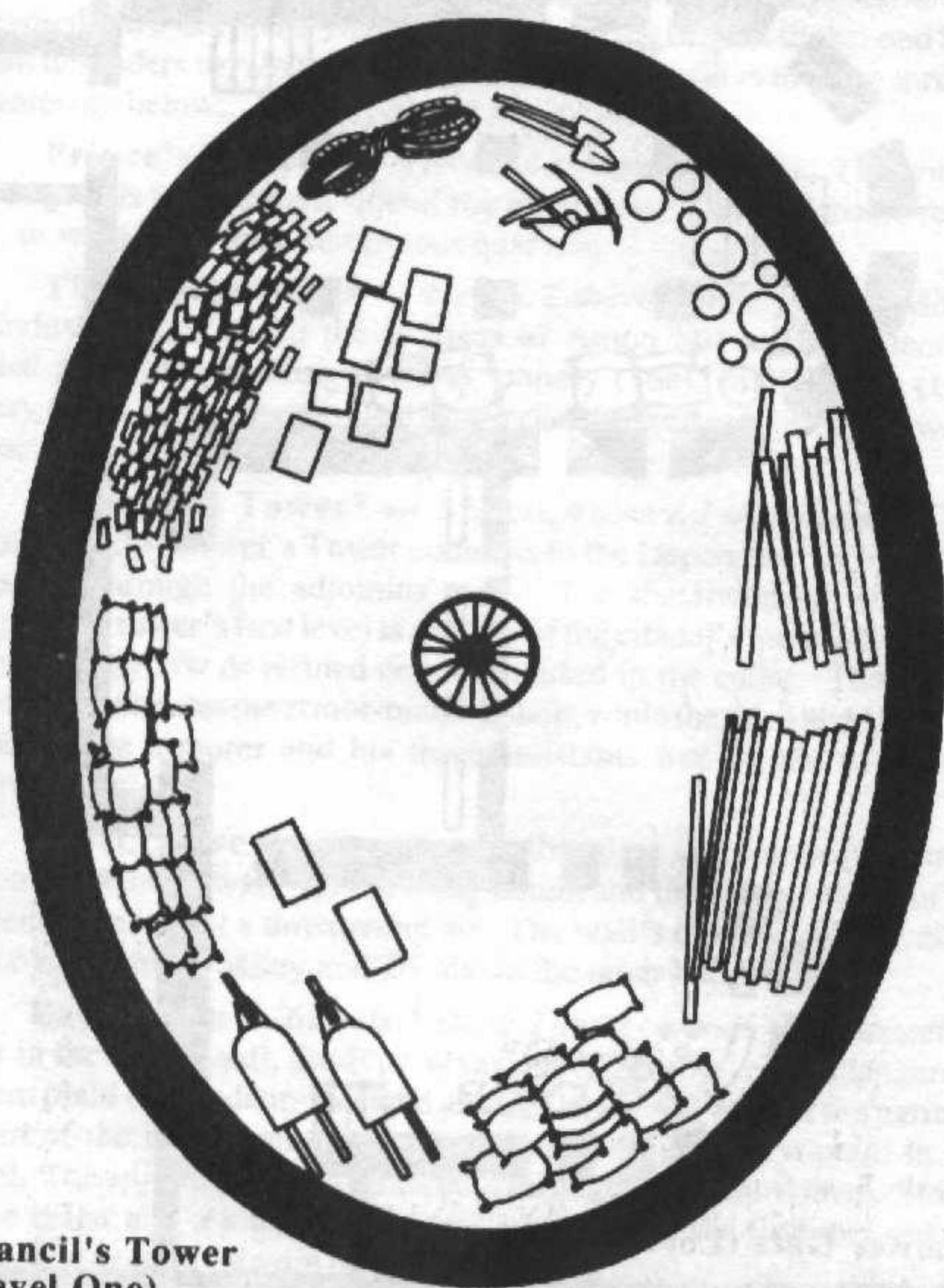
22. Smith's Bastion* — 4 levels: 3 above (including the loft), 1 underground. The Smith's Bastion helps guard the lower gate. It is an unusual structure, for its three aboveground levels are all open in the rear, permitting ventilation for the three forges that comprise the fortress smithy. Stores are kept in the loft or in the cellar. A sentrywalk winds along the outer wall of the second level, thereby permitting defenders to operate from the upper portion of the outward-facing wall.

23. Cook's Tower* — 7 levels: 4 above, 2 underground, and an attic. The Cook's Tower provides food for the entire fortress garrison and houses the cooks' and quartermaster's offices. Other kitchens and foodstores are located around the citadel, but all the food brought to Amon Sûl or grown on the premises is initially stored and processed here, even if it is to simply repackage, mark, and ship the food to a shop like the smokehouse. Foodstores occupy the cellars and the attic, and a mill cover the whole of the first level. Kitchens fill the second and third levels, and the offices and battlements occupy the fourth level of this twelve-sided structure.

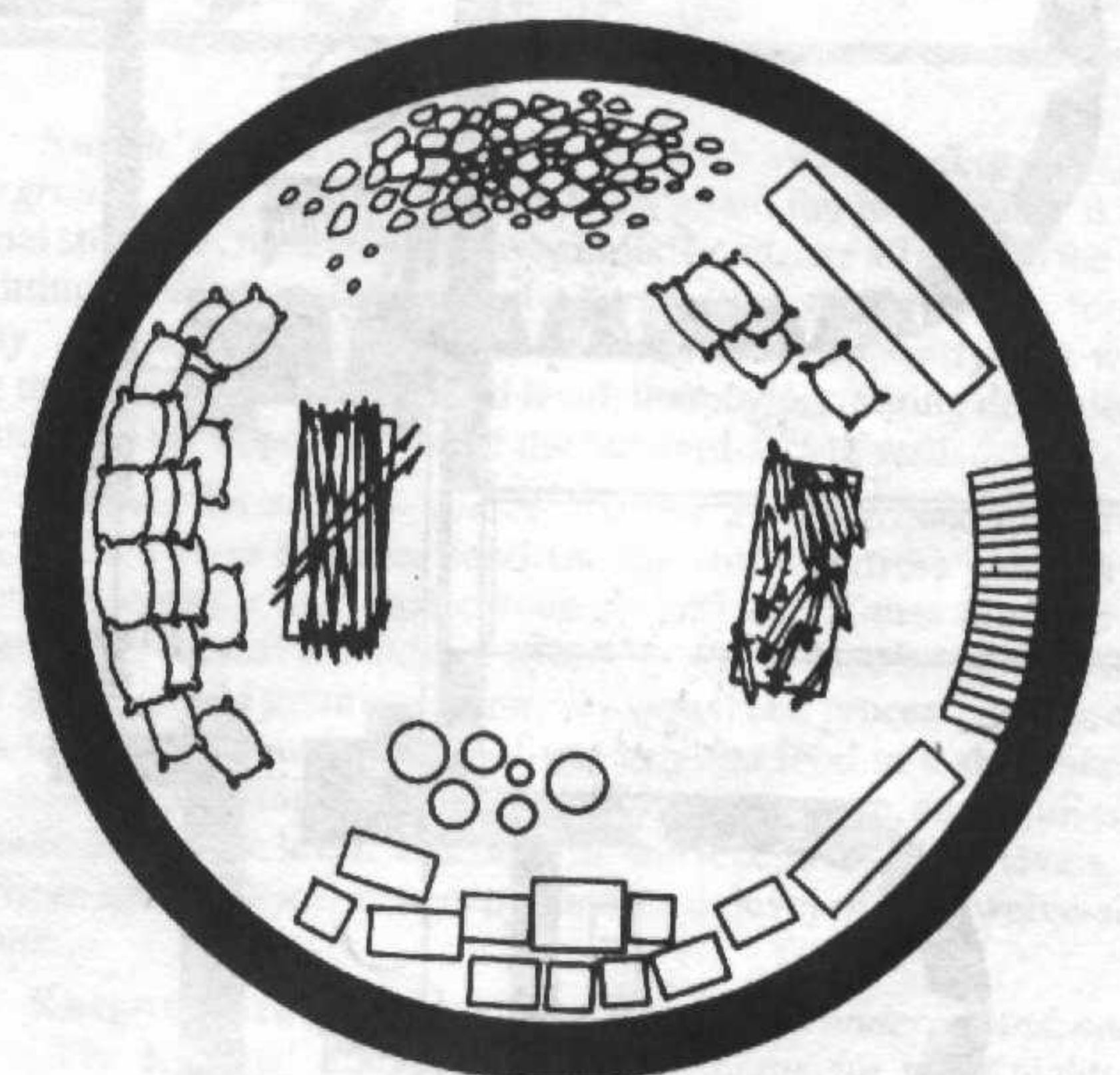
24. Knights' Stables* — 7 levels: 4 above, 2 underground, and an attic. The Knights' Stables serve as the home for the Knights (S. "Requain") and their horses. The stables themselves occupy the first level and the associated shops fill the second level. Both the third and fourth levels house the Knights. Food for the horses is kept in the upper cellar, while a store for extra riding equipment and a small armory occupy the lower cellar.

25-31. Tower of Amon Sûl* — See Section 3.4 below.

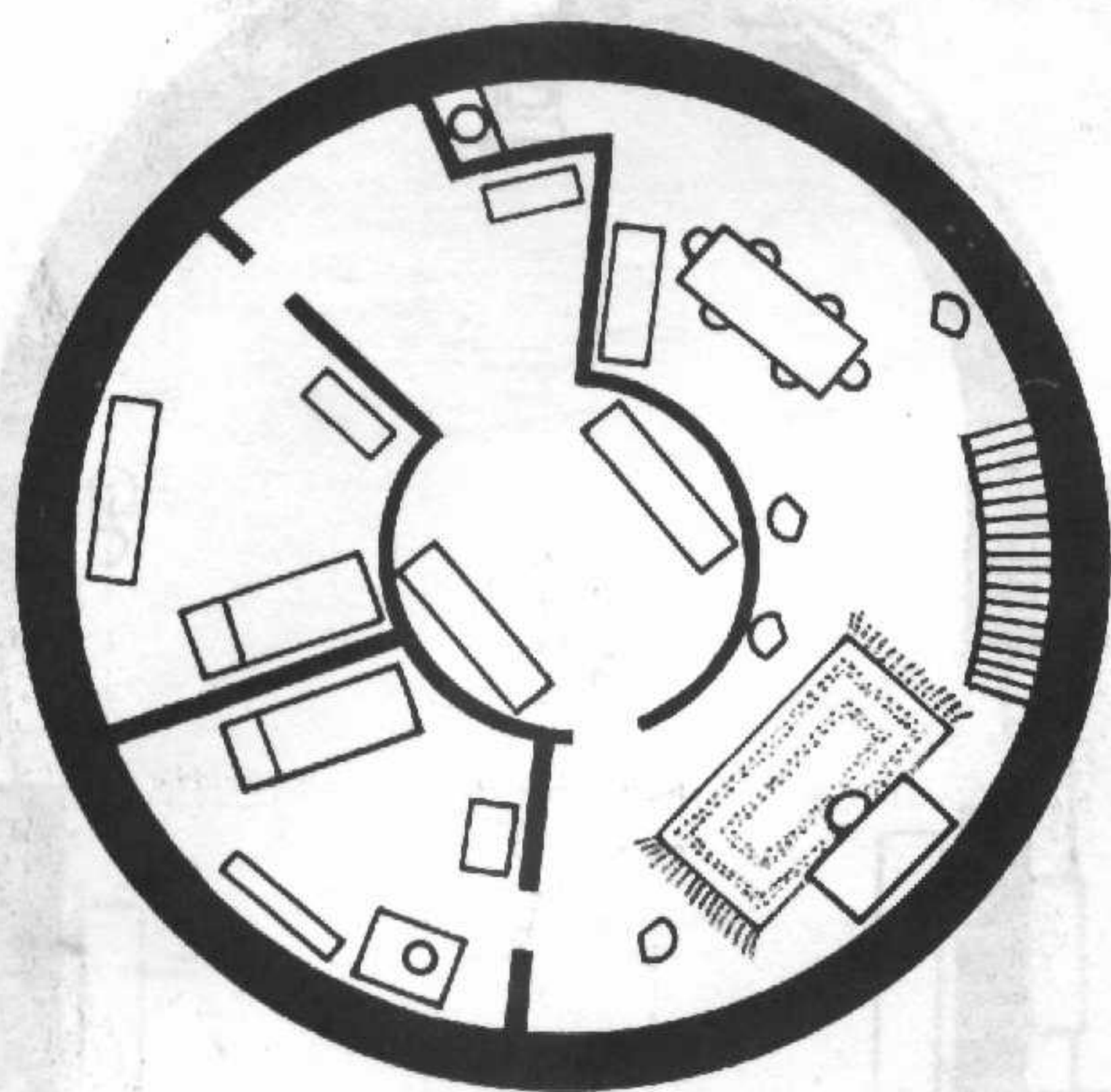


Arancil's Tower
(Cellar)Arancil's Tower
(Level Two)Arancil's Tower
(Level One)

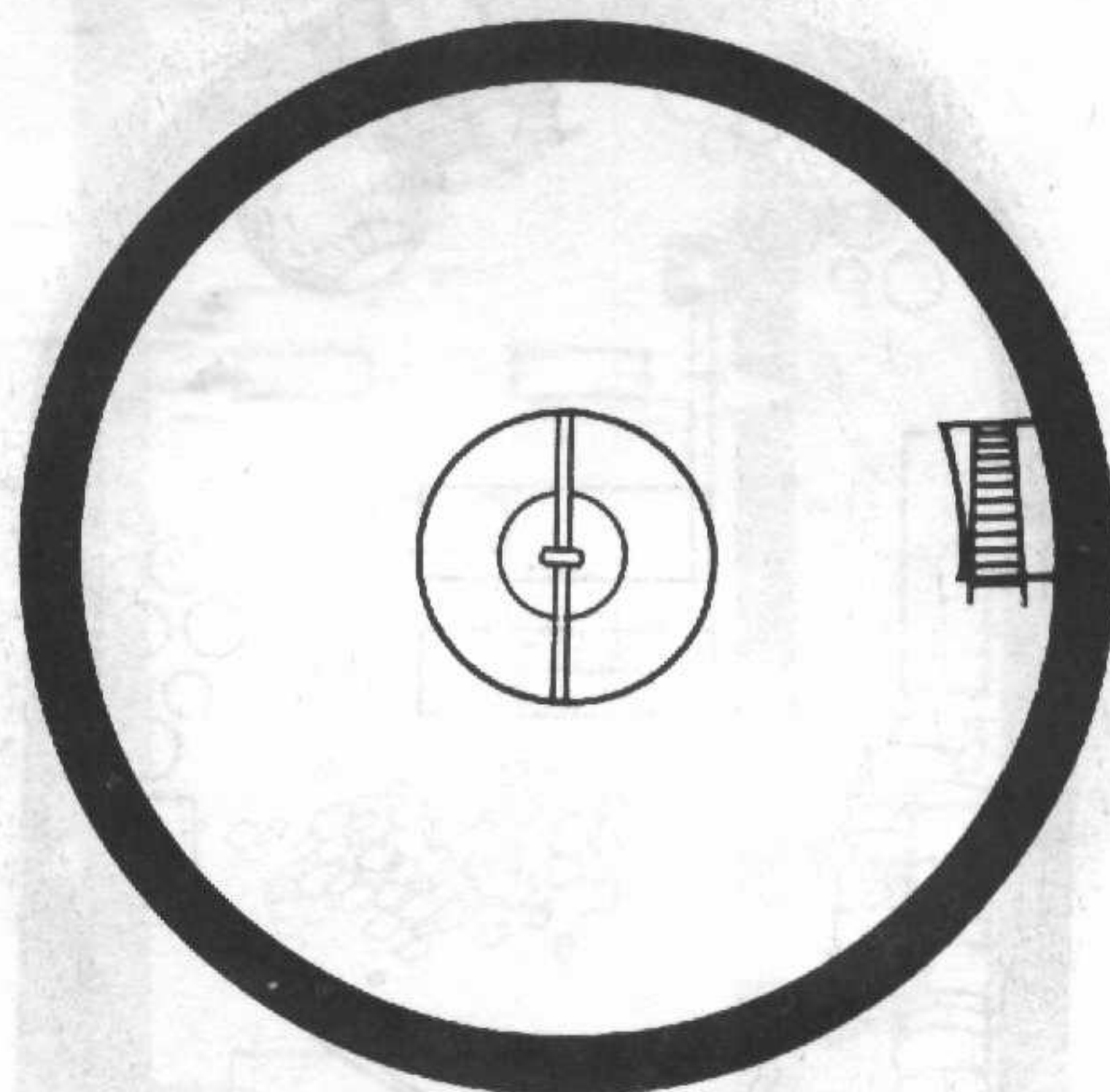
Valandil's Tower (Cellar)



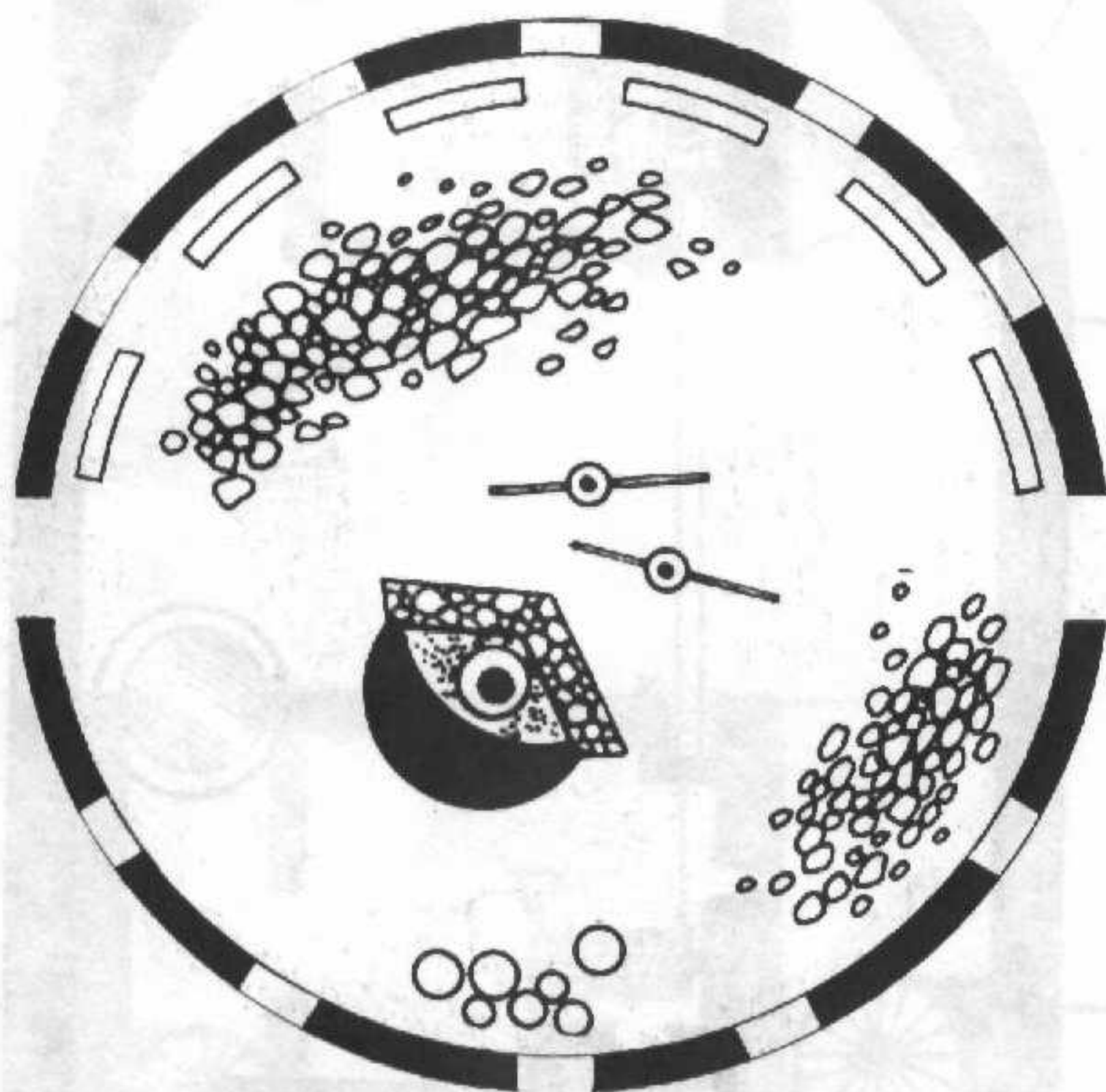
Valandil's Tower (Level One)



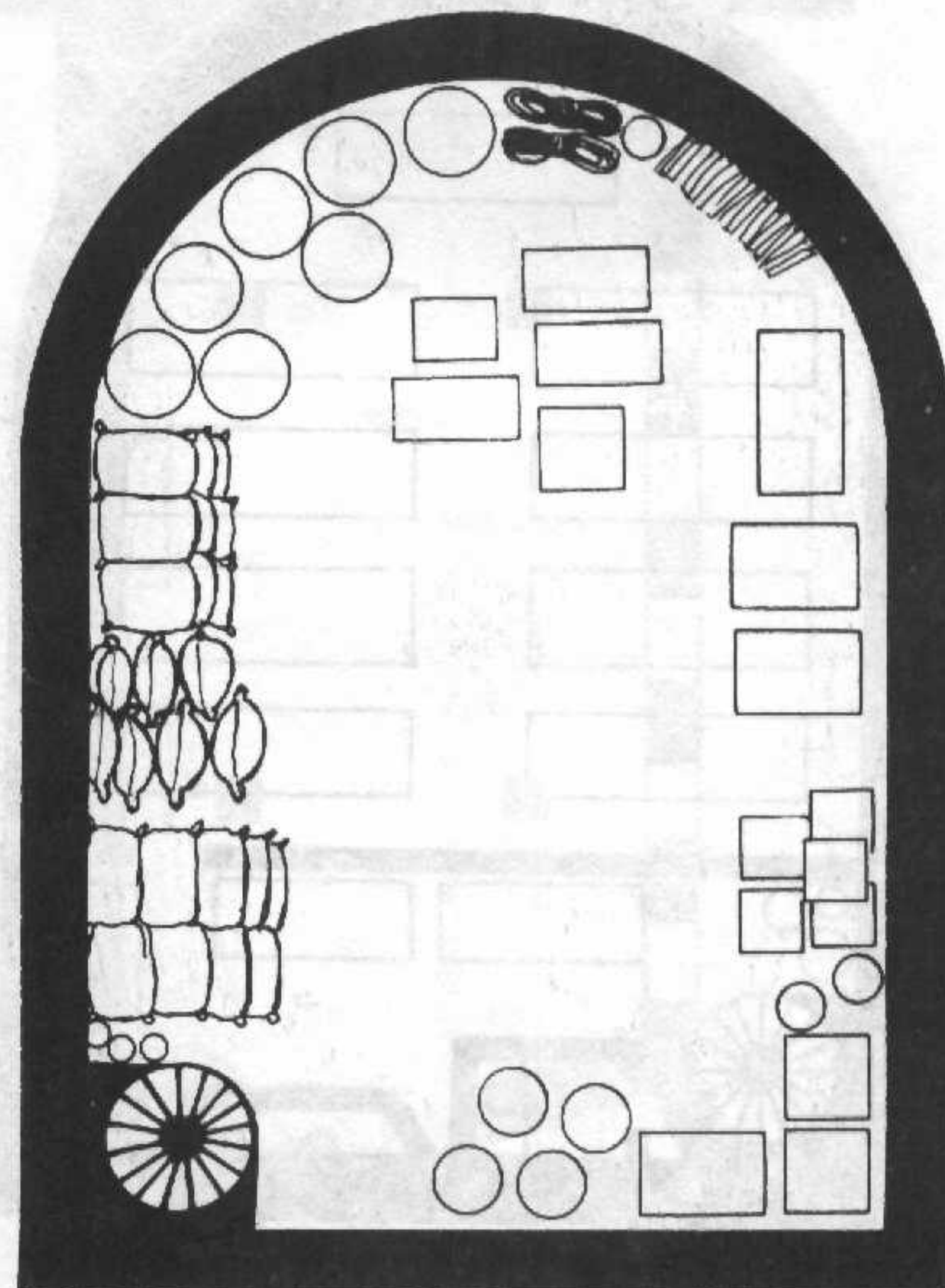
Valandil's Tower (Level Three)



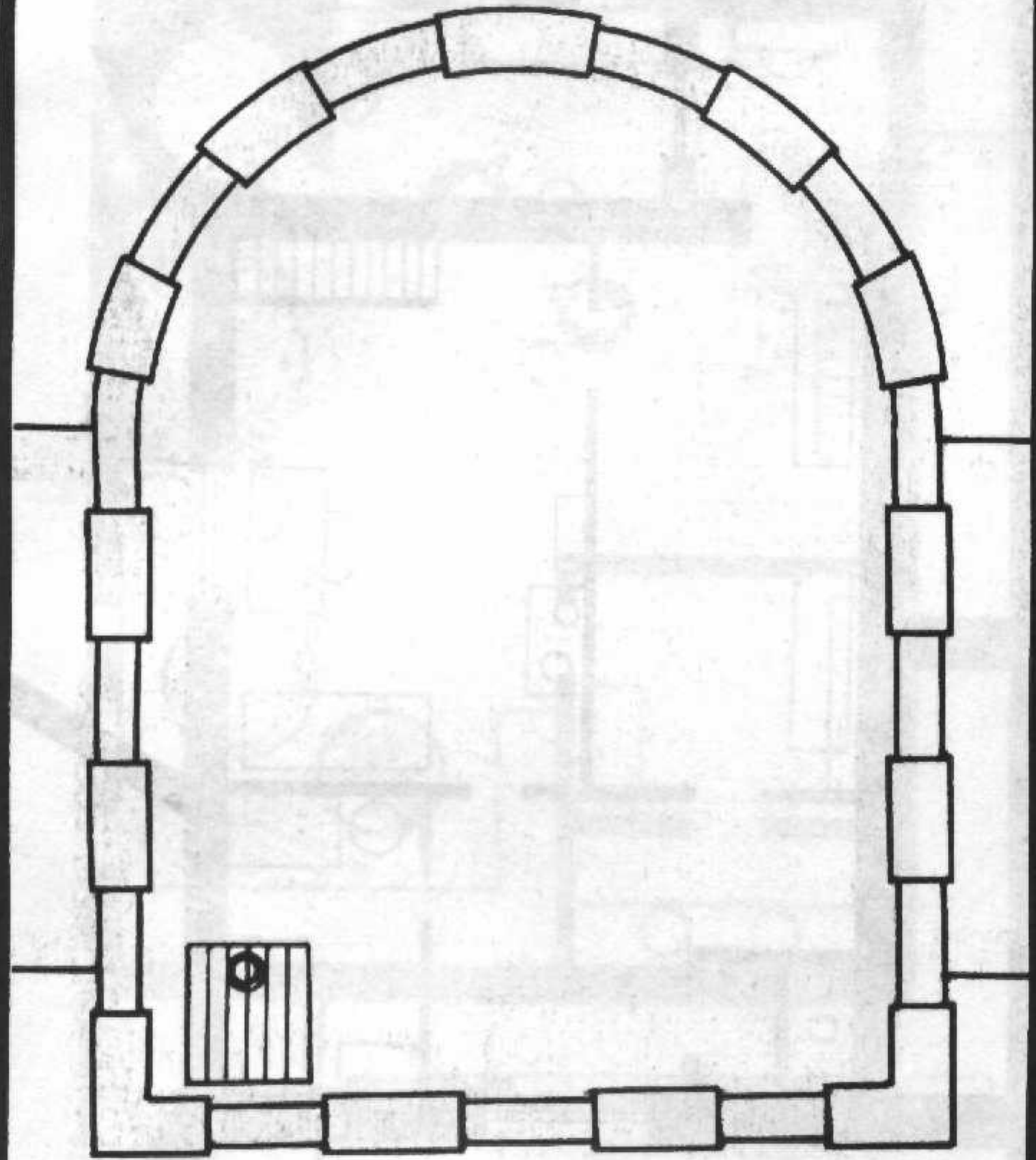
Valandil's Tower (Level Two)



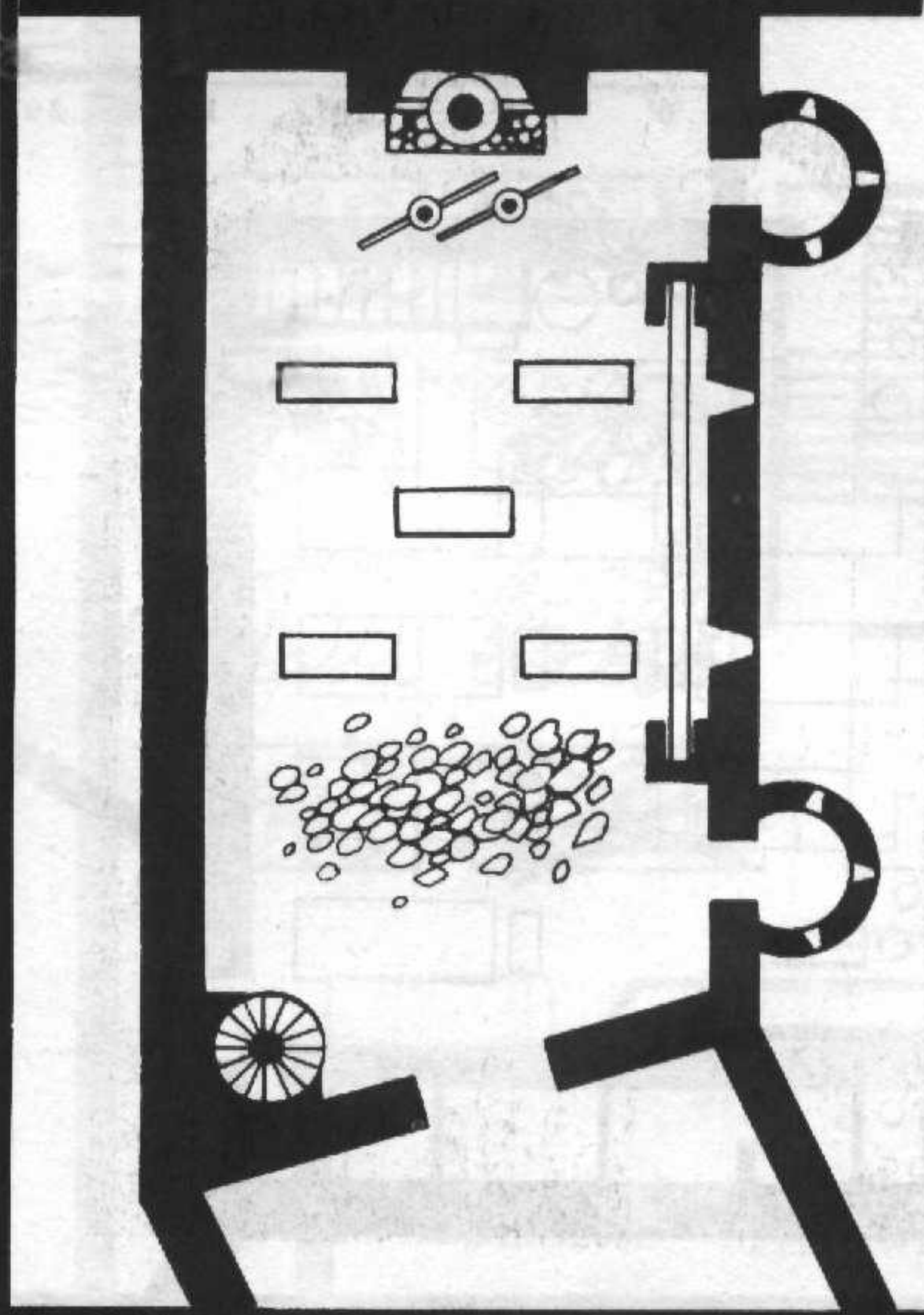
Elendil's Watch (Cellar)



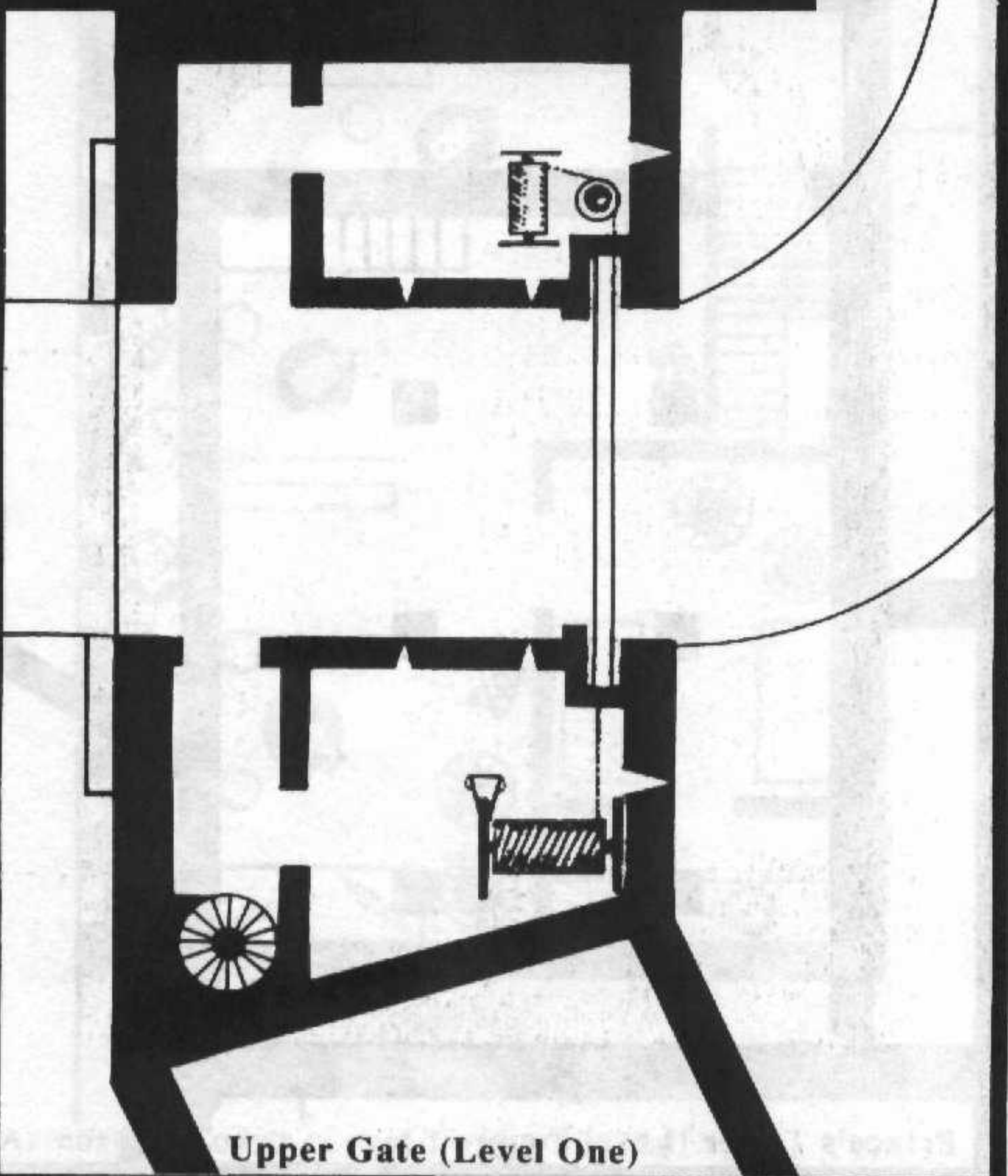
Elendil's Watch (Level Five)



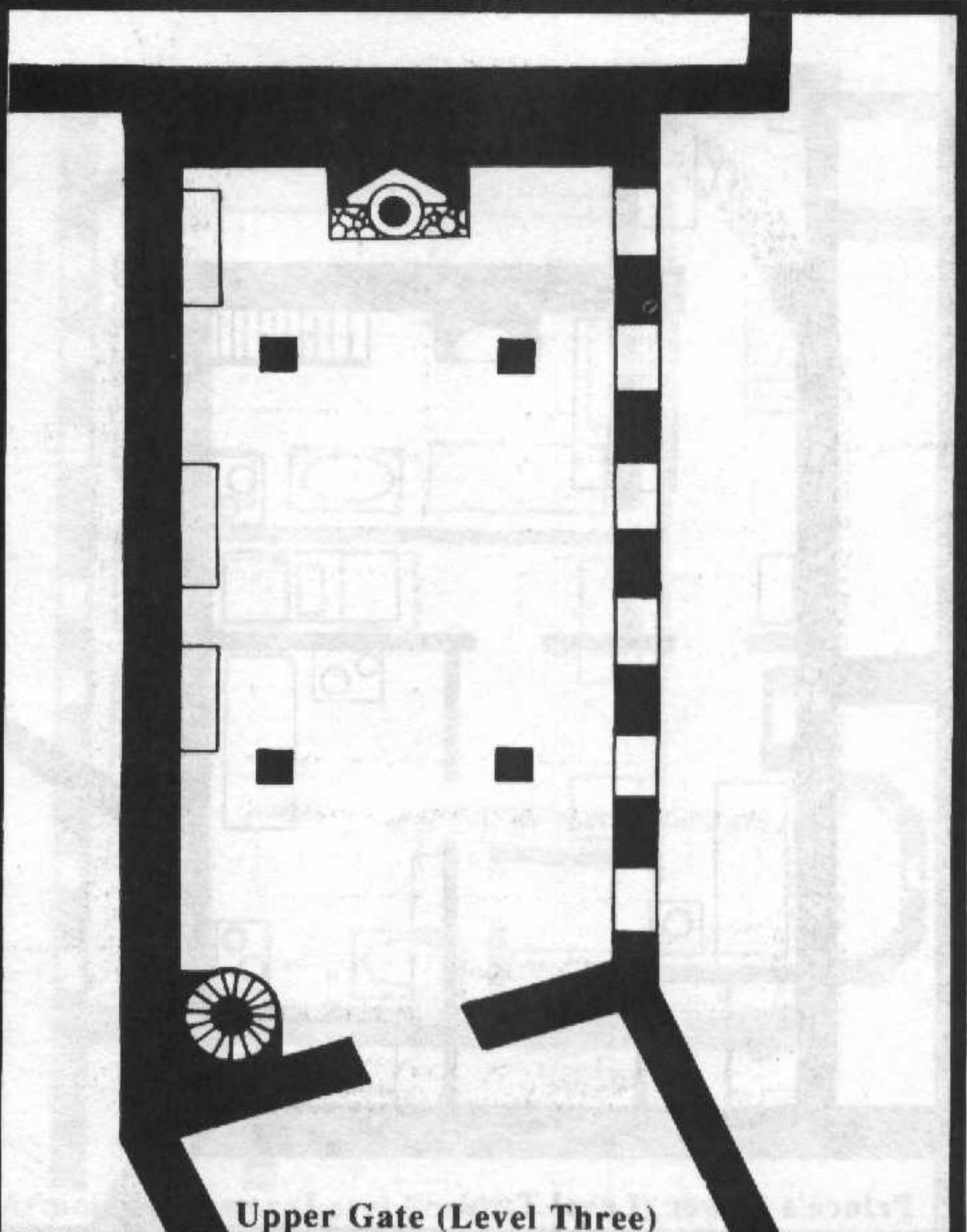
Upper Gate (Level Two)



0 5 10 15'

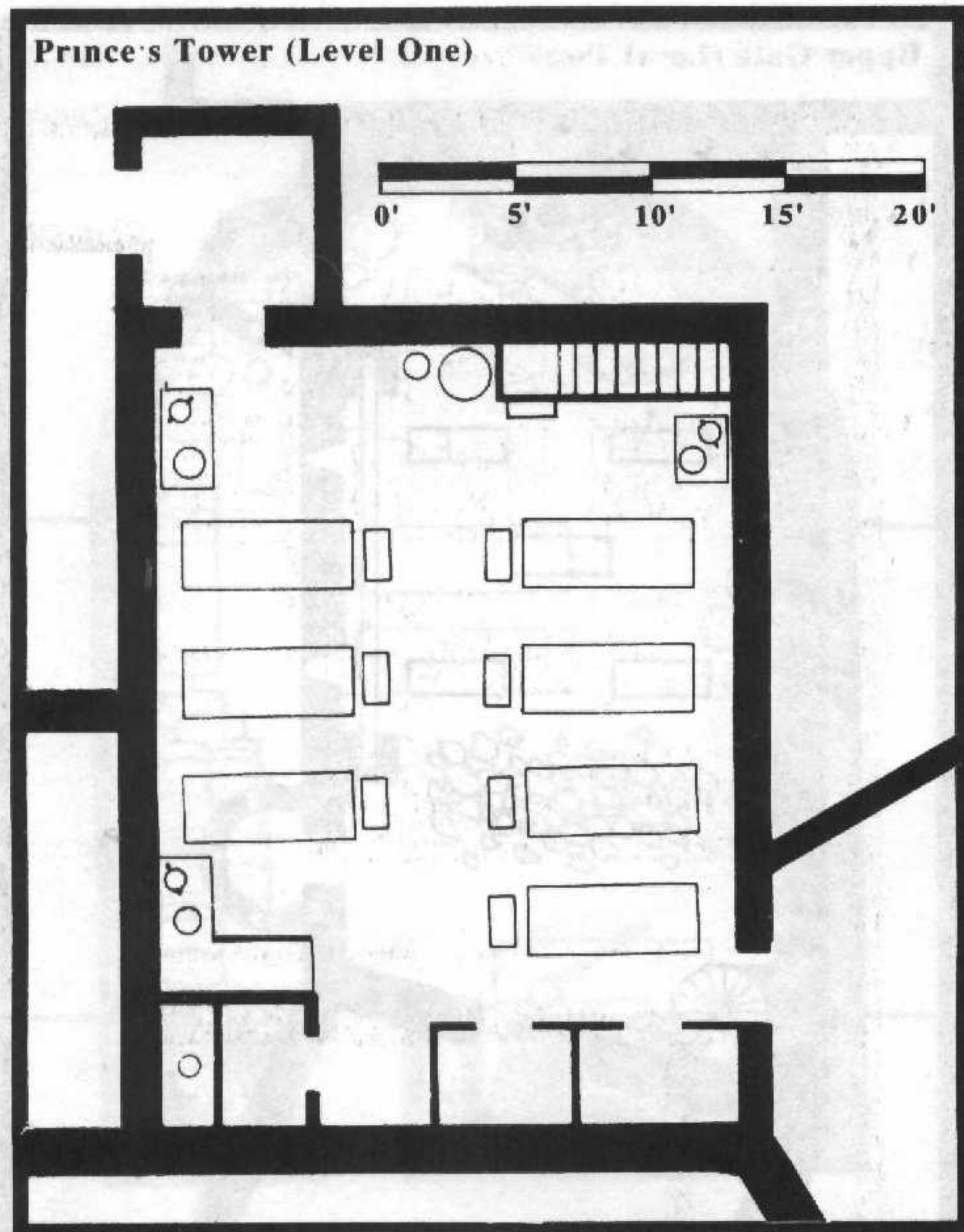


Upper Gate (Level One)

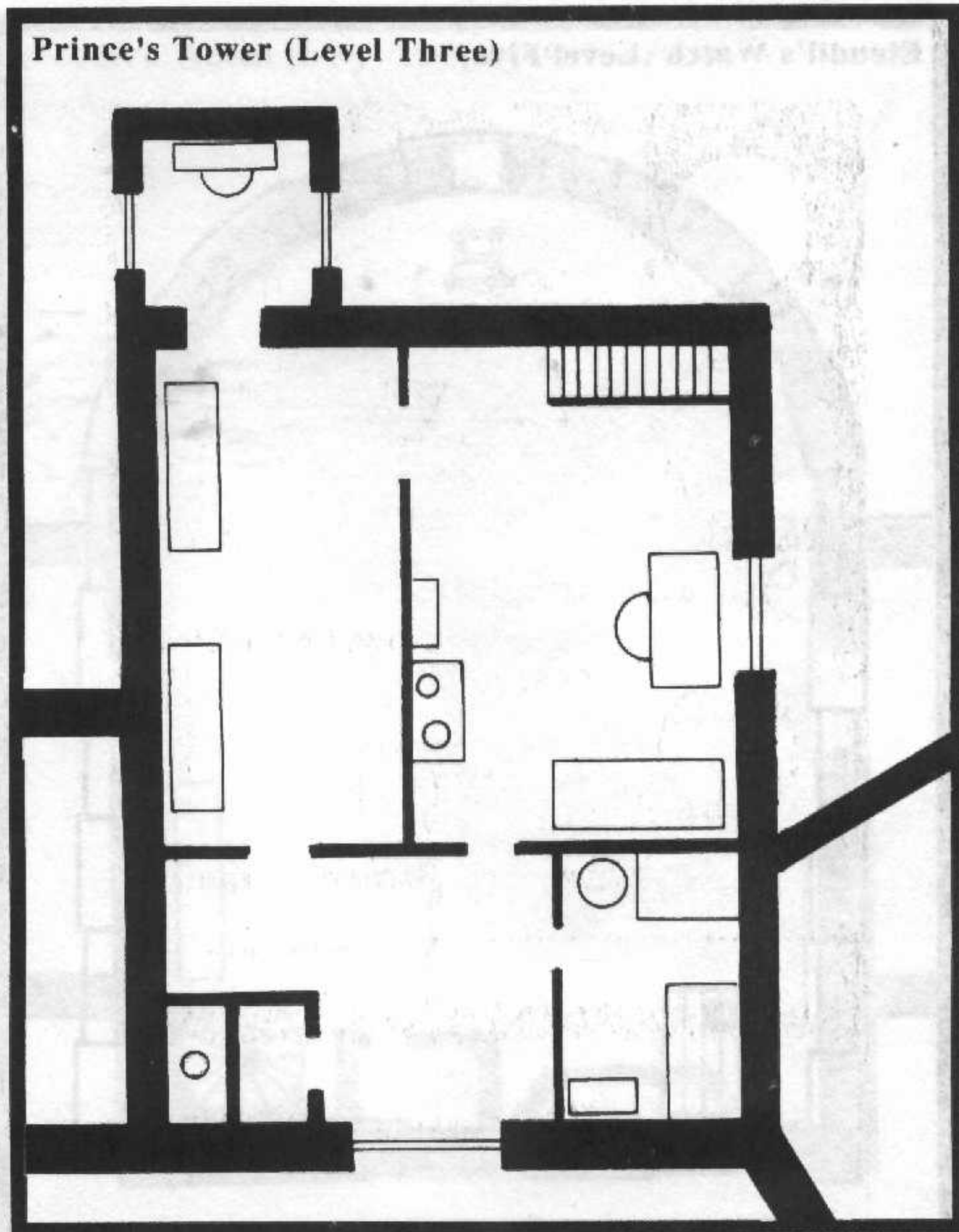


Upper Gate (Level Three)

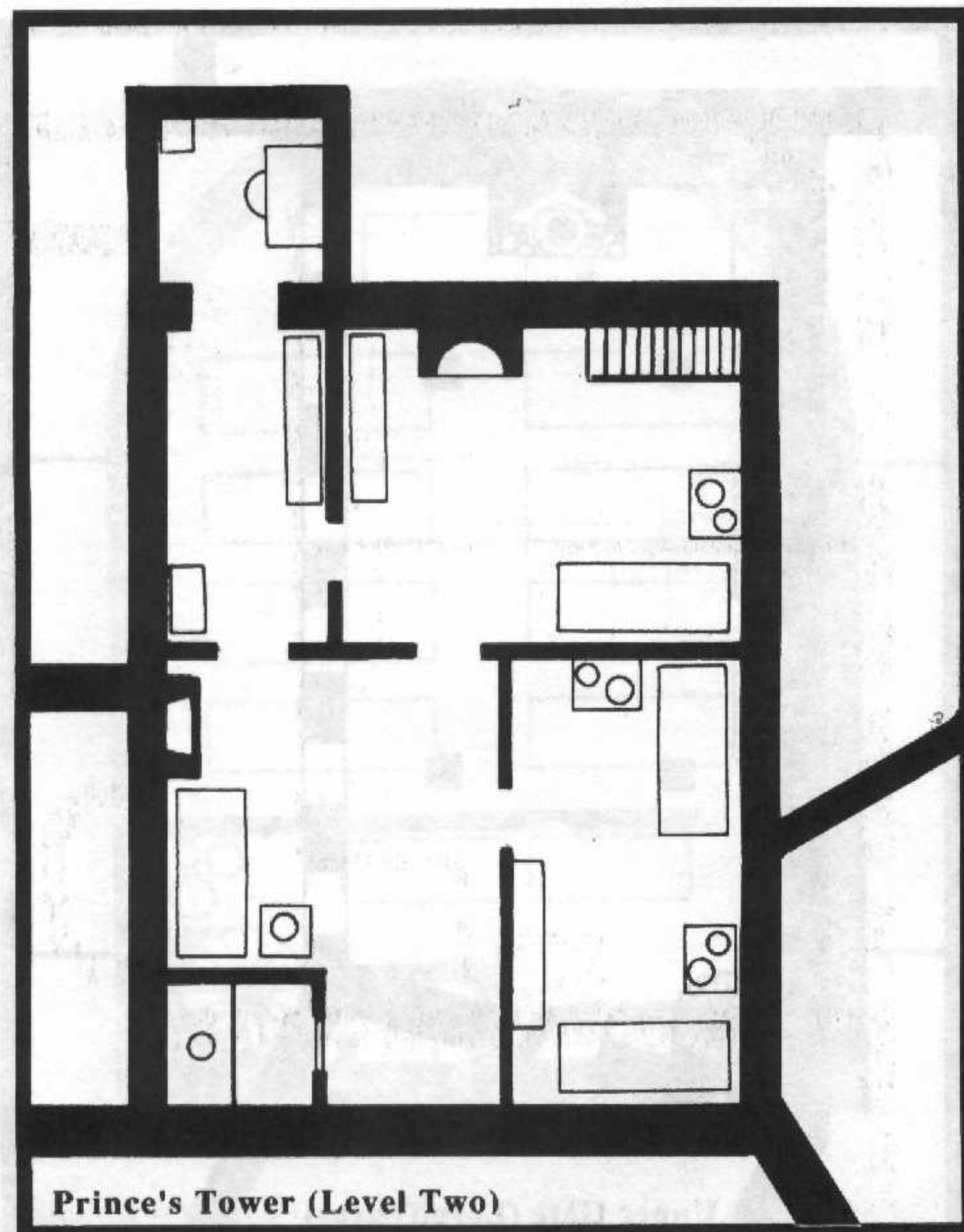
Prince's Tower (Level One)



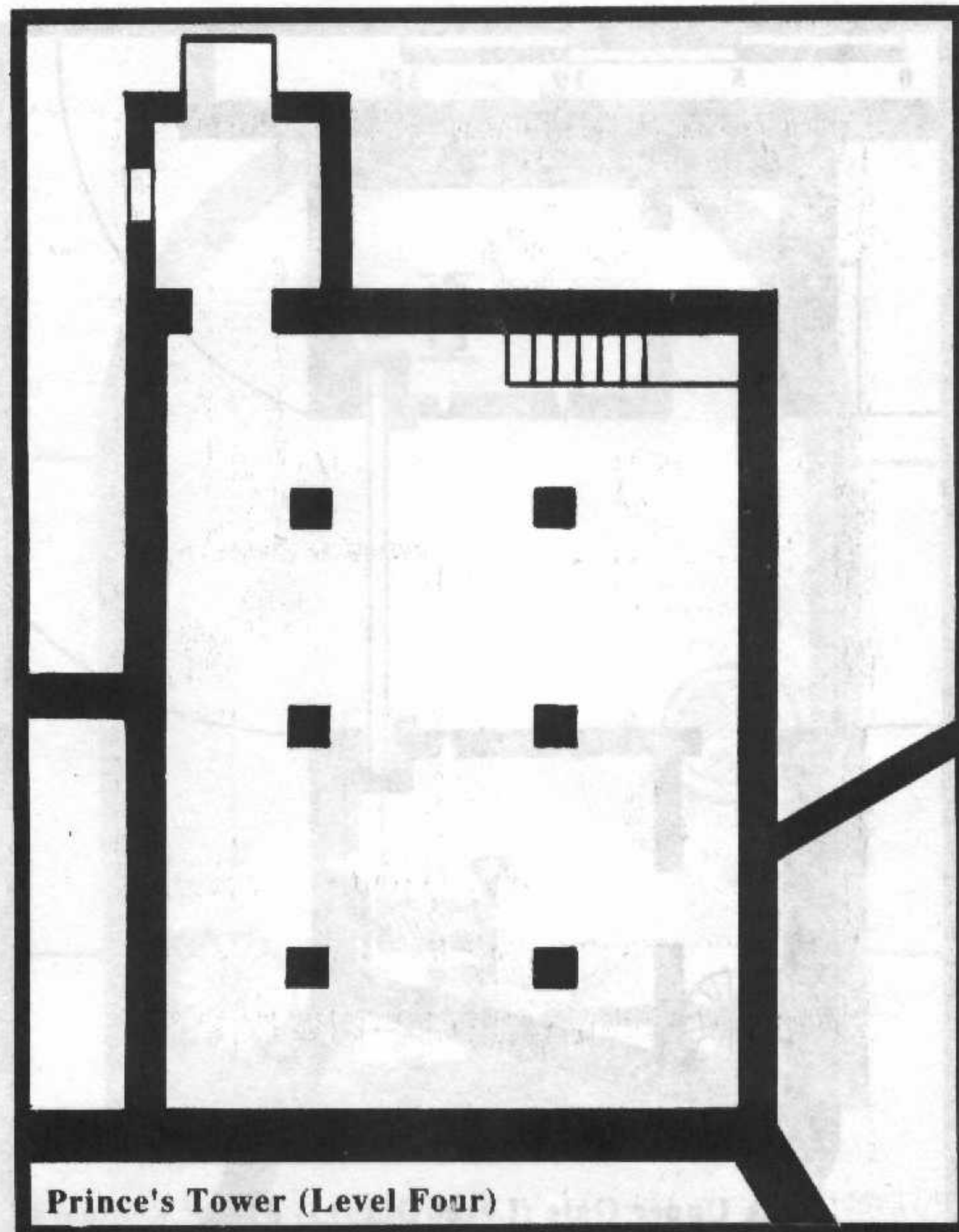
Prince's Tower (Level Three)



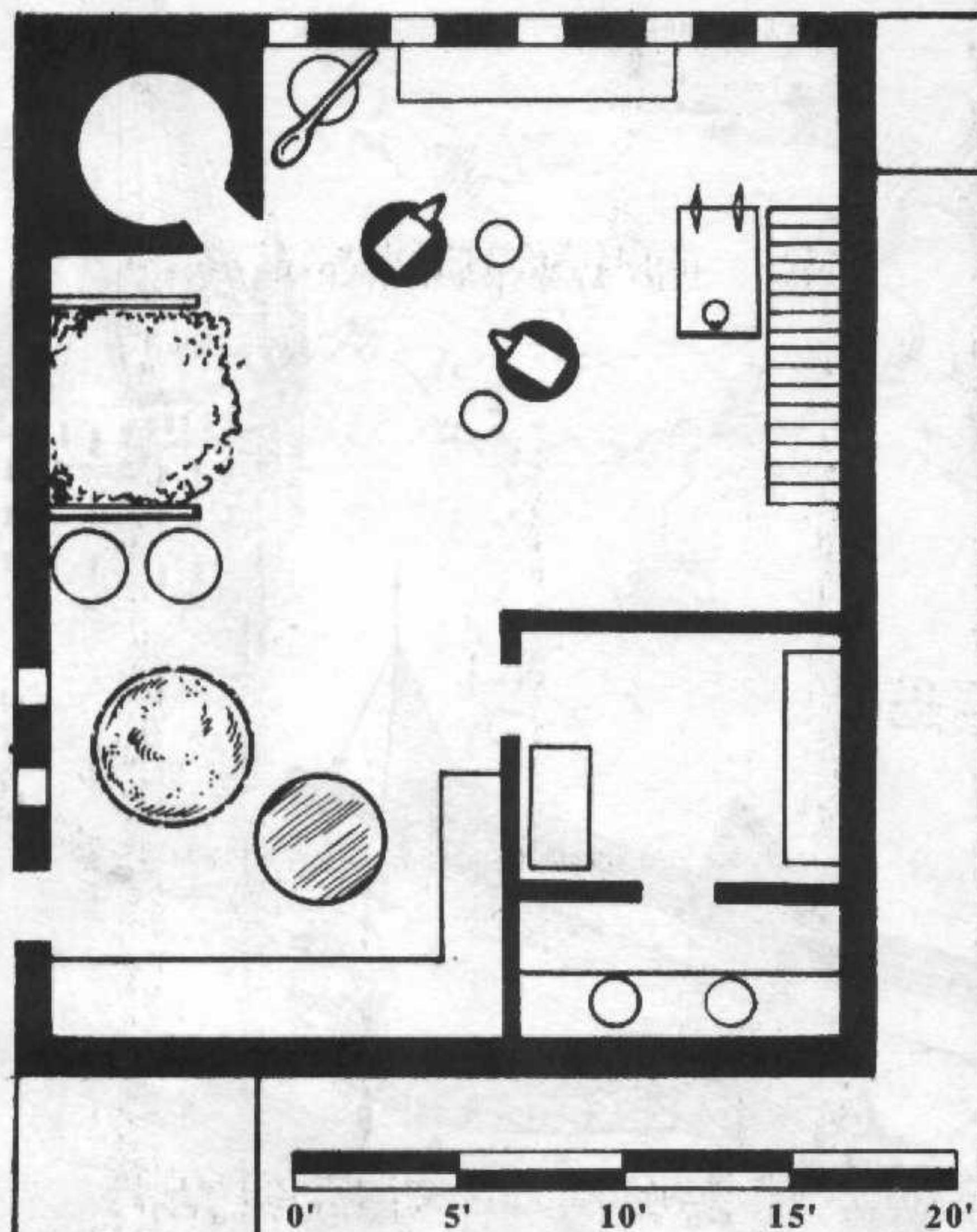
Prince's Tower (Level Two)



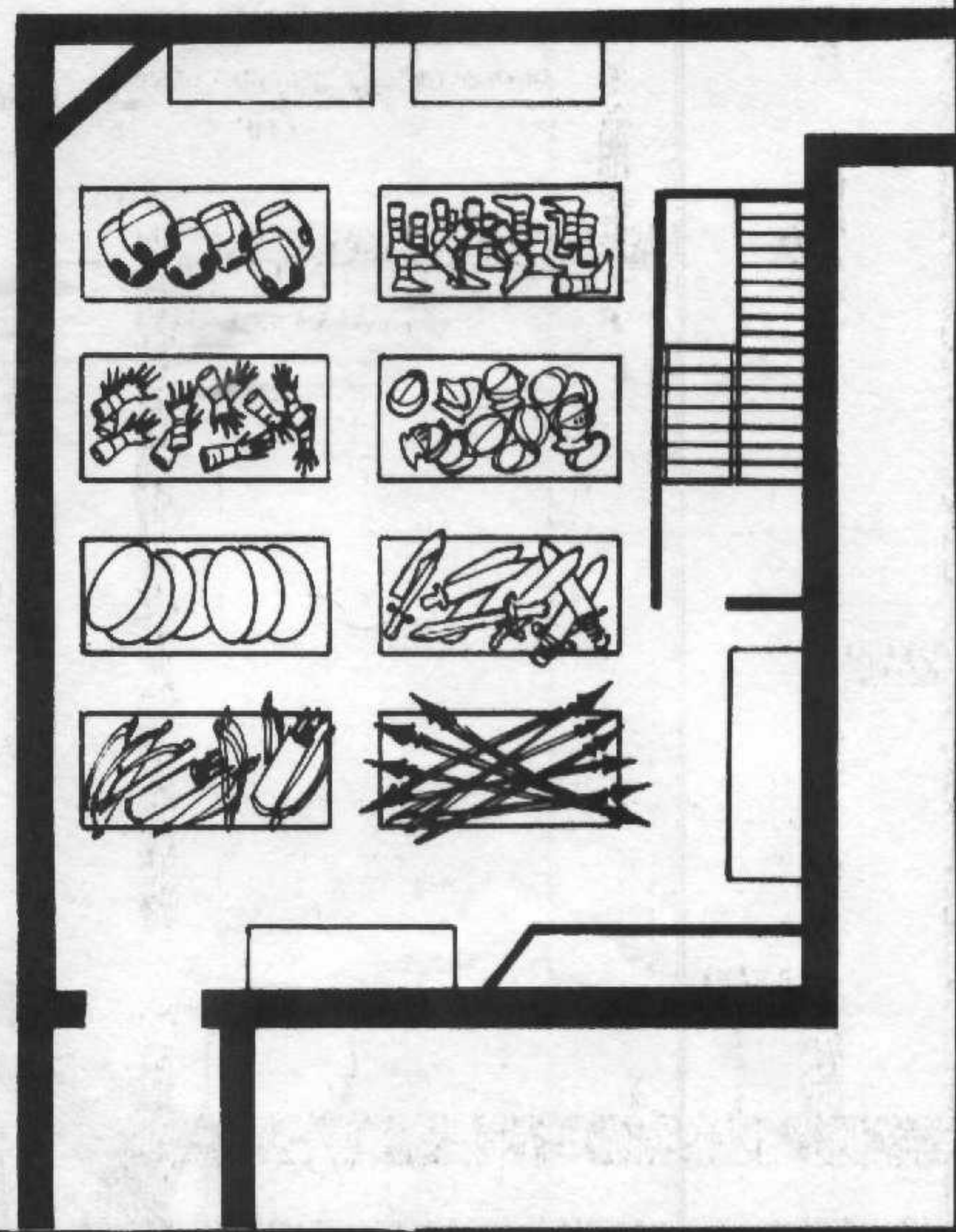
Prince's Tower (Level Four)



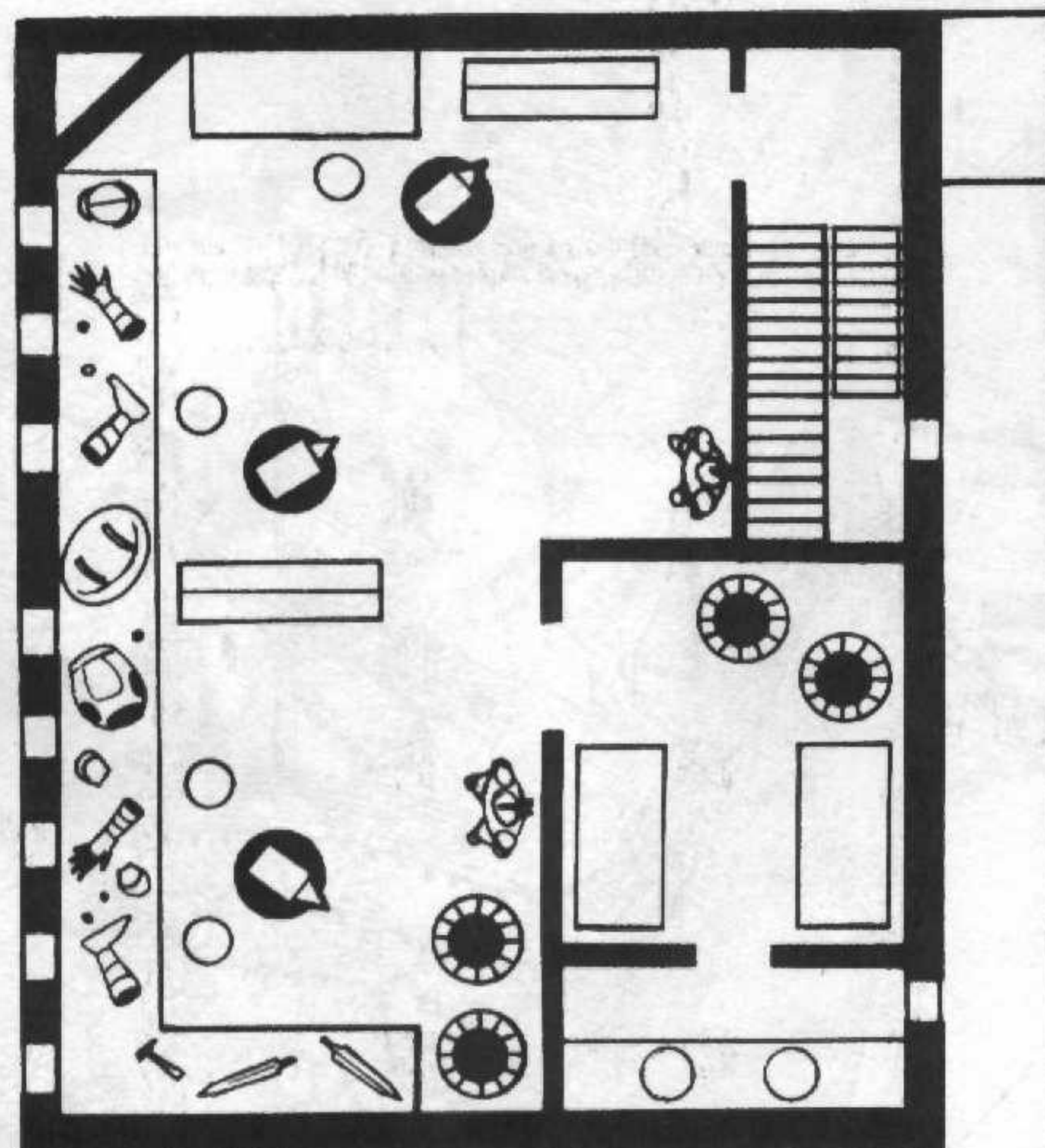
Armorer's Tower (Level One)



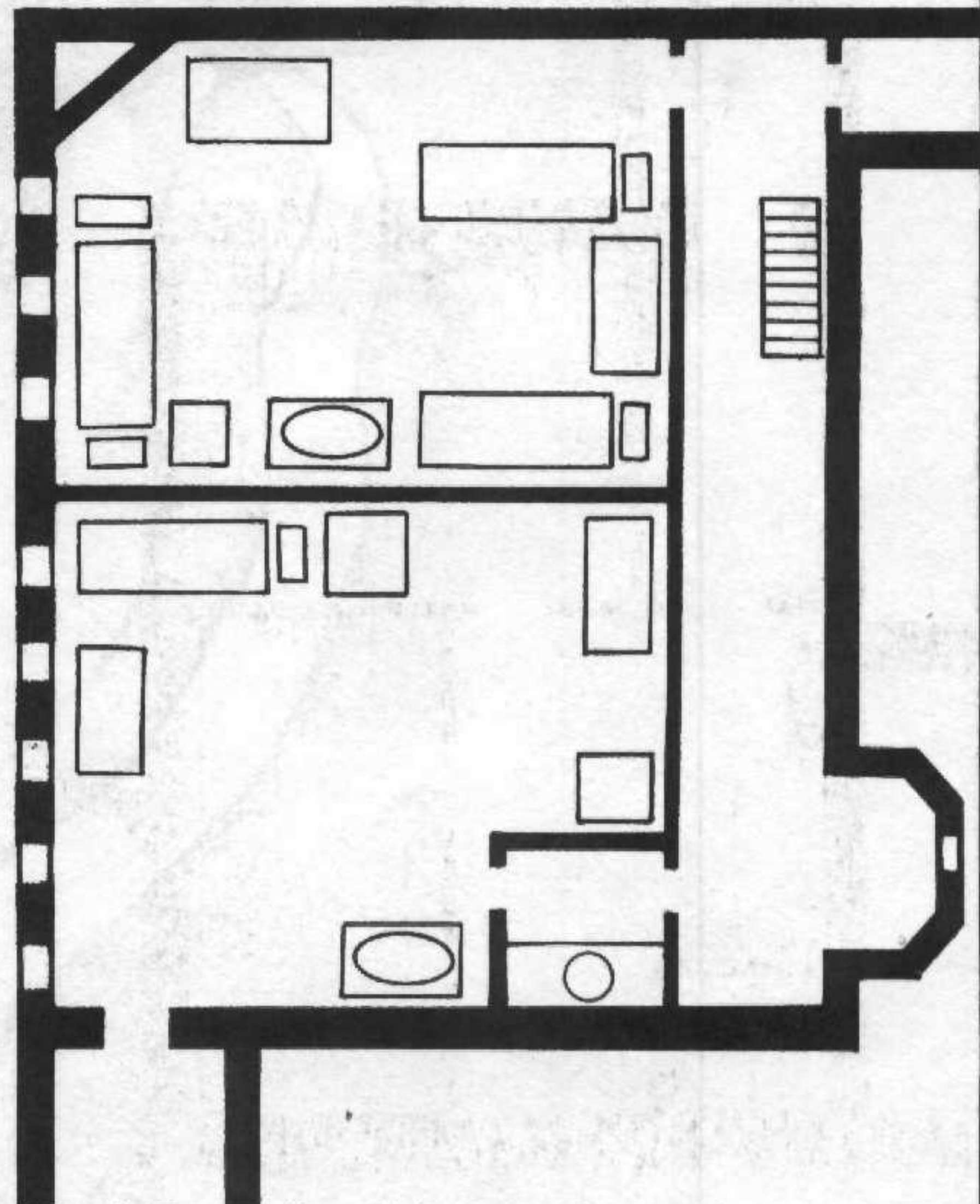
Armorer's Tower (Level Three)

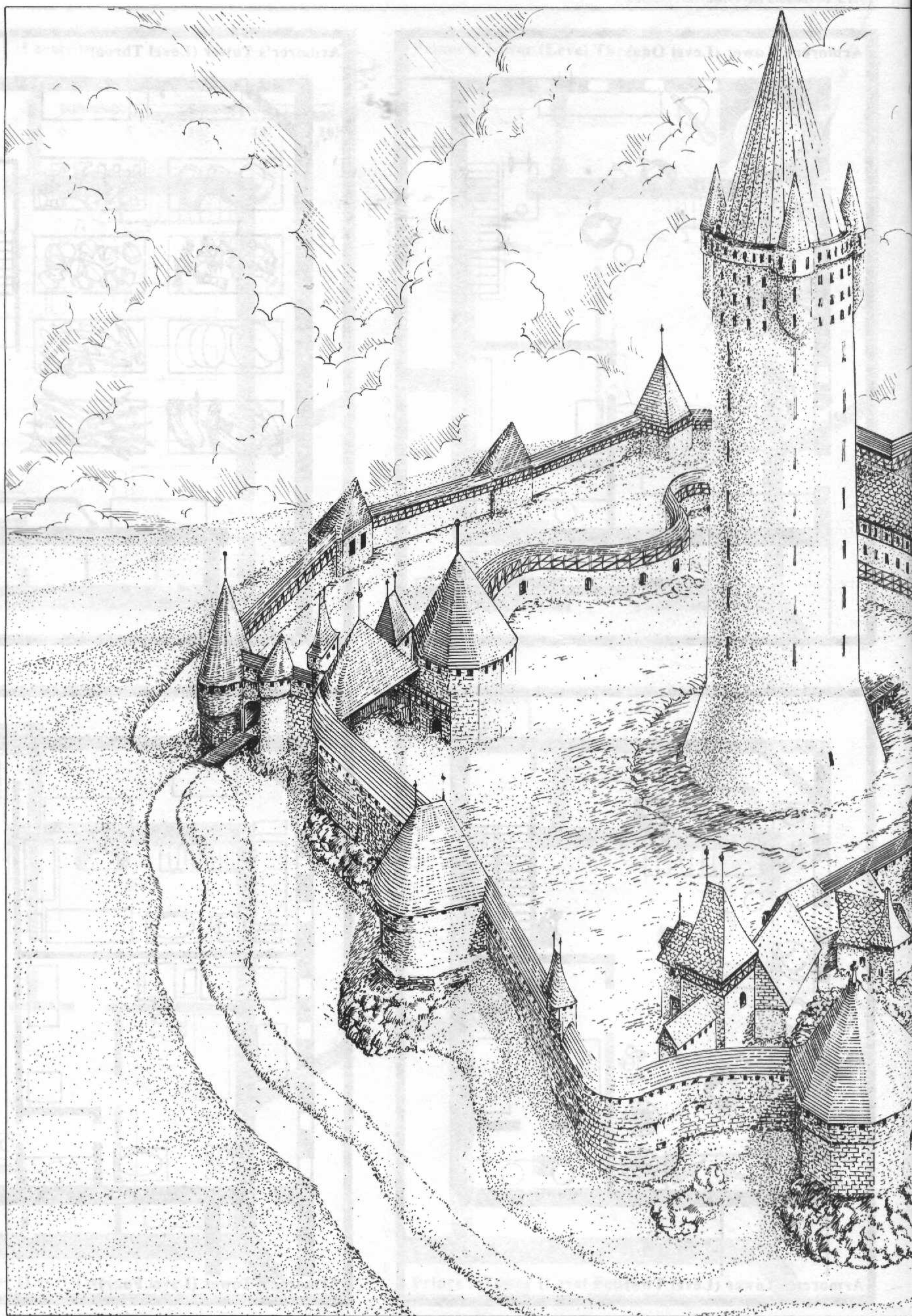


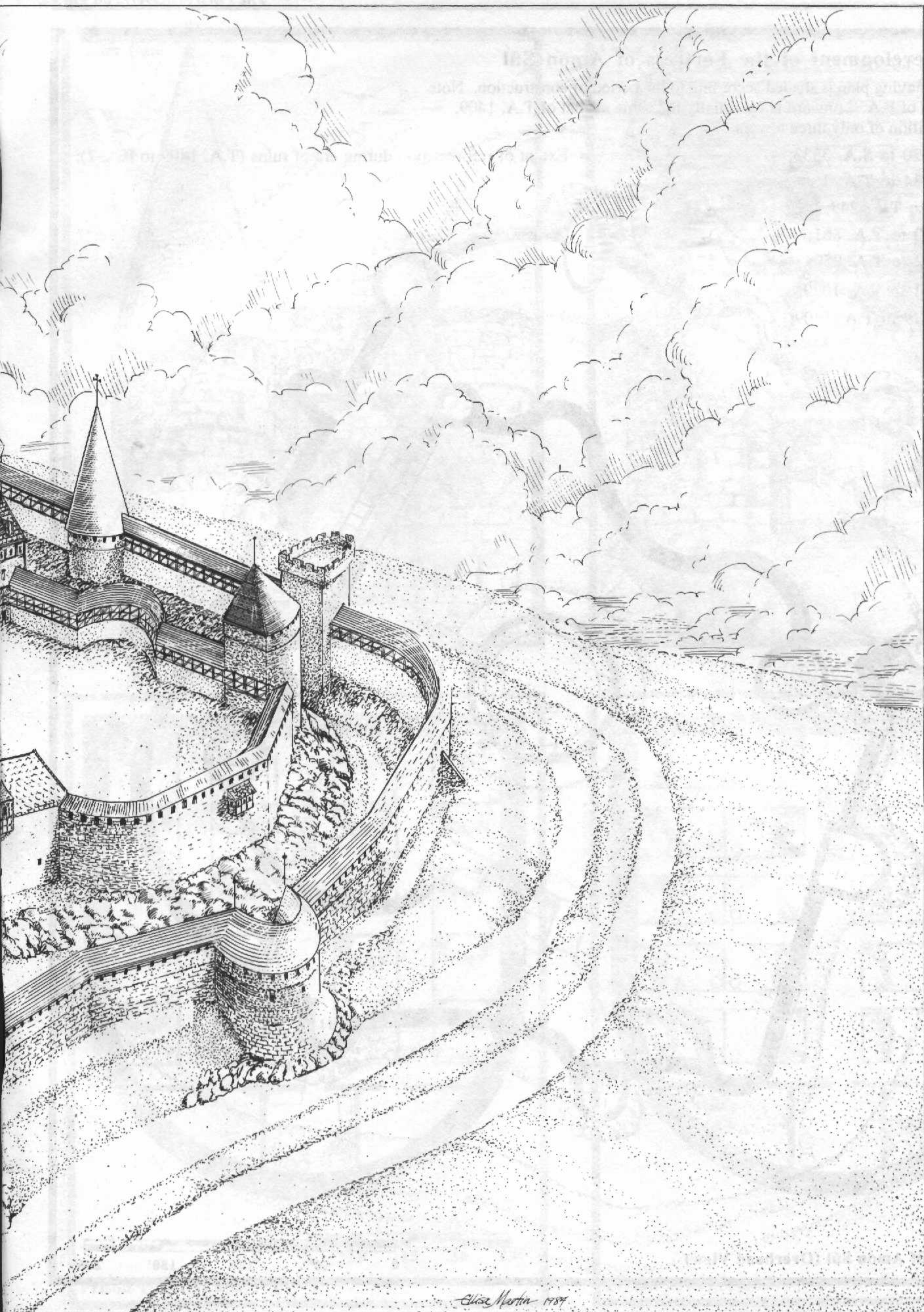
Armorer's Tower (Level Two)



Armorer's Tower (Level Four)





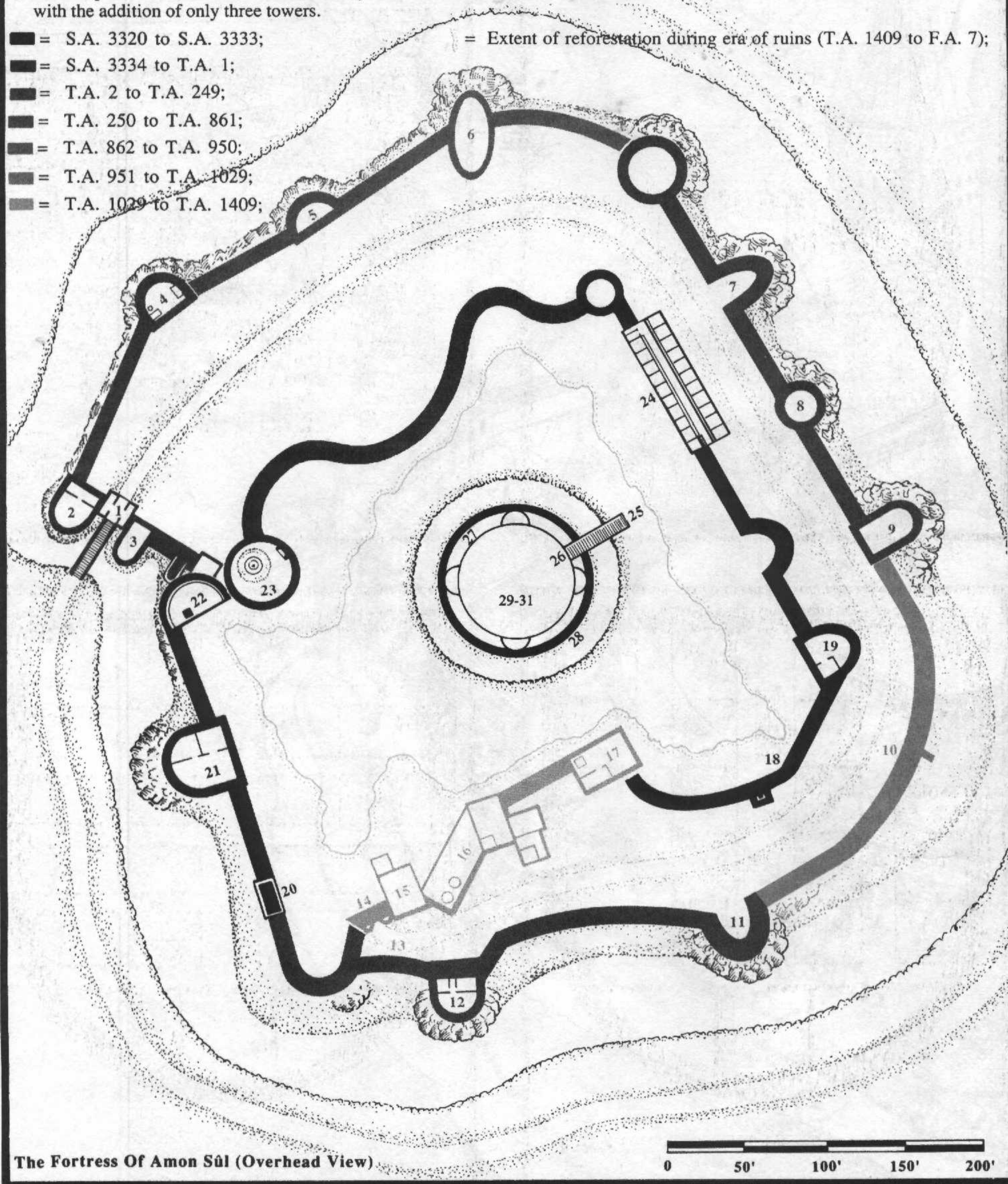


Development of the Fortress of Amon Sûl

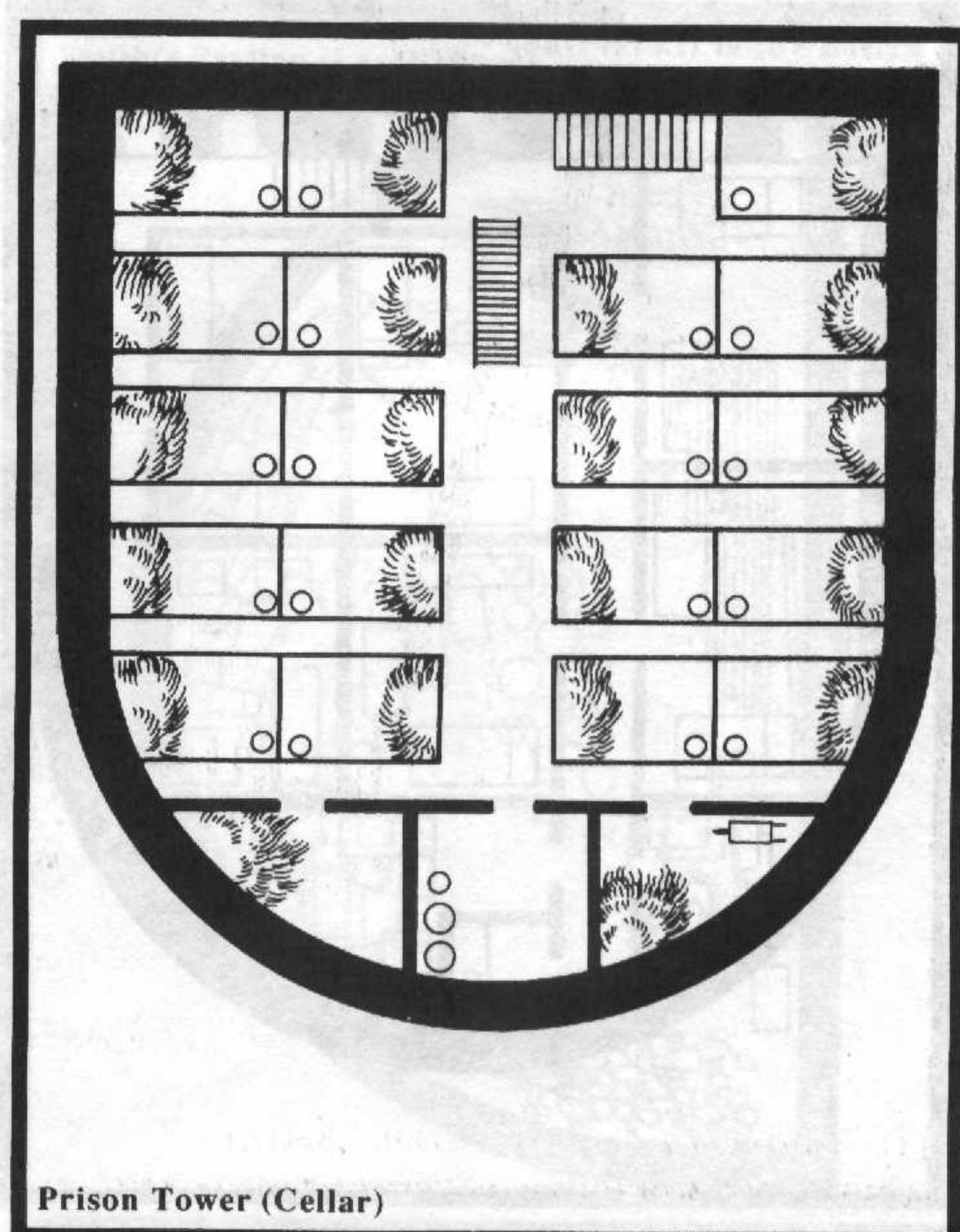
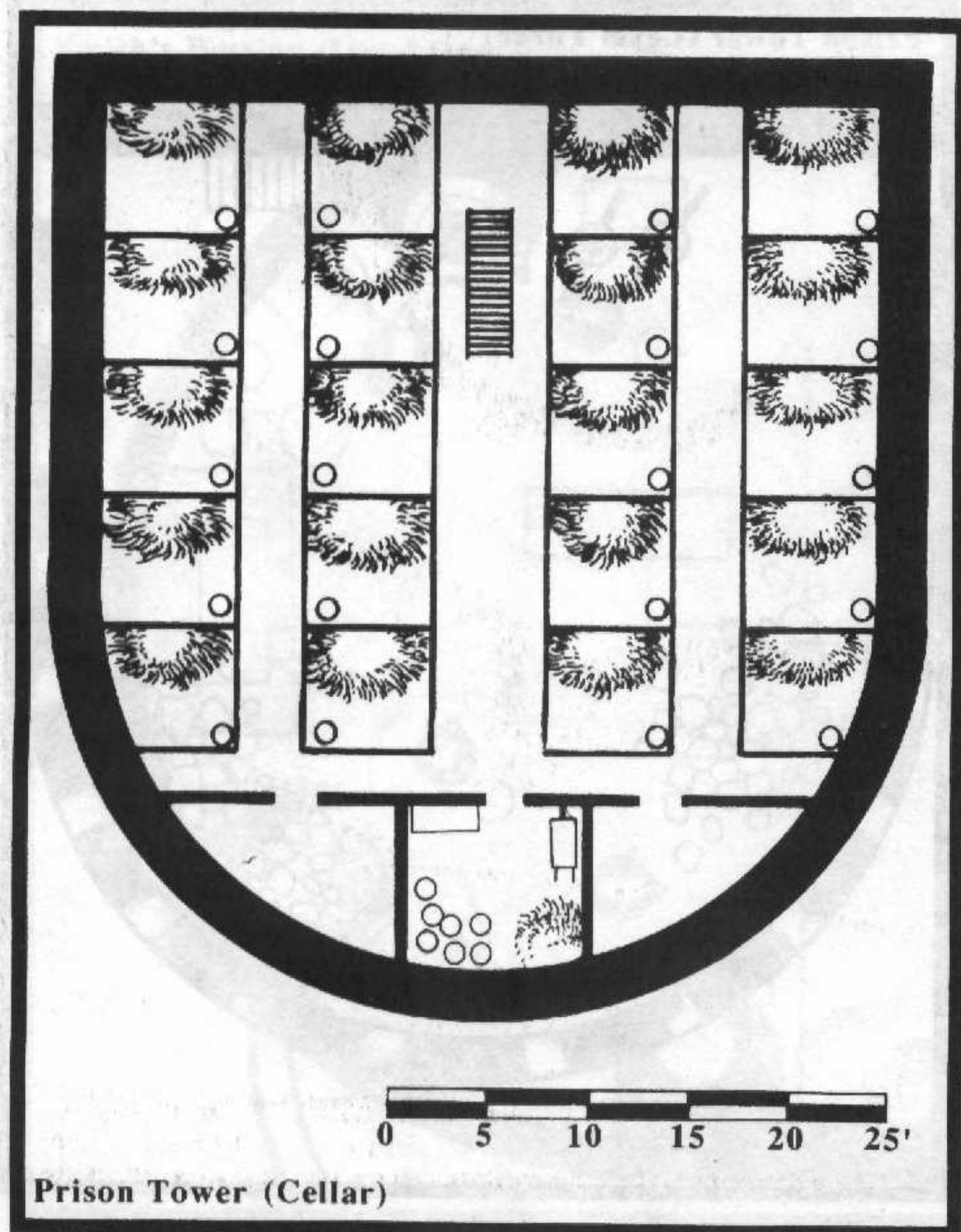
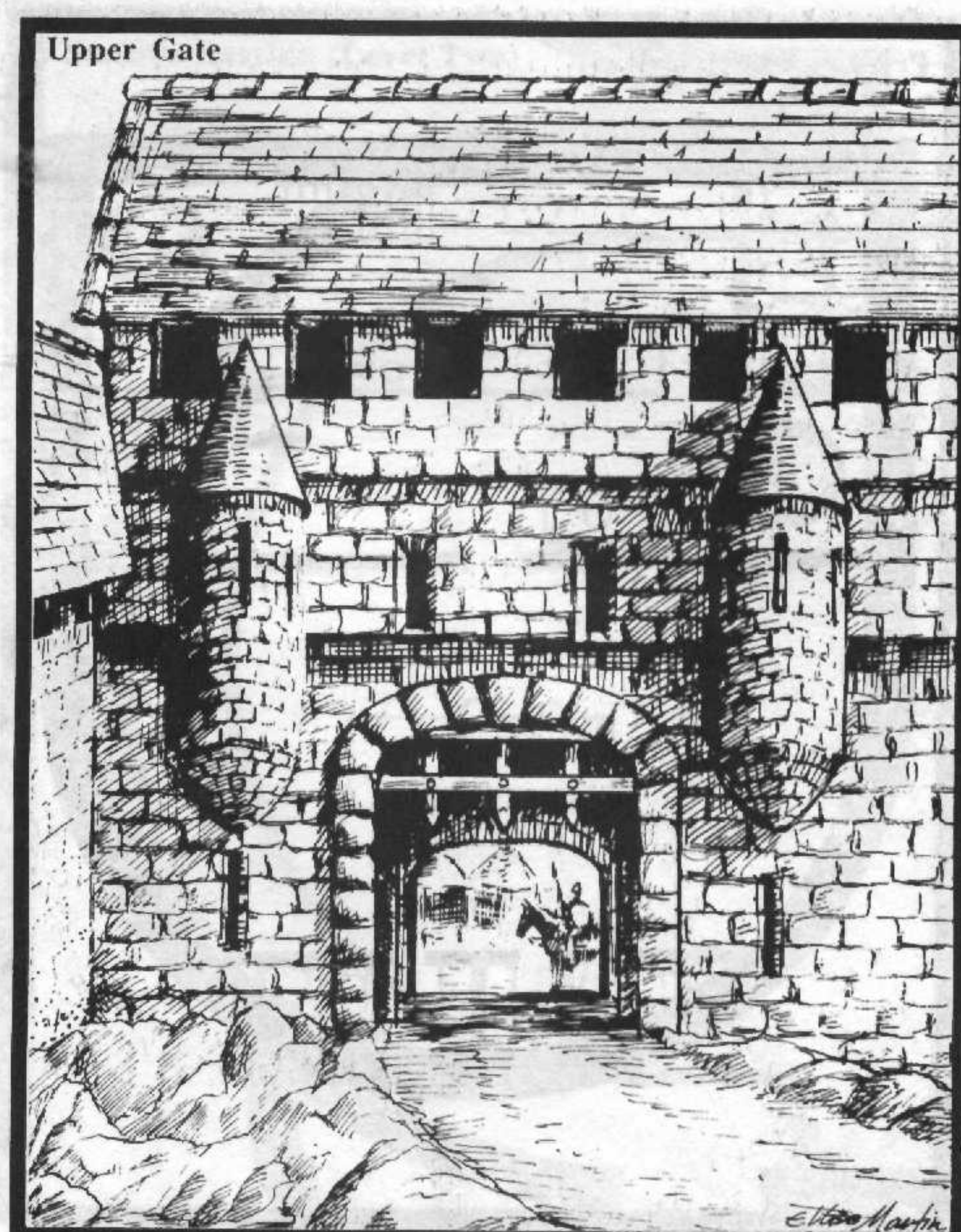
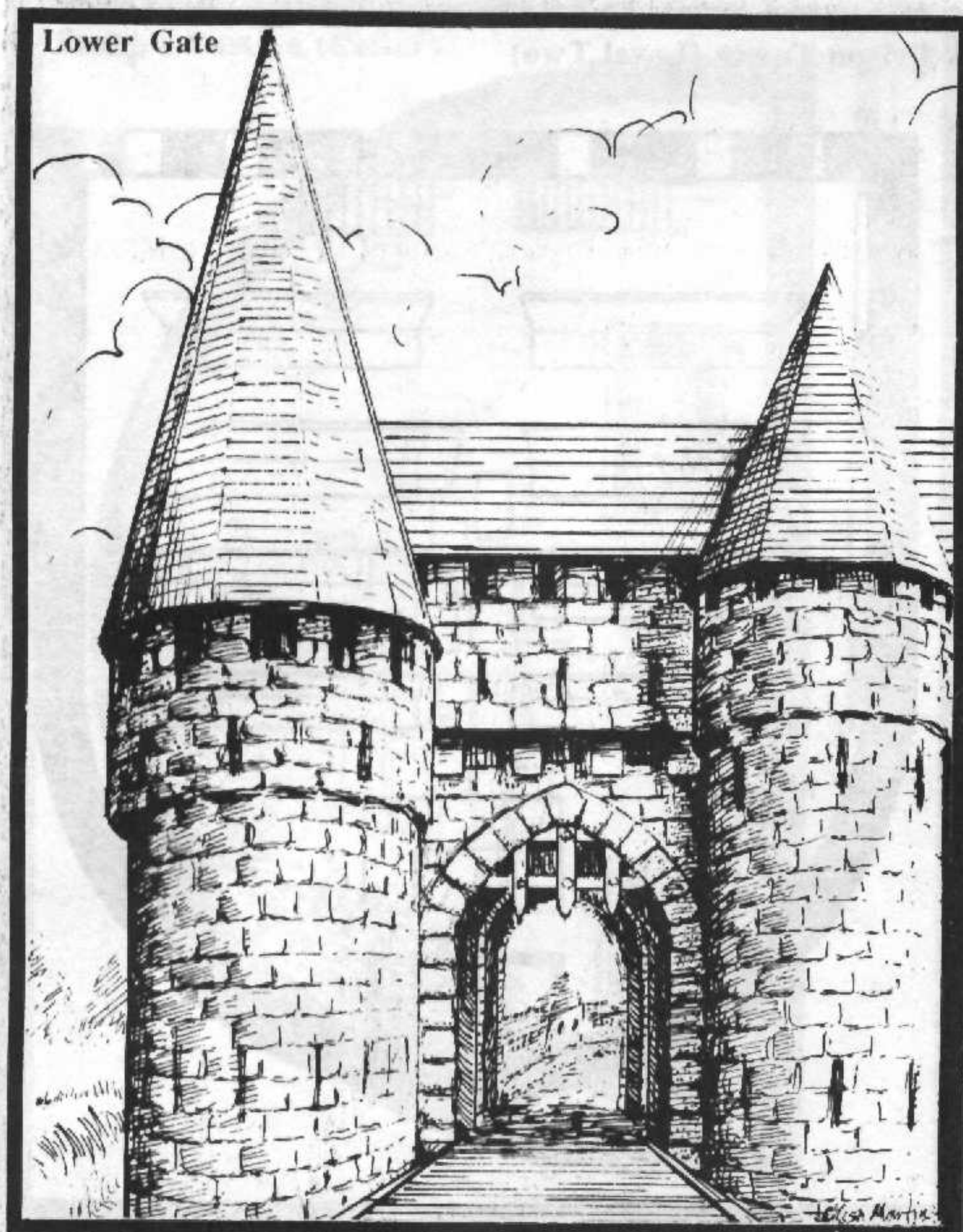
The accompanying plan is shaded according to the period of construction. Note that the plan of F.A. 7 onward is essentially the same as that of T.A. 1409, with the addition of only three towers.

- = S.A. 3320 to S.A. 3333;
- = S.A. 3334 to T.A. 1;
- = T.A. 2 to T.A. 249;
- = T.A. 250 to T.A. 861;
- = T.A. 862 to T.A. 950;
- = T.A. 951 to T.A. 1029;
- = T.A. 1029 to T.A. 1409;

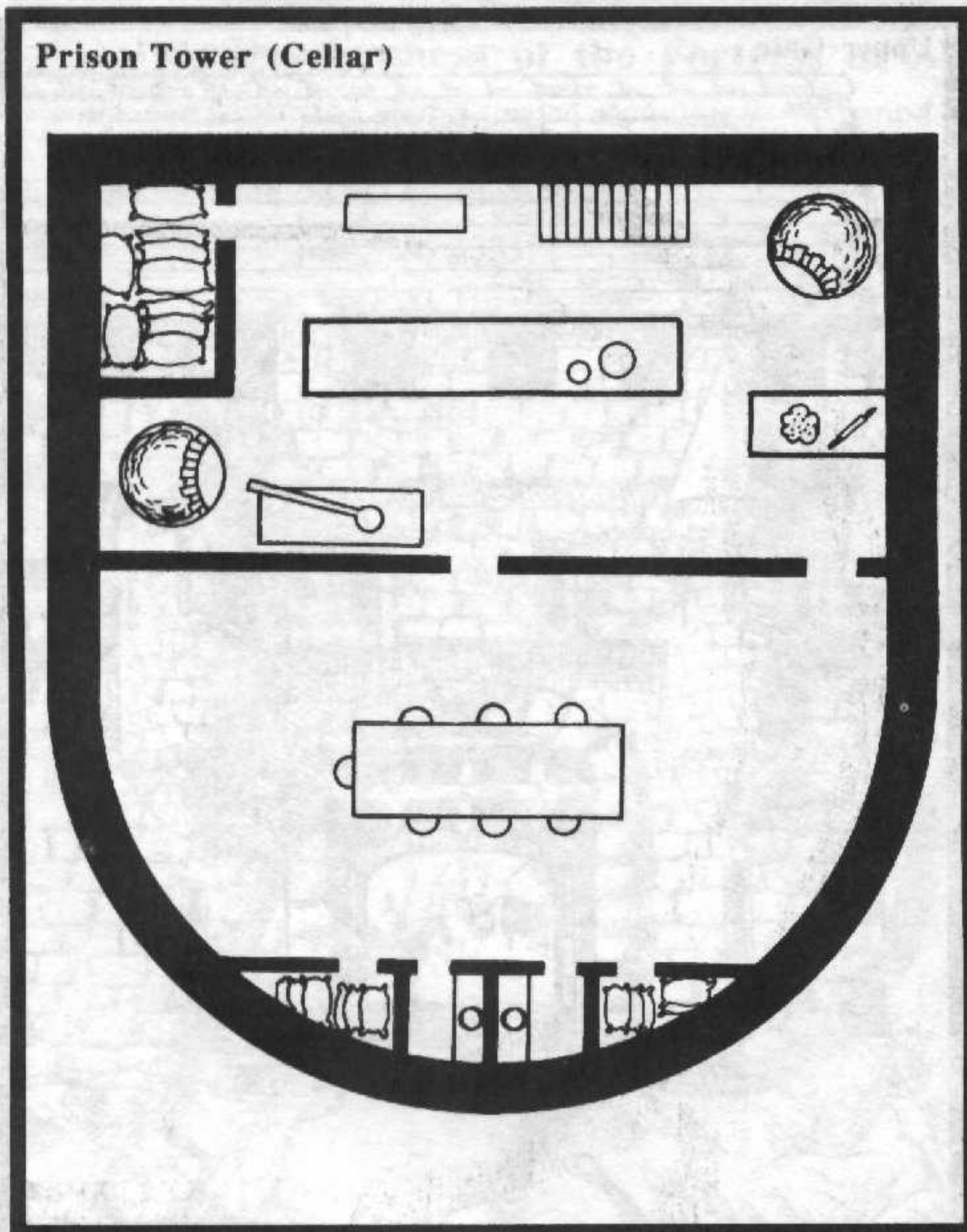
= Extent of reforestation during era of ruins (T.A. 1409 to F.A. 7);



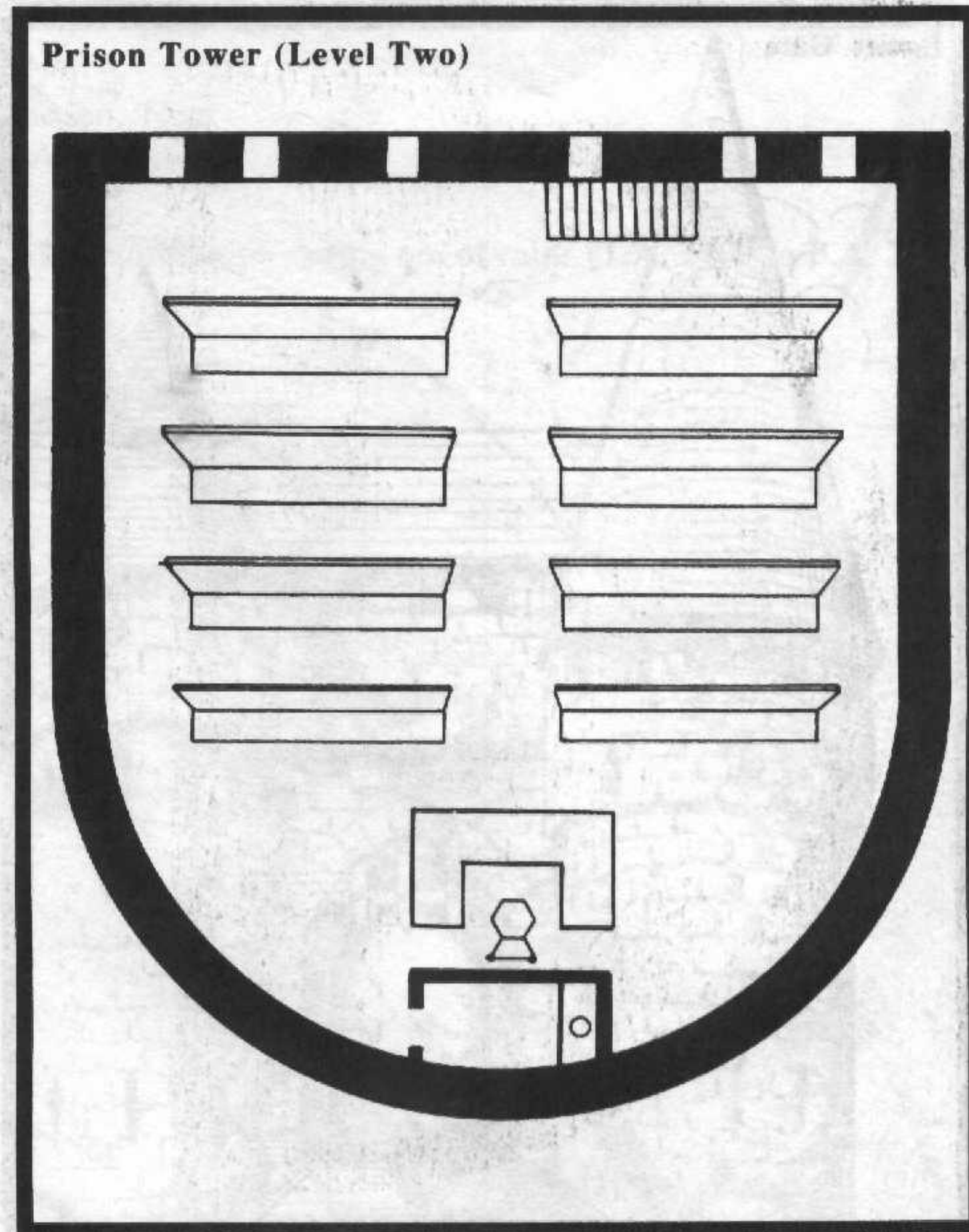
The Fortress Of Amon Sûl (Overhead View)



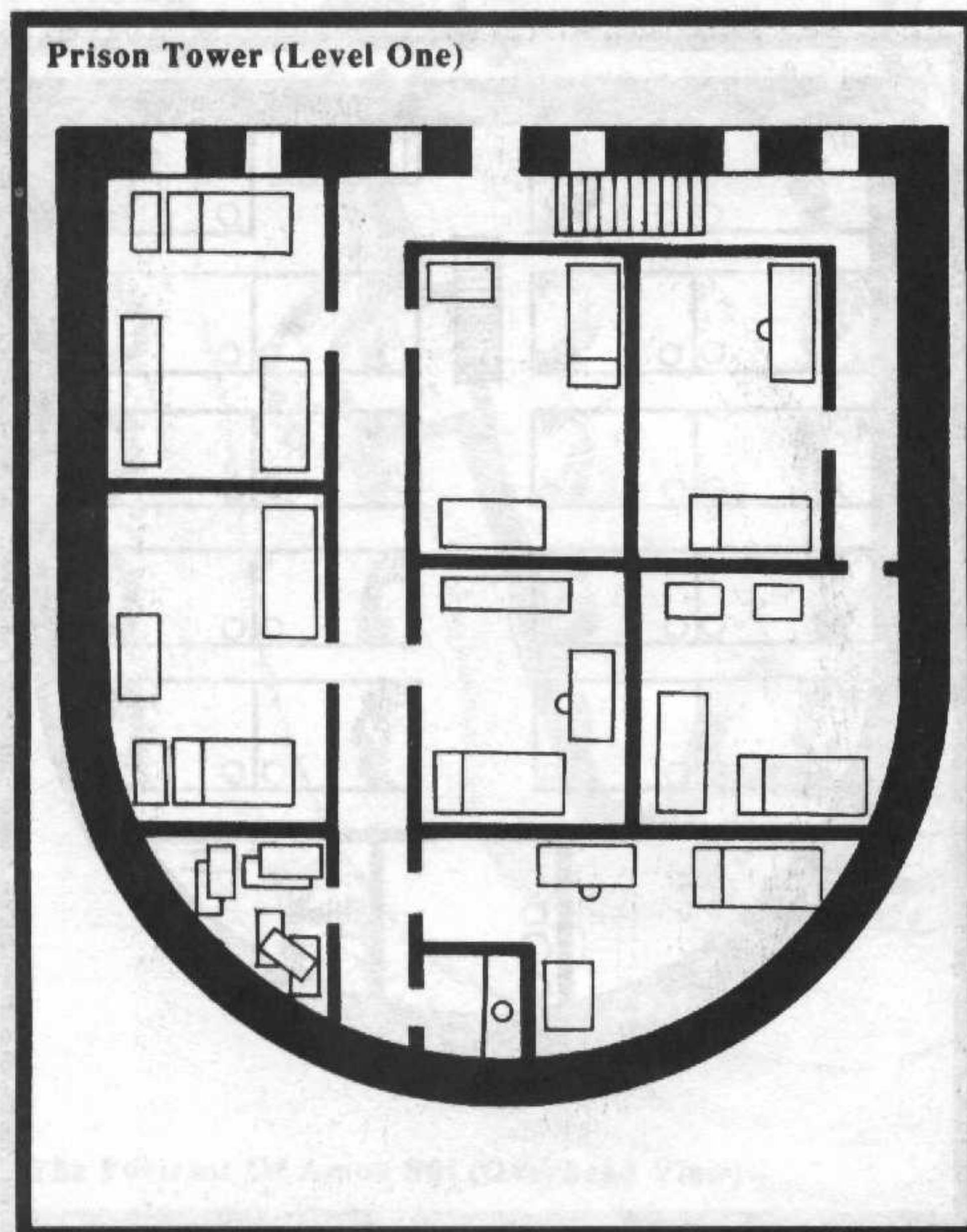
Prison Tower (Cellar)



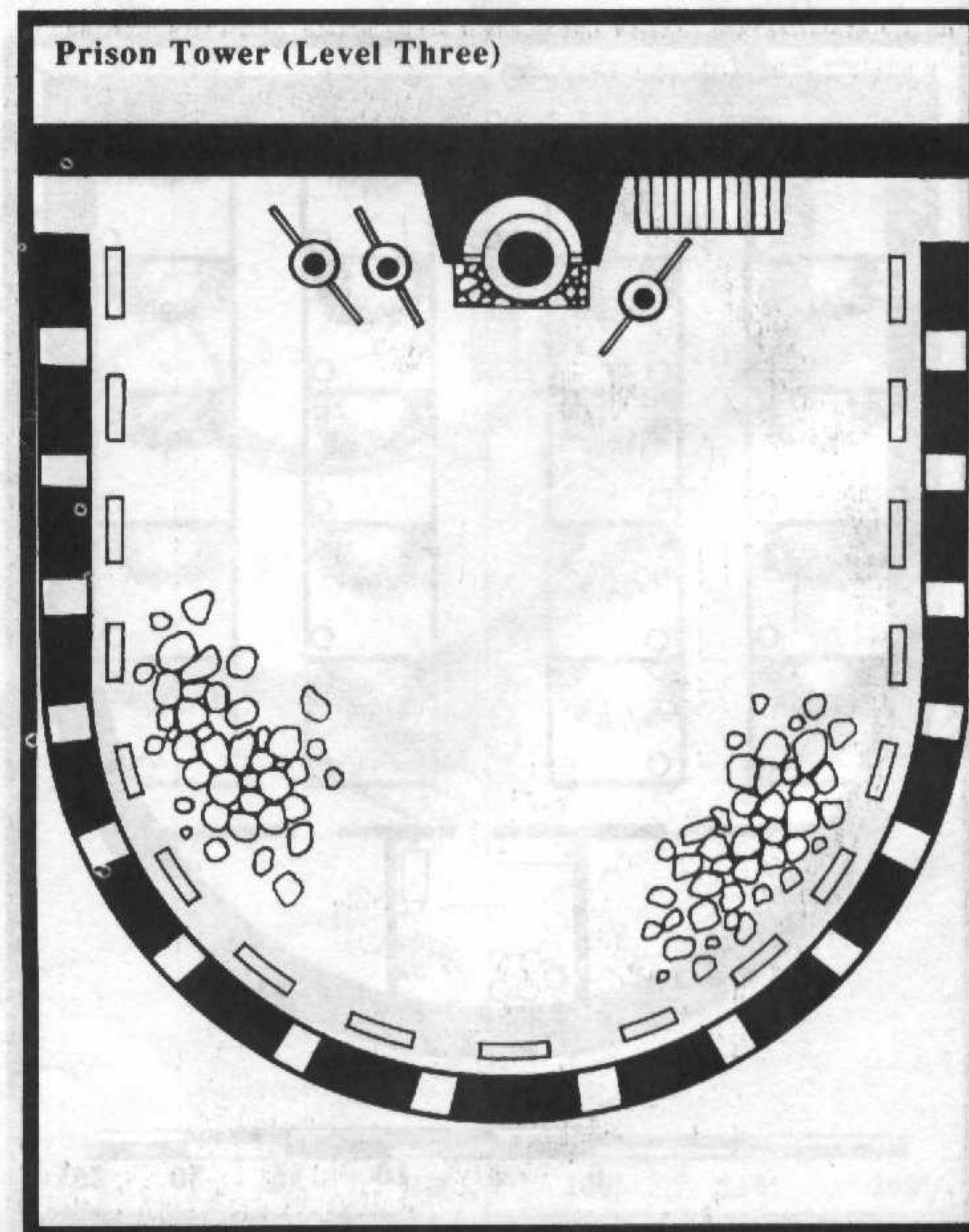
Prison Tower (Level Two)



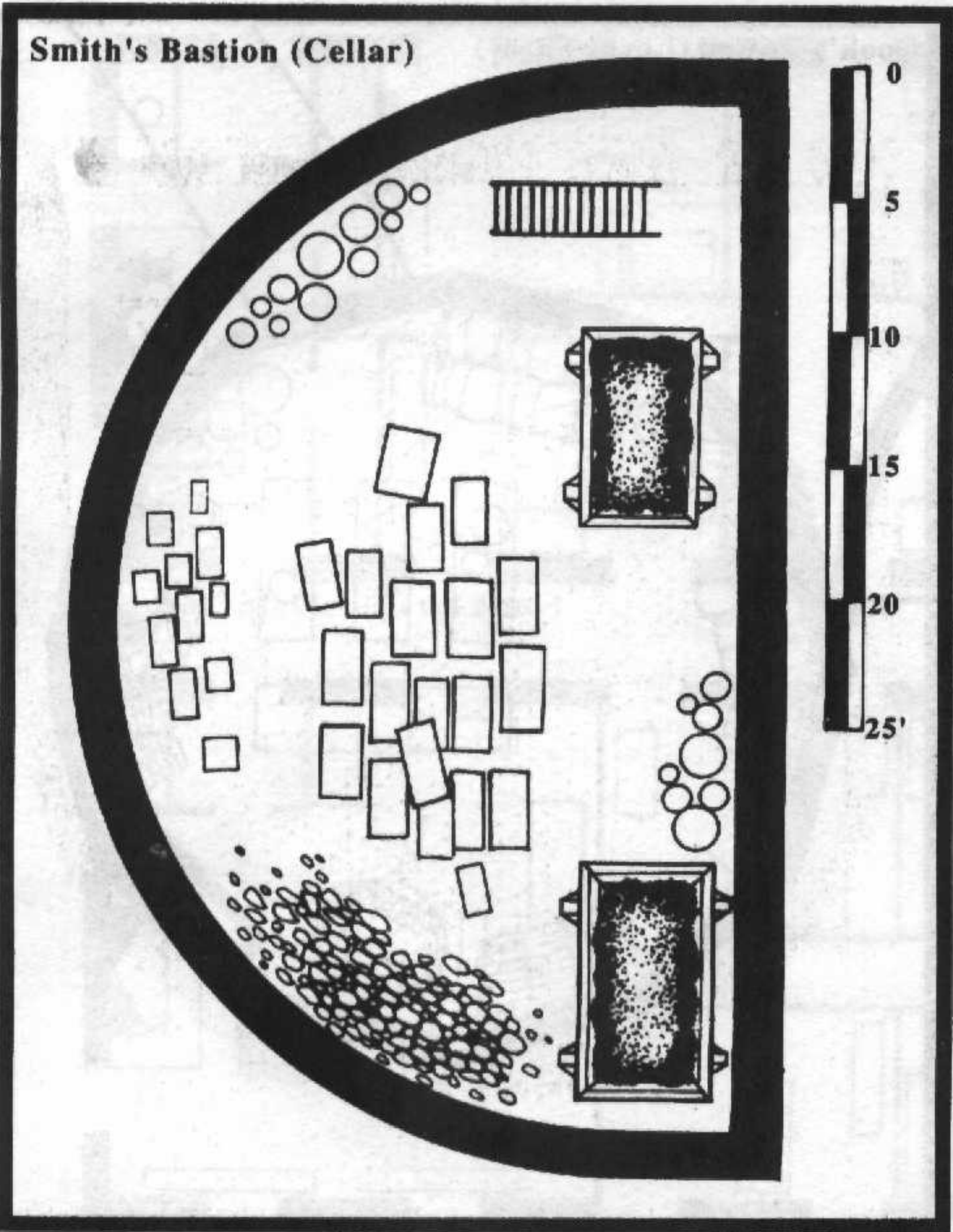
Prison Tower (Level One)



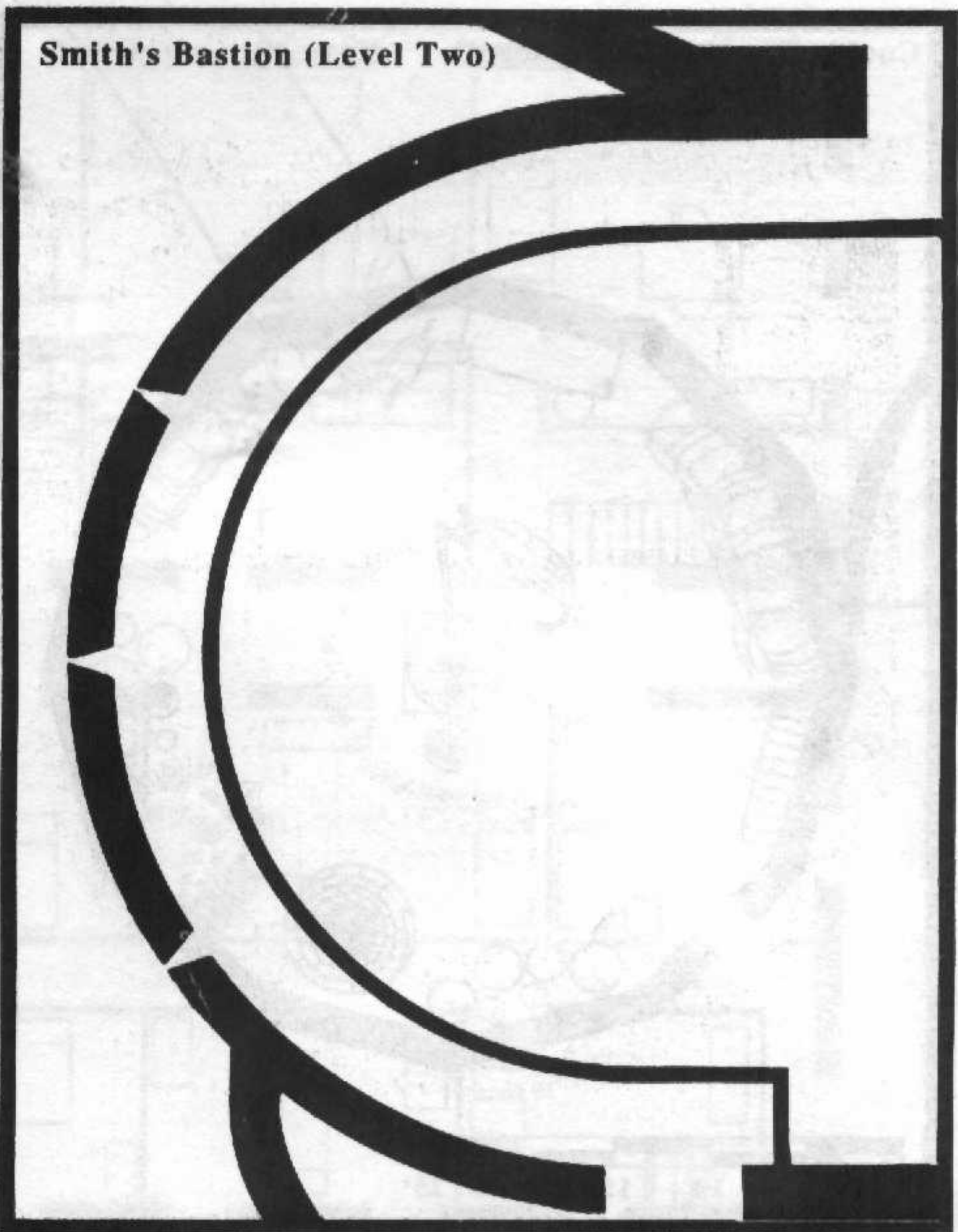
Prison Tower (Level Three)



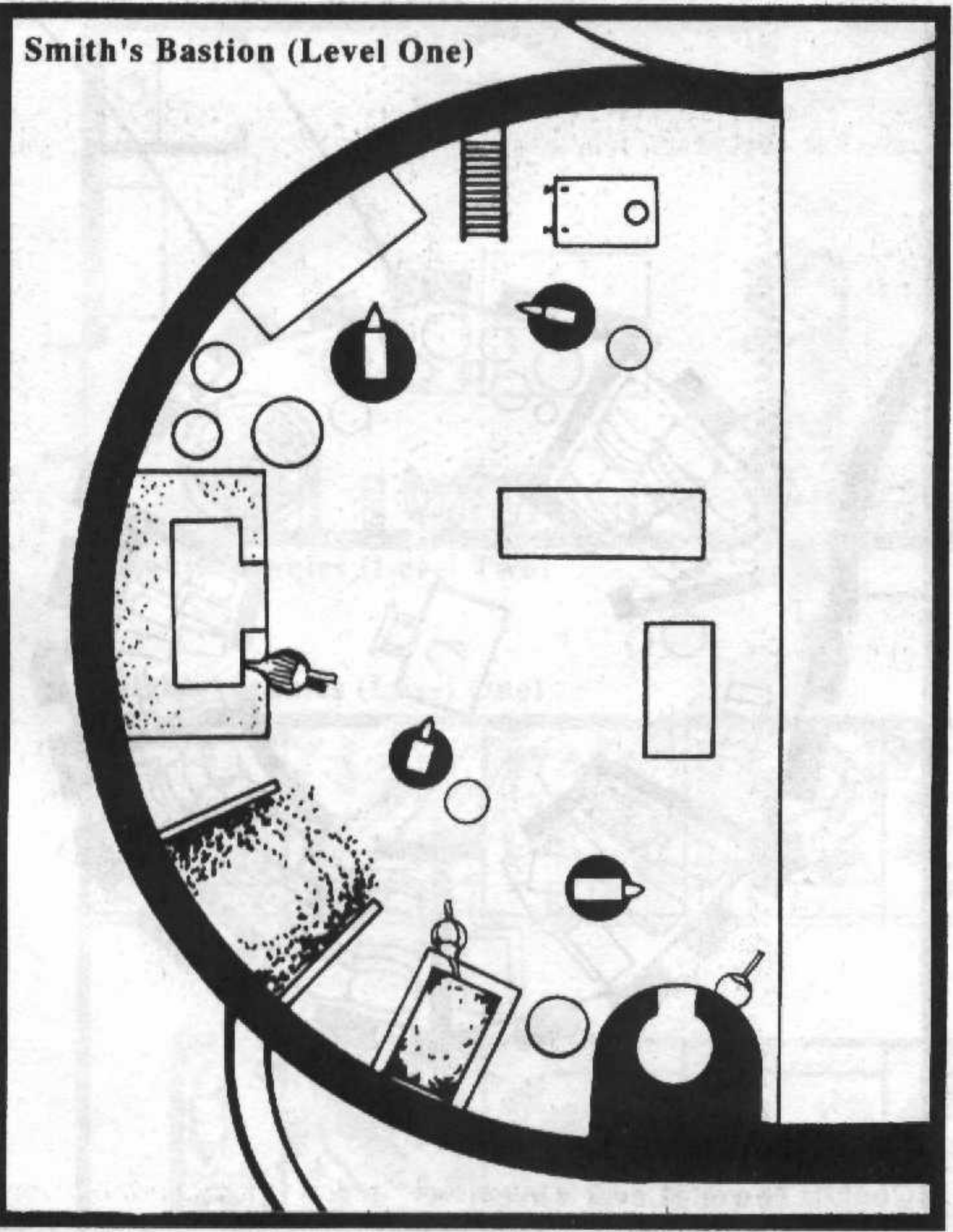
Smith's Bastion (Cellar)



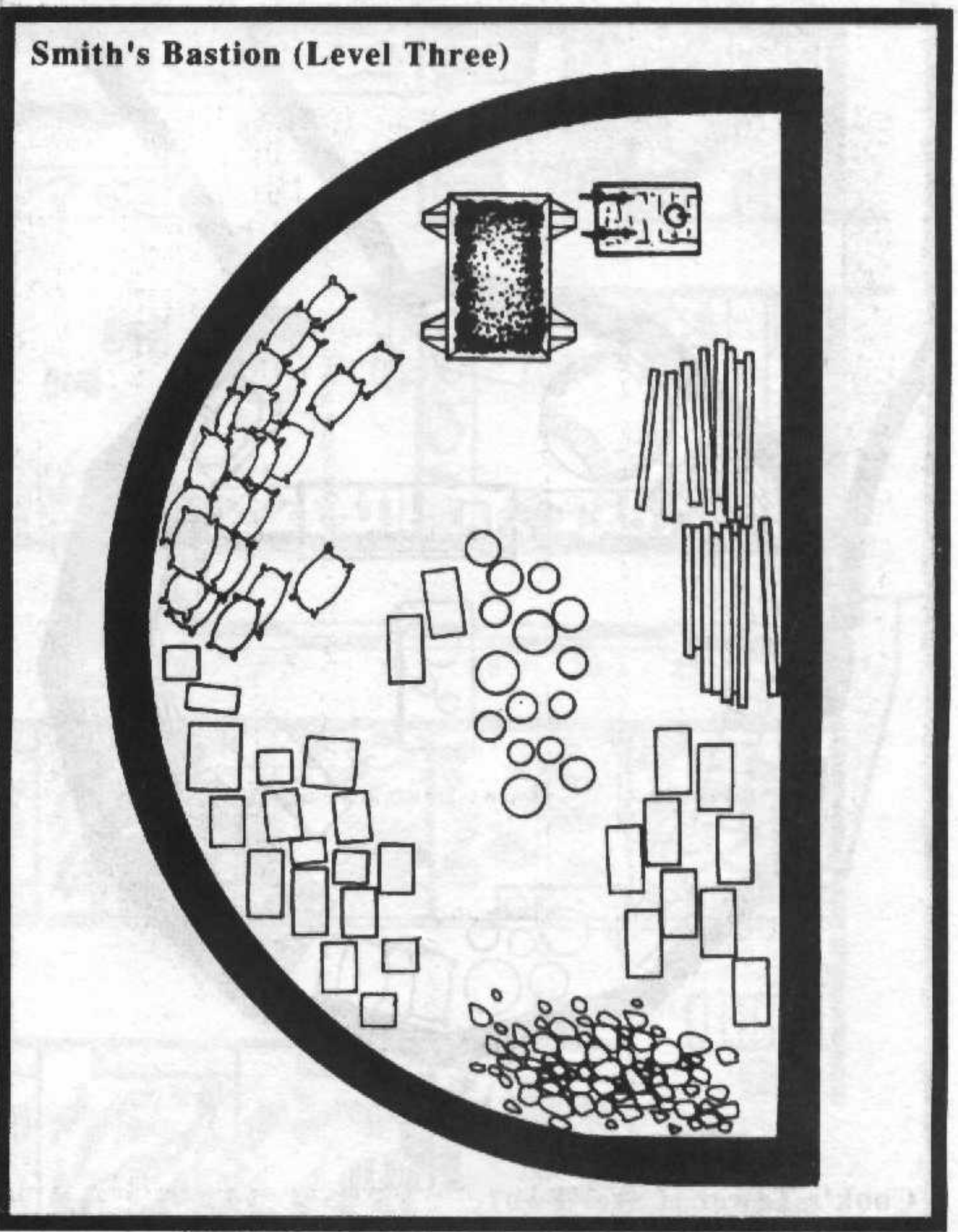
Smith's Bastion (Level Two)



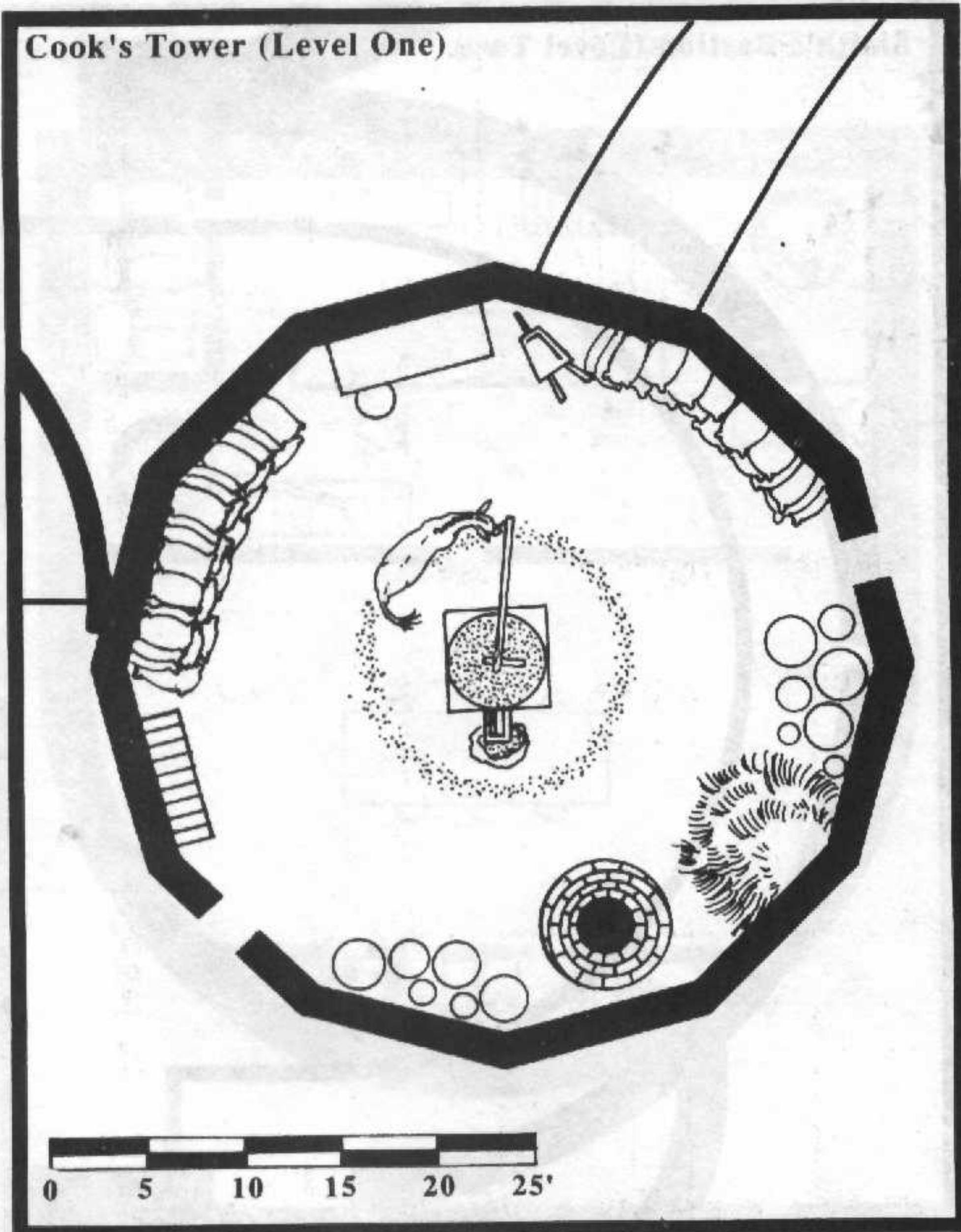
Smith's Bastion (Level One)



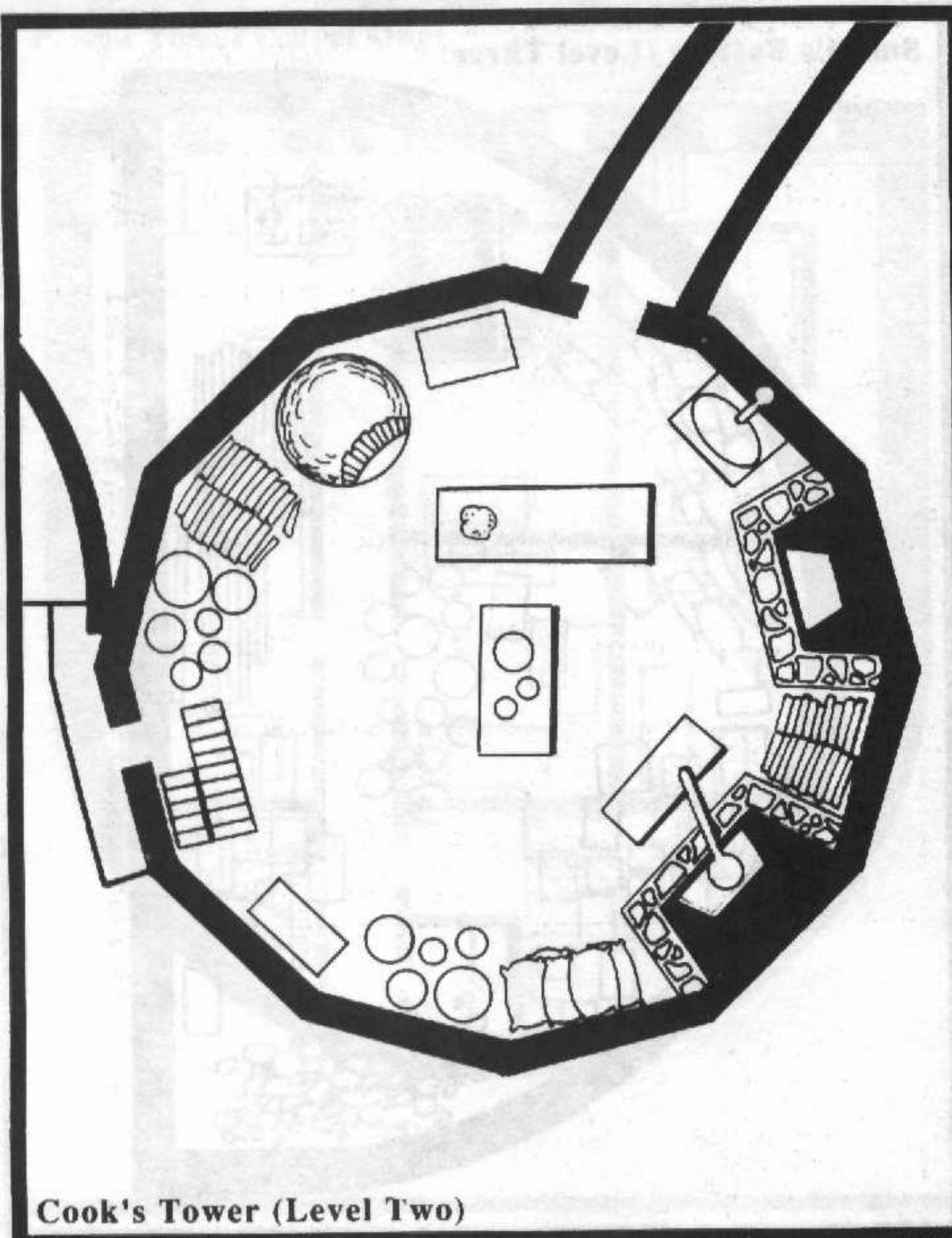
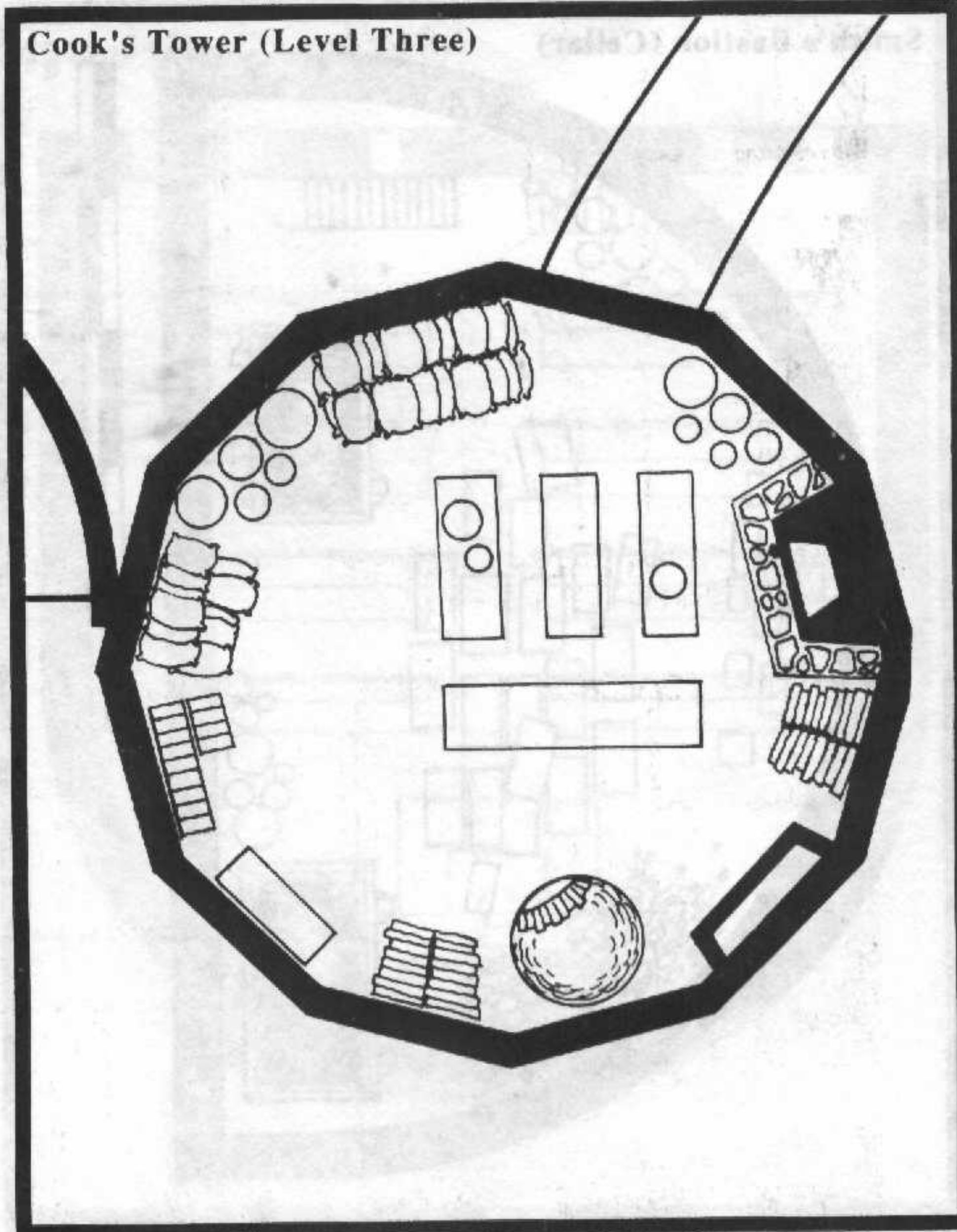
Smith's Bastion (Level Three)



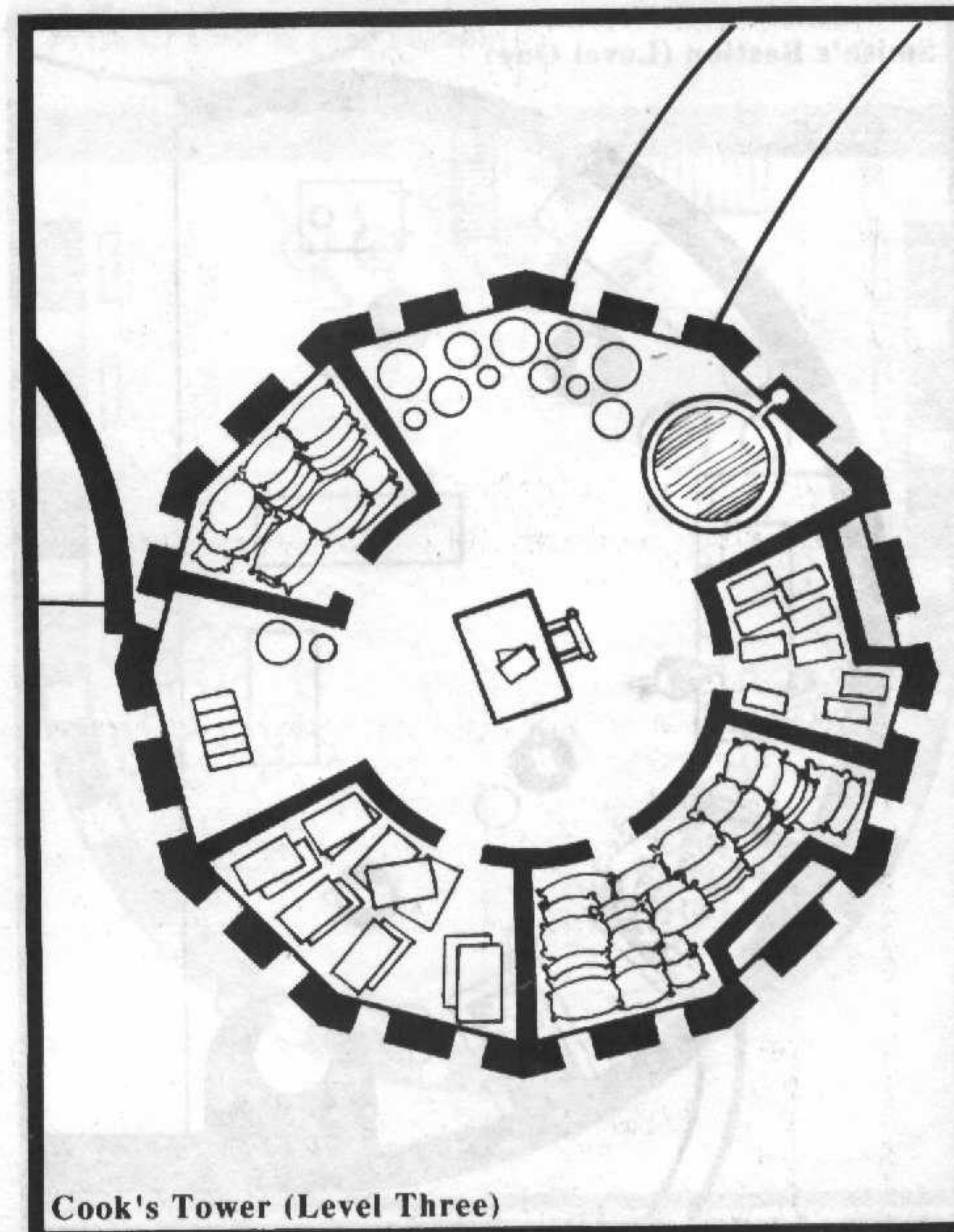
Cook's Tower (Level One)



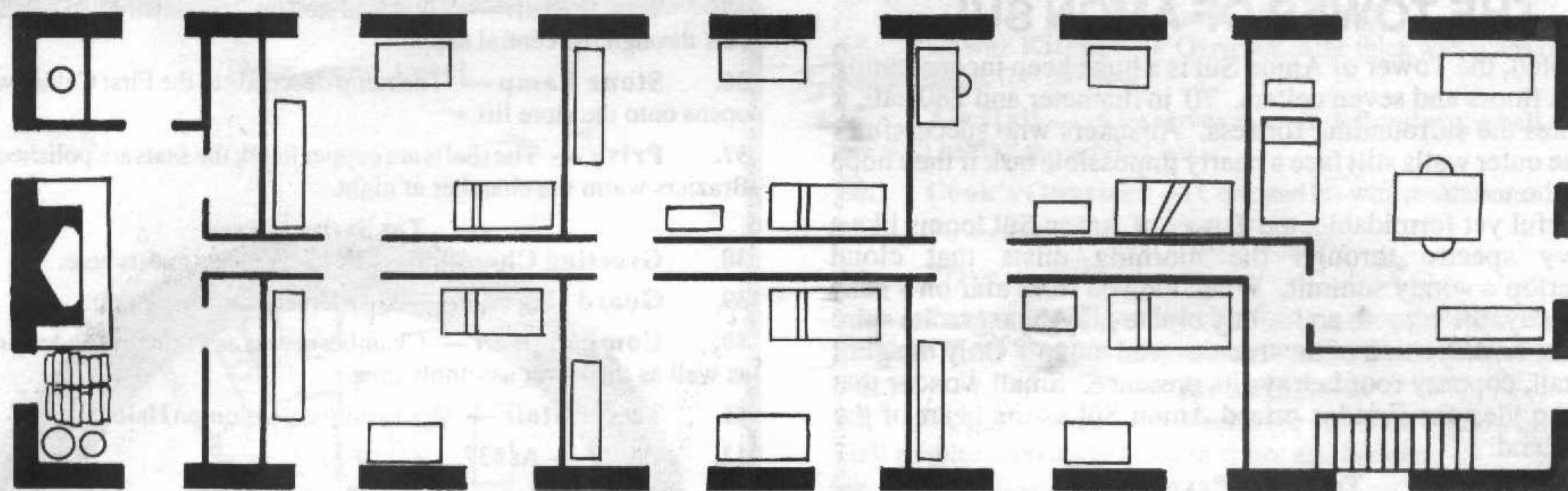
Cook's Tower (Level Three)



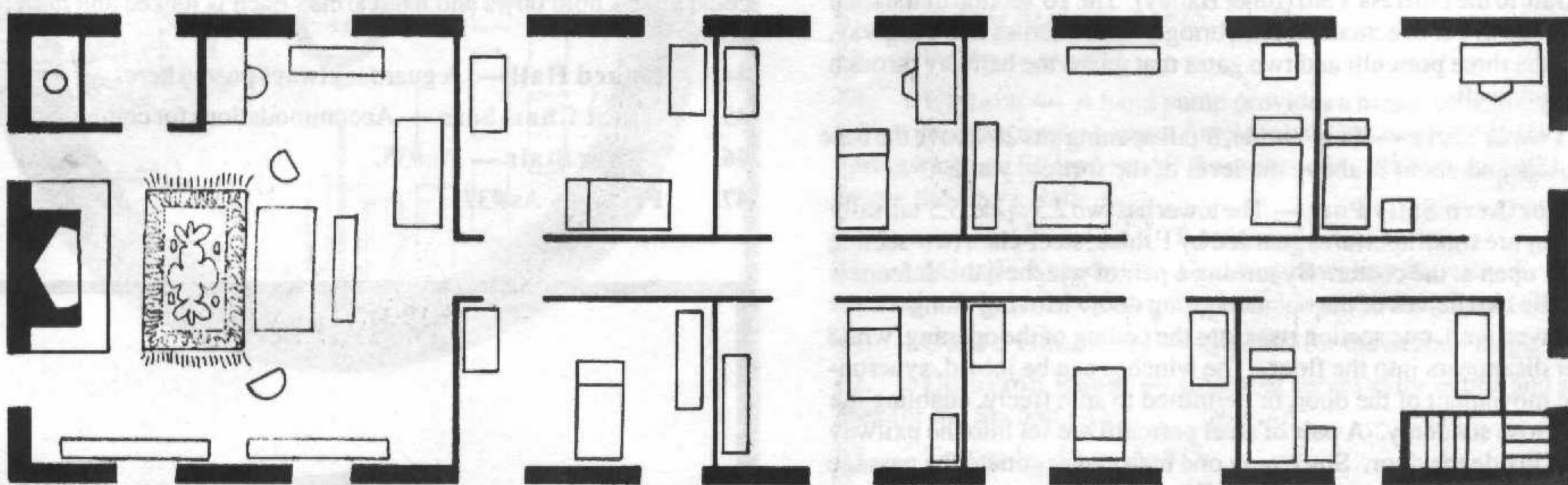
Cook's Tower (Level Two)



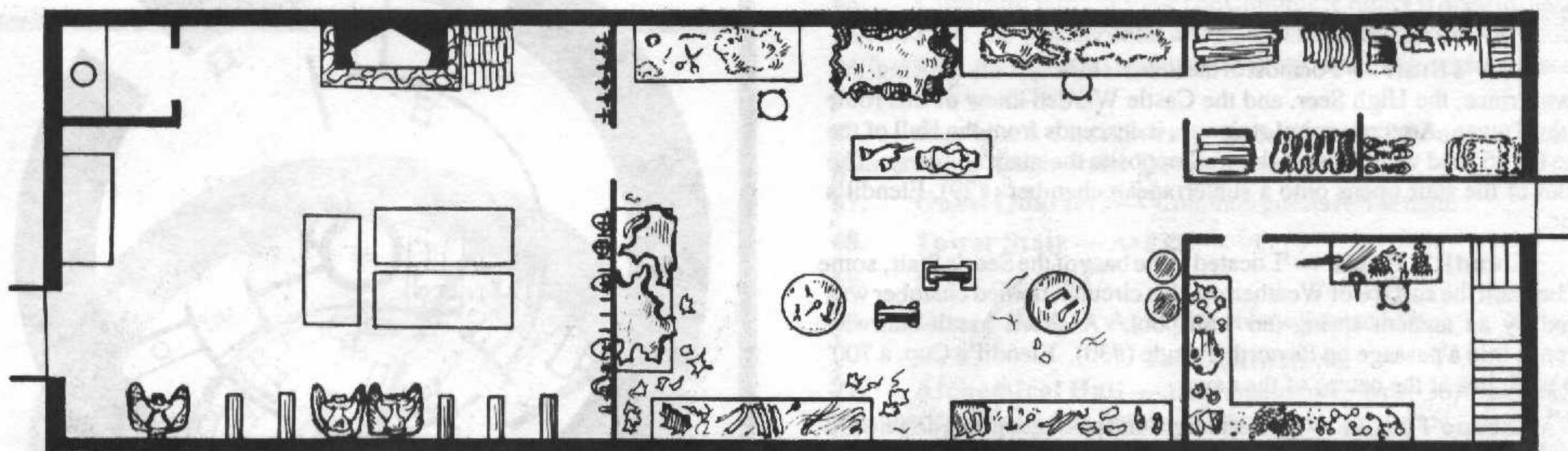
Cook's Tower (Level Three)



Knights' Stables (Level Four)



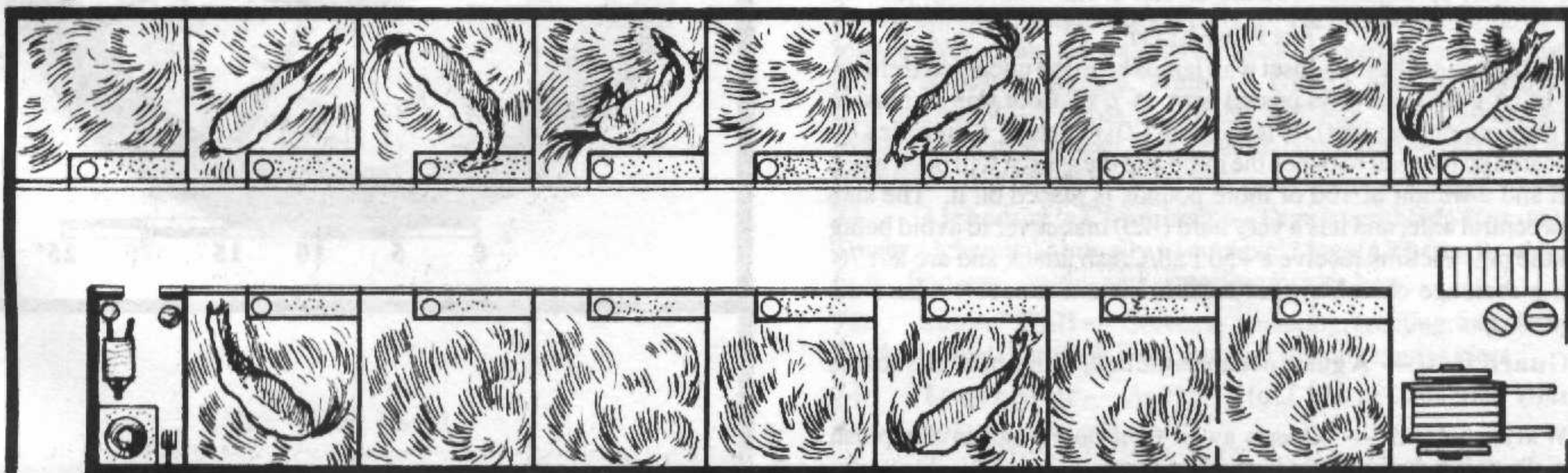
Knights' Stables (Level Three)



Knights' Stables (Level Two)



Knights' Stables (Level One)



3.4 THE TOWER OF AMON SÛL

As noted, the Tower of Amon Sûl is a huge keep incorporating fourteen floors and seven cellars. 70' in diameter and 280' tall, it dominates the surrounding fortress. Attackers who successfully seize the outer walls still face a nearly impossible task if they hope to take the tower.

Graceful yet formidable, the Tower of Amon Sûl looms like a shadowy spectre through the morning mists that cloud Weathertop's windy summit. When viewed from afar on a hazy or rainy day, the smooth and subtly ornate grey-blue granite spire looks like an extension of the tree-covered mount. Only the glint off its tall, coppery roof betrays its presence. Small wonder that Men who vied for Eriador prized Amon Sûl as the heart of the Empty Land.

THE OUTER FEATURES

25. **Tower Bridge** — A 40' long, sloping, wooden bridge connects the Tower Gate to the Fortress Yard (Inner Bailey). The 10' section of the span adjoining the tower is actually a drawbridge. Once across this gangway, you pass the three portculli and two gates that guard the hallway through the 20' thick wall.
26. **Tower Gate** — This 4' wide, 8' tall opening sits 28' above the base of the tower and about 8' above the level of the fortress yard.
27. **Northern Sally Port** — The tower has two 2.5' wide, 5.5' tall sally ports. They are small apertures guarded by 1' thick, steel-clad, two-section doors that open at the center. By turning a pair of winches, the defenders separate the two halves of the countersprung door. Moving along a track in the splayed wall, one section rises into the ceiling of the opening, while the other disappears into the floor. The winches can be joined, synchronizing the movement of the door, or permitted to spin freely, enabling the doors to close suddenly. A pair of steel portculli are set into the exitway 5' and 10' inside the door. Since only one man can negotiate the passage at a time, the ports are easy to defend. When the tower garrison wants to use them as counterattack points or as emergency escape routes, they unfurl a wire or rope ladder and descend 10' to the inner moat.
28. **Southern Sally Port** — See #27 above.
29. **Seer's Stair** — For most of the tower's history, only the King, the Crown Prince, the High Seer, and the Castle Warden knew of this route into the Tower. A secret, spiral stairway, it descends from the Hall of the Stone (#106) and winds inside the wall opposite the main chimney. The bottom of the stair opens onto a subterranean chamber (#29), Elendil's Dome.
30. **Elendil's Dome** — Located at the base of the Seer's Stair, some 140' beneath the surface of Weathertop, this circular, domed chamber was carved by an ancient spring-fed whirlpool. A short, basalt stairway descends into a passage on its northern side (#30). Elendil's Cup, a 700' deep well, lies at the center of the cave.
31. **Escape Tunnel** — This underground passage spirals downward in a counterclockwise direction through a water-cut tube, the channel that brought the water that cut Elendil's Dome. The tunnel then levels off and runs in a north-northwesterly direction for 4,900 yards. It exits at the Chalice Cave, a beautifully carved Adan delving (ca. S.A. 21) that contains the holy spring known as the Goblet Well.

THE FIRST LEVEL

32. **Entry Chamber** — Inset wall lamps keep the uncarpeted chamber well-lit. A guard is always posted here. A 7'x7' floor slab just inside the door covers a pit trap (#pt). It is medium (-0) to detect. Controlled by a lever located on the wall between the ramp and the stair, it will open when unlocked and a weight of 100 or more pounds is placed on it. The slab spins on a central axle, and it is a very hard (-20) maneuver to avoid being cast into the pit. Victims receive a +50 Fall/Crush attack and are left 70' below in a drainage chamber (that catches cistern runover) where the water is 4' deep.
33. **Guard Hall** — A guard occupies the hall, which provides access to both sally ports (#s 33a and 33b).
34. **Waiting Hall** — Guests await their host's call in this plush chamber. Running springwater is available here.

35. **Tower Stair** — The spiral stone stair is constructed of basalt and cuts through the central support.

36. **Stone Ramp** — The ramp descends to the First Cellar, where it opens onto the store lift.

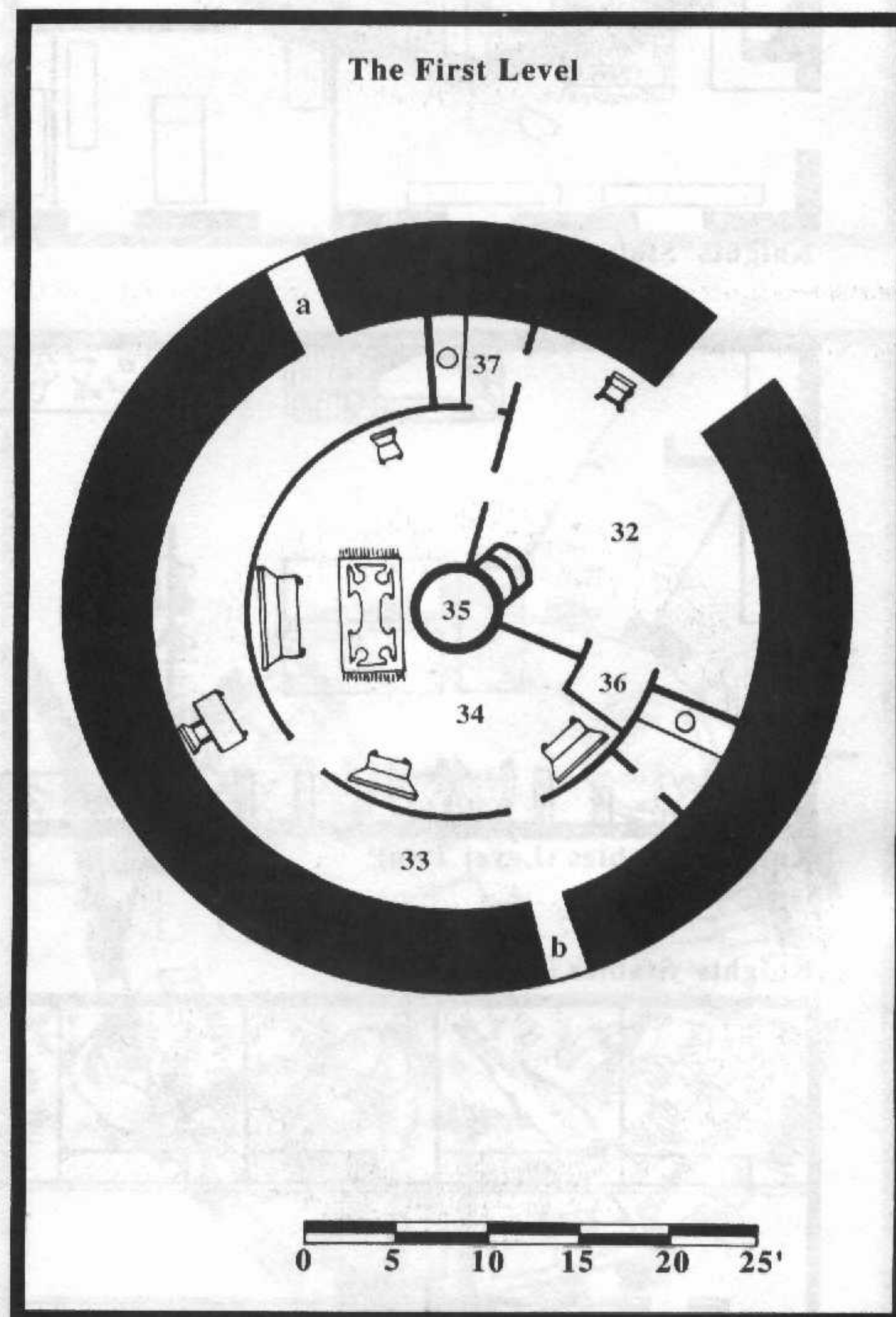
37. **Privy** — The shafts are copper lined; the seats are polished wood. Braziers warm the chamber at night.

THE SECOND LEVEL

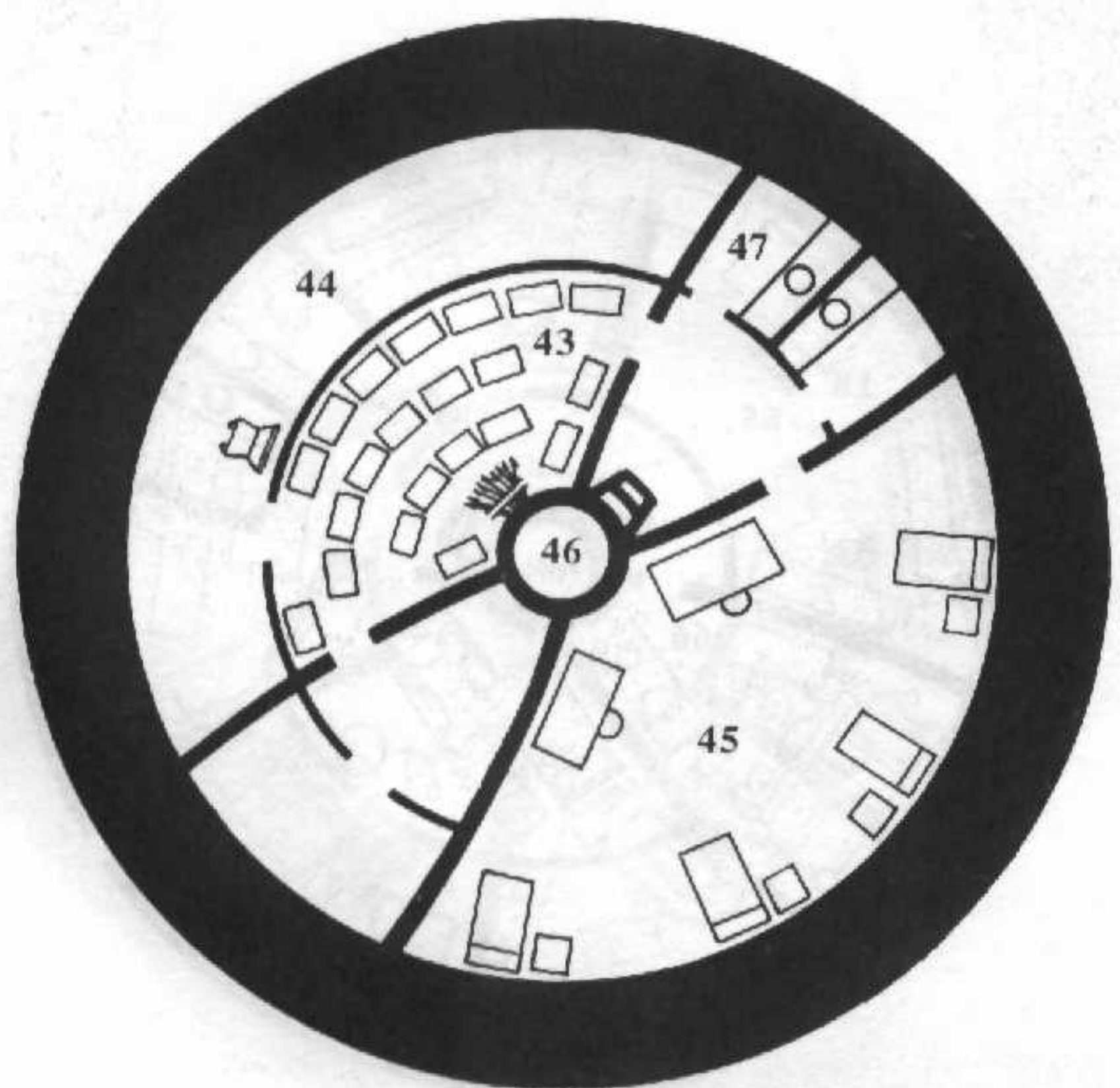
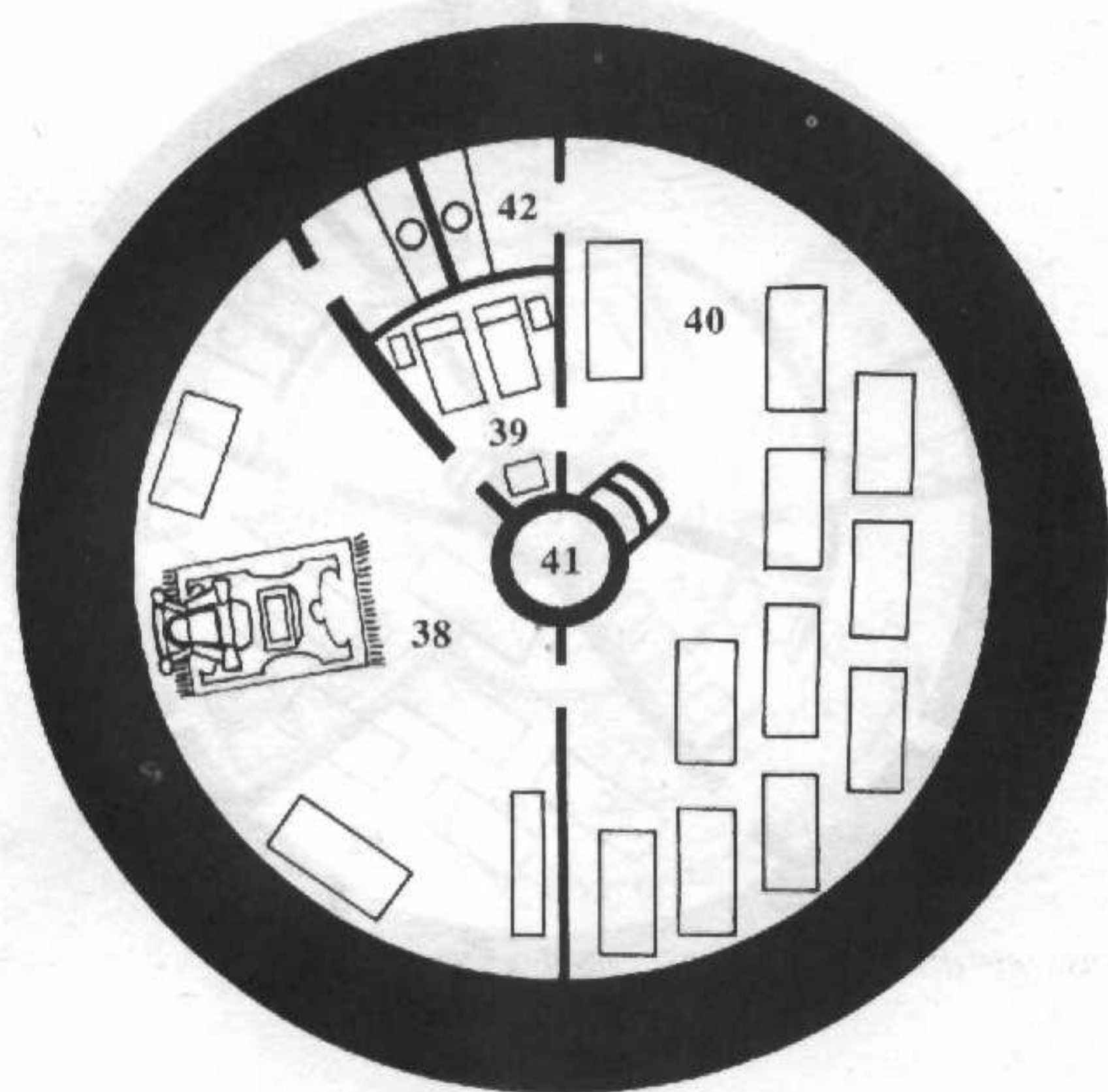
38. **Greeting Chamber** — The Seer meets guests here.
39. **Guard Chamber** — Quarters for the First Degir.
40. **Common Hall** — Chamber serves as a minstrel and eating hall, as well as the lower assembly area.
41. **Tower Stair** — Opens onto the Common Hall.
42. **Privy** — As #37.

THE THIRD LEVEL

43. **Lower Armory** — Spears line the walls. Twenty-one upright cedar chests hold bows and hand arms. Each is locked and hard (-10) to open.
44. **Guard Hall** — A guard is always posted here.
45. **Guest Chambers** — Accommodations for common guests.
46. **Tower Stair** — As #35.
47. **Privy** — As #37.



The Second Level



The Third Level

THE FOURTH LEVEL

- 48. **Lower Kitchen** — Ovens set in the thick walls can comfortably handle meals for 280 men.
- 49. **Ale Hall** — Area serves as a minstrel and eating hall. Kegs line the wall behind the serving bar.
- 50. **Cook's Quarters** — Cook and his wife reside here.
- 51. **Tower Stair** — As#35.
- 52. **Privy** — As#37.
- 53. **Pantry** — This tiled chamber stays cool throughout the year. Foodstores are kept here, some in copper-lined, stone ice-chests.

THE FIFTH LEVEL

- 54. **Upper Stores** — A winch hung out of the window off the Guard Hall enables servants to bring in crates and barrels.
- 55. **Servants Chambers** — Quarters for 20 servants.
- 56. **Guard Hall** — A guard is always posted here.
- 57. **Tower Stair** — As#35.
- 58. **Privy** — As#37.
- 59. **Cistern** — A hand pump provides a means of filling the cistern, which provides running water for chambers below. It is filled by pumped springwater or filtered runoff from the rain and drains into the cistern below the Entry Hall.

THE SIXTH LEVEL

- 60. **Middle Armory** — Unstrung bows line the walls. Seven upright cedar chests hold hand arms. Each is locked and very hard (-20) to open.
- 61. **Guard Chambers** — Quarters for the Second Degir.
- 62. **Common Room** — Chamber serves as the eating and assembly area for the Second Degir.
- 63. **Tower Stair** — As#35.
- 64. **Privy** — As#37.

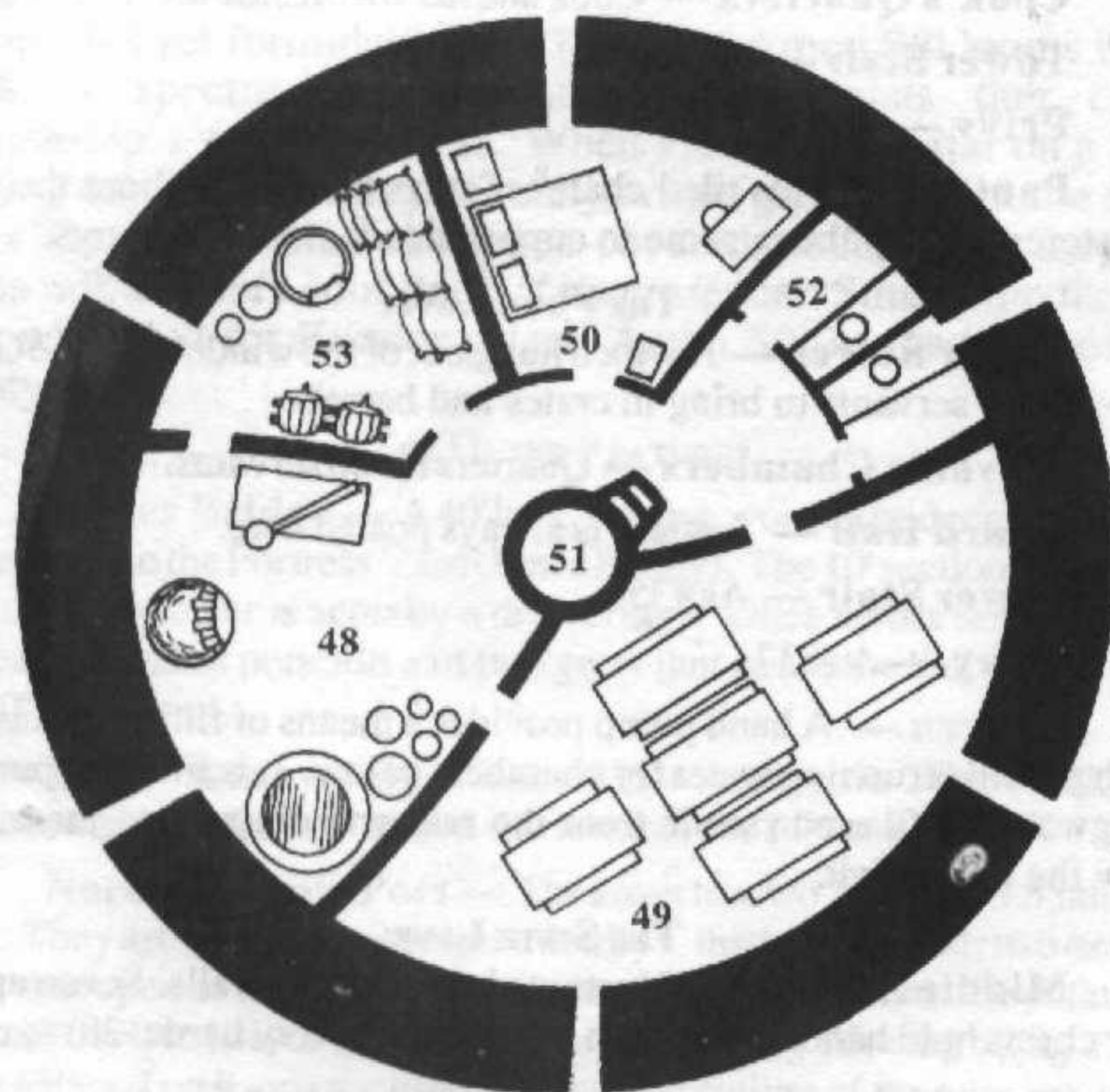
THE SEVENTH LEVEL

- 65. **Common Library** — The Common Library is open to the whole garrison and any guests. It contains no tomes on magic, but is endowed with works on science, language, history and philosophy (placed in corresponding sections).
- 66. **Captain's Chambers** — Door is hard (-10) to unlock. Serves as quarters for a Knight (later Tower Warden).
- 67. **Guest Quarters** — Common guests reside here.
- 68. **Tower Stair** — As#35.
- 69. **Privy** — As#37.
- 70. **Guard Hall** — A guard is always posted here.

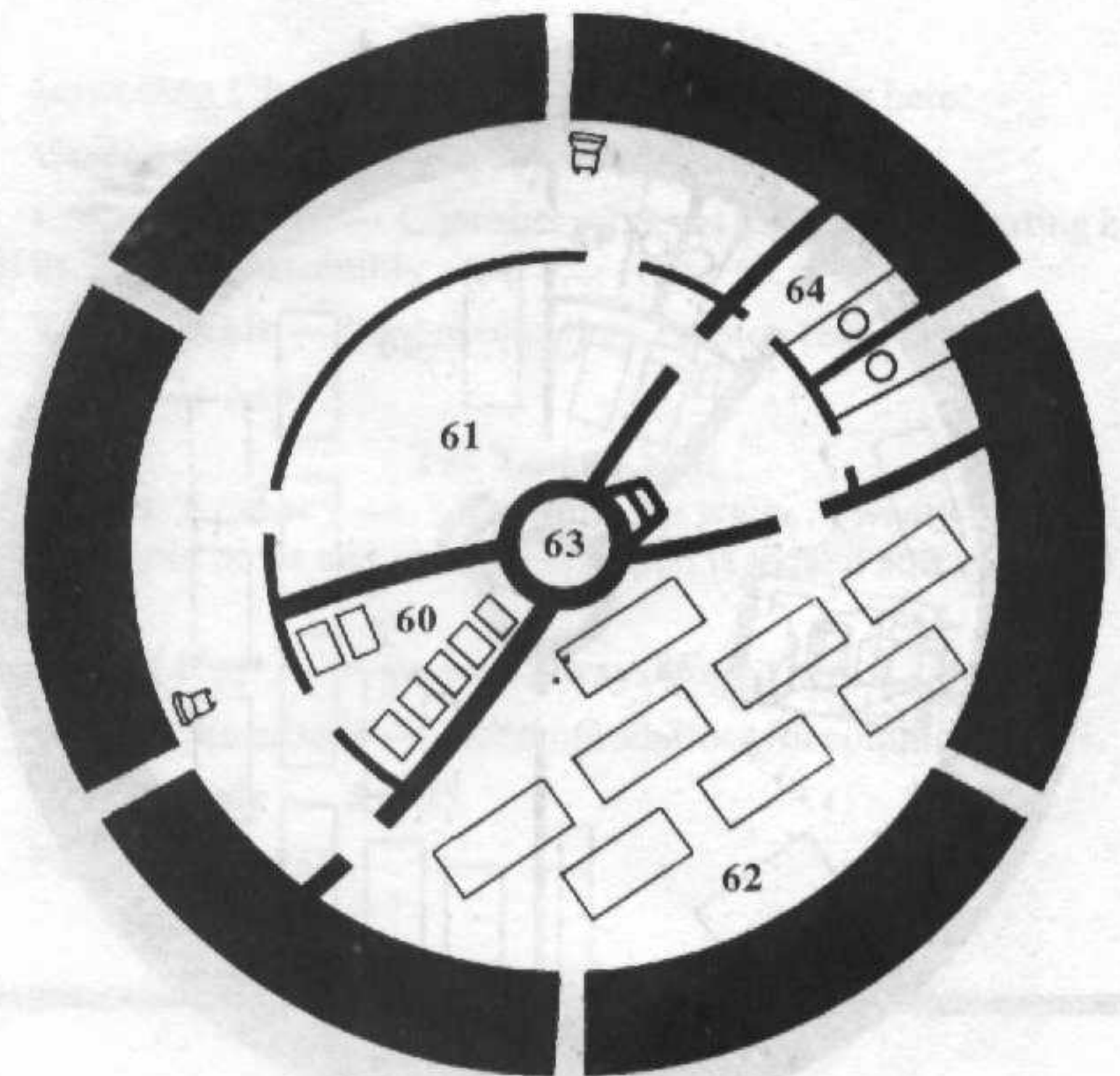
THE EIGHTH LEVEL

- 71. **Alchemical Hall** — Door is extremely hard (-30) to unlock. The chamber contains a fine library. One section, devoted to "Power," is set into the basalt central column and guarded by steel and glass-faced doors, each sheer folly (-50) to unlock. These shelves contain one book covering each Essence-based spell list (two for each Alchemist Base list). Each book has a silver-inlaid lebethron cover and weighs 7 lbs. Written in Quenya, the pages contain symbols which, if read aloud, enable the reader to cast the spells (regardless of level). The rest of the library covers the long, curving, paneled wall, its sections devoted to each of the elements: Air — Manwë's domain, Water — Ulmo's domain, Earth — Aulë's domain, Light — Varda's domain, and Fire — Of Arien and others (Melkor is unmentioned). Large work tables fill the carpeted room, and reading benches sit in each corner.
- 72. **Alchemist's Chambers** — Door is very hard (-20) to unlock. The Tower Alchemist (normally a 14th level Mage/Alchemist), who is charge of the Fortress' smithy and armories, resides here.
- 73. **Sages' Hall** — Serves as a meeting, greeting, and eating area for the Alchemist, the High Seer, and any visiting compatriots.
- 74. **Tower Stair** — As#35.
- 75. **Privy** — As#37.
- 76. **Guard Hall** — A guard is always stationed here.

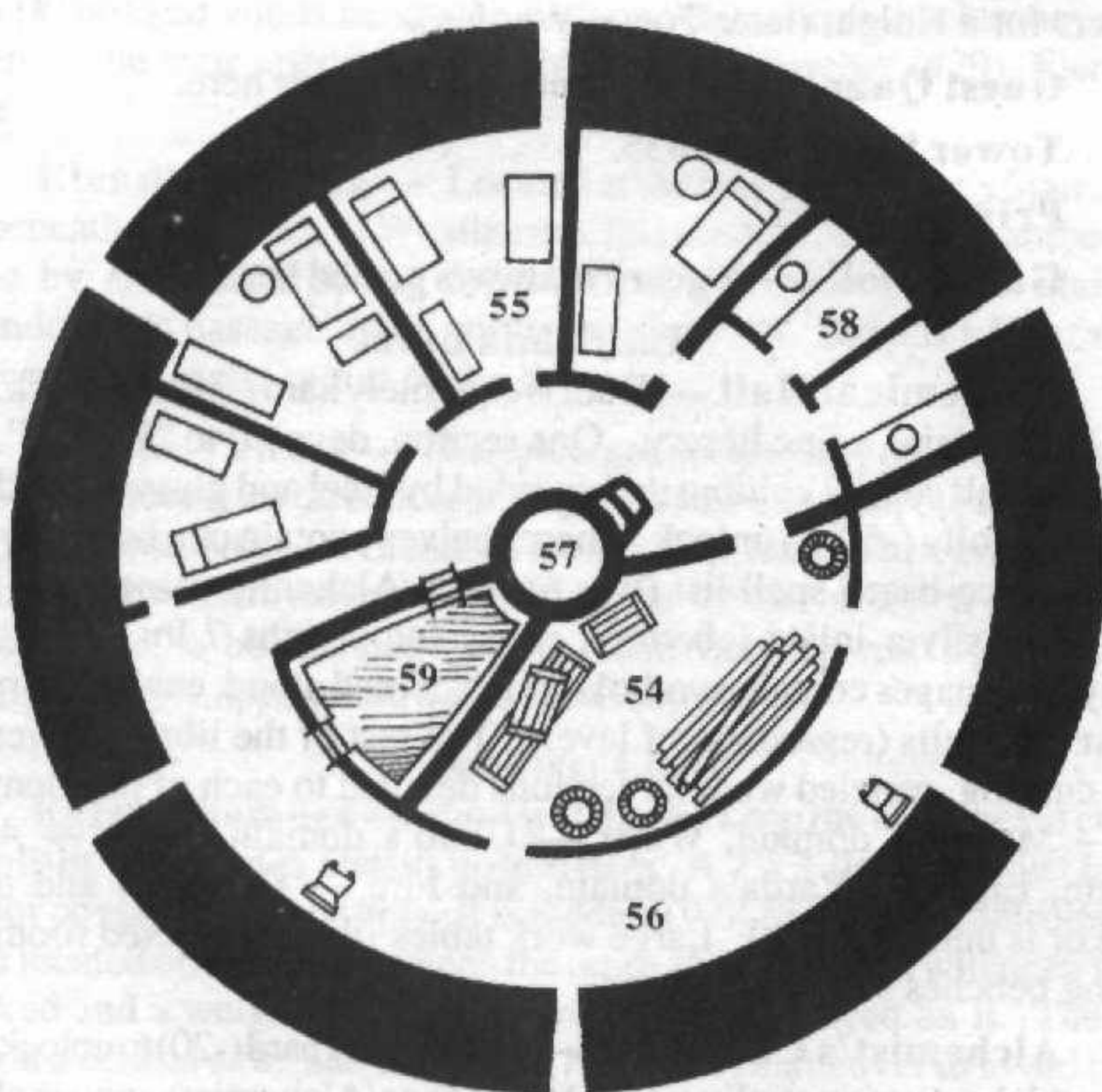
The Fourth Level



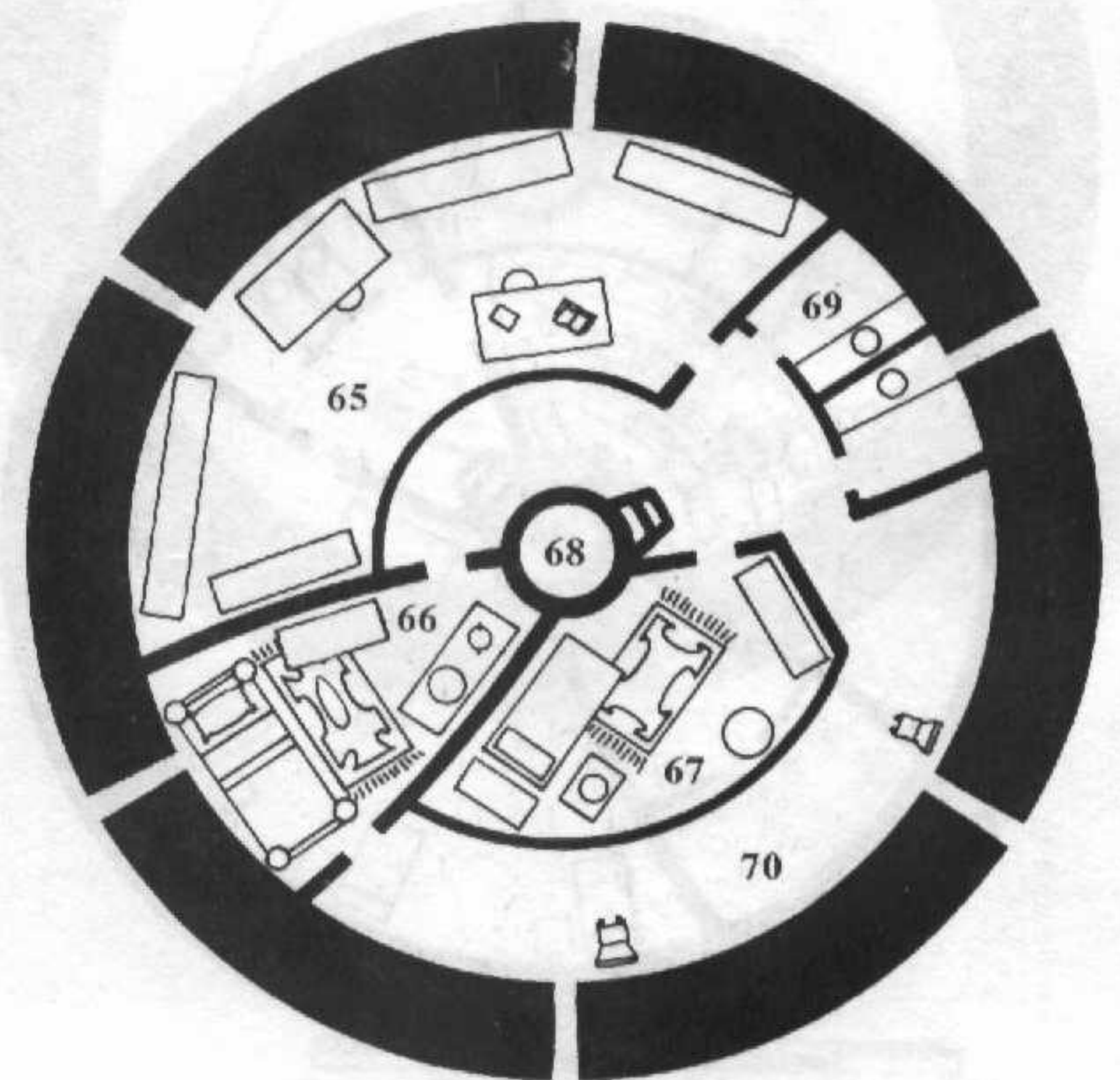
The Sixth Level



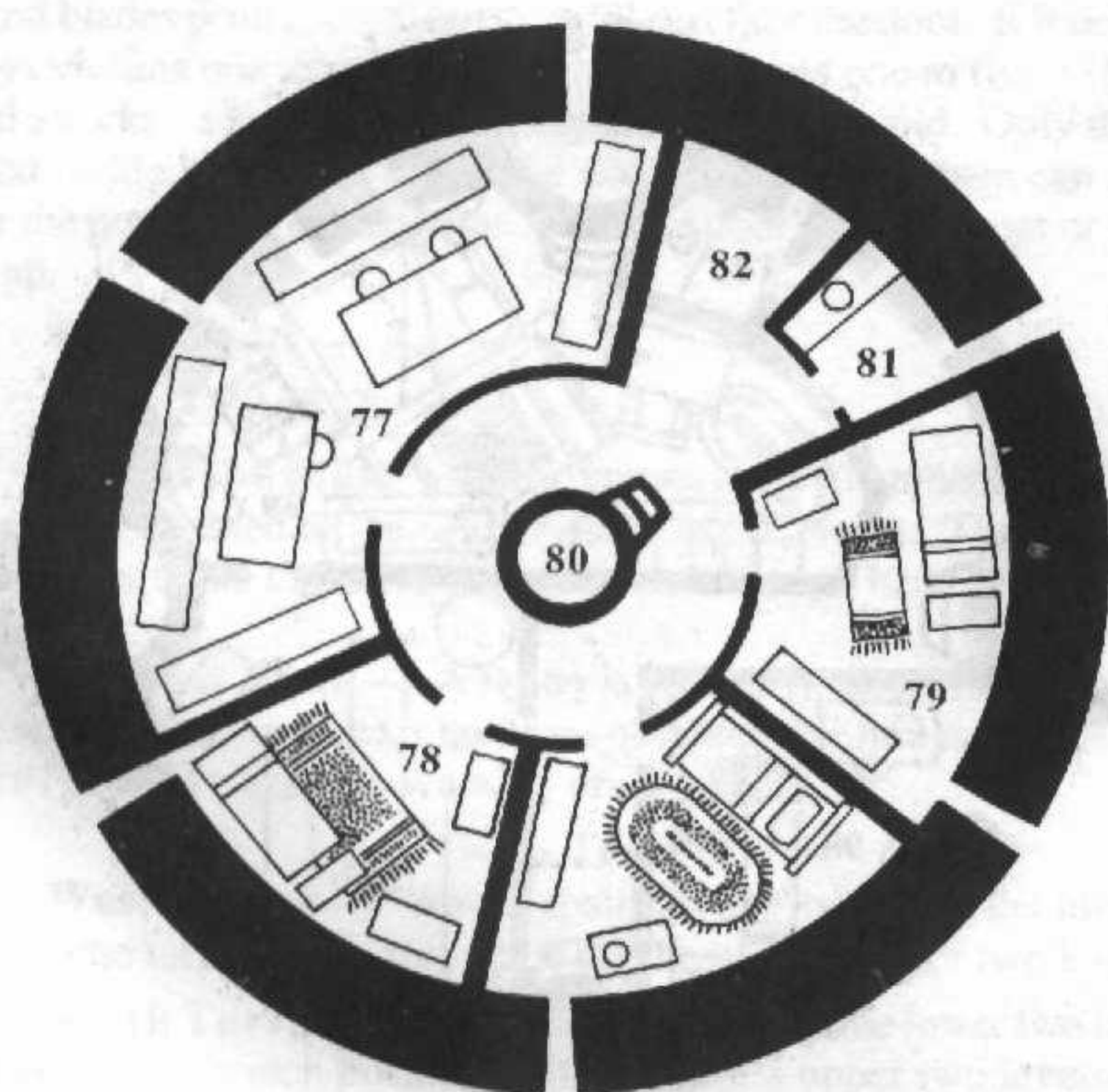
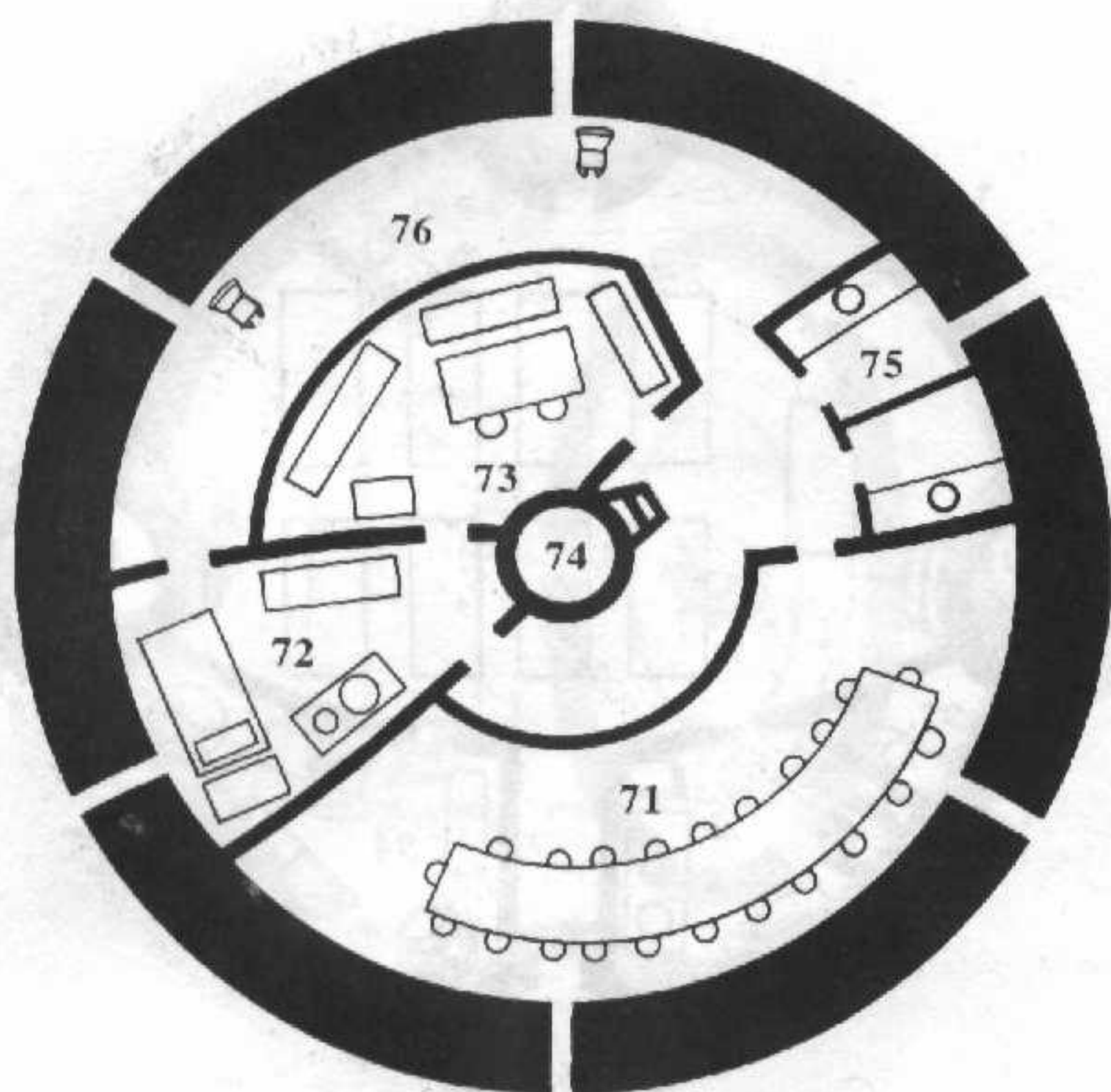
The Fifth Level



The Seventh Level



The Eighth Level



The Ninth Level

THE NINTH LEVEL

- 77. **Philosophy Library** — Door is hard (-10) to unlock. Library contains sections on Warcraft, Diplomacy, Culture, and Legends.
- 78. **Captain's Chambers** — Door is hard (-10) to unlock. Serves as quarters for a Knight and his spouse.
- 79. **Guest Quarters** — Important guests reside here.
- 80. **Tower Stair** — As#35.
- 81. **Privy** — As#37.
- 82. **Guard Hall** — A guard is always on duty here.

THE TENTH LEVEL

- 83. **Science Library** — Door is hard (-10) to unlock. Library contains sections on Olvar, Kelvar, Elements, and the Shape of the Things.
- 84. **Guard Chambers** — Quarters for the Third Degir.
- 85. **Guest Quarters** — Very important guests reside here.
- 86. **Tower Stair** — As#35.
- 87. **Privy** — As#37.
- 88. **Guard Hall** — A guard is always positioned here.

THE ELEVENTH LEVEL

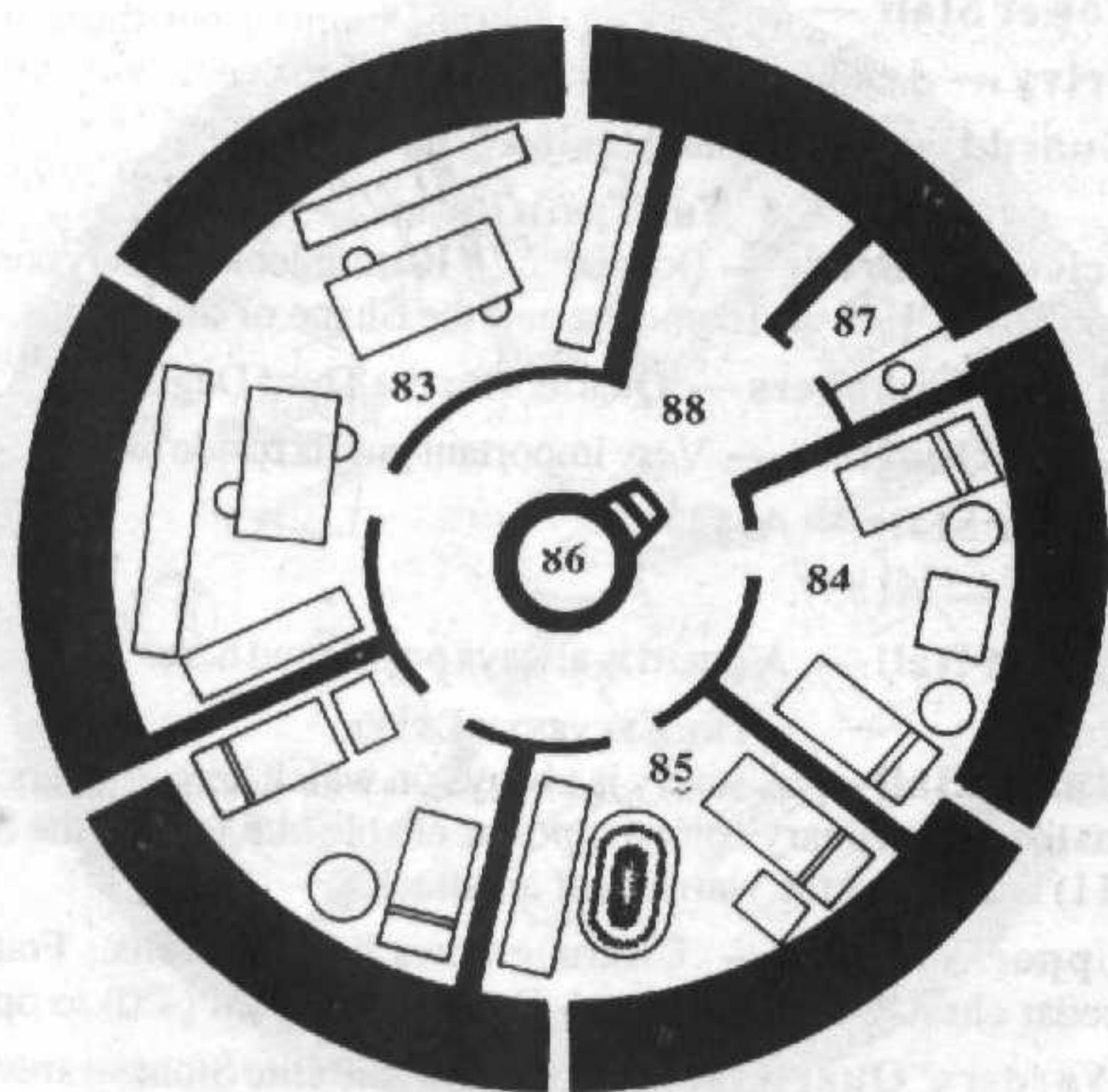
- 89. **Guard Hall** — A sentry is always on watch here. Levers set in the wall at the four primary compass points enable him to ring the Seer's Bell (#111) and sound the warning of an attack.
- 90. **Upper Armory** — Unstrung bows line the walls. Fourteen upright cedar chests hold hand arms. Each is very hard (-20) to open.
- 91. **Warders' Quarters** — Quarters for the elite Stone-warders.
- 92. **Tower Stair** — As#35.
- 93. **Privy** — As#37.

THE TWELFTH LEVEL

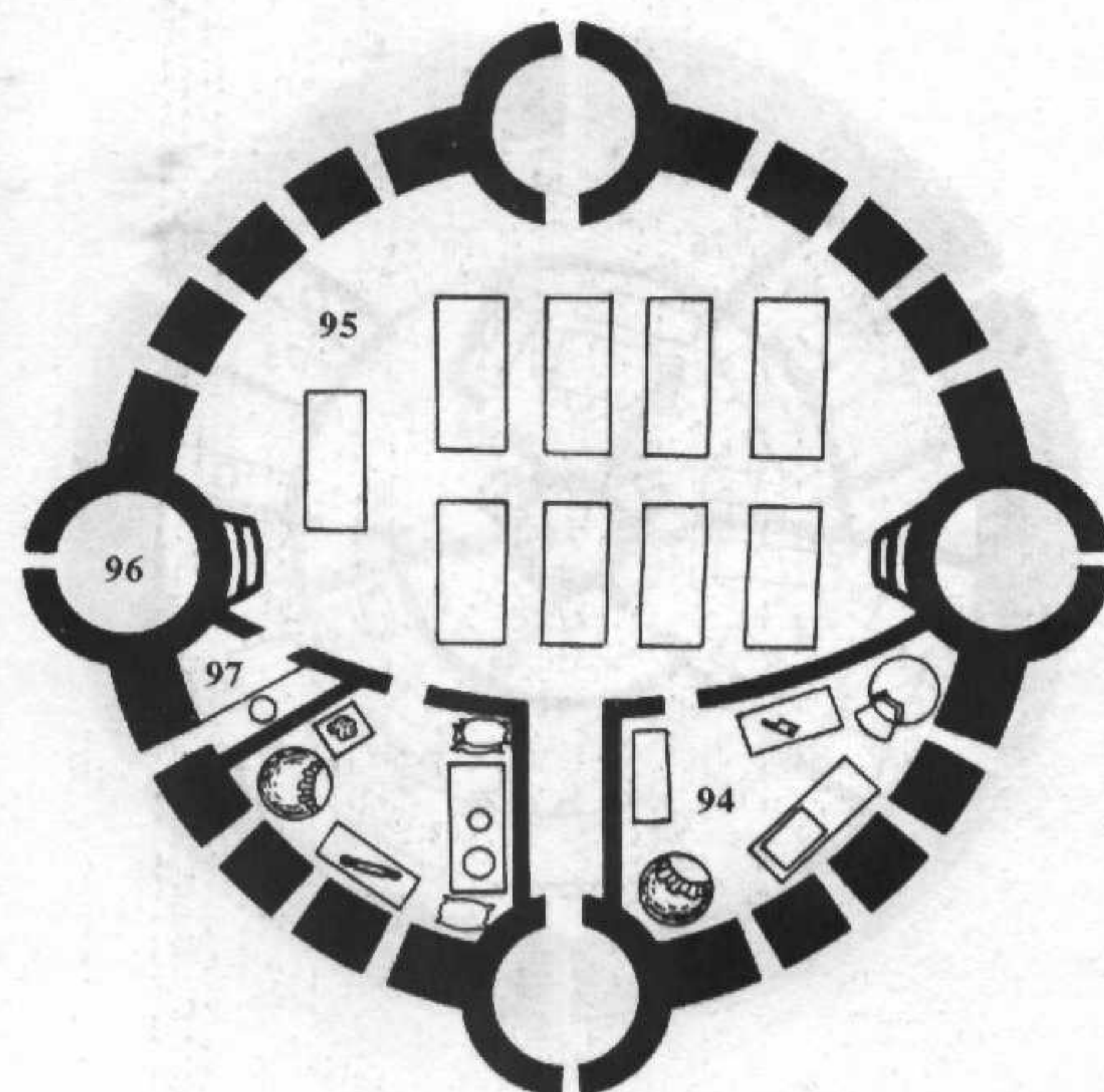
- 94. **Upper Kitchens** — Equipped with a small ice house, a well and pump, and numerous ovens, the Upper Kitchens are as fine as any outside Annúminas.
- 95. **High Hall** — The High Hall serves as the High Seer's eating hall and entertainment area. Tapestries adorn the finely carved, marble-inlaid walls. The floor is covered with a mosaic map of the heavens (Menel).
- 96. **Tower Stair** — As#35.
- 97. **Privy** — As#37.

THE THIRTEENTH LEVEL

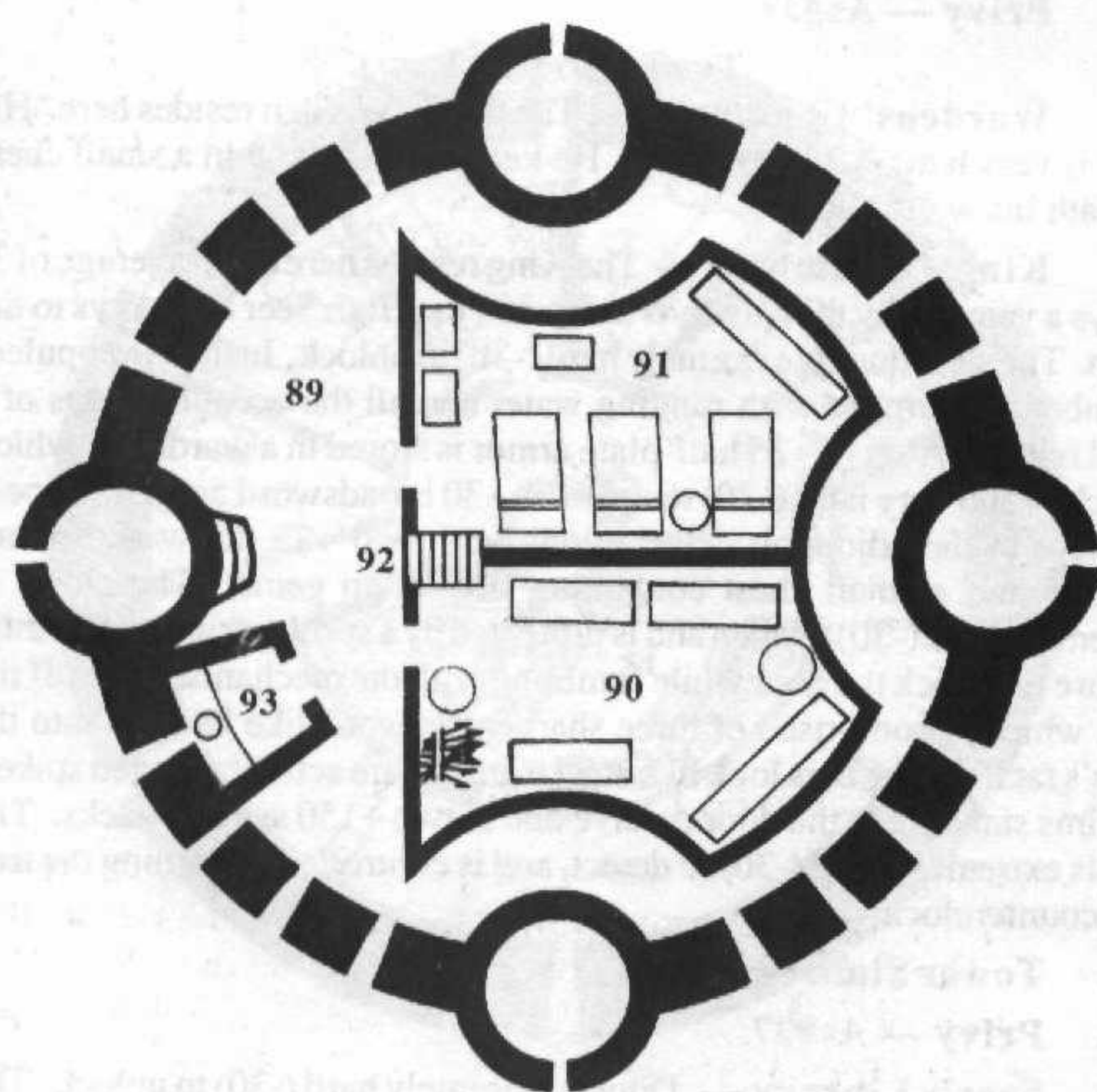
- 98. **Wardens' Chambers** — The Castle Warden resides here. His door is very hard (-20) to unlock. He keeps 201-300 gp in a small chest beneath his wardrobe.
- 99. **King's Chambers** — The King resides here on an average of 3-7 days a year. Only the Castle Warden and the High Seer have keys to the room. The steel door is extremely hard (-30) to unlock. Inside, the opulent chamber is equipped with running water and all the accoutrements of a royal retreat. A set of +25 half-plate armor is stored in a wardrobe, which is locked and very hard (-20) to open. A +30 broadsword and a +35 spear are kept in the adjoining closet, along with two +25 throw-and return daggers and a small chest containing fifty 50gp gems. The closet is extremely hard (-30) to open and is protected by a spring-driven spike trap. Failure to unlock the door while fumbling with the mechanism sets off the trap, which is comprised of three sharpened sword-like bars set into the door's facing. The bars look like steel trim, but are actually hinged spikes. Victims standing at the door receive one to two +150 sword attacks. The trap is extremely hard (-30) to detect, and is controlled by turning the trap key counterclockwise.
- 100. **Tower Stair** — As#35.
- 101. **Privy** — As#37.
- 102. **Seer's Library** — Door is extremely hard (-30) to unlock. The chamber contains shelves which contain one book on each Mentalism and Channeling-based spell list (two for each Seer and Astrologer Base list). Each book has a silver-inlaid gold cover and weighs 14 lbs. Written in Quenya, the pages contain symbols which, if verbally expressed by reader, enable him to cast the spells (regardless of level). Other tomes in the library cover maps of the heavens, works on star-gazing, etc.



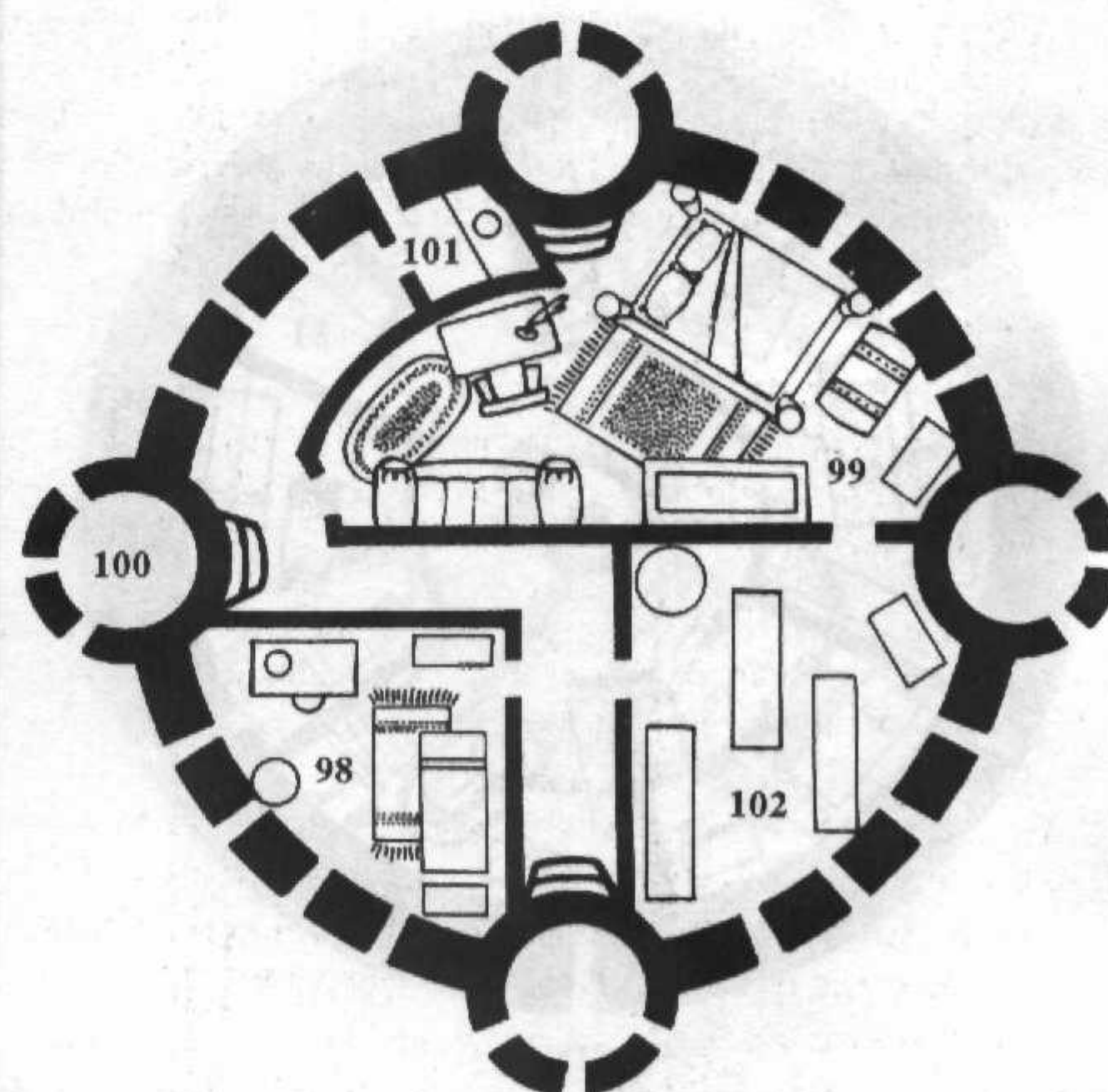
The Tenth Level



The Twelfth Level

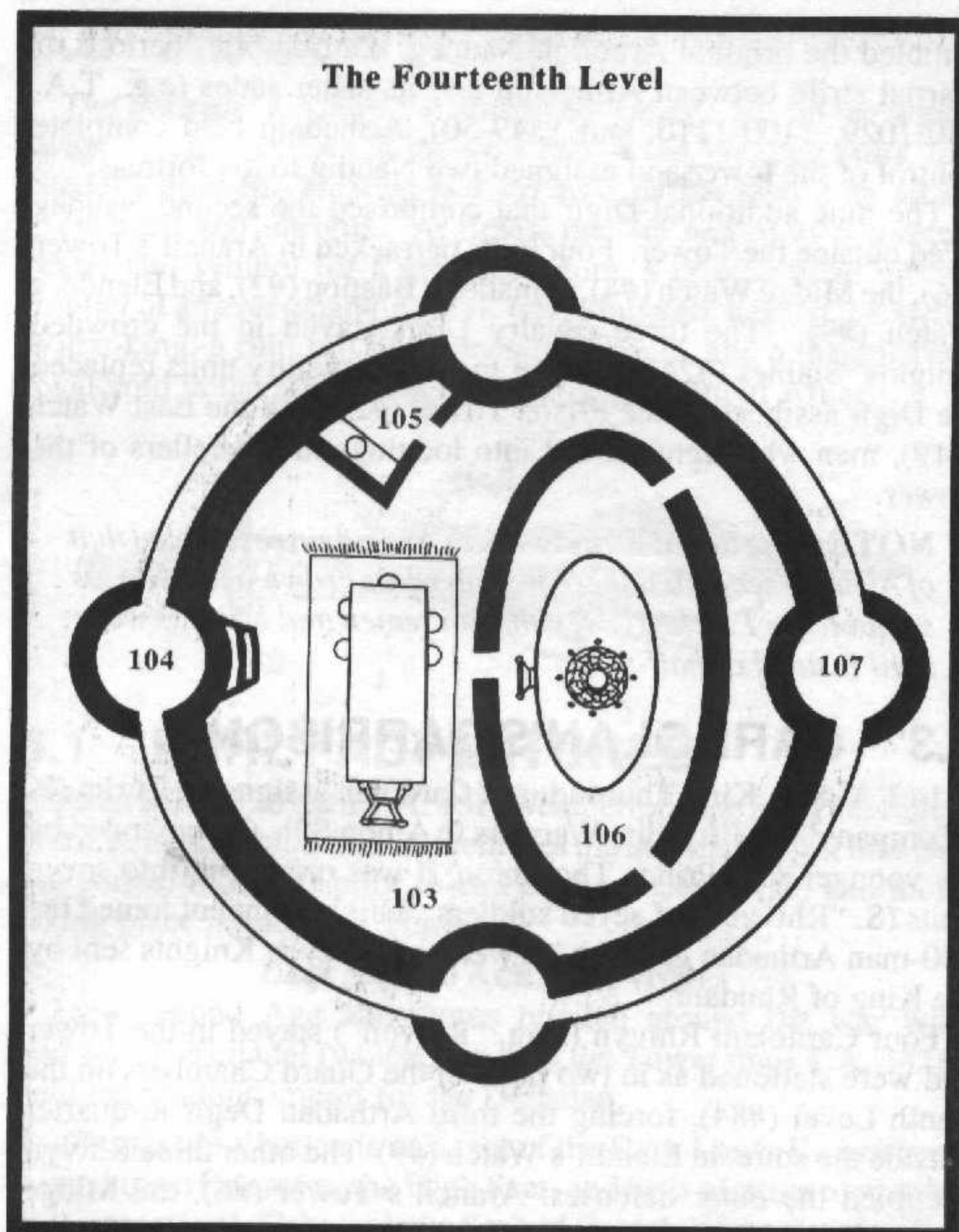


The Eleventh Level



The Thirteenth Level

The Fourteenth Level



THE FOURTEENTH LEVEL (ROOF)

103. Seer's Chambers — The High Seer resides here. The door is locked and very hard (-20) to open. Failure to unlock the door while fumbling with the mechanism sets off a trap in the adjoining ceiling area (on the landing of #104). The trap, which is hard (-10) to detect, is a sharpened steel portcullis set two feet away from the door. It has spiked tips and blades protruding from the grill that face the door. If it descends, it gives victims one to two +50 spear attacks **plus** one to five +100 short sword attacks. The trap is extremely hard (-30) to avoid. Only the lever located inside and to the left of the door into the chambers can raise or lower the portcullis, and only the lever and door's lock can set or unleash the trap.

104. Tower Stair — As#35.

105. Privy — As#37.

106. Hall of the Stone — Also known as the Chamber of the Palantír, this room is devoted to the Master-stone of the North. The Seer's Stair (#29) connects the chamber with the secret tunnel beneath Weathertop (#31).

107. Window Walk — A sentry is always on watch here. Levers set in the wall at the four primary compass points enable him to ring the Seer's Bell (#111) and sound the warning of an attack.

THE TURRETS

108. West Turret — Watch positions are located in the lower two levels of the turret, while stairwells fill the turret's upper two levels.

109. North Turret — Stairwells are located in the lower two levels of the turret, while watch positions fill the turret's upper two levels.

110. East Turret — The Bell-master's lodgings are in the lower two levels of the turret, while his control chamber is located above. Above that, on the turret's fourth and uppermost level, is a watch area. A ladder connects the levels. From the latter room, he can control the Seer's Bell using a series of bell-pulls, each of which is attached to a steel cable mechanism.

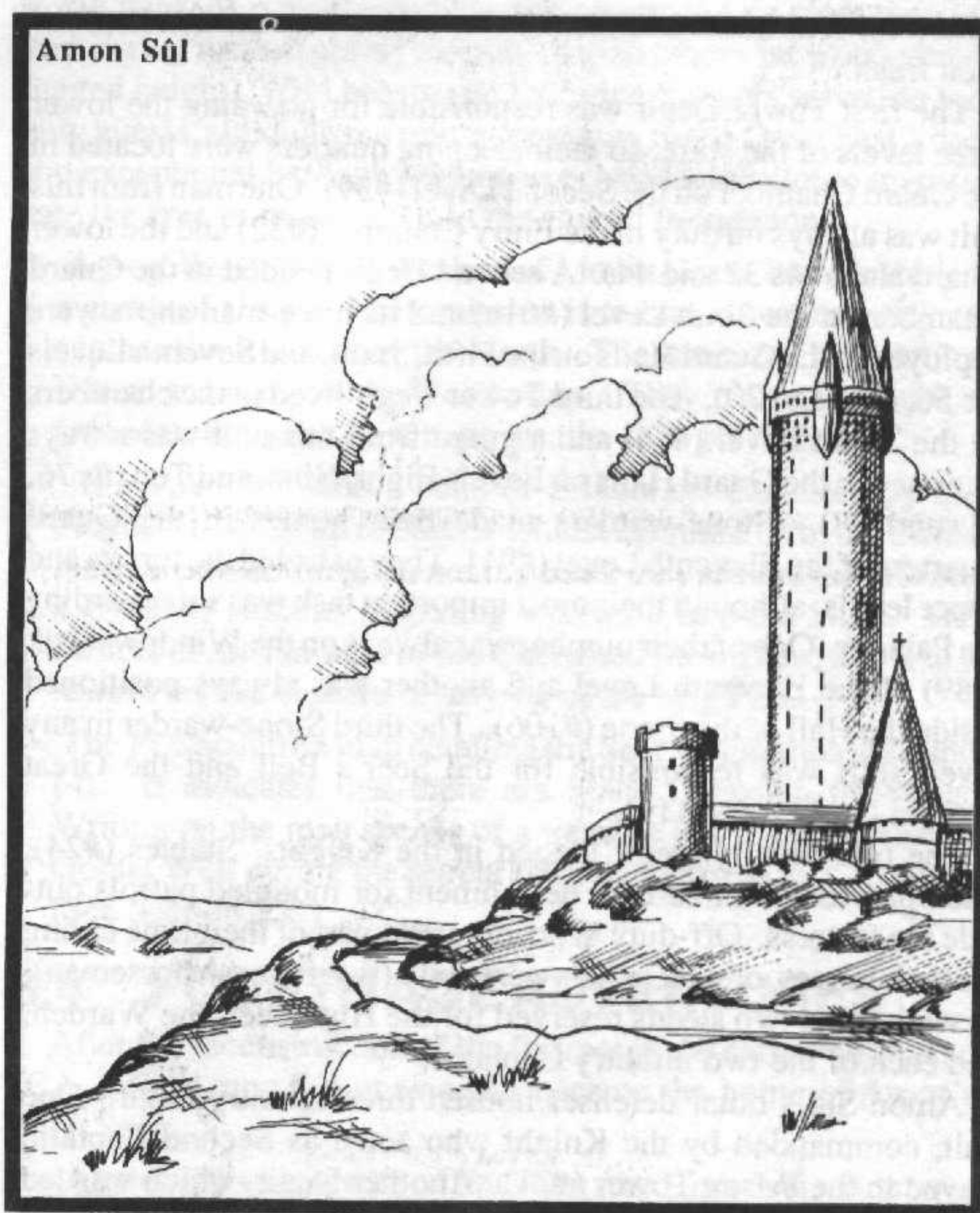
111. South Turret — Watch positions are located in the upper- and lowermost levels of the turret, while stairwells fill the turret's two central levels.

THE BELL AND BEACON

112. Seer's Bell — The Seer's Bell is a huge, stationary, silver-inlaid steel dome. Located in a room below the beacon, it is covered by movable copper sheathing, which is permeated by capped vents. The bell is covered in a frieze depicting the story of Númenor, the Downfall, and the founding of Arnor. Seven different clappers enable the Bell-master to vary the tone of the device. One, the warning clapper, can be controlled by the levers on the Window Walk (#89), in the Castle Warden's chambers (#98), and the Seer's Chambers (#103), as well as the Bell-master's pull. (The Bell-master's room is in the East Turret, #110.)

113. Great Beacon — Seven lamps, arrayed in an arc depicting the seven stars of Arnor, comprise the beacon. Its glow can be seen as far as 200 miles away. Set in a rotating steel and glass housing, the beacon is located beneath the upper part of the copper-cover roof. A winch controls the surrounding roof sections, which slide down and over the roof area below whenever the beacon is in use. The controls are located along the Beacon-master's walk, which surrounds the lamp.

Amon Sûl



4.0 THE GARRISON

Weathertop was always a royal property of the King of Arnor. Naturally, the lords of Arthedain, Cardolan, and Rhudaur also envisioned it as a crown possession. Even in his heyday (T.A. 861-1100), however, the Lord of Rhudaur never supplied more than one seven-man unit for the defense of the citadel. Rhudaur often shared the fortress in name only.

No force independent of the King(s) who held sway over the hill ever served as the garrison of the fortress. Therefore, the units assigned to Weathertop followed a relatively constant pattern. Their numbers and organization rarely varied.

4.1 ARNOR'S GARRISON

From T.A. 49 until T.A. 861 the fortress was guarded by a ninety-man Naudeg (pl. "Naudig"), one of twenty-one such units in the Dagarim Aran (S. "Royal Army"). The Naudeg was divided into nine ten-man Digír (sing. "Degir"). An essentially independent force, it was a flexible combination of foot- and horse-soldiers, including three cavalry and six infantry Digír.

Each Degir consisted of a Royal Knight (S. "Aroquen") and ten line Warriors (S. "Ohtari"). An Elder Knight (S. "Aroquen Iaur") served as the commander of the entire Naudeg and the First Captain of the fortress. Only the High Seer and the Castle Warden outranked him. The other Knights comprised the lesser Captains.

The Warden of the Castle commanded the elite Degir known as the Stone-warders. They formed the High Seer's guard, but no more than three ever left the Tower at a given time. Few Arnorian Warriors matched their experience, tenacity, or strength of arms.

Four infantry Digír, including the Stone-warders, resided in the Tower. Their Knights supervised three groups of three Warriors, each of which worked four hour shifts. Thus, a soldier was on station for four hours and then off for eight. This pattern kept the Men fresh.

The first Tower Degir was responsible for guarding the lower three levels of the spire, so their sleeping quarters were located in the Guard Chamber on the Second Level (#39). One man from this unit was always on duty in the Entry Chamber (#32) and the lower Guard Halls (#s 33 and 44). A second Degir resided in the Guard Chamber on the Sixth Level (#61a) and its three-man shifts were deployed in the Guard Halls on the Fifth, Sixth, and Seventh Levels (#s 56, 61b, and 70). The third Tower Degir lived in the chambers on the Tenth Level (#84) and a guard from this unit was always stationed in the Guard Halls on Levels Eight, Nine, and Ten (#s 76, 82, and 88). Stone-warders made their homes in the Guard Quarters of the Eleventh Level (#91). They patrolled the turrets and upper levels, although their most important task was safeguarding the Palantír. One of their number was always on the Window Walk (#89) of the Eleventh Level and another was always positioned inside the Hall of the Stone (#106). The third Stone-warder in any given shift was responsible for the Seer's Bell and the Great Beacon (#s 111 and 112).

The two cavalry Degir lodged in the Knights' Stables (#24). Each provided a three-man detachment for mounted patrols outside the fortress. Off-duty Warriors spent part of their time caring for their horses, of which there were sixty (two for each horseman), as well as the two steeds reserved for the High Seer, the Warden, and each of the two infantry Captains.

Amon Sûl's outer defenses housed three infantry Digír. One unit, commanded by the Knight who acted as Second Captain, stayed in the Prison Tower (#21). Another Degir, which was led by the Third Captain, resided in the East Watch (#19). Ohtar's Tower (#12) and the Prince's Tower (#15) accommodated the third Degir.

Since they were part of the Royal Army, the garrison wore the King's Livery: black armor and a black surcoat. Arnorian horsemen wore half-plate armor, while the footsoldiers wore mail. Seven six-pointed, white stars and a white crown adorned the chest of their surcoat, their cloaks, and their black-faced shields. Two black plumes sprouted from the sides of their black steel helmets, and their swords, spears, and bows were accented in white, silver, or black trim, depending on their Degir.

4.2 ARTHEDAIN'S GARRISON

As the most direct heirs to Arnor's traditions, the garrison maintained by Arthedain between T.A. 861 and T.A. 1409 re-

sembled the original Arnorian Naudeg. During brief periods of martial strife between Arthedain and its sister states (e.g., T.A. 950-1029, 1100-1110, and 1349-50), Arthedain held complete control of the tower and assigned two Naudig to the fortress.

The nine additional Digír that comprised the second Naudeg lived outside the Tower. Four units barracked in Arancil's Tower (#6), the Midge Watch (#4), Whistler's Bastion (#2), and Elendil's Watch (#9). The three cavalry Digír stayed in the crowded Knights' Stables (#24). Both of the other infantry units replaced the Digír assigned to the Prison Tower (#21) and the East Watch (#19), men who were moved into lodgings in the cellars of the Tower.

NOTE: *The Royal Army livery of Arthedain resembled that of Arnor, except that there was no white crown in the King's symbol. By T.A. 861, even the horsemen and Knights wore mail instead of half-plate.*

4.3 CARDOLAN'S GARRISON

In T.A. 861, King Thorondur of Cardolan assigned a Cúrim (S. "Company") of fifty elite Warriors to Amon Sûl. Commanded by his younger son, Prince Thoronion, it was organized into seven units (S. "Rhífvyn") of seven soldiers. This contingent joined the 100-man Arthadan garrison, as well as the seven Knights sent by the King of Rhudaur.

Four Cardolani Rhífvyn (sing. "Rhivun") stayed in the Tower and were stationed as in two pairs in the Guard Chambers on the Tenth Level (#84), forcing the third Arthadan Degir to quarter outside the spire, in Elendil's Watch (#9). The other three Rhífvyn occupied the outer defenses: Arancil's Tower (#6), the Midge Watch (#4), and Whistler's Bastion (#2).

Prince Thoronion received the newly-conceived title of Tower Warden, making him answerable only to the Castle Warden. Later, the two Dúnadan forces rotated these commands. Thus, a Cardolani Castle Warden was occasionally in direct command of the Arthadan Degir that acted as the Stone-warders, while at the same time a Knight from Arthedain oversaw the Cúrim from Cardolan.

Cardolani infantry wore silver-colored chain shirts. Their deep purple shields and surcoats were trimmed in silver and emblazoned with the symbol of Cardolan: a hill surrounded by seven, six-pointed stars arranged in circle.

4.4 THE MEN FROM RHUDAUR

The seven Knights that periodically represented Rhudaur between T.A. 861 and 1349 were the sons of prominent Dúnadan Lords. Each hailed from a different part of the East Wood. Led by the Knight-son of the Prince of Rhudaur, who usually resided at Cameth Brin, they lived as a group in the Knights' Stables (#24).

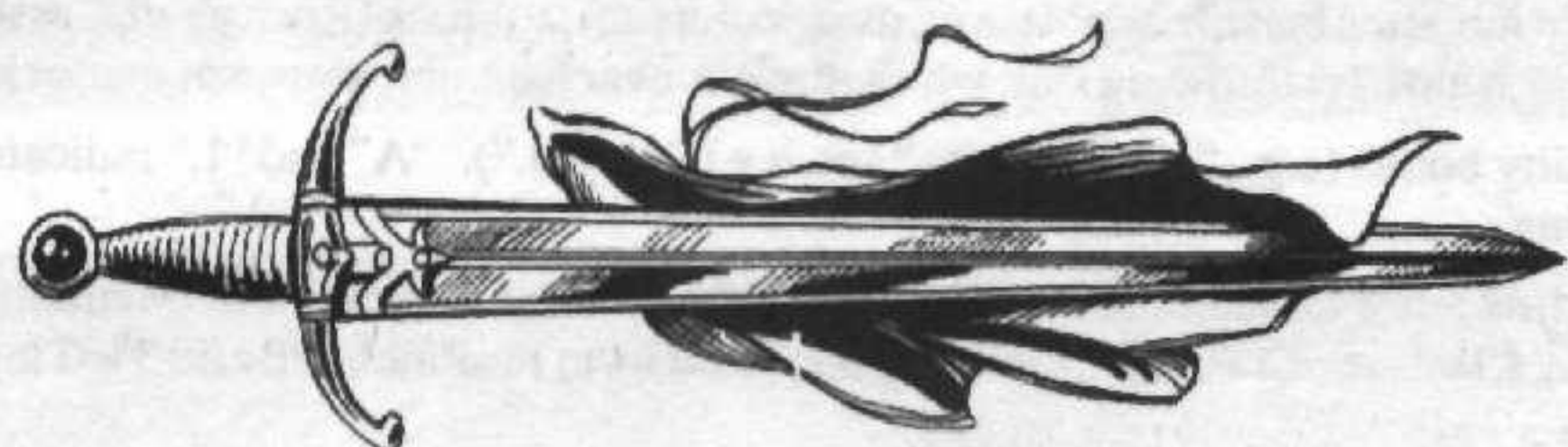
Their armor, clothing, and equipment varied, although all of the Knights carried a coppery-colored shield bearing the Rhudaur's emblem: a silver tree surrounded by seven, silver, six-pointed stars.

4.5 THE OTHER OCCUPANTS

A large number of dependents, servants, and craftsmen live on Amon Sûl, although their numbers fluctuate throughout the mid-Third Age. Normally, about seventy people call the fortress their home, but from T.A. 1349 through T.A. 1409 the civilian population swelled to between one hundred and forty and two hundred and ten people. Numerous wooden outbuildings appeared in the fortress yard. Affixed to the inside of the inner curtain wall, they formed a small town within the citadel.

5.0 ADVENTURES

The Fortress of Amon Sûl invites adventure. Set on the wind-swept mount that rises at the very end of the Weather Hills, the citadel's dramatic location and strategic nature lend it an air of excitement and intrigue. At times, the site served as a revered center and symbol for a great kingdom, a critical prize on the frontier of an ever-changing civil war, a bulwark against the awful Witch-king, a ruin full of legends and magic, and a magnificent royal hold in the reunited and rejuvenated realm of Arnor.



5.1 EARLY ADVENTURES

From S.A. 3320 until T.A. 861, Weathertop rose from the center of the Kingdom of Arnor. Adventures during this era fall into two categories: those set prior to end of the Second Age, and those taking place in the early Third Age.

LATE SECOND AGE ADVENTURES

Late Second Age adventures revolve around the war with Sauron. The citadel (which was only the Tower until T.A. 3428) held tremendous import for the Dúnadan.

- The Castle Warden is an agent of the Dark Lord. He has been spying on Palarcam, the High Seer, and he is plotting to murder the great lord. Orbragol, the Second Captain of the guard and an acquaintance of one of the PCs, suspects that something is amiss, but he is afraid to act in the face of his commander.
- A group of Knights in league with Sauron hope to steal the Palantír. The PCs, who are visiting the Tower, overhear their plan.

EARLY THIRD AGE ADVENTURES

The early Third Age was a relatively peaceful period, for Sauron had yet to reappear in Endor. Arnor, although declining, was still unified and secure. (By this time the inner curtain wall has been added to the Tower.)

- A Knight, Rocúrion, has been killed. He was found in the privy (#97) by the Upper Kitchen, his hair specked with flour and an arrow in his chest. Two servants have been arrested, but two of the PCs are under suspicion, for the arrow came into the tower with the party. The murderer is actually another Knight, Forodil (room at #66), a man who is control of a group of renegade soldiers from the Tower that prey on travelers along the Great East Road. His cohort, the chief cook named Lóthand (room at #23), smuggles the booty out of the Tower in flour sacks. (Lóthand and Forodil killed Rocúrion in the Cook's Tower [#23] after he discovered their plot.)
- Four Warriors from the Stone-warders plan to steal the High Seer's treasure (in #103) and place the blame on the PCs, but one of the PCs spots a Warder placing incriminating evidence in the PCs' guest chambers (room at #79).

5.2 ADVENTURES AMIDST WAR

The period from T.A. 861 until T.A. 1409 was a time of tremendous turmoil in the North. As Arthedain, Cardolan, and Rhudaur (and later the Witch-king) vied for control of Amon Sûl, the fate of the Fortress was often in question.

- The Cardolani Warriors plan to seize the Fortress from the Men of Arthedain. Their leader, the Tower Warden named Caraglin, has persuaded the High Seer that the change will be "in his best interests," and Caraglin has convinced the seven Knights from Rhudaur to begin the takeover by capturing the Castle Warden (Aradil). One of the Rhudauran Knights knows the PCs and has cautioned them to stay clear of the fighting.
- The Fortress is besieged by the forces of Rhudaur and Angmar. The outer defenses have fallen, and only the Tower remains in friendly hands. Unfortunately, a box containing important papers remains tucked beneath a bed in the Prince's Tower (#15). The PCs are entrusted with a mission to recover the box. Using the Southern Sally Port (#28), they must cross the yard and somehow make their way to the bed and back. (Knights from Rhudaur guard the Prince's Tower.)

5.3 JOURNEYS TO THE RUINS

Adventures during the period from T.A. 1409 to F.A. 9 transpire in an era when Weathertop was a lonely outpost on the edge of the wild. A ruin, the fortress site comprised no more than an inviting but modest grassy clearing atop an otherwise wooded and rugged height. Wild beasts and Dúnadan Rangers served as the only guests, although the ruin's proximity to the Great East Road and exceptional heritage prompt an occasional visitor to investigate the area or make camp in the storied foundations.

- Agrog, the Half-troll Warlord of Mount Gram, has assembled a group of Uruks. Their mission is to hunt down and slay or capture the Rangers of the North. The ten elite Orcs, led by Uftog, are camped on Weathertop. They plan to ambush a Dúnadan Ranger. As it happens, the PCs get there first.
- It's T.A. 1640 and a band of Eriadorans displaced by the Plague has taken up residence amidst the ruins. Preying on the meager traffic along the nearby road, they recently murdered a group of Hobbits migrating westward into the Shire. The owners of the inn west of the Chetwood (near Bree) know of a reward for the capture or slaying of the brigands.
- The PCs acquire a map detailing the Seer's Stair (note #29 and j-1). It indicates that there are tunnels beneath the ruins. Writing on the map speaks of a treasure left in the legendary Goblet Well during the retreat from the Fortress in T.A. 1409. (See Section 3.2.)

5.4 FOURTH AGE ADVENTURES

After the reconstruction of the fortress in the early Fourth Age (F.A. 7-9), Amon Sûl once again became the home of Arnor's High Seer.

- Arisiel, the young wife of Encalion (the High Seer), is in love with Third Captain of the Fortress. The two lovers plan to murder Encalion in the Hall of the Stone (#106).
- The PCs know that a Knight (but not who) in the Fortress is actually a spy in the service of King Itana Ovon of Khand. Hoping to avenge the death of his sons at the hands of the Dúnedain in the War of the Ring, Itana has ordered his Knight (Balcam) to set fire to the Fortress. (Balcam hopes to use combustible flour in the kitchens and the mill as a way of setting off explosions.)

6.0 MASTER GARRISON TABLE

The following abbreviations are used below: Lvl=Level; Hits=Concussion Hits; AT=Armor Type; DB=Defensive Bonus; Sh=Shield; Gr=Greaves; OB=Offensive Bonus; MovM=Movement and Maneuver Bonus.

AT — Two letter codes give the character/creature's **MERP** armor type: No=No Armor; SL=Soft Leather; RL=Rigid Leather; Ch=Chain; Pl=Plate. The number is the equivalent **Rolemaster** armortype: 1=No Armor; 2=Robes; 3=Soft Hide (asskin); 4=Heavy Hide (asskin); 5=Leather Jerkin; 6=Leather Jerkin and Greaves; 7=Leather Coat; 8=Reinforced Leather Coat; 9=Leather Breastplate; 10=Leather Breastplate and Greaves; 11=Half-hide Plate (as skin); 12=Full-hide Plate (as skin); 13=Chain Shirt; 14=Chain Chirt and Greaves; 15=Chain Mail Suit; 16=Chain Hauberk; 17=Metal Breastplate; 18=Meatl Breastplate and Greaves; 19=Half-plate; 20=Full Plate.

Weapons — Weapon abbreviations follow the OBs: ba=battle axe; bo=bola; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; pa=pole arm; qs=quarterstaff; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock.

DB, Sh, Gr — Defensive bonuses include stats and shield. Shield references include quality bonus (e.g., "Y10" means "yes, a +10 shield."). "A" and "L" indicate arm and leg greaves respectively. Parenthetical references indicate some equivalent covering.

Animal Attacks — Animal attacks are denoted by an OB followed by three letters. The first letter indicates the size of the attack: T=Tiny; S=Small; M=Medium; L=Large; and H=Huge. The second and third letters refer to the attack type: Ba=Bash; Bi=Bite; Cl=Claw; Cr=Crush; Gr=Grapple; Ho=Horn; Pi=Pincher/Beak; Ti=Tiny Teeth & Claws; TS=Trample/Stomp; St=Stinger.

Notes — Spell lists are denoted by three numbers (e.g., 1/2/3). The first number refers to lists known to 5th lvl, the second to lists known to 10th lvl, and the third to lists known to 20th lvl. Parenthetical notes indicate equivalent or approximate profession.

Name	Race	Lvl	Hits	AT	DB	Sh	Gr	Prim. OB	Sec. OB	Mov M	Notes
ARNOR'S GARRISON (S.A. 3320 TO T.A. 861)											
Wardens	Dúnadan	15	160	Pl/19	50	Y15	(A/L)	155bs	150sp	10	Warriors. 1/—/—.
Captains	Dúnadan	11	135	Pl/19	45	Y10	(A/L)	140bs	135sp	10	Warriors.
Horsemen	Dúnadan	6	105	Ch/15	40	Y5	(A/L)	110ml	93sp	10	Warriors.
Stone-warders	Dúnadan	7	100	Ch/15	45	Y10	(A/L)	115ss	100cp	10	Warriors.
Footsoldiers	Dúnadan	5	85	Ch/14	40	Y5	L	90ss	95cp	10	Warriors.
ARTHEDAIN'S GARRISON (T.A. 861 TO T.A. 1409)											
Wardens	Dúnadan	13	150	Pl/19	45	Y10	(A/L)	150bs	145sp	10	Warriors. 1/—/—.
Captains	Dúnadan	10	130	Ch/15	45	Y5	(A/L)	130bs	135sp	15	Warriors.
Horsemen	Dúnadan	6	100	Ch/14	40	Y5	L	105ml	88sp	10	Warriors.
Stone-warders	Dúnadan	6	100	Ch/15	45	Y10	(A/L)	110ss	93cp	10	Warriors.
Footsoldiers	Dúnadan	4	75	Ch/13	40	Y5	N	92ss	82cp	10	Warriors.
CARDOLAN'S GARRISON (T.A. 861 TO T.A. 1409)											
Wardens	Dúnadan	14	155	Pl/19	50	Y10	(A/L)	155bs	145sp	10	Warriors. 1/—/1.
Captains	Dúnadan	10	130	Ch/15	45	Y5	(A/L)	130bs	135sp	15	Warriors.
Warriors	Dúnadan	5	80	Ch/13	40	Y5	N	100ss	90cp	10	Warriors.
RHUDAUR'S CONTINGENT (T.A. 861 TO T.A. 1349)											
Knights	Dúnadan	10	135	Ch/15	50	Y10	(A/L)	135bs	135sp	15	Warriors.
ARNOR'S GARRISON (FOURTH AGE)											
Wardens	Dúnadan	12	140	Pl/19	45	Y10	(A/L)	140bs	125sp	10	Warriors.
Knights	Dúnadan	9	125	Ch/15	45	Y5	(A/L)	130bs	120sp	15	Warriors.
Horsemen	Dúnadan	6	95	Ch/14	35	Y	L	105bs	93sp	10	Warriors.
Stone-warders	Dúnadan	6	100	Ch/14	45	Y5	L	105ss	88cp	10	Warriors.
Footsoldiers	Dúnadan	3	65	Ch/13	30	Y	N	79sp	54cp	10	Warriors.
HIGH SEER'S STAFF											
High Seers	Dúnadan	25	73	No/2	50	N	N	70ss	25da	10	Bard/Seers. —/5/17.
Seers/Astrolog.	Dúnadan	14	50	No/2	30	N	N	55qs	15da	5	Bard/Seers. —/7/8.
Alchemists	Dúnadan	10	40	No/1	15	N	N	35wh	20da	15	Mage/Alchs. —/17/—.
Apprentices	Dúnadan	4	22	No/1	15	N	N	20da	-25	15	Bard/Seers. —/6/—.
CRAFTSMEN & SERVANTS											
Cooks	Eriadoran	3	45	No/1	10	N	N	60ha	35da	10	(Warriors).
Smiths	Eriadoran	4	50	SL/6	15	N	A	75wh	65sp	15	(Warriors).
Artisans	Eriadoran	3	40	SL/5	15	N	N	55wh	30da	15	(Warriors).
Servants	Eriadoran	2	20	No/1	5	N	N	35sp	10da	5	(Warriors).
VISITORS TO THE RUINS (T.A. 1409 TO F.A. 9)											
Rangers	Dúnadan	10	105	Ch/14	60	Y10	A	90bs	85cp	15	Rangers. —/3/1.
Bandits	Eriadoran	3	55	RL/9	40	Y	N	65ha	60lb	15	Scouts/Rogues.
Angmar's Orcs	Orch	2	45	SL/7	20	Y	L	40sc	30sb	0	Warriors.
Agrog's Orcs	Orch	7	80	Ch/13	35	Y5	(A/L)	100fa	80cp	10	Scouts/Rogues. 2/—/—.

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