DAGORLAD
and the Dead Marshes™
A Fantasy Role Playing adventure module from
J.R.R. TOLKIEN'S MIDDLE-EARTH

Based on THE HOBBIT™ and THE LORD OF THE RINGS™, DAGORLAD details the east marshes and the shadowy haunts of the sorceress, Miruimor. Adventure on the plains before the Gates of Mordor, where roaming Orcs strike terror among unwary travelers. Produced and distributed by IRON CROWN ENTERPRISES, INC. Stock #8020.
CONTENTS

1.0 GUIDELINES FOR USING MIDDLE-EARTH ROLE PLAYING MODULES

1.1 - DEFINITIONS AND TERMS
1.1.1 Abbreviations
1.1.2 Definitions
1.1.3 Converting Statistics for Any Major FRP System
1.1.4 Converting Hit and Bonuses

1.2 BASIC COLOR AREA MAP KEY

2.0 AN INTRODUCTION TO DAGORLAD

2.1 THE LAND, THEN AND NOW
2.2 THE CLIMATE
2.3 THE FLORA

2.3.1 The Mulebean
2.3.2 The Daynet
2.3.3 The Grabwort
2.3.4 The Water Hemlock
2.3.5 The Red Willow
2.3.6 The Pangwood
2.3.7 The Curulet

2.4 THE FAUNA

2.4.1 The Ninevet, or Giant Hellbender
2.4.2 The Pied Swan
2.4.3 The Green-Winged Crow
2.4.4 The Marsh Adder
2.4.5 The Black Mink
2.4.6 The Fishing Cat

2.5 THE PEOPLES OF THE REGION

2.5.1 The Marshmen (Ninthmen)
2.5.2 The Men of Gondor
2.5.3 The Aerdrigges
2.5.4 The Urban Northmen
2.5.5 Orcs (S. "Verch")
2.5.6 Trolls (S. "Tereq")

2.6 UNDEAD BEINGS

2.6.1 Ghosts
2.6.2 Wraiths
2.6.3 Ghosts

3.0 POLITICS IN THE REGION

4.0 PLACES OF INTEREST

4.1 THE FORTRESSES OF GONDOR
4.2 VILLAGES OF GONDOR
4.3 CARAS GWINDOR
4.4 THE TOMBS OF DAGORLAD
4.5 TOLMALBOR, LAIR OF THE BANDITS OF THE DEAD MARSHES

5.0 ADVENTURE GUIDELINES FOR DAGORLAD AND THE DEAD MARSHES

5.1 DISEASES
5.2 PLAYER CHARACTER BACKGROUNDS
5.3 SELECTING AN ADVENTURE
5.4 SUGGESTIONS ON RUNNING ADVENTURES
5.5 USING TRAPS

6.0 SAFE STARTING POINTS FOR ADVENTURE

6.1 TIR NINDOR, A MAJOR GONDORIAN FORTRESS

6.1.1 The Lords at Tir Nindor
6.1.2 The Fortress Layout for Tir Nindor

6.2 CARAS GWINDOR

6.2.1 Politics and Society in Caras Gwindor
6.2.2 Trade in Caras Gwindor
6.2.3 The Town Plan of Caras Gwindor
6.2.4 The Ring of Thieves (An Adventure)

6.3 EITHEL CELEBRIN, A TOWN ALONG THE TRADE ROAD

6.3.1 Prominent Townsfolk
6.3.2 Layout of Eithel Celebrity
6.3.3 The Apostle: Near Eithel Celebrity
6.3.4 Spies at Eithel Celebrity (An Adventure)

6.4 ADVENTURING AROUND TEL VERENAER

6.4.1 Life in the Marsh Village of Tel Verenaer
6.4.2 Layout of Tel Verenaer
6.4.3 Clearing the Marshes (An Adventure)

7.0 ADVENTURES WITH THE BANDITS OF TOLMALBOR

7.1 THE BANDITS, CAMBRES MEN
7.2 LAYOUT OF TOLMALBOR
7.2.1 The Bandits' Shore Camp
7.2.2 The Exterior of Tol Malbor
7.2.3 The Interior of Tol Malbor
7.2.4 The Gift Caravan (An Adventure)

7.4 JOURNEY TO TOLMALBOR (AN ADVENTURE)

8.0 ADVENTURES AT THURINGWATHOST

8.1 THE SHADOW AND THE HIGH FORTRESS
8.1.1 The Coming of Miremorn
8.1.2 Miremorn and Her Servants
8.2 LAYOUT OF THURINGWATHOST, A STRONGHOLD OF EVIL
8.3 CAMLANN THE HEALER, A POWER IN THE DEAD MARSHES
8.4 SUGGESTED ADVENTURES

8.4.1 Scouting Thuringwathost (A Mid-level Adventure)
8.4.2 Cleansing Thuringwathost (A High Level Adventure)

9.0 ADVENTURES WITH THE UNDEAD

9.1 HAUDH-EN-OHTARRIN-MORIN (AN ADVENTURE IN A BLACK NUMENOREAN BANBROW)

INDEX TO TABLES AND CHARACTERS

2.2 CLIMATE AND CALENDAR CHART
2.3 HERBS AND POISONS
2.4 SUMMARY OF BEASTS IN THE DAGORLAD AND WETLAND AREAS
2.6 SUMMARY OF THE UNDEAD
4.0 GAME Master's MAP KEY
5.1 DISEASES OF THE WETLANDS AND THE DAGORLAD
6.1 NPC'S AT GONDOR'S FORTRESSES
6.2 NPC'S AT CARAS GWINDOR
6.3 NPC'S AT TOLMALBOR
6.4 NPC'S AT EITHEL CELEBRIN
6.5 NPC'S AT ADRAIG N.P.C.'S (HASHERA TRIBE)
6.6 NPC'S AT MARSH
6.7 NPC'S AT THURINGWATHOST
9.0 NPC'S AT THE BARROW

CREDITS

Author: Ruth Sochard
Editor: Peter C. Fenlon
Production: John David Ruenmiller, Larry Simms
Floorplans/Layouts: Terry K. Amthor
Cover Art: Gail B. McIntosh
Cover Graphics: Richard H. Britton
Interior Art: Rick DeMarco
Interior Graphics: Terry Amthor, Rick Britton, Pete Fenlon
Maps: Pete "Czar" Fenlon
Editorial Contributions: John Ruenmiller, Coleman "La Empereur" Charlton, Terry "The Shepherd" Amthor
Printing: Litho Artists, Charlottesville, VA
Typesetting: Graphic Communications

Produced and distributed by IRON CROWN ENTERPRISES, Inc. P.O. BOX 1605, Charlottesville, VA 22902. Stock #RP 8020.

©1984 TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, Inc., Berkeley, CA. Dagrolad, The Hobbit, and The Lord of the Rings and all characters and places therein, are trademark properties of TOLKIEN ENTERPRISES.
There stood nearly thirty Orcs, all fighting with one another for the booty claimed from the sacked village. From her vantage point atop the ancient slag-mound, Jersella could see the tortured bodies of her friends, Skan and Stea. They lay near the foul bog, removed from the fires of the sheltered encampment. The wide grassy plain of Dagonlad stretched southwest and eastward from the edge of the withered swamp, and Jersella knew that the creatures were bound for the black wastes of Mordor. Turning to the invisible Burlug, she whispered with a hint of hurried hope: "I think our companions are still alive, for the Orcs would be feasting by now." The Mage replied flatly: "No doubt because the Dark Lord seeks answers." Climbing up the crevice from the ledge below, Tanvar brought news of the enemy's position: "They are all celebrating, even the guards—Let us strike now."

1.0 GUIDELINES FOR USING MIDDLE-EARTH ROLE PLAYING MODULES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales.

This series is designed as a tool for gamemasters who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the Middle-earth Role Playing (MERP) and Rolemaster (RM) fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AD</td>
<td>Armor Type</td>
</tr>
<tr>
<td>bp</td>
<td>Bronze piece(s)</td>
</tr>
<tr>
<td>cp</td>
<td>Copper piece(s)</td>
</tr>
<tr>
<td>Crit</td>
<td>Critical strike</td>
</tr>
<tr>
<td>D</td>
<td>Die or Dice</td>
</tr>
<tr>
<td>DB</td>
<td>Defensive Bonus</td>
</tr>
<tr>
<td>FRP</td>
<td>Fantasy Role Playing</td>
</tr>
<tr>
<td>GM</td>
<td>Gamemaster</td>
</tr>
<tr>
<td>gp</td>
<td>Gold piece(s)</td>
</tr>
<tr>
<td>ip</td>
<td>Iron piece(s)</td>
</tr>
<tr>
<td>jp</td>
<td>Jade piece(s)</td>
</tr>
<tr>
<td>LV</td>
<td>Level (experience or spell level)</td>
</tr>
<tr>
<td>MA</td>
<td>Martial Arts</td>
</tr>
<tr>
<td>Mod</td>
<td>Modifier or Modification</td>
</tr>
<tr>
<td>mp</td>
<td>Mithril piece(s)</td>
</tr>
<tr>
<td>NPC</td>
<td>Non-player Character</td>
</tr>
<tr>
<td>OB</td>
<td>Offensive Bonus</td>
</tr>
<tr>
<td>PC</td>
<td>Player Character</td>
</tr>
<tr>
<td>PP</td>
<td>Power Points</td>
</tr>
<tr>
<td>RorRd</td>
<td>Radius</td>
</tr>
<tr>
<td>RndorRd</td>
<td>Round (10 second period)</td>
</tr>
<tr>
<td>RR</td>
<td>Resistance Roll</td>
</tr>
<tr>
<td>Stat</td>
<td>Static or Characteristic</td>
</tr>
<tr>
<td>tp</td>
<td>Tin piece(s)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advinac</td>
<td>Advinac</td>
</tr>
<tr>
<td>BS</td>
<td>Black Speech</td>
</tr>
<tr>
<td>Cir</td>
<td>Cirth or Certar</td>
</tr>
<tr>
<td>Du</td>
<td>Dunlending</td>
</tr>
<tr>
<td>Edain</td>
<td>Edain</td>
</tr>
<tr>
<td>Eldar</td>
<td>Eldar</td>
</tr>
<tr>
<td>Easterling</td>
<td>Easterling</td>
</tr>
<tr>
<td>First Age</td>
<td>First Age</td>
</tr>
<tr>
<td>Fourth Age</td>
<td>Fourth Age</td>
</tr>
<tr>
<td>Hobbit</td>
<td>Hobbit</td>
</tr>
<tr>
<td>Kuduk</td>
<td>Kuduk (ancient Hobbitish)</td>
</tr>
<tr>
<td>Khuzul</td>
<td>Khuzul (Dwarvish)</td>
</tr>
<tr>
<td>LoTR</td>
<td>The Lord of the Rings</td>
</tr>
<tr>
<td>Orkish</td>
<td>Orkish</td>
</tr>
<tr>
<td>Quranya</td>
<td>Quranya</td>
</tr>
<tr>
<td>Rostharn</td>
<td>Rostharn</td>
</tr>
<tr>
<td>Rhovanion</td>
<td>Rhovanion</td>
</tr>
<tr>
<td>Sindar</td>
<td>Sindar</td>
</tr>
<tr>
<td>Second Age</td>
<td>Second Age</td>
</tr>
<tr>
<td>Silvan Elvish</td>
<td>Silvan Elvish</td>
</tr>
<tr>
<td>Third Age</td>
<td>Third Age</td>
</tr>
<tr>
<td>Tengwar</td>
<td>Tengwar</td>
</tr>
<tr>
<td>Variag</td>
<td>Variag</td>
</tr>
<tr>
<td>Westron</td>
<td>Westron (Common Speech)</td>
</tr>
<tr>
<td>Wose</td>
<td>Wose (Druedain)</td>
</tr>
</tbody>
</table>

1.12 DEFINITIONS

The majority of unique terms and translations from The Hobbit and The Lord of the Rings are not described below; instead, they are found in the text proper.

Anduin: ($"Long-river") The great river that rises in the Ered Mithrin (S "Grey Mountains") of Rhovanion, flows southward, and empties into the Bay of Belfalas

Asdriags, A group of warlike nomadic tribes who occupy portions of the central and eastern Talath Harroch (S "South-horse Plain"), just east of Dagonlad

Dagorlad: ($"Battle-plain") Wide, flat, grassy plain that lies north and northeast of Udun and the man pass into Mordor. It was on this field that the army of the Last Alliance of Men and Elves defeated the forces of Sauron near the end of the Second Age (S.A. 3434). Those slain in the great battle were buried in great mounds erected on the plain

Dead Marshes: ($"Long Firn") Foul swamp stretching south and east from the edge of Emyn Muil (S "Dream Hills") During the Third Age it spread eastward, out onto Dagorlad

Dunedain: These high men were those Edain ("fathers of men") who settled on the island-continent of Numenor, far to the west of Middle-earth. The Dunedain conquered and/or colonized many areas along the western, southern, and eastern coasts of Endor during the Second Age, and were great lords among men. Unfortunately their great desire for power (at least among some) led to the destruction of their home island in the middle of the Second Age. This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar Those called the "Faithful" opposed the policies and hatred of Elves which led to the Downfall, and were saved when the Middle-earth sank
They later founded the kingdoms of Arnor and Gondor (in the North and South of northwestern Middle-earth). Many “unfaithful” groups survived in the various colonies of the Dunedain established in happier times (e.g., the “Black Numenoreans” of Umbar). The term Dunedain refers to the Numenoreans and their descendants in Middle-earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on Elven ways. They are but one group of the Edam, a collective grouping of men with relatively advanced culture and traces of Elvish blood who had aided in the wars against Morgoth in the First Age.  

Trans- “Edam of the West” Sin- Dunedain

First Age (1 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 1 A to denote the First Age and F A to indicate Fourth Age dates.

Gondor: (“Stoned”) The great Dunedain kingdom that lies west of Mérin. It includes a number of regions including Isilien, between Mordor and the Anduin, and Anorien, east and north of the eastern Ered Nimrais (S. “White Mountains”).

Mordor: (“Black land”) The high land east of the Anduin which is guarded on the north by the Ered lithui (S. “Ash Mountains”), and on the west and south by the Ephel Duath (S. “Shadow Fence”). These two mountain ranges converge around the vale of Udun. First settled by Dark Lord Sauron around S A 1000, Mordor has always remained associated with the Dark Lord. Between S A 3441 and T A 1636, Gondor’s armies guarded the land but, as of late, the watch has been removed and the minions of Sauron have begun to return.

Nindalf (W. “Wetwang”) The great marsh south of the Anduin. It is fed by local runoff and the flows from the river Ondolo (W. “Enwash”).

Northmen A grouping of tall, fair-skinned, fair-haired peoples who form the bulk of the population in Rhovanion (W. “Wilderland”).

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 Elessard and Gil-galad overthrew Sauron, Isildur took the One Ring, and the Dark Lord and Nazgul passed into the shadows. S A 15 is used denoting dates.

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 15 is the abbreviation.

1.13 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>102+</td>
<td>+35</td>
<td>+7</td>
<td>20+</td>
<td>17+</td>
</tr>
<tr>
<td>101</td>
<td>+30</td>
<td>+6</td>
<td>19</td>
<td>15-16</td>
</tr>
<tr>
<td>100</td>
<td>+25</td>
<td>+5</td>
<td>18</td>
<td>13-14</td>
</tr>
<tr>
<td>98-99</td>
<td>+20</td>
<td>+4</td>
<td>17</td>
<td>12</td>
</tr>
<tr>
<td>95-97</td>
<td>+15</td>
<td>+3</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>90-94</td>
<td>+10</td>
<td>+2</td>
<td>15</td>
<td>11</td>
</tr>
<tr>
<td>85-89</td>
<td>+5</td>
<td>+1</td>
<td>14</td>
<td>10</td>
</tr>
<tr>
<td>75-84</td>
<td>+5</td>
<td>+1</td>
<td>13</td>
<td>9</td>
</tr>
<tr>
<td>60-74</td>
<td>0</td>
<td>0</td>
<td>12</td>
<td>8</td>
</tr>
<tr>
<td>40-59</td>
<td>0</td>
<td>0</td>
<td>10-11</td>
<td>7</td>
</tr>
<tr>
<td>25-39</td>
<td>0</td>
<td>0</td>
<td>9</td>
<td>6</td>
</tr>
<tr>
<td>15-24</td>
<td>-5</td>
<td>-1</td>
<td>8</td>
<td>5</td>
</tr>
<tr>
<td>10-14</td>
<td>-5</td>
<td>-1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>5-9</td>
<td>-10</td>
<td>-3</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>3-4</td>
<td>-15</td>
<td>-3</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>-20</td>
<td>-4</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>-25</td>
<td>-4</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

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.

1.14 CONVERTING 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 D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one’s available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.’s Dungeons and Dragons®, simply double the number of hits your characters take or halve the hit values found in this module.

1.2 BASIC COLOR AREA MAP KEY

<table>
<thead>
<tr>
<th>BASIC COLOR AREA MAP KEY</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1) 1 inch = 20 miles</td>
</tr>
<tr>
<td>(2) Mountains = 🌈</td>
</tr>
<tr>
<td>(3) Hills = 🌷</td>
</tr>
<tr>
<td>(4) Mixed forests = 🌳</td>
</tr>
<tr>
<td>(5) Pine forests = 🌲</td>
</tr>
<tr>
<td>(6) Hedgerows, brush, and thickets = 🌿</td>
</tr>
<tr>
<td>(7) Primary Rivers =</td>
</tr>
<tr>
<td>(8) Secondary Rivers =</td>
</tr>
<tr>
<td>(9) Streams =</td>
</tr>
<tr>
<td>(10) Intermittent watercourses = 🌊</td>
</tr>
<tr>
<td>(11) Glaciers and ice flows = 🌧</td>
</tr>
<tr>
<td>(12) Mountain snowfields and snowy regions have no coloring</td>
</tr>
<tr>
<td>(13) Primary roads =</td>
</tr>
<tr>
<td>(14) Secondary roads =</td>
</tr>
<tr>
<td>(15) Trails/tracks =</td>
</tr>
<tr>
<td>(16) Bridges =</td>
</tr>
<tr>
<td>(17) Fords =</td>
</tr>
<tr>
<td>(18) Cities =</td>
</tr>
<tr>
<td>(19) Towns =</td>
</tr>
<tr>
<td>(20) Manor houses, inns, small villages = 🏡</td>
</tr>
<tr>
<td>(21) Citadels and huge castle complexes = 🏯</td>
</tr>
<tr>
<td>(22) Small castles/holds/towers/keeps etc. = 🏰</td>
</tr>
<tr>
<td>(23) Monasteries = 🏛</td>
</tr>
<tr>
<td>(24) Observatories = 🏫</td>
</tr>
<tr>
<td>(25) Barrows, cairnfields, and burial caves = 🙈</td>
</tr>
<tr>
<td>(26) Caverns and cave entries = 🌴</td>
</tr>
<tr>
<td>(27) Buttes and plateaus = 🌺</td>
</tr>
<tr>
<td>(28) Lakes = 🌌</td>
</tr>
<tr>
<td>(29) Dunes = 🌡️</td>
</tr>
<tr>
<td>(30) Extremely rough terrain = 🌡️</td>
</tr>
<tr>
<td>(31) Desert = 🌪️</td>
</tr>
<tr>
<td>(32) Shoals = 🌺</td>
</tr>
<tr>
<td>(33) Reefs = 🌺</td>
</tr>
<tr>
<td>(34) Ruins = 🎄</td>
</tr>
<tr>
<td>(35) Swamps and marshlands = 🪙</td>
</tr>
<tr>
<td>(36) Jungle = 🌲</td>
</tr>
<tr>
<td>(37) Dry or periodic lakes = 🪙</td>
</tr>
<tr>
<td>(38) Steep ridge faces and downs = 🌺</td>
</tr>
<tr>
<td>(39) Marsh Villages =</td>
</tr>
<tr>
<td>(40) Watchtower = 🏳️</td>
</tr>
</tbody>
</table>

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.
2.0 AN INTRODUCTION TO DAGORLAD

The following is a brief look at the land, its plants and animals, and the people who live upon it.

2.1 THE LAND, THEN AND NOW

South of the Wilderland and north of Mordor lies a widely varying landscape stretching from the scarps and cliffs of the western Emyn Mithlond through the swamps and marshes of Nindalf to the bare plain known as the Dagorlad (S. "Battle Plain"). Once these lands were pleasant enough, in the way of wild places, although they were never much favored by settlers. The wetlands were filled with all manner of waterfowl and alive with the songs of frogs and blackbirds. The region's waters gleamed with fish, and deer grazed the marsh grasses, bothered only by the hunting expeditions of the scattered tribes of Marshmen. These folk were almost always left alone and ignored by the wars and battles which raged about them, for their watery lands have always been too difficult for an army to cross with any speed, and treacherous indeed for those not born of the marshes.

Instead, travelers have always gone by way of the broad plain before the dark gateway into Mordor. This expanse was once covered with wild grains and other grasses which quickly sprang up to hide the remains of the great war fought here at the end of the Second Age. Grouse pecked and nested there, and wild cattle grazed. Although unsettled by Men, these lands were peaceful and fruitful until a few hundred years ago, when the Shadow began to descend upon them once more.

The Plain

Now the Dagorlad looks once more as it did right after the great battle in which the Last Alliance of Elves and Men broke Sauron's might: a bare plain dotted here and there with cairns and barrows and other less formal gravesites. The bands of Easterling tribesmen who live to the east never settled here, finding the grazing scarce and principal carriers of the pestilence, men and rats, seemed reluctant to cross the fens, and the way around the swamp is long. Much more mysteriously, an ever-widening strip of fertile land, a big chunk of seemingly raised and dried-out marshland, has appeared between Nindalf and the Dead Marshes. One of the Gondorian surveyors who came to lay out an outpost 200 years ago speculated that the land of the Dead Marshes is like one great slab which is tilting down in the east and up in the west, raising this fertile but mosquito-plagued area and causing the Dead Marshes to creep over the graves of those who died in the Battle of Dagorlad so many years ago. Most of his comrades and the natives of the area thought him quite mad. The prevailing notion, which holds sway even now, is that the whole affair is the work of some Great Evil, perhaps of some new protege of Morgoth, the Black Enemy of the World, a new Sauron who is flexing his muscles to prove himself to his Dark Master.

Actually, in a way, both theories are right, as you will discover.

2.2 THE CLIMATE

The climate of the area tends toward extreme, as is common in central inland areas. On the Dagorlad this tendency is exaggerated by the vast flatness of the land and the lack of vegetation. In the marshes, although the moisture helps to moderate the actual temperature, summer feels hotter and winter more raw because of the everpresent dampness. It therefore follows that the sensible traveller will try to make his journey here in the late spring or early autumn. The Dead Marshes, in particular, are hellish except in the proper season: in winter the icy sleet makes one long for proper snow, while in the summer the swamp's few inhabitants are steamed until they feel as red and cooked as the boiled crayfish that are the favorite dish of many Marshmen.

2.3 THE FLORA

At one time there were, of course, many different species of plants and animals on the Dagorlad and in the Dead Marshes. Now the former is only covered by sparse patches of grass and small, thorny, gorse-like shrubs. The unusual plant known as Touchgrass, common on the Talath Harroch, no longer grows here at all. The only herb of any value to be found is an occasional patch of the common healing herb Thuriel, in its greyish dryland form.

The plantlife of the Dead Marshes is almost as devoid of variety as that of Dagorlad. Some stunted reeds still grow, as does the poisonous Water Hemlock and the noxious Pangwood. At the edges of the marsh where some fresh groundwater is still available, plantlife is more vigorous. Some trees still exist (mostly stunted conifers) and the Daynet Water-weed, elsewhere regarded as a pest,
TABLE 2.2 CLIMATE AND CALENDAR CHART

<table>
<thead>
<tr>
<th>Months</th>
<th>Nindalf</th>
<th>Dead Marshes</th>
<th>Dagorlad</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>(intercalary day: Yule)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Yeastare</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1. Narwain</td>
<td>20-45°</td>
<td>15-40°</td>
<td>20-40°</td>
</tr>
<tr>
<td>(Winter)</td>
<td>(snow/rain, 40%)</td>
<td>(sleet/rain, 45%)</td>
<td>(snow/rain/sleet, 35%)</td>
</tr>
<tr>
<td>2. Ninui</td>
<td>10-40°</td>
<td>10-30°</td>
<td>25-40°</td>
</tr>
<tr>
<td>(Winter)</td>
<td>(snow/rain, 45%)</td>
<td>(sleet/rain/sleet, 45%)</td>
<td>(sleet/rain/sleet, 30%)</td>
</tr>
<tr>
<td>(Winter)</td>
<td>(snow/rain, 40%)</td>
<td>(sleet/rain, 45%)</td>
<td>(sleet/rain, 30%)</td>
</tr>
<tr>
<td>(Spring)</td>
<td>(snow/rain, 30%)</td>
<td>(sleet/rain, 45%)</td>
<td>(sleet/rain, 35%)</td>
</tr>
<tr>
<td>5. Lothron</td>
<td>35-65°</td>
<td>35-65°</td>
<td>40-60°</td>
</tr>
<tr>
<td>(Spring)</td>
<td>(rain, 35%)</td>
<td>(rain, 35%)</td>
<td>(rain, 35%)</td>
</tr>
<tr>
<td>6. Nóruí</td>
<td>50-70°</td>
<td>50-75°</td>
<td>45-75°</td>
</tr>
<tr>
<td>(Spring)</td>
<td>(rain, 30%)</td>
<td>(rain, 30%)</td>
<td>(rain, 20%)</td>
</tr>
<tr>
<td>- Loënde</td>
<td>(intercalary day: Midyear)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7. Cerveth</td>
<td>60-80°</td>
<td>65-85°</td>
<td>50-80°</td>
</tr>
<tr>
<td>(Summer)</td>
<td>(rain, 25%)</td>
<td>(rain, 30%)</td>
<td>(rain, 15%) +</td>
</tr>
<tr>
<td>8. Urui</td>
<td>65-90°</td>
<td>70-95°</td>
<td>60-95°</td>
</tr>
<tr>
<td>(Summer)</td>
<td>(rain, 20%)</td>
<td>(rain, 25%)</td>
<td>(rain, 10%) +</td>
</tr>
<tr>
<td>9. Ivanneth</td>
<td>60-80°</td>
<td>60-85°</td>
<td>60-90°</td>
</tr>
<tr>
<td>(Summer)</td>
<td>(rain, 10%)</td>
<td>(rain, 20%)</td>
<td>(rain, 10%) +</td>
</tr>
<tr>
<td>10. Nárbeleth</td>
<td>50-75°</td>
<td>50-75°</td>
<td>40-75°</td>
</tr>
<tr>
<td>(Full)</td>
<td>(rain, 25%)</td>
<td>(rain, 30%)</td>
<td>(rain, 10%) +</td>
</tr>
<tr>
<td>11. Hlithui</td>
<td>40-60°</td>
<td>35-60°</td>
<td>35-60°</td>
</tr>
<tr>
<td>(Full)</td>
<td>(rain, 30%)</td>
<td>(rain, 40%)</td>
<td>(rain, 15%)</td>
</tr>
<tr>
<td>(Full)</td>
<td>(rain, 35%)</td>
<td>(sleet/rain, 45%)</td>
<td>(sleet/rain, 25%)</td>
</tr>
<tr>
<td>- Mettere</td>
<td>(intercalary day: Yearday)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Chance per day of precipitation. The type is keyed to the day's temperature, which is computed each morning by the GM. Simply figure the monthly temperature range and roll to see how high the temperature goes; for instance, a roll of 75 would mean the temperature is 55 if the month has a 20° range between 40° and 60° (55° is three quarters up the monthly scale). Temperature versus precipitation types: snow — below 32°, sleet — at 32°, rain — above 32°. If the temperature indicates snow, roll again: a result of 01 = 1-2; 02-05 = a snowstorm. If the temperature indicates rain, roll again: a result of 01-05 means thunderstorms.

may here be considered a welcome bit of green. An occasional large Grabwort can also be found, living off its large roots but hungry for more substantial nourishment.

In Nindalf plant life is another matter entirely. Among the common species are several varieties of fern, cattails, reeds, wild rice, scented rushes, pink waterlilies, wild carrot and parsnip, and on the drier banks and islets, maples, larches, beeches, pines, and spruces. Most of these plants are of interest to the Free Peoples as items of food, fodder, or decoration. Yet the region has several plants that will be of more than passing interest.

2.31 THE MUDBEAN

In spite of its unappetizing name, the seeds — indeed, the whole pod — of this plant are quite edible by both man and beast. It is, like most legumes, very nutritious, although rather hard to digest. The seeds — indeed, the whole pod — of this plant are quite edible by both man and beast. It is, like most legumes, very nutritious, although rather hard to digest. The leaves of this small tree at first show the normal silvery green — of coordination and agility (-50), and in severe cases the pain spreads to areas untouched by hairs, often causing the victim to fall unconscious or die. The resulting scarlet potion is often called "cooling foam." This not uncommon plant is extremely poisonous when eaten. It looks and smells rather like parsley, with feathery green foliage and icy white flowers. The tuberlike root is especially deadly and looks temptingly like its near relatives, the carrot and parsnip.

2.32 THE DAYNET

This floating weed covers otherwise clear channels between islets, forming an impassable net during the day, when it rises to the surface seeking light and air. Boats of shallow draft (the only sensible kind to use in the marshes) can pass over it quite easily when it sinks to the channel bottoms at night. The Marshmen regard it as a nuisance and clear it from regularly travelled waterways, but it is overwhelmingly persistent and grows back rapidly, so the task must be frequently repeated.

2.33 THE GRABWORT

This giant cousin of the diminutive and insectivorous Sundew rarely grows large enough to threaten a grown man, but many specimens confine their diet to medium-sized creatures such as dogs, goats, fishing cats (see 2.4), and the occasional straying child. (It could also easily prove fatal to a Hobbit.) Its sticky frowns are tough and rubbery, resisting both cuts and the blows of blunt objects with ease, but they burn readily once their natural dampness is overcome. The Marshmen use burning oil to destroy Grabworts when they find them. Grabworts grow rapidly; within two years a seedling can attain sufficient size to devour a forty-pound creature, if it is undiscovered by Marshmen and lucky enough to catch frogs and other small prey during its formative years. A specimen large enough to grab, eat and digest a 150-lb human need not be older than 6 or 7 years. Grabworts also have a much quicker reaction time than their small Sundew cousins. Perhaps one specimen in 100 is large enough to take a man and make a meal of him, but beware!

2.34 THE WATER HEMLOCK

This clear pale amber liquid which must be swallowed by the victim in order to have any effect. When ingested, this 3rd level poison can be deadly; a RR failure of more than 25 results in convulsions and death in 6-10 rounds. Those failing to resist by less than 26 simply experience abdominal spasms, nausea, vomiting, and cramps which incapacitate the victim for 1-10 hours.

Water Hemlock's poisonous factors can be tinctured out and then fixed for topical use by the addition of the flowers of its antidote Carolan. The result is the less common poison called Blade Hemlock, a pale greenish paste. It can be used to coat the edge of a slashing weapon and will take effect whenever it is injected into the victim's bloodstream. (In combat, injection can be achieved with a puncture or slash critical strike result.) The results are the same as those achieved with Hemlock, although the paste is generally a 6th level poison. (See Table 2.3 for the summaries of both forms.)

2.35 THE RED WILLOW

The leaves of this small tree at first show the normal silvery green of the common willow, but by early summer they begin a slow transformation — first becoming a silvery rose and then, by autumn, a brilliant scarlet. The extract of the leaves, when heated and distilled, is an excellent cure for fever, and this is one of the most important weapons of the marsh healer in the never-ending war against the many fever-producing illnesses of the marsh. When brewed in combination with the common healing herb Thurl, it doubles the healing power of the latter herb and also relieves pain and swelling. In this form, it can be mixed with any good wine, sealed against air, and thus stored almost indefinitely, ready for use. The resulting scarlet potion is often called "red gift" or Marsh Wine. One ounce is one dose: up to 10 ounces may be given in a day, but large amounts will result in nausea, falling blood pressure, and eventual coma, if the unwise healer persists in his or her administration of the potion. The leaves of the Red Willow are also used in the preparation of the healing salve Himros (S. "cooling foam").

2.36 THE PANGWOOD

This low-growing shrub tree often forms dense thickets on islets and along channels. The twigs and leaves are covered with fine, short, seemingly downy hairs that are in reality sharp enough to pierce the skin of most manlike beings (although the rough hide of an orc offers some resistance). When they have pierced the skin, the hairs cause a massive burning rash, resulting in considerable loss of coordination and agility (-50), and in severe cases the pain spreads to areas untouched by hairs, often causing the victim to
writhe on the ground with uncontrollable muscle spasms, screams or moans of pain (see Table 2.3 for details of this poison). Bathing the affected areas with wine will bring some relief, but if the victim's injuries include the hands, he or she will be unable to perform any complex manual tasks (e.g., picking locks) for 6-60 hours, and will still be slightly clumsy for the same period of time. A complete cure can be made with the salve Himros, or with any other topical herb preparation that cures second-degree burns. Remember, however, that large areas of the body are affected, quite a lot of medication will be necessary.

A stroll through a Pangwood thicket may result in a penetrating attack. (1) on a roll of 01-03, hairs will cause blindness in both of the victim's eyes; (2) on a roll of 04-10, the victim will be blinded in one eye; (3) with a roll of 11-15, the victim breathes in the hairs and must resist a 2nd level attack or choke to death in great agony; (4) on a roll of 16-25, the victim must resist a 2nd level attack or suffer limited third degree burns (-50 to OB and Maneuvers for 10 days) and be painfully immobilized for 100 hours; and (5) with a roll of 26-50, the victim must resist or be at -50 for 1-10 days. (A roll of 51+ indicates no attack.)

One final note of warning: although fur and clothing will protect from the hairs, the hairs will break off and cling to these surfaces, and then can be rubbed into the skin. Such hairs make a 1st level attack but will not normally blind one; instead, (1) on a roll of 01-02, they are breathed in and the victim must resist or perish by choking; or (2) with a roll of 03-10, they must resist or operate at -50 for 1-10 days and suffer painful, burning immobilization for 1-100 hours, (3) 11-100 nothing happens. Unless the traveler's clothes are cleaned, one such roll must be made daily.

2.3 THE CURULOT

This small, pale-blue flower is of no particular use itself, but it has properties of great value to the Animist or Mage who specializes in herbs or alchemy, for this blossom can be used to "fix" the vital essences of herbs that normally must be ingested to take effect. Then the properties of these same herbs can be applied as salves or as injections (as with a needle or dart) with immediate effect at a later time. The Curulot (S. "Cunning Blossom") is very rare. Most salves will require five Curulot blossoms to fix one dose.

2.4 THE FAUNA

The Dead Marshes and Dagorlad are as sparse of animals as they are of plant life. The marshes now mainly host snails, leeches, insects (particularly flies and mosquitoes), and such creatures as live on this fare — Gorcrows, for instance. Nonetheless, isolated members of species that once lived here are occasionally found Dagorlad still has a few scrawny hares, goats (smaller and warier than those of the Talath Harroch), grouse, feral dogs, and the Red-legged Hawk that subsists mostly on carrion, but is by no means above preying on the other indigenous beasts.

**Table 2.3 Herbs and Poisons**

<table>
<thead>
<tr>
<th>Name</th>
<th>Codes</th>
<th>Form/Prep</th>
<th>Cost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Caranaran</td>
<td>**</td>
<td>Mixture/ingest</td>
<td>3gp</td>
<td>Heals 28 hrs, relieves pain and swelling, max 10 doses/day</td>
</tr>
<tr>
<td>Elendhi's Basket</td>
<td>f-H-3N</td>
<td>Root/brew</td>
<td>6gp</td>
<td>Purifies water, slows effects of poison 10x; lasts 12 hrs</td>
</tr>
<tr>
<td>Himros</td>
<td>**</td>
<td>Mixture/apply</td>
<td>55gp</td>
<td>Cures up to 2nd deg burns, relieves Pangwood inflammation</td>
</tr>
<tr>
<td>Latha</td>
<td>c F 4N</td>
<td>Stem/inject</td>
<td>10gp</td>
<td>RR bonus + 10 vs disease; cures colds; Heals 1-2 hrs</td>
</tr>
<tr>
<td>Menelar</td>
<td>c-C-5N</td>
<td>Cone/brew</td>
<td>65gp</td>
<td>Cures infections</td>
</tr>
<tr>
<td>Red Willow</td>
<td>f F 2W</td>
<td>Leaf/brew</td>
<td>5gp</td>
<td>Febrifuge (lowers fever)</td>
</tr>
<tr>
<td>Sweet Galenzs</td>
<td>m H 4NW</td>
<td>Leaf/brine</td>
<td>5gp</td>
<td>Relaxes (75%); 10 rnds; smoke has same effect</td>
</tr>
<tr>
<td>Tyr Ira</td>
<td>f A 9U</td>
<td>Leaf/inject</td>
<td>120gp</td>
<td>Lifegiving within 56 days of death</td>
</tr>
<tr>
<td>Ucason</td>
<td>m O 7LU</td>
<td>Grass/inject</td>
<td>75gp</td>
<td>Smoke inhalation cures blindness</td>
</tr>
<tr>
<td>Ull Naza</td>
<td>c W 7N</td>
<td>Leaf/inject</td>
<td>450gp</td>
<td>Antidote for any poison if taken within 1 day</td>
</tr>
<tr>
<td>Zuleendaria</td>
<td>a V 7U</td>
<td>Mushroom/inject</td>
<td>70gp</td>
<td>Haste (3 rnds)</td>
</tr>
</tbody>
</table>

**Poisons**

<table>
<thead>
<tr>
<th>Name</th>
<th>Codes</th>
<th>Form/Prep</th>
<th>Cost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adder Venom</td>
<td>m-F 7W</td>
<td>Paste/injection</td>
<td>75gp</td>
<td>(Lvl 10) Adder poison and Curulot blossom; RR failure 01-50 = flaccid paralysis for 1-100 rnds, RR failure 51+ = death in 5 rnds</td>
</tr>
<tr>
<td>Blade Hemlock</td>
<td>m-F 6W</td>
<td>Paste/inject</td>
<td>58gp</td>
<td>(Lvl 6) Hemlock and Curulot; RR failure 01-25 = incapacity 1 hour, RR failure 26+ = death in 6-10 rnds</td>
</tr>
<tr>
<td>Pangwood vs Skin</td>
<td>f M 3W</td>
<td>Liquid/apply</td>
<td>22gp</td>
<td>(Lvl 2) From Pangwood shrub/tree: Brown fibers contain poison; RR failure = Victim at 50 for 60 hrs; See Sec 2 36 for more</td>
</tr>
<tr>
<td>Pangwood vs Eyes</td>
<td>m F 3W</td>
<td>Liquid/apply</td>
<td>-</td>
<td>(Lvl 2) RR failure = blindness; See Sec 3 26</td>
</tr>
<tr>
<td>Pangwood vs Lungs</td>
<td>m F 3W</td>
<td>Liquid/inject</td>
<td>-</td>
<td>(Lvl 2) RR failure = burns and choking or death; See Sec 3 26</td>
</tr>
<tr>
<td>Shurolos</td>
<td>m-H-8NW</td>
<td>Liquid/inject</td>
<td>84gp</td>
<td>(Lvl 10) Distillation of Sweet Galenas and white wine, clear and yellow; RR failure 01 50 = Drowsiness (-100 Maneuvering), RR failure 51+ = Transeptique state (1 100 hrs), open to suggestion but cannot move</td>
</tr>
<tr>
<td>Thuryryk</td>
<td>s-V-8SW</td>
<td>Gas/inject</td>
<td>85gp</td>
<td>(Lvl 10) RR failure = deep sleep (1 100 hrs)</td>
</tr>
<tr>
<td>Uli-Acana</td>
<td>f M 8U</td>
<td>Paste/inject</td>
<td>500gp</td>
<td>(Lvl 10) RR failure 01-20 = coma (1 day), RR failure 21+ = instant death</td>
</tr>
<tr>
<td>Water Hemlock Plant</td>
<td>m-F 7W</td>
<td>Liquid/inject</td>
<td>15gp</td>
<td>(Lvl 3) Pale amber clear liquid; Pure derivative; Effects as Blade Hemlock</td>
</tr>
</tbody>
</table>

**Made from several ingredients, all common to western, northwestern & mid-Endor**
Nindalf, of course, is another story. Fish, frogs, newts, turtles, songbirds and waterfowl, deer, beavers, wild boars, black bears, and the like are all to be found in abundance. Some of the more interesting creatures are described below.

2.41 THE NINEVET, OR GIANT HELLBENDER

This strange, loathsome creature is an aquatic carnivore, an amphibian that has lost most of its ability to travel on land, although it still can breathe air. An adult Ninevet is usually about five feet long, but rare specimens have been known to reach up to eight feet in length. It likes to float just below the muddy surface of a pool or channel, waiting for prey — a duck, a deer, a beaver, or even a man, depending upon the size of the Ninevet. The creature erupts directly beneath its victim, throwing it totally off balance and knocking the breath out of it. The Hellbender then grasps its prey in its leathery fore and rear paws and wrestles it to the bottom, where the beast waits for its meal to cease struggling. It then swallows its prey whole, its jaws being wide and extremely flexible. (Note that if the victim puts up a good fight, the Ninevet will give up the struggle in 3-6 rounds, for although it is very quick and strong, it has little stamina.) Reliable hunters have reported huge Ninevets in the stagnant pools of the Dead Marshes. No one knows how long a Hellbender lives, but they can go for weeks without eating.

2.42 THE PIED SWAN

These large, graceful birds are a creamy white in color, liberally splotched and speckled with black and grey. They are possibly the most intelligent of herbivorous birds, being able to remember those who have aided or harmed them or their kind. There have been reports of Pied Swans (S. "Elph Tithen") leading lost travellers to high and dry ground during dense fogs. The Marshmen believe them to be servants of the Vala Yavanna (the Earth-mistress) and thus refuse to hunt the noble birds, but bandits and poachers are quite willing to kill them for their soft, abundant feathers and succulent flesh.

2.43 THE GREEN-WINGED CROW

This large, intelligent bird has often been successfully tamed and used as a messenger, even when captured as adults. Unlike messenger pigeons, they need not always be sent off only in one direction; in fact, with proper training they can find their way back quite willing to kill them for their soft, abundant feathers and succulent flesh. (Note that if the victim puts up a good fight, the Ninevet will give up the struggle in 3-6 rounds, for although it is very quick and strong, it has little stamina.) Reliable hunters have reported huge Ninevets in the stagnant pools of the Dead Marshes. No one knows how long a Hellbender lives, but they can go for weeks without eating.

2.44 THE MARSH ADDER

This large aquatic snake is highly venomous, and its mottled grey-and-brown scales allow it to swim almost unnoticed through the marsh waters. Easily startled, they will bite with very little provocation. Its usual prey is any small creature that it can catch: frogs, beaver kits, fish, water rats, or ducklings, although it will attack larger beasts if it feels threatened. Its poison is adapted to be effective in many different types of creatures. Its large fangs deliver the poison deeply, allowing it to take effect with extreme rapidity.

When injected naturally, Marsh Adder (S. "Lyg Loeg") venom is a 10th level poison. Victims failing to resist by more than 50 die in 5 rounds due to respiratory paralysis. Those failing to resist by 1-50, fall victim to flaccid paralysis — their joints become loose and immobile for 1-100 hours. (See Table 2.3 for a summary of poisons.)

2.45 THE BLACK MINK

These medium-sized carnivorous mammals are larger than most other creatures of their kind and are strong swimmers. Some reach lengths of 4 feet and weigh as much as 80 lbs. They are voracious eaters and often seem to be possessed of a surprising degree of evil intelligence: they have been known to watch until a young animal strays too far from its mother before attacking, and, even worse, have figured out the work schedules of Marshmen in order to take the opportunity to attack kids in the pens when the Men are gone. Although they are usually loners, in the spring they come together in groups of 7-12 to choose mates for the year. At this time they go berserk and will attack, en mass, anything that crosses their path, including man-sized beings. They cannot be driven off, only killed, and will fight until literally torn apart, regardless of minor injuries such as the loss of a limb (although, of course, such a loss would slow them down). If an intact pelt is somehow obtained (by poison, drowning, or a blow on the head), it is worth a great deal of money (6-10 gp), for they have fabulous fur: thick, black, glossy, and entirely waterproof.

2.46 THE FISHING CAT

These wildcats have the mottled grey-and-brown camouflage pattern of any creature that wishes to be stealthy in the marsh. They are well-adapted to the watery life, able to swim moderate distances and to fish adeptly with their paws by flipping the fish out of the water in the manner of bears (which can also be found in small numbers in the marsh). They will also eat birds and frogs, if they can catch them, but they are at their best when fishing. They can be tamed, with difficulty, and trained to bring their catch to their owners, but only the kittens can be called "cuddly": adult cats are quite fierce and are definitely one-person pets.

---

**TABLE 2.4 SUMMARY OF BEASTS IN THE DAGORILAD AND WETLAND AREAS**

<table>
<thead>
<tr>
<th>Type</th>
<th>Lvl</th>
<th># / Encoun</th>
<th>Size</th>
<th>Speed</th>
<th>Hits</th>
<th>At</th>
<th>DB</th>
<th>Attack (Primary/Secondary/Tertiary)</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grabwort</td>
<td>4-5*</td>
<td>1</td>
<td>M-L</td>
<td>-F</td>
<td>125</td>
<td>No/1</td>
<td>50</td>
<td>70LG/4-7/4</td>
<td>Digests unresisting prey w/ acid; each round = 2 hits + “A” Heat crit.</td>
</tr>
<tr>
<td>Ninevet</td>
<td>4*</td>
<td>1</td>
<td>L*</td>
<td>M/VF</td>
<td>130</td>
<td>SL/7</td>
<td>10</td>
<td>70LG/80LG/40MB</td>
<td>Drowns prey.</td>
</tr>
<tr>
<td>Marsh Adder</td>
<td>1</td>
<td>1</td>
<td>S</td>
<td>F/VF</td>
<td>12</td>
<td>No/1</td>
<td>60</td>
<td>50T/5T/5T</td>
<td>Aquatic and terrestrial; powerful poison (see Table 2.3).</td>
</tr>
<tr>
<td>Black Mink</td>
<td>1</td>
<td>7-12</td>
<td>S</td>
<td>VF/VF</td>
<td>50</td>
<td>SL/3</td>
<td>60</td>
<td>50MB/5MB</td>
<td>Unaffected by stuns; fights until killed.</td>
</tr>
<tr>
<td>Fishing Cat</td>
<td>1</td>
<td>1-5</td>
<td>S</td>
<td>VF/VF</td>
<td>50</td>
<td>SL/3</td>
<td>50</td>
<td>30MC/20SB</td>
<td>Can be trained if caught as kittens.</td>
</tr>
<tr>
<td>Deer (Stag)</td>
<td>2</td>
<td>4-8</td>
<td>M</td>
<td>VF/F</td>
<td>70</td>
<td>SL/3</td>
<td>40</td>
<td>20MHo/20MTS/-</td>
<td>Will flee, won’t fight unless cornered.</td>
</tr>
<tr>
<td>Black Bear</td>
<td>4</td>
<td>1-2</td>
<td>M</td>
<td>MF/MF</td>
<td>140</td>
<td>SL/8</td>
<td>20</td>
<td>50LG/40LC/10MB</td>
<td>May grapple or charge.</td>
</tr>
<tr>
<td>Wild Bear</td>
<td>3</td>
<td>1</td>
<td>M</td>
<td>F/M</td>
<td>120</td>
<td>SL/4</td>
<td>30</td>
<td>30MBa30/20MTS/30SHo</td>
<td>Will charge on sight; bad-tempered.</td>
</tr>
<tr>
<td>Feral Dogs</td>
<td>2</td>
<td>6-15</td>
<td>M</td>
<td>F/F</td>
<td>75</td>
<td>SL/3</td>
<td>40</td>
<td>60MB/60MB</td>
<td>Intelligent, hunt in packs; don’t fear Men; will attack Men &amp; horses.</td>
</tr>
<tr>
<td>Dugorland Goat</td>
<td>1</td>
<td>4-8</td>
<td>M</td>
<td>F/F</td>
<td>50</td>
<td>SL/3</td>
<td>50</td>
<td>60SBA/30SBA/20S</td>
<td>Fast and warly; only fight if cornered.</td>
</tr>
<tr>
<td>Warhorses</td>
<td>5</td>
<td>any</td>
<td>L</td>
<td>F/F</td>
<td>160</td>
<td>MB/a</td>
<td>30</td>
<td>30MTS/30MB</td>
<td>Battle-trained.</td>
</tr>
<tr>
<td>Asdriad horses</td>
<td>4</td>
<td>any</td>
<td>L</td>
<td>F/F</td>
<td>140</td>
<td>SL/3</td>
<td>30</td>
<td>50MTS/30MB</td>
<td>Fast and tough.</td>
</tr>
<tr>
<td>Basic horse</td>
<td>3</td>
<td>any</td>
<td>L</td>
<td>F/F</td>
<td>110</td>
<td>SL/3</td>
<td>30</td>
<td>40MTS/20MTS</td>
<td>Easily startled.</td>
</tr>
</tbody>
</table>

*Statistics are only given for specimens large enough to attack thinking beings. Grabworts of the two largest sizes can do this: those lvl 4 or higher can attack Hobbits, children, hunting dogs, etc. Lvl 5 can attack a grown man.

Codes: See MERP ST-2, page 89 for detailed account. Attack codes start with OB. The first letter indicates the size and severity of attack: T = tiny, S = small, M = medium, L = large, H = huge. The last two letters indicate the type of attack: Ba = bash, Bi = bite, Cl = claw, Cr = crush, Gr = grapple, Ho = ho, TS = tremple/stomp, We = weapon. For example: "50SCI" = "50 OB, Small attack, Claw."
2.5 THE PEOPLES OF THE REGION

2.51 THE MARSHMEN (NINNIDEN)

The Marshmen will be discussed first, as is appropriate to the eldest inhabitants of this inhospitable land. As far as any scholar can tell — from their language, which still bears a faint resemblance to Sindarin, and their lifespan of approximately 90 years (in spite of the many ailments of the marsh) - these hardy folk must be Sindarin, and their lifespan of approximately 90 years (in spite of eldest inhabitants of this inhospitable land. As far as any scholar

Marshmen lead a rather simple life, mostly hunting and fishing. Recently - since the engagement they call "The Great Battle" (the Battle of Dagorlad, S.A. 3434) - they began keeping herds of goats and doing some vegetable gardening. At that time the Cult of Yavanna, centered on the Valal they call Jevinnë, became important. Before that, all of the Valar except for Orome (Nn. "Eremi") were worshipped as a group. Eremi was venerated with great devotion as the Master of Hunting, although in time Jevinnë, the Mistress of Agriculture, became just as important. Neither cult is as important to the Marshmen as that of the one High God Eru (Nn. "Iroë"), but Iroë is thought of as a lofty abstraction, cold and aloof, while Eremi and Jevinnë are like beloved grandparents to whom one can run with any problem. Thus these two Valar tend to receive most of the prayers, if not most of the reverence, of the Ninniden. The servants (priests) of Eremi are usually male, while those of Jevinnë are usually female, but exceptions to both rules are not uncommon.

Marshmen live in small villages scattered on islands or groups of islets throughout the marshes. Due to an influx of refugees from the now-unsavory eastern areas (i.e., the Dead Marshes), the formerly rare expedient of building huts on rafts of reeds has become common. Marshmen consider the situation temporary, for although it has taken them a while to organize themselves (Marshmen are rather solitary, clinging to their own villages), groups of young Marshmen are now involved in a wholesale effort to clear new land on previously unused islets for settlement. In the meantime, many of these unfortunates have found a temporary home in the huts of existing villages. Although Marshmen are shy and solitary, once they know that someone is in trouble they become warm-hearted and generous, as is the case with many isolated, primitive peoples.

Marshmen generally make little of the differences between the sexes, except in the already-mentioned category of the priesthood (which is not celibate) and the obvious case of childbearing. The general rule is that each person does what he or she is best at, so that the woman with the nursing infant must stay near the village and prepare food, or scrape hides, or garden — but so must the clumsy man or the elderly person. A light-footed, clear-eyed girl is sure to be out hunting with her brothers. The most important thing to the Marshmen is that everyone is bringing in as much food, tools, or clothing as possible. The admittedly superior strength of the men-folk only becomes an issue when carrying home whole deer, bear or boar, which are in any case momentous occasions. The usual fare is waterfowl, fish, or frogs.

Marshmen are a smallish people, the men 5'5" to 5'10", the women 4'11" to 5'6". They have pale, sallow skin with dark eyes and hair, although blue or grey eyes and red or blond hair are occasion-ally evident. They are usually shy but gentle and courteous to the stranger, despite their fondness for feuding among themselves. These feuds are usually settled by, at worst, a pole-fighting match, but more often by wrestling or by a contest of skill. They do not make swords or other tools for the killing of Men; hunting knives, bows, and spears are their only weapons, and all have practical pur-

poses. Even the poles used in pole fighting have the everyday use of killing deer.

Marshmen are usually clad in skins, although recently they have begun trading for cloth from the Gondorian settlers. They wear tunics, leggings, waders of Ninevet gut for fishing in winter, fur-lined wrap-around coats, and soft boots or slippers. Their homes are one or two room structures of mud-plastered reeds woven over a wooden frame. They work little metal but weave elaborate belts and headbands from leather and feathers, dyed with the plentiful dye stuffs of the marshes.

Marshman Government

The Marshmen live isolated in their island villages much of the time, but once a year they have a mass council meeting of chiefs and priestly personnel on the holy island of Tel Belarin. There the high priest of Eremi — Envir — and the high priestess of Jevinnë — Kerit — make their home. The weeklong council ends with the Summer Solstice Festival. Anyone can come to council and submit questions and requests. During the year, complicated questions that cannot be solved by local headman and that cannot wait for the yearly council are sent to Envir and Kerit. If they feel that they cannot resolve the matter themselves, they call a special council meeting. This happened most recently when news of the Plague first came to the Nindal.

Although the Marshmen have traditionally stayed with their own kind, ways change. The increasing desolation of the eastern marshes and the temptations of the more sophisticated life of the settlers from Gondor have caused some of the younger folk to leave the marshes. To the sorrow and shame of the Marshmen, one of a band of five bandits recently hanged by decree of the commander at Tir Nindor was a young Marshman.

2.52 THE MEN OF GONDOR

Until the Plague, a large number of settlers steadily migrated to this area from the more civilized lands to the west. First came the soldiers, who built roads and fortresses in the name of Gondor. Fast on their heels came the settlers, mostly younger sons of good families, looking to hold a fief and become Requain (S. "Knights"). Next came merchants, craftsmen, and innkeepers, who constructed towns at wells and crossroads, encouraged by the government’s offer of cheap land and military protection from raiders (usually in the form of government-built stockades or even proper towns with stone walls). Finally, the luxury people arrived: tailors, jewellers, musicians, wine merchants, dancing girls, and so on. Soon dozens of thriving little towns served the trade routes from Rhovanion and lands farther east. Civilization had come to Gondor’s eastern holdings.

Much of this has changed, of course. Whole towns are empty, as most of their people died in the recent plague (T.A. 1635-7), and the survivors fled westward. Estates and fortresses now lie abandoned. Of the dozen or so towns in the immediate area, only five are still viable. Only three of the eight fief estates still exist, and only one of these can still provide its levy of troops. Two fortresses had to be abandoned and their troops sent back west or reassigned to the three remaining citadels. Gondor is no longer the dominant presence it once was in the area.

Even so, the people of Gondor retain their pride. The remaining healers, usually the finest in the area, still serve the folk of the countryside. Merchants make the most of what goods they can get. The commanders of the three fortresses and their overlord still attempt to administer the justice of Gondor fairly throughout the area.

Just as they are the principle merchants of the area, so the folk of Gondor are the principle users of minted currency. The Marshmen and Easterlings in the area barter almost exclusively. Gondorians also almost the only source of fine finished goods in the area, whether one speaks of swords, silks or scents. Both the Marshmen and the Easterlings buy most of their knives, cloth, and arrowheads from Gondor’s merchants.
2.53 THE ASDRIAGS

Two tribes of these relatively peaceful Easterling nomads may be found in the Dagorlad region. They suffered cruelly from a lack of good healing power during the Great Plague of 1635-7 and their numbers are much reduced. (In spite of the fact that they were nomads who, according to most theories of infectious disease, should have avoided the worst ravages of the Plague. But then, the Great Plague broke many accepted rules.)

Asdriag Culture

The Asdriags are a dark, stocky (men to 5'11", women 5'5") race who herd cattle and goats on the Western Dagorlad. This was never an easy mode of existence, for the forage was just barely adequate for their beasts, and other sources of food — except for trade — are almost nonexistent. Even so, this rather barren plain still means home and safety to the Ashkira (As. "Arrowsmith") and Vethrig (As. "Sharp Blade") tribes. No one else wants the land, so they can pitch their felt-and-hide huts, which they call "Arshtia" (singular, "Arsht"), in peace.

Religion has been a great source of comfort for the Asdriags in the terrible time just past and in the barren present, for they have a belief that the Great Age of the Asdriag People will be preceded by a time of great troubles, with many dying foul deaths of disease and treachery. The powerful Asdriag Priestesses (As. "Huriga"), noting the higher survival rate of Gondorlans during the plague, have begun emphasizing the importance of the proper choice between the two rival Chief Gods (As. "Hur-hurhudria") of the Asdriags: "Kor-Sharhaigun", or the Black Master, usually identified with Morgoth and popular with the warlike Easterners; and "Hur-Iriga", or the Lord of Light, generally identified with Eru and popular with the Asdriag Priestesses. The legends say that those who make the wrong choice will be cast out of Arda into the eternal darkness of the Void.

Asdriag Government

The two tribes of Asdriags here are the two smallest and weakest of all the tribes. Every five years they journey eastward to meet with their fellows from the other tribes, exchange mates, choose a new Hurdriak, or "King of All Tribes", tell wild tales, and so on. In between times, the tribe is ruled by a chief who is advised closely by the tribe's highest ranking priestesses, who choose the Huka, or anointed elite warriors.

2.54 THE URBAN NORTHMEN

These settlers from the towns of the Nan Celduin (S. "River Running's Valley") are primarily merchants who wished to share in the good fortune associated with the rich trade routes through the western areas of Dagorlad. They still appear as their more clannish ancestors and cousins: tall (but not as tall as the folk of Gondor), with blond or red hair and blue or grey eyes. They have adopted the dress of Gondor however, except that the men usually wear beards. They all still speak the Rhovanion tongue, as well as the Common Speech, Westron, and consider themselves a different people — although they mix freely with the folk of Gondor on both business and social occasions. Intermarriage is still frowned upon by conservatives in each group, but it is becoming more common.

2.55 ORCS (S. "YRCH")

Some may not consider the Orcs a people, but since they have a man-like form, a loose tribal structure, and some degree of intelligence, they are considered so here. These strong, ugly, quarrelsome creatures were one of Morgoth's earliest creations. To create them, the Black Enemy performed breeding experiments on Elves that he had captured, and thus he created a race that, although not inherently evil, was easily corrupted to evil's ways. Orcs come in several varieties, notably: (1) large burly fighters; (2)
small wide-nosed trackers; and (3) massive and intelligent *Uruk-hai* (sing. *Uruk*), who are trusted with command and key guard positions.

In spite of these differences, all Orcs have much in common. They have tough hides and iron constitutions and are clannish, argumentative and — outside of their tribes — cannibalistic. Most cannot bear sunlight, although the *Uruk-hai* merely dislike it. Orcs are capable of forging excellent weapons and armor and can build effective, albeit inelegant, fortresses. Their clothing (what little they wear) is foul and crude, but their armaments are usually in perfect condition.

Until recently, Orcs had not been seen in these regions since the breaking of Sauron's power at the end of the Second Age, but almost 50 years ago quite a large party of Orcs was seen marching along the eastern edge of the Dead Marshes. The witnesses — huntsmen attached to a Gondorian estate that has since been abandoned because of flooding — barely escaped with their lives. Since then, sporadic reports of Orcs in the Dead Marshes have been made. No one knows what they are doing or how they are surviving, for the Dead Marshes have little to offer in the way of food, even to one as indiscriminating about proper diet as an Orc.

**2.56 TROLLS (S. "TEREG")**

Even less of a case exists for defining Trolls as a people than for Orcs, but they are a race and this classification fits them as well as any other. As Orcs are a twisted, distorted version of Elves, so Trolls are the Morgoth's version of Ents — the gentle, huge, tree shepherds of Fangorn Forest. Trolls are large and powerful but extremely stupid, and the common varieties turn to stone when exposed to sunlight. The *Olog-hai*, a superior breed developed by Sauron, can withstand sunlight and are more intelligent than other Trolls. Evidence does not support the popular belief that Trolls can regenerate severed limbs or even the entire body from one morsel of flesh, although they will continue to fight aggressively after a limb is removed. Off-times, they do not seem to feel pain.

Trolls are not native to this area, but they or something very like them have been reported in the last ten years in the southeastern portion of the Dead Marshes. If these were indeed Trolls, they must have been *Olog-hai*, for these sightings have been made in broad daylight. Few return after nocturnal expeditions into the heinous swamp.

**2.6 UNDEAD BEINGS**

Due to the meddling of Sauron and the flooding of the principal graves, cairns, and barrows of Dagorlad by the eastward march of the Dead Marshes, ever-increasing numbers of Undead have been found in this region. This suits the Dark Lord's needs, for this region sits astride the route between the evil fortress of Dol Guldur and Mordor, Land of the Shadow. Sauron is quietly repopulating and rebuilding his strength in Mordor, and uses the wilds of Dagorlad and the Dead Marshes in order to conceal the movement of his servants.

The General Nature of the Undead

Undead creatures are Mortals whose Spirits remain active in Arda. All are bound to something, either to a specific place or to a specific object. Often this tie stems from some spell, but usually the place or object was important to the Spirit when it was a living being or became significant at its death. The creature will not range far from this focus, although powerful spirits have more leeway in this, and if the focus is portable (i.e., a sword) and is moved, then the Undead will follow it.

Also, the Undead are, by their very nature, hostile to the living. Some are very actively so (e.g., the *Wights* of Cardolan's Barrow-downs) and pursue living beings that they perceive as old enemies; for instance, the spirit of a Black Numenorean might actively haunt an Elf. Many others have no active dislike of the living, but merely see them as a source of the *life* energy that they *crave*. They do harm by merely being near extant creatures, since they cannot utilize any other form of energy and must draw sustenance from the living. Even the most well-meaning and intelligent Undead creature (and there are such, though they are rare) cannot help but kill.

There are thought to be three primary types of Undead creatures (differentiated by their substance): physical, partially physical, or totally spiritual. Within these three classifications, however, the strength and abilities of individual beings can vary a great deal.

**2.61 GOULS**

Ghouls are corpses or skeletons animated by the will of the Undead spirit. They are capable of doing physical damage with weapons or by using their teeth and long, clawlike nails. Since they can draw on the energy of the remains of their physical bodies, they do not always need to draw much strength from the living. While they are without exception flesh eaters who feed upon their victims, they are generally the least dangerous of the Undead, although individuals may be quite fearsome. They are revolting and gruesome in appearance, and there is little chance of mistaking them for living beings. They are rarely intelligent and tend to make boring dinner guests.

**2.62 WRAITHS**

Wraiths, by contrast, may be quite intelligent. Wraiths are also the only forms of Undead that need not be created by a violent death: Sauron's Ringwraiths are an outstanding example. They straddle the line between life and death, living and dying at the same moment. The Wraith is a creature whose physical structure has been so changed through magic, either before or after death, that it only partially exists in the physical world. This has happened to some evil Mages who have sought immortality and have resorted to twisted magic. Other Wraiths were once very powerful lords who "refused to die" — those who passed with undone deeds foremost in their thoughts.

Wraiths almost always drain the energy of their victims, although those possessing another source of power can choose not to do so. Their shadowy forms are not physical enough to allow the use of ordinary weapons, but they can employ enchanted items. Wraiths can, if they wish, assume a somewhat fair form for a short while, but they are not very good at it, and even if the illusion does not appear fool, it will often look "wrong" to any but the most unobservant being.

**2.63 GHOSTS**

Ghosts are in many ways the worst of the Undead, for they lack all physical trappings, being creatures purely of spirit and energy. In fact, they do not even exist unless a source of energy (i.e., a living being) comes near enough to "fuel" them. Normally, they lie dormant and invisible to the eye or common spells. When a Ghost does show itself, it appears as the original being did, with the illusion being more or less perfect according to the power of the creature. Ghosts can be detected by spells that perceive presence, good, evil, etc., but only when they have manifested themselves. Stronger spells which provide more detailed information (e.g., race) may show them for what they are.

Ghosts are quite intelligent and exhibit the same sentiments that they felt as living beings. In fact, they rarely know that they are dead. A "good" Ghost who was very intelligent or altruistic while alive may be persuaded to enter the next world on his own, but most must be exorcised by Clerics or Animists, or by destroying the focus. (An attempt at the latter will cause an immediate and very aggressive attack by the Ghost.) Other Ghosts are simply waiting for something to happen (i.e., a guard who was killed while guarding a crucial post may develop into a Ghost who cannot leave the area or this world until relieved of his post). In any case, Ghosts are complex and dangerous to deal with, for while you negotiate with a "good" Ghost, it will constantly and unconsciously drain you of your life energy.

Examples of various types of Undead found in the Dagorlad and Dead Marshes area may be found in Table 2.6.
3.0 POLITICS IN THE REGION

The most obvious political power in the area is Gondor, which, even after the ravages of the Plague, remains the most visible significant force. Northmen and Marshmen still regard the men of Gondor as their rightful overlords, descendants of those who broke the forces of evil so long ago and who more recently beat back the Easterlings. The few Easterling tribes in the area are as yet unwilling to challenge Gondor’s might, for they can still see stone fortresses and lines of matched troops, the like of which these poor Asdriags could never match. Yet Gondor’s might is even now diminishing. The necessity of pulling back from the few forts that still watch Mordor has opened the way for a new actor to reenter the arena: Sauron, in disguise as the Necromancer of Dol Guldur.

Sauron, of course, has no intention of making any obvious moves at this time. He will not show himself until nothing of Gondor remains in the area — aside from abandoned forts and ghost towns. Yet even now he toys with marsh and plain: the new hordes of Undead awakened in the graves of the Dagorlad are the products of his doing, as are the new terrors around Sarnen Thuringwath, that ancient source of native nightmares. Slowly but surely, what was once the domain of the Lord of the Rings will be his again.

Not allied to any particular movement are the bands of bandits, disaffected soldiers, and half-starved, plague-maddened peasants roaming the areas once travelled by wealthy merchants. These fellows make travel by the roads as hazardous as travel overland. To these landless scavengers and human jackals, Sauron is only an old legend to scare children, and Gondor is only a source of spoil. Their only law is that of survival, of the sword and the axe, the bow and the spear.

4.0 PLACES OF INTEREST

The areas of Dagorlad and the Dead Marshes have a rich history and serve as a crossroads for trade between Gondor and the vast reaches of the East. This corridor is the gateway to the territories Gondor calls Dor Rhûnen (S. “Eastern Lands”), and also embraces the main road into the eerie land of Mordor. There are a number of intriguing sites in the region, but a few are of particular note.

### TABLE 4.0 GAMEMASTER’S MAP KEY

<table>
<thead>
<tr>
<th>Number</th>
<th>Location (S. Equivalent)</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tir Nindor/Caras Gwindor</td>
<td>Camlan’s Refuge</td>
</tr>
<tr>
<td>2</td>
<td>Tel Venerae</td>
<td>Haudh-en-Ölharrin Morin</td>
</tr>
<tr>
<td>3</td>
<td>Tir Ingom</td>
<td>Thuring-waithost</td>
</tr>
<tr>
<td>4</td>
<td>Tir Nimmen</td>
<td>Haunted Townsite</td>
</tr>
<tr>
<td>5</td>
<td>Ethel Celebrin</td>
<td>Asdriag Winter Camps</td>
</tr>
<tr>
<td>6</td>
<td>Tol Malbor</td>
<td>Note: see color area map, inside front cover.</td>
</tr>
</tbody>
</table>
4.1 THE FORTRESSES OF GONDOR

The well-built stone fortresses erected by Gondor for the defense of her eastern lands are still a reminder of that nation’s might, even in these sad times. One of the most impressive is Tir Nindor (S. “Wet-land Watch”), the area headquarters. This handsome structure sits on a man-made mound near where the road from Gondor branches south to Ithilien and east to the frontier. It is the home of the Targen, the area commander, and is overseen by Bergil, a man of excellent reputation in both fortress and town. There are said to be 147 troops in Tir Nindor, along with many carpenters, masons, cooks, grooms, and all such noncombatant personnel that are required to keep a fortress in good running order. There are, of course, disease and disaffection here as there are among all of Gondor’s forces these days, but Tir Nindor certainly still seems to have control of the region. Within its tall outer curtain wall buttressed by many wall towers, inner towers that are even taller loom. A stout wooden ridge and walkway lead over the deep dry moat to the massive front gates. These open onto the outer yard, where the fortress’ craftsmen work at the upkeep of the place and where the cooks, grooms, and dogboys exercise their hooved, winged, and pawed charges. Another large set of gates here lead to the inner yard, where the officers, soldiers, and healers live. Tir Nindor is always busy with troops and patrols going in and out, a fine symbol of Gondor’s continuing vigilance in the area. Only a sharp eye would notice that the veterans slouch at their posts and get overly drunk in town, or that their weapons are rusty and the tower’s stones crumbling at the edges.

4.2 VILLAGES OF GONDOR

In recent years, many of the settlements in the region have been depopulated or abandoned. Those that remain are like most of the Gondorian towns found east of the Anduin and north of Ithilien: they are fortified and lie on crucial roads or arteries within hailing distance of one of Gondor’s many citadels.

4.21 CARAS GWINDOR

This small village, surrounded by a stout stone wall and lying near the fortress of Tir Nindor, has a much larger percentage of professional people than would be considered usual for a village of its size. This is due to its proximity to the fort and trade road and its distance from any other type of income source. Visitors can have a meal, rent a room, get healed, bathed, or drunk, all for a small fee. The surrounding countryside features the Steward’s Granaries, where grain is stored for later shipment to the new capital of Minas Anor (Minas Tirth), several small farms, a slaughterhouse, a blacksmith, a cartwright, and a stable, where one can board one’s horses or buy new ones. The town is always glad to see new faces, for new faces usually mean new money.

4.22 EITHEL CELEBRIN

Perhaps even more peculiarly adapted to the needs of the traveler is Eithel Celebrin, located on the trade road and now one of the last of the many waystations that served the numerous merchants who travelled through in better times. Protected by a wooden palisade, it is a businesslike place with a few children or villagers. It is par- ticularly well-recommended.

4.3 THE TOMBS OF DAGORLAD

These sad monuments dot the plain before the Black Gate; many of them have been swallowed by the Dead Marshes. Others have been plundered by bandits. One that has not is the infamous Hausl-en-Ottarin Morin (S. “Mound of the Black Warriors”), said to be the tomb of some of the Dark Lord’s mannish supporters. This long, low mound is sparsely covered with the thin grasses of the area and features a massive oaken door facing east. None have yet dared to open it.

4.4 TOL MALBOR, LAIR OF THE BANDITS OF THE DEAD MARSHES

Once there was on the Eastern Dagorlad a fair estate called Parth Mallin (“Golden Fields”). The marshes gradually crept up to the property and started to swallow the buildings. In vain its lord and master built dikes to hold back the waters, but the forces of nature and the Undead were too much for the estate and its people; the master’s eldest son was lured into the waters one night as he tended a dike. He was never seen again. Heartbroken, the lord gathered up the remains of his family and retainers and went back to Imloth Melui in Gondor. The handsome manor house with its carefully tended gardens lay abandoned for nearly 70 years.

Now Parth Mallin has a new name, Tol Malbor (“Isle of the Golden Fist”) and a new master, a bandit, who loves the place even as much as its old master did. Even though the walls are disintegrating and one of the towers stands entirely surrounded by the teeming waters of the marsh, he loves it. His men have planted Duynet and Grabworts and snares where they will surprise unwanted visitors, and the vaults of the old estate provide plenty of room for his ample collection of stolen treasure. The proud towers no longer stand above carefully tended flowers and fruit- trees; now they loom in the mists above groves of poisonous Pangwood and rows of pit traps. Parth Mallin is once more just as “fair” as the land around it.

4.5 SARNEN THURINGWATH

This form is notorious for harboring many of Gondor’s disease-infected areas. Leftover illness from the Plague and the usual ailments of the marshes. The GM should read over these guidelines before studying and selecting one of the adventures that follow in Sections 6.0 through 9.0.

5.1 DISEASES

Unfortunately, diseases are an everyday part of life in these areas. Leftover illness from the Plague and the usual ailments of the Marsh, combined with the effects of unburied bodies in some areas, make catching some sort of disease almost inevitable. The Disease Table below outlines the most common serious ailments circulating in the area at this time. Player characters (PCs) should only be in danger of disease in appropriate circumstances: for instance, they would be unlikely to catch a flea-transmitted disease while out in the Dagorlad where there are few animals and fewer humans.

5.0 ADVENTURE GUIDELINES FOR DAGORLAD AND THE DEAD MARSHES

This section provides some helpful Gamemaster notes which relate to running adventures in the areas of Dagorlad and the Dead Marshes. The GM should read over these guidelines before studying and selecting one of the adventures that follow in Sections 6.0 through 9.0.
However, if PCs take foolish risks (e.g., drinking water from a doubtful source, staying in the unclean beds of a cheap inn, eating food found in a robbers' cache, etc.), they must run the risk of catching a disease.

This is resolved by having the PCs involved make two resistance rolls, versus two disease attack rolls, using any available Race and Stat bonuses. The first RR is to avoid catching the disease entirely. For this, the disease's contagion factor is used as an attack add. The second RR is made if the PC indeed catches the disease, and this roll shows how well or how poorly the patient's body resists the effects of the illness. For this roll, the disease virulence factor is used.

If PCs do not have the spells or herbs necessary to fight the disease, then the nonmagical treatments in the last column must be used.

5.2 PLAYER CHARACTER BACKGROUNDS

The region around Dagorlad and the Dead Marshes is one populated mostly by Men, and few Elves or Dwarves are seen in the area. Naturally, the area offers Men the larger number of possible backgrounds. Animists find the wide variety of herbs and poisons fascinating, and are in great demand as healers. Warriors (Fighters) and Rangers come here in service to the Army of Gondor, both as professional troops and levies. Professional troops generally have better fighting skills, while those the levies often know the area better and have a wider variety of nonfighting skills. The frontier forces in this corridor also require a healthy complement of Scouts, since the wilds of Mordor and the wetlands are difficult to watch with limited sources of troops. Like the professional and levy troopers, many of the trackers, rogues, and scouts associated with Gondor's army settle here after their period of service. Land is plentiful after the Plague. Once settled, these Men join the other residents of the region in their common defense against tribal raids, incursions of Orcs, attacks by the Undead, and the ever-present activities of robber bands.

The large amount of goods traveling along the roads connecting Gondor and the East have also brought criminals. Thievery and murder are common, since the strain of depopulation has made it difficult to properly patrol all the roads. Many rogues and thieves from abandoned estates of the major cities of Gondor have selected this area as a place to try their trade. Some were once good citizens who turned to a life or crime out of desperation. Others come from the local tribes: Northmen, Marshmen, and Asdriags.

Nonhumans are harder to place in this area. Dwarves occasionally come here as traders or envoys to teach metalwork to the army's smiths (as a token of friendship to the Steward of Gondor) and, although Elves scorn desolate areas, Elven traders and adventurers are infrequent visitors. Many of the First-born come from the port of Pelargir on the Anduin or from the Silvan communities of Lorien and Northern Mirkwood, while others hail from faraway Lindon and come seeking the place where so many Immortals died at the end of the Second Age. For the same reason, Mages from all races have an interest in the remains left on the fields of Dagorlad; great power lies within the tombs of the fallen.

5.3 SELECTING AN ADVENTURE

Sections 6.0-9.0 are devoted to specific adventure sites and organized according to locale. The principal floorplans and NPCs are described, as are a number sample plot lines. All are accompanied by a story and suggested adventure, although a GM might opt for a different course of action. In order to provide flexibility, a list of adventure alternatives is provided at the end of each section. A difficulty factor has been assigned to each plot.

The GM should take a look at the strength and experience of the PCs involved in the game and choose an adventure which provides a challenge, but is not too difficult. As a simple note, the adventures generally get harder as the text progresses (i.e., Section 7.0's are, on the whole, easier than Section 8.0's). Actually, Section 6.0 covers more settled and safe areas from which to start an adventure or campaign. In these areas, PCs can buy and sell goods and solicit aid and information. The players might wish to begin their travels from one of the points described in Section 6.0.

5.4 SUGGESTIONS ON RUNNING ADVENTURES

Get to know your nonplayer characters (NPC's). Read what Sections 6.0-9.0 and the NPC charts have to say about the principal NPCs in an area, and try to think as that sort of person would. Remember, for instance, that Cambre the bandit leader is very charismatic and clever, and will try to recruit an NPC who looks as if he or she would be a good addition to his band — even if Cambre finds them breaking into his headquarters.

Look over the layouts of the complexes and note where guard points and weak points are. Even if a room does not have an occupant indicated (for instance, the library in Thuringwathost), consider the possibility that someone may be there when player characters break in (for instance, Camallin, Turgarin, and Miruimor all spend lots of time in the library, Camallin sleeping or reading as the other two read).

### TABLE 5.1 DISEASES OF THE WETLANDS AND THE DAGORLAD

<table>
<thead>
<tr>
<th>Illness</th>
<th>Source</th>
<th>Incubation Period</th>
<th>Contagion Factor</th>
<th>Virulence Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marsh Flu</td>
<td>Contaminated Food or Water</td>
<td>12-24 hours</td>
<td>30</td>
<td>20</td>
</tr>
<tr>
<td>Cyclic Fever</td>
<td>Ticks, lace</td>
<td>12-24 hours</td>
<td>15</td>
<td>15</td>
</tr>
<tr>
<td>Red Fever</td>
<td>Contaminated Food or Water</td>
<td>8-12 days</td>
<td>40</td>
<td>25</td>
</tr>
<tr>
<td>Yellow Rheim</td>
<td>Mosquitos</td>
<td>3 days</td>
<td>30</td>
<td>30</td>
</tr>
<tr>
<td>Quaking Fever</td>
<td>1 ecchets</td>
<td>1-3 days</td>
<td>35</td>
<td>20</td>
</tr>
</tbody>
</table>

**Effects of Disease (in order of appearance)**

<table>
<thead>
<tr>
<th>Illness</th>
<th>Minimum (RR failure 01-25)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marsh Flu</td>
<td>Diarrhea, vomiting, cramps, and thirst, last 1-3 days.</td>
</tr>
<tr>
<td>Cyclic Fever</td>
<td>Sweating, low fever, and blurred vision, last 2 days, then a 1 week remission followed by 1-2 more cycles of the same symptoms.</td>
</tr>
<tr>
<td>Red Fever</td>
<td>Headache, high fever, restlessness, and nosebleeds last 7-10 days - after 6 days a red rash appears all over.</td>
</tr>
<tr>
<td>Yellow Rheim</td>
<td>Headache, backache, fever, vomiting and jaundice (yellowing of skin) last 4 days, followed by period of weakness (30 to all actions)lasting 6-11 days.</td>
</tr>
<tr>
<td>Quaking Fever</td>
<td>Swollen glands, fever, trembling of limbs, spotted mucous membranes (nose, throat, etc.), and cough for 3-5 days.</td>
</tr>
</tbody>
</table>

**Period from contact with infected source until first symptoms appear.**

**In addition to all minimum effects (except for duration of illness).**

<table>
<thead>
<tr>
<th>Illness</th>
<th>Maximum (RR failure 26+)***</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dehydration and coma last 2-7 days, 20% chance of death due to shock (01-20)</td>
<td></td>
</tr>
<tr>
<td>High fever for 4 days followed by 1 week remission as for minimum effect but for 3-12 cycles. 50% chance of blindness (26-75); 25% chance of death (01-25).</td>
<td></td>
</tr>
<tr>
<td>Vomiting; disease lasts 10-14 days. 40% chance of death from pneumonia, peritonitis (perforated gut), meningitis (inflammation of brain), or heart failure.</td>
<td></td>
</tr>
<tr>
<td>Bloody vomiting and internal hemmorhage last 6 days, followed by 11-18 days of weakness. 20% chance of death (01-20).</td>
<td></td>
</tr>
<tr>
<td>High fever, chesty cough, and violent muscle spasms for 6-10 days. 30% chance of loss of 1-20 points from constitution, 15% chance of death (01-15).</td>
<td></td>
</tr>
</tbody>
</table>

***Nonmagical treatments. Spells and special herbs and drugs can be of great help.**

**Treatment***

| Fluids, salt, rest, liquid diet. |
| Febrifuges, rest. |
| Febrifuges, rest, liquid diet. |
| Febrifuges, liquid diet, rest. |
| Febrifuges, muscle relaxants, rest. |
Save your heavy guns for dire occasions. Most groups will have enough trouble with Thuringwathost (if you remember all the traps and guards) without Feagwath being there on inspection.

5.5 USING TRAPS

The layout sections in Part III (Sec. 6.0-9.0) include a number of references to traps and locks. As an aid to speed play, the following cross-references are provided for GMs using MERP or Rolemaster.

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the acting PC roll, add his appropriate bonuses, and subtract the difficulty factor assigned to the lock or trap. Then refer to the MERP table MT-2, p. 79 (or RM: Character Law, Sec. 15.32).

Results of Fall/Crush attacks and animal attacks can be determined using MERP tables CST-2 and AT-5 or AT-6, all at p. 70 (or RM: Claw Law).

Weapon attacks can be computed using MERP table CST-1, p. 72 and AT-1 through AT-4 at p. 71 (or RM: Arms Law).

Non-magic items are only used with Rolemaster. When using MERP all items with bonuses are magic.

6.0 SAFE STARTING POINTS FOR ADVENTURE

The areas under the control of Gondor are relatively peaceful and stable. Gondor’s military might, albeit waning, is still capable of insuring order, except in the most remote of wilderness areas. Adventurers traveling to the Dagorlad and wetland regions will find the towns and fortresses to be stable refuges, and ideal bases from which to venture into the wilds.

6.1 TIR NINDOR, A MAJOR GONDORIAN FORTRESS

Tir Nindor is the principal focus of Gondorian power in the region, and acts as the residence of the ruling Targen. Its position commands the principal crossroads and affords the garrison easy access to the Dagorlad or marsh areas. It also serves as immediate protection for the nearby town of Caras Gwindor.

6.11 THE LORDS AT TIR NINDOR

The Targen, or area subcommander of the Dagorlad region (under the Regent of the Eastern Lands) is Derafin, a man whose experience of civil government is as small as his courage and military expertise are great. He distinguished himself in several campaigns in the East and was thus rewarded with the position of Targen of the Wetlands Forces. He is a stickler for military etiquette and sincerely believes the men of Gondor to be superior to the men of any other race. This attitude does not endear him to the Northmen, Marshmen, and Easterlings in the region over which he rules. Nor does his experience with military law and court-martial cases make him very effective as a civil judge, which his current position requires him to be. He has little luck in getting the world-weary, second-rate veterans assigned to the frontier fortresses to act like the crack front-line troops that he used to command. He usually takes out his displeasure at this by interfering in the professional lives of his immediate inferiors, the Thengyn (captains) of the three fortresses left under his control after the massive pullback necessitated by the Plague.

The first two Thengyn are both middle-aged career officers who dislike their assignments but don't like to make waves. They are Angbor, assigned to Tir Ingon, the northern fortress at the foot of the Emyn Muil, and Rincar, Thangon of Tir Nimmen on the fertile strip of former marshland to the south. The third Thangon assigned to Tir Nindor, the area headquarters, is another matter. Bergil, Thangon at Tir Nindor

Bergil is a relatively young (34) and ambitious man. He started a brilliant career in the army of Gondor, was an innovative and perceptive Ohtarin at Fortress Durthang on the very walls of Morrodor, and was well liked by both his men and fellow officers. But when a little matter of corruption and bribery came up on the North Ithilien High Command, Bergil’s sharp perception and high sense of honor led him to report his thangon to the Steward himself. This got him a reputation as a troublemaker, for although his superior was indeed guilty, he was valuable for other reasons to the Steward. Obviously, any charges filed against an officer as fine as Bergil would have to be false, so the Gondor High Command had to find another way to put him out of the way without seeming to discipline him. The answer was obvious: the Thangon of Tir Nindor had been in command for 8 years and had constantly complained of the mosquitos, the slovenly veterans he was assigned, the wells constantly fouled with marshwater, the strange natives, the crazy reports of Orcs to the southeast, and so on. The Plague was the last straw. Obviously, the poor man deserved promotion to a better post. Just as obviously, Bergil deserved his own command (at a distance from
Mallin, Bard who is the Targen's personal secretary, is as per-

than Bergil does) in the nearby marshes, talking to the healers and
casions when the Targen is at the fortress (he's decided that inspect-

Bergil's Aides

Yet the job is not totally impossible or without consolations. Mallin, a Bard who is the Targen's personal secretary, is as perturbed by his employer as Bergil is and, on the increasingly rare occasions when the Targen is at the fortress (he's decided that inspecting the countryside and the other two fortresses, plus emptying back in for surprise inspections at Tir Nindor, is a better way of doing things), likes to dice with Bergil and amuse him with witty anecdotes and pungent gossip that he picks up while touring with the Targen. Handir, the chief lay healer assigned to the fortress, turned out to be a distant cousin of Bergil's, and the two enjoy occasional hunting expeditions together. Handir is fascinated by the culture of the Marshmen and likes to spend his spare time (he has more of it hunting expeditions together. Handir is fascinated by the culture of the Marshmen and likes to spend his spare time (he has more of it than Bergil does) in the nearby marshes, talking to the healers and clerics.

Bergil does have help in running the fortress. Damrod, the chief support officer, is trying his best to run things smoothly, but it is an uphill struggle. Food supply lines have increasingly deteriorated, and efforts to get the troops to like available foods, such as the native mudbean, have mostly been dismal failures. A recent increase in the pilfering of food and supplies has been noted, and the baggage trains carrying the payroll have been robbed twice in the past five months.

Bergil's last supporters have not really made themselves known to him yet. They are two units of specially trained warriors that were assigned here at the same time that he came from the now-abandoned Fortress Durthang. One of their Ohtarinnan — Cirion — served under Bergil at Durthang, as did several of the troopers. Although Bergil knows that these men are at Tir Nindor, he does not suspect (for, in spite of everything, he is fairly modest) how much they still admire him, or how much they resent seeing a good officer like him being forced to run a second-rate operation like Tir Nindor.

Military Operations at Tir Nindor

Bergil's regular duties include overseeing the daily operation of Tir Nindor, a fortress of nearly 180 men: 147 military and 31 non-combatant support personnel. This is a sizable garrison including seven 20-man Falmarel (S. "Running Waves"), the standard military unit in the region. Five — four infantry and one cavalry — are regular forces. The other two Falmarel are the elite forces from Gondor. Their assignment to Tir Nindor lends Bergil some prestige, since most Thengyn (sing. Thangon) command no more than 100 men. However, as busy as this large operation keeps him, what with organizing patrols, changing watches, assigning leave and so, he must still make time for other duties.

As the representatives of the government of Gondor in this area, the fortress commanders have to try civil law cases that the local town and village governments think are too serious to handle themselves. These commanders are also in charge of overseeing trade permits, requests for town and village fortifications (one of Gondor's perks to settlers), and requests for military escort of vital supplies, such as healing herbs, through dangerous areas. The Targen thinks that all this civilian nonsense is a waste of his time, and it has become one more reason for him to avoid prolonged stays at Tir Nindor, for in his absence, Bergil must undertake these duties. Bergil is thus a harassed and unhappy man much of the time. At least he has managed to restrict civil court cases and other fairly urgent civil business to the second and fifth days of each week, with hearings for permits twice a month, on the second and fourth days. He has also tried to persuade the nearby village of Caras Gwindor to handle as many of their own cases as possible, but they often insist that they need an impartial judge, and Bergil is the only one available.

6.12 THE FORTRESS LAYOUT FOR TIR NINDOR

The fortress of Tir Nindor is built upon a manmade mound of earthwork 30' in height. The ditch around it (i.e., the dry moat) is 15' deep. The outer curtain wall is 20' high and 8' thick. Its D-shaped outer wall towers are 30' high, while the massive gatehouse is 40' tall. The inner curtain wall is 30' high, and its towers rise 50'.

The outer yard serves primarily as a parade ground. Here troops are inspected, assembled for duty, and here they practice their skills in mock combat. The inner yard is merely access to those structures that open onto it. During a truly brutal siege, however, a last stand could be made there.

The Exterior Plan of the Fortress

Note: refer to the color layouts at the end of the book

1. Outer gatehouse.
2. Kennels. Guard dogs, tracking dogs and the Targen's hunting hounds are kept here. A dog boy lives with the hounds and looks after them. (He as well looks like them.)
3. Mews. Messenger crows and the Targen's hunting hawks. The astringer, who trains and looks after the birds, lives here also.
5. Inner gatehouse.
6. Carpenter's and Mason's shops. These professionals live above their workplaces.
7. Well.
8. Stables. The cavalry horses and the Targen's Thangon's personal mounts are kept here. The grooms and stablehands live above. The feed and saddlery is also stored above.
10. The Great Hall. Serves as a dining hall on most days, but trestle tables can be shifted to form an audience hall on more formal occasions.
11. Kitchen. A large hatchway leads from here to the Great Hall, through which the company cooks pass dishes of food from which the troopers help themselves. The cook and scullions sleep over the kitchen, supplies are kept in a cellar below.
12. The Bathhouse. Large boilers over braziers heat water for troopers to wash themselves and their clothes, if they do not want to pay the laundry in Caras Gwindor to do the latter.
13. The Storehouses. Thus Damrod's realm. His office and quarters and those of his clerks and the messengers are here. Foodstuffs, uniform tunics, boots, lamps, oil, rope, nails, tools are kept here — everything but weapons, healing herbs, armor, stone and wood.

SUMMARY OF GONDOR'S MILITARY ORGANIZATION IN DOR RHÜNEN

<table>
<thead>
<tr>
<th>Leader</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regent</td>
<td>Army (2,000+ men)</td>
<td>Territorial Governor</td>
</tr>
<tr>
<td>Targen</td>
<td>Ohtarinnan (500 men)</td>
<td>Provincial Governor</td>
</tr>
<tr>
<td>Thangon</td>
<td>Falmadelak (100 men)</td>
<td>Citadel Captain</td>
</tr>
<tr>
<td>Ohtar</td>
<td>Falmaceel (20 men)</td>
<td>Unit Commander</td>
</tr>
</tbody>
</table>

<p>| TABLE 6.11 NPC SUMMARY: GONDOR'S GARRISON |</p>
<table>
<thead>
<tr>
<th>Name/ #</th>
<th>Race</th>
<th>Lvl</th>
<th>Hits</th>
<th>DB</th>
<th>Sh</th>
<th>Gr</th>
<th>Melee OB</th>
<th>Missile OB</th>
<th>Mov M</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ohtarinnan/10</td>
<td>Lr Dunedain</td>
<td>8</td>
<td>110</td>
<td>Ch/15</td>
<td>60</td>
<td>Y20</td>
<td>—</td>
<td>110bs</td>
<td>110cb</td>
<td>10</td>
</tr>
<tr>
<td>Ohtarinnan/4</td>
<td>Lr Dunedain</td>
<td>8</td>
<td>110</td>
<td>Ch/15</td>
<td>45</td>
<td>Y5</td>
<td>—</td>
<td>100bs</td>
<td>115ml</td>
<td>10</td>
</tr>
<tr>
<td>Ohtarinnan/3</td>
<td>Lr Dunedain</td>
<td>9</td>
<td>125</td>
<td>RL/10</td>
<td>50</td>
<td>Y10</td>
<td>Leq</td>
<td>130bs</td>
<td>120cp</td>
<td>15</td>
</tr>
<tr>
<td>Ohtar/200</td>
<td>Lr Dunedain</td>
<td>3</td>
<td>35</td>
<td>Ch/14</td>
<td>35</td>
<td>Y10</td>
<td>Leq</td>
<td>75bs</td>
<td>70cp</td>
<td>0</td>
</tr>
<tr>
<td>Ohtar/80</td>
<td>Lr Dunedain</td>
<td>3</td>
<td>35</td>
<td>Ch/15</td>
<td>30</td>
<td>Y20</td>
<td>—</td>
<td>75bs</td>
<td>70cp</td>
<td>0</td>
</tr>
<tr>
<td>Ohtar/60</td>
<td>Lr Dunedain</td>
<td>4</td>
<td>50</td>
<td>RL/10</td>
<td>35</td>
<td>Y</td>
<td>Leq</td>
<td>85bs</td>
<td>80cb</td>
<td>10</td>
</tr>
</tbody>
</table>
14. **Barracks.** These long, two-story buildings provide ample sleeping room for the 140 men.

15. **The Armory.** Storage for spare arms and armor, and equipment for cleaning and repairing same.

16. **The Healers' quarters and offices.**

17. **The Infirmary.** These latter two buildings are surrounded by their own wall and an herb garden maintained by the healers.

18. **The Donjon.** Ohtarrin quarters above, prison below.

19. **Outer Wall Towers.** All of their second and third levels are alike, but the ground levels vary according to where the towers are in the fortress.

**Interior Layouts**

![Diagram of interior layouts](image)

**The Keep**

This is not truly a keep, but it is called that because of its resemblance to that basic type of defensive structure.

**MAIN LEVEL**

1. **Hallway.** The duty officer of the day sits here at a desk to answer questions and receive orders from the Thangon. There is also a trooper on duty at the door at all times. A door at the end of the hall leads to a stairway down.

2. **Officers' mess and meeting room.** Officers not eating with the men that day take their meals here. Cooks bring the meals over from the kitchen. Staff meetings are also held here. A door at the back leads to a stairway up.

**LEVEL TWO**

3. **Hallway.**

4. **Bergil's quarters.** The only difference between his quarters and those of his officers is the red-and blue rug on the floor.

5. **Derufin's quarters.** This small room is crammed with books on military strategy and chest full of clean uniform tunics. Everything is so clean that a hypochondriac could eat off it without worrying about infection. Derufin keeps it that way himself.

6. **Guest quarters.** Similar to Bergil's, but with a small tapestry on one wall as well as a rug on the floor.

**LOWER LEVEL**

7. **Hallway.**

8. **Mallin's quarters.** Mallin hates this basement room and does not spend much time in it on the rare occasions that the Targen (and hence Mallin) is at the fortress.

9. **Bergil's office.** A desk, chair, and two bookcases fill this small room.

10. **Derufin's office/parlour.** Includes a massive desk with chair, four bookcases crammed with yet more books on strategy and military practices; two comfortable, leather cushioned chairs, a small rug, and a little carved table.

**The Outer Gatehouse**

**LEVEL ONE**

1. **Gateway.** A portcullis can be lowered to block the way from the bridge across the dry moat (the bridge is wooden and can be burned away in time of siege). Massive iron-faced oaken doors lead into the outer yard, these can be barred with a bar that takes five men to haul into position.

2. **Gatehows.** Stairways leading up.

**LEVEL TWO**

This level is one room with two stairways leading down.

1. **Huge Kettles of Water over braziers.** The kettles are slung on chains and can be swung into position over the murder holes.

2. **Murder Holes.** These can also be used for dropping stones or hot coals on those trapped below, if the water runs out.

3. **Mechanism for raising and lowering portcullis.**

4. **Ladder to roof.** Roof is flat and surrounded by a crenellated wall that gives protection to defending archers.

**The Donjon**

**LEVEL ONE**

1. **Hallway.**

2. **Stairhall to stairs down.** Door is always locked.

3. **Stairhall to stairs up.** Door is usually open.

4. **Brandir's Room.** He has the most recent date of commission and so is most junior. He also holds here. A door at the end of the hall leads to a stairway down.

5. **Empty Room.** Currently empty and used for storage, mainly of Derufin’s extra uniforms (dress uniforms).

**LEVEL TWO**

6. **Hallway.**

7. **Cronin's room.**

8. **Halbarad's Room.** Two officers of special units from Durthang reside here.

9. **Dorlas' room.**
6.2 CARAS GWINDOR

Caras Gwindor (S. "Gwindor's Town") was founded 368 years ago, shortly after the establishment of Tir Nindor as area headquarters. The founder, a merchant named Gwindor, used all his savings to buy land near the fortress, which he divided up into lots and sold to the highest bidders, encouraging good prices by pointing out that all those soldiers would need some place to spend their off-duty hours, buy goods for their girlfriends, get their wash done, and otherwise spend their pay. Thus Caras Gwindor attracted several inn-keepers, professionals, and merchants. Still, it was not really near anything except the fortress, and so the town never grew very large.

6.21 POLITICS AND SOCIETY IN CARAS GWINDOR

Caras Gwindor is governed by a council of seven. These representatives are elected every three years by a vote of all townspeople (this definition is stretched to include farmers within 10 miles of the city, of which there are few) over the age of 16 who have never been convicted of major crime (theft, murder, arson, rape, assault, forgery, embezzlement, etc.). The council then elects a headman (or woman) who has final say in all civil affairs: for instance, it is the headman who decides what cases will go to the Tir Nindor commander for judgment. The other civil position of note, that of town clerk, is hereditary. The clerk is of the House of Beleg. His or her duties include writing up building and trade agreements and permits, keeping the council hall clean (it is his office when council is not in session), and overseeing the stockpiles in the town storeroom. The council meets once a month, and the clerk keeps records of their actions.

This all sounds wonderful, but as a matter of fact, there are worms in this little apple. The headman was, for the past 73 years, the original Beleg (an old judge of the Willow Tree, the proprietress of the Green Crow, who thinks that Belegorn is a chip off the old block and therefore should be ruled; Bregor the tinsmith, who thinks that women should run households, not towns; and Brelam, the gem-seller's son, an elegant but stupid young man who is Belegorn's best friend. The four of them spend a lot of time drinking at the Green Crow.

Sulimith's chief supporters include Hunthor, owner of the Green Crow, who thinks that Belegorn is a chip off the old block and therefore should be ruled; Bregor the tinsmith, who thinks that women should rule households, not towns; and Brelam, the gem-seller's son, an elegant but stupid young man who is Belegorn's best friend. The four of them spend a lot of time drinking at the Green Crow.

Sulimith's chief supporters include Hunthor, owner of the Green Crow, who thinks that Belegorn is a chip off the old block and therefore should be ruled; Bregor the tinsmith, who thinks that women should rule households, not towns; and Brelam, the gem-seller's son, an elegant but stupid young man who is Belegorn's best friend. The four of them spend a lot of time drinking at the Green Crow.

Sulimith's chief supporters include Hunthor, owner of the Green Crow, who thinks that Belegorn is a chip off the old block and therefore should be ruled; Bregor the tinsmith, who thinks that women should run households, not towns; and Brelam, the gem-seller's son, an elegant but stupid young man who is Belegorn's best friend. The four of them spend a lot of time drinking at the Green Crow.

Belegorn's chief supporters include Hunthor, owner of the Green Crow, who thinks that Belegorn is a chip off the old block and therefore should be ruled; Bregor the tinsmith, who thinks that women should govern households, not towns; and Brelam, the gem-seller's son, an elegant but stupid young man who is Belegorn's best friend. The four of them spend a lot of time drinking at the Green Crow.

Sulimith's chief supporters include Hunthor, owner of the Green Crow, who thinks that Belegorn is a chip off the old block and therefore should be ruled; Bregor the tinsmith, who thinks that women should rule households, not towns; and Brelam, the gem-seller's son, an elegant but stupid young man who is Belegorn's best friend. The four of them spend a lot of time drinking at the Green Crow.

6.22 TRADE IN CARAS GWINDOR

Gondor sets no rules on the governing of individual towns, except that they must pay their taxes on time and in the full amount (unless disaster strikes) and that they must be accountable to the local military commander.

---

### TABLE 6.2 NPCs AT CARAS GWINDOR

<table>
<thead>
<tr>
<th>Name</th>
<th>Lvl</th>
<th>Hits</th>
<th>AT</th>
<th>DB</th>
<th>Sh</th>
<th>Gr</th>
<th>Melee OB</th>
<th>Missile OB</th>
<th>Mov</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sulimith</td>
<td>10</td>
<td>70</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>-</td>
<td>55da</td>
<td>61cp</td>
<td>30</td>
<td>Lsr Dunadan Ansimst (healer). Ring x3PP, total 60 PP/day, 11 spell lsts.</td>
</tr>
<tr>
<td>Belegorn</td>
<td>7</td>
<td>106</td>
<td>RL/9</td>
<td>35*</td>
<td>Y5</td>
<td>-</td>
<td>100bs</td>
<td>91b</td>
<td>10</td>
<td>Lsr Dunadan Warror (fighter) +5 shield; Cloak of Hiding (+50 once/day), Boots of Balance (+50 twice/day).</td>
</tr>
<tr>
<td>Herluin</td>
<td>5</td>
<td>45</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>-</td>
<td>30&amp;d*</td>
<td>35b</td>
<td>25</td>
<td>Lsr Dunadan Ansimst (healer). Ring x3PP; total 30 PP/day; 6 spell lsts.</td>
</tr>
<tr>
<td>Tarbeth</td>
<td>8</td>
<td>100</td>
<td>SL/5</td>
<td>60*</td>
<td>Y10</td>
<td>-</td>
<td>110bs*</td>
<td>100b</td>
<td>25</td>
<td>Lsr Dunadan retired Warror (fighter) +10 bs; +10 shield; Amulet +10 RR bonus vs. Channeling: uses 80dc to break fights in bar.</td>
</tr>
<tr>
<td>Hunthor</td>
<td>3</td>
<td>50</td>
<td>SL/5</td>
<td>50</td>
<td>Y</td>
<td>-</td>
<td>65bs</td>
<td>60b</td>
<td>25</td>
<td>Lsr Dunadan Warror (fighter) +5 bs</td>
</tr>
<tr>
<td>Voronwe</td>
<td>10</td>
<td>45</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>-</td>
<td>5s</td>
<td>10b</td>
<td>30</td>
<td>Lsr Dunadan Bard (seer). Female Headband +10 RR bonus vs Channeling (or mentalism); Amulet x 3 PP; Orb of Seeing (+10 to spell attacks); total 66 PP/day; 12 spell lsts.</td>
</tr>
<tr>
<td>Erestor</td>
<td>3</td>
<td>30</td>
<td>SL/5</td>
<td>40</td>
<td>Y</td>
<td>-</td>
<td>35bs</td>
<td>15b</td>
<td>15</td>
<td>Lsr Dunadan Bard; +5 bs; Ring of Invisibility (1' once/day); Amulet +5 RR bonus vs. Essence (or mentalism); 2 spell lsts.</td>
</tr>
</tbody>
</table>
6.23 THE TOWN PLAN OF CARAS GWINDOR

The town of Caras Gwindor hides behind a 10' foot tall stone wall built by the army of Gondor. The gateway is protected by a 30' tall gatehouse. Each gate is 8' tall and made of iron-faced oak. They can be barred from within. The wall has eight 20' tall towers set into it. These are hollow, with no floors inside, but a staircase runs up the inner face of the walls to a flat roof protected by a crenellated wall. Some businesses (and their owners, who usually live at their place of work) are forced to locate outside the town walls, either due to necessity or by local ordinance. In time of war, however, they are allowed to flee inside. These businesses include the mill and miller, the butcher and slaughterhouse, the stables, the blacksmith/farrier, and his smithy. Local farmers may also take refuge in the town, although many of the farms, like the Steward's Granaries, have their own stockades.

Note refer to the color layouts at the end of the book.

1. Gatehouse.
2. Wall tower.
3. The Green Crow. A low-class tavern that caters to alcoholic troopers and young townsmen who like to compete with them.
4. Linmir's. The town's only true brothel.
5. The Wayfarer's Rest. The town's only "full-service" inn, providing fair food and lodging at a reasonable price.
7. The Public Baths. For a copper, wash yourself. For a silver, use the steam room and have an attendant (of the same sex) scrub your back. Open to men until midafternoon, women from then until closing (sundown), except in summer, when the baths reopen to men again after supper.

8. The Willow Tree. A good wineshop, much frequented by officers, well-mannered troops, and respectable townsfolk of both sexes.
9. The Laundry.
10. The Weaver.
11. The Council Hall. Meeting place and the clerk's office. Trade permits and so on are issued here, and taxes are paid.
12. Erestor's. Jewels, sundries, perfumes, and sometimes small magic items can be bought here.
13. The Town Clerk's home.
14. The Healer's. Sulimith and her son live above the office and infirmary.
15. The Seven Stars. A good tavern, but not as good as the Willow Tree. Popular with younger officers, troopers who want just a pint or two, and younger locals. Good for dependable gossip.
16. Polig the Moneychanger's. He will also lend money at 5% interest, compounded monthly.
17. The Home of the family of Beleg.
18. The Home of the family of Gwindor.
19. The Town Store. Grain and nonperishable foods are stored in case of siege. Their upkeep and inventory goe of the clerk's duties.
20. Parien the Apothecary/Herbalist's Shop. He always stocks Thurl, Mirenna, Elendil's Basket, Aloe, Arfandis, Arnuminas, Atanara, Latha, Suranie, and Sweet Galenas in quantities up to 10 doses. For prices and for the availability of other herbs, see the Herbs Table in Section 2.3.
21. Goerdo the Cooper and Potter. Barrels, pots, bowls, plates, cups, etc., are for sale.
22. Eldamir the Cobbler.
23. Tinsmith and Iron Goods. Pots and pans, nails, hinges, etc., are for sale.
24. Town Dairy. In the year T.A. 1492, the town council decided that in the event of siege, a dairy would be a great asset. So a dairy was built and the wall was extended to surround it. Fresh milk, butter, curds, and cheese are available.

Note refer to the color layouts at the end of the book.

1. Gatehouse.
2. Wall tower.
3. The Green Crow. A low-class tavern that caters to alcoholic troopers and young townsmen who like to compete with them.
4. Linmir's. The town's only true brothel.
5. The Wayfarer's Rest. The town's only "full-service" inn, providing fair food and lodging at a reasonable price.
7. The Public Baths. For a copper, wash yourself. For a silver, use the steam room and have an attendant (of the same sex) scrub your back. Open to men until midafternoon, women from then until closing (sundown), except in summer, when the baths reopen to men again after supper.

Note refer to the color layouts at the end of the book.
6.24 THE RING OF THIEVES (AN ADVENTURE)

Setting: The Tir Nindor — Caras Gwindaor area.

Requirements: None. This adventure is appropriate for inexperienced PCs.

Aids: So long as the mission is not compromised, Bergil will extend whatever aid he can. His concern about secrecy will limit his involvement, however.

Bergil, at Tir Nindor, suspects that the petty pilfering in the area is increasing, and may actually be affecting castle operations and security. He suspects a theft ring involving townsfolk as well as soldiers. He wants outsiders to investigate it because they will be unlikely to be involved. (There is no point in asking some officer to do it and have it turn out that he is on the take from the pilferers.)

Several soldiers, one clerk, and two cooks are involved at the fortress; in town, the contacts are the town clerk (who is also stealing from the town siege stores, a fact which no one else knows), Hanthor at the Green Cow, who stores the goods in his wine cellar, and Belegorn. Note that exposing Belegorn in this will earn the PC's Sulmith's gratitude.

6.3 EITHEL CELEBRIN, A TOWN ALONG THE TRADE ROAD

Eithel Celebrin (S. “Silver Springs”) was founded in T.A. 1364 by a group of merchants. The town rests above a natural spring along the traders’ road through the barren western Dagorlad. It really no more than a large caravan stop, serving the needs of the merchants who bring raw materials west and finished goods east. The village has relatively few families with children, for the fights and occasional raids from bored or angry Easterlings make living here hazardous. No dynasties exist in Eithel Celebrin; people come here to make their fortunes and then move somewhere more comfortable. The village is ruled by a council of business owners who meet every other month to discuss business matters, primarily. They pay a man to look after the walls, gate, and the town square, where itinerant peddlers can set up shop. In addition, every business is required to send one man once a month to militia drill. The militia defend the town in case of attack.

6.31 PROMINENT TOWNFOLK

The most powerful individuals currently living in Eithel Celebrin are a varied lot. Emeldir runs the Apple Tree, a comfortable, homey inn. Her husband died of the plague, but her eldest son Turin — who grew up here and who has formed a strong (although unusual) friendship with two youths of the nearby Ashkira tribe of Asdriags — persuaded her to stay. She has been here longer than almost any other business person, and thus her word and advice are valued by everyone. Tarlang, owner of the elegant Golden Flask Wineshop, is one of the richest men in Eithel Celebrin. He has good business sense and has never made a bad investment. Palandil, the herbalist, spent 15 years with a military unit of Gondor. His advice on long-term military policy in these uneasy times is often sought. Tirgil, the astrologer, has only been here a year. Because of his profession, people often ask his advice, but he is still a newcomer and not really part of the community yet. Malcam, the lay healer, is a respected member of the town, but he has withdrawn to himself since the death of his wife and baby daughter in the Plague. He blames himself for wanting to come here to make money after his time in the army. Gwaeron, the grain merchant, who owns the feed store, is well on his way to becoming as wealthy as Tarlang, but he is not the man Tarlang is; he is loud and brash rather than suave and subtle. Halbar, the dry-gods merchant is Gwaeron’s principal buddy, a cautious man intent on making a fortune and leaving town as rapidly as possible.

The main news in Eithel Celebrin these days concerns the frequent raids on merchant caravans to and from the village. Gwaeron and his cronies insist that it is the rather poor and depleted Ashkira who are guilty and wants to have the army called in to wipe them out. Emeldir and Tirgil believe otherwise but cannot prove anything.

6.32 LAYOUT OF EITHEL CELEBRIN

This town is surrounded by a wooden stockade, 10’ tall, with 30’ tall towers at each of the corners and a pair flanking the gates. The upper 20’ of the towers are constructed of wood, while the 10’ high foundations are of stone. The wooden gates are 8’ tall and faced with iron plates. Most of the shops and other buildings are also wooden. Except for the flowering fruit trees in the town square and the herb garden around the healer’s house, the town is bare and utilitarian.

Note: refer to the color layouts at the end of the book.

1. Bregor’s Stables.
2. Edcilber’s Stables. Although the owners would dispute it, these two establishments are about equal in quality.
3. Civrui the Saddler’s. Leather goods of all kinds except for shoes or clothing are made and sold here.
4. Hosadam the Cartwright. Carts and wagons are made, repaired, and sold.
5. Gresa the Grocer’s. Nonperishable foods such as cheese, preserved meat and fish, dried fruit, porridge-grain, etc., are sold here.
6. Edacar’s Feed Shop. Feed (hay and grain) for horses and oxen is sold here.
7. Verden the Farrier and Smith. The sign reads: “Horses and oxen shod, iron tools made and repaired.”
8. Malvagor’s Weapong Shop. Serviceable Broadblades, Short Swords, Falchions, Daggers, Composite and Short Bows, Arrows, Rigid and Soft Leather Armor, Greaves, Shields, Sword Belts and Scabbards, genuine Dwarfish steel Hand Axes, and kits for the upkeep of them all are for sale here, for the right price. In the back room, Malvagor also has a genuine +5 Elvish Longbow, a +10 Falchion, three +5 Arrows, a +5 Quarterstaff, and an Elvish +10 Dag-gger that glows within 50’ of Orcs or Trolls.
9. Amorohl’s Dry Goods. Blankets, rope, canvas, tents, etc., are sold here.

### TABLE 6.3 NPCs AT EITHEL CELEBRIN

<table>
<thead>
<tr>
<th>Name</th>
<th>Level</th>
<th>Hits</th>
<th>AT</th>
<th>DB</th>
<th>Sh</th>
<th>Gr</th>
<th>Melee OB</th>
<th>Missile OB</th>
<th>Mov M</th>
</tr>
</thead>
<tbody>
<tr>
<td>Malvagor</td>
<td>5</td>
<td>65</td>
<td>SL/5</td>
<td>50</td>
<td>Y</td>
<td>—</td>
<td>90bs*</td>
<td>85cb*</td>
<td>25</td>
</tr>
<tr>
<td>Malcam</td>
<td>8</td>
<td>40</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>—</td>
<td>45fa*</td>
<td>15sb</td>
<td>25</td>
</tr>
<tr>
<td>Tirgil</td>
<td>7</td>
<td>30</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>—</td>
<td>25fa*</td>
<td>5da</td>
<td>25</td>
</tr>
<tr>
<td>Palandil</td>
<td>8</td>
<td>75</td>
<td>RL/10</td>
<td>40</td>
<td>YS</td>
<td>Leg</td>
<td>99bs</td>
<td>93lb</td>
<td>10</td>
</tr>
<tr>
<td>Turin</td>
<td>2</td>
<td>30</td>
<td>No/1</td>
<td>30</td>
<td>Y</td>
<td>—</td>
<td>54as</td>
<td>43sb</td>
<td>15</td>
</tr>
</tbody>
</table>

**Notes:**
- Lsr Dünadan Warrior (fighter). +10 bs + 10; +5 cb; Bracelet of Landing (once/day). Amulet +10 RR bonus vs. Channeling.
- Lsr Dünadan Animist (lay healer). Amulet x3 PP; +5 fa = bs +15 vs Ch or P; total 4RPP/day; 6 spell lists.
- Lsr Dünadan Animist (astrologer). +5 fa = bs +15 vs Ch or P; Headband +5 RR bonus vs Channeling (or mentalism) x3 PP; total 42RPP/day; 9 spell lists.
- Lsr Dünadan Ranger.
- Lsr Dünadan Ranger.

**NPC SUMMARY: RURAL FOLK**

<table>
<thead>
<tr>
<th>Name/#</th>
<th>Race</th>
<th>Level</th>
<th>Hits</th>
<th>AT</th>
<th>DB</th>
<th>Sh</th>
<th>Gr</th>
<th>Melee</th>
<th>Missile</th>
<th>Mov M</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Starving/11-20</td>
<td>Rural Men</td>
<td>1</td>
<td>15</td>
<td>No/1</td>
<td>0</td>
<td>N</td>
<td>—</td>
<td>10pp/qu</td>
<td>10pp</td>
<td>10</td>
<td>Diseased and hungering (peasants)</td>
</tr>
<tr>
<td>Robbers/6-15</td>
<td>Rural Men</td>
<td>3</td>
<td>40</td>
<td>SL/5</td>
<td>30</td>
<td>Y</td>
<td>—</td>
<td>50bs</td>
<td>50cb</td>
<td>5</td>
<td>Deserters and bums. (warriors and rogues)</td>
</tr>
</tbody>
</table>

**NOTE:** Lesser Dünedain can be treated as “Dünedain” or “Urban Men” per MERP, Section 2.21.
10. Araclin the Clothier. Tunics, leggings, breeches, shirts, jerseys, cloaks, hoods, belts, shoes, and boots in many sizes are for sale in his small shop. Alterations available for everything but footwear, generally at half the cost of the equivalent finished good.

11. Malcam the Healer. Malcam will try to heal almost anything for a reasonable fee.

12. Tirgil the Astrologer. Tirgil will ‘answer’ your questions about the future for a reasonable fee

13. Carcamir the Poster. Wine jars, water jars, plates, cups, etc., are bought and sold.

14. Palandal the Herbalist. Palandal can supply all of the following regularly, up to 10 doses: Turl, Mrenna, Elendi’s Basket. Aloe, Arfandas, Arumunus, Asturian, Lathia, Surfane, and Sweet Galenas.

15. Hace’s Hardware. Tools, lamps, nails, buckles, hinges, buckets, pots, etc., are sold.

16. Imlahir the Baker’s. Bread, rolls, waybread (man-style, not Elvish), honeycakes, and turnovers fill the shelves. The baker is Beonning, so all of his products are large and excellent.

17. Brother, Lumen and her three girls (five before the Plague) will attempt to make lonely travellers forget their cares.

18. The Three Rubies Inn. The Three Rubies offers expensive lodging and fine food.

19. The Mug and Mattress Inn. The Mug and Mattress offers inexpensive but safe food and lodging *(Actually it is a dive).*


21. The Apple Tree Inn. The Apple Tree offers good food and fair lodging in a comfortable home environment.

22. The Golden Flask Wineshop. The Golden Flask offers fine ale, beer, and wine plus a few items of decent food.

6.33 THE ASDRIAGS NEAR EITHEL CELEBRIN

Southeast of Eithel Celebrin, out on the Dagorlad, are a pair of Asdriag winter campsites. They are terraced hills which are covered with grass and surmounted by a low earthen wall. Both sit beside springs. One, that of the Ashkira, is quite close to trade road, and exists at Gondor’s leisure. So far, these Asdriags have been content to live at peace with Gondor.

The chief (’A’Hura’) of the Ashkira tribe is Wiliatan. The post is hereditary but if Willaruk, his heir, should seem in any way unfit (not that there is any sign of that), the Huka and the priestesses will choose a new chief. Willaruk’s priestess-advisors are Shanva, his sister-in-law, and her distant cousin Barakat is his heir, should seem in any way unfit. Shanva, his son Wiliaten is also among the Huka, and he and his good friend Shabun have struck up an unlikely friendship with Turin, a youth in the town of Eithel Celebrin, which is near the Ashkira’s winter camp. The three often go off for weeks at a time to hunt the sparse game of the Dagorlad.

6.34 SPIES IN EITHEL CELEBRIN (AN ADVENTURE)

Setting: Various places in Eithel Celebrin, specifically the Apple Tree Inn. In addition, the adventure may take the group out in the countryside — along the caravan road and possibly to the Ashkira Asdriag camp or the bandit lair at Tol Malbor (see Sec. 7.0).

Requirements: None. Even an inexperienced party can solve the mystery, although weaker groups should confine their activities to town or careful scouting in the countryside.

Aids: Discussions with selected and knowledgeable townfolk might help the PCs determine the possible suspects.

The local residents and Gondorian authorities are concerned about the caravan raids and wish to discover the nature and identity of the raiders. One mystery that bothers the villagers concerns the manner in which the thieves strike: how do the bandits know what caravans to attack?

Actually, it’s because of Hestan, the bandit lieutenant from Tol Malbor (see Sec. 7.1 below). He occasionally comes to town posing as a hunter and sometime horse trader. On these occasions he drinks with Gwaeron, who knows many merchants and their plans.

Hestan slips Gwaeron a little cash for letting him know this information. Of course, this is why Gwaeron keeps insisting that the Asdriags must be robbing the caravans. Lately, he has started to hint that Emeldir’s son Turin is the one who sells merchants’ plans to the Asdriags! Emeldir is furious and would love to see this disproved; she has a little money put away to pay for the proof, or the investigators (PC’s) can take it out in credit at the Apple Tree.

6.4 ADVENTURING AROUND TEL VERENAER

The rich marshes of Nindalf (Wetwang) give life to the Marshman culture and provide a number of secluded village sites. Most are built beside ponds or slow-moving, navigable streams. One, Tel Verenaer is located in the far eastern portion of the swamp, near the main road that runs north from Tir Nindor and Caras Gwinder.

6.41 LIFE IN THE MARSH VILLAGE OF TEL VERENAER

Tel Verenaer is a fairly typical marsh settlement. The chief here happens to be male (about 45% of all chiefs are female). His name is Kellir, and his word is law in dealing with outsiders and in hunting, but only because everyone agrees that he is the best hunter. Moral questions and questions of ancient lore are referred to Dirkal, the priest of Eremi, or Mirrin, the priestess of Jevinne. Shirlith, the healer has a final say where the village’s health is concerned. During the Plague, she and the healers of the three nearest villages organized the young men and women to insulate the area to prevent outsiders from entering and spreading the disease. Shirlith set up an infirmary on an isolated island and nursed the few Plague victims herself. Kellir, the headman’s niece, is the admitted leader among the young adults of the village, and indeed the area. She was the one who organized the ill-fated expedition to the Dead Marshes to find the few remaining Marshmen reported to be trapped there by ill-health and starvation. No survivors were found, but Orcs were, and two members of the expedition were captured.

**TABLE 6.33 ASDRIAG NPC’s (ASHKIRA TRIBE)**

<table>
<thead>
<tr>
<th>Name</th>
<th>Lvl</th>
<th>Hits</th>
<th>AT</th>
<th>DB</th>
<th>Sh</th>
<th>Gr</th>
<th>Melee OB</th>
<th>Missile OB</th>
<th>Mov M</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Willaruk</td>
<td>4</td>
<td>50</td>
<td>RL/10</td>
<td>55*</td>
<td>YS</td>
<td>Leg</td>
<td>75*</td>
<td>70b</td>
<td>20</td>
<td>Asdriag Warrior (fighter). + 10 us (Usnev) = +10 lance or +5 2h sword; +10 sb; +5 Target Shield; Amulet +10 RR bonus vs Chaneeling; bracelet immediately removes 2 rnds of stun 1/day</td>
</tr>
<tr>
<td>Shanva</td>
<td>9</td>
<td>45</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td></td>
<td>45a</td>
<td>45b*</td>
<td>25</td>
<td>Asdriag Animist (cleric). Female. +5 sb; Amulet +10 RR bonus vs Chaneeling; x 3 PP; total 54 PP/day.</td>
</tr>
<tr>
<td>Tuva</td>
<td>8</td>
<td>40</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td></td>
<td>40a</td>
<td>40a</td>
<td>20</td>
<td>Asdriag Animist (cleric). Female. Amulet +10 RR bonus vs Chaneeling: x 3 PP; total 48 PP/day.</td>
</tr>
<tr>
<td>Barakat</td>
<td>7</td>
<td>95</td>
<td>RL/10</td>
<td>55*</td>
<td>YS</td>
<td>Leg</td>
<td>105us*</td>
<td>100b*</td>
<td>20</td>
<td>Asdriag Warrior (fighter). +10 us = +10 lance or +5 2h sword; +5 sb; +5 Target Shield.</td>
</tr>
<tr>
<td>Shabun</td>
<td>4</td>
<td>50</td>
<td>SL/6</td>
<td>50</td>
<td>Y</td>
<td>Leg</td>
<td>75*</td>
<td>70b</td>
<td>20</td>
<td>Asdriag Warrior (fighter). +5 us = +5 lance or 2h sword</td>
</tr>
<tr>
<td>Haka/30</td>
<td>Asdriag</td>
<td>4</td>
<td>50</td>
<td>RL/10</td>
<td>30</td>
<td>Y</td>
<td>Leg</td>
<td>80ns*</td>
<td>75b</td>
<td>0</td>
</tr>
<tr>
<td>Common war./80 Asdriag</td>
<td>2</td>
<td>30</td>
<td>RL/10</td>
<td>30</td>
<td>Y</td>
<td>Leg</td>
<td>45ss</td>
<td>45b</td>
<td>0</td>
<td>31 Ashkira; 49 Vethrig</td>
</tr>
</tbody>
</table>
6.42 LAYOUT OF TEL VERENAER

The village of Tel Verenaer is built on an island with relatively steep shores. The villagers keep the surrounding channels dredged and clear of Daynet.

1. **Headman's Hut.** This house Kellir, his wife and three children
2. **Priestess' Hut.** The elderly priestess of Evinne lives here — and her husband Geero, live here with their tamed marshcat, Mufia.
3. **Healer's Hut.** The healer Shirl, her husband and two children live here
4. **Diravin's Hut.** Diravin lives here with his wife and baby
5. **Communal Kitchen.** A circular hut with a smokehole in the roof
6. **Boat Slips.** The long canoes and rotund coracles of the villagers are tied up here.
7. **Priest's Hut.** The old priest of Eremi and his wife live here
8. **Diravin's Hut.** Hennar the scout dwells here with his wife Emilir and their four children
9. **Serris' Hut.** Serris the herbmistress resides within with her husband Derrud and their five children.
10. **Vilik's Hut.** Villik the carver lives here with his wife.
11. **Goat Shed and Pen.** A lot of kidding around takes place here.
12. **Temple.** Just a roof atop poles set on a manmade mound. Bloodless offerings of plants and fruit are made here. Eremi receives a blood sacrifice of a duck once a year.
13. **Vegetable Gardens.**

7.0 ADVENTURES WITH THE BANDITS OF TOL MALBOR

The bandits of Tol Malbor range over a wide area of the Dagorlad and prey on the commerce along the trade road that runs through Eithel Celebrin. They are a dangerous lot, and know the paths and trails of the wilds quite well. From their base at Tol Malbor in the eastern reaches of the Dead Marshes, they have terrorized merchants and travelers, and stolen vast wealth.

7.1 THE BANDITS, CAMBRE'S MEN

Tol Malbor is the home of Cambre's Men, a band of robbers and cutthroats who prey on farms, estates, and caravans. Their leader is Cambre, a charismatic man who deserted 17 years ago from the army of Gondor at Tir Nimmen. He is a handsome man of 41, a mixture of Dunedain and Northman blood showing in his 62" stature, red hair, handsome pale features and green eyes. He is suave and elegant, believing, possibly rightfully, that he is the descendant of kings. His lady is Sirth, the daughter of a noble but impoverished family of Minas Anor (Minas Tirith). She fell in at an early age with evil companions who introduced her to a life of crime. Sirth is wanted for theft of government funds in Minas Anor.

All of the bandits have similarly checkered backgrounds, a bond which ties them together like a brutal family. Hestan, one of Cambre's chief lieutenants, is a Northman who killed a chief's son in a fit of temper over a wager involving horses, Hestan's life-passion. Hence he was exiled from his settlement. Cambre flattered him into joining. Hestan steals fleet horses from neighboring settlements and estates, and then, after a cooling-off period, sells them in Caras Gwindor. His frequent trips to Eithel Celebrin provide the bandits with information about choice targets (see Sec. 6.34). Grasty, the other lieutenant, is an Easterling oathbreaker, one of the Sagath. He is an enormous, strong, stupid, uncouth bear of a man whom Cambre keeps as a strong man and enforcer. He worships Cambre and admires Sirth, but she thinks he is beastly.

The other principal members of the band are Ingold, a military healer who was kidnapped into service, and now spends his time (when not healing bandits under threat of grave bodily harm) either cooking, washing dishes, or chained to a wall. Also in the band are Huor, a professional highwayman from the Ringlo Valley of Gondor who narrowly escaped being hanged there; and Radhruin, a red-headed thief from Osililiath and his female apprentice Helium, who are like fish out of the water here. But to entice them, Cambre promised that he will soon be opening in-town operations. Meanwhile, they occasionally earn their cut opening locked chests and improving the locks and traps around Tol Malbor.

The remaining bandits are a motley lot of cutthroats. Magor, Angbor, Derulin, and Hathol are deserters from Tir Nindor. Hirgon and Dintur are local ne'er-do-wells. Gallidor the magician was involved in an arson racket in Pelargir. Kadida the Easterling is an Asdriag girl who was persuaded to run off with a merchant from Osililiath who ditched her in Caras Gwindor, where Hestan found her. Leofa's family all died because the local military commander, Angbor of Tir Ingon, said that Gondorian citizens were to be healed of the Plague by the fortress healers before Northmen and other scum were treated. She now hates the government of Gondor and

| Table 6.4 Marshman NPCs
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Lvl</td>
<td>His</td>
<td>AT</td>
<td>DB</td>
<td>Sh</td>
<td>Gr</td>
<td>Melee OB</td>
</tr>
<tr>
<td>Envir</td>
<td>16</td>
<td>95</td>
<td>No/1</td>
<td>30</td>
<td>N</td>
<td>-</td>
<td>55s&amp;d</td>
</tr>
<tr>
<td>Kerit</td>
<td>15</td>
<td>90</td>
<td>No/1</td>
<td>30</td>
<td>N</td>
<td>-</td>
<td>45s&amp;d</td>
</tr>
<tr>
<td>Kellir</td>
<td>8</td>
<td>75</td>
<td>No/1</td>
<td>25</td>
<td>N</td>
<td>-</td>
<td>70qs</td>
</tr>
<tr>
<td>Dirkal</td>
<td>9</td>
<td>55</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>-</td>
<td>45s&amp;d</td>
</tr>
<tr>
<td>Murrin</td>
<td>9</td>
<td>50</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>-</td>
<td>45s&amp;d</td>
</tr>
<tr>
<td>Shirl</td>
<td>7</td>
<td>40</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>-</td>
<td>40s&amp;d</td>
</tr>
<tr>
<td>Relin</td>
<td>3</td>
<td>35</td>
<td>No/1</td>
<td>25</td>
<td>N</td>
<td>-</td>
<td>35qs</td>
</tr>
</tbody>
</table>

Note: s&d = "Sweeps and throws." For MERP, roll on the Grappling and Unbalancing Table (AT-6, p. 70) as a "Large" attack.

Note: Marshmen are treated as "Rural Men" per MERP, Section 2.21.
finds satisfaction in robbing and killing their citizens and soldiers. Sigfast and Tosti are Northman oathbreakers; Borhan is a Sagath liar. Virin was a marsh hunter; when his village died out, he wandered into Ethel Celebrin and fell under the bad influence of Hirgon. The newest recruits, the Northmen Garth and Lefwin and the Asdriags Goezf, Zorab, and Bassan are all orphans whose families died and who had no other source of livelihood. Under Cambre's expert tutelage they are learning to enjoy the glamorous life of a bandit.

Typical Operations
Cambre sends bands of his cutthroats on raids all about the area, using groups of 6 to 10 men (depending on the job). Sometimes he himself goes along. Small loot is immediately returned to Tol Malbor under cover of darkness, when the Daynet purposely planted around the island is submerged (see Sec. 2.32). The larger items remain at the shore camp to be sorted, or, in the case of horses or other easily identifiable items, "cooled off." This camp is usually manned by Goezf and Lefwin, but other bandits will be there if a raid is in the works or has just been completed.

7.2 LAYOUT OF TOL MALBOR
As noted in Sec. 4.4, Tol Malbor (S. "Isle of the Golden Fist") is built upon an abandoned estate that was surrounded by water with the eastward march of the Dead Marshes. The island is reached only by boat, so Cambre's Men have constructed a mainland landing to serve their needs.

7.21 THE BANDIT'S SHORE CAMP
This is the bandits' staging post for onshore raids and for sending the loot back to Tol Malbor.

1. Boat ramp. Three two-man canoes are usually drawn up here.
2. Corral. Ten strong, fast, scruffy-looking horses are usually penned up here. Occasionally this group is augmented by a fine-blooded Northman's horse that the bandits have stolen and will resell elsewhere.
3. Shed. On the sloped roof is a brazier loaded with charcoal and covered with a lid to keep it dry. If this base is discovered, the beacon is lit and the bandits at the base will flee. Inside are three straw mattresses and a locker with some food, plus loot, awaiting transfer. In these troubled times the loot is as likely to be food as anything else, but sometimes there are fine cloth or silver ingots or money (1-10 gp, 2-200 sp). Two bandits are usually stationed here.
4. Snared areas. As on Tol Malbor (see traps in Sec. 7.22 below).

<table>
<thead>
<tr>
<th>Table 7.1 NPCs AT TOL MALBOR</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
</tr>
<tr>
<td>Cambre</td>
</tr>
<tr>
<td>Sirrh</td>
</tr>
<tr>
<td>Hestan</td>
</tr>
<tr>
<td>Grasty</td>
</tr>
<tr>
<td>Ingold</td>
</tr>
<tr>
<td>Huor</td>
</tr>
<tr>
<td>Radhrain</td>
</tr>
<tr>
<td>Helluin</td>
</tr>
<tr>
<td>Mager</td>
</tr>
<tr>
<td>Angbor</td>
</tr>
<tr>
<td>Sigfast</td>
</tr>
<tr>
<td>Galdor</td>
</tr>
<tr>
<td>Borhan</td>
</tr>
<tr>
<td>Kadida</td>
</tr>
<tr>
<td>Virin</td>
</tr>
<tr>
<td>Gorlin</td>
</tr>
<tr>
<td>Leofs</td>
</tr>
<tr>
<td>Tosti</td>
</tr>
<tr>
<td>Hirgon</td>
</tr>
<tr>
<td>Gavth</td>
</tr>
<tr>
<td>Derlin</td>
</tr>
<tr>
<td>Dent</td>
</tr>
<tr>
<td>Lefwin</td>
</tr>
<tr>
<td>Zorab</td>
</tr>
<tr>
<td>Goezf</td>
</tr>
<tr>
<td>Hathi</td>
</tr>
<tr>
<td>Bassan</td>
</tr>
</tbody>
</table>

**NOTE:** If a critical strike is obtained with a "slaying weapon," it is resolved normally and then a second critical is resolved on the Critical table for Large Creatures (MERP, CT-10; RM, Arm's Law 8.14). Of course, this only applies to the creatures that the weapon is supposed to "slay."
7.22 THE EXTERIOR OF TOL MALBOR

The overgrown parkland and gardens surrounding the house and outbuildings have been rigged with traps and snares, most of them designed to alert Cambre’s band as well as to incapacitate intruders. The wide areas marked “Snared Area,” for example, are rigged with five types of snares or traps. There is at least a 90% chance (GM roll of 01-90) that one or more traps will be encountered. This chance will decrease by 10 for every 10’ of ground traversed; i.e., if the party has traversed 40’ of snared area, their chances of encountering another trap or snare are 50%. Once a trap is encountered, the GM should roll again to determine its type (see the explanations below). In the following descriptions, bear in mind that an “unwary victim” is one who is not looking for traps. Conscious searching for traps will allow PCs to add their perception bonus to the chance of successfully noting and avoiding a trap. The following are standard trap designs used throughout the bandit hold:

**Trap 1.** A net spread on the ground and disguised with brush and other scrub litter, rigged by ropes and blocks to a sturdy, bent sapling a short distance off. The sapling is rigged to spring upright when a victim steps onto the center of the net, pulling the net into the air and enveloping the victim so that he hangs like a trussed fowl from a nearby tree. Unwary intruders who stray 2 or more feet into one of these 8’ x 8’ squares must make a “sheer folly” moving maneuver in order to avoid capture. Other potential victims who have not advanced that far may avoid possible entanglement by succeeding with a “hard” moving maneuver roll. On a roll of 01-20, the PCs encounter a trap of this type.

**Trap 2.** This type is a smaller version of the first, in which a looped noose is rigged with ropes and blocks to a bent sapling. When the victim is hoisted into the air by one or both feet (fifty per chance of both), he runs a 20% chance of getting whiplash. On a roll of 01-20, the victim receives a slightly dislocated neck, which must be immobilized by a padded collar for 1-100 weeks, or nerve damage and paralysis may result. If the victim is caught by only one leg, there is also a 50% risk of a dislocated knee and/or hip. In this case, roll to determine if there is whiplash; a result of 21-70 means that the victim has
dislocated a joint (40% knee, 40% hip, 20% both). This snare will only capture one unwary victim, and is very hard to detect. On a roll of 21-35 the trap is of this type.

Trap 3. This most common type of trap is small, a 20' deep pit, lined with stakes and covered with a leaf-enriched net to disguise it as firm ground. These 4 x 4' pits have a capacity of one victim. The stakes and bottom of the pit are liberally sprinkled with Pangwood leaves and twigs, gathered by bandits wearing heavy leather gloves and coats. An unwary victim must make an "extremely hard" moving maneuver in order to avoid this trap type. The trap means a +20 Fall/Crush attack, while the stakes attack as two to eight +50 spears. This poison does not need a critical strike result to be effective, as the nearest touch of the Pangwood on exposed skin is sufficient. A roll of 36-75 results in an encounter with this design.

Trap 4. This pesky little trap consists of a rigid trap rope stretched tautly under cover of some low growth and attached to a bag full of rocks in a tree overhead. The rocks will deliver the trap to the victim and are mostly intended to make noise. An unwary victim must make a very hard" moving maneuver in order to avoid danger. With a roll of 76-90, the party encounters this design.

Trap 5. This trap is one of the most vicious. In areas of soft ground, which are quite common on the island, sharpened wooden stakes, 8' in length, are firmly fixed, point upward, with the points just below the surface of the ground and leaf mold. These attack as a spear +1 for each 2 pounds of body weight of the victim (e.g., they would attack a 180-lb. man at +90). If the victim should fall upon them, the attack would be one to five spear attacks +1 for each 1 pound of body weight, since the weight would be much more widely distributed. Heavy leather boots act as Rigid Leather armor (AT 12), while shoes are equivalent to Soft Leather (AT 8). Bare feet, of course, are unarmor (AT 1). The chances of cut tendons and severed toes are great. The spikes are planted groups of 5 at a random open ground point, it is almost certain (85%) that the crash will not go unnoticed. However, this trap design is encountered only on a roll of 91-00.

The Pavilion (on the northeastern arm of the island) is an open-air stone structure, merely a roof supported by six slender stone pillars on a hexagonal base, and is approached by three steps on all six sides. The bandits have removed the floor and dug a pit underneath, then replaced the floor with a very thin wooden one, painted to resemble the original almost exactly, so that anyone normally aware of the old platform should see nothing. This Trap is of type 3 above, 20' in from the outer gate.

The bandits themselves do not use the original front gate but instead utilize a secret entrance that they have chipped out of the inner walls of each, leading to a flat roof protected by a trap type 3 above, 20' in from the outer gate.

The outer wall towers have no internal floors. Instead, a stairway winds up the inner walls of each, leading to a flat roof protected by a crenellated wall. Only the southeastern tower is usually manned. This tower and the western tower are only partially surrounded by the encroaching marsh waters, while the southwestern tower is already cut off from the land: its lower 2 are flooded and the walls attached to it have collapsed into the muck.

The garden inside of the wall is a tangled mass of native weeds which have choked out the exotic ornamentals originally planted there. Nine of the twelve flowering fruit trees have died, and the remaining three rarely produce any fruit. The well is polluted with seeping marsh water, and the two cracked and stained fountains are clogged with dead leaves.

7.23 THE INTERIOR OF TOL MALBOR

1. Front Courtyard. Like the exterior entry, the house's front gate is also no longer in use, the bandits use the kitchen door on the south wall. The front gate is locked and extremely hard (-30) to open. Its trap is a mechanism that on the outer gate the victim receives one to ten thrown steel spikes as a gift and they attack as +30 heavy crossbow bolts. Within, the scenery is totally different. Cambre, with the help of the female bandits, tends the garden. There are some flowers at the proper seasons, the two apple trees flower and bear fruit, and the pond — which the bandits use as drinking water — is clear.

2. Changing room for the bathhouse. This rarely-used room is on the first floor of the northwestern corner tower. In one corner is a stone and clay boiling furnace for hot water. With pipes leading to the bathing room (3). A spiral staircase leads upward.

3. Bathing room. The luxurious tub is rarely filled these days because of the shortage of clean water, but Cambre and some of the other fastidious bandits use it regularly. A towel rack, with stolen cotton towels, and a stool complete the furnishings.

4. Former sitting room. It is now empty, the furniture having either been moved elsewhere or used for firewood long ago. The fireplaces here haven't been used for decades.

5. Hestan's room. Formerly the eldest son's room, and not too different in appearance now. Bed, washstand, chest, and fireplace are all clean and neat. The floor is covered with a stolen bearskin. When Hestan is asleep, his sword hangs on a rack over the bed. In the chest, under some spare tunics, is a leather bag with 10 gold and emerald ring worth 300 sp. The chest's lock is very hard (-20) to open.

6. Huor's room. Originally a guest room, it was much like Hestan's. Now it is very messy. Extra clothing and dirty dishes are scattered about, along with odds and ends of weapons that Huor has removed from their deceased former owners: two Short Swords, one Longbow minus 5 sp. bowstring, a Falchion (MERP equiv 15 Broadsword, fumbles 01-05, +10 OB vs Chain and Plate), and a Bola that Huor has only a very faint idea of how to use. None of these weapons are outstanding in any way. Hidden under the mattress of the unmarried and well-bedded bed is a grey leather wallet containing 41 gp, 11 sp, 13 bp, and 3 cp.

7. Former sunroom. This used to be a sunny place to read, talk, sew, sing, or play musical instruments. Now all of the windows are either gone or broken, birds nest in the rafters, and their mess covers the floor. A dilapidated floor harp stands near the north fireplace. It has 20 to +3 Bardic spell attacks, but weighs 75 pounds.

8. Storeroom. Contains some dusty garden tools, firewood (including chopped-up furniture), and a barrel half-filled with sand. A spiral staircase leads to the upper levels of the northeastern tower.

9. Former estate manager's office. This is now empty.

10. Ingold's room. He has few possessions except for his healing tools and herbs, which the bandits steal from his bag. In this chest are the following: 3 Grazing, 2 Mirena, 8 Caranam, 3 Himros, 4 Thuri, 2 Winclumit, 3 Yavethalona, 1 Elendis' Basket, 8 Meneler, 9 Ul-naza, 16 Anserke, 25 Arnuminis, 3 Belamba, 4 Edrum, 6 Kelventuri, 3 Olvar, and 1 Tyr-fira. Also in this chest are a similar collection of bandages without hilts.

11. Kidada and Leefa's room. Barbarically arrayed in swaths of stolen silk, brocade, and furs, with bright cushions piled on beds. Kidada's locked chest, under layers of expensive stolen garments primarily in reds and yellows, contains 16 gp, a gold, ruby, and peridot (transparent pale green) necklace worth 90 gp, and 22 gold and silver bangles worth 3 gp each. Leefa has, under layer of more sober layers of expensive stolen garments primarily in reds and yellows, contains 16 gp, a gold, ruby, and peridot (transparent pale green) necklace worth 90 gp, and 22 gold and silver bangles worth 3 gp each. Leefa has, under layer of more sober

12. Former master's private lounge. This is now empty.

13. Grasty's room. Although not cluttered with dirty clothes or objects, it is not really clean. The skull of a man whose fighting techniques Grasty admired is over the fireplace. In Grasty's dusty chest are 96 gp and a gold and red tourmaline (streaked shades of cream and brown) headband worth 30 gp, plus 23 gp of old coins.

14. Vault. The bandits had to break the lock to get it open and then found nothing inside. Now it holds very little loot:

--- Two fancy saddles with gold and semiprecious stones, each worth about 90 gp each; 25 small flasks of good wine worth 2 gp each (five others have been consumed by Grasty; he buried the bottles); 5 bolts of embroidered linen worth 10 gp each; and 20 Dwarvish steel + 5 non-magic Short Sword blades (unsharpened blades without hilts).

15. Entry hall. The elaborately black-and-white tiled floor is now chipped and muddied, and the fountain on the back wall no longer works. Two doorways with cowskin curtains (originally, the curtains were brocade) lead out of the room.
Formal dining room. The bandits eat here. The big oaken dining table has not been polished in decades, and initials, foul words, and crude illustrations are carved into it. The fireplaces are in good working order.

Formal parlor. It is furnished with two dilapidated leather-covered settees and one newish carved and cushioned armchair. Cambre likes to hold "staff meetings" here.

Buttery. The fine china is all gone, but there are plenty of earthenware and wooden plates, bowls, cups, and crude spoons here. Three good silver drinking cups for the high-ranking bandits are kept on a separate shelf. Together, they are worth 45 sp.

Kichen. Th is is much as it always has been, but dirtier. Two large hearths, one with a built-in breadoven, dominate the room. There are also worktables, pots, pans, spits, knives, spoons, and cheap platters. The back door here is now the bandits' usual entryway.

Hallway.

Servants' hall. Some wooden chairs and one large table, even more hacked up than the one in the dining room. The lesser bandits drink and gamble here when not at work. 6-15 (one D6 plus 5) Men of 1st through 4th level are here at any given time.

Family parlor. Th is is now empty.

Library. The shelves are now almost empty, and the furniture is all gone. A few books remain on a couple of high shelves. Most of them are dull histories of Gondor and so on, but one is called "Mirenna Arts." If he studies it carefully, the reader can add +25 to his chances of successfully growing or finding this valuable plant, and can relieve 11-20 hits rather than 10 when employing it as a healing herb. A spiral stairway leads to the upper levels of the southeastern tower.

Former day nursery. The master's children used to play here. Now there is a honeycomb filled with blue wool cushions, a foxskin rug, and a clean, with two chairs cushioned with blue wool cushions, a foxskin rug, and a hanging silver lamp worth 15 gp.

Cambre's dressing room. Fine clothing on racks and shelves and an unlocked applewood chest. Cambre favors green and grey.

Sirith's dressing room. As Cambre's, but with the addition of an Elvish silver-and-glass mirror (5 gp) on the wall. Sirith likes deep reds and purples.

Angor's room. Th is used to belong to the master's daughters. Anglor doesn't spend much time here and it is bare and tidy. Five Gondorian trooper's swords hang on the wall as trophies. In his locked chest are 53 gp, a dagger with a pommel of amber and a grip of green enamel (15 gp), and a ring of mithril and beryl (225 gp) which, although he doesn't know it, is a x3 Essence spell PP multiplier. The chest's lock is very hard (-20) to open.

The master and mistress' parlor. It is still used as such and is well-furnished and clean. With two chairs cushioned with blue wool cushions, a foxskin rug, and a hanging silver lamp worth 15 gp.

Cambre's dressing room. Fine clothing on racks and shelves and an unlocked applewood chest. Cambre favors green and grey.

Sirith's dressing room. As Cambre's, but with the addition of an Elvish silver-and-glass mirror (5 gp) on the wall. Sirith likes deep reds and purples.

Cambre and Sirith's room. The carved black oak bed is piled with wolfskins and with fine wooden blankets in red and blue. Its draperies are gold and red brocade. The walls are hung with looted eastern carpets in cream, red, and russet (three carpets worth 35 gp each), and hung on the wall over the bed's head is a magnificent two-handed +10 executioner's sword of Dwarvish steel with a grip of mithril and black enamel and a pommel of morion (transparent black), worth 100 gp. In Cambre's locked chest, which is extremely hard (-30) to open, is a trap. It is a springing needle poisoned with Marsh Adder venom. Within the chest are:

- 41 gp;
- a heavy gold necklace worth 18 gp;
- nine Runes that he has written himself: "Sleep X" (two of them), "Firebolt" (three), "Wall of Fire" (three), and "Watch", and three stolen runes: "Quest," "Fireball," and "Delving."

Ground Level

 Tol Malbor (house levels)

- 25
- 26
- 27
- 28
- 29
- 30
- 31
- 32
- 33
- 34
- 35
- 36
- 37
- 38
- 39
- 40
- 41
- 42
- 43
- 44
- 45
- 46
- 47
- 48
- 49
- 50
- 51
- 52
In Sirith's chest, which is locked and strapped like Cambre's, are:
- 79 gp.
- A violet leather belt with a clasp of gold and amethyst worth 185 gp.
- A tiara of gold and cyrraphane (ridescent, translucent pale green) worth 250 gp, and
- A ring of gold with pink topaz and milky opals worth 160 gp.

This is now a storeroom. It holds a huge supply of firewood.

Main Vault. The door is locked and extremely hard (-30) to open. There is a trap when the door is forced, a 5' x 5' net released from a ceiling panel. In the center of the room is a secret door, which leads to the intruder while an invisible pigeon spring snaps up against the victim after the door is closed. The vault contains:
- A 20' long dark blue carpet.
- A 12' diameter carved basin of pale flawless jade with tiny flowers around the rim worth 125 gp.
- A small carved chest of red cedar filled with uncut rubies and sapphires worth 500 gp, and
- A lovely carved maplewood case bound with gold containing a magic staff in maple sheath for brass. The brand new staff possesses 100PPS worth of Animist "Plant Mastery" spells, of the caster's choosing, up to 10th level.

Pantry. The shelves hold unalevend bread, cheese, a caunch of venison, fruit (dried and fresh), and so on.

Scullery. Huge wooden sinks, dishracks, buckets of crude soap and wood ashes for scrubbing pots, and a boiler and brazier for hot water. Dirty dishes are usually piled about.

Former sewing room. Now empty.

Mager's room. A single tapestry (30 gp) hangs on the wall, and the bed is covered with a grey silk quilted coverlet stuffed with down. The chest holds only grey and black clothing. Under the mattress is a flat leather wallet containing 1 mithril piece and a gold armband set with demantoid garnets (transparent dark green) worth 105 gp.

Radvuin and Heluin's room. The door is always locked and hard (-10) to open. The walls inside are totally covered with all sorts of weapons, arranged in pleasing patterns. 15 Daggers, 30 Arrows, 6 Crossbow Bolts, 3 Composite Bows, a +10 Scimitar, 5 Broadwads, a Battle Axe, 3 Hand Axes, and a +10 Horse-slaying Bola. One section of the wall, for variety, sports a tablecloth of green silk brocade embroidered with gold and peridot (pale transparent green) worth 45 gp. The bed is piled with two 6' x 8' rugs of black wool, 200 gp each, and has tall carved bed posts of golden oak. The locked chests are hard (-10) to open and contain only clothes, 20 gns and black clothes: Under the mattress is a flat leather wallet containing 1 mithril piece and a gold armband set with demantoid garnets (transparent dark green) worth 105 gp.

Hallway.

Corlim, Tosti, and Higon's room. It is plain and only a little dirty. Dice and jackstraws sit on the corner. There are three little locked chests (medium, 50 and small mattresses. Corlim's chest has 37 gp and two plain gold armrings worth 15gp each. Tosti's has 31 gp and a silver fillet (lightweight Headband) worth 6 gp. The Headband can be worn by anyone without affecting spells, and acts as a helm against the first head critical wearer receives; it thereafter useless. Higon has only 26 gp.

Derulin, Dinutar, Lefwin, and Zaroh's room. It is grubby, with some dirty mugs and clothes scattered about, and contains only their mattresses. They carry their meager possessions on them.

Storage cellar. Nonperishable goods are kept here. Barrels of salt fish and meat stand about, along with casks of ale, cheap wine, and dried fruit. The large bins (a)-(c) contain flour, course meal for porridge, root vegetables, onions, salt, and so on. None of them are very full, and the vegetables and grain products are mouse-chewed and musty.

7.3 THE GIFT CARAVAN (AN ADVENTURE)

Setting: The adventure begins in Ethiel Celebrit (see Sec. 6.3) and involves dangerous travel along the trade road between the town and the fortress at Tir Nindor.

Requirements: This adventure will require a party with some experience, and some of the PCs should be 3rd level or above.

Aids: The Dwarven sponsors will provide horses, rations, and 30 gp per guard (70 gp more to come later).

The Tale

In the Apple Tree Inn (see Sec. 6.32) in Ethiel Celebrit, there is a notice on the wall:
"Work for brave, trustworthy individuals. Must be confident and competent. Must be willing to leave town immediately for approximately two weeks. Danger is considerable and pay will be scaled accordingly. Ask the proprietor for further information."

If the PC's ask Emeldir, she will look them over with a skeptical eye. If they look too puny or too disreputable, she may decide that they are not worth the trouble and tell them that the position is taken. If they meet her standards, she will direct them to a private room upstairs. Inside are two Dwarves, a young one who looks tough and menacing and an older one who is suave (as Dwarves go). He will make another assessment, as Emeldir did. If they pass his scrutiny, he will introduce himself as Ferren, the young one as Dolk, and make the following statements (or something similar to the following, as you wish):
"If you have any doubts about yourselves, I would advise you to turn around and leave, for this work is neither for the faint-hearted nor for the disloyal---Nodoubts. Good. The situation is this. I have come from the Far North as a representative of my people and their King, bearing gifts for the Steward of Gondor as tokens of our continuing friendship to him. Our escort of Woodmen has fallen very ill. Perhaps it is a remnant of the Plague. In any case, they can no longer continue. We need a new guard to the fortress of Tir Nindor, where the commander will no doubt provide us with an escort of soldiers to Minas Anor (Minas Tirith). As you may know, any caravan or baggage train that attempts the crossing of this area runs a good risk of being attacked, if not by bandits, then by wild dogs or by the wretched survivors of the plains towns. I need stout-hearted guards of any type who can fight such things. A healer or another with that sort of skill (e.g., an Animist) would be most welcome also. We will have two wagons, which Dolk and my other guard, Kember (who is even now guarding those same wagons) will drive. I can provide you with horses for the duration of the journey, rations, and 30 gold pieces each now, with 70 more each if you reach Tir Nindor with our cargo intact. If you feel tempted to keep the cargo and the money for yourselves, planning to dump me by the way, I strongly urge you to forget that thought now. I will leave a full report of who I took with me here, and the Commander at Tir Nindor will send a messenger here to report to my Woodmen if I arrive safely. If they do not receive this report in two weeks (by which time most of them should have recovered), they will set out to hunt all of us down, helped by whatever folk they can hire here with the funds that I am leaving them.
"Well, what say you? Will you undertake the task?"

The Task

If the PC's take the job, Ferren will pay them the money and they will set out the next morning. The first day's journey should be uneventful. It should take approximately 7-8 days to reach Tir Nindor. On the third or fourth day, they will be attacked by a band of Cambre's men (if there are six or fewer PCs, it might be the smaller band). If there are more, it might be a larger band. Remember that these bandits do not care if there are survivors: they only want to get the loot and run. The loot, in this case, is hidden under woolen blankets and canvas (the cover cargo). Wagon 1, driven by Doli, has 10 sets of mithril mail and winged mithril and steel helmets for the Steward's elite guard. Wagon 2, driven by Kember, has ten +10 Dwarvish steel Broadwords for the guards and a special set of mail for the Steward himself: an enamelled steel shield decorated with Seven Stars (blue laken), Seven Stones (diamonds), and the White Tree (mithril), and a +20 Broadword with its name, "Callandil" (lover of light), in Elvish and Dwarvish runes on the
8.0 ADVENTURES AT THURINGWATHOST

Thuringwashost lies 12 miles southeast of the Dead Marshes. It is not a place suited to the weak, the inexperienced, or the faint of heart.

8.1 THE SHADOW AND THE HIGH FORTRESS

The commanders of Gondor do not know how foolish they are when they scorn the Marshmen and Asdriags who fear the rock formation known as both the "High Fortress" and "Sarnen Thuringwash," or the Rocks of Secret Shadow. Gondor’s best scorn the notion that Orcs and Trolls have been seen in this grim area near the southeastern corner of the Dead Marshes, and yet already a dozen scouts and messengers have been lost near the lofty stone outcropping. How much more terrified would the natives be if they knew the real secret of the shadows about the rocks?

8.11 THE COMING OF MIRUIMOR

The history of this evil place weaves a terrible tapestry. Far to the south in Umbar, the city of the Corsairs, a group known as the Dark Religion worships Sauron in secret caverns below the city streets. Many of the lords of the city and many of the Dark Worshippers are Black Númenoreans, that proud race which worshipped Sauron in ages past and followed Ar-Pharazon, whom Sauron twisted into rebellion against the Valar. In 1571 one of the most devoted of Sauron’s worshippers in Umbar was a young woman of Black Númenorean blood, a member of the lordly family of Sakalazim. This lady, called Firailian, was already, at 23, an accomplished Black Mage. In her studies, she came to realize that all of Sauron’s seeming devotion to the cause of the Black Númenoreans was merely part of a power play against Valinor. This only increased her passion for the evil spirit who was the dark delight of her mind and soul. How clever of him to have taken in her illustrious ancestors that way! However, her new attitude, which led her to study the Elvish tongues and other forms of knowledge generally despised by her people, also led her to believe that she herself should soon be leading the Dark Religion. Such a brash notion did not endear her to Antarakul, the leader of the Dark Religion at that time. He was planning to do away with her, perhaps handing her over to his Orcs as a special treat, but she got word of his plot and tipped off an enemy, revealing the whereabouts of one of the Dark Religion’s largest temples to Arkuladum, the chief enemy of the worshippers among the Lords of Umbar. In the ensuing chaos of the temple’s destruction, Firailian fled the city.

Heading northward, Firailian quickly gained enough knowledge to settle in Osgiliath, disguised as a noblewoman of obscure lineage from Pelargir. Calling herself Tathariel, she became known as a scholar of history and the magical arts, and her advice was sought on many matters. Thus she gained access to the libraries of the finest scholars and magicians in that fair city. So beautiful was she that she was courted by many fine men, including the commander of the army in the area. So she learned secrets that should have been told only to the Steward of Gondor, secrets having to do with activities in Southern Mirkwood, for she was as persuasive as she was beautiful and adept in the use of both spells and potions to loosen tongues. One night, in a dream, all that she had learned came together in a powerful vision: a dark, powerful, figure of black cloud fringed with fire and crowned with lightning, with only nine fingers, stood on a hilltop in Southern Mirkwood. She woke with her heart beating in wildest excitement and delight: Sauron of Mor dor, her god and the source of all her inspiration, was alive and well and living in Dol Guldur!

Tathariel quickly set her affairs in order in Osgiliath. A false message was arranged, telling of the death of her only living relative, an uncle, in Pelargir. Apparently heartbroken, the lovely Tathariel sold her townhouse and jewels. Refusing all escorts but
two of her private guard, she set out on a good horse for Pelargir. She never got there. Three days out, in the wilderness, she woke by night, killed her escorts with spells, and turned northeast for Dol Guldur.

Arriving at the gates, she demanded to speak to the Necromancer himself. She was soon slapped into a cell for questioning by Khamûl the Nazgûl. Tiring of this, she broke out (the cell had not been intended to hold Black Mages) and confronted Khamûl in person, demanding to see his master. Since the Nazgûl was alone at the time, she referred to Sauron as the "Lord of the Rings". Khamûl was struck dumb, and then there was heard a loud and sinister laugh. Khamûl stood awhile in silence, as if listening to something, and then took Tathariel to a guest room. The next day the avid pupil met her Dark Master.

Who can imagine that scene? No one was there to witness it. There is not a single report of what passed between the two in that ominous throneroom: neither Tathariel nor Sauron ever spoke of the matter again. Yet it was obvious that Sauron was pleased and amused by her presumption. He soon had plans for her: he needed an agent in the south, near Mordor, which he was planning to reopen. The Nazgûl could not be stopped in the journeys to and fro, but the time had come to send Orcs and Trolls back to Mordor. Mannish interference could be troublesome in this matter. It was conceivable that Sauron's meddling with the Dead Marshes and even the Plague, which he was then planning, might not be enough to stop Gondor's ambitious forces. Mordor was also a wonderful place for an evil fortress, a stronghold traditionally thought to be the home of demons: Sarnen Thuringwathost, the Stones of Secret Shadow. Henceforth they would be Thuringwathost (pronounced "Thur-ing-wath-ost"), the Secret Shadow Fortress. Tathariel would be its mistress, now calling herself Miruimor, the Jewel Ever-dark. Appreciating the scorn she had developed for her Black Numenorean ancestors, the Dark Lord assigned those of that blood to serve her: Herudur, one of Dol Guldur's promising captains, as her Lord of Arms, and Feagwath, a lesser Nazgûl who was a Black Numenorean Mage in life, to inspect the new fortress at frequent intervals and to act the part of The Necromancer to her troops.

In 1592, an amazing expedition set out from Dol Guldur: Miruimor, Herudur, and Feagwath left on the Dark Lord's Night, the night of dark moon nearest the winter solstice accompanied by a party of Orcs, all bound for Thuringwathost. They carried many gifts from Sauron: Miruimor and Herudur's swords, the components of Miruimor's viewing room, mechanisms for defenses, and marvelous tools that would enable the Orcs to complete their fortress in record time. Soon all the myths and old wives' tales about Sarnen Thuringwath came true.

8.12 MIRUIMOR AND HER SERVANTS

At this time, Miruimor, mistress of Thuringwathost, is 92 years old, but her Numenorean blood helps her to pass for a woman of 35. Her looks are still almost as glamorous as when she turned the heads of Osgilith's finest: a fair, clear complexion, finely sculpted features, clear grey eyes, dark hair not yet touched with grey, red lips, and a graceful figure, tall (5'10") and stately; all these features combine to make Miruimor easily the most handsome woman in a 500-mile radius. She has developed her Master's cruelty in all things and has become a collector of items of value, including an Elvish princess named Carangil and a Bard of Gondor named Camallin. Both of these prisoner-slaves are gifts to her from Feagwath, whom she flatters and treats as if he were a Mannish lord. Sauron views this flattery and deceit with amusement. Camallin is now missing an eye as a reward for an escape attempt, and as Miruimor has pointed out to him, some of the finest Bard was in history have been blind. So, she threatens, there is really no reason to let him keep the other one. He is taken out for "exercise" every evening: Duilin, the sadistic chief of the guards, orders some Orcs to chase him around the little garden with whips to keep the bard in shape. For Carangil, there are frequent threats of being returned by Feagwath to Dol Guldur.

Herudur is outwardly Miruimor's faithful servant, but inwardly he chafes at the thought that one from outside so easily got the type of position that he has spent much of his life craving and licking boots for. Of course, this submissive attitude is the precise reason that he was never given a command. He is a solid strategist, though, and a good master-at-arms. The men and Orcs of the fortress respect him, although Duilin covets his position.

Duilin was one of Miruimor's first independent acquisitions. He was court-martialed from Tir Ingon 26 years ago because he beat a prisoner to death for fun. Duilin was heading into the Dead Marshes to live as an outlaw (after killing three troopers on his way out of Tir Ingon), when Miruimor, who had watched the whole scene on her viewing room wall, sent a few Orcs equipped with vials of Thuvrik gas to intercept him. Duilin woke up in Miruimor's guest room and was soon in charge of all of her forces. His lieutenants, Morvagor and Gwathmron (Miruimor renames her troop leaders as she herself was renamed), were found by the same means; indeed, most of her human troops were once Gondor's. The Orc commanders, Shergnahk and Durg-Orsh, were hand-picked for her by Feagwath from among Sauroin's finest. She despises Orcs as beings but values them as useful troops, especially as many human beings are terrified of them.

Miruimor's latest important find is Turgarin, an evil cleric (Animist). She saw on her viewing room walls his rise to power among the Sagath and also witnessed his dramatic fall (as his atrocities against tribe members he disliked were revealed). Turgarin had been left, staked out with multiple non-fatal but painful wounds, for the jackals of the Talath Harroch to eat when Miruimor sent Feagwath to pick him up by night (thereby convincing some of the Sagath that Turgarin's Dark Master must have come for him, for they came back to check on his remains the next day and found none).

For the past five years now, Turgarin's rituals and teachings have provided new inspiration for Miruimor's human and Orc troops.
Turgarin admires Orcs as true creatures of evil, and although he realizes that they are not usually as intelligent as Men (or in some cases, potatoes) he still feels that evil is augmented by their presence. Thus he encourages them to serve as acolytes along with Men at his evil rituals. Since Turgarin, who likes to practice vivisection on captives, is clearly as unsqueamish and tough as any Orc, they admire Turgarin as much as he admires them. Many Orcs consider him their personal patron and serve him with enthusiasm. As for Turgarin’s feelings for Miruimor, they are close to worship, for he realizes that they are not usually as intelligent as Men (or in some cases, potatoes) he still feels that evil is augmented by their presence. Thus he encourages them to serve as acolytes along with Men at his evil rituals. Since Turgarin, who likes to practice vivisection on captives, is clearly as unsqueamish and tough as any Orc, they admire Turgarin as much as he admires them. Many Orcs consider him their personal patron and serve him with enthusiasm.

### 8.2 LAYOUT OF THURINGWATHOST, A STRONGHOLD OF EVIL

Note for a color topographical overview of Thuringwathost, turn to the end of the book.

**MAIN LEVEL**

1. **Ramp to surface.** This is rough and sloped so that horses can be ridden down. It is covered by two arrow slits, and a portcullis can be lowered partway along it by a mechanism located in (3b).

2. **Entryway.** Large metal-faced wooden doors near the north wall lead to the stable block. These doors can be locked from the other side by metal rods attached to wheels that throw the rods into holes in the ceiling floor. The doors are very hard to break down and impossible to unlock from the outside. Small metal-faced wooden doors (3a) and (3b) are locked at and very hard to open. Arrow slits cover virtually the entire area.

3. **Hallways.** (3a) and (3b) are simply corridors - 5' wide and 10' high - guarded by portcullises. These gates are controlled by levers elsewhere in (3c) and near (27). (3c) is a tiny room with a ladder leading up to an observation post hidden in the natural rock spires. A human guard mans this exterior post by day; an Orc takes this duty at night (3d) holds the trigger to a last-ditch defensive measure in case of an attack by a large troop; fitting a certain ruby ring worn by Miruimor into a niche on the wall will cause a rockslide to block the narrow pass into the complex.

4. **Firing galleries.** Positions from which archers can cover (2).

5. **Tiny room similar to (3c).**

6. **Entryway to stable block.** A portcullis can be lowered by a lever in (11). Then, via a ladder to a loft over the area, boiling water or missiles can be thrown into the passage.

7. **Stables.** Stalls for eight horses. Usually there are only six, fast and strong but ugly. One large stall is reserved for Feagwath’s black stallion.

8. **False stall.**

9. **Secret passage.** This is wide enough and sloped so that it can take only one man at a time. It exists only in (3c) and near (27). Should the victim fall in, roll a +30 Fall/Crush attack (Tables CST-2 and AT-5 in MERP, page 70). Then, the pit is studded with spikes, roll two to eleven (roll a D10 and add one +30 spear attacks The lever to activate and deactivate the trap is 150' further inside (at 3a), in case raiders are followed back.

10. **Cistern.** This must be filled by buckets from the natural spring in the lower halls.

11. **Saddlery room.** The grooms eat and lounge here also.

12. **Store rooms.** Filled with grain and hay and straw.

13. **Quarters of grooms.** These are two 1st level Easterling fighters, hobbled with chains to prevent escape.

14. **Waste Pit.** 5' x 5'. This is an entryway to a very deep fissure (about 350') All manner of waste is discarded here. Someone falls in (11a) and roll a +30 Fall/Crush attack (MERP, p. 70, CST-2 and AT-5). Then the victim must stay afloat or drown horribly in the 30' deepness at the bottom. The sides are fairly smooth and very slimy.

15. **Guard post.** This commands the stairways up and down to the other levels. Two humans stand guard during the day, two Orcs at night.

16. **Kitchen.** Three fireplaces, work tables, pots, pans, cabinets filled with utensils, etc.

17. **Pantry.** Shelves around the wall are filled with food and nearby stands a trap door with a pulley and hoist over it to bring up supplies from the lower level store room.

18. **Dish room/scullery.** Shelves around walls hold both china and earthenware dishes An open doorway leads to (20).

19. **Cistern for kitchen.**

20. **Cook’s room.** He is human, well-fed and stupid, but pretty good at what he does. He has 21 gp and 2 bottles of wine hidden in his clothes chest.

### TABLE 8.1 NPCs AT THURINGWATHOST

<table>
<thead>
<tr>
<th>Name</th>
<th>Lvl</th>
<th>Hits</th>
<th>AT</th>
<th>DB</th>
<th>Sh</th>
<th>Gr</th>
<th>Molete OB</th>
<th>Missile OB</th>
<th>Mov M</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Miruimor</td>
<td>20</td>
<td>75</td>
<td>SL/4*</td>
<td>40*</td>
<td>N</td>
<td>-</td>
<td>80q*</td>
<td>15da</td>
<td>35</td>
<td>Black Númenorean Mage. Female. Spell attacks +5; Uses 65b (“Molch”) is a +20 da; +15 Staff of Lighting fires lighting bolts or delvers A-E elec. crits with touch, Amulet x 4 PP, +15 RR bonus vs. Essence (or mentalism); Ring of Shield 3x/day (normal DB 20), Demonskin Armor; Collar negates 40% of neck &amp; head crits; total 240PP/day; 33 spell lists</td>
</tr>
<tr>
<td>Herudur</td>
<td>16</td>
<td>160</td>
<td>PI/18</td>
<td>65*</td>
<td>Y15</td>
<td>Leg</td>
<td>170bs*</td>
<td>170cp*</td>
<td>15</td>
<td>Black Númenorean Warrior (fighter). +15 bs “Mellindur”, mithril chain = +10 breapaste; +15 Shield also +15 RR bonus vs. Essence, Helmin negates 20% head crits; Bracelet of Haste 3 (3 rods, 1x/day)</td>
</tr>
<tr>
<td>Dulin</td>
<td>14</td>
<td>140</td>
<td>PI/18</td>
<td>60*</td>
<td>Y10</td>
<td>Leg</td>
<td>160bs*</td>
<td>160cp*</td>
<td>10</td>
<td>Lar Dunadan Warrior (fighter). +15 bs gives auto melee initiative 1/day; +15 cp; mithril chain = +10 breastplate; +10 Shield; Amulet +10 RR bonus vs. Channeling; Gauntlets negates 25% of wrist &amp; hand crits.</td>
</tr>
<tr>
<td>Shegnakh</td>
<td>12</td>
<td>140</td>
<td>PI/17</td>
<td>60*</td>
<td>Y10</td>
<td>-</td>
<td>150bs*</td>
<td>120cp*</td>
<td>15</td>
<td>Orc Warrior (fighter). +15 ma; +10 cp; breastplate of mithril &amp; black laen negates 30% of chest, back, and abdomen crits (fits Orcs); +10 Shield; Helm of black laen &amp; mithril negates 20% of head crits (only fits orcs).</td>
</tr>
<tr>
<td>Durg-Orsh</td>
<td>12</td>
<td>150</td>
<td>PI/17</td>
<td>60*</td>
<td>Y10</td>
<td>-</td>
<td>160bs*</td>
<td>130cp*</td>
<td>10</td>
<td>Orc Warrior (fighter). +15 throwing ha returns at end of rnd; breastplate of mithril &amp; black laen negates 30% of chest, back, and abdomen crits.</td>
</tr>
<tr>
<td>Morvagor</td>
<td>10</td>
<td>115</td>
<td>Ch/14</td>
<td>60*</td>
<td>Y10</td>
<td>Leg</td>
<td>135bs*</td>
<td>130cp*</td>
<td>10</td>
<td>Lar Dunadan Warrior (fighter) +15 bs; +10 cp; +10 Shield; Amulet +10 RR bonus vs. Channeling; Ring of Long Door (1x/day)</td>
</tr>
<tr>
<td>Gwathoron</td>
<td>10</td>
<td>120</td>
<td>Ch/14</td>
<td>60*</td>
<td>Y10</td>
<td>Leg</td>
<td>130bs*</td>
<td>125cp*</td>
<td>10</td>
<td>Lar Dunadan Warrior (fighter) +15 bs; +10 cp; +10 Shield; Amulet +10 RR bonus vs. Essence; Ring of Leaping (3x/day).</td>
</tr>
<tr>
<td>Turgarin</td>
<td>10</td>
<td>60</td>
<td>RL/9</td>
<td>55*</td>
<td>Y10</td>
<td>-</td>
<td>70c</td>
<td>+57da</td>
<td>15</td>
<td>Easterling (Sagath) Antim’s clerics. +15 sc; +10 Target Shield; Amulet x3 PP +10 RR bonus vs. Channeling; black Dragon-skull breastplate &amp; bracers negate 20% chest, back, and arm crits; 12 spell lists.</td>
</tr>
<tr>
<td>Camallin</td>
<td>6</td>
<td>40</td>
<td>No/1</td>
<td>20  (Y)</td>
<td>-</td>
<td>(50fa)</td>
<td>(30cp)</td>
<td>25</td>
<td>Lsr Dunadan Bard. Unarmed prisoner. total 122PP/day; 5 spell lists. Marshman Ranger. Female. Unarmed prisoner. Total 4PP/day, 1 spell list.</td>
<td></td>
</tr>
<tr>
<td>Surrn</td>
<td>2</td>
<td>35</td>
<td>No/1</td>
<td>25  N</td>
<td>-</td>
<td>(30qs)</td>
<td>(20cp)</td>
<td>30</td>
<td>Undead Black Númenorean Mage (sorcerer). +15 bala; +20 bs; +20 Shield; Demonskin armor; Robes of Blu; inspires “Fear” and all within 10’ must make -30 RR 1x/round (3x max) per spell; total 204PP/day; 33 spell lists.</td>
<td></td>
</tr>
</tbody>
</table>

* - Magical item(s) involved in bonus.
There are two of them, male, ages 13 and 15. They are beaten frequently and not well fed. They would love to escape, but the third one tried and was torn apart and eaten by the Orcs while these two were forced to watch.

There are four of them, all beaten and abused, ages 17 to 25. One, age 22, is Sirrin, a 2nd-level marshwoman (Ranger), cousin of Rellin of Tel Verenae (see village, Section 6.41), who was captured on an expedition to the Dead Marshes. She would love to escape, but hasn’t been presented with any likely opportunities.

A large basin, buckets, a small wooden bathtub, and a small brazier and pot for hot water.

Leads to largest observation post.

The outer room is an office, where he issues pay to the troops and gives orders to his lieutenants (26a) is his bedroom. In a locked chest trapped with a needle poisoned with Kly, are 175 gp, a small wooden box containing five Miremanna, two bottles of good wine, a small jar containing five more doses of Kly, and a gold and garnet (dark red, transparent) cloak pin worth 155 gp. The lock is hard (10) to detect, and extremely hard (30) to disarm.

Filled with materials for cleaning and repairing weapons and armor. In eluding a very small forge, bowstrings, polish, sand, oil, whetstones, etc.

The human guards eat here and gamble when off duty.

The bed is very hard (20) to pick in the chest is 105 gp, 2 Miremanna in a little jar, a gold ring set with an amethyst worth 150 gp, and an amulet carved of carnelian (opaque rosy pink) set in silver that he keeps because it looks valuable. It is shaped like a bald human head with closed eyes and a thoughtful expression on its face. The amulet is really a +3 Channeling spell adder device which also gives the wearer a +10 bonus for RR vs Channeling spell attacks.

Much like (29), but messier. Gwath voron is a packrat. Lots of clothes, extra weapons, and dishes are scattered about. In the locked (very hard 20 to pick) chest is 89 gp, two Open Channeling runes ("Ultralight" and "Detect Invisible"), a rowwood wand with 23 PP charges of the Bardic "Sound Control" list (up to 10th level), a woman’s gold, topaz, and olivine (pale olive green, transparent) necklace worth 115 gp. Six Miremanna box carved of crystal worth 2gp. A one dose potion of "Organ Repair" in a blue glass bottle, and a white jade statuette of a dove worth 9 gp. When the statuette is tossed into the air, it becomes a real dove which can memorize a message up to 25 words and then be sent to any specific person up to 200 miles away, where it will deliver the message and return home. It can be used twice. Gwath voron would be in an awful lot of trouble if it were found out how much stuff he has squirreled away.

These belong to the first day shift. It contains the cots and chests of 10 human fighters. Each chest has from 2 to 15 gp (mostly small change) in gp, plus (80% chance) some personal jewelry in copper or bronze set with semiprecious stones — worth nothing more than 20 gp.

The one on the second day shift.

Wooden sinks and a large wooden bath tub, towels on racks, and a brazier with a boiler for hot water.

1. Hallway. A human guard on duty during the day, an Orc at night.
2. Guestroom. A small but comfortable room with its own small bath. Several windows — but all invisible from the outside — look onto the little park. They can be closed with wooden shutters from the inside and are extremely hard (-30 to spot Camallin) allowed to sleep here when there are no guests, which should mean almost always, but Miruimor sometimes tells him that there are going to be visitors and makes him sleep in the library on the lower level.
3. Miruimor’s office and sitting room. It is furnished with black oak furniture cushioned in red and blue leather. There is a spectacular rug of white bear sking on the floor, a gift from Sauron, who claimed that it was the skin of a shapechanger. Miruimor eats here, sometimes accompanied by Herudur and Dunlin. Behind one of the four tapestries on the wall (depicting dragons) is a ladder to her viewing room on the upper level.
4. Miruimor’s bedroom. Furnished entirely in black and red except for a blanket of silver-tipped white foxxkins on the bed. Other furnishings include a red leather cushioned window seat and chests for clothing, most of it in black, white, or red. On the dressing table is a small, locked (hard, 10) box filled with 440 gp worth of nonmagical jewelry, mostly white gold and rubies (4a) her bathing room (4b). In her vault, hidden behind one of three tapestries depicting Sauron’s exploits in Numenon, The vault door is a panel that slides aside and is secured with a lock. It is shef fuly (-50) to pick if it is unlocked and opened without uttering the name "Annatar" (a pseudonym of Sauron), a cloud of poisonous 10th level Mordor gas will issue forth and fill the bedchamber. This will be followed (in one round) by a
Items in Chest One:

**Lock**
Sheer folly (50) to pick

**Trap**
The lock is smeared with a sticky resin containing hairs of *Pangwood*.

**Trap 2**
When the chest is opened, the unwary soul opening it receives a spray of tiny darts tipped with the venom of the Marsh Adder. Eight +40 Tiny Animal at tags (MP-RP, 70, CST 2 and AT 5).

**Contents**
Two broadwords. The first is Mirumor’s own, which she barely uses. (Of course, if she is using it, the compartment will be empty.) Its name is “Morthach” (5’ Black Leaping flame). It is +20 blade of black steel edged with red and, the hilt is black steel decorated with flowers etched in mirror and ruby. It is +20, 20-blades on command, and will leap back to her hand if dropped or thrown. It is as fast 100. It is intelligent and will levitate itself to attack anyone else who tries to use it (only a +20 Broadword attack). It was made by Sauron himself. The second sword is made of steel and mithril, with a grip of turquoise bands. It has a +20 critical of the same type is delivered (use the same critical strike roll for both). It is 15 feet long.

**Items in Chest Two:**

**Lock**
Extremely hard 30 to pick

**Trap**
Delivers a +50 Lightning Bolt

**Contents**
(a) A pair of green, thundersnake skin gloves, human size 43, magically created, to prevent contact poison from harming wearer, prevent small darts from entering hands, and add +10 to maneuvers involving locks and traps.
(b) An iron key whose wards are shaped like the hilt or a sword. It opens chest one (c) A small box of intricately carved black oak inlaid with mithril and ivory disks. It is of channeling, with one of the following powers once per day: “Blinding”, “Calm V”, or “Fog Call”. This is an intensely evil item which will attempt to possess the user and make them serve Sauron. Each time a user casts a spell from the rod, they must resist versus a 10th level ation to its holder.

**Items in Chest Three:**

**Lock**
Extremely hard (30) to open

**Trap**
Three small spikes tipped with flint. They shoot out and attack as three +40 Short Bow bolts.

**Contents**
(a) A pair of women’s green leather slippers which allow wearer to use one “Leaping” and one “Landing” spell each day, on a female mammal scale of 01-100, they are size 58 and might fit a small man or male elf. (b) A small apple-wood wand with copper bands, contains thirty-one “300 Shock Bolt charges”. (c) A grey leather bag holding 350 gp. (d) A small cedar box, stained black, 5” x 3”.

**Items in Chest Two:**

**Lock**
Very hard (20) to pick

**Trap**
Chest lid contains a small glass orb set into the surface beneath an iron boss. Whenlock is forced, the boss springs back and the orb hurled against the wall behind the chest. It explodes, yielding a 10’ radius “Stun Cloud”.

**Contents**
(a) A belt and buckle of bronze set with a cloud shaped inlay made of turquoise, it allows user to use a 4th level “Levitation” spell once per day (b) A gold necklace set with fourteen small beryls (pale transparent green, the elfstone), two larger leucosapphires (pale watery blue), and one large black opal (black with a fiery iridescent color play), worth 300 gp. (c) Earrings to match the necklace, worth 60 gp. (d) A small clear glass sphere. When thrown to the ground, it protectscaster as a “Resist Elements” spell (a combination of Cold Resistance and Heat Resistance). (e) A 2” x 3” green leather pouch of “Herb Mastery” (111). It holds one dose of one herb at any one time, and will triple the herb’s potency after 24 hours. Should the enhanced herb be left in the pouch for more than a week, it will revert to normal strength.

5. **Spiral stairway**

6. **Herudur’s quarters**
The black oak furniture is cushioned and draped in black and green (his old Numenorean family colors). His desk is littered with papers dealing with the day to day running of the fortress. One paper is placed down with the skull of a high level Mage whom Mirumor slew mere than 30 years ago. Unbeknownst to Mirumor or Herudur (the skull’s enemies), the skull will answer three questions about the realm of essence (items, spells, lists, etc.), this power is usable only once (6a) Herudur’s bathing room. The small vault (6b) hidden by an elaborately carved oak paneling on that wall. It is trapped (very hard, 20, to detect) so that (1) four spikes shot out of widened cracks in the opposite wall, catching the thief in the back (four +30 Light Crossbow attacks), and (2) A metal backed panel swings down from above the secret door and strikes the victim with a +10 Mace attack. Contents of vault, (a) a blue leather pouch containing 278 gp. (b) A mask shaped like the face of a hawk, made of leather and horn, with feathers of bronze. When worn, it doubles the range of the wearer’s vision and allows the wearer to use any one of the following spells, once per day: “Animal Tongues”, “Trap Detection” (outdoors), and “Hues”. However, once put on, the mask cannot be removed, and the wearer’s night vision is impaired (50), this 20th level curse may be resisted or removed, but only one attempt may be made prior to the advancement of the wearer’s next experience level. (c) A white silken garment that resembles an adult sized mummy bag which will fit any man up to 7’ tall. While inside of it, healing is accelerated three times the normal rate, including that of criticals. However, it only works on the living and cannot restore life. It is 6”x6”x1” (d) +15 Compostme-Bow of very dark wood and humanbone, with many colored feathers, not of the staring design. It allows user to fire during three consecutive rounds without penalty. Then the user must rest one round or be at 50 in combat or while moving and maneuvering (e) Four Com postive Bow arrows of the same dark wood with heads of clear laen, made for a +15 bow. When a critical is delivered by one of these arrows, an electricity critical of the same type is delivered (use the same critical strike roll for both).

7. **Curangi’s room**. It holds little more than a bed and a chest containing some plain clothing and one silver headband worth 8 sp.

LEVEL THREE:

1. **Mirumor’s viewing room**. It is reached from room 3 on the level below by way of a 5’x 5’ wallsh (1a) containing an iron ladder affixed to the wall. If anyone not wearing Mirumor’s amulet progresses more than 5’ up the shaft leading to the room, the ladder will suddenly snap against the wall, crushing the climber’s hands and at the same time pinning the poor fool. During the next three consecutive rounds without penalty. Then the user must rest one round or be at 50 on combat or while moving and maneuvering (e) Four Com postive Bow arrows of the same dark wood with heads of clear laen, made for a +15 bow. When a critical is delivered by one of these arrows, an electricity critical of the same type is delivered (use the same critical strike roll for both).

2. **Shaft for spiral stairway**. Two large viewing positions in the tallest stone spire Two men by day and 2 orcs by night keep watch there.

LOWER HALLS:

1. **Hall**. On duty are three Men during the day, three Orcs at night. The portcullis on the ground, it protects caster as a “Resist Elements” spell (a combination of Cold Resistance and Heat Resistance). (e) A 2” x 3” green leather pouch of “Herb Mastery” (111). It holds one dose of one herb at any one time, and will triple the herb’s potency after 24 hours. Should the enhanced herb be left in the pouch for more than a week, it will revert to normal strength.

2. **Library**. Books of geography, history (emphasis on Numenor), dictionaries (mostly from Sindarin to other languages), legends, and general information on magic. Several small tables and cushioned chairs (red cushions) are scattered among the many bookcases. Between book cases on the south wall are several shelves, including the one that operates the portcullis (1). Another lever opens and shuts the door to the secret library, another sets off an alarm, another controls the trap (19), and the last sets and unsets the trap on the door to the secret library (3).
care. An elaborately carved and locked cabinet with nine drawers holds the bulk of past and present exploits of Sauron, including some of his activities in the Third Age. None mentions Dol Guldur or the restoration of Morgoth.

Quarters of Turgarin: Besides his own bed, there is another bed for anyone who has had the misfortune to be ill enough to require Turgarin’s round the clock care. An elaborately carved and locked cabinet with nine drawers holds the bulk of the fortress’ healing herbs. The first three drawers are locked, and are hard (10) to open. They contain:

**Drawer 1:** 60 doses of **Thurvik** in a white porcelain jar, 20 doses of **Grain** in tiny clear glass flasks.

**Drawer 2:** 30 doses of **Aloe** in a small wooden box, 20 doses of **Extract of Red Willow Leaves** in a single glass bottle.

**Drawer 3:** 10 doses of **Armaminate** in a small blue jar, 5 doses of **Vesmit** in a jar of carved clamshell.

**The second three drawers are locked and very hard (20) to open. Each is trapped with a set of small springing iron needles containing Marsh Adder Venom.**

**Drawer 4:** 60 **Murbemna** berries in a blue pottery box, 2 **Wincismam** in a black glass jar sealed with wax.

**Drawer 5:** 20 doses of **Caramanta** in two red glass bottles of 10 doses each, 10 doses prepared **Anserke** paste in a white pottery jar, 2 doses **Barsophilas** in green glass jar.

**Drawer 6:** 5 doses **Arpsusar** in a clear glass jar, 7 doses **Edram** sealed with wax in a blue glass jar, 10 doses **Hrornam** in a jar carved out of white jade (worth 5 gp).

The last three drawers are trapped and locked twice each. The first locks are extremely hard (30) to pick, those failing are subjected to a spray of blinding 9th level poison, which will penetrate and dissolve one or two of the victim’s eyes. The second locks are sheer folly (50) to open. These are set to trigger a 5’ x 5’ pit trap 100’ deep and lined with sharp shards of rock. Treat as a +100 Fall/Crush, plus one to ten +75 dagger attacks. The pit snaps shut afterward. There is a small black rug over the pit, the absence or disturbance of which will alert Turgarin to the fact that he has visitors. Within the drawers:

**Drawer 7:** 2 doses of **Carneyur** in a red glass jar sealed with wax, 4 doses **Ul naza** in a green glass jar sealed with wax.

**Drawer 8:** 3 doses **Belrambha** in a stopped grey pottery jar, 10 doses **Harpy** in a red pottery jar sealed with wax.

**Drawer 9:** 2 Tyr stone in a jar of white jade sealed with wax, 10 doses of **Arse** in a clear glass jar sealed with wax.

On Turgarin’s desk are a number of parchment sheets with excellent drawings of Mannish and Elvish anatomy on them. Turgarin gets down his detailed first hand information from sessions of vivisection before an enthusiastic audience of Orcs at their great hall (11). There are seven drawers in the desk, one at center over the kneehole and 3 small ones on each side. In the back of the lowest left hand drawer is a secret compartment. It is trapped with a needle tipped with a weak dose (10th level) of **Ul Acauna**, which Turgarin has imported from the Masmor by his Easterling contacts. Those failing to resist instantly, their nerves hardened into glassy filaments. The compartment may be opened without triggering the needle by pressing a turquoise button in the lowest right hand corner of the (false) drawer back. The compartment contains five 10th level doses of **Ul Acauna and xx** runes of the 12th level clerical ‘Lifegiving’ spell (MERPSec 4:74, p 47). Also in the compartment is a small black leather pouch containing five matched yellow diamonds, each worth 250 gp (set is 1500 gp) (4a) Turgarin’s bathing room, notably only for the large black marble bathtub and the elegant bronze brazier, supported by three expertly sculpted bronze demons.

**Turgarin’s temple to Morgoth:** Two rows of black oak pews each seat 20 people. The walls are black stone. On a raised glass platform the southern end is a black marble altar with black steel rings to pinion a humanoid victim by the wrists, ankles, and waist. Grooves catch the runoff and collect in a black stone basin at the end of the altar. Turgarin conducts rituals here every night of no moon, using available victims. **Mriurmar** gives him at least four per year, always making sure that he has one on the Dark Master’s Night, which is the darkest night of the moon next to the winter solstice.

**Turgarin’s robing room:** This contains his ceremonial robes and those of his Mannish guard acolytes. The robes hang on racks in a black velvet lined unlocked ebony box are six sacrificial +20 knives of black steel and black **laen Inone** corners of black oak, steel bound chest, 2 x 1 1/2 x 1 1/4 locked and very hard (20) to open, but not trapped. Within (a) a large black ceramic bottle with a stopper of faceted motion (transparent black) containing seven doses of **Shubolor**, used to tranquilize the sacrificial victims, and (b) Turgarin’s ceremonial diadem **Thasmitheil** and motion circlet allows Turgarin to commune with ‘Morgoth’ (actually Sauron) during rituals. **Thasmitheil** is intensely evil and will literally fry the brains of any other person who puts it on the victim (it) receives one to ten +50 lightning bolts and (11) must resist a 10th level ‘Curse of Unminding’ which will reduce their brain to black smoke.

**Feagwath’s study and parlour:** Richly furnished in black, red, and violet with carpets, tapestries (including one stylized representation of Morgoth wearing the Iron Crown), little tables, bookcases, etc. Feagwath spends most of his inactive time sitting in the massive thronechair armchair facing the tapestry of Morgoth and meditating.

**Feagwath’s bedroom:** He never uses the massive black oak bed with its red draperies, of course, but he appreciates the thought. Actualy, the most interesting items are in Mirurmar and Herudur’s vaults, but the pay for the garrison is kept here. The door is extremely hard (30) to unlock and trapped by a 10 x 10ft ceiling section which will cave in on the

---

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

- **Stonework**
- **Loose rock**
- **Portcullis**
- **Stream**
- **Passage Hall**
- **irs Heithir**
- **Sloping passage**
- **Shell**
- **Window**
- **Water Pool**
- **Stone Door**
- **Trail Path**
- **Wood Door**
- **Torb Holder**
- **Mct Angle Door**
- **Trap**
- **Double Door**
- **Passage Under**
- **Slides Up**
- **Dry creek bed**
- **Slides Down**
- **Dry creek**
- **Chest**
- **Secret Door**
- **Well**
- **Slides Out**
- **Walth**
- **Stair Up**
- **Stone slab**
- **Stair Down**
- **Bed**
- **Earthwork**
8.3 CAMLAN THE HEALER, A POWER IN THE DEAD MARSHES

Not far from Thuringwathost, just inside the Dead Marshes, is a hollow pillar of red sandstone. It is 100 feet across and juts 40 feet out of a bog; a single cave entry leads to a narrow winding passage and affords access to a courtyard. Open to the sky, the yard is round and 35 feet in diameter. Within it are three small huts, the refuge of Camlan the Healer.

Camlan is a healer (Animist) of true Dunedain heritage. He received his training among the Elves of Lothlórien, for they perceived the truth of his desire to serve the good powers of Arda by helping both Elves and men. He lived in Mirkwood for a time, healing all who asked him, and there became acquainted with the "Wizard" Radagast, who found in him some of the same love for all forms of life — except mankind — that is so much a part of Radagast's nature. Camlan is a healer (Animist) of true Dunedain heritage. He

requirements: A medium level party composed of 4th through 6th level adventurers.

Aids: Camlan the Healer (Animist) knows much of the area and might be persuaded to extend help. Word about the area might be secured from Asdriags who frequent the bars in Eithel Cebrial.

Everyone, of course, wants to know where the Orcs are coming from and would like to see them stopped. This adventure centers around an attempt to discover the hold of the Orcs of western Dagorlad, and the nature of their purpose. Depending on the strength and bravery of the PC party, they might attempt to discern the nature of the masters of Thuringwathost, should they penetrate the watch.

If player characters track Orcs to Thuringwathost, they will have to avoid wandering Trolls and patrols that comb the area within 3 miles of the complex. Two shifts of 10 Orcs each patrol at night. In the day time, when visibility from the spires is better, a looser arrangement of Mannish patrols takes over. This goes in a two-day cycle. On day one, in the morning, (7 am to 1 pm) the first dayshift (D1) is on duty within the complex, while the second dayshift (D2) is off. In the afternoon (1 pm to 7 pm), D2 is on duty within the complex and D1 goes out on patrol until dark. The next day, in the morning, D1 is on duty inside again, while D2 is on patrol as soon as it's light. In the afternoon, D1 is off duty and D2 takes over the inside positions. The patrol Orcs adjust their shifts according to the time of year to fit in with the shifts of Men.

8.42 CLEANSING THURINGWATHOST
(A HIGH LEVEL ADVENTURE)

Setting: The fortress proper.

Requirements: An experienced party (7-10th level) including spell users.

<table>
<thead>
<tr>
<th>Name</th>
<th>Lv</th>
<th>Hits</th>
<th>AT</th>
<th>DB</th>
<th>Sh</th>
<th>Gr</th>
<th>Melee OB</th>
<th>Missile OB</th>
<th>Mov M</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camlan</td>
<td>23</td>
<td>120</td>
<td>SL/3*</td>
<td>40*</td>
<td>N</td>
<td>-</td>
<td>85qs</td>
<td>35cp</td>
<td>20</td>
<td>Dunadan Anmist (healer) + 20qs; Rubes act as soft hide/leather - 20, Amulet +10 RR bonus vs Channeling or Essence, 4x PP; Collar of Teleportation (1x/day, 2 people, only to Rhoasgel), Rod of Lifekeeping (1x/day), total 276 PP/day, 18 spell lists</td>
</tr>
<tr>
<td>Tirrin</td>
<td>5</td>
<td>35</td>
<td>No/1</td>
<td>20</td>
<td>N</td>
<td>-</td>
<td>30qs</td>
<td>10bb</td>
<td>25</td>
<td>Marshman Anmist (healer). Amulet +10 RR bonus vs Channeling 3x PP; total 30PP/day, 6 spell lists</td>
</tr>
<tr>
<td>Meglin</td>
<td>4</td>
<td>40</td>
<td>No/1</td>
<td>25</td>
<td>N</td>
<td>-</td>
<td>50cl</td>
<td>35sl</td>
<td>35</td>
<td>Elf Ranger (miane). No possessions; total 12PP/day; forgotten hus spells.</td>
</tr>
</tbody>
</table>
Aids: Again, Camlan the Healer might be of help. Also remember that the unwilling guests of Miruimor, (Sirrin, Camallin, and Carangil) are all likely to help player characters in return for assistance in escaping.

A strong player character party might be willing to do more than simply discover the nature of Thuringwathost; they might also seek to cleanse the fortress by killing or incapacitating its masters. This is an ambitious adventure, but the rewards are great.

The mission here, by the way, should not be thought of in terms of a military operation (unless the PC group is simply huge, which is a bad idea to begin with) but rather as an assassination and sabotage mission. Everyone who knows Orcs (and the military commanders of the area and the higher level Bards and Rangers all do) realizes that Orc bands and tribes are usually ineffective without coordination from non-Ore commanders. It is not necessary for the PC’s to kill every evil thing in Thuringwathost: removing Miruimor, Herudur, and Dulilin will eliminate most of the problem.

9.0 ADVENTURES WITH THE UNDEAD

Dagorlad is cursed by the hand of Sauron and much of it is increasingly haunted by the Dark Lord's Undead servants. They do much to disrupt the course of life and trade. The following pair of adventures provide examples of the terror and ways to combat it. Before beginning either, the GM should read over Section 2.6 above, and take note of the terrifying life-draining power of the Undead.

HAUDH-EN-OHTARRIN-MORIN
(AN ADVENTURE IN A BLACK NUMENOREAN BARROW)

Setting: A Barrow-tomb located in the swampy maze of the eastern Dead Marshes.

Requirements: A medium level party composed of 3rd through 7th level adventurers. Some knowledge of the Undead and skill in combating locks and traps are crucial.

Aids: Many legends and plans of the tombs of Dagorlad have been circulated in local lore, and some drawings and maps exist in the libraries of Gondor. This burial mound is approximately 20' tall at its highest point. The oak boards of the door, due to aging in such a dry environment, have become almost as hard as the iron with which they are bound. The door is trapped so that any significant pressure (i.e., more than a heavy breeze), will cause small, wickedly sharp darts to hurtle from the wall of turf surrounding the door. In fact, a perceptive observer may note these small slivers in the dry grass hereabout, triggered by the strong winter winds. Treat the trap as two to twenty +60 Tiny (animal) attacks (MERP CS-2, AT-5, p. 70). The lock itself is also trapped: a small device above it will send another small dart directly into the unfortunate victim (a single +50 Short Bow attack). The lock is hard (-10) to unlock. Attempts to drill through the tough oak itself will fail as the would-be thief encounters a steel plate 1" thick, backed about 5" into the wood.

1. Temple to Sauron. Three steps lead down into the stifling, dead air of this evil place. Failure to prop the door open and allow fresh air to circulate will cause the foul air to attack as a 10th level poison. Those failing to resist will fall into unconsciousness, while those who resist and persist on continuing without fresh air operate at -25 due to a headache and hazy vision. The walls here were originally hung with black silken banners, of which only a few rotted wisps remain. Against the north wall is a black rectangular stone altar. Chained to the top by wrist and ankle manacles is the skeleton of a sacrificial victim, a Man, one of Isildur's personal guard captured in the Battle of Dagorlad. This sacrifice to Sauron has imbued the altar with such evil energy that touching it will cause the good of heart to feel extreme dizziness and nausea, and indeed any nonevil being who touches it and fails to resist its 6th level Curse will receive 2-20 hits per round and remain frozen, as if in a trance, until dragged at least 30' away. There is a set of double iron doors on the western wall. They are very hard (-20) to unlock and are trapped, a 6' x 6' hatch in the ceiling releases a load of rocks onto the unfortunate standing before the door. The trap affects 6' x 6' area — treat as to five +20 Mace attacks per victim.

2. Lesser Crypt. This room honors six powerful captains of Sauron's troops who died here six iron doors, each locked with a hard (-10) mechanism, lead to their crypts. Over each door, an Adunainic, are their names and deeds, as follows:

(a) "Sakaladun, Lord of 1000 men and slayer of fifteen of the Immortals "
(b) "Akalazluar, champion of the Downfallen, and victor over Yaventur, one of the chief captains of the West."
(c) "Cimilkhor, lord of dark learning, trusted advisor to the Black Master Himself."
(d) "Inrzim, lord of spies and assassins, whose efforts resulted in 5000 more deaths among our enemies."
(e) "Zimtarik, Master of Arms to the Black Master's finest troops."
(f) "Balzathor, standard-bearer of Lord Aduntarik, who slew six armored enemies with one small dagger to defend his master's body."

If the door to any of the crypts is opened, the skeleton of the given crypt's resident will rise as a Ghoul (see Section 2.61), one of the Undead (KM Class III). In addition to the weapons given them on the Table 9.2, the skeletons carry the following items:

Sakaladun + 10 mailed Gauntlets that add +10 on offensive hand-to-hand combat and give a +25 RR bonus versus attackers' weapons.

A gold Armour set with eight small lapis lazuli (opaque blue stones), eight small moonstones (translucent milky blue-white), and a very large moonstone (transparent black), worth 60 gp (or 100 gp to a dealer in antiquities); a mithril mail belt with a mithril and gold buckle with malachite (streaked opaque green) that provides the wearer with a 25% chance of avoiding critical strikes to the stomach and abdomen.

Cimilkhor. A gold Ring set with a single huge sapphire that gives wearer a +10 bonus when using or resisting spells of ice or cold (including those from wands, etc.) It has a +2 Essence spell adder device.

Imrzim. A mithril Ring set with a pink diamond, worth 200 gp, an Arming of red enamel on gold that reduces bleeding by 3 hits per round, a headband of silver, magically unstained; with 10 bloodstones (opaque green with red flecks) that acts as a helmet.

Zimtarik. A copper headband, again unstained, set with eight tiger's eyes, that give a +10 RR bonus versus Channeling (and mentalism) spells (note that he is wearing this under his helmet, so that it is not apparent), an amulet of carved red coral on a gold chain shaped like a fist, that gives the wearer the initiative in a hand-to-hand combat situation (so long as they are not stunned).

Balzathor. Bracers of bronze plates laced together with mithril wire that block on hand-to-hand combat situation (so long as they are not stunned).

Table 9.0 NPC's AT THE BARROW

<table>
<thead>
<tr>
<th>Name</th>
<th>Lvl</th>
<th>Hits</th>
<th>AT</th>
<th>DB</th>
<th>Sh</th>
<th>Gr</th>
<th>Melee</th>
<th>Spell</th>
<th>Mov M</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adumtarik</td>
<td>10</td>
<td>142</td>
<td>No/1</td>
<td>45*</td>
<td>N</td>
<td>N</td>
<td>105bs/80L Ba</td>
<td>40Fhrebolt</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Sakaladun</td>
<td>6</td>
<td>98</td>
<td>No/1</td>
<td>30*</td>
<td>N</td>
<td>N</td>
<td>75bs/70MBa</td>
<td></td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Akalazlor</td>
<td>7</td>
<td>104</td>
<td>No/1</td>
<td>35*</td>
<td>N</td>
<td>N</td>
<td>80bs/65MBa</td>
<td></td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Cimilkhor</td>
<td>7</td>
<td>100</td>
<td>No/1</td>
<td>30*</td>
<td>N</td>
<td>N</td>
<td>65da/60MBa</td>
<td></td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Imrzim</td>
<td>7</td>
<td>101</td>
<td>No/1</td>
<td>30*</td>
<td>N</td>
<td>N</td>
<td>80bs/60MBa</td>
<td></td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Zimtarik</td>
<td>7</td>
<td>102</td>
<td>No/1</td>
<td>30*</td>
<td>N</td>
<td>N</td>
<td>85ma/75MBa</td>
<td></td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Balzathor</td>
<td>7</td>
<td>110</td>
<td>No/1</td>
<td>50*</td>
<td>N</td>
<td>Y</td>
<td>75da/70MBa</td>
<td></td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Skeleton Lord (Ghou)</td>
<td>4</td>
<td>6</td>
<td>No/1</td>
<td>45*</td>
<td>N</td>
<td>N</td>
<td>105bs/80L Ba</td>
<td>40Fhrebolt</td>
<td>20</td>
<td></td>
</tr>
</tbody>
</table>

* See 2.6 at 2 above for more details. Room 2(a).

As Sakaladun, except Fear attack at 7th level Room 1(b).

As Sakaladun, except Fear attack at 7th level. Room 3(c).

As Sakaladun, except Fear attack at 7th level. Room 3(d).

As Sakaladun, except Fear attack at 7th level. Room 4(e).

As Sakaladun, except Fear attack at 7th level. Room 4(f).

As Sakaladun, except Fear attack at 7th level. Bracers defend as Target Shield. Room 2(d).
The door is secured and the lock is extremely hard (-30) to open. Anyone who approaches within three feet of the slabs, the lid of the sarcophagus will open and Aduntarik will rise as an Undead — a Ghoul (RMClass 1V) — with all that entails (see Section 2.61). Aside from what is noted on the Master NPC chart, Aduntarik has on his person the following:

- A crown helm of Numenorean steel set with swirling patterns of mithril and studded with small diamonds (worth: 100 gp).
- A gold and mithril collar studded with padmaraschah (transparent orange) that offers the wearer a 25% chance of avoiding the effect of any critical strike to the neck.
- A mithril mail belt with a gold filigree buckle that "Blurs" him for 3 rounds per day.
- A gold ring set with a large ruby carved with the Adunaic word for "fire" that allows him to shoot a +20 "Firebolt" (range 60') upon command once per day.

Unlike the skeletons of his retainers and comrades, Aduntarik will remember to use his items.

In the bottom of Aduntarik's sarcophagus, under a glittery mess of rotted gold-embroidered silk (still worth 5gp), is a panel which, when depressed, opens the door to a secret vault in the western wall. No other means short of removing the door will afford entry into the secret vault that lies behind the wall. Secret Vault

When the door slides open, one can see the following words carved in Adunaic on the lintel of the door:

"The Crown of the Black Master's Men is my master. Now go!"

If anyone not wearing Aduntarik's crown helm attempts to cross the threshold, they resist the 10th level "Suggestion" (the enchanted words "Now go!") Those failing to resist by 50 or more die of fright, those failing by 01-49 will flee until they reach the outside, and then will not reenter the barrow for a number of days equal to their RR failure number. Note that once in the room, he can safely remove the helm and pass it out over the threshold.

In niches along the sides of the vault are twelve skulls of Elves and Men. Six on each wall, north and south. Against the west wall, on the floor, is a row of six small oaken, iron-bound chests, 18" x 12" x 12" with engraved designs on the iron. All are locked and very hard (20) to open. On the wall above the chests are hung, left to right, a Broadsword, a Battleaxe, and a Short Sword. The details of the chests are as follows (left to right):

Chest 1: Engraving of leaves. Contains 10 small carved jade vials which once contained healing potions, but they have dried out with age and are useless. The vials are worth 5 gp each.

Chest 2: Engraving of skulls. Trapped with three small needles that attack as +50 Tiny (animal) attacks. They have poison, but the poison is now aged and ineffective. The tiny wounds, however, run an 80% risk of becoming infected if not cleaned immediately. Contains a Crown and two Arm rings, all of gold, set with diamonds and rubies and worth 100 gp as a set.

Chest 3: Engraving of suns. Contains 100 gp.

Chest 4: Engraving of spiders. Contained precious silk embroidered with muscule topazes and gold thread. The tangled threads (worth 7 gp) and the 125 tiny gems (worth 10 sp each) are almost all that is left.

Chest 5: Engraving of hearts. Trapped so that when the lid is opened, a dart (+40 Short Bow attack) shoots out from under the lid at whoever stands before the chest. It contains a slender ivory 'Shockbow' Wand (50 range, 16 charges), a pair of gold earrings ('Shy Ears', 5 minutes once per day), and a small amulet of milky quartz, set in mithril on a mithril chain (+3 Channeling spell adder).

Chest 6: Engraving of wasps. Contains a set of six well balanced +15 Throwing Daggers (10 in melee) with hilts of steel inlaid with gold and coral.

The Broadsword is of Elven forged steel with a pommel of beryl (transparent green) called the Elfstone. The name engraved on the blade is "The Crown of the Black Master's Men." The Battle Axe is a handsome weapon of Dwarvish steel, man sized, with a pommel of beryl (transparent green) called the Elfstone. The name engraved on the blade is "The Crown of the Black Master's Men." The Short Sword is of the finest human make, possibly a relic of Numenor. Its hilt is set with a large ruby carved with the Adunaic word for "fire." It is a +10 weapon and will "Levitate" to parry and defend its incapacitated owner for 12 rounds with a 30 bonus.
Role playing is a type of game which allows a person to assume the role of a character in a "living" novel. The MIDDLE-EARTH ROLE PLAYING lines provide the structure and framework for role playing in the greatest fantasy setting of all time .................
J.R.R. TOLKIEN'S MIDDLE-EARTH.

I.C.E. has developed a line of Middle-earth role playing guidelines and settings.
- The MIDDLE-EARTH ROLE PLAYING (M.E.R.P.) game system contains all the information necessary for fantasy role playing in Middle-earth, including a starting adventure.

- The MIDDLE-EARTH GUIDEBOOK and POSTER/MAP provides extensive historical and geographical information and includes a 3'x4' color map showing all of Middle-earth.
- The CAMPAIGN MODULES give a sweeping overview of large regions and come complete with campaign notes and color maps.
- The ADVENTURE MODULES provide a setting in one locality and a variety of specific ready-to-run adventures based on that area.

DAGORLAD and the Dead Marshes is an Adventure Module for the MIDDLE-EARTH ROLE PLAYING game system. Like all I.C.E.'s Middle-earth products, it is adaptable to most role playing games.

IRON CROWN ENTERPRISES holds the exclusive worldwide license for FAN- TASY ROLE PLAYING and ADULT BOARD GAMES based on THE LORD OF THE RINGS and THE HOBBIT.

© 1984 TOLKIEN ENTERPRISES. THE HOBBIT and THE LORD OF THE RINGS and all characters and places therein are trademark properties of TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, INC., Berkeley, CA. No unauthorized use permitted. Produced and distributed by IRON CROWN ENTERPRISES, INC. Stock #RP 8020