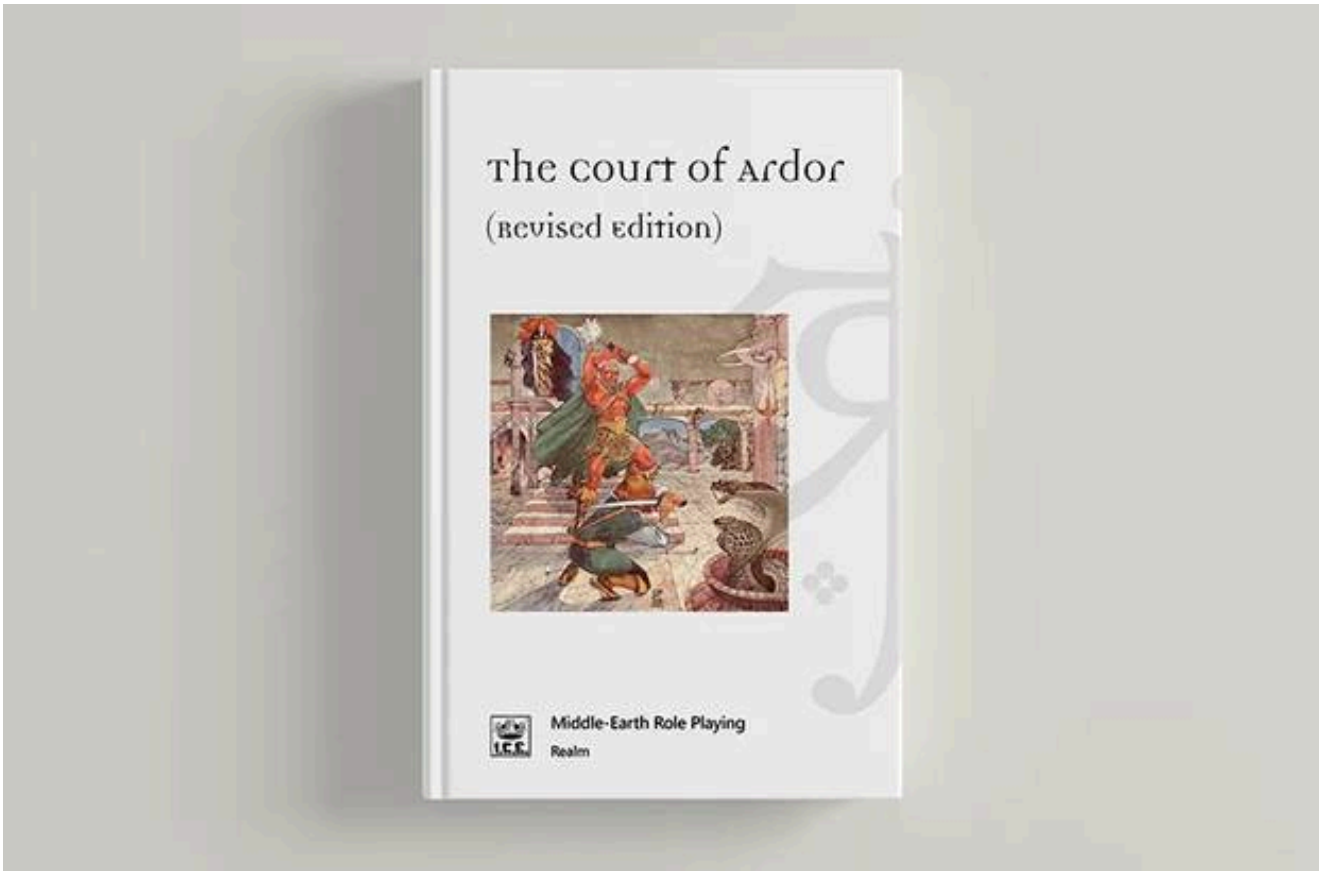
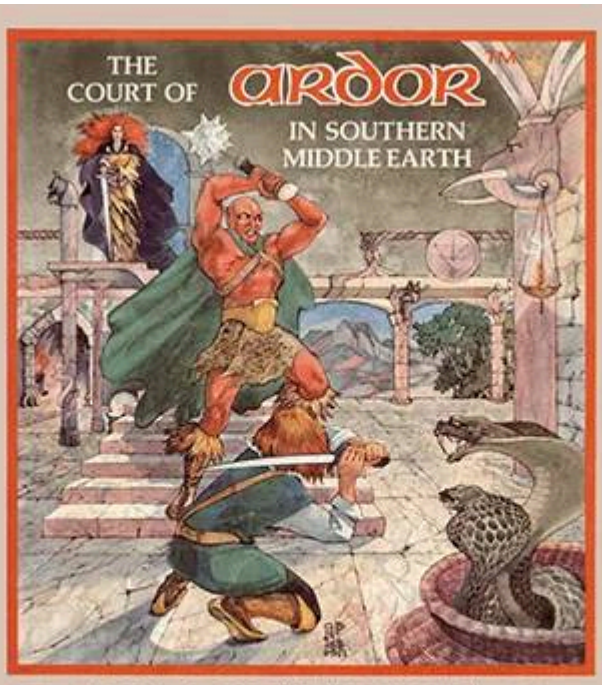
# The Court of Ardor
# in Southern Middle-earth “Revised” Edition

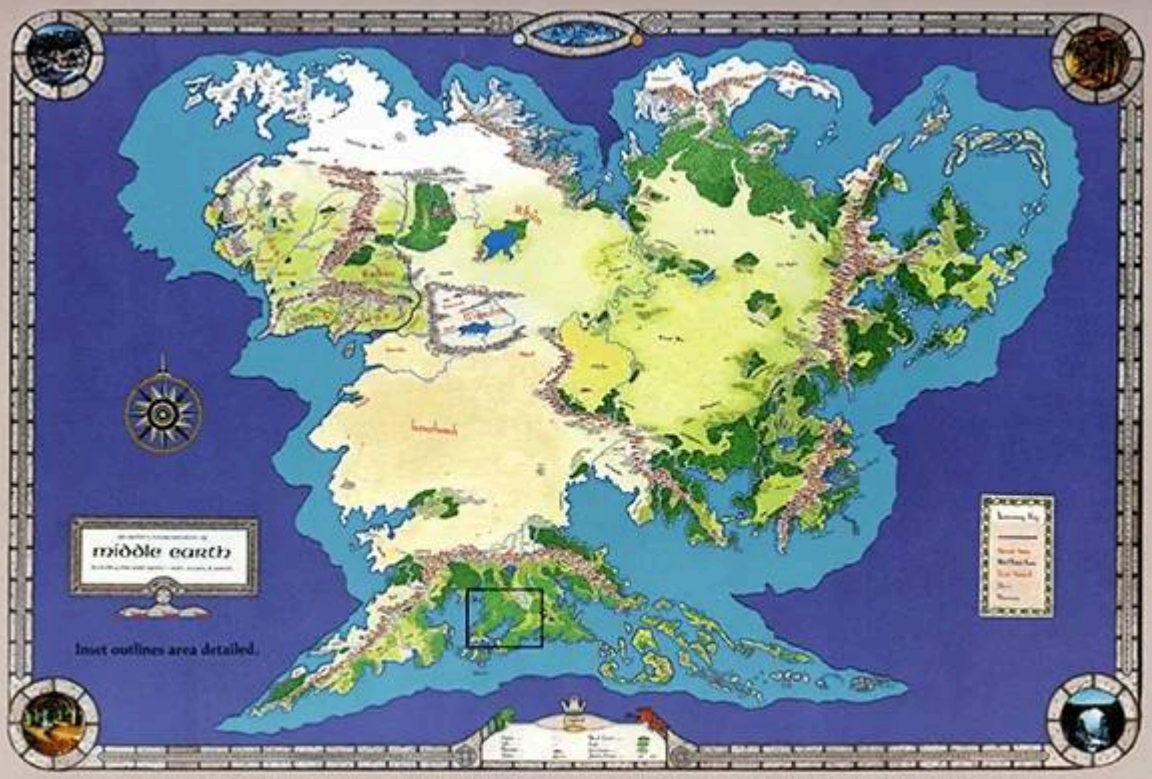



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# 01 · Introduction



This revised edition of the classic ICE campaign entitled *The Court of Ardor in Southern Middle-earth* strives to rectify the canonical discrepancies (concerning Tolkien's work) of the original design while expanding its scope and retaining the flavor of this exciting campaign idea.

The covered area south of the Yellow Mountains is a region of several realms which strive for political and/or economic success in the region, much like in the rest of Middle-earth. The one special aspect of this area is the *Court of Ardor*. An ancient organization of elves, whose hand is felt in many areas of the region (although nearly no one knows the nature of its influence). This module deals with the Court as well as the other major factions living in the Far South of Middle-earth.

The Dark Lord's grasp is also felt in the South (although it is not known of course that it is Sauron who is "dead" of course for anyone) and presents an ever-looming danger to all the Free Peoples in this region.

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**Production**: S. Coleman Charlton, Peter C. Fenton, Terry K. Amthor, etc.

**Typesetting**: USI Graphics

(…and there were no flying horses…)

# 02 · The Land



## A Traveller's guide to the Mûmakan area

**Ardor** · (S. *"Exalted Land"*) The tropical region south of the Yellow Mountains, comprising Ûsakan, Mûmakan, Koronandë, Dûshera, Gan and Tuktan. An old term of the Elves who arrived here first and gave the land they loved this name. This appellation is now almost forgotten except by the Elves.
**Bozisha-Miraz** · Name of the country called Far Harad by the Dúnedain. It lies in the arid region north of the Ered Laranor and on the coast of the great inlet of the Belegaer.
**Ciryatandor (Anbalukkhôr)** · .
**Dînsûlinor** · (S. *"Land of the Silent Wind"*) An elven isle in the Haragaer. Its inhabitants openly opposed the Court in the late Second Age and their land was destroyed by a catastrophic outburst of a volcano long believed to be dead.
**Dûshera** · A region in southern Middle-earth, lying on the strategic route between the southern coast and the Yellow Mountains. Since its inhabitants lack the strength to carve out a strong leadership it is often dominated by other realms, notably Mûmakan.
**Gan** · An autonomous state and region just south of the Ered Laranor and north of Mûmakan. Its capitol is Tarû-Makar on a southern spur of the Yellow Mountains.
**Geshaan** · Fallen realm in southern Middle-earth. Its core territory is widely covered by a swamp and the old capitol of Gaven lies rotting somewhere in this area.
**Gondor** · (S. *"Stone-land"*) Also known as the South Kingdom, Gondor is the great Dúnadan realm that lies west of Mordor and north of the Bay of Belfalas. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (later called Minas Tirith). Pelargir on the Anduin is Gondor's chief port.
**Guinarnen** · (S. *"Water of Living"*) Located next to "Fuinur's Well" (see ICE's *Hands of the Healer*), this location is the last remnant of the primeval water of Almaren under the Mirror of Fire in Far Harad.
**Harad** · (S. *"South"*) Dúnadan name for the vast region located south of the river Harnen. A generalization for a number of states and territories. Although (periodically) autonomous, Umbar lies in Harad.
**Haragaer** · (S. *"South Sea"*) The ocean south of Middle-earth, part of the Ekkaia or "Encircling Sea". The waters of the Haragaer meet those of the Belegaer to the west at Cape Metharn (Hyarnúmente).
**Hathor** · A realm in southern Middle-earth. It lies on a small peninsula to the southwest of Mûmakan and south of Koronandë. Its capital is Tanith.
**Hyarn (Khâradûnê)** · .

**Kirani** · An Apysaic-speaking branch of men living all over southern Middle-earth. The Pel, Drel and Adena of the Seven lands (see ICE's *Shadow in the South*) as well as the inhabitants of Koronandë and to a lesser extent those of Mûmakan and Tantûrak belong to the Kirani.
**Koronandë** · A realm in southern Middle-earth. One of the very few republics in Endor. It is settled mostly by the Kirani. Its capital is the great city Korlan.
**Mablâd** · The second House of the Dwarves. The tribe moved south under his first king Bávor "The Swift" and made their home in the central Yellow Mountains. After a dispute and the murder of their king Bávor IV. in T.A. 1092 the tribe split into three factions, the largest of which moved south and founded the city of Blackflame in the Seven Lands (see ICE's *Shadow in the South*).
**Middle-earth** · (Q. *"Endórë"*; S. *"Endor"*, aka *"the Middle Land"*). One of the continental land masses found in Arda. Before the Fall of Númenor the only continent beside Aman, but after the Akallabeth, new lands were formed and the world remade. So, in the Third Age it is not the entirety of the (mortal) world, although the actions found in *The Hobbit* and *The Lord of the Rings* are set in northwestern Middle-earth. Also called the Hither Lands, the Outer Lands, the Great Lands and Endor.
**Mûmakan** · A country in southern Middle-earth. Its name comes from the Giant Elephants (Mûmakil) who make their home there. In a wider sense this term is used for all the hot and humid lands south of the Yellow Mountains (parts of Tumag, Ûsakan, Tantûrak, Tâliran, Koronandë, Hathor, Dûshera, Gan, Tuktan and - of course - Mûmakan itself). Amaru is the capital and holy city of Mûmakan (in a closer sense).
**Mirëdor (Zimrathâni)** · The Númenórean colony in southwestern Endor. See ICE's *Shadow in the South* for details upon this region.
**Númenor** · (S. *"West-land"* or *"Westernesse"*) The large, fertile island continent located in the middle of the Belegaer from its creation at the beginning of the Second Age until its destruction in S.A. 3319. See "Dúnedain" above.
**Tantûrak** · A realm in southern Middle-eart. It typically encompasses the lands between the Pel Dûshera and the western border of Ûsakan and at times great parts of Tumag and Dûshera. Its capital is Sarûl at the mouth of the river Theliant.
**Tuktan** · A region in southern Middle-earth. It lies between Mûmakan, Koronandë and Dûshera. Settled mostly by Kirani.
**Umbar** · (S. *"Fate"*) Greatest Númenorean port in Middle-earth. Over the years of the Second Age it was made a great fortress of the Númenoreans. After the Downfall of Númenor many of the Kings' Men survived here and made war against the Dúnedain. The surrounding coastal region located in western Harad and south of the Bay of Belfalas is counted as the territory of Umbar.
**Ûsakan** · The lands between the river Tumakal in the west and the Theliant in the east.
**Yellow Mountains** · (S. *"Ered Laranor"*, Q. *"Orolarni"*, K. *"Mablâd"*, Ap. *"Manjano Malimavi"*) Known for their yellowish, loam-producing rock and their myriad ecosystems, the Orolarni run eastward from the Cape of Sare and bend across south-central and southwestern Middle-earth. Minyadhras, the western- and southernmost peak in the range, rises near the cape called Metharn (S. *"South's End"*, Q. *"Hyarnúmente"* or *"Mentelenari"*) at the southwestern tip of the middle continent. The Yellow Mountains separate the hilly, humid realms along Endor's southern coasts from the drier reaches of Far Harad and the neighboring lands of Isra, Chennacatt, Ciryatandor, Hyarn, Elorna, Mirëdor, and Drel. Alpine in character, they rise to heights of well over 10.000 feet (3.000m). Their higher peaks are snow-capped year round.

## Climate of the Mûmakan area

In a word, hot. The area of this module lies between c. 15 and 20° northern latitude and is thereby comparable in climate to the north of Latin America (e.g. Guatemala) and the Carribean Sea or parts

of central Africa (e.g., Khartoum or Dakar). The warm climate characterizes not only the geogrphy of the region but also the inhabitants and their way of life.

### Weather Chart

| Month | Jungle | Hills | Coast | Plains |
|---|---|---|---|---|
| **Valime (Winter)** | 60-65 · 15-18 Cloudy Rain Calm | 30-40 · -1-4 Cloudy Rain · Snow Windy | 40-55 · 4-13 Partly Cloudy Light Rain Windy | 45-55 · 7-13 Partly Cloudy Light Rain Windy |
| **Narvinye (Winter)** | 60-70 · 15-21 Cloudy Rain Calm | 40-55 · 4-13 Perfect - Breezy | 45-60 · 7-15 Partly Cloudy Light Rain Windy | 50-60 · 10-15 Perfect - Breezy |
| **Nenime (Spring)** | 65-75 · 18-24 Overcast Downpours Breezy | 50-60 · 10-15 Cloudy Rain Windy | 60-70 · 15-21 Cloudy Rain High Winds | 55-70 · 13-21 Cloudy Rain Windy |
| **Sulime (Spring)** | 70-80 · 21-27 Overcast Downpours Breezy | 60-70 · 15-21 Cloudy Rain Windy | 70-80 · 21-27 Partly Cloudy Light Rain High Winds | 70-80 · 21-27 Partly Cloudy Light Rain Windy |
| **Viresse (Spring)** | 75-85 · 24-29 Cloudy Rain Breezy | 65-75 · 18-24 Partly Cloudy Light Rain Breezy | 75-85 · 24-29 Perfect - Windy | 80-90 · 27-32 Perfect - Breezy |
| **Lotesse (Summer)** | 80-90 · 27-32 Cloudy Rain Calm | 70-80 · 21-27 Partly Cloudy Light Rain Calm | 85-95 · 29-35 Perfect - Breezy | 90-100 · 32-38 Perfect - Breezy |
| **Narie (Summer)** | 85-95 · 29-35 Cloudy Rain Calm | 80-90 · 27-32 Partly Cloudy Light Rain Calm | 90-100 · 32-38 Perfect - Breezy | 90-105 · 32-41 Perfect - Breezy |
| **Cermie (Summer)** | 85-95 · 29-35 Cloudy Rain Calm | 70-80 · 21-27 Cloudy Light Rain Calm | 85-95 · 29-35 Perfect - Breezy | 85-100 · 29-38 Partly Cloudy Light Rain Breezy |
| **Urime (Fall)** | 80-90 · 27-32 Overcast Downpours Calm | 65-75 · 18-24 Partly Cloudy Light Rain Breezy | 75-85 · 24-29 Partly Cloudy Light Rain Windy | 80-90 · 27-32 Partly Cloudy Light Rain Windy |
| **Yavannie (Fall)** | 75-85 · 24-29 Cloudy Downpours Breezy | 60-70 · 15-21 Cloudy Rain Breezy | 70-80 · 21-27 Perfect - High Winds | 75-85 · 24-29 Perfect - Windy |
| **Narquelie (Fall)** | 70-80 · 21-27 Overcast Rain Breezy | 50-60 · 10-15 Partly Cloudy Light Rain Breezy | 65-75 · 18-24 Partly Cloudy Light Rain High Winds | 65-80 · 18-27 Perfect - Windy |
| **Hisime (Fall)** | 70-80 · 21-27 Loudy Rain Calm | 40-50 · 4-10 Cloudy Rain Breezy | 55-65 · 13-18 Partly Cloudy Light Rain Windy | 55-70 · 13-21 Partly Cloudy Light Rain Windy |
| **Ringare (Winter)** | 65-75 · 18-24 Cloudy Rain Breezy | 30-40 · -1-4 Cloudy Rain · Snow Breezy | 50-60 · 10-15 Partly Cloudy Light Rain Windy | 50-60 · 10-15 Perfect - Windy |

### General weather patterns

| Weather | Weather Patterns |
|---|---|
| **Perfect** | 20% Clouds (10% Rain) |
| **Partly Cloudy** | 30% Clouds |
| **Cloudy** | 60% Clouds |
| **Overcast** | 80% Clouds (often very heavy cloudcover) |
| **Light Rain** | 20% Raining |
| **Rain** | 50% Raining |
| **Downpours** | 80% Raining (often heavy downpours) |
| **Rain/Snow** | 30% Precip. (20% rain; 10% snow) |
| **Calm** | 0 – 5 mph (0 – 8 km/h) winds predominate |
| **Breezy** | 5 – 20 mph (8 – 32 km/h) winds |
| **Windy** | 10 – 40 mph (16 – 64 km/h) winds |
| **High Winds** | 20 – 60+ mph (32 – 100+ km/h) winds |

Key to weather chart: (percentages indicate amount of time in a given month for a given condition's presence)

The chart above reflects general weather patterns in the Mûmakan. Locally there might (and will be) divergences from this general patterns.

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

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

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

The calendar used above is a thirteen month lunar calendar of the Eldar, used by the Eldar of the Court. Tâliran uses its own Avarib names and Koronandën names are based to a good degree upon these Avarin model.

Tantûrak bases his calendar upon the old Númenórean system while the Mûmakanril use a system similar in structure, but the months, of course, have different names. Each month has twenty-eight days (four weeks of seven days each) corresponding to the phases of the moon. The first of each month is a new moon. There is one day, after the 28th of Ringarë and before the first of Valimë, which is New Year's, and corrects the calendar. Every four years there are two such days.

# Geography

## Tantûrak

A great part of Tantûraks territory is comprised of jungle. The coastlands, courses of the various rivers, and the foothills of the Yellow Mountains contain the largest cleared land portions and are consequently most densely settled. The reason for the still large jungle areas are mainly threefold:

Some areas are haunted by dangerous creatures and the Tantûraki have found it not worth the effort to evict them.
Once cleared of the forest, jungle soil erodes and becomes barren (only protected areas are used agriculturally).
The pressure to colonize every part of the realm within the borders is not strong enough to justify the effort.
Accordingly Tantûrak's population is concentrated in two main areas: the lands directly south of the Yellow Mountains and the coastlands.

In general, Tantûrak is a pleasant land with a favorable geography (soil quality, economics, etc.) that enables the emperor to stand his ground in the grand politics of the region. The heritage of old Númenór (though greatly diminished) still lends the Emperor an edge in regional politics.

## Koronandë

The geography of the Kirani republic is marked by extensive rainforests, lush riverside areas and bountiful coasts. In terms of soil quality Koronandë's territory is more or less average, but the benefits from the trade and oversea ventures far outweigh the shortage of of native fertile land.

Koronandë faces a similar problem as Tantûrak concerning its area. Much of the land within the state's boundaries is jungle and only areas beside rivers (notably the Koros) and the coast are open to habitation. The Kirani's solution to this problem differs quite from the Tantûraki one. Since the Kirani were from the beginning a sea-loving and economically gifted race they migrated to other areas of the reagion and thereby evaded the problem of overpopulation.

## Mûmakan

Mûmakans geography is dominated by the contrast of savanna and jungle. Roughly half of the Mûmakan is open savanna where nomadic Mûmakanril tribes hunt for their living and jungles similar to the ones found in Tantûrak and Koronandë. The other half is characterized by jungle very similar to the ones found in Koronandë and Tantûrak.

The vast elevated plain of central Mûmakan is a savanna, the outskirts of which are punctuated by irregular rocky hills. The northern half of the plain is dominated by the Kann-Shamûrda, a collection of vast lakes. The Mûmakanian uplands descend into small coastal plains covered with dense tropical rainforest. The climate of the whole region is subtropical and dry, making it a suitable home for lions, leopards, jackals, rhinos, giraffes, zebras, antelopes and, of course, the huge mûmakil from which the land derives its name.

## Other Lands

The other lands in the area are quite similar to the ones already mentioned. Ûsakan and Gan are both dominated by the southern foothills of the Yellow Mountains and thus a little cooler than the rest of the countries. Tuktan, Dûshera, and Geshaan are very similar to Mûmakan and Koronandë in geographical layout.

# Flora and Fauna

The Mûmakan and Ûsakan area is one which holds a great variety of environments within a relatively small area: treeless plains, sandy coasts, humid jungles and hilly vales. As is typical for subtropical regions, myriads of plant and animal species make their home here and as can be imagined, to describe all of these ecosystems in detail could consume entire volumes. With this in mind, the following paragraphs are a brief discussion of each of the various environments and some special and/or typical floristical and faunistical species, that can be found there.

## Coasts

The shores of the land are for the most part sandy beach, except for the southern coast of the Mûmakan peninsula itself, which is rather rocky, and rises to sheer cliffs of up to 300′ (90m) in certain areas. This region is honeycombed with cliffside caves and grottoes, remnants of ancient volcanic flows. Wild grassy areas prevail as one moves inland, but on occasion the rampant foliage of the jungle runs fairly close to the beach edge. More often however, there are merely scattered palms, pines, and other hardy scrublike types of vegetation. Sharks and other large predatory fish are extremely rare in the bay and coastal areas, although they may be encountered beyond the ten-mile point. Fish on the other hand, are plentiful and harvested by Hathor and Koronandë.

**Flora**

**Anserke** · This plant grows in the shadowier parts of coastal areas such as cliffs, rocks and forest edges. The root, if made into a paste and applied to a bleeding wound, will stop the bleeding in 3rds. The bleeding is only stopped, not healed, so the patient may not move lest destroying the effect (AF 7).
**Baalak** · The beatiful flower of this rare plant shows itself only on the shores of swampy ocean regions, where it grows in the vicinity of more abundant reeds. The reed, when brewed and applied to a wound, will repair any shattered bone in 10-100 minutes (AF 15).
**Carcatu** · This medicinal herb grows in areas where the low vegetation comes near to the ocean's shores. The leaves of this grass, when brewed and ingested will act as the spell *Lifekeeping* for 24 hrs (AF 25)
**Hugar** · Abundant on the ocean coasts, the Hugar plant grows to a height of c. 3 feet (1m). When the root is brewed, and the extract drunk it acts as a powerful sedative: the patient sleeps instantly and one hour sleep equals 6 of normal sleep. This drug is sometimes used by military commanders to force their troops to perform tasks normally not possible (AF 33).
**Swuth** · One of the more infamous plants is this scrub which grows in areas where the forest comes near to the shore. Its leaves, when dried and burned, develop a relaxing smoke, which leaves the user nearly ignorant of his surrounding (-75) for 1-6 minutes. The drug is often used during stenuous tasks, because it triples the recovery of exhaustion points (AF 5).
**Fauna**

**Dolphin** · (Q. *"Ulmodili"*, sing. *"Ulmodil"*) - No water creature is as intelligent or blessed as the Ulmodil, the beautiful blue and white Dolphin (Porpoise). Seaborne mammals, they are servants of Ulmo (as opposed to Ossë) and fast allies of the Teleri. Their complex society and wide-ranging schools enable them to act with startling unity when summoned by their master or friends, or when aroused by their enemies. The gregarious Ulmodili live in hierarchical groups of 10-200 individuals, which in turn join to form schools of 100-2.000 creatures. Playful and agile, they roll and leap along the surface of the open sea, moving at speeds of up to 20 miles an hour (32km/h, 17kn). When they

submerge, they can dive as deep as 1.000 feet (300m) and stay down for as long as five minutes before they need to resurface (they breathe through lungs, not gills). The six to seven feet (1,8-2,1m) long Ulmodili have smooth blue (top) and white (bottom) skin and a long beaked snout. This snout is a formidable, mace-like weapon that contain an array of short, sharp teeth. Its bulging forehead encases a pad of fat that houses a sonar-like organ that enables the creature to detect objects with stunning accuracy.

**Eris Squid** · This small (about one foot · [30cm · ] in length) tentacled sea creature is found along the Mûmakanril coast, in the warm South Sea. It is hunted by alchemists and others who prepare magical substances from its ink. The exact use of this solution in magical preparations is not known to those outside this region of Middle-earth. Mûmakanril and Kirani however, prize the substance for its ability to produce camouflage paste and invisible ink.

**Fell-turtle** · (S. *"Aeg-crúmor"*, pl. *"Aeg-crymyr"*) - Also called the Turtle-fish or *"Fastitocalon"*, these rare but formidable creatures grow as large as fifty feet (15m) in length. They live in deep waters but, when hungry or angry, they may swim closer to the coast. There, they hunt everything from large fish to smaller boats piloted by foolish seamen.

**Iron Unbirds** · (Q. *"Angusaiwéli"*) - These nine to eighteen inch (25-45cm) long animals belong to the most resilient, advanced and common reptiles (Q. *"Rávatsa"*, pl. *"Rávatsar"*) in Endor. They constitute a unique branch and are closely related to flightless birds. There are four species found in the Mûmakan, which are differentiated by their form of locomotion: one species runs on four legs, two only on their hind legs and one hops. The latter lives near the water, especially along rocky seashores. All other Unbirds have exaggerated hind legs and walk upright, using their tail for balance. They are very agile and the swiftest can reach paces of about 15 miles an hour (25km/h). Poisonous carnivores, Unbirds hunt lizards, frogs, birds, large insects and small mammals. They have very sharp teeth and curving, retractable, viper-like fangs. When facing foes, though, they bite their prey while keeping these foreteeth hidden in pockets in their upper jaw. They prefer to swallow their victim whole. Against larger foes, they can bear their hollow, needle-like fangs and puncture the unfortunate beasts' hides, injecting a potent venom (5th lvl) that immobilizes within 1-3 minutes (5-15 minutes with RR failure 01-65) or kills (in 1-10 rds with RR failure of 66+). Aside from its great speed, an Unbird relies on its cunning and horny body armor in combat. It has a ridge of pointed scales that protects its spine, and the scales on its back and sides are, as the name suggests, as tough as iron.

**Lamprey** · A two feet (60cm) long, cylindrical, grey, jawless fish, the Lamprey is a parasite that attaches itself to other creatures, like a leech with a circular maw. It then remains in place, slowly burrowing into the flesh and swallowing blood until sated (a wound from a Lamprey will bleed at a rate of two hits per round).

**Marsh Crocodiles** · Swift but usually inactive, the Marsh, or "Fish-eating" Crocodiles are common in the wetter, warmer parts of Endor. They are inoffensive when let alone, but can be quite deadly when surprised (or hungry). Black, with green stripes and light blue undersides, these fifteen to eighteen feet (4,5-5,5m) long reptiles are colorful carnivores. Its diet consists of large mammals and birds who enter or come to the edge of water in search of food or drink. After grabbing its prey in its long, powerful snout, the Marsh Crocodile drowns the victim and then tears the flaccid body apart with twisting bites. This involves spinning its entire body, but the beast is exceptionally agile when it is in the water. The Marsh Crocodile spends its nights in the water and basks on the shore during the days the sun is out. It feeds on the average of once every two days. While swimming, it uses the rocks it swallows for ballast. Its nostrils and throat are equipped with flaps and valves that enable it to stay under water for extended periods without fear of intaking part of the marsh or river.

**Rain-drakes** · (Q. *"Aelinilóke"*, pl. *"Aelinilóki"*) - The twenty to forty feet (6-12m) Rain Drakes are related to the true Water-drakes found in the seas or the caves and caverns deep beneath Endor. They are less refined than their kin, however, since Rain-drakes spend a good deal of time in shallows or along the shore and are capable of moving (albeit slowly) on land. Living in the lakes and deeper,

remoter rivers, all Rain-drakes dwell in fresh water. Most construct lairs in submarine caves, although a few make huge nests out of fallen trees, rocks and other natural debris. Dark blue and black, they have four, long, nimble claw-tipped fins and huge jaws that bristle of four inch long teeth. In the Mûmakan, Rain-drakes are profoundly found in the Pel Dûshera.
**Vessino Clam** · The Vessino Clam is a rare mollusk which is found only in the deep waters of the Haragaer and the southern Belegaer. A source of a valuable ingredient for a healing balm that soothes and heal burns, it is prized by Lay Healers and Medicinists. Its beautiful, silvery shell is also noted as an exquisite Ornament. The Vessino is cultivated by the Hathorians because of the aforementioned properties. Other clams and Oysters are also cultivated in the shallows by the Kirani and Hathorians.
**Water-drakes** · (Q. *"Lingwilóke"*, pl. *"Lingwilóki"*) - True Water-drakes are often referred to as Sea Serpents. There are both freshwater and saltwater varieties. These forty to seventy feet (12-21m) long hideous monsters can be found wherever the water is dark and deep. Most are deep blue or sea green in color and hard to see, particularly in the darkness. These creatures fear bright sunlight or fierce, unquenchable fires, so they rarely venture into shallows - particularly during the day. All Water-drakes are agile swimmers who are capable of moving at speeds up to twenty knots (23mph, 37km/h). They move almost silently and can squeeze through very small passages in reefs or cavern systems. Using its keen senses, including a sonar-like organ like that found in porpoises, it can locate its prey under the worst conditions. Then it strikes with a burst of speed, as well as an uncanny sense of precision. After successfully stalking a potential victim, the Water-drake can seize it with its six fin-claws or stun it with a blast of expelled water (treated as a Waterbolt). Should either of these methods fail to make the victim tractable, the Water-drake can then try an attack with its large mouthful of multirowed, four-inch (10cm) teeth. It uses these to crush its prey into flexibility and then swallows it more or less whole. A larger victim might call for even more forceful methods: the long head and tail of the Water-drake make an effective whip or noose (a larger Sea Serpent can even grapple and crush a small ship). Aside from the aforementioned fear of fire, the Water-drake's one weakness is its dislike of the disorienting effects of a stunning blow. Such an injury may cause the drake to flee.
**Wek-baas** · One of the most dangerous fishes, the Wek-baas lives in the coral reefs of the region. The colorful water-beast counts as one of the most sought after poison raw materials in the Mûmakan region. Its spikes, when removed and prepared in the right way, make a powerful (lvl 9) poison which results in total paralysis (and death) in 1-3 minutes (RR failure 31+); degeneration of balance (-40) in 1-10 minutes (RR failure 16-30) or deep unawakable sleep for 2-9 hours (RR failure 01-15).
**Weststones** · (Q. *"Sarnúmen"*, pl. *"Sarnúmeni"*) - Distantly related to the Red Maws (Q. *"Carnantor"*), they are large (male 3 feet · [90cm · ], female 6 feet · [1,8m · ]), hard-skinned, freshwater Eels. Their name is derived from their grey, horny, scales, which lend a Sarnúmen tremendous protection and enable them to burrow in riverbeds, camouflaging themselves as rocks. Since the mid-Second Age, when they came from their original home in Númenor and were carelessly introduced into the rivers and lakes of southern Endor, they have become the dominant hunter in the watershed of the Yellow Mountains (S. *"Ered Laranor"*; Q. *"Orolanari"*).

## Rainforest

Covering more land in the Mûmakan than anything else are the vast, dim rainforests. Lining most of the shore areas, and extending far inland, they dominate the land and people. The jungle itself harbors a variety of animal and plant life, and so deserves the greatest attention. There are actually four distinct "layers" of vegetation within the rainforest: the herbs and ferns, which exist most heavily at the fringes, are the bottom. Above them also most prevalent at the edges of the jungle, are young trees not fully grown. Forming the jungle "canopy" are the vast majority of large trees 100-150

feet (30-45m) in height, with no branches until they reach a crown, and spread to meet their neighbors, forming an almost complete roof over the jungle floor, and thus inhibiting the growth of sunlight-dependent vegetation below. Above all rise the great "Lurakil". The lord trees of the rainforest, growing to 200 feet (60m), and occasionaly even higher. The crowns of these trees spread above the unbroken roof of the forest canopy. It is in the Luraks that the Avar Elves of the region chose to build their elaborate arboreal homes. Within this framework are a myriad of floral types: strangler vines which grow tendrils to the ground, then establish their own root systems, gradually wrap around the host tree and strangle it. Other climbing vines do not harm their support, but merely use it to get closer to the precious sunlight. Thickets of mangrove trees and bamboo thrive at the forest edge, especially along rivers. It is important to keep in mind that, once one has fought his way through the dense underbrush at the edge of the rainforest there are few obstacles to the traveller: young trees and other undergrowth cannot survive in the dim light, and dead material is swiftly decomposed by he many fungi and lichens which grow on the forest floor. The deep jungle is a misty cathedral pillared with slender, buttressed trunks of great trees, their high branches interlacing into a translucent, shimmering vaulted ceiling. Within this awe inspiring setting exist an infinite variety of animal and insect types, some harmless, others not so. Among the most prevalent and obvious of the rainforest inhabitants are the brightly plumaged birds who make their homes in the trees. They are usually quiet during the day, but break out in a cacophony of cries at sunset. Snakes are common, mostly Constrictors growing to twenty-five feet (7,5m) in length, and lying in wait in shallow water or in tree branches until an unsuspecting victim draws too near, at which time they are able to strike and envelope with amazing speed for their bulk. Small mammals are abundant, including squirrel-like creatures with flaps of skin between their limbs which allow them to glide from tree to tree. Leopards and ocelots, kings of the jungle predators, are about but rarely in the human-inhabited areas. Many amphibious animals exist, especially frogs - and of note, the tree frog of Umak, whose skin exides a potent contact poison. Leeches are everywhere, and will attach hemselves to the unprotected feet and lower legs of an unsuspecting raveller.

Numerous diseases exist in the jungle, some of them quite deadly to man. Especially the Cycling Fever and the Sleeping Death plague the men of the Mûmakan. Naturally, the greatest population centers are found in areas where these diseases are less frequent.

**Flora**

**Curfalaka** · A relatively rare fruit-bearing bush, Curfalaka grows in the swampier parts of the highland jungles and in the woods along the Mûmakan coast. When ingested, its soft, round, purplish fruit will heal 1 damaged (not destroyed) muscle in 3-5 hours (AF 6).
**Ebony** · (Ap. *"Usamiti"*) Hard, dense, and often jet black in color, the Usamiti poduces wood which is often prized like jade or gold.
**Gort** · Gort is a jungle vine, a parasite known for its beautiful blue-green leaves and pleasant fragrance. Its lavender flowers grow quickly, reaching diameters of around 10 inch (25cm). Gort leaves contain a powerful intoxicant and, when ingested, produce hallucinations and euphoria (add +10 to user's Pr for 2hrs, but afterwards user operates at -50 for 1 -10 hrs.; AF 20).
**Mahagony** · (Ap. *"Lainimit"*, pl. *"Lainimitivi"*) Reddish-brown or tan, hard Mahagony lumber is both beautiful and highly useful. The tree also produces medicinal leaves called Welwal. When ingested, they reduce the effects of being stunned by 3 rds. Mahagony is common and quite tall (up to 90 feet · [27m · ] in height), and serve as a major source of revenue in the Mûmakan region.

**Rosewood** · (Ap. *"Shadamabo"*) Heavy, hard, and reddish, Rosewood is used to produce sturdy furniture and durable spears. The tree itself is a tropical hardwood that reaches up to 100′ (30m) in height.
**Rud-tekma** · This hardy and unobstrusive brush is prized by all users of power in the Mûmakan. If a fresh fruit is eaten, all spell rolls of the imbiber (including ESF) receive a bonus of +20 for 1 hr. Correspondingly all physical maneuvers (including combat) receive a malus of -20. For each spell cast under the influence of Rud-tekma there is an unmodified chance of 10% of working on the nearest unintended target (AF 10).
**Teak** · (Ap. *"Gumumiti"*, pl. *"Gumumutivi"*) A tall, tropical hardwood, Teak is known for its resinous, yellow-brown wood. Teak trees grow to heights of 120 feet (36m) and are common throughout Tâliran and in the rainforests of Ûsakan. Shorter trees of the same species grow in the (relative) cool hilly regions throughout the Mûmakan. The Teak's small, dark green leaves can be ingested as an herb. Called *Witav*, they reduce the effects of being stunned by 2 rds (AF 3).
**Tarnas** · Tarnas is a relatively rare, benign fungus that attacks Mahagony trees. It forms small, grey nodules on exposed areas of the trunk. These nodules produce a strong tea, a dose of which will repair any one damaged organ in 1-2 days. When imbibed, the tea also produces 1-10 hours of nausea (leaving the imbiber at -50; AF 60).
**Yuth** · The beautiful and rare Yuth flower is highly sought after by the powerful of the region, because when properly prepared it serves as a powerful antidote (lvl 15) for all nerve poisons (AF 8).
**Fauna**

**Elephant** · The Elephant(Q. *"Andamundar"*) is the smaller and more numerous cousin of the famous Mûmak (see "Plains"). It rises to a height of about 10-13 feet (3-4m) at the shoulder and reaches a length of 18-23 feet (5,5-7m). Like all of its cousins, it has thick, pillarlike legs and flat, padded feet. Its loose skin and large ears (which flap) provide the Andamunda with excellent heat regulation, enabling it to adapt to a variety of ecosystems. The creature's most notable feature, however, is undoubtedely its trunk: an elongated nose and upper lip that serves as both a sensory organ and as a prehensile grasping tool. An Andamunda uses its trunk to smell, gather food, drink, and as a weapon in combat. Andamundar also have a pair of long tusks that they use in melee, but these giant teeth primarily serve as digging tools. Since Andamundar subsist on roots, shoots, twigs, fruit, leaves, and other edible vegetation, the tusks act as picks. A typical Andamunda eats about 400 pounds (180kg) of food each day, cutting with the tusks, grasping with its trunk, and placing the food in its mouth. Aside from one or two rest periods at night and a midday break, the great beast is always active, roaming about with a swinging gait in a constant search for security and food. This continual plodding, though, belies the Andamunda's strength as a swift, agile runner. If aroused, it can run down and gore or bash a relative quick foe. Unlike the Mûmak, the Andamunda has a slightly humped back and one (as opposed to two or three) fingerlike extension at the base of its trunk. It also has a gland at the side of its head that enables it to secrete, and divest itself of, scented waste. (This process usually occurs during the beast's midday repose.) Like Mûmakil, female Andamundar travel in herds led by an elder matriarch. Each female bears but one offspring at a time (after 21 months gestation) and raises her calf for twenty-four to thirty months. The Andamundar have been tamed and used for heavy work and war, just as the Mûmakil, but they cannot compare with the majesty and power of their greater brethren.
**Evil Fang** · (Ap. *"Ylcarcan"*, pl. *"Ûlcercain"*) - These are large (six to nine inch · [15-23cm · ]), red, centipede-like creatures that move in hordes across the dense forests of southeastern Endor. Nocturnal creatures, they feed on rotting vegetation, insects, carrion, and (occasionally) live prey. They are extremely quick and are capable of scaling trees and swimming across placid water. Like ants, they operate in rigidly-defined social groups, if necessary swarming to defend their lairs. Ûlcercain generally reside in rotting logs. Most are harmless to the Children of Ilúvatar; however, the "warriors" that comprise about twenty percent of any colony will attack virtually anything and anyone. Immobilized or sleeping folk need be careful around these creatures. Armed with powerful 1

inch (2,5cm) mandibles and a mild (Ivl 2) nerve venom, a group of Warrior Ûlcercain can slay and clean a Man in a matter of minutes.
**Grey Apes** · (Ap. *"Cijuvu Niavi"*, pl. *"Cijuvu Niavimi"*; S. *"Peredrûgwath"*) - Grey, shaggy-haired, and heavily-built, Grey-apes are powerful beasts that live alone, in pairs, or in small family groups in the forests of the Mûmakan in southern Middle-earth. They stand up to 5 feet (1,5m) in height and weigh up to 300 pounds (135kg). The Grey Ape's long arms reach to its ankles when it stands erect, and its broad hands have opposable digits. Coupled with its great upper body strength, these features enable them to swing from tree to tree and climb with amazing ease. Their short, relatively weak legs prevent them from running or walking efficiently. When they move about on the jungle floor, either upright or on all fours, they exhibit an awkward, halting gait.
**Grey Flyers** · A slimy, silvery gliding frog, the Grey Flyer is a small but deadly amphibian. They carry a nasty venom (lvl 6; death in 10-100 minutes if RR is failed by 26+; nausea and nerve damage (-25) if RR is failed by 01-25) in their bluish claws. Grey Flyers are rare, living only in the depths of thick rain forests, but they live in huge colonies and woe to anyone who stumbles upon their nests!
**Leaf Frog** · (Ap. *"Umak"*, pl. *"Umakavi"*) - The Leaf Frog is adapted for gliding from tree to tree. It has a broad head, a long, slim body, and elongated limbs with webbed feet. Flaps of skin fringe the forelimbs and heels, permitting the creature to extend its body and create a bizarre but effective set of "wings". This bright red and blue frog grows no larger than about three inches (7,5cm) in length, but they are among the deadliest animals in the humid woodlands of southern Middle-earth. If touched, the contact poison exuded from the skin of the Umak will inject a strong (lvl 10) nerve poison which acts in 1-10 rds. A victim who fails his RR by 21 or more dies within 1-5 minutes, while one who fails by 11-20 becomes blind and falls into a coma. A RR failure of 01-10 leaves the victim blind in 1-2 eyes.
**Slow-fangs** · The Slow-fang is one of the most dangerous and dominant creatures in the rain forests of southern Endor. Large (9 feet; 2,7m) and exceptionally strong, it lives in trees and hunts large mammals and smaller reptiles. Its body coloration varies with the surface they happen to cross, although it is usually brownish and has mottled green stripes. They have friction pads on their feet, specialized scales that enable them to stick to vertical surfaces for indefinite periods. The Slow-fangs are naturally agile tree-climbers. This feature, however, impairs their movement on the jungle floor, and they are awkward runners; thus their name. Still, they can be quite deadly. Endowed with a strong, 6 feet (1,80m) long prehensile tongue that acts like a whip or bola, they can strike a foe quickly. Then they bite the immobilized victim with a pair of 4 inch (10cm) fangs, injecting a mild (3rd lvl) muscle poison (RR failure of 01-25 cuts movement rate by half; failure of 26+ disables victim). This gives the Slow-fang enough time to slowly discard any inedible trappings (e.g. clothing) before swallowing the meal in one long gulp.
**Stetanavi** · In Apysaic, Stetan means "mischievous." It applies perfectly to this otter-like creature. The beast's body is as large as a dog (about 3 feet; 90cm), and it is as friendly and playful as the most lively of puppies. It has very short legs, though, so no one would mistake it for a hound. The Stetan's name was earned from men who journeyed into the wood, worked a long day gathering herbs, then saw their sacks and parcels playfully torn apart just before they returned home. Only their overpowering air of pure innocence keeps Stetanavi from being killed on sight by most men who glean their living from the wood. As it is, they are usually viewed as a sign of long-term good luck even if they are a short-term nuisance. South of the Yellow Mountains, Stetanavi are found only in the western regions of Ûsakan.

## Plains

The plains of the Mûmakan are barren by comparison to the jungles, but still harbor several plant and animal types. Most prominent of these are the Mûmakil themselves: giant elephants. Also on the plains graze gazelles and zebras, staples of the Mûmakanril diet as well as food for the jackals,

wolves, lions and cheetahs who, incidentally, occasionally make a man part of their lining fare, although these predators are relatively scarce and never attack large groups of men. Plantlife is for the most part limited to endless grassy plains, broken by an occasional cluster of stunted trees or undergrowth. There are scattered wild grains, nuts and edible plants, which the Mûmakanril and Kirani harvest as they travel across the lands.

**Flora**

**Hegheg** · Another beneficial plant, Hegheg roots, when ground into a paste will heal all cartilage damage in the treated region in 3-30 hrs (AF 5).
**Kilmakur** · One of the most useful plants in the Mûmakan. The brewed root of the Kilmakur grass will protect the user as a *Heat Armor* spell for 1-10 hrs. Given the climatic conditions in this region of Middle-earth, its advantages are obvious (AF 10).
**Slird** · A short citrus tree, the Slird produces a bright red fruit that resembles a lemon. Paste derived from the fruit is used by elite Mûmakanril in combat, since it is a fast-acting (Lvl 2) circulatory poison. It strikes victims in 10-20 seconds, paralysing 1-6 extremeties (head, genitals, hands, feet) for 10-100 days.
**Vuraana** · The pollen of the Vuraana plant, when properly prepared, make a weak respiratory poison (lvl 2), which gives 1-50 hits. Its ubiquitous nature and cheapness makes it one of the favorite poisons of Mûmakanril warriors.
**Fauna**

**Cheetah** · Cheetahs are the fastest animals on four legs, being able to move at over 65 mph (105km/h) when dashing. The sleek body sits atop long, muscular legs; a lengthy tail helps it maintain balance during the chase. The cheetah picks out its prey from hiding, then stalks it and overtakes it with a quick dash. The victim is usually dispatched with a bite to the throat.
**Grey Wolves** · The Grey Wolf (S. *"Draugwath"*, pl. *"Draugwaith"*; Q. *"Mistanarmo"*; pl. *"Mistanarmor"*; aka *"Sindanarmo"*) is a powerful, muscular Dog with a thick coat of black hair (in the Mûmakan) and a bushy tail. Grey Wolves are exceptionally social animals who live in family groups or packs that roam and hunt together. These packs cooperate to run down their favorite prey: generally Deer, sheep and gazelles. While typically interested only in larger herd animals, they also feed on rodents, fish, and crustaceans and, in rare cases (e.g. during famines), they may attack lone travellers, trappers, or hunters. The wolfpack's hierarchy is organized and regulated in accord with the Wolves' ritualized postures, gestures, and combat. Grey Wolves, however, do not fight over mates except in extraordinary circumstances. Pairs normally remain together for life.
**Lion** · (Q. *"Rá"*, pl. *"Ravi"*) - Lions are characterized by their broad heads, large mane, and strong, thick legs. Surprisingly, most of their time is spent resting. They live in groups, called prides, which are commonly made up of 3 adult males and as many as 15 females and young. The lioness do most of the hunting, preying on antelopes, zebras and gazelles. Their hunting pattern consists of a period of stalking, followed by a quick chase and pounce. They kill by biting the neck.
**Oliphaunt** · (Ap. *"Mûmak"*, pl. *"Mûmakil"*) - The huge, fearsome, and majestic Oliphaunt is a close relative of the Andamunda (*Elephant*) and is often referred to as the Gorsandamunda (Q. *"Giant Elephant"*). It is the lord of Endor's southern wilds. Growing up to thirty feet (9m) in length and standing up to 17 feet (5,20m) in height at the shoulder, they have no foes except man. Fortunately for their rivals, though, Mûmakil are vegetarians. Whenever they can these beasts live near the forest edge to spend a good deal of time by ponds and streams, bathing themselves. They rest in the midday heat and occasionally relax at night, but most of the time they roam in search of nutritious roots, leaves, shoots, twigs, and fruits. Using their agile trunks and huge tusks, which grow as long as 7′ (2,10m), they can reach through narrow clefts and dig through the toughest soils. These social beasts travel in herds and adapt well (albeit reluctantly) to domestication. When aroused though, they can be deadly fighters. The Mûmakanril have long prized them as mounts for war. Unlike lesser

elephantine beasts, the Mûmak relish battle and bloodshed. The Mûmakanril build great fighting towers to place on the backs of these largest of domesticated beasts and decorate the legs and tusks of the Mûmakil as well. A Mûmak fully arrayed for battle is an awesome, glorious, and terrifying sight. The thick hides of Mûmakil make them almost invulnerable to arrows, except for their eyes, but when blinded in this fashion, they often run mad with pain, trampling and destroying everything in their paths.

## Hills

The hilly regions have more than the plains in the way of plant and animal life, partly because of the slightly cooler air and more evident water supply. This is true even in the low hills running as spines down the peninsulas in the Mûmakan; but the much cooler areas (where it is known to even snow on occasion) are limited to higher vales in the Yellow Mountains where coniferous trees begin to grow in numbers. Wild animal life here is limited to small rodents and an occasional deer or small bear, the latter two also usually only in the more northern areas. Plantlife is more healthy and abundant, including smaller versions of many of the jungle trees, as well as some of the medicinal herbs native to the area. Short grasses dominate uncultivated lands here, and in Hathor the domesticated sheep make full use of it as food. Fields of corn and cotton are common in the south, while wheat seems only to grow well in Dûshera and the higher elevations.

**Flora**

**Arkasu** · One of the most useful and common herbs in the Mûmakan, the sweet sap of this plant heals 2-12 hits within 5 minutes when ingested and doubles the healing rate for major wounds (AF 2).
**Arnuminas** · The leaf of the Arnuminas plant, when properly treated and applied to damaged parts of the body, will double the healing rate for sprains, torn ligaments and cartilage damage (AF 8).
**Arunya** · The Arunya bush is found in the short grass on the hills and is a powerful sedative. Correctly brewed and the liquid drunk, the root will cause sleep (2-3 hrs.) and quick unconsciousness. One hour of Arunya sleep equals 4 hrs. of normal rest (AF 50).
**Berterin** · This moss has a very pleasant fragrance and the odor over a field of Berterin gives the wanderer lightness of heart and generally causes bad mood to disappear. In contrast to this it is widely used by morticians and embalmers, since organic material rubbed in with this moss will not deteriorate for 20+2d4 hours hrs. (AF 20).
**Cathaana** · The nut of the Cathaana bush is one of the most dangerous fruits in this region. When ingested the imbiber must make RR vs. a lvl 3 poison, failure resulting in mild euphoria (-50) for 1-10 rds. and destruction of the brain after 1-10 minutes.
**Terbas** · The leaves of this useful and common herb double the healing rate for nerve damage when ingested (AF 4).
**Fauna**

**Shep Hounds** · Mostly found in the hilly areas of Hathor, dogs are popular shepherds throughout Middle-earth and the Mûmakan makes no exception. They endure harsh weather exceptionally well and perform even when fatigued. Most importantly, their great size, stealth and speed enable them to ward off predators. The Sheep Hound is very loyal, intelligent and fierce. When equipped with a stout armored collar, it is a match for two or three wolves. A smaller breed is often seen as a pet for women and children.
**Wild Cat** · The Wild Cat is the most prominent predator in the hilly regions of the Mûmakan, hunting small rodents which they chase and kill them with a bite from their strong jaws.

**Grey Wolves** · This canine predator is a common sight in the hilly regions of the Mûmakan. For a description see 3.4 “Plains”.

## Mountains

The Yellow Mountains form the natural barrier against the arid lands to the north. The climate of this region is cold compared to the Mûmakan lowlands, because of the considerable elevation of this majestic formation (up to 10.500′; 3200m). Nonetheless, many species of plants and animals make their home here. Here alone in the Mûmakan are found greater numbers of bears and deer. The most notable animals of course are the Great Falcons, which are used as mounts by the Lords of Ardor. It is rumored that a unique breed of horses make their home in sheltered valleys of the mountains, but these are quite uncertain rumors.

The jungle reaches up to the foothills of the mountains, where it is gradually replaced by coniferous plants.

**Flora**

**Dugmuthur** · One of the hardier plants, this scrub can be found up to 7000′ (2130m) height. Its berry, when ingested will relieve the imbiber of 10 concussion hits with instant effect (AF 2).
**Reglen** · The Reglen moss is found only in the the valleys of the Yellow Mountains, but there it can be encountered in great numbers. When properly brewed it makes an excellent healing potion that heals 50 hits over the course of 10 minutes (AF 7).
**Wifurwif** · This rare lichen shows itself only in the highest reaches of the mountains. When ingested, it will repair a damaged nerve (not destroyed) in 1-4 hrs. (AF 15).
**Zaganzar** · The Zaganzar bush contains the raw material for a gruesome poison. The bluish root extract (lvl 5) must be drunk to take effect. RR failure of 26+ will blind the victim by reducing the optic nerves to water (2-5 days) and gives 1-10 hits. Failure of 01-25 leaves the target with impaired vision (-35).
**Fauna**

**Cave Bear** · (Q. *“Meglirondor”*, sing. *“Meglirondo”*) - Cave Bears are huge beasts whose largest males weigh up to 2100 pounds (950kg) and measure up to 15 feet (4,50m) in length. They have rough, black fur, accented with brown stripes on the paws, ears, and faces. Their paws can snap a neck as easily as a dry branch, and their long claws can rip through light metal or any leather armor as easily as through linen. Fortunately, they are retiring creatures who like to eat all kind of plants (tubers, roots and berries), but do not scorn meat when it is easily attainable. Only rarely do Men or Dwarves get the opportunity to experience the blows of the Cave Bear. Monogamous and family-minded, cave Bears frequently travel in small packs. Males travel alone, but the females prefer company and will not leave their cubs until they are grown.
**Cliff Lion** · (Ap. *“Simbaliva”*) - The snowy-white Cliff Lion lives in the rocky regions of the Yellow Mountains. Solitary creatures, they dart away unless hungry, cornered or surprised. They are hard to confront, given their preference for virtually sheer terrain, remote rocky clefts, and caves. Normally active in the morning and evening, they roam the highlands and coastal fells in search of goats, sheep, rodents or carrion. Cliff Lions stalk their prey, and then strike with swift bites to the mapes of their victim’s necks.
**Dragons** · (Q. *“Lóki”*, sing. *“Lóke”*) - Only in the remotest valleys of the Ered Laranor dragons are suspected. Since no one has been seen for centuries, it is believed that they are either all dead or hibernating. Physically, these so-called Giant-Worms vary in size and appearance. Some slither or crawl; others run or fly. Most have vision that surpasses that of the most keen-sighted of birds, while others can perceive smells better than a bear. All share a common heritage, though, and have scaly

hides, two to four horns, and long, serpentine bodies. Those with limbs have four to six appendages, although two may be modified to support wings. Razor-like talons crown their nimble digits.
**Great Falcons of Ardor** · These fierce creatures are the preferred mounts of the Lords of the Air in the Court. They were perhaps developed from the Great Falcons of Mirkwood. This fact should have been known to Sauron, who could have shared his knowledge with the evil Elda Court. The fiercest of these Falcons were tied to specific Windlords by magical means. Their loyalty to their masters is unswerving, and no one else could ride them unless they could somehow overcome the will of the Falcons by magical means.
**Short-eared Owls** · A rare day-hunting Owl, the Short-eared Owl is quite small. Like many other Endorian birds, however, it is an intelligent and perceptive creature. They were taught by the Elves to speak and have their own language. One who is close to Nature can derive helpful information from them.
**Pegasus** · (Q. *"Vilwarokko"*; W. *"Airhorse"*) - Remote mountain valleys secure privacy for the shy pegasus. Meadow grasses and flowers underfoot, winds whistling through the peaks above, and the company of its own kind satisfy the simple desires of this winged horse. Those who leave willingly in search of adventure form friendships, finding pleasure in carrying these friends on their backs. Pegasi are unknown to virtually anyone. Only those loremasters who have studied the Kelvar most intensively have hints of the existence of these beasts. It is thought that Melkor, while dwelling in Utumno tried to produce flying creatures that would serve him equally in the air or on land. So he took horses and with foul sorcery bred them to grow wings. But before he could complete his project the horses escaped with the aid of an elven captive who felt pity with those noble beasts. Ever since then they hid away from the Children of Ilúvatar, living only in remote alpine valleys but never forgetting the elven help. In the Mûmakan, their single herd is known only to Ardûval who made friendship with them and uses them for transportation. In Menelcarca, anytime there is room for three of the flying horses. Being touched by Morgoth's sorcery they are subconsciously attracted to others also of this alignment (though they never would willingly serve any known servant of him).

## Swamp

The swamp of Geshaan is similar to the rainforest, but out of control. The ground is uncertain, and often submerged under scummy water of uncertain depth. There are more breaks in the "canopy" because of the instable floor, and so more fallen trees. Huge vines and overgrown underbrush make passage almost impossible at times. In additon to this there are snakes, alligators, huge poisonous lizards, and large insects, many carrying the Cycling Fever or Sleeping Death. The frequency of these and other nasty diseases in the Mûmakan is highest in this area, so it is shunned by virtually all men. Additionally, the legends of evil sorcery and bad luck associated with this area scare off the last adventurers who might come here.

### Flora

See "Rainforest".

### Fauna

See "Rainforest".

# Realms

## Koronandë

More than any other realm in the Mûmakan area save Tantûrak (and recently, Mûmakan), Koronandë is a united country. Also worthy of mention is the fact that the government of Koronandë is a republic, extremely rare in Middle-earth. The realm as such was founded early in the Second Age, and throughout most of its history, was able to remain independent of the various conquerors invading the area. In times of great peril, some of the Koronandën legislators and governors rely on (disguised) Elven advisors, who often survive several turnovers of a office (if times are so hard), being excellent noncommittal sources of information and wisdom. Many of these advisors are sympathizers or members of the Guild of Elements, but they restrain themselves from governing the realm "behind the throne" like the "Magician" does in Tantûrak. In some ways they act just like the Istari.

The capital of Koronandë is Korlan, on the mouth of the Koros river. The realm is divided into six districts. Each having its own principal town and governor. The Senate consists of twelve members, two from each of the districts, who meet monthly for three days to decide matters of concern to the realm as a whole. The Republic has a strong navy, the only one in the region which can contest that of Tantûrak - no doubt part of the reason that country attacked them more than once, and the reason those attacks failed. They are the traders of the Mûmakan area and, not surprisingly, Korlan is the main trading city, and a center of commerce. The realm is the prime mercantile power in the South and uses this economic power to further its political goals.

Koronandë is a fairly dense settled country. All the land not covered by jungle is dotted with Kirani settlements and consequently the realm can muster a sizeable armed force if the need arises. Apart from that their rich economy gives them enough cash to carry many mercenaries over extended periods of time.

Koronandë is firmly allied with Hathor and this alliance fields a sizeable force to be reckoned with. Additionally its economic strength gives the realm the power to influence many other countries. The Koronandën colonies in Mórenore stand firm to their mother country and this makes the Koronandë-Hathor alliance a major power in the central Far South.

The six districts of Koronandë are:

Liranaki-or
Karanûn-or
Pirdanik-or
Ambûlara-or
Odano-or
Múndara-or

## Mûmakan

Today more than ever, the Mûmakanril are simple to the point of barbarism (politically), and especially recently, supply their needs by raids on adjacent Tuktan, Koronandë and Hathor. The most important social framework still is the tribe, an extremely large extended family structure, ruled by

the oldest living male. All tribes meet annually at the religious center of the land - Amaru, a holy place where the tribes receive official orders from the king, interact, trade, and arrange marriages. Above all, they pray to their god Amaav, who it is said speaks to them of their purpose and future. The Mûmakanril, it should be noted here, make (and made!) extensive use of a huge animal both as beast of burden and as a terrible war machine: the Mûmak, also called the great elephant.

Since the end of the First Age, when the ancestors of the Mûmakanril moved to the area, they have been one of the most despised inhabitants of the region: warlike, aggressive, brutal and a little primitive (compared to the advanced Kirani and Hathorians). Until S.A. 2010, the Mûmakanril were a somewhat disorganized (in terms of central government) people and only a short-time nuisance to their neighboors. All this changed in that fateful year: The exiled Jí Indûr of Korlan proclaimed himself (with the aid of one of the Nine Rings of Power) the returned God-King Amaav and began to build a strong central government and a powerful army. Within a few decades, Mûmakan was one of the most powerful realms in the regions and contested the might of the Númenoreans and the Court (albeit indirectly). After the War of the Last Alliance and his disappearance into the Shadows, Mûmakan once again became a realm of warring tribes (under the partial influence of Gorthaur).

The vast elevated plain of central Mûmakan is a savanna, the outskirts of which are punctuated by irregular rocky hills. The northern half of the plain is dominated by the Kann-Shamûrda, a collection of vast lakes. The Mûmakanian uplands descend into small coastal plains covered with dense tropical rainforest. The climate of the whole region is subtropical and dry, making it a suitable home for lions, leopards, jackals, rhinos, giraffes, zebras, antelopes and, of course, the huge *mûmakil* from which the land derives its name.

Twelve tribes make up the Mûmakanril, each of which consists of a number of clans. The twelve tribes are further grouped according to the kind of environment they typically live in (which leads to shared lifeways and a strong feeling of unity). The largest and most traditional tribal grouping are the **Zamaril**, semi-nomadic savanna-dwellers. The second group, the **Krâlakril**, live in or near the borders of the rainforests. Though fewer than the Zamaril, the Krâlakril live in more populous settlements, supported by great numbers of slaves who cultivate food as well as cash crops (e.g., tobacco and fruit) for the warrior class. The third group of tribes are the **Sîril**, who live near the coasts. A bit more civilized than their kinsfolk, the Sîril often act as traders with neighboring peoples, though most live by fishing and hunting.

The following is a listing of the tribes together with a short characterization of each tribe.

**Akrilgânak**

**Tribal Group**: Krâlakril.
**Region of Origin:** eastern hill-country of Mûmakan.
**Present Territory:** Sekâk and the neighboring islands east of the Ivory Peninsula.
**Leader:** Môrav (chieftain).

**Akûnzama**

**Tribal Group**: Zamaril.
**Region of Origin:** southern savannas of Mûmakan.
**Present Territory:** E-Sorûl Sâre from the original Sâric capital Jenna-Lakh.

**Leader:** Abûshan (chieftain).

**Batani**

**Tribal Group**: Zamaril.
**Region of Origin:** Mîmakai hill-country.
**Present Territory:** Hathor and the Mûlambûr. Their original capital was Batamak, but they rule their provinces from Tanith, the former Hathorian capital.
**Leader:** Morbâta (chieftain).

**Madâra**

**Tribal Group**: Zamaril.
**Region of Origin:** western frontiers of Mûmakan.
**Present Territory:** Kiranâi-lâr (Koronandë) and the border regions of Tálirán. Their capital is the fortress of Mamûri. They are warlike followers of Mûbadar and have always been the arch-enemies of the Kiranâi.
**Leader:** Kamak (champion). Their former chieftain died during the Mûmakanian conquest of the Sunlands (TA 2906-2937).

**Mârani**

**Tribal Group**: Krâlakril.
**Region of Origin:** Originally the mightiest tribe of Mûmakan and fanatical followers of Hagama, the Mârani were the leaders of the Krâlakril group and their highest chieftain was the accepted as king of the Sîril and Zamaril tribes, which the Mârani ruled from their fortress-capital of Mûmarak. When Jí Indûr came to the Mûmakan as the reincarnated Amáv, he gained control of the Mûdhalasôram and made them the leading tribe. The Mârani never fully accepted the loss of their former power, and their rivalry with the Mûdhalasôram led to the War of Heretics (TA 500-1200). The Mârani were never able to regain their old position.
**Present Territory:** the islands of Llikh and the neighboring Sealands.
**Leader**: ?

**Mûdhalasôram**

**Tribal Group:** originally Zamaril, but during the Second Age they rose to power among the tribes and became the most trustworthy servants of Mûdhala and Jí Amáv (Indûr).
**Region of Origin:** the Kann-Shamûrda plateau.
**Present Territory:** Gan and Tuktan. Their capital (and that of all Mûmakan) is the holy city of Amaru.
**Leaders:** Shidûr and Ûkan (kings, the two highest warlords of Jí Amáv).

**Nûlakana**

**Tribal Group**: Zamaril.
**Region of Origin:** the northern hill-country.
**Present Territory:** Drênad, from their traditional capital Nûlakad. Traditional enemies of the Tuktanâi, they were responsible for the extermination of the latter's nobility after the conquest of their realm in TA 2916.
**Leader:** Amávlar (chieftain).

**Ôkama**

**Tribal Group**: Sîril.
**Region of Origin:** the southeastern coastal forests of Mûmakan.
**Present Territory:** They rule the Black Númenórean colonies and Kiranaic trading outposts on the northern coast of Ûgruzâyan. They are mainly fishermen and are relatively skilled seafarers. The Ôkama are followers of the *ûmala* Akawa and are friendly with the people of the city of Pharabâs, with whom they are akin.
**Leader**: ?

**Sôrbahlam**

**Tribal Group**: ?
**Region of Origin:** the southern rainforest of Mûmakan.
**Present Territory:** the islands of Mûlambûr and the few Kiranâi cities of Ûgruzâyan. Their original capital was Dûrlam, but the Sôrbahlam found it easier to rule their lands from the fortress of Bûramak on the main island of Mûlambûr. They are followers of the *ûmala* Lakabah.
**Leader:** Marai (chieftain).

**Sûmani**

**Tribal Group**: Sîril.
**Region of Origin:** the southeast cape of Mûmakan.
**Present Territory:** the islands of Kírakh and most of the Irakh chain. They are a bit more peaceful than the other Mûmakanian tribes and often act as traders, which is one of the reasons they are friendly with the city of Pharabâs.
**Leader:** Shalâr (high priest of their tribal *ûmala* Akawa).

**Ûmalathûma**

**Tribal Group**: Krâlakril.
**Region of Origin:** the Amba Mûdaka jungle.
**Present Territory:** Dûshera and the borderlands of Geshán. Their capital is the sanctuary of Ûmakad, where the Mûmakanian kings are entombed. They are fanatic followers of Makûma and their highest *mûmathumûr* is traditionally also the *makûbar* of the Mûmakan and counselor of its kings.
**Leader:** Tûru Makûbar (high priest of Makûma).

**Ûsirgâma**

**Tribal Group**: Sîril.
**Region of Origin:** the southern shores of the Bay of Gan.
**Present Territory:** Ahava and the Sealands around the Isle of Fate. Mightiest of the Sîril, they live mostly by fishing and hunting, and are relatively experienced seamen. It was they who subjugated the seafaring nation of Gan and took control of their fleet, enabling the Mûmakanril to conquer most of the Southern Archipelago.
**Leader:** Abûdur (high chieftain).

## Tantûrak

Tantûrak is one of the various Arûwana realms in the South (although one of the most powerful). The capitol city is Sarûl, which lies on the eastern side of the mouth of the Uvar river. Based here is the formidable navy of Tantûrak, for these people took with them many of the skills of their Númenorean ancestors.

Tantûrak is ruled by an emperor, a hereditary office held by the ruling elite of (at least partially) Arûwain stock. Over time dynasties have changed but the attitude remains the same (partially due to the machinations of the 'Magician'). Present day Tantûrak is characterized by the claim of supremacy for the region south of the Yellow Mountains as well as the demand of submission of all other Arûwain realms in southern Middle-earth in general. These goals are quite ambitious but nonetheless it's the official policy.

A Númenorean trading outpost founded in S.A. 1792 by the future Tar-Ciryatan, Tantûrak was one of the most southerly of the Númenorean settlements on the Middle-earth continent proper, and was relatively cut off from the more northerly realms, with the exception of some trading contacts. From the beginning, the people of Tantûrak chose to be a separate entity from the other, more loosely or federal governed areas of the Mûmakan. Originally dominating the northeast corner of the Ûsakan bay, Tantûrak is flanked by rolling hills on both sides and mountains to the north, providing natural defensive barriers. All forests within Tantûrak are lush rainforests which dominate the entire Koros peninsula as well as Ûsakan. Of all the peoples of the Mûmakan area, the Tantûraki chose the most ambitious (and insensitive) method of dealing with the jungle: they burned and cleared large areas within the rainforest and along the coast, and here established their settlements. This clearing had two goals: to gain agriculturally usable land and providing timber comprised of valuable tropical woods for the homecountry.

Why the Númenoreans elected to place themselves in the more warm, humid section of the Mûmakan (when cooler climates in the mountainous foothills of the Ûsakal forest were available) is unclear, until one is enlightened to the tales of the 'Uvag-Aak' (Ap. *"Drinkers of Blood"*), strange, apelike creatures which inhabit the northern and northwestern section of the Ûsakal forest. At first, the Númenoreans were undaunted by the warnings of the few Kirani who lived in that area at the time, who spoke of the terrifying shadowy monsters who would come out of the forest at night and silently kidnap men, women and children alike; and the next day their bodies, then bloodless husks, would be found just outside of the settlement. Soon the Tantûraki were convinced, for there was no way stopping the Uvag-Aak, and the few times that they managed to kill one of the monsters brought a terrible retribution within the week. It was discovered, however, (the hard way) that the Uvag-Aak would not disturb anyone who stayed outside of the northwestern half of the forest, so the Númenorean colonists moved south and east.

Concerning the government of the realm, there is a story of an interesting, if perhaps predictable transformation. At first there was, as is true of most of the colonies, a royal governor, who at least in theory answered to the King in Númenor. This system worked quite well for some seventeen hundred years, the governorship turning over twenty-six times until, around S.A. 2000, the "Magician" arrived in Tantûrak. The date is uncertain for he came with little fanfare and rose quietly, albeit swiftly, through the ranks of the governor's advisors. He built up his position and bided his time. In the late Second Age he saw his chance to strengthen his position even further. This particular governor at the

time, a cousin of the king Ar-Zimrathôn, was particularly susceptible to the silky corrupting words of the the Magician, as his lust for power and glory was great. Soon the Magician was his chief advisor, and in S.A. 3010, the governor declared himself King of Tantûrak, taking the name Ar-Kinjaarn, and severed all political ties with Númenor. This move was greeted with great enthusiasm by the populace, as the taxes imposed by the mother country had inflated greatly over the last few decades. The coming of the 'Magician' signalled the beginning of Tantûraki imperialism.

After the fall of Númenor, the king declared himself an emperor and made Tantûrak an empire to emphasize his claim as the political leader of the Southern Arûwain realms. Unfortunately for him, all these other states did recognize Tantûrak's empire him but denied his supremacy.

Since the end of the Second Age it has been a steady decline into corruption for the government, and a subtle, yet definite shift in attitude by the Tantûraki towards the native Elven and Kirani populations, from disdain to outward hatred and jealousy, for the lifespans of the Tantûraki population began to lessen even as did those of the people of Númenor. This racial hatred resulted in the declaration of war, without provocation, by the emperor of Tantûrak against the Koronandë Republic in T.A. 1365. The outcome was inconclusive, but only served to intensify the loathing by the Númenorean descendants, and cause new apprehension among the Elves and Kirani about the safety of their position.

## Dûshera

Dûshera is for the most part inhabited by a mix of ruddy-complexed mortals living as far north as just south of the Pel Dûshera (the lake in the northern part of the land) and along the base of the low mountains flanking the area in small independent hill towns. Thus it is not a realm as such, although at one time the towns were united under a Lord at Gaven in Geshaan (that city now lost to the swamps). Dûshera is most noteworthy for its insignificance in local politics. One might assume a strategic location south of the two important passes also would favor a strong realm but on a second glance one sees that all important trade routes are located on the eastern and southern side of the lake. The only major route through their territory runs on the Koros river, but it is dominated by the Kirani of Koronandë and Tuktani of … This leaves Dûshera a backwater of the region, a role which is quite welcomed by its inhabitants. Were any of the major powers in the mood to incorporate it permanently into his realm it would meet almost no resistance.

A sparsely settled land, once also including the area known as Geshaan (see below). So Dûshera has no history as a realm worth of mentioning. Since the First Age the population has lived in the same way as they do by now, but it seems this situation will change in the not so far future (s.b.). The country has been a puppet for his more powerful neighboors and its alliances change with the shifting of the supreme power. In general the land is used as a agricultural ressource for its foreign masters.

## Tuktan

Encompassing all of the oval shaped rainforest area to the east of Geshaan, Tuktan is an interconnected web of Kirani towns, loosely knit and united by a very informal central government consisting of a council of seventeen "Jilhani" (village leaders). The Jilhan council meets

semiannually, or if a threat to the realm as a whole warrants it. Otherwise each Jilhan rules his town as he sees fit, and all engage in a lively trade amongst themselves and with adjacent Koronandë. It is in the Tuktan forest alone that the Jeedic Teak trees flourish, and their wood is prized. Not surprisingly, Tuktan wood craftsmen are very skilled and their furniture and bows are highly sought after. Tuktan composite bows can bring a price many times the average, and are said to be superior to any other, save powerful magical bows.

The decentralized government makes the realm vulnerable to aggression by its neighboors (especially Mûmakan). In such a case the Jilhan council appoints an *Interrex* who reigns the realm for a fixed duration. Additionally during such crises the Tuktani tend to ally themselves closer with Koronandë and Hathor. This is the case in the time of this campaign as Mûmakan's power is again ascending.

The region was settled during those times when the ancestors of the Kirani founded Koronandë. Those not content with the creation of a central government moved northeast to found their own realm of a loose federation which they thought to be nearer to their original nature. In spite of frequent conquest by foreign powers (especially Mûmakan) they retained their structure, but today many of the inhabitants think it would be better to join their brethren in Koronandë as it is the lesser of two evils. They do not belive any potential ally strong enough to prevent their realm from being overrun by Mûmakan.

## Hathor

Hathor is an enigma in the Far South. Inhabited by fair-skinned people it stands as one of the two realms generally opposing the Shadow in its various forms (the other being Koronandë). It is traditionally ruled by a king who has his seat in the capital of Tanith. Because of the rich soil the land is densely populated, resulting in a high manpower of the realm's army (compared to the size of the land). Being fiercely independent, Hathors power is rarely used offensively and then only to reclaim lands appropriated by others.

As is obvious to anyone studied in the ways of mannish races, the Hathorians are not native to their land. Blond and blue eyed, with naturally fair skin (though tanned by the sun) they apparently migrated to their present land long ago, although certainly not by sea (at least voluntarily).

A united kingdom since the late Second Age, the realm is traditionally ruled by a monarch out of the capital city of Tanith, Hathor is somewhat of an enigma for a realm on a peninsula. It didn't show any expansionist tendencies once the borders of the realm were laid down, and the Hathorians were content and remained in their land. Being fiercely independent, they managed to remain free of foreign domination for nearly all times in their history.

The story how the Hathorians came to the Utter South is detailed in the chapter about the Hathorian people.

## Tâliran

A realm of Tatyarin and a minority of Nelyarin Avar Elves, Tâliran is the only truly Elven land in the area since the total destruction of Dînsûlinor. In fact, a few refugees from that land now live in Tâliran, the rest abandoning Middle-earth entirely for the Undying Lands (only a very few) in the

West, becoming Lingerers or being killed by the Court. Ruled as it has been since its founding in the First Age by Tûranar, a lord of Tatya people from the East, Tâliran is a self-contained country, remaining aloof from local politics.

As may be expected, the Elves inhabit the forested areas of Tâliran, constructing beautiful and elaborate homes in the branches of the huge trees, which often grow to heights exceeding 200′ (60m) the greatest example of which is Taurondë, the capital of the realm. Occasionally they ally themselves with Koronandë for they deem the Kirani of that realm the most noble mortals in the region. In such cases the help is mostly subtle (e.g. elven advisors). Only in the direst of circumstances do the king marches to war. Even this subtle kind of help is atypical for Avari (and especially Tatyar) towards the sun-loving men, but the circumstances in this region are atypical (to say the least) as well.

Early in the Second Age, a few Sindarin refugees from Menegroth (and the Havens of Sirion), unwilling to leave Middle-earth (and despising Noldorin "paternalism" in the Northwest) migrated south and settled in Tâliran. These knew of the southern realm through Fëatur who wished the Guild to be strengthened. Soon they were given high ranks within the realm of the Kinn-lai who were pleased to delegate much of the burden of government to their more organized Elda brethren. This was only possible by the liberal attitude of Tûranar because a great part of his people did not like the Eldar very much. Indeed this act led some Kinn-lai to join the Court as had many of their cousins in the First Age. It is here that the majority of the users of "magic" (as men call it) can be found, no doubt one of the major reasons that Tâliran has not been threatened by Tantûrak, or any other realm for that matter.

## Geshaan

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

## Ardinaak

Not really a true realm of the Mûmakan, Ardinaak is nonetheless worthy of mention. Originally part of Tantûrak, and indeed an important naval base during the realm's youth, Ardinaak was struck by a sudden and mysterious plague in S.A. 1888. Within days everyone was dead. Histories tell that the witnesses who fled the island after the first signs of the plague had seen a glow all over the rocks of the island. Those who were unfortunate enough to be looking at it became blind over the course of a few days. Then, within days people began to grow ill, and their skin became mottled. Even those that had escaped the isle immediately after the glow soon died on the mainland, although they did not transmit the disease to others. No one has returned to Ardinaak since, according to records. It was speculated that what struck the isle was not a disease, but an immensely powerful curse of some sort.

At any rate, the land is associated with death, and its name is not spoken, and no one knows if the curse is still alive or what kind of curse it was and for what reasons.

## Gan

The region now known as Gan was settled in the fourth and fifth century century of the Second Age by the ancestors of the Ganim. Relative latecomers to the region, nonetheless they proved hardy and carved out a realm that encompassed those arable lands not covered by jungle. Because of their relative isolation (by land), soon they began to build boats and explored other lands of the region. Over the years they refined their skills and today they are renowned shipbuilders in the region, envied by many and courted by all realms. The capital of Tû-Makaar lies on a low ridge of the Yellow Mountains on the Bay of Gan. It is mainly here where their famous ships are built. Because of their geography and skills, they were often attacked and conquered by Mûmakan, but retained a spirit of independence and never accepted the Mûmakan way of life wholly. At times when Mûmakan is weak the pro-Mûmakan tendencies within society vanish relatively quick.

## Ûsakan

The realm of Ûsakan was founded early in the Second Age. Following the great migration of men, the ancestors of the Ûsakani came to this land (mainly through the Cleft of Goats, a minority through the "Dwarf Pass" of the central Ered Laranor which eventually reached the sea and built the boats which brought them across the bay which still bears their name) and settled it within one hundred years. Being on the fringe of the major political centers, Ûsakan followed a policy of non-interference with its more active neighbors and allowed them to use their services. In this manner, the king was able to fend off the occasional and half-hearted attempts (mainly from Tantûrak) of conquest.

In the seventh century of the Third Age, however Tantûrak made a serious attempt for extending its western border. In the course of this campaign, the Ûsakani king surrendered before the might of the Arûwana army. By doing so, he was able to avoid outright conquest and became a subject state of Tantûrak. In T.A. 1076 the last king died without a heir, and a truce was signed that the Tantûraki emperor became the Ûsakan king. This personal union cemented the close bond that remains stable between these two nations until the present.

## Mag and Tumag

The regions of Mag and Tumag were settled by the Magri in the fourth and fifth century of the Second Age when their ancestors migrated into these lands, chiefly by the Cleft of Goats. They are related to the Drel and Pel of the Seven Lands in the uttermost southwest of Middle-earth (see ICE's *Shadow in the South*). While Tumag remained fractioned into several petty lordships throughout its history of the Second and Third Age, In Mag one unified realm emerged after the crushing defeat at the hands of Imrazôr II of Pel. This was Sparta who developed a martial tradition following the defeat. In the following years of the Third Age it is the principal power that denies Ûsakan (and thereby Tantûrak) easy access into the southwestern peninsula of Middle-earth. Once a relative

inconspicuous collection of villages and tribes as many others, they radically changed their lifestyle and society to prevent any repitition of the former defeat.

They managed to remain independent for their entire history until the late Third Age, when Tantûrak conquers vast portions of their land.

## Mablâd-dûm and Nárad-dûm

The Dwarves of Bávors Folk reached the Yellow Mountains in the distant past long before the rising of the sun and the moon. They established their capital at the city of Mablâd-dûm in the west-central Ered Laranor during the end of the Second Age of Melkor's captivity in Mandos. Over the years they expanded their realm, founded colonies and established trading relations with the Avari of the region. In these years they prospered and discovered many caches of wealth within the mountains.

At the beginning of the second millenium of the Second Age strife raged through the tribe and the king (then Bávor II.) was killed in the fray. The tribe splitted up into three factions: the first remained in their ancient halls, the second (and greatest) went southwestward and founded the city of Blackflame and the third (and smallest) went west and founded the dwelling at Nárad-dûm.

Since this time, there has been relative peace among the Naugrim of Bávors Folk and indeed they flourished as the example of the prosperity of Blackflame shows.

# 03 · History



## The Time before the rise of the sun (Days before Days)

When Middle-earth was young and the Powers shaped the land, the region of today Mûmakan looked much different than it is now. The Valar strove to fulfill the vision they had after the Ainulindalë and make the land ready for the arrival of the Children. Melkor however opposed them and tried to hinder their works whenever possible. Lands were raised and oceans spilled in this titanic struggle. Finally Melkor retreate and the Valar ordered Arda as best as they could after the destruction wrought by Melkor.

The later era is marked by elven supremacy in this region when Melkor is bound in Aman and Men are not yet existing. The area is claimed by several Avari tribes who relish in the wonders of the world.

The events which occur before the Years of the Trees were spread across a vast span of time and recorded in years of the Valar, which are like nearly 10 years of the sun (in fact 9,582 years). All events are listed in chronological order.

The years are counted in Valian Years and presented in the following fashion: Valian Year (Sun-Years before the rising of Anar: BS)

**1 (47910 BS)** · The Valar enter Arda. They begin preparing the world for the coming of the Children of Ilúvatar. They struggle with Melkor who tries to hinder their works. For a long time, Melkor has the upper hand.
**1500 (33537 BS)** · Tulkas enters Arda. Melkor retreats from Arda and hides in the Void.
**1900 (29704 BS)** · The Valar raise the lights of Illuin and Ormal. The spring of Arda begins.
**3400 (15331 BS)** · Outside Arda, Melkor gathers many spirits he has corrupted to his cause and enters the World in secret far to the north. He begins delving the halls of Utumno.
**3450 (14852 BS)** · The Valar hold a great celebration at their home on the island Almaren in the center of the Great Lake in Middle-earth. Tulkas weds Nessa. Melkor casts down Illuin and Ormal. All lands quake and the seas roar. Destruction of Almaren. Melkor escapes as the Valar need their strength to save of their labor from ruin what could be saved as they restrain the tumults of the Earth in the following years. End of the spring of Arda. Some caverns with the primeval waters of Almaren

survive beneath the blasted surface though. One is known as *Fuinur's Well* (see ICE's *Hands of the Healer*), another is Guinarnen where Moran is to be placed.
**3490 (14469 BS)** · The Valar retreat to the western continent of Aman and fortify it by raising the Pelóri, the highest mountains upon Earth. Here they begin building their realm of Valinor.
**3499 (14374 BS)** · Valinor completed.

# First Age (Valian Years)

Years are counted still in Valian Years, but begin again with the year one. After the death of the Trees, years are counted exclusively in years of the sun.

## Years of the Trees (s.a.)

**1 (14372)** · Telperion and Laurelin, the Two Trees, grow and give light to the world.
**1-1000 (14363-4791 BS)** · The Valar remain in Aman and leave Middle-earth unto Melkor. Only Oromë and Yavanna (and once Aulë) occasionally return to Middle-earth.
**950 (5270 BS)** · Aulë makes the Dwarves in the darkness of Middle-earth, deep within a subterrean chamber. Ilúvatar finds mercy and gives life to the Dwarves. They are cast in a deep sleep in far sundered places until the coming of the Firstborn.
**1000 (4791 BS)** · The Valar hold council concerning Melkor and the coming of the Firstborn. Varda begins the creation of the brightest stars.
**1045 (4360 BS)** · Melian returns to Middle-earth
**1050 (4312 BS)** · Vardas work is finished. Shortly thereafter the Elves awake.
**1075 (4072 BS)** · Melkor discovers the Quendi.
**1085 (3977 BS)** · Oromë finds the Elves and stays for a while with them.
**1086 (3967 BS)** · Oromë returns to Valinor and reports on his discovery of the Quendi. Immediately thereafter, he returns to Cuiviénen.
**1090 (3929 BS)** · The Valar hold counsel and decide to free the Elves from the Shadow of Melkor.
**1090-1092 (3929-3909 BS)** · Battles in the northwest of Middle-earth. Angband is destroyed (though only superficially). Melkor flees to Utumno.
**1092-1100 (3909-3833 BS)** · Siege of Utumno (Battle of Powers). Utumno is broken, Melkor chained and bound for three ages in Mandos.
**1101 (3823 BS)** · The Valar resolve to invite the Elves to Aman.
**1102 (3814 BS)** · Oromë goes back to Cuiviénen and bids the Elves to go to Aman. They are reluctant and choose three ambassadors to go first. These lords (Ingwë, Finwë and Elwë) are brought before the Valar and remain for a time in Valinor.
**1104 (3794 BS)** · Oromë brings the three lords back. They counsel their people to follow the invitation.
**1105 (3785 BS)** · First sundering of the Elves as many choose to remain in Middle-earth. The march of the Eldar begins.
**1115 (3689 BS)** · The Eldar reach the Hithaeglir. The Vanyar and Noldor cross them while the Teleri linger behind.
**1125 (3593 BS)** · The Vanyar and Noldor reach Beleriand. Oromë leaves them to counsel with Manwë.
**1128 (3565 BS)** · Driven by Elwë, the Teleri reach Beleriand.
**1129 (3555 BS)** · The Dwarves awake from their sleep and begin to search for places to settle.
**1130 (3545 BS)** · Elwë is lost in trance with Melian in Nan Elmoth.
**1132 (3526 BS)** · Oromë returns to Beleriand. The Vanyar and Noldor are being ferried on Tol Eressea to Aman.

**1133 (3517 BS)** · The Vanyar and Noldor reach Aman. The Calacirya is made through the Pelóri. The realm of Eldamar and the city of Tirion are founded.
**1139 (3459 BS)** · Khazad-dûm is founded by Durin the First (the Deathless). It is later called Hadhodrond by the Sindar (when they learn of it through the Stiffbeards and Broadbeams).
**1140 (3450 BS)** · Tirion is completed. Tumunzahar (Nogrod) and Gabilgathol (Belegost) are founded by the Stiffbeards and Broadbeams on the eastern side of the Blue Mountains.
**1142 (3430 BS)** · Galathilion is planted in Tirion.
**1149 (3363 BS)** · At the prayer of Finwë and the Noldor, Ulmo steers Tol Eressea back to Middle-earth to bring the Teleri to Aman. Ossë persuades some to remain at the shore of Beleriand. These are the later Falathrim. Círdan the Shipwright is their lord.
**1150 (3354 BS)** · Olwë leads the willing Teleri unto the island-ferry and they depart from Middle-earth. The Vanyar begin leaving Tirion for the land of Valinor.
**1151 (3344 BS)** · On the Teleri's request, Ossë makes fast Tol Eressea in the bay of Eldamar.
**1152 (3334 BS)** · Elwë awakes from his trance. He is found by the remaining Teleri and becomes their king.
**1161 (3248 BS)** · At the pleas of the Teleri on Tol Eressea, Ossë teaches them the art of ship-building and they depart for Eldamar. Building on the city of Alqualondë is begun.
**1163 (3229 BS)** · The Kinn-lai reach the region of Ardor. They belong to the Nelyarin part of the Quendi (the Nelyar who left on the great March were later called Teleri).
**1165 (3210 BS)** · The last of the Vanyar leave Tirion for Valinor.
**1170 (3162 BS)** · The city of Mâblad-dûm is founded by Bávors Folk.
**1179 (3076 BS)** · Fëanor born in Tirion. The Noldor discover the earth-gems and develop tools for their crafting. Rúmil invents the first written letters.
**1180 (3066 BS)** · Míriel departs for Mandos. Finwë is in grief.
**1188 (2990 BS)** · Finwë weds Indis of the Vanyar.
**1190 (2970 BS)** · Fingolfin born.
**1194 (2932 BS)** · Lúthien born.
**1230 (2587 BS)** · Finarfin born.
**1235 (2539 BS)** · The Arana (under the leadership of Lyan, Lysa and Lyerin) come to the land of Ardor. They love the land and enjoy their new home. These Avari belong to the Tatyar (those of the Tatyar who left for Aman became the storied Noldor).
**1240 (2491 BS)** · Maedhros born.
**1245 (2443 BS)** · The Naugrim first cross the Ered Luin and meet the Sindar. Morthaur is born.
**1250 (2396 BS)** · Fëanor improves Rúmil's letters and invents the craft of gem-making.
**1260 (2300 BS)** · Maglor born.
**1280 (2108 BS)** · Finarfin marries Earwen of Alqualondë.
**1285 (2060 BS)** · Fingon born.
**1287 (2041 BS)** · Ardana is born in Tirion.
**1290 (2012 BS)** · Celegorm born.
**1296 (1955 BS)** · Caranthir born.
**1297-1299 (1945-1926 BS)** · Menegroth is built with Dwarven help. Subsequently creatures of Melkor enter Beleriand for the first time. They are driven back by the Sindar. During this time, the Green-Elves enter Beleriand and settle in Ossiriand.
**1305 (1868 BS)** · Foretelling of hard times and incursions of Melkoric monsters (notably the Uvag-Aak) leads the Kinn-lai to the crafting of arms and the fortification of their land. Hereby they are aided by the Naugrim of Bávors Folk. Work on the city of Taurondë is begun. On this task, they cooperate with their Tatyar brethren. The ties between the two groups are strengthened.
**1315 (1773 BS)** · Curufin born.
**1320 (1725 BS)** · The Arana begin building their triangular buildings; the most notable (and important) of these is Ty-Ar-Rana. Subsequently, the Elves are plagued by incursions of Melkoric

monsters.
**1340 (1533 BS)** · Finrod born.
**1345 (1485 BS)** · Turgon born.
**1347 (1466 BS)** · Ardana moves to the north of Eldamar where the light of the Trees is most dim.
**1350 (1437 BS)** · Orodreth born.
**1355 (1389 BS)** · Amrod and Amras born.
**1360 (1341 BS)** · Angrod and Aegnor born.
**1362 (1322 BS)** · Galadriel born.
**1365 (1294 BS)** · Aredhel born.
**1371 (1236 BS)** · The Great Raid. Great numbers of Orcs and other monsters invade Ardor. They are defeated by the combined forces of the Arana and Kinn-lai.
**1380 (1159 BS)** · A great part of the Arana leaves Ardor and seeks more peaceful lands. Eventually they arrive in the later Dominions and found the realm of Valagalen.
**1400 (958 BS)** · Melkor brought before the judgement of the Valar. He pretends to repent his deeds and is pardoned.
**1449-1450 (489-479 BS)** · Fëanor creates the Silmaril.
**1450-1490 (479-96 BS)** · Melkor sows lies and jealousy between the Noldor. The Noldor (especially Fëanor) mourn against the Valar.
**1490 (96 BS)** · Melkors lies are discovered and he hides himself. Fëanor is banned from Valinor for 12 years. He goes to his northern fortress of Formenos.
**1492 (77 BS)** · Melkor appears in Formenos. Fëanor slams his door before him. Melkor leaves Valinor and goes to Arvalin in the South. He allies himself with Ungolianth.
**1495 (48 BS)** · Melkor and Ungolianth destroy the Two Trees. Melkor slays Finwë in Formenos and sacks the place. All of the bright gems are stolen including the Silmaril. Fëanor names Melkor Morgoth for the first time. Morgoth and Ungolianth escape to Middle-earth and she devours the gems Morgoth has stolen in Formenos. Balrogs rescue Morgoth (and the Silmarils) from Ungolianth. He begins the rebuilding of Angband. Oath of Fëanor and Kinslaying of Alqualondë. Beginning of the March into exile.
**1496 (38 BS)** · Prophecy of the North and Doom of Mandos.
**1497 (29 BS)** · The Noldor come to the northern reaches of Araman. Fëanor leaves with the ships of the Teleri. He lands at Losgar and burns the ships. Fingolfin marches northward to cross the Helcaraxë, the Grinding Ice between Aman and Middle-earth.
**1497 (28 BS)** · Dagor-nun-Giliath, death of Fëanor.
**1498-1500 (19-1 BS)** · Crossing of the Helcaraxë.
**1499 (7 BS)** · Maedhros captured by Morgoth and shackled to the sheer face of the Thangorodrim.
**1499 (6 BS)** · Leaving the host while crossing the Helcaraxë, the male Fëatur repents his deeds and tries to return westward over the Grinding Ice. He is given pardon by the Valar. As a penance, he is sent back to Middle-earth (again via the Helcaraxë) and combat evil, especially his sister. He becomes the driving power versus the later Court.
**1500 (1 BS)** · Fingolfin's host sets foot on Middle-earth. The moon arises for the first time.

## The First Age (Years of the Sun)

This period is marked by the rise of the Great Lights (moon and sun), the appearance of mankind and the establishment of several novelties: the first men to wander in the region found the realm of Geshaan under elven guidance, the Court is formed and finally defeated in their quest (at least for a time). The First Age in the Far South resembles in a sense the struggle in Beleriand.

The chronology is now counted exclusively in Years of the Sun

**1** · Rising of the Sun. The servants of Morgoth, used to darkness, are dismayed and confused. Men, the mortals, awaken in Middle-earth.
**15-35** · By using his formidable powers of subterfuge, corruption (through his servant Sauron), and brute force Morgoth brings Ardana and a handful of other Noldor of the later Court into his service.
**50** · Formation of the Guild of Elements by five Elven Lords in the south: Chrys Menelrana, Carnil Ravire, Talan Linvairë, Ralian, and Elerior. The first is one of the exiled Noldor (driven by foresight to come to the South), the others being Kinn-lai and Arana. They strive to combat all evils sowed by Morgoth. Many of the Kinn-lai and Arana are estranged by the acceptance of a 'traitor' among their lords and renounce their following to these.
**60** · After the Dagor Aglareb, Morgoth charges Ardana with the destruction of the Sun and Moon.
**78** · Taurclax and Khelekar reach the lands of Ardor and begin to build a citadel. They act as reconnaissance for the future Court and provide Ardana with valuable information.
**120** · Fëatur meets the Three of Ty-Ar-Rana.
**140** · Formation of the Starseer Conclave.
**150** · Ardana meets Morthaur; they forge an alliance.
**c. 150** · The first men migrate into Ardor. They settle in the region which later becomes the center of Geshaan.
**166** · Ardana and Morthaur come to Ardor. Using her considerable powers of persuasion she convinces many of the dissatisfied Kinn-lai and Arana (s.a.) of her repentance concerning her Elda ancestry and her aim to create a world illuminated only by the stars. Some take her, Morthaur and Valmorgûl as their lords.
**170** · The rest of the Elda members of the Court reach Ardor. They are met with joy (repeating Ardana's motives) by the dissatisfied Avari who have not yet joined the Ardan cause and ally themselves with these lords.
**175** · Official founding of the Court as an organization.
**170-400** · Construction of the Citadel of Ardor and the eight holds.
**c. 200** · Rise of the realm of Geshaan under the guidance of the Three of Ty-Ar-Rana, who spread the Tyar religion among the men of this realm.
**301** · Founding of the Darin Tesarath by Fëatur. Beginning of the decline of Geshaan due to Ardan manipulations.
**302** · Morfuin arrives at the Citadel.
**305** · Formation of the Luingon (Q./S. "Commander of Blue") Alliance: the Guild of Elements, the Three of Ty-Ar-Rana, and the Starseer Conclave.
**c. 400** · More mannish groups (notably the Kirani) migrate into Ardor and settle there. They live as subjects and pupils of the masters of Geshaan. Their cosmology stems to a good part from Geshaan teachers, who in turn learned much of their lore from the Three of Ty-Ar-Rana.
**c. 480** · The realm of Geshaan reaches its cultural and political peak. Their empire encompasses nearly all territories of the later Mûmakan (in a wider sense). Soon thereafter unrest catches the men of Geshaan.
**501** · Around this time, the ancestors of the Mûmakanril reach the region and settle in the region which still bears their name. Their mythology takes on much of the darker sides of Geshaan religion.
**507** · Birth of the twins Morelen and Moran (who is "dead") to Ardana, fathered by … Moran is secretly placed in a magical sleep at Guinarnen by (the male) Fëatur.
**550-600** · Several catastrophies - all caused by the Court (crop failures, pestilences, civil war, floodings, etc.) - : lead to the final fall of the realm of Geshaan.
**598** · Betrayal of the Court by the male Fëatur: the Ritual of the Fall of the Lights is aborted by the temporary disappearance of the sacrifice, Morelen, at the crucial time. Also, the Luingon Alliance attacks the Citadel: the eight gems of Unlight also required for the Ritual are stolen. Death of Lyaan and Lysa of the Three and Four of the inner Five of the Guild. The Court of Ardor is disorganized as

his defeat brings them the wrath of Morgoth. Fearing retribution, the Lords flee into the East. The Holds of Ardor are abandoned. Lyerin of the Three wanders in shadow.
**603** · War of Wrath: final overthrow of Morgoth. Ruin of Angband, fall of Beleriand, and changing of much of Middle-earth, including the final ecological catastrophe in Geshaan. The Guild of Elements dissolves. The artifacts of the Court, linked to Morgoth, are useless, including Ardana's cards. End of the First Age.

## The Second Age

**1** · Founding of the Grey Havens.
**1-10** · The Chaialla leave Chy and journey to Tulwang.
**c. 1-100** · Apysaic speaking peoples move into and inhabit the fertile river valleys of Sîrayn.
**c. 20** · The Kirani, a subgroup of the Haradrim, begin to organize themselves to a greater degree in the region of later Koronandë. Apysaic-speaking peoples cross the Chy Passes and settle in Southern Harad. The Chaialla flee the lands that would become known as Hyarn.
**32** · Founding of Númenor.
**c. 50** · Surviving loyal Tyar priests who fled their declining realm into the castle of Kirnak near Tâliran begin to teach the basic beliefs of their religion to the local Kirani. The Adena, a large confederation of Apysaic peoples, migrate acrossd the river Aronyar (Ia. "Norpûl") and into Araden (Hyarn). They form the bulk of the population of these region for the ages to come.
**60-80** · The last Tyar priests die without successors - : certainly a remnant of the Court's curse. Their books of knowledge are lost.
**103** · Founding of Koronandë as a united realm.
**298-312** · Last of the founders of the Guild of Elements, Chrys Menelrana, constructs outposts to watch over the holds of Ardor now abandoned, to assure that the Court does not arise again. Order of the Watchers established.
**353** · Sea-faring Ûsakani people land for the first time on the western shores of the great bay that still bears their name.
**c. 450** · The now-settled peoples of Sîrayn start to build cities in Chennacatt and Isra.
**c. 500** · Sauron begins to stir again.
**510** · Chrys departs for the Undying Lands.
**c. 600** · Thirteen independent self-governing cities are fully established along the Sîresha river and its tributaries.
**c.650** · A second confederation of Apysaic peoples move into Hyarn and come in conflict with their predecessors.
**c.680** · The Adena eventually force the Drel to resettle in the rugged and wooded country south of the Bay of Drel.
**c. 700** · The Númenóreans visit the region of Tulwang and Hyarn for the first time.
**703-707** · Four Drel clans move eastward across the low gaps in the Yellow Mountains and settle along the southern coast of Endor. These people gradually become known as the Pel.
**755** · Laurrë vanishes, trapped in sleep at Guinarnen (S. "Water of Living")
**820** · The Sederi and Ûsakani strike westward theough the Cleft of Goats. They struggle with the highland Adena and are driven back into Ûsakan after their defeat in the Battle of the Sighing Springs.
**972** · First landing of Númenóreans in Koronandë
**1100-1220** · Sederi tribes gradually migrate into Araden (Hyarn), displacing many of the Adena tribes.
**c. 1200** · Sauron moves into Mordor and makes it his own. The vigilance of The Watchers fails. Ardana and Morthaur return to the Citadel and lay plans to recover the gems of Unlight and complete the charge, seizing Middle-earth for themselves.

**1200** · Sauron, in his disguise as Annatar - the Lord of Gifts - begins to beguile the Elven Smiths of Eregion.
**1200-1300** · Frequent raids of Mûmakanril armies into Koronandë's territory.
**1230** · The Great Earthquake. The river Koros alters his course, leaving Korlan without port.
**1249** · The Great Mûmakanril attack. Siege of Korlan and relief by a Númenorean force.
**1251** · Ardulion establishes a Númenórean haven at Lond Anarion (Caras Hyarn), on the upstream side of the river Aronyar.
**1251-1300** · Colonists from Lond Anarion settle in Araden, the grassy region to the south of the Aronyar. They dominate the disunified and often-quarreling Aden and Seder peoples who are indigenous to the area. Araden is thereafter known as Hyarn.
**1253-60** · The port of Korlan is rebuilt with Númenórean help. Long walls between the old city and the new port are built to protect the Kirani from their aggressive neighboors.
**1276** · Ardor begins to coalesce again with the return of the Lords, and thus potential for swift domination of a confused people when Darkness falls again. Ardana forges the cards anew. All of the places of the Watchers are long abandoned, but so cunningly are they made that they remain undetected by the Court.
**1350** · The Ardan Council meets again.
**c. 1500** · The Smiths of Eregion begin to forge the Rings of Power under Sauron's watchful eye. After the completion of the Nine and the Seven he leaves Eregion.
**1580-90** · Celebrimbor alone makes the Three.
**1600** · Sauron completes the One Ring in Orodruin. The Three Rings are hidden.
**1666** · The insane mystic Arvarien proclaims the founding of Mirëdor at her citadel high atop an islet overlooking the south-central coast of the Bay of Drel. Her dream fail within weeks when her son Imrazor has her drowned. Her fortified fief, however, remains the dominant center in the extreme Southwest of Endor.
**1693** · War of the Elves and Sauron begins.
**1697** · Eregion laid waste. The Seven and Nine are captured by Sauron. Death of Celebrimbor. Moria is shut.
**1701** · Sauron defeated and driven back by forces from Númenor and Lindon.
**c. 1750** · Sauron's agents first enter Mûmakan and begin influencing the Shaman-lords in the Land of the Mûmakil.
**c. 1780** · Ardûval begins to entice the Starseer Conclave.
**1792** · Despite Ûsakani resistance, the Númenorean port of Lond Hallacar is founded along the jungle-infested northeastern coast of the Bay of Ûsakan.
**1800** · The male Fëatur, in Guinarnen to check on Moran, discovers Laurrë and releases him. They make an alliance.
**1823** · Herundil (Akhôrahil), the second of the fallen Númenóreans (and the future Storm King) to become Nazgûl is born in Númenór.
**1849** · The kingdom of Ciryatandor is founded. Herundil (Akhôrahil) becomes its Crown Prince.
**c. 1850** · Under Tar-Ciryatan, Númenor starts to militarily exact concessions from the peoples of Endor. The colony at Lond Hallacar (the later Sarûl) grows rapidly, and ships once bound for Korlan begin docking in the Adan port.
**1888** · The Tantûraki naval base on the outer isle of Ardinaak is abandoned after a mysterious disease hit all inhabitants. The name of the island is not spoken thereafter and the place shunned by everyone. Akhôrahil assumes the throne of Ciryatandor under the name of the Storm King.
**1890-1950** · The armies of the Storm King of Ciryatandor conquer all lands along the northern edge of the Ered Laranor from the Belegaer to the Bay of Ormal.
**1952** · The Storm King orders the building of a capital for the eastern half of his kingdom. Ny Chennacatt is chosen as the site for this project. Work on the fortress Fhûl which guards the strategic route south (the Yól Sari) begins too.

**1965** · Indûr Dawndeath is born as Jí Indûr in the city of Korlan. Heir to the fortune of the wealthiest oligarchic family in the Kiran republic of Koronandë, he is the youngest man ever elected governor in any of the realm's six districts.
**1972** · The work in Ny Chennacatt and Fhûl is complete. Ciryatandor's forces cross the Ered Laranor and establish an outpost near the Pel Dûshera, from which their armies operate thereafter.
**1985** · Jí Indûr becomes a powerful representative to Koronandë's twelve-member assembly. He lobbies for the creation of a central government to contest the growing might of Númenor because the young merchant-lord fears the loss of his precious commercial interests in the region around the Bay of Ûsakan. In addition to his material interests, Jí Indûr perceives a threat to his people's independence.
**1987-88** · Indûr slowly accumulates support among the wealthy merchants and warriors of Koronandë, as well as among many of the Elves of nearby Tâliran. Elven sentiments vary like those of the Kirani, but the majority fear that the growing Númenorean prejudice against the Firstborn will lead to war.
**1987** · With the support of key figures among his own people and the tacit approval of the Kirani's Firstborn allies, Indûr seizes control of Koronandë's assembly.
**1988** · Indûr forces Koronandë's republican assembly to disband. An advisory council comprised of oligarchs replaces the assembly. The advisory council promptly elects Indûr as the new King of Korlan. Koronandë becomes a monarchy. The Order of Horus is founded by Valkrist.
**1988-2007** · Hundreds of freedom-loving Kirani resist the elevation of Indûr, and civil rebellion racks the realm.
**2007** · The arrival of the "Magician" (the disguised Valmorgûl) in Tantûrak polarizes support for Jí Indûr and appears to doom the rebel cause. Relations between the Adan colony and the Kirani reach the edge of war and out of fear, the people of Koronandë seek unity. Confident, the young monarch calls for a great public celebration. His plan to gather popular support for an unpopular war and an illegal regime fails when Korlan's governor Loran Klien stands at the rostrum above the crowd and offers a return to republican rule. The Kirani spontaneously applaud the age-old solution and rioting ensues. After fierce fighting between his supporters and enemies the self-styled King of Koronandë flees east to Mûmakan. Sauron's agents residing in the home of the Mûmakil enable Jí Indûr to find a refuge after his overthrow.
**2008** · The tall Kiran provides the Lord of the Rings an opportunity to further his sordid goals in the Utter South, while Sauron offers the exiled King a new throne. This heinous pact dooms the Mûmakani. The Evil One gives Indûr a Ring of Power. Jí Indûr captures the throne of Mûmakan on behalf of his evil mentor. He is crowned Jí Amaav II of Mûmakan. The people believe his arrival to be the second coming of the legendary First-king - the God-lord Amaav - and the proud Kiran has little trouble seizing control of the troubled nation. Ruling from the holy city of Amaru, Indûr unites the semi-nomadic tribes and lays plans for further conquest. His reign lasts 1252 years, during which the Mûmakanril become a corrupt people who subjugate Gan, eastern Dûshera and most of the great southern archipelago. His troops are also able to cross the eastern Ered Laranor (S. "Yellow Mountains") and establish themselves at the Bay of Ormal.
**2013** · Akhôrahil accepts a Ring of Power and becomes the fifth Lord of Man to fall under Sauron's spell.
**c. 2060** · The Starseer Conclave is under the firm control of Ardûval although he does not hold any title within the organization.
**2084** · Increased raiding from the Storm King's troops in northern Ûsakan leads to war with Tantûrak.
**2090** · The war between Tantûrak and Ciryatandor comes to an end with the great victory of the Tantûraki at the river Uvar. Ciryatandor calls back its remaining forces from the southern side of the Ered Laranor.

**2145** · Construction of the great fortress of Ramôrth at the source of the Uvar river to guard northern Tantûrak is begun.
**2153** · Ramôrth is completed. In the following decades it attracts many settlers, making it the primary city in the province. Its purpose is obsolete however, because thereafter no attacks from the north are made: the Storm King needs his resources for more profitable conquests north of the Ered Laranor. The Tantûraki however, believe the fortress to be the main reason for this new peace.
**2221** · Tar-Atanamir the Great of Númenor dies, the first King of Westernesse to pass without first relinquishing the scepter. His death brings Tar-Ancalimon to the throne and fosters a renewal of the programs that Tar-Atanamir had abandoned during the infirm years preceding his demise. After reordering Númenor, the new King turns to his colonies in Endor and seeks a reaffirmation of their loyalty.
**2250** · Ciryatandor becomes an official ally of Mordor.
**2251** · Tar-Ancalimon proceeds to plan the reconquest of the territory held in thrall by the Storm King.
**2280** · Tar-Ancalimon orders Umbar strengthened and expanded, making it the greatest citadel in the region. A Númenorean army lands in Tulwang, defeats the Ciryatandorian forces and causes the Storm King to flee his kingdom. This victory preserves the prospects for further Adan exploitation in Bellakar, Ciryatandor and Bozisha-Miraz.
**2370** · The Darin Tesarath open their guildhouse in Tûl Harar and Tûl Isra and sixty years later in Bozisha-Dar.
**2580** · First appearance of the wandering wizard Lianis in the area. He cares especially for the Kirani and support them in every way to resist the power of Sauron (represented by Mûmakan).
**2591** · The first wave of deportees from Eriador is set ashore by the Númenóreans. They become the ancestors of the Hathorians.
**2597** · The last deportees arrive in the South.
**2626** · Unification of the Hathorian tribes under the legendary first king Menes. The Hathorians become his second people of special interest.
**3010** · Indûr reduces Hathor to a subject state of his empire. Further Mûmakanril expansion to the west proves unsuccessful in the face of opposition from the Ardan Council and the inherent strength of the Elves, Númenoreans and Kirani who dominate the region. This situation leads to the Ringwraith's pact with the Magician of Tantûrak. With Mûmakanril support, Tantûrak throws off the yoke of Númenorean rule, declares itself an independent kingdom, severes all relations with Tâliran, and reduces association with Koronandë.
**3010-17** · Ar-Zimrathon of Númenor fails to crush the rebellion in Tantûrak, so the sundering succeeds. A few months later, Tantûrak and Koronandë abdicate the treaty of peace, leaving the Kirani surrounded by hostile neighbors. The coming years prove dark, as the Kiran republic becomes a disarmed and exploited land. Only the uncertain jealousies lingering between Tantûrak and Mûmakan prevent its outright conquest.
**3213-15** · Civil war in Miredor. Er-Imrazor's fourteen children struggle for control of the Dominions. The seven youngest form an alliance called the Valdacli and defeat their disunified siblings in a series of sieges and pitched battles. The Valdaclian victory at Onpu Míspir ends the war.
**3215** · Founding of the Dominions of the Seven in the territory once encompassed by the Numenorean Princedom of Miredor.
**3261** · The Númenorean invasion of Endor. Ar-Pharazôn's armada lands at Umbar. This invasion precludes the completion of Sauron's armament. The Evil One journeys out of the Black Land to avert the destruction of his kingdom at the hands of the Númenorean invaders, enabling the Nazgûl to flee into hiding. Sauron is forced to surrender in the face of superior Adan arms and is taken as a captive to Númenor. While Sauron goes to Westernesse in bondage, the Ringwraiths patiently await his return.

**3262** · Ar-Pharazôn the Golden's forces terminate Indûr's reign in Mûmakan and end the independence of Tantûrak. The Númenorean invasion of Endor brings all of Westernesse's former holdings in Middle-earth back into the Adan fold. Mûmakan and Koronandë become Númenorean subject states, their power shattered. Jí Indûr retreats to Mordor.
**3265** · Ar-Pharazôn exacts a heavy tribute from Koronandë and Mûmakan in order to offset the "cost of defending the allied states".
**3298** · The Elven inhabitants of the Isle of Dînsûlinor openly speak of the Court and its motives (against the advice of Laurrë and the disguised male Fëatur) and declare their will to combat them in every way possible. The Court, realizing the threat to his plans calls forth all of his power and destroys the island in a brilliant display of arcane might. The remains become Rilgul (S. "Brilliant Death"). Its few surviving Elven inhabitants flee either to the Undying Lands, or to neighboring Tâliran, as the ecology of their homeland disintegrates. The survivors are hunted and many are caught and slain by minions of the Court. The destruction of the isle is generally seen as a sign that the gods were displeased with the inhabitants' doings and punished them (these rumors are fostered by minions of the Court, of course).
**3319** · Downfall of corrupt Númenor by the hand of Eru.
**3320** · After the Downfall of Númenor and the reappearance of the Dark Lord in Middle-earth, Indûr returns to the city of Amaru and vanquishes the confused Númenorean garrison. He begins the reconquest of all his former holdings and arms his empire for the coming war against the Eldar and Dúnedain. Sauron perceives the power of the Court and bends his will upon them. Drained from their last great feat of destruction, they are forced to accede to his dominance. Celebring is sent as Sauron's legate to the Court.
**3322** · Learning of the fate of Númenor, the king of Tantûrak declares himself the legitimate successor of the King in Armenelos and elevates himself to emperor and Tantûrak to an empire.
**3391** · Indûr leads his army in a campaign to subjugate the whole area south of the Ered Laranor and thereby strengthening the position of his master. He is opposed by Koronandë and Hathor, allied with the weakened Tantûrak (out of necessity).
**3394** · Indûr conquers all areas east of Tantûrak/Koronandë.
**3396** · The Mûmakanril army is met by the allied hosts. An epic battle ensues which is narrowly won by the allies but Indûr can retreat in good order. Indûr is forced to retreat to his core lands. The new conquests revolt and it takes some time (and many casualities) to bring them again under the Mûmakan fold.
**3429** · Indûr leads the (weakened) host of Mûmakan in the army that assails Ithilien in Gondor.
**3430** · Last Alliance of Men and Elves is formed against Sauron.
**3434** · Battle of Dagorlad. Indûrs army is nearly annihilated by Gondors troops.
**3441** · Sauron overthrown by Elendil and Gil-galad, who also perish. Isildur takes the One Ring and the Nazgûl pass into the Shadows. End of the Second Age.

# The Third Age

**10** · The revolt of Hathor sparks the flame of rebellion in Mûmakan's conquests. Dûshera, Tuktan, Gan and the isles of the southern archipelago break the yoke of the fallen Nazgûl's empire in the following decades.
**61** · Founding of the town of Thôrion at the Bay of Ûsakan. It marks the current western border of Tantûrak and for many centuries it serves as the main basis for military operations and later colonization projects in the region bordering on western Ûsakan.
**105** · The Court recovers the first two *Gems of Unlight* from their hiding places.
**270** · Maarav II. of Mûmakan tries to regain the old empire by attacking Koronandë and Hathor. The conflict rages on for some years undecided, mainly because Koronandë is in conflict with Tantûrak, too. This conflict is later known as the *Three States War*.

**287** · At the advice of the Magician, Tantûrak signs a treaty of peace with Koronandë. Now the Tantûraki emperor is able to expand his territory north- and especially westward.
**288** · Hathor and Koronandë (which can now commit all his manpower to this campaign) begin an offensive into Mûmakan's territory.
**291** · The annihilation of the Mûmakanril army and the complete eradication of the Mûmakanril royal family by the allied forces in the battle near the tombs of Oran-plaar ends the Three-States-War and eliminates the threat of Mûmakanril expansion for the next centuries. Their central government disintegrates completely and petty states built by individual tribes war at each other for the next centuries.
**c. 300** · Tantûrak begins its systematic expansion to the north and east.
**407** · Gorthaur begins his role as the returned Jí Amaav. His success is somewhat limited because of the missing hereditary items of the God-king and his inability to fully understand the mannish spirit (being an elf) and therefore represent the "returned Jí Amaav" convincingly.
**438** · The Court recovers the third gem.
**c. 500** · Gorthaur is able to bring the four most powerful of the twelve Mûmakanril tribes to his banner.
**512** · An earthquake damages the fortesses of Fhûl and to a lesser extent Ny Chennacatt.
**500-1200** · The *Wars of the Heretics* (concerning the true religious path) keep the Mûmakanril from expanding and engage them in internal strife for seven-hundred years. Sporadic reappearences of Gorthaur as Jí Amaav during this period keep the internal Mûmakanril wars going.
**c.550** · A group of young slaves being brought through the area from Northern Endor escapes in the Tur Betark. They form a mountain group called the Danac.
**634** · When Tantûraks forces reach the river Tumakal which forms the border between Ûsakan and Tumag, the era of the great Tantûraki expansion comes to an end. Even the Uvag-Aak problem can be minimized with the careful clearing of portions of the northwestern Ûsakal forest.
**664** · Imrazor II. of Pel defeats the Magri at the Battle of Emyn Hith and subjugates Tumag later the same year. He is assassinated before he can consolidate his new realm. Mag and Tumag are lost to Pel. In the following years the Magri state of Sparta evolves and proves a nearly invincible foe though its own expansion is very limited.
**685** · Tantûrak is in firm control of all settled lands south of the Yellow Mountains and between the Tumakal and the Pel Dûshera. These lands become the core territory of Tantûrak thereafter, making this realm one of the strongest Arûwana states in Endor. Periodically, his borders are enlarged, but they never shrink seriously beyond the present ones.
**712** · The Darin Tesarath establish themselves in the lands of Mag and Tumag.
**771** · The Court seizes the fourth gem. The remaining three prove more difficult and none are recovered until the time of the campaign.
**777** · The city of Narad-dum is founded by Nar and his followers. They believe the city will never fall by virtue of the circumstances of its founding.
**790** · The Starseer Conclave is appointed the title "Seers of the King" in Hathor, thereby enabling Ardûval to act upon Hathorian politics (though not nearly as influential as Valmorgûl in his role as the "Magician" of Tantûrak).
**c. 1000** · Sauron reenters Middle-earth.
**1015** · The Haradrim slay King Ciryandil of Gondor. A Black Númenorean army led by Erakhôr of Dûsalan besieges Umbar.
**1050** · King Ciryaher of Gondor (r. T.A. 1015-1149), the last of the Ship-kings, marches southward to Umbar, defeats the Black Númenorean army together with their Haradrim allies and completes the conquest of Harad. He assumes the name Hyarmendacil and forces the Haradan lords to accept him as overlord. The Dúnadan realm of Gondor reaches its height.
**1051** · Nazgûl reappear in the South. Sauron enters Dol Guldur and assumes the role of the 'Necromancer'. Akhôrahil resides for the next five hundred and ninety years in Ny Chennacatt.

**1076** · The last Ûsakani king dies without heirs. The offices of the Tantûraki emperor and Ûsakani king are united in personal union.
**1078** · Reconstruction at Fhûl begins.
**1051-1250** · Indûr consolidates his strength on the isle of E-Sorul Sare. He is especially enraged about the false Amaav's doctrines and combats them wherever possible.
**1103** · Akhorahil's forces are turned loose in Sirayn. The cities of Isra and Chenacatt are attacked. Narad-dûm closes its doors to the outside world.
**1111** · The Mablad, a tribe of Dwarves, appears in the western Yellow Mountains. They found the city of Blackflame.
**1120** · Eldarion of the Guild of Elements is caught in Naurlindol by Rilia. He is slain, and his Staff lost.
**1168-74** · The male Fëatur travels to the North. He seeks advice from the Wise concerning Ardor.
**1179** · Jí Indûr discovers that it is Gorthaur who pretends to be the God-lord of the Mûmakani. This earns the dark Noldo the special hatred of the Ringwraith.
**1200-1600** · In Ûsakan a gradual adoption of Tantûraki culture begins. Actually a lot of intermarriage occurs which results in a slow assimilation of the Ûsakani culture into the Ârûwâna realm.
**1201** · Obed I of Clan Másra unites the people of Sirayn and destroys the first Army of the Southern Dragon. He enlists the aid of Nar's Folk in battle. The first year of the Siranean calendar.
**1220** · Jí Indûr is able to discredit Gorthaur in his role as Jí Amaav and prepares the realm for his return as the rightful king: Jí Amaav III.
**1250** · Jí Indûrs servants successfully maneuver the disarrayed tribes into a coalition commanded by his lieutenants. This loose union once again stirs the warlike Mûmak-riders into an aggressive policy of expansion.
**1264** · Sauron orders Indûr to fly to the Citadel of Ardor and seek an "alliance" with the Ardan Council, but the age-old rivalry for control of the Far South persists. Stalled by the group in Ardinaak, the Ringwraith considers the meeting an affront and councils the Dark Lord to avenge the rebuke. Sauron prefers to wait, however, for without the Ruling Ring, the Evil One regains his strength very slowly. Indûr's rivals endure an uneasy peace that never sits well with the Úlair.
**1265** · Jí Indûr returns to Amaru and stages his reappearance as Jí Amaav with a great show of power, promises of conquest, and rich booty for the Mûmakani.
**1265-1640** · Jí Indûr rules Mûmakan as Jí Amaav III.
**c. 1270** · Ardana, worried by the growing of Sauronic cults in southern Middle-earth, begins to recruit followers for an "Ardan" dark religion. Gorthaur is placed as the High-Priest of these Cults.
**c. 1300** · Gorthaur reappears as the "True Jí Amaav" and combats the influence of Jí Indûr. His success is limited as he can sway the belief of only two Mûmakanril tribes. Until c. 1630 he is able to influence internal Mûmakanril politics in this manner.
**1321** · Exploiting the internal Mûmakan troubles, Tantûrak makes war in the East and is able to gain firm control of all lands west of the Koros and Koronandë.
**1365** · Tantûrak, completely under the influence of the immortal "Magician", and confident in the light of his recent victories declares war on Koronandë. The conflict rages for seven years.
**1367** · A force at Fhûl is organized by Dulgu, the new General of the Army of the Southern Dragon.
**1368** · A group of of assassins led by Agbathû is formed. Akhôrahil uses them to dispose of his most threatening enemies.
**1370-1436** · Akhôrahil gains influence in Sîrayn by taking control of Clan Bulgan.
**1372** · The Kirani appear to be on the edge of collapse when they sign a treaty with Tantûrak by mediation from Mûmakan. Indûr's intervention saves the Kiran republic from defeat, but it begins an era of Mûmakanril influence.
**1373-1640** · This period is marked by the spate of ritualistic nocturnal assassinations that give birth to Indûr's association with murder. Time after time, his enemies perish in their sleep, to be found at dawn - brutally executed.

**1375** · Akhorahils warriors begin to make forays into northern Ûsakan. Over the next years these raids become such a nuisance that Tantûrak has to direct a good portion of his military resources to keep this threat at bay.
**1380** · A bloody coup brings clan Bulgan to Power in Greater Harad. Tartas Izain (I) is the mastermind behind the throne in Isra.
**1390** · Alerted by forecasting of the coming of the decisive eclipse, the Guild decides to awaken Moran.
**1391** · The armies of Mûmakan, under Indûr's personal direction, strike northward in a campaign against Dûshera. Little resistance is encountered from Koronande. Tantûrak stands alone against the Nazgûl's warriors. This attack is coordinated with Akhorahil who opens a "second front" in northern Ûsakan with increased raiding.
**1399** · Led by the warlord Dulgu, Akhôrahil's minions assail Tulwang in the first recorded campaign involving the Army of the Southern Dragon. It is finally repelled and the war drags on for three decades when the army takes quarters at Zajantak (just north of Ciryatandor) and makes regular forays into Tulwang.
**1400** · A reign of terror begins in Ûsakan by a series of brutal murders (incited by Akhôrahil).
**1402** · Dûshera falls finally when Tantûrak, exhausted from his previous war and the second front in the North, has to retreat finally. Indur brutally establishes his hegemony over its people. Immediately Ji Amaav III makes designs on Gan. The strong Tantûraki support of Ûsakan speeds the adoption of the Ârûwâna realm among the inhabitants.
**1408** · Dulgu is slain while campaigning in Bozisha-Miraz. The success of his campaign is limited but his troops are able to hold a few castles as bases for future actions.
**1414** · The Gark Nargalen discovers that the Half-troll Hargrog is responsible for the reign of Murder in Ûsakan. Being loyal to Valmorgûl (Nargalen being the latter's spy within the Garks) he reports it and Hargrog barely escapes with his life when the "Magician" organizes the destruction of his stronghold.
**1415** · The Cult of the Dark Overlord founded in Ûsakan. In the following decades it spreads southwest as far as the Seven Lands (see ICE's *Shadow in the South*).
**1432-47** · Kin-strife rages in Gondor. Castamir the Usurper rules the South Kingdom from T.A. 1437 until T.A. 1447. He is defeated and slain at the Battle of the Crossings of Erui by King Eldacar's army of loyalists, but his rebels successfully retreat to Pelargir.
**1436** · Akhôrahil loses control of Sîrayn because Clan Bulgan is overthrown by Clan Másra.
**1440-41** · A mysterious illness rips through the Royal Court of Gan. The Queen and several of her children fall victim and perish. The Ganian nation is thrown into chaos, as several rival factions begin to dispute the validity of the crown.
**1442** · Mûmakanril forces launch an attack on Gan. Their victory is almost overnight. The Ganians welcome Ji Amaav as a saviour, promising an end to their civil strife. It ends the period of Gan's independence, and the re-establishment of Mûmakan's old south-spanning empire. Gan becomes an associated state (similar to the Ûsakan/Tantûrak relationship).
**1448** · The survivors of Castamir's rebellious host seize the Gondorian Fleet based at Pelargir and sail southward across the Bay of Belfalas, seeking refuge from Eldacar's army. The rebels land at Umbar and take the rich port city. They are known thereafter as the Corsairs of Umbar.
**1449-50** · Arcastur of Pel reveals the Speakings of the Fire, the dualistic tome incorporating the Words of Alûva and the Book of Malkôra. Arcastur becomes the first Prophet of the Servants of the Real Fire (see ICE's *Shadow in the South*).
**1487** · Ar-Balazûn of Tantûrak is slain in an ambush while campaigning against Tumag by Ciryatandorian forces coming to the aid of Tumag. Tantûrak is forced to sign a humiliating treaty of peace. Tantûrak's power on his western border wanes for a time.
**1526** · The Keepers of the True Flame first roam Sîrayn.

**1540** · King Aldamir of Gondor (r. T.A. 1490-1540) is slain while fighting a combined force of Corsairs and Haradrim.
**1551** · King Vinyarion of Gondor (r. T.A. 1540-1621) reconquers Harad. He is known thereafter as Hyarmendacil II.
**1555** · Clan Bulgan and the followers of the Storm King regain power in Tûl Isra.
**c.1580** · The Servants of the Real Fire begin to proselytize in Ûsakan.
**1582** · Tartas Izain (II) of Clan Bulgan is born and because of omens named after his famous predecessor. During the next sixty years he is one of the most valued servants of Akhôrahil.
**c. 1600** · Jí Indûr crushes the last remaining resistance versus his rule as Jí Amaav and executes all followers of the "False Amaav" (Gorthaur). From this time on, Gorthaur plays a negligible role in the Mûmakan, the Tantûraki influence is again on the upswing in the Tumag region.
**1610** · With the almost complete vanishing of the distinct Ûsakani culture, the realm is officially transformed into a province of Tantûrak.
**1629** · Tartas Izain caps his activities by coming to Tûl Isra as Taraskon.
**c. 1630** · Tantûrak persecutes the Servants of the Real Fire and is fairly successful at driving them from his territory within the next thirty years.
**1633** · The Half-troll Hargrog forms the Southern Slayers. Taurclax wields some power within this organization.
**1634** · Corsair raiders slay Minardil, the Gondorian King (r. T.A. 1621-34).
**1635** · Sangarunya, a warrior of Númenórean descent becomes Warlord of the Army of the Southern Dragon. His main goals are the subjugation of Ciryatandor, Far and Greater Harad.
**1635-37** · The Great Plague in northwestern Endor.
**c. 1640** · The Ringwraiths return to Mordor for a few years to reorganize the Black Land for eventual reoccupation. Jí Indûr leaves behind a well organized realm with a powerful central government and a trained army ready for conquest.
**1641** · Together with Clan Bulgan Tartas Izain is expelled from Tûl Isra. Akhôrahil removes Tartas' head for losing his interests in Sîrayn.
**1642** · Taking advantage of Tantûraks occupation with internal problems, King Ulaar II. of Mûmakan announces his plan to conquer all the lands south of the Yellow Mountains. His troops march into Tuktan and Dûshera, overwhelming the defenders and securing the area within the year.
**1644** · Ar-Kiratôr of Tantûrak ascends the throne in Sarûl.
**1647** · Ar-Kiratôr of Tantûrak orders the preparation of his realm for a great war with Ciryatandor.
**c. 1650** · Repeated minor battles begin to break out between Mûmakan and Tuktan/Dûshera as the latter two revolt against Mûmakan rule. They are partially successful in driving the Mûmak-riders from their lands. The population of Mûmakan has increased markedly in the last few centuries, and the people of Tuktan and Hathor fear that war is impending, that the Mûmakanril king Ulaar II.'s aim is to take control of all the Mûmakan region. Also, Orcs and Wargs, usually a very rare sight in the lowlands, are seen with increasing frequency, and begin raiding outlying Dûsheran villages.
**1651** · (February 8) The King of Hathor is assassinated (by the Winds of Taurang).
**1651*** · (June) The Company converges on the Blue Falcon Inn in Korlan. Klaen charges them with their task, and starts them on their quest.
**1653** · Ar-Kiratôr begins his great campaign against Ciryatandor. The "Magician" is left to govern the realm while Baratûn oversees the realm's defense in the east. Mûmakanril raid against Hathor repelled by Hathor, Koronandë and Tantûrak.
**1653** · (August 8) Eclipse over the Citadel of Ardor: Time of the Ritual. Fall of the Court.
**1654** · (February) After Valmorgûl's death at the cataclysm, Ardûval assumes the role as "The Magician" in Tantûrak. Inexperienced in Tantûraki politics, the role of the "Magician" shrinks for about two-hundred years.
**1654** · (June) Battle in the Cleft of Goats. The Tantûraki army is trapped and nearly annihilated by Ciryatandorian forces. Ar-Kiratôr barely escapes to Ûsakan. Sangarunya, Warlord of the Army of the

Southern Dragon chooses this moment to launch an all-out invasion of Ciryatandor. All resources of the Army are used in this campaign. The Ciryatandorian army, weakened by their battle with Tantûrak is beaten after a forced march to repel the northern invasion. At the last day of the year Sangarunya seizes the capital. He makes the realm the base for his campaign against Far Harad.
**1655** · King Moraar I. (the Great) of Mûmakan ascends the throne in Amaru. He reorganizes the army and crushes any resistance in Tuktan and Dûshera with utmost brutality. Most of the surviving Kirani flee Tuktan forever and find refuge in Koronandë. The rest is enslaved by Mûmakan.
**1656** · Hyarn is able to oppose Sangarunya but Tulwang is subjugated. Bozisha-Miraz (Far Harad) becomes his main objective.
**1659** · Moraar directs his armies into a two-pronged offensive: northwestward into Tantûrak and westward towards Koronandë and Hathor.
**1661** · The war against Koronandë comes to an end with the victory of the Kirani (with Hathorian help) before the gates of Korlan. The campaign against Tantûrak fares better as the death of Valmorgûl has left a power vacuum. Additionally the defeat in the west has considerably weakened the military might of Tantûrak. A series of minor battles which are mostly lost by the Tantûraki occurs between Mûmakan and Tantûrak.
**1667** · The great Mûmakanril victory at the Pel Dûshera isolates the northeastern Tantûraki possessions and neutralizes Tantûrak as a "super-power" for c. 500 years. Tantûrak has to hand over all the lands east of the Tumakal river (including the fortress of Ramôrth) to Mûmakanril control. The main body of the victorious troops turns eastward and joins with those of the Gan campaign.
**1674** · The subjugation of Gan is complete. Moraar decides to consolidate his empire as nineteen years of war have left their mark on the troops and his country. In the following years he reorganizes the new territories by appointing lords for the new provinces and erecting fortresses for the firm control of his new subjects.
**1680** · Ar-Kiratôr orders the extensive enlargement of the Tantûraki settlements in Mórenore to regain economic and military resources lost in the war with Mûmakan and the loss of the rich northeastern province.
**1683** · Sangarunya forces Hyarn into an alliance with Ciryatandor. The Dominions and Bozisha-Miraz remain an obstacle though.
**1697** · Moraar dies, leaving behind a solid and mighty empire, ready for further expansion.
**1680-95** · Sporadic rebellions in Tuktan and Dûshera break out, preventing Mûmakan from further conquests.
**1700-1850** · Mûmakan conquers about half of the great southern archipelago. Its success in Mórenore is more limited though.
**1703** · Sangarunya's death while (unsuccesfully) campaigning against Bozisha-Miraz marks the begin of the decline of Ciryatandor. Akhôrahil returns to his old realm to stabilize the situation but it remains (deliberately) a secondary power for the next four hundred years. Tulwang liberates itself with the help of Bellakar, Hyarn is able to cut the alliance with Ciryatandor as well.
**1705** · Linsûl leaves the Utter South and goes northward over the Ered Laranor.
**1757** · Arriving in Bur Esmer, Linsûl observes the tragic condition of the "priestesses" of Ishtra's cult. Making contact with a minor priestess, Syrsi Aranî, Linsûl teaches her much of the lore of the bards and the skills of artful seduction.
**1810** · Retaliating against Corsair raiders, Prince Telumehtar of Gondor reconquers Umbar. Although he controls the port only briefly, Telumehtar succeeds in driving the Corsairs from the city and slaying the last of Castamir's descendants.
**c. 2000** · The rise of the Servants of Vatra in Far Harad. Later, Sauron's Ringwraiths strike against Minas Ithil, the fortified capital of Ithilien, startling the valiant Gondorian garrison but failing to take the city. A two year siege ensues.
**2002** · Minas Ithil and its Palantír fall into the hands of the Ringwraiths, thereby ending any hold the South Kingdom retained over Mordor. From this time onward, the moonlit city is called Minas

Morgul.
**2099** · Ny Chennacatt begins to pose less a threat to the Free Peoples of the South.
**2137** · The garrison at Fhûl is destroyed by the army of Chennacatt.
**2156** · Tantûrak begins war with Mûmakan over the posession of their former northern holdings.
**2159** · Koronandë and Hathor ally themselves with Tantûrak and the allied armies are able to outmaneuver the Mûmakanril and win the 'Battle of Blood', so named for the murderous losses on all sides. This event sparks the fire of rebellion in Gan and Tuktan (inspired by Koronandën agents of course).
**2160-68** · The war goes on without a decision, but in the end Mûmakan is exhausted by fighting against three states and dealing with the internal uprisings.
**2170** · Mûmakan signs a treaty in which he returns Tantûrak's former posessions and pays heavy reparations to Koronandë and Hathor. Gan and Tuktan remain in the Mûmakanril empire but are given a great deal of autonomy.
**2178** · The sacred Haradan well at Tresti fails. The ancient city is abandoned and the practice of Moon worship in Far Harad begins to decline.
**2182** · The army of Chennacatt defeats the eastern wing of the Army of the Southern Dragon at the old city of Chennacatt. Ny Chennacatt is sealed.
**2194** · Akhôrahil's subterfuge finally bears fruit in Far Harad. Pon lfta is crowned King in Bozisha-Dar with Akhorahil acting as the true power behind the throne. His reign marks the inception of the cruel Sun Lord dynasty in Far Harad.
**2205** · Pon Ifta sends his forces against Ciryatandor and within the year conquers that realm. Behind the scenes Akhôrahil remains the prime master of the region as all is going according to his plans.
**2224** · The Sun Lord's army moves against Tulwang.
**2229** · Tulwang falls to Far Haradan forces.
**2460** · Sauron, displeased with the standstill in southern Middle-earth orders Jí Indûr south.
**2460-2941** · Jí Indûr returns to Amaru and rules Mûmakan as Jí Amaav IV.
**2470** · Jí Indûr starts a campaign of reorganization and (re)conquest that brings all of southern Middle-earth east of Koronandë/Tantûrak and south of the Yellow Mountains under Mûmakan's firm control (including all of the great southern archipelago). Only Koronandë and Hathor, backed by the Elves of Tâliran, remain free of the Shadow.
**2643** · The Sun Lord's army moves against Hyarn. At the battle of Sîr Carun, the Sun Lord's army is decimated by the forces of Hyarn. This halts any further conquest south. The army of Hyarn is supported by a large force sent by Tantûrak and the Dominions. This halts the Sun Lord's plans for further conquest south. In the following decades the rulers of Far Harad are able to force Chennacatt into a vassal state.
**2758** · Three fleets from Umbar and Harad land along the southern coasts of Gondor. The invaders ravage the southern portions of the South Kingdom. The Long Winter grips northwestern Endor.
**2838** · Elenna Chy gives birth to Jenna, son of the Mûmakanril lord Apyssan.
**2849** · Unrest begins to stir in the whole Mûmakan empire against the Ringwraith's oppressive rule. Sare becomes the center of discontent.
**2857** · Jenna Chy leads a Sare army against the city of Tûl Harar, takes the great port, and announces his war on Isra (see ICE's *Greater Harad*) and Harshandat, conquering them within the year.
**2859** · Jenna Chy's Campaign of the Five Marches results in the conquest of Gan, Mûmakan, Tuktan, Dûshera, Hathor and Koronandë. Tantûrak sues for peace and becomes a subject state of E-Sorul Sare. Surprisingly, Mûmakan the prime target of the Sare, surrenders quickly. Jí Indûr remains hidden in Amaru and plans the fall of the Sare. By rallying all powers of the Free Peoples in the South for the Sare cause, the Ringwraith is able to estimate their strength and then eliminate them when they have wasted their resources in petty wars.
**2865-75** · The Island Wars result in the apogee of the E-Chy empire. Mûlambur, Likh, Amirakh, Kirakh, Cevra, and Arth all fall to marine forces of the Sare.

**2879** · Jenna Chy dies of Es-keppa, a water-born disease. Soon thereafter, lacking an adequate successor, his empire begins to fall apart as most of the conquered states free themselves from the foreign rule.
**2850-90** · The Servants of the Real Fire seize control of the Mag and (for a time) Tumag lands. In Tumag they are met by the Ûsakani and Tantûraki and must leave most of the land to the emperor in Sarûl.
**2871** · Khelekar is able to kick Ardûval out of his position as the "Magician" and take the office for himself.
**2906-31** · Jí Indûr begins his great reconquest of Mûmakan. All of the former Mûmakan provinces (and then some) again fall under his rule, now free from any serious resistance versus the Shadow.
**2937** · After a brief respite Indûr completes his triumph with the conquest of Hathor, Koronandë and Mûlambur. Tantûrak, under the sway of the "Magician" (now Saurons servant Khelekar) becomes Mûmakans official ally and extends its empire in the next sixty years all over Tumag and great parts of Mag. The Seven Lands (see ICE's *Shadow in the South*), united against the outer threat, prove stubborn and pose a threat in the southwestern flank of the Dark Lord's minions.
**2941** · Sauron goes home to the Dark Tower, leaving his threatened hold at Dol Guldur in Rhovanion. His Ringwraiths gather beside him.
**3018-19** · War of the Ring. Indûr leads a great army of Mûmakan north, part of which perishes in the Battle of Pelennor Fields while the greater part waits in Gorgoroth. The Ringwraiths pass out of Arda forever when the Ruling Ring is destroyed and Sauron of Mordor is overthrown. On the same day that the One Ring perishes in flame, the Mûmakanar holy city of Amaru is ruined by a powerful earthquake.
**3021** · End of the Third Age in the West.

## The Fourth Age

**3** · Koronandë revolts against the Mûmakan rule. In only five months all Mûmakanril occupational forces are defeated and retreat eastward.
**4** · Hathor and Tuktan rise against Mûmakan, too.
**7** · The Sun Lord dynasty falls. Ciryatandor regains its independence.
**c. 15** · Total collapse of Indûr's former empire. Defeated in the North and threatened in their own realm, the Mûmakanril must retreat into their core lands as nearly all their former subjects simultaneously revolt.
**c. 20** · With the rise of the Reunited Kingdom of Arnor and Gondor in the Far North trade begins to flourish again. The "Magician" is made a false advisor and must flee Sarûl altogether with his servants. As the power of the Reunited Realm's troops pacify much of Harad, peace comes to the Mûmakan region too.
*: The time of this campaign.

# 04 · The Inhabitants of the Mûmakan



> *The Inhabitants of the Mûmakan area in the 17$^{th}$ century of the Third Age*

Within the lands of the Mûmakan region are many racial and cultural groups, which vary greatly in appearance, customs and attitudes. In addition to a scattering of Silvan and Sindarin Elves, and the Númenorean colonists, there are the Mûmakani, the Kirani (an offshoot of the Haradrim), the stocky men of Dûshera, the men of Gan and the Hathorian people together with several other cultures.

It might seem a bit strange to see the limited settlement areas of the various realms (notably Tantûrak and Korondë) and the extreme long periods in which nothing is done to clear forest area to make place for settlements and agricultural usable ground. In fact this happens, but only on a small scale so that it affects the overall geography only in a minor way. In fact the populations of all the realms mentioned are relatively small (and remain so for extended periods of time, quite contrary to real-world demographic experiences)[1], thereby eliminating the need for large-scale deforestation like those experienced in real-world tropical rainforests.

It is very useful for GMs and players alike to have a good mental picture of the region they are operating in. especially for the GM knowledge of the key facts of the region mentioned is of vital interest. One such topic is the demographic structure and settlement patterns of the realms in the region where the campaign takes place. This section provides demographic data for the core realms presented in this module. This information should enable the GM to give his players a good feeling for the population distribution of the areas they are operating in (e.g. how often they encounter other people, especially “normal” people like farmers or other peasants)

## Elves

The Elven population in the Mûmakan is almost entirely Avari in descent (the most “rustic” of the immortals). The Noldor are the most rare of all Elves in the region. The Sindar are only little more prevalent, being found only in Tâliran where the Avari/Sindarin line has blurred.

Elves of the Mûmakan wear less clothing than their more northerly counterparts, preferring simple belted tunics in white, grey, green or brown. Jewelry is usually minimal, but invariably high-quality and delicate. As with the other races of the Mûmakan the Elves of the area wear year-round tans, yet only these immortals maintain wrinkle-free skin with the passage of the years, due to the power their *fëa* holds over their *hröa*. Even the Hathorians, despite their balms, begin to show signs of aging around the age of 50.

## Noldor (High Elves)

The Noldor are a very rare sight in the Mûmakan. The only sizeable Noldorin population in the Mûmakan area is comprised of the High Lords of Ardor and some of the members of the Guild of Elements. When they roam abroad, these individuals generally disguise themselves, so as not be spotted by their enemies and hunted down or caught by them.

Though described in the MERP rulesbook, there are quite a few cultural differences for these Noldor, so they are described here as well.

Due to their scarcity, the open appearance of a Noldo (every thousand years or so) is met with stares of awe (in Koronandë), hate (in Tantûrak) and loathing (in Mûmakan). Most races find the Noldor rather stuffy and condescending (when they recognize them).

### Society and Culture

The society of the Noldor reflects the classic theme of the waning Firstborn in Middle-earth: they strive to preserve the things as they would like them to be. This is the case especially for the “good” Noldor of the Guild. The Exiles organized in the Court go a step further. They try to change the things to something they would like to have. In this they are similar to the Elven Smiths in Eregion who tried to better the world and threw it into its greatest peril. The Court of course has not so noble intentions. They merely strive to make the things comfortable to the Elves regardless of the needs or wishes of other races.

The order-loving nature of the Noldor surfaces clearly in the Mûmakan. Though they did not built great empires, they erected great citadels to live within - magnificent testimonies of their longing to imitate and improve the the structures found in nature. These fortresses provide safety as well as luxury and recreational facilities. To prevent intervention and disturbances from the outside (especially mortals), these citadels are cunningly hidden or built in remote areas . The Noldor live in a comfort mortals can only dream of.

The Noldorin tongue is called Quenya, and they embrace it as their true tongue (7/7), but largely confine its use to their own environs. It is still the exclusive language of ceremonies, writings, and oral traditions, regardless of circumstance. When dealing in everyday affairs, they often refer to the Sindarin (7/7) or the Kwenja (7/7) of the Kinn-lai. For affairs with men they use Adûnaic (5/3) or one of the other mannish tongues (Kiranaic, Mûmakanin or Tantûrakic; all 4/2).

**Religion and Worldview**

There is no formal religion among the Noldor. Since they lived in Aman (at least a great part of them) among the Powers, they know of the true nature of the Valar and that there is only one god. The Valar are, however, revered as wise and powerful teachers and guardians of the world. Consequently, their spiritual layout is informal and centered around communal celebration and personal meditation. Like the Dwarves, the Noldor are fiery craftsmen who are fast friends of Aulë. The Smith imbued them with a heightened respect for physical objects. It is not surprising then to find that the Noldor revere Aulë more than any other Vala, save Varda herself. Like all Elves, they worship Varda above all other Valar as giver and maker of the stars. For the Court, this proves to be their undoing, for they are lured to belief the stars are intentionally blotted out by the Sun and Moon. So they strive to bring them down and will ultimately fail. In attempting this, they follow the path of the Black Enemy, regardless whom they claim to revere. The Noldor hate Orcs, Trolls, and Dragons as abominations of the Enemy. Even the Noldor of the Court despise these creatures as perversions of nature. Due to their pride they tend to look down upon men of non-Númenorean descent.

Regardless of the line, all Noldor are noble of bearing and carry themselves with assurance. They are haughty and often appear to be arrogant. Of all the Elves, they are the most inquisitive and passionate, being full of a desire for experience and expertise in the arts and the ways of the world.

**Warfare**

The Noldor of the Mûmakan do engage themselves seldom in war. They prefer to act through agents and servants who carry out the deed. Only those members of the Court organized in the Suit of Swords (see section…) retain some martial spirit and interest in warfare. It is them who train the warriors of the Court and generally seek out the outward strikes ordered by the Council of the Twelve.

When in engaged in war, however, the Noldor are among the fiercest and most dangerous warriors one can find in Middle-earth. Those who stay in their path when enraged most often face a quick and swift death.

**Appearance**

Of all the Elves, the Noldor are the strongest and sturdiest of build, although they are still slimmer than Men. Males average 200pds. (90kg); females 155pds. (70kg). Of all the Elves, the Noldor are the strongest and sturdiest of build, although they are still slimmer than Men. Fair skin (though often tanned through the intense sun of the South). Most are dark haired and have greyish eyes which betray a proud demeanor. Decendants of Fingolfin and Finarfin are often fair haired and blue eyed, for their blood contains Vanyar influences. They do not carry great burdens, but they are capable of traveling 16-20 hours a day. The Noldor do not sleep; instead they rest in a meditative trance for 1-3 hours a day. Men average 6′7″ (2,00m), women at 6′3″ (1,90m).

The Noldor favor rich clothing and fine craftmanship, and give the appearance of great wealth. When in company of themselves, the Lords of Ardor generally don the classic and magnificent robes and

jewelry of Valinor. According with the warm and humid climate of the Mûmakan, their other garments are light and loose to prevent overly sweating.

## Sindar (Grey Elves)

### Society and Culture

The Sindar are only a bit more frequent than the Noldor. Like the High Elves they form some kind of foreign 'nobility' among the Elves of the region. They are exclusively found (outside the Court and the Guild) as members of the upper class in Tâliran. Here they strive to retain some of the splendor and tradition of the kingdom of Doriath (from whom they are refugees). They are a bit more readily accepted by the Avari of the region, since they never left Middle-earth (albeit they went west with the Noldor). Consequently, acknowledging their peculiar position the Sindar form most of the ruling class in Tâliran, although the realms' king is always (like it was ever) an Avar.

Having learned their lesson in Beleriand (as they think) the few Grey Elves try to stay out of the region's mortal politics and lead a purely elvish life and policy. Unfortunately, this is not always possible and since Tâliran lacks a powerful device like a Ring of Power to shield the land (as in the case of Galadriels use of Nenya in Lórien), they are forced into temporary alliances, mostly with the Kirani, whom they consider the most honorable and noble Secondborn in the region.

The capital of Taurondë is a mix of Kinn-lai, Arana, and Sinda traditions: part underground delvings (like Menegroth), part tree city (comparable to Caras Galadhon in Lórien), it has a beauty and magic of its own. Few visitors are not impressed by the skill with which the Elves built their city within the forest.

Like all Elves, the Sindar are strictly monogamous. They marry for life.

Sindarin (7/7) is their preferred language. In addition, they speak the Avarin (6/6) of their more numerous Kinn-lai cousins. Some also speak some Kiranaic (4/0) and Quenya (3/0). They are musically inclined and gifted in all aspects of woodcrafts.

### Religion and Worldview

Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver and maker of the stars. They are especially linked to Ulmo, from whom they learned the art of shipbuilding and music. The Sindar are the most content of the Eldar in Middle-earth. They are less frivol than the Avari and not so hot-tempered and emotional as the Noldor. They hate Orcs, Wargs, Dragons and all creatures of the Dark Lord. They do not go along well with dwarves either. They do not like the aims of the Court and generally despise it. They will have nothing to do with this organization, which they recognize as being terribly misled.

### Warfare

Like all other inhabitants of Tâliran the Sindar of this realm do not engage in mortal affairs (and wars) and consequently no one has seen an elven army in millenia. When they do have to engage in

such activities, the Sindar are most likely equipped with high-quality arms and armor and be a very serious threat to their enemies.

### Appearance

The Sindar are slender. Men average at 161 pds. (73kg), women at 132 pds. (60kg). Their skin is fair, though often tanned by the sun. Most have blonde or brown hair and eyes in different shades of grey and blue. Men c. 6′3″ (1,90m), women around 5′11″ (1,80m). They posess the same vision as the Noldor. In the way of clothing, the Sindarin exiles favor the garb of Doriath: rather good and very high quality clothing (compared to mortals, a bit dull compared to the Valinorean garb of the Court). They favor the peculiarities of the region as the source for clothing and decoration, rather than the ‘artificial’ style (in fact traditional Valinorean) shown by the Court. In general, they don’t like the rich and opulent garb of the Noldor.

## Kinn-lai

The Kinn-lai (S. …) are the most prevalent of all elven groups in the Mûmakan. They belong to the Tatyar, the second tribe of Quendi in Cuiviénen. The Tatyar that left for Aman were later called the Noldor. South of the Yellow Mountains relatives of these Tatyar people are called the Cuind (“Fuinar” in ICE’s *Shadow in the South*) and hold relative close relations with their northeastern kin.

Like most of the Avari, they are extremely hardy and are able to survive in nearly every environment. Like their southern brethren, they relish living in the hot and humid rainforest.

### Society and Culture

They are the most rustic of the Elves of the Mûmakan area. The Tatyar prefer to wear grey, blues, blacks and deep greens. Their dress is outwardly austere and presents a quietly noble presence, if it is seen. Frequently their dark clothing is laced with slightly tinted patterns, like vines, mineral striations, or constellations. The Tatyar dislike the sun, and do not use it in any of their symbolism.

Nearly all of the Kinn-lai live in Tâliran, preferring its safety to the dangers of mortal realms. When they travel abroad, they are rarely seen by mortal eyes if they don’t want so. The Kinn-lai prefer a slow-paced life filled with as much song, dance and gaming as possible.

When coming from the north, the Sindar brought with them the vision of Menegroth, much to the liking of the Tatyar who prefer underground dwellings, but it were the Nelyar of Tâliran who gave the city of Taurondë its most famous structures: the multi-storied houses in the great Lurakil that are connected by many bridges and lianas. They speak their own tongue Avarin (7/6). Most also speak some Sindarin (5/3). A few Kinn-lai may also know a little Quenya (3/0) or Kiranaic (3/0).

### Religion and Worldview

Informal and centered around communal celebration and personal meditation. The Valar are not venerated but are usually admired and respected. Varda and Aulë are the highest in esteem; Oromë, perhaps, the least, since he is viewed as have stolen and estranged their kinfolk, nor are they allies of

Ossë, a manifestation of the forbidding coastal seas. To a limited degree they are aware of all the Powers, from memories of the Huntsman's words and the innate sensitivity of Quendi to the exercise of magic and power.

Monogamous. The Kinn-lai are the least of the Elves inclined to be drawn into mannish politics. To them these goals seem so fleeting, as they wither often within the lifetime of a mortal generation. They see no point in wasting their lives in such squabbles. Additionally, they have not the urge to be bothered too much with politics. In realms governed by Eldar, all minions of the Dark Lord are their enemies. In purely Avar communities they view everyone not of their kin as a potential threat (and treat him accordingly). The Eldar are viewed with utmost suspicion, being traitors of Elvenkind altogether with their departure for Aman (although they are not as unfriendly towards them as the more easterly Avari). The Noldor are particularly disliked, whose pride is too akin to their own, and they use Nelya intermediaries when possible. In addition they mistrust most men, especially the imperialistic Tantûraki and aggressive Mûmakani.

They are normally at fairly good terms with the dwarves, a fact that seems quite strange to those familiar with the events in the Northwest of Middle-earth.

**Warfare**

The Tatyar rarely go to war. As stated in the previous topic, they do not deem mannish goals worth wasting their lives. Consequently they only engage in large-scale wardfare activities when their own realm and way of life is threatened. When they do engage in war, their potential enemies should beware because the smithing and crafting skills of certain members of this tribe account for nearly any equipage.

**Appearance**

They are slight of built - rather thin by mannish standards. Men weigh about 190pds. (86kg), women c. 155pds. (70kg). Fair, but tanned through the southern sun. They are the most "rustic" of the elven-folk of the Mûmakan. Men reach an average of 6′4″ (1,93m), women 6′0″ (1,83m). They are unparalelled in all manners of the woods. Nobody except, perhaps, the Ents, surpass them in wood-related skills. They cannot become sick or scarred and are immune to disease. Bonus of +15 vs. cold attacks (DB & RR's).

## Khelnôr

The Khelnôr are a mix of several elven tribes. They represent those elves who chose to ally themselves with the Court of Ardor and comprise the bulk of its members. Their greatest contigent came from the Kinn-lai (S. …), mixed with a few Cuind and Arana. Over time they have developed into a quite different race though, both mentally and physically.

### Society and Culture

They are the most rustic of the Elves of the Mûmakan area. Their clothing is usually functional but impeccably well made. Camouflaging greys, greens and browns are favored in the wild, but at home (especially in Taurondë), they will wear gayer garb.

Nearly all of the Kinn-lai live in Tâliran, preferring its safety to the dangers of mortal realms. When they travel abroad, they are rarely seen by mortal eyes if they don't want so. The Kinn-lai prefer a slow-paced life filled with as much song, dance and gaming as possible.

When coming from the north, the Sindar brought with them the vision of Menegroth, but it were the Kinn-lai who gave the city of Taurondë its most famous structures: the multi-storied houses in the great Lurakil that are connected by many bridges and lianas. They speak their own tongue Avarin (7/6). Most also speak some Sindarin (5/3). A few Kinn-lai may also know a little Quenya (3/0) or Kiranaic (3/0).

### Religion and Worldview

Informal and centered around communal celebration and personal meditation. Like all Elves, they worship Varda as giver and maker of the stars. Monogamous. The Kinn-lai are the least of the Elves inclined to be drawn into mannish politics. To them these goals seem so fleeting, as they wither often within the lifetime of a mortal generation. They see no point in wasting their lives in such squabbles. Additionally, they have not the urge to be bothered too much with politics. In realms governed by Eldar, all minions of the Dark Lord are their enemies. In purely Avar communities they view everyone not of their kin as a potential threat (and treat him accordingly). The Eldar are viewed with utmost suspicion, being traitors of Elvenkind altogether with their departure for Aman (although they are not as unfriendly towards them as the more easterly Avari). In addition they mistrust most men, especially the imperialistic Tantûraki and aggressive Mûmakani.

### Warfare

### Appearance

They are slight of built - rather thin by mannish standards. Men weigh about 137pds. (62kg), women c. 110pds. (50kg). Fair, but tanned through the southern sun. They are the most "rustic" of the elven-folk of the Mûmakan. Men reach an average of 6′1″ (1,85m), women 5′9″ (1,75m). They are unparalelled in all manners of the woods. Nobody except, perhaps, the Ents, surpass them in wood-related skills. They cannot become sick or scarred and are immune to disease. Bonus of +10 vs. cold attacks (DB & RR's).

## Dwarves

Although relatively rare in the Mûmakan, Dwarves are not unheard-of and some live in the greater cities of the region, mostly working as smiths.

## Bávor's Folk

The 'official' dwarvish name for the tribe living in the Ered Laranor is Stiffbeards, although today it is rarely used. Most people know them as Bávors Folk. Their tale is a sad one. First they arrived in the South around the middle of the First Age. Here they carved out the city of Mablâd-dûm in the central Yellow Mountains. In S.A. 1092 however, strife arose and the king was killed in the fray. After this, the main host of the Mablâd wandered south to settle in the city of Blackflame (Kh. Baruzimabûl), a mining colony founded three centuries earlier. Later, part of the remaining Dwarves of Mablâd-dûm left the city for the east, and they founded holds at Bar Falin and Nárad-dûm. The former was later taken by the forces of Darkness, and so three principal Dwarven holds in the Ered Laranor remain by the middle of the Third Age. Most Dwarves however live in the city of Blackflame and it is here that the High King of Bávor's Folk resides. Mablâd-dûm is second in prestige and Nár's Folk in Nárad-dûm south of the Sára Bask in the eastern part of the Yellow Mountains comes third.

A few of Bávors tribe live scattered in the Mûmakan area where they are mostly employed as smiths or craftsmen of supreme skill in the various mannish realms. A small community has settled in the hills just north of Koronandë.

### Society and Culture

In contrast to their brethren of Durin's Folk, their beards are quite small. Therefore, these are wiry and they wear their hair woven to braids and keep these very long. They prefer heavy and sturdy, practical clothing. Heavy boots complete the image of a typical Mablâd Dwarf. Inside their shielded halls, they favor clothing of superior craftsmanship adorned with geometrical patterns and wear decoration made of silver and gold and beset with many kinds of gems.

They are uncomfortable with open water and the Vala Ulmo. Penalty of -30 for Swimming. They are superb miners, craftsmen, and stonewrights. They live in their halls deep within the Yellow Mountains. Because of their vulnerability when wandering (only a third of their folk is female), the Mablâd remain in their halls whenever possible. When going out in great numbers (like for war), they leave their families at home, guarded by a substantial part of their host.

When venturing in the outer world, they usually leave their homes in travelling groups. They speak their own language Khuzdul (7/6) only amongst themselves. When dealing with other people, they use Apysaic (5/0) or Kiranaic (5/0). Few can even speak some Tantûrakic (3/0) or Mûmakanin (3/0).

No Mentalism or Essence Spell Users.

### Religion and Worldview

Monogamous. Only a third of their folk is female (s.a.) They marry for life. The line is traced through the male. As for the the other Khazâd, they believe, that their tribe is held together by the spirit of its father. The reverence of their ancestors is only surpassed by that of Aulë, whom they rever as Mahal (Kh. "Maker"); the maker of their race. Cool, quiet, greedy, suspicious, aggressive and introverted. Being tough warriors, they yield no ground unless overwhelmed. Each dwarf treats other dwarfs (especially of his house) as his kin, even when such loyalty perpetrates injustice. They distrust even dwarves of other tribes to some degree.

The saying is true: *'No friend granted a dwarf a favor, nor enemy a wrong that was not repaid in full'*. However, once a stranger proves himself to be a friend, he is a friend for life.

Orcs, Dragons and Trolls are their arch-enemies. They mistrust all other races, but the Servants of Darkness are treated with special suspicion. They remain quite good relations with the Tatyar Avari of Tâliran.

#### Warfare

Dwarves prefer heavy armor and weapons. Because of their short stature (and dislike for big animals) they are denied the advantage of cavalry and rely therefore on heavy infantry tactics. Their tough armor and shields keeps away most enemies' weapons and their own high-quality weapons are able to penetrate most armour with ease. Units trained in the crossbow serve as missile troops and thereby compensate the lack of cavalry a bit.

Because of their small numbers they are reluctant to risk their troops in battles for mannish affairs. Very rarely a dwarven army leaves their halls but when they do the potential enemy should be wary indeed. According to their nature they are fabulous underground-warriors.

#### Appearance

Short, stocky and heavy with strong limbs. Men weigh about 165pds. (75kg), women c. 150pds. (68kg). Black, brown or red hair and ruddy complexions. Enormous. They carry great burdens over great distances with only minimal rest. Both sexes reach c. 4′4″ (1,32m). Long, between 230 and 250 years. Resistant versus heat and cold. Bonus of +30 vs. such attacks (RR's & DB).

Superior vision. Under the worst lighting conditions they see excellent up to 15m (50′) and fair to 30m (100′). In total darkness they can see 3m (10′). Bonus of +10 for Spatial Location Awareness and all Blind Fighting skills. The Mablâd Dwarves are excellent cratfsmen. Bonus of +20 for Smithing and all Crafting skills. Bonus of +25 for Mining and Caving.

# Men

As (nearly) always men are the dominant race in the area and have developed a great variety of cultures and races. The following chapters detail the most prevalent and populous of the Secondborn south of the Yellow Mountains.

## Kirani

The Kirani belong to the most ancient mortal races in the Mûmakan area. They migrated to this land in the third quarter of the First Age and took on much of the culture of the disintegrating realm of Geshaan.

The most significant Kirani realm is - of course - Koronandë. This state is somewhat special, since it is one of the very few republics in Endor. The republic was able to defend herself versus hostile neighbooring monarchies for ages and intends to do so in the future.

It is believed that the Kirani are related to the Haradrim, although beyond the common very dark skin color and black, wiry hair, the similarity ends. Where the (northern) Haradrim are stocky and muscular, the Kirani are tall, slender and graceful of movement. The Kirani are culturally sophisticated, and relatively advanced socially. Koronandë is run almost solely by Kirani. Indeed, with regard to body build, strength and dexterity, the Kirani are more comparable to the Elven races, with whom they share a mutual respect and admiration.

**Society and Culture**

In the way of clothing, the Kirani prefer loose, flowing garments, dyed in a variety of white, green and black tones and draped loosely about the body. These they wear when they can get away with it, but of course such are not suitable for everyday work, for which they don short kilts in the case of the men, and the women tend to wear a short, belted dress. Both sexes wear jewelry, although they prefer items of leather worn about the head and wrists and natural products like shells, with bright bird feathers dangling, rather than the gold and gem-beset decoration that most other races prefer. The Kirani generally don't wear any foot covering at all or they don light sandals.

Kiran warriors wear only light armor (Soft Leather or Textile armor) to avoid quick exhaustion in the tropical climate of their home.

The Kirani are gifted orators and diplomats. Bonus of +10 for Public Speaking, Tale Telling, Leadership and Trading. Bonus of +15 for Diplomacy. The Kirani are basically vegetarians, cultivating the many varieties of fruit bearing vines and trees which flourish in the area. They do occasionally dine on fowl: the larger avian inhabitants of the jungle are broiled and considered a delicacy.

The Kirani (especially the Koronandën) are (like the Hathorians) a fanatical independent folk, that despises any form of foreign domination. Apart from this, they live comfortably and enjoy the fruits of their labor. The latter consists mainly of trade, which they do with passion. The lion's share of the long-distance traders in the Far South are Kirani. The Kirani in Koronandë are also great seafarers and the capital of Korlan is the greatest trade center in the region. There is an apparently significant range of sociological development among the Kirani, even within this limited area: from the almost tribal arrangement of the reed hut-dwelling people of Tuktan to the complex government of Koronandë, where the inhabitants embrace imported foods and intricate social subtleties and live in multi-story stone houses in cities with sewage systems.

The republican constitution of Koronandë is defended fiercely by the Kirani and all attempts to establish a monarchy (there were only very few) met stiff resistance from the general populace and failed in the long run. This broad support for republican rule comes partly from the federal structure of the state, where the rights of the districts and individuals are emphasized.

The pleasures of life are not beyond them, and they spend much leisure time with art and festivities. On the other hand the Kirani divide clearly between work and pastime and they pursue their business with the same vigor as their leisure time. As a result they are feared as hard trading partners.

They speak Kiranaic (7/0) an offshot of Apysaic (3/0). Many also speak some Mûmakanin (5/0). Few can speak some Avarin, the language of the Kinn-lai (5/0).

**Religion and Worldview**

The Kirani believe in a pantheon of gods. Chief among the gods is Horus, who oversees the realms of gods and men and is in perpetual combat with the evil Seth, who strives to overthrow the present order and establish himself as king. In the end he will fail and be destroyed, so that the world will live in peace at last. Until this time, all faithfull have to combat Seth and his minions wherever they find them, elsewhere he will grow too strong to be defeated.

The Kirani are polygamous. The line is traced through the male. A man can take more than one wife, but he must be able to pay the bride-price and must prove that he is able to sustain the new wife in an adequate manner. The Kirani have complex rites of marriage after a young man and woman have chosen each other; and celebrate the ceremonies of passage through, as the Kirani perceive them (the four stages of life): birth, man/womanhood (at around 15); citizenhood (taking social responsibility, around 30); and death (chosen by the Kirani, as with the noble Númenoreans of Old). Death is not to be a long, withering process, rather, when someone realizes that his or her mind or body is beginning to fail, around age 60-70 for Kirani, he or she will call for the ceremony of death, say farewell to his friends and relatives and at the conclusion of the solemn hours-long ritual, the person will have killed himself with a swift and painless acting poison.

They are friendly towards the Hathorians, Sharaeki and Elves, whereas the aggressive Tantûraki and Mûmakanril are counted as their adversaries.

**Warfare**

The Kirani are capable warriors, neither superior nor inferior than most other human races in the. Where they do excel however is naval warfare. The Kirani of Koronandë have a long standing tradition of naval warfare and accordingly their navy is not only strong but also extremely capable and powerful. The only other power with a comparable navy is Tantûrak. The strong naval presence of the Kirani has long been their strength in the power struggles of the South and they use it to their best.

In terms of equipment, the Kirani tend to wear light armor and so circumvent the problems of heavy coverings in the hot and humid climate of their home (beside that heavy metal armor is not advisable when fighting on ships). The preferred weapons of the Kirani include the spear and scimitar.

**Appearance**

Slender. Men weigh about 85kg (155 pds.), women around 65kg (132 pds.). Dark brown or black skin. Curled black hair and eyes in varying shades of brown and black are the norm. Kirani males tend to be clean shaven, indeed many, like the Elves, are naturally beardless. All tend to wear their hair relatively short. Good in hot and humid environments, medium in other areas.

Men around 6′5″ (1,95m), women c. 6′1″ (1,85m). Average, around 60 to 70 years.

## Hathorians

If any group of men in the Mûmakan area looks more out of place than the descendants of the Númenoreans, it is surely the people of Hathor. Blond and blue eyed, their appearance harkens back to the cooler climes of Eriador far to the North. The Númenórean wars in Eriador during the Third Millenium of the Second Age led to an estrangement of the Númenóreans and their (distant) Northmen relatives. Near the closing of the Second Eriadorian Revolt in S.A. 2587, the Númenórean *cánotar* of Eriador resolved to set an example for all would-be "rebels" and ordered the population of the small Eriadorian kingdom *Anglawine* (with its center at Nothva Rhaglaw) whom he suspected of supporting the rebels (be it true or not) deported to a foreign land. Ten years later this operation was completed and ca. 50.000 people had been forcefully transferred to the region of present Hathor. Once they arrived in their new land they were left alone by the Númenóreans (for whom the "punishment" was fulfilled). Fortunately for the Hathorians the land seemed to bless them and soon they were a power to be reckoned with in the South.

It is commonly known that the Hathorians migrated here before the downfall of Númenor (the tale above should only be remembered by a few shrewd loremasters or ancient elves). The Danak of the east-central Ered Laranor are believed to be distant relatives of the Hathorians although these came to the mountains in the Third Age as a group of escaped Sîraynen slaves.

Despite the fact that they are not indigenous, they love their land, especially the southern and coastal areas.

### Society and Culture

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

Hathorians are among the most vain of peoples, working ever hard at making the most of their appearance, which now nearly rivals that of the Elven-kind, although perhaps in a more "rough" way. No other culture has so many oils and balms to make their skin look "natural". Despite their balms, Hathorians show signs of aging at around 40-50 years. Of course, it must be acknowledged that because of their naturally fair skin the Hathorians require some defense against the intense sun of the tropics until thes develop a protective tan; and even then, their skin would dry and wrinkle without treatment. However, they also spend an inordinate amount of time washing their hair, and cutting it in precise, layered lengths so that it falls evenly in sculpted perfection. Men usually wear their hair partway over their ears, and to the nape of the neck in back. Women allow theirs to grow longer, sweeping back from the face to fall about their shoulders.

The Hathorians traditionally do not wear heavy armor (usually leather or glued linen armor), but rely

mostly on very effective shields, and are excellent with the composite bow and broadsword.

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

The realm is divided into five districts. These must give a percentage of their goods to the king at Tanith. The federal and individualistic structure of Hathor effectively blocks imperial or despotic tendencies. As a result, during peacetime, the king has limited authority: he only executes the laws the Council of Elders makes and oversees his duty as High Priest. In times of war though, he has nearly total power and commands a surprisingly large army, since every male Hathorian is skilled with weapons (a good choice in the neighborhood of the Mûmakani) and posseses his own equipment.

Hathorians are easy-going of temperament, but often wild and adventurous. Indeed their society more than any other in the area is built around recreation, including attendance at and participation in athletic games of all kinds, singly or in teams, in land or in the water, by men or women (but mostly men). Although these sports are always played without intention of injury, the very nature of most of them make it almost inevitable that someone will get hurt every time. Fortunately, however, Hathorians have an aptitude for the healing arts, and there are usually several Healers of respectable skill at any given event, so even a severely injured player is not in danger of death and in few days may join his team again.

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

The Hathorians are monogamous. The woman leaves for her husband's house. The line is traced through the male.

Friendly and joyful towards their allies and friends, but relentless and steadfeast against their enemies. They are the age-old allies of the Kirani of Koronandë with whom they share a good portion of distance towards the centralistic and autoritarian realms of Mûmakan and Tantûrak. Their overall positive and open attitude is also a result of a mingling with faithful refugees from the ancient realm of Geshaanwho hid in this region of the Ûrdor.

They speak their own tongue Hatorin (6/0). Most people also know some Kiranaic (4/0) or Mûmakanin (3/0).

## Religion and Worldview

The withering effects of aging fills them with sorrow and shame. They fear the open sea with a frightening intensity and will refuse to engage in any voyage upon the open sea.

The Hathorians believe in a pantheon of gods.The primary deity of the Hathorians is Hathor, who gave the realm and people their name. She is a goddess of beauty, joy and happiness as well as physical prowess. Haerandir believes her to be a Maia of Tulkas' people. Anorel is a companion of Hathor, and patroness of all healers. These religious beliefs stem to a good part from the Kirani who in turn were tutored by the Tyar priests of Geshaan.

Chief among the gods is Horus, who oversees the realms of gods and men and is in perpetual combat with the evil Seth, who strives to overthrow the present order and establish himself as king. In the end he will fail and be destroyed, so that the world will live in peace at last. Until this, all faithful have to combat Seth and his minions wherever they find them, elsewhere he will grow too strong to be defeated. Orcs, Trolls and other minions of the Shadow are their enemies since they came to this region. They are suspicious of the imperialistic Tantûraki and despise the Númenórean aristocracy of that realm (due to the Hathorians' origins). The Mûmakanril who share the pantheon of the Hathorians at least partly but favor the mirror image of Set (Amaav) are their all-time enemies.

## Warfare

The Hathorians have a long-standing warrior tradition and consequently field a fairly large and effective army nearly unrivalled in the South. Because of their strong alliance with the Kirani in general and Koronandë's in particular, their opponents (usually Mûmakan) always face a stiff opposition.

The Hathorian soldier is normally equipped in light armors and armed with a spear, sword and shield. His protective covering usually includes light or medium body armor, leg greaves and a helm.

The constant threat of Mûmakan led to a disciplined and highly trained army, part of which is always on duty on the border. In theory every able-bodied male is subjective to military service, provided he can afford the equipment. Those who can't afford the equipment are given their equipment by the state but they have to serve for a time as permanent soldiers and thereby pay their arms and armor. The system is quite effective and provides the state with a core of highly-trained regular soldiers and a relative large but also well-equipped, highly disciplined and motivated levy.

## Appearance

Average to heavy. Men weigh about 181pds. (82kg), women 128pds. (58kg). Fair skin, which is smoothly tanned through the sun. Hair is are generally light colored. The eyes show blue and green in differing shades. Hathorian males are clean-shaven without exception, having developed a creme which completely removes the beard for several days (the creme brings a high price in other countries, but its export is limited). Like the Elves and Kirani, the Hathorians have little body hair. Good in tropical climes, below average in colder ones. Men average at 5′11″ (1,80m), women c. 5′7″ (1,70m). Hathorians have a rather high life-expectancy, between 70 and 80 years. Bonus of +5 vs.

Heat/Fire attacks. Bonus of +15 to all skills related to cosmetics. They are also skilled physicians and apothecaries. Bonus of +10 to Herb Lore and +5 to all Medical Skills.

## Mûmakanril

The Mûmakanril are the most prevalent men in the eastern lands of Ardor. They represent the typical cliché of the dark-skinned inhabitants of the Far South. Tough and warlike, they are a threat to all their neighboors.

Their ancestors were the last Swertings to arrive in the region and they were heavily influenced by the declining Geshaan empire and its dark teachings.

Twelve tribes make up the Mûmakanril, each of which consists of a number of clans. The twelve tribes are further grouped according to the kind of environment they typically live in (which leads to shared lifeways and a strong feeling of unity). The largest and most traditional tribal grouping are the **Zamaril**, semi-nomadic savanna-dwellers. The second group, the **Krâlakril**, live in or near the borders of the rainforests. Though fewer than the Zamaril, the Krâlakril live in more populous settlements, supported by great numbers of slaves who cultivate food as well as cash crops (e.g., tobacco and fruit) for the warrior class. The third group of tribes are the **Sîril**, who live near the coasts. A bit more civilized than their kinsfolk, the Sîril often act as traders with neighboring peoples, though most live by fishing and hunting.

### Society and Culture

The Mûmakanda society is dominated by the harsh life in the savanna and forests. This life has always led them to raids against their neighboors and accordingly they are disliked by almost everyone.

The Mûmakanril like to wear leopard and lion-skins. (The skin must always come from an animal killed directly by the wearer.) In general, the Mûmakanril consider too many clothes impractical for the wilderness. In all cases—men as well as women—they like to wear many amulets and charms, which often are said to have magical qualities. Mûmakanril have also a definite liking for gold and bronze jewelry. Mûmakanril fear spirits of the dead and most sorts of sorcery. The Mûmakanril are ruled by a caste of holy warriors (the *sôramril*) and by tribal priests (the *mûmathûmril*). Every Mûmakanar has a place in the tribal community; roles vacated by the death or status elevation of their former occupant are properly filled by others. Customs differ. Among some tribes, women have no rights and may be given as gifts, sold or even “lent out” by their husbands. In other tribes, men and women cohabit by mutual choice for a time without strong ties. In such tribes, women might attain positions of great power. Children grow up in separated groups.

The Mûmakanril speak their own language Mûmakanda (7/0). Some also know some Kiranaic (6/0) or Hatorin (6/0). Far-traveled tribesfolk are also able to speak Ganic (5/0).

Prejudices are common in Mûmakanda society. Because of their superstitious demeanor, the Mûmakanril fear Elves and Chaialla. They hate Black Númenóreans. Very often there are terrible feuds between the different tribes.

In terms of professions there are no Wizards among the Mûmakanril; Bards (*rathamûril*) are rare.

### Religion and Worldview

The Mûmakanril worship a great number of gods and spirits. Besides the *ûmala* (gods corresponding to the Valar and Maiar), spirits of mighty warriors, great chieftains and wise priests are also worshipped. The mightiest deities are Amáv (tribal demigod of Mûmakan), Mûdhala (god of darkness), Kadû-baka (god of death), Lakabah (god of the great jungles), Akawa (god of water) and, of course, Makûma (god of the underworld and destroyer of Men). Tribal religion is controlled by a priestly caste, the *mûmathûmril*, which oversees rituals, conjures living corpses and performs sometimes bloody sacrifices.

### Warfare

War is a common experience for nearly all Mûmakanril. Accordingly they have a great tradition of warfare and their experience is unmatched. Fortunately for their foes, they are prone to quarrel amongst themselves and so united action is rare. Whenever this occurs however, all neighboors have a hard time and often the Mûmakanril prevail over their foes.

The hot climate of their homeland and their traditions let them fight without or light leather armor at most. Their favored weapons are dagger, scimitar, spear, club, mace, and fighting staff. Blowpipe, boomerang, harpoon, fishing spear are also in common use.

### Appearance

The Mûmakanril are among the tallest of the Swertings. Men average at 6′6″ (1,98m), women at 6′ (1,83m). They are very athletic and robust. The average weight for men is 243 lbs (110 kg) for women 232 lbs (105 kg). Mûmakanril have dark black skin and black hair. They possess considerable endurance. Mûmakanian warriors can run mile after mile without getting exhausted. Their life expectancy is rather short, c. 40-60 years. They have a +10 bonus against heat/fire attacks as well as a malus of -10 against cold/ice attacks.

They are cool and vigilant, but sometimes surprisingly wild or joyful; warlike and keen for singing; living by a strong code of honor based on valor and tests of courage.

In ways of clothing, they prefer a loincloth or similar covering made of lion or leopard-skin, fixed over one shoulder; head-covering made from an animal head; *mûmathûmril* wear masks made of wood or animal skulls; the Mûmakanril have no footwear except light leather sandals. Amulets, rings (for arms, neck, ears and nose) and body paint are the favored forms of adornment.

## Sharaeki

Short and stocky, the Sharaeki area resemble more the Dwarves than any mannish race nearby. Once a tall and proud people in their youth, they earned the ire of the Court of Ardor, and so the brunt of the power of the Ardan Council fell upon them. The devastation wrought upon Geshaan was even greater than the Court could summon alone, though the final catastrophe could not have come at a more convenient time (except of course for the fact that the Court as well suffered a setback with the downfall of their master, Morgoth himself). Indeed, near the end of the First Age, when most mortal

men were disorganzed, those of Geshaan, under the tutelage of the Three of Ty-Ar-Rana, were arising into a culture of power and sophistication. This potential threat to their dominance the Court could not permit, and so they bent all of their powers (especially formidable while they still could tap the resources of the Black Enemy) upon the men of Dûshera and Geshaan. Even before the cataclysm which turned Geshaan into an uninhabitable mire and altered the ecology of Dûshera, the effects of the Ardan manipulations could be seen despite the best efforts of the Three to combat them. The Government became increasingly corrupt, their worship of Light became tainted with fear of punishment for any transgression; interaction with other races became strained, especially the immortal Elves - whom they learned to envy.

**Society and Culture**

In the way of clothing the hill-men wear (relatively) poorly made items of vool, with some hide overgarments. generally, they are easily distinguished by all other people in the region and leave an archaic-primitive impression. They lead a very rustic life among the wilds of Dûshera. They are organized in several tribes, which wander the area and forage the land. Still, they possess some offices and titles which are reminders to their time of glory over five thousand years ago. Polygamous. The line is traced through the male. Extremely xenophobic. Principally, they distrust any strangers. This attitude only recently (since c. T.A. 1600) losened a bit. Now they trade with the Kirani a little (albeit careful). For outsiders it is nearly impossible to gain their trust. The Geshaan disaster is too deep anchored in their minds (they believe their fall was made possible because of withheld help from their supposed friends and allies). They still speak the ancient language Tyric (5/0). Some also know a little Kiranaic (3/0).

**Religion and Worldview**

They are a very superstitious people. They believe in a great pantheon of merciless and punishing gods who have defeated the forces of good and light and must constantly be appeased. The sinner will be tortured in unspeakable ways after death. They still use complex burial rites which include the conservation of the body. They believe that only the perfect conservation of the dead body gives the deceased a chance for salvation. It has been a sad tale of ready decline for this race, even genetically suffering as their nutrition and feeding habits changed, a limited diet and severe inbreeding due to lack of travel and trade. Only recently have they come to careful trust the Elves at all, with he passage of so many years. The Kirani too they will interact with, though warily, for they fear (with good reason) the warlike Mûmakani, and have trouble differentiating between the races. Principally, they loathe all those who threaten their homes. No Essence or Mentalism spell users.

**Warfare**

None organized to speak of. Individual families and tribes field a levy when the need arises, but they are generally ill-equipped and –trained and consequently pose no real military threat to any other realm. The prefer mostly spears as offensive and shields as defensive weapons. More elaborate eqiuipment is very rare.

### Appearance

Short and stocky. Men average at 140 pds. (63kg), women at 100pds. (45kg). They are swarthy of complexion, the men frequently wearing beards, and their hair is usually dark brown, their eyes brown or grey. Men c. 5′1″ (1,55m), women around 4′8″ (1,42m) Short, between 50 and 60 years.

## Ûsakani

The Ûsakani belong to the numerous ancient Apysani branch of the Secondborn. They migrated to their present land early in the Second Age. Because at that time, the entire Tantûrak-area was covered with impenetrable (at least for them) rainforest, they took to the coast and built ships, with whom they landed on the Ûsakan coast. Ever since then they remained in that land and they even preserved their shipbuliding knowledge, which makes them quite useful for Tantûrak today.

As a people, they are closely related to the Kirani (no doubt from where they have their aptitude for ship-building and seafaring).

### Society and Culture

The Ûsakani are gifted orators. Bonus of +10 for Public Speaking, Tale Telling. For clothing, the Ûsakani prefer loose, flowing garments, dyed in a variety of pastel colors and draped loosely about the body. These they wear when they can get away with it, but of course such are not suitable for everyday work, for which they don short kilts in the case of the men, and the women tend to wear a short, belted dress. Both sexes wear jewelry, although they prefer items of leather worn about the head and wrists. Living in a (at least partly) mountainous area, they wear soft boots or sandals for protection of the feet.

Ûsakani warriors generally wear only light armor (Soft Leather or Textile armor) to avoid quick exhaustion in the prevalent tropical climate and because heavy armor aboard a ship invites disaster. Similar to the Kirani, they are very fond of vegetarianism food, but they also eat meat and fish for diversity.

They favor a comfortable living, and all sorts of recreation are exercised with vigor. Besides this, the Ûsakani also show an unusual trait even when working: labor is accompanied by so many jokes, singing etc. that an outsider might mistake it for leisure time. Only the completion of the task at hand shows him that it was work indeed.

They share a spirit of independence with their Kiran cousins, but since their occupation by Tantûrak in T.A. 634 (western reckoning), they find it much harder to live. On the other hand, the conquerors recognized the worth of the Ûsakani and gave them equal rights rather than reducing them to subjects. This has earned the respect from the Ûsakani and now they identify themselves with the state nearly as much as do the Tantûraki themselves. Polygamous. The line is traced through the male. A man can take more than one wife, but he must be able to pay the bride-price and must prove that he is able to sustain the new wife in an adequate manner. The pleasures of life are not beyond them, and they spend much leisure time with art and festivities. On the other hand they divide clearly between work and pastime and they pursue their business with the same vigor as their leisure

time. They speak Kiranaic (7/0) an offshot of Apysaic (3/0). Many also speak some Apysaic (5/0). Few can speak some Adûnaic, the language of the Arûwana overlords (4(0).

### Religion and Worldview

None besides for their healthy respect of the Uvag-Aak who live in northern Ûsakan. The Ûsakani believe in a pantheon of gods. The most popular ones are Aldora, the master of light and wind who opposes Maltôra, the lord of darkness and fire. They are friendly towards the Sharaeki, Elves and Kirani (whenever they have a chance to meet), whereas the Mûmakanril are counted as their adversaries though they live far away (partly owing to Tantûraki influence). They are wary of the Magri of Tumag, whom they think of plotting constant invasion into their lands.

### Warfare

The Ûsakani are generally capable warriors. The king is the overall commander of the army, but local chieftains and leaders also wield a good deal of power and so the competence of the king for fielding a large army against the wishes of the tribal leaders is limited. However, the Ûsakani are fairly good naval warriors (though not as good as the Tantûraki or Kirani) and thereby augment the Tantûraki sea-power.

Their land-based operations are most often hindered by quarreling among the tribes but when the king manages to assemble a army he stands a good chance of success.

Traditionally, Ûsakani warriors shun protective gear beside shields and prefer offensive weapons, among them bow, spear, lasso, and clubs.

### Appearance

Medium, more heavy than their Kiran relatives. Men weigh about 198 pds. (90kg), women around 155 pds. (70kg). Dark brown or black skin. Curled black hair and eyes in varying shades of brown and black are most often encountered. In contrast to their Kirani cousins, Ûsakani males are quite proud of their beards, which they trim to perfection. Good in hot and humid environments, medium in other areas. Tall. Men reach around 6′5″ (1,90m), women c. 6′1″ (1,80m). Average, around 60 to 70 years.

## Tantûraki

The general populace of Tantûrak is a product of the mingling of the indigenous people (Kirani-related) with the Númenorean settlers arriving since mid-Second Age. As a result their physical abilities are similar to those of the Lesser Dúnedain in the realms of Arnor (Arthedain and Cardolan) and Gondor. The elite class is of relatively pure Númenorean descent, so in their case the description for the Arûwanai (Black Númenoreans) from the MERP rulesbook should be used.

**Society and Culture**

They are skilled craftsmen and seafarers. Bonus of +5 for Crafting skills. Bonus of +5 for Rowing, Sailing and Navigation. Black, gold and silver are the preferred colors in Tantûraki society. Men prefer a opulent, richly-decorated toga-like garments whenever possible. On these occasions women don richly decorated, wide robes. In day-to-day life however, this is replaced with short tunics of similar coloring.

Tantûraki relish in wearing expensive and opulent jewelry in form of rings, necklaces etc. Gold, silver and skillfully carved gems are the preferred materials. Haughty and arrogant. They view themselves superior to the other races in the Mûmakan. They have adopted the classic late-Númenorean lifestyle with opulent garments, magnificient buildings and ostentatious public shows. In a word, they demonstrate a society totally convinced of its own superiority over others. Monogamous. The line is traced through the male.

Haughty and arrogant versus all other races , except their Black Númenorean overlords of course. The Tantûraki see themselves as the rightful rulers of the region. The Ûsakani are the most worthy of the inferior races and viewed as nearly equal to themselves, because they have accepted their role and actually adopted a few traits of their 'rightful masters'. Tantûrakic is the common tongue of the realm (7/0). Some have knowledge of Adûnaic (4/0) and a few know even a bit Kiranaic (2/0).

**Religion and Worldview**

They practice the old Númenorean cult of obsession with death. The dead are embalmed (as good as money permits) and laid to rest in opulent (again dependent of wealth) tombs. They worship the darkness, because in her they see the only border they cannot cross or defeat. Old Númenorean kings and dead Tantûraki emperors are deified and revered as gods. All Tantûraki hate the elves with a passion. In them they see the natural enemies of mannish domination. Other mannish races (especially the Kirani of Koronandë and the Mûmakani) are viewed as inferior that should ackknowlege their lower status and submit themselves under the rule of wiser - Tantûraki - overlords.

**Warfare**

Tantûraki military practices are heavily based on old Númenórean examples. The nobility is often heavily armored (which can be quite a disadvantage in the hot and humid climate) and fights on horseback. The strongest contigent of "Númenórean" blood is heavy or medium infantry. In turn this is supported by indigenous light infantry and cavalry. In fact this clinging to old traditions works sometimes against the Tantûraki when their enemies use obvious shortcomings in their dispositions.

The navy of Tantûrak is formidable and second only to the Koronandën one (although this not admitted by the Tantûraki).

**Appearance**

Average. Men weigh about 200pds. (90kg), women around 145pds. (66kg). Generally light brown skin and grey, brown or black eyes. Men reach about 6′2″ (1,85m), women c. 5′8″ (1,73m). Average, about

70 to 80 years.

## Magri

The Magri are the most prevalent inhabitants of the regions of Mag and Tumag. They migrated to their current homelands in the first and second century of the Second Age through the Cleft of Goats (the highland area between Elorna and Tumag). Some settled in the hot and humid wooded lands of what was to become Tumag (Ap. "Forest-Mag"), but most chose the more comfortable lands to the south, which are named after them.

### Society and Culture

The Magri prefer clothing made of cotton and wool and dyed in bright colors. Magri decoration consists mainly of bronze and silver rings amulets etc. Gems are especially admired and everyone in posession of one or more is highly envied by others not so fortunate. Most of the Magri live at the coast of the Haragaer. Their culture is deeply influenced by the many seafarers encountered on the Bay of Ûsakan. Fishing and seaborne raids makes the living for the majority. The Magri are organized into eight powerful clans who often raid neighbooring lands for loot.

The only reason they are not wiped out by the other nations who rely on oversea trade routes is that they are formidable opponents and prone to inter-tribal warfare. One may hire a clan to fight for himself, against his brethren. The Magri have a reputation for being loyal mercenaries. So, because no one wants to miss their services, the raids are taken as a necessary evil.

Because of their fondness for battle (albeit honorable and often chivalrous) they are viewed with suspicion by their neighboors. Since they are no longer able to raid into Ûsakan without risk (Tantûrak isn't tolerating such things), they turn more towards the Pel on their southwestern border - and more intertribal squabbles. Polygamous. The man may have more than one wife, so long as he is able to provide them adequately. The line is traced through the male. Honorable and honest. Their reaction towards others is influenced by the others' behaviour: if they act in a honorable way (to Magri eyes of course), they will treat them with respect and friendliness. Those not acting in such a way are despised by them and often treated with open hostility (depends on situation of course).

For example, the Tantûraki imperialism is contradictory to their federal structure and open lifestyle, so relations with the emperor in Sarûl are often strained. They speak their own dialect, Magric (6/0), of the widespread Apysaic (3/0). Some also know a little of a foreign tongue: Tantûrakic (3/0), Kiranaic (4/0) or Usyti (3/0).

### Religion and Worldview

The Magri have taken much of the religion of the Pel as they moved through their lands long ago in the Second Age: They worship a host of weak deities and six primary gods: Roh'lô (Lord of Darkness and Souls), Alaav (Lord of Fire and Light), Kutarmarjí (Lord of Winds and Water), and Ardri (Lord of Earth and Plants). Their theology teaches the salvation of the strong and honorable, and so their lifestyle is partly caused by their religious ways. Orcs and all other creatures of darkness represent

the antithesis of their code of living, so such creatures are encountered with loathing and often immediate assault. They don't like the Tantûraki overly much, but go well along with the Kirani.

### Warfare

The Magri military is comprised mostly of infantry coupled with a strong cavalry arm. Their tactics reflect their divided nature, as every town/state has its own army and they often make war against each other. Any outer threat unites them quickly though and more than one potential aggressor learned it the hard way that the Magri are not fond of foreign "liberators".

Like many other cultures in the Far South, their prefer light armor and weapons.

### Appearance

Average. Men weigh about 177pds. (80kg), women c. 144pds. (65kg). Light brown skin, with dark brown or black hair and eyes of like color. Good in warmer climes, average in temperate. Low in cold ones. Men average at 5′11″ (1,80m), women reach c. 5′7″ (1,70m). Average, between 60 and 70 years. Bonus of +10 versus diseases.

## Ganim

This crafty folk lives in the area where the East-West line of the Ered Laranor bends towards the Southeast. They inhabit the areas not covered by jungle and developed a good living in their corner of the world. Lacking any important passes in the region and blocked by thick jungles on all sides, they turned into a folk of shipbuilders, and even today their skills are highly sought after by all other residents in the area. Even Koronandë and Tantûrak often hire Ganim shipwrights to build new vessels and improve the designs of older ones.

### Society and Culture

The Ganim lead a life full of work. Ever they strive to improve the design of their works and practice in every kind of craft in an attempt to reach greater skill. Even in their leisure time, they often debate over their work. An outsider may consider this behaviour some kind of weird, robbing the Ganim of the pleasures of life, but in fact they are quite happy. Their religion (s.b.) demands that every member of the society gives its best in gaining salvation.

Over the years, they have in fact developed a kind of liking for their constant work, and now they flourish in it, even if the religious point is set aside.They are gifted shipbuilders. Bonus of +20 for Crafting (Shipbuilding). Monogamous. The line is traced through the female. The man moves to his wife's family. Friendly to all honest people who live by their work. They are very fond of learning new craft. This attitude kept them from 'great politics', since the building of empires and wars interfere with the refinement and prospering of crafting. Accordingly, they are confined to the land which they settled aerly in the Second Age and showed no drive for expansion since then.

They speak their own dialect Ganic (7/0), which is closely related to Apysaic (4/0). because of their cosmopolitan nature, many also know some Kiranaic (5/0), Mûmakanin (4/0) or Tantûrakic (3/0).

**Religion and Worldview**

The Ganim believe in a number of gods, chief of them being Seffûtu, the Maker. He is constantly opposed by Artruu (the Master of Evil) who attempts to hinder or destroy Seffûtu's works. It was Seffûtu who made all of the world by shaping its surface, so reverence to him is best expressed in good handiwork, and the Ganim, being pietous, excel in nearly every kind of craft.

It is believed that those who follow his path will receive salvation by Seffûtu and granted the leave to help him in rebuilding the world, when Artruu finally is able to accomplish its downfall. All races who focus primarily upon destruction (e.g. Orcs and the like) are their enemies. They also don't like the Mûmakani, but are often dominated by their realm.

**Warfare**

The Ganim military consists mostly of light troops that crew their ships. Land-bound troops are mostly infantry and use light armor and weapons. Their equipment is of excellent make however and one should not underestimate the quality of it.

**Appearance**

Average to heavy. Men weigh about 144 pds. (65kg), women average at 110 pds.(50kg). Dark brown to black skin. Their curly hair is generally black, only a few individuals have dark brown tones. Their eyes are black. Good in tropical regions. Poor in cold climates. Men reach c. 5′2″ (1,65m), women around 4′11″ (1,50m). Relative long, between 80 and 90 years.

The Ganim prefer rather dull and utilitarian garb - at least in contrast to most of their neighboors. In fact, their clothing is well made and designed with many patterns of subtle decorations, if someone takes a close look. Their preferred colors are brown, yellow and green, which they blend in patterns designed to enjoy the eye.

On formal occasions, they don shirts and kilts dyed in their favorite colors and decorate themselves with silver and bronze jewelry. In everyday life, they usually don only short kilts and occasionally shirts.

# Creatures of Faerie

The most prevalent Maiar in the area are of course Morfuin and Airatano of the Court of Ardor. Since they are described in the Lords of the Court of Ardor section, nothing is said here concerning them. The following section describes the most commonly encountered (relatively speaking) Maiar in the area of this module.

## The Winds of Taurang

The Winds of Taurang are among the most feared creatures in the Mûmakan area. Ironically nearly no one knows their nature though. Only whispered tales of shadowy demons slaying the sleeping are ever heard. These ancient Maiar belonged to those Ainur who were drawn to Melkor as we read in the

*Silmarillion: "For of the Maiar many were drawn to his splendour in the days of his greatness…"* (Silmarillion.35) and they served him well in his wars with the Valar during the days before days (see timeline).

A handful of these were sent into the South of Middle-earth to spread terror and destruction upon the works of the Valar. After their masters' downfall they remained in the region and after the appearance of the elves in this region began to continue their work of terror. Soon thereafter Sauron appeared in the region and bound the demons with his will into a stone structure in a natural cave near the western range of the Yellow Mountains. His motives for doing so are unclear though it is believed he didn't wish to lose potential useful servants in unimportant struggles while the master was away. After Morgoth's return to Middle-earth and the beginning of the elvish siege Sauron chose to inform his personal servant of the "Winds" when the latter was sent into the South as a scout for the Elda lords. Sauron also taught him the skills to bend the Winds unto his will. He thought that his personal spy might need some powerful servants at his disposal. After Taurclax' arrival he visited the chamber of the Winds' imprisonment and used Sauron's skills to bend them to his will. They were however so mighty that Taurclax couldn't control them totally and he was forced to bargain with them to gain their total cooperation. He thought this was a small price for their greater effectiveness. Without it he might have controlled them but with much less power because of their resistance. The evil bargain that Taurclax had made with the Winds is that he would suffer with his new allies when they were "killed" (impossible to do) or incapacitated by becoming incapacitated himself.

Demons of the Wind and Air, the diabolical Winds now serve the whims of Taurclax. They appear as slender figures wrapped, cloaked, and masked in black. They are armed with evil magical blades known as kynacs; these blades are poisoned. The Winds can change into the form that their name implies, and in this way they can enter any place that is not airtight; they are able to carry their weapons with them while doing so. They cannot fight in this form, however, and it takes them 6 rounds to regain solid status (or vice versa); they cannot change form while stunned. While in air-form they are subject to magic which affects gases, e.g. they may be trapped in a strong airtight container. Of course this would presume knowledge of their nature and abilities…

The Winds are called, from least to mightiest, Aur, Kax, Eos, Gan, lor, and Kel. When destroyed in any fashion, the Winds return to Taurclax's fortress of Taurang and recover for 66 days. Taurclax is out of action for the number of days equal to the level of the defeated Wind.

Please note that the destruction of the pillar beneath Taurang destroys the Winds if they are within it (either because being defeated recently or forced into it through powerful sorcery (or true magic)).

It should be noted that it is not possible to summon these demons as with other fallen Maiar. Taurclax will know if any such attempt is being made. According to the power of the caster and the incantation he might gain more information about the person and/or the location of the attempt.

## Morfuin's Warrior Demons

These demons are the remnants of the original body of warrior-demons given to Morfuin (see Lords of Ardor section). Many of them were killed in the attack of the Luingon alliance and the chaos ensuing the flight of the Lords at the end of the First Age. Morfuin uses his special troops rarely. They are located in special chambers in the Citadel area (being patient and extremely disciplined).

They may be encountered in two ways: Morfuin has chosen (for whatever reason) to use some of them against a specified person or object or they are summoned (being transported more or less instantaneously to the caster). The summoning requires tremendous knowledge on the side of the caster about his intended "servants". It should be noted that such skills are not natural for the Children of Eru. Such activity requires the use of great sorcery. In this case (summoning) the caster is well advised be fairly powerful himself because they are normally in a very bad mood when employed this way. Additionally they don't stay very long and will try to cheat the sorcerer in every way possible.

The following paragraphs list the various types of Warrior Demons available to the Court.

**Clubber**

Muscle bound and stupid. Clubbers are the lowest of the Warrior demons. They are great for blocking doorways and halls. They enjoy the use of any blunt wooden, bony, or metallic objects as clubs. Having found a favorite pair of clubs, a Clubber is likely to carry them forever in his own dumb brand of mayhem. They look like hairless neanderthals with faces like a stone golem.

These are the most numerous in Morfuin's demon corps.

**Spear Demon**

Spear demons are the Warriors above the Clubbers. They are shaped like a mix of man and a black maned lion. They walk upright, have hairless limbs, and vestigial wings appearing as webs between arms and legs. They have dragon-like tails. In combat, they scream and roar constantly, making amazing leaps (50′/15m +) and gliding from heights, constantly throwing or stabbing with spears. Their aim is precise and their strength sufficient to throw a spear at 4x its normal ranges. They enjoy cruelty, pinning an opponent's limbs with thrown spears, and then tormenting the hapless victim. They usually carry at least one quiver of 10 spears on their persons. The spears are rarely magical, but they are sometimes poisoned.

Spear Demons are less numerous than the Clubbers and form some kind of NCO's within the demon troop hierarchy.

**Sentinel**

Sentinels traditionally arm themselves with 2-handed weapons of all sorts, and wear armor of chain (treat as + 10 armor). Some are armed with an extremely heavy 4-shot crossbow, with 4 separate bows and triggers. The bows are made of very high tensile alloy ( +15) and a master trigger can permit the firer to fire all remaining bolts at once if desired (same target, of course). Impossibly well disciplined, they will maintain ihe same post unmoving, literally for years.

Sentinels are the officers among Morfuins demons and will not shy away from combat themselves.

**Sword Demon**

The Sword Demons are an arrogant and dashing breed, confident in their truly overwhelming prowess and blinding speed. They are winged and hairless (except for long mustachios), but otherwise very man-like except for having goat's hooves as feet. They fight most often wearing just a loin cloth. They playfully tease and humiliate their opponents before disarming them and then destroying them with brilliant 2-handed swords (Black metal; + 20). Sword Demons resent being "mastered" and force their masters to constantly keep a firm hold on them or else face certain doom. A Sword Demon can split a 6" (15cm) thick oak door in a single strike. Other materials may take more time (according to their resilience) They will always accept a challenge to combat with an enemy, should one be so foolish.

Sword Demons are the unquestionable élite of Morfuins demons. They command the troops and will obey their master's word without question. One should be cautious indeed if he encounters such a creature.

## Unicorn (Q. "Arrokko")

A deer's velvet grace mated to a goat's dancing fragility imbues the unicorn's equine features with an alien, ethereal quality. The whorled horn of pearl and the drifting mane and tail of raveled silk further remove the opalescent unicorn from the dross of trivial life.

Only the most versed scholars know of the existence of this noble beast, and even less have actually seen one. It is believed that spirits were sent to inhabit the bodies of horse-like creatures and given the task of protecting Middle-earth's Kelvar (and the Olvar to a lesser extent) by Oromë after the destruction of the two lamps when the Valar retreated to Aman and Melkor's monsters haunted Middle-earth. Therefore the High Horses are found wherever such creatures roam. According to legends a few remaining unicorns live in the northern and northwestern jungles of Tantûrak; therefore strengthening the assumption the Uvag-Aak are remnants of Morgothic monsters (see below).

It is said that those among the Free People with a pure heart are able to approach and befriend these animals. Accordingly most of these friendships include Quendi of the various sorts. Rána (see Lords of the Guild of Elements) is among those who hold friendship with these creatures.

## Uvag-Aak

Blood-drinking ape-like creatures of the southern jungle, the mysterious Uvag-Aak successfully defeated the Men who sought to settle in this region. Intensely territorial, they will not range out of their jungle areas unless food becomes scarce. Blood is their primary and preferred form of nutrition, but when times get lean, they will eat the flesh of their victims as well. Uvag-Aak are very protective of their own and will exact a horrible vengeance on any who dare kill one of their kind, making sure that the blooddrained corpses of their victims are placed where other would-be Uvag-Aak exterminators can see them.

It seems that they are not completely creatures of Ainu spirit because they are capable of procreation (albeit at a very small rate). Consequently it is believed that they are Kelvar corrupted by Melkor and

endowed with a small portion of his *thúle* (this and similar acts led to the diminishing of his own stature as more and more of his original power was lost in his creations). Their forebearers were among the creatures that haunted the newly-awakened elves and after Morgoth's defeat most of them were destroyed but a remnant escaped the catastrophe and finally reached the South were they occupied an area they regarded thenceforth as their own.

The Uvag-Aak inhabit nearly all jungle areas in the region (though at small densities). As told before, they are highly territorial though and this has led to nearly constant forest borders and areas over extended periods: The areas outside are used by men while the Uvag-Aak prevent the deforestation of their areas (though people may travel in the woods – if they have the nerve to do so).

The Uvag-Aak are the arch-enemies of the unicorns.

# 05 · Politics and Power



> *Politics and Power in the Mûmakan in the 17$^{th}$ century of the Third Age*

## Ardinaak

No official of course, but the Court (since Ardinaak is the location of the Citadel of Ardor) has its agents nearly everywhere, and so Ardinaak in disguise influences the decisions of many lords for the interests of Court members.

## Tantûrak

As a realm Tantûrak in T.A. 1640-1700 is one of the two great powers south of the Yellow Mountains (the other being Mûmakan). It's far-flung empire reaches from the Pel Dûshera to Tumag. Because of constant squabbles in his western posessions, the emperor cannot spend as much attention as he would like on the Koronandën and Mûmakan borders, allowing for a balance of power in this region.

The squabbles in the western part of the empire stem from two sources: Once, the western flank is constantly threatened by the possibility of invasion from Hyarn and Ciryatandor, two regions which are known to be ruled by enemies of the emperor in Sarûl: Once, when the ruler of Tantûrak felt strong enough (T.A. 1480), in harsh words he demanded their recognition of his superiority in all former Númenorean holdings in the South, which they of course declined and answered with war. This conflict was settled several decades ago, but the threat is still very real and the emperor is planning a great campaign against Ciryatandor. Second, the Magri tribes of Mag and Tumag threaten Tantûraki interests, as they constantly harass Ûsakan and the trade in the Bay of Ûsakan.

On his eastern borders, Tantûrak faces several problems: Expanding its own influence in the North, gaining influence in Koronandë and Hathor and pushing back Mûmakanril influence. Tantûrak supports the independence of the Gan for two reasons: First, the emperor is interested in the skill of their craftsmen for the maintenace of his military (especially the fleet) and second, he wants to deny

these prizes the King of the Mûmakani, who himself strives to maintain his grip on the realm. The Tantûraki influence north of the Ered Laranor is relative small since these lands are dominated by the Storm King (and the independent City-States of Greater Harad). However, from 1643-1684 Tûl Isra is officially allied with Tantûrak (to prevent Clan Bulgan and the Storm King from reclaiming power in Sîrayn), so during these times the emperor wields some power even in Greater Harad. In the whole, the success of the three goals is somewhat limited, since Hathor and Koronandë still are fiercely independent and it must be feared that Mûmakan is preparing for a major campaign to expand its own realm.

## Dûshera

The peoples of the towns till the land about their homes, raising enough corn and wheat to subsist on, with a few exceptions, as the Elves and Hathorians to the south will pay a high price in fine tools and weapons for wheat, which does not grow well in their realms. The excess products are mostly given as a tribute to its dominating power (s.a.). There is, therefore, a river trade, although the majority of the traders themselves are Kirani.

Dûshera today is still not conquered by any of the factions in the region. There is a balance of power between Mûmakan, Tantûrak and Koronandë/Hathor, that leaves Dûshera and Tuktan (s.b.) in a political no-man's-land, although it is believed that this situation won't last for very long anymore. With this in mind, Sharaeki lords have intensified their connections to Koronandë, because in them they see the best partner, since the Kirani of this realm are believed to be the most honest and tolerant of their neighboors.

## Tuktan

Similar to Dûshera, of late Tuktan has had increasing problems with the Mûmakan people who, beginning to envy the fine homes and land of the Tuktani, are ever more antagonistic, raiding on the bordering villages with increasing frequency. This led the Tuktani to seek support among the powerful of Hathor and Koronandë, but they fear this will not be enough to stop an aggressive and determined Mûmakanril monarch. Accordingly, many are considering to take refuge in Koronandë (s.a.), while others seek the support of the other 'super-power' Tantûrak, ignoring the not unlikely lust this state has for their realm too.

## Mûmakan

Mûmakan is nearly the sole country in the region which has no allies to speak of. Because of their aggressive nature, every neighboor seeks the alliance with other realms to avoid being conquered by the Mûmak-riders. Until now, the power of Mûmakan was held in check by the loose alliance of the other realms in the area. However, since the reappearance of Amaav in T.A. 1265 matters became worse since he crushed any resistance and rebuilt the central government and changed the Mûmakan's minds from inter-tribal warfare to external conquests. The takeover in Gan durin the

15th century helped the Mûmak-riders to increase their power and re-establishing their old empire. In T.A. 1650, it seems the Mûmakanril are ready to begin a major war within a year.

With the reappearance of the Dark Lord and the Nazgûl in Arda in the Third Age, things once again evolved to a strong central authority and by T.A. 1651, despite Jí Indûr dwelling temporarily in Mordor, the power of the tribes is once again on a nadir and the king holds absolute authority in all matters. Mûmakan is expanding again and the king Ulaar II. is showing his intentions of conquering the region by steadily expanding his army and the training of his soldiers. While it seems unlikely that he will take the action himself (being quite old) is is believed that his son won't shy away from using the war machinery that is being built.

The currently high population density gives the realm a sizeable army but this is partially offset by the relative poverty of the realm compared to its neighboors (especially Koronandë). There are some Mûmakanril colonies and settlements in the southeastern archipelago and even Mórenore but today this oversea regions are negligible in the continental politics given the sea power of Tantûrak or Koronandë.

Today (as so often in its history) Mûmakan's relations to Tantûrak are extremely strained, one can say the only thing the two realms can agree on is their enmity. The occasions where the two cooperated are rare, and even then matters are accompanied by extreme suspicion of the other's motives (comparable to real-history cold war). They vie constantly for any opportunity to outmaneuver the other and discredit him in the most effective way. Koronandë and Hathor too are in opposition, but because of their proximity there seems to be at least better diplomatic contact (like the neutral states in the cold war). The relation with these countries are fair because they hold considerable economic power in the region - a factor Mûmakan wants to profit from. As long as the King sees no opportunity to take over these countries by force of arms (which he would prefer), he treats them with courtesy (in Mûmakanril eyes of course…). Traditionally, Tuktan and Gan are principal targets of the Mûmakanril expansionism and so they are viewed as Mûmakan's territory not yet brought back under the rightful scepter. In the case of Gan, Mûmakan must count on the stiff opposition of all other factions given the value of the Ganims' crafting skills.

## Hathor

Comparable in size to Cardolan in the Far North, Hathor belongs to the secondary powers in the region, and because of this they tend to ally themselves constantly with the Kirani (out of sympathy and a common creed) and occasional with Tantûrak (the lesser of two evils) but never with Mûmakan. They leave the diplomatic intricacies and and negotiations mostly to their Kiran allies (the areas in which those excel) while themselves providing the needed manpower to back up the treaties. In this manner the Hathor/Koronandë alliance often tips the scales in the politcal power-plays of Tantûrak and Mûmakan and so Hathor remains independent in the fray.

The Hathorian king constantly tries to support tendencies of resistance and rebellion in areas controlled by Mûmakan (and sometimes Tantûrak), so as to weaken the position of these realms. Especially the Gan is supported by Hathor, but it seems that this is going to be of no avail in face of the current military might of Mûmakan. To the other realms in the area, Hathor holds fairly good relations: Tâliran, Tuktan and (perhaps) Mag (being far away anyway) are counted among potential

allies whereas Ûsakan is counted among Tantûrak's vassals and therefore falling under that realm's politics.

The king maintains an army of respectable size to guard the borders facing potential enemies (Mûmakan of course). In current years the guard is strengthened because of the growing danger of war by Mûmakan.

## Tâliran

Tâliran tries to stay apart from the political schemes of the region, an isolation not unlike that of Doriath but with less power of course. The rulers of the realm simply see no point with mingling in mannish affairs and wars, were only Elves are killed and the gains are lost often within a mortal generation. According to the Court's schemes however, the Tâliran lords quietly support the goals of Hathor and Koronandë which they deem the most noble of all mannish realms. They are in stiff opposition to Tantûrak and Mûmakan and it may be that the elven realm is not able to remain aloof from the great politics of the region in the future.

Towards the other mannish realms they are indifferent, but the few Sindarin residents retain a dislike for the Mablâd (due to painful rememberances of the sack of Doriath), although the Dwarves of Bávors Folk were not involved in any affairs of Beleriand. The Tâliran lords have partial knowledge of the Court and it's goals and oppose it, albeit covert and indirectly - they clearly remember the fate of Dînsûlinor.

## Koronandë

Koronandë is a political enigma in the region: surrounded by powerful and aggressive monarchies for a long time of its history, nonetheless, the realm managed to remain independent and become a decisive political factor. The reasons for this are twofold: First, Koronandë has a very sophisticated trade network and holds considerable economic power in many areas south of the Ered Laranor. This gives them the money and influence needed to back up a policy of neutrality between Tantûrak and Mûmakan. With the trade comes the strong navy which is a major obstacle to any would-be invasion or sea blockade of the realm. Second, the Kirani are skillfull diplomats and since the government recognized the potential distrust between the superpowers Tantûrak and Mûmakan, they use this for their own benefit. The Kirani took advantage of this and are able to hold a balance of power through shifting alliances, treaties and information services. The age-old alliance with Hathor served the Kirani also quite well, since the Hathorians are superb warriors on land but weak on ships. This is the ideal complement for the Koronandën navy and this gives the alliance the needed military strength to make an attack too costly for the attacker, who must fear to be beaten itself by another realm after a costly war. Both in Tantûrak and Mûmakan there are fears the other state captures the rich and influential Kirani and gains a decisive advantage. So both of them strive to win the Kirani for themselves through diplomacy, but Koronandë is far too clever to make strong alliances with one of these states over a long time. Like Hathor, Koronandë supports rebellions and tendencies for more autonomy in the conquered provinces of Tantûrak and Mumakan to weaken them. The special interest of Kiran politics today is Tuktan but it must be feared that the region will be conquered by

Mûmakan when an aggressive king comes to power who doesn't care of treaties and diplomacy for reaching his goals. All in all, Koronandë strives to hold a balance of power in the rgion, where the Kirani can survive and extend their trade. They are aware, should both Mûmakan and Tantûrak ever come to a permanent agreement over their spheres of influence, hard times would come for themselves, Hathor and every other free nation in the region.

## Gan

The current situation is similar to that at the end of the Second Age when Mûmakan was the dominant power in the region and Gan belonged to its empire. Mûmakan today is once again master in the eastern part of the (greater) Mûmakan. Accordingly Gan obeys its master in Amaru, paying tribute and lending military and economic aid. The local chiefs are trying to retain some kind of independence and still hold ties with Koronandë, Hathor, and even Tantûrak.

## Ûsakan

Before becoming an integral part of the Tantûraki empire, the Ûsakani followed a code of neutrality among all the warring and quarreling states of the region. They were particularly friendly however towards their Kiran cousins.

Now, however, they follow the guidelines enacted in Sarûl. They retain some friendly contacts to the Kirani and in this manner provide the king with a possibility of covert diplomacy and aid for the 'neutral faction' when open friendship is not feasible or advisable.

## Mag and Tumag

The realms of Mag and Tumag are settled by the Magri, a race of proud and fiercely independent men. Though their countries are relatively disunited, surprisingly they remain independent to this day. This owes chiefly to two reasons: first, the hot and humid lands of Tumag form sort of a natural barrier to Ûsakan (the prime direction for a possible invasion). Second, the Tantûraki attempts of conquest are opposed by nearly all people in the region (not only the Magri). In addition to that, in spite of all their internal strife and particularism, the Magri are surprisingly united when faced by an outer threat.

Their most prevalent enemy is Tantûrak and its fast ally Ûsakan. They raid these as often as time and other duties permits. Besides the Magri are employed by numerous clients as able mercenaries.

Politically, the realms are divided into a number of city-states (similar to classical Greece) which plot against one another but stay firm together in the face of an outer threat.

## Mablâd-dûm and Nárad-dûm

Due to their particularism (and the general decline of non-mannish races) the Dwarves of the South remain largely aloft from the politics in the Mûmakan. They protect their own interests, but everyone is eager not to displease them for fear of loss of commercial benefits from the skilled Naugrim.

The Dwarves of Blackflame however, have taken a relative clear position that they would not tolerate the destruction of the present order within the Seven Lands. In this manner, they have allied themselves with the free Peoples versus the attempts of the minions of the Shadow to dominate the whole South.

The Dwarves of Mâblâd-dûm and Nárad-dûm still follow the traditional dwarven policy of non-interference in mannish (and elven) affairs. It seems likely that they can remain so, because no faction wants to displease the Naugrim when it can be avoided. So even Sauron's minions do not harm the Dwarves overly much and try not to force them in a coalition against the Shadow.

## Sauronic influence in the Mûmakan

It has been over 1600 years since Sauron lost the One Ring, and although he is crippled (relatively speaking) without it, he has had many years to consolidate his position and regather his servants.

As far as the Mûmakan is concerned, however, Sauron's influence is represented by his wraith-servant Indûr who has orders to subjugate (or destroy) any opposition just as Sauron is directing his efforts towards regaining his strength and arranging (through the Witch King) the final destruction of Arnor. While at one time (S.A. 3320-3441 ) he dominated the Court of Ardor and thereby eliminated any serious resistance versus his domination (they were forced to do his bidding as did Umbar and all of the Harad lands between Mûmakan and Gondor), with his fall at the end of the Second Age they were freed to once again act independently - at least for a time.

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

## The colonial interests in Morenorë

Morenorë is a prize several realms in the Ûrdor have long tried to win. Since the continent is far away (the Inner Sea is quite extensive here), the treacherous wind and currents and the overall political situation colonization attempts have been selective, and then only in those areas close to the homeland. Notably the Kirani colony in the middle and the Númenórean (Tantûraki) in the west have been succesful and provide their homelands with political and economic support. Mûmakan, being a continental power with little love for the sea has limited its oversea ventures to the southwestern archipelago which is more developed its realms reap greater rewards.

In general the colonies are a boon to their home countries but their size is limited and their influence in politics therefore not to be overestimated. They remain an important source for goods from the unconquered and wild southern continent.

Since only areas on the northern coast have been developed, large areas remain wild and unexplored. It is rumored that there exist a number of old Númenórean colonies in the Morenorë regions further

south, but these are rumours and its everyone’s guess to believe or turn them down.

# 06 · Society and Institutions



## The Languages of the Far South

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## The Economy of the Mûmakan

With eight independent realms all carrying on a rather brisk trade with each other, economics become rather complex, especially when four of them mint their own currency. The money conversions are bound to vary from country to country and day to day; as will prices for goods and services. Finally, keep in mind that even all this is not a closed economy, and several realms (notably Koronandë, Tâliran, and Tantûrak) carry on trade as far north as Umbar (Kd. “Os”) and Gondor, and east to the Vulmaw empire.

### Conversion Chart

These are values for the most prevalent currencies used in the Ûrdor. All pieces except for Ivory and Jade weigh half an ounce.

| Convert | to |
|---|---|
| **10 iron** | 1 tin |
| **10 tin** | 1 copper |
| **10 copper** | 1 Bronze |
| **10 bronze** | 1 silver |
| **2 silver** | 1 ivory* |
| **5 silver** | 1 jade** |
| **10 silver** | 1 gold |
| **800 gold** | 1 mithril*** |

* more common in Mûmakan.

** more common in Tuktan; heavily used there.

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

### Trade Goods Chart

| Realm | Import | Export |
|---|---|---|
| **Mag** | ... | ... |
| **Tumag** | ... | ... |
| **Tâliran** | Grains, minerals, metals | Herbs, wine, liquors, fine jewelry |
| **Koronandë** | Grain, cloth, dairy products | Fish, fruits, clams, herbs, wood |
| **Hathor** | Grains, fine items and weapons | Clams, oysters, wool and cotton cloth, herbs |
| **Tantûrak** | Cloths, furs, luxury foods | Grains, metals, dairy products |
| **Tuktan** | Fish, clams, fruit, hides | Furniture, jade, wood items, fine leather products |
| **Dûshera** | Cloth, refined metals, fish | Grains, furs, leather |
| **Mûmakan** | Cloth, refined metals, weapons | Grains, furs, hides, ivory |
| **Gan** | Finished wooden products, weapons | Ships, leather, cotton |

## The Court of Ardor

The Court of Ardor is the main villain in the Utter South (even Sauron's Úlair slave Jí Indûr poses a less threat to the region, at least in a more encompassing sense). It is its goal to bring down the Sun and Moon and the history of the Utter South is filled with the tales of brave men and women in their quest to stop this plan.

The Court consists entirely of Elves who for the greater part serve him because they think this organization is the only one which seeks solely elven goals.

### Motivation of the Court

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

Morgoth thought long upon this, and decided that the sun and moon too, must be destroyed so that his dominion would be assured in eternal darkness. As we are told in the *Silmarillion*:

> *"Then he [Morgoth] assailed Tilion, sending spirits of shadow against him and there was strife in Ilmen beneath the paths of the stars, but Tilion [the moon's guide] was victorious." Silmarillion - 119*

The sun was an even greater obstacle to his schemes, and "…Arien [the sun's guide] Morgoth feared with a great fear, but dared not come nigh her, having indeed no longer the power; for as he grew in malice, and sent forth from himself the evil that he conceived in lies and creatures of wickedness, his might passed into them and was dispersed, and he himself became ever more bound to the earth, unwilling to issue from his dark strongholds." Sil.119

So bright was the light in Ariens eyes, that he could not stand against it even for a brief time. So he devised another plan to bring down the hated new lights. Sauron being his chief servant, could not be spared for even this important task. Instead, the Black Enemy called upon Ardana. A Noldo of power, she was the mightiest of the Eldar whom Morgoth corrupted to his cause, and, perhaps, one of the most tragic. She was once a follower of Elbereth, a lover of the stars. She knew much of the ways of the Heavens - so she was charged to devise a plan how the fall of the Lights could be accomplished.

Following her assignment Ardana travelled Middle-earth, seeking a method by which she could bring down the sun and moon, gathering followers in her wake. Being a powerful Lady of the Eldar, appearing in shimmering raiment, she convinced many of the Elves that her plan was what was best for them: that the glaring lights in the sky were "evil" contrivances, designed to blot out the light of Elbereth's stars, cherished by all Elves. Ardana herself was lured into this belief (and after some time caught in it), for indeed the sun, and even the moon to some extent, blotted out the stars which were so dear to all Elves. Indeed, this goal is an extreme form of an all-time elvish longing: To order things according to their own wishes and needs, halting the change of the world and conserving a state in which they feel most comfortable. A similar longing among the Noldor of Eregion (though not nearly as radical) was the main incentive to forge the Rings of Power. Beside Celebrimbor's desire to surpass Fëanor in skill the Elves also wished to halt the passage of time and establish an everlasting, Aman-like state in Middle-earth, having the benefits of Middle-earth (forming the ruling caste) while experiencing the delights of Aman (halting the ageing of Arda as described in the essay "Aman").

Fanatical in her belief she became, and her fervent self-assurance was contagious: thus were some of the strong of the Eldar turned and so they fell from grace. However, there were a few even among those Elves whose hearts were black and whose nature was genuinely evil. Karol Dekdarion (Cambragol), and the woman Fëatur were two of the Eldar who were truly cruel. They killed without mercy and on a whim. The others for the most part, killed only when neccessary for their cause. They would not be turned and, as is true especially of the Noldor, their ways were clever to achieve their ends.

## The Oath of Ardor

Soon after the arrival in Ardor of the Greater Lords of the future Court Ardana realized that some kind of incentive for a determined action against the new lights had to be issued. Being confident in the success of her plan she conceived a great oath that should encourage everyone to give his utmost in the cause of the Court. Accordingly the official founding of the Court saw an oath sworn by the

twelve greater lords. To ensure their compliance and determination to achive their goal (being within reach as she thought) and with her legendary powers of persuasion Ardana caused the Twelve to swear an oath similar to the Oath of Fëanor as reported in the *Silmarillion*.

When all was ready, they came together in the councilchamber and swore the *Oath of Ardor*. Ardana deliberately chose a wording very similar to Fëanors oath to emphasize her determination. It was terrible, an oath which none shall break, and none should take*.* Here it is recounted:

> *"By the name of Ilúvatar we vowe to pursue our rightful goal, calling the Everlasting Dark upon us if we keep it not; and Manwë we name in witness, and Varda Elbereth and the everlasting mountain of cold Taniquetil, vowing to pursue with vengeance and determination to the end of this Land the downfall of the bright lights which deny the Quendi their rightful inheritance. And we swear to combat Vala, Demon or Elf or Men, or any creature, great or small, good or evil, that time should bring forth unto the end of days, whoso should try hinder us."*

So they spoke in their youth and folly, and folly it was because their plan failed in the first attempt and the oath drove them to pursue their goal far longer than anyone among them had anticipated. The Lords were trapped in their own folly as in later times they began to feel the weight of their terrible oath. Similar to Fëanor's sons they became ever more desperate as their goal became ever more distant and difficult to achieve and they committed more and more evil deeds in their desperation.

Please note that the fulfillment oath is limited by a geographical feature (the island of Ardinaak) and not a time-scope (like Fëanor's oath which was to last *"to the end of the World"*). This frees the lords of their obligation once Ardinaak is destroyed.

## History until the Third Age

After many years in Beleriand Ardana came to a land to the south and east of Angband - the site which later was called Vamag near the future haven of Umbar. Here she encountered a mind equal to her own. He was Morthaur (S. "Black Prison"), a Noldo of great might, both in mind and body, but his soul was dark because the shadow of Melkor lay upon him. Their interests were parallel, and so an alliance was formed. With the skills Morthaur had learned, the way to bring down the Lights was decided.

Morthaur conceived a plan: a design which would require the help of powerful items of Unlight. When he presented his plan to Ardana she saw its potential and put it forward to her master: On that dark day when Ungoliant had consumed all of the gems of Fëanor she later belched forth many - but they were changed. Instead of the radiant crystals of light they had been, they were dark, in fact consumed light; they were of unlight. Morgoth gave the eighth largest of these (each about the size of a clenched fist) gems for this cause: The light-consuming powers of the eight gems would be focused in one great burst to drain both sun and moon of light. But the sacrifice of one of the "blood" of the Ainur would be necessary to trigger the gems. So Ardana would bear a daughter fathered by Morthaur (imbued with a good deal of Morgoth's *thúle*).

After these preparations they left for the area where the astrological constellations would be most favorable for their goal and therefore Chose the land of distant Ardor as their base of operations. Soon after her arrival in Ardor, Ardana realized the prejudices the Avari held against the Eldar and especially the Noldor. The Moriquendi viewed the Elves of the West as traitors of Elvenkind who deserted to Aman. So at first there was very little love between the kindreds. But Ardana convinced many of them that indeed she came out of the West because she and her companions were betrayed by the Valar and that they attempted to restore the old order of a starlit sky. So she won many loyal followers among the Avari who remain faithful to the Court's cause even to this day. Much time passed, though the servants of darkness were not idle. The Court of Ardor coalesced, ruled by the Ardan Council: eight lords of the eight citadels constructed under their supervision, clustered about the bay which embraces Shaan-Ta-Rhûn, the Citadel of Ardor. In addition to the Eight, there sat Valmorgûl: the Warden of the Citadel, Morfuin the Lord Demon, Morthaur, and Ardana. Thus was formed the Council of Twelve of Ardor. And Ardana conceived and bore not one child but twins, a boy and a girl. And stranger yet, at the birthing the boy showed no sign of life. The Lay Healer Yavëkamba took him away to (the male) Fëatur her friend and lover, and no one of the Court but she and him knew that the boy was indeed alive, and the hope against Darkness. The daughter remained healthy and was raised as a Noldo princess imbued with the desire to order things according to her desire. Her impending fate was not revealed to her.

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

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

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

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

After the War of Wrath and the failure of the ritual near the end of the First Age, Middle-earth had for awhile peace and many of the Eldar of Beleriand sailed into the West, believing that Evil was banished from the world. Fëatur however was worried, for he foresaw that the Court, though weakened and dispersed, was a danger for future ages. He knew their cursed oath would drive them on, even if they were willing to abandon their quest. Contemplating this, in a dream he heard a doom-stricken but clear voice utter a prophecy and so he became the first of the Eldar in Endor to know the second Prophecy of Mandos:

> *"When the world is old and the Powers grow weary, then Morgoth shall come back through the Doors out of the Timeless Void, and he shall destroy the Sun and the Moon; but Eärendil shall come upon him as a white flame and drive him from the airs. Then shall the last battle be gathered on the fields of Valinor. In that day Tulkas shall strive with Morgoth, and on his right shall stand Túrin Turambar, son of Húrin, Conquerer of Fate, returning from the doom of men at the end of the world; and it shall be the black sword of Túrin that deals unto Morgoth his death and final end; and so shall the children of Húrin and all Men be avenged. Thereafter shall the Silmarils be recovered out of the sea and earth and air; for Earendil shall descend and yield up that flame that he had in keeping. Then Fëanor shall bear the Three and yield them unto Yavanna Palúrien; and she will break them and with their fire rekindle the Two Trees; and a great light shall come forth; and the Mountains of Valinor shall be levelled, so that the light goes out over all the world. In that light the Valar will again grow young, and the Elves awake and the last of their dead arise, and the purpose of Ilúvatar fulfilled concerning them. But of Men in that day this prophecy speaks not, save Túrin only."*

Mandos' words could only mean that the sun and moon will be destroyed in the distant future but not in the Second or even Third Age. Fëatur knew for the Eldar the prophecy would be inevitable fate, as they are bound to the Song of Creation, part of which Mandos revealed in his prophecy. Only Man can break the bonds of fate, and so Fëatur recognized that the Court would need assistance from the Secondborn to achieve its goal, and because the Secondborn were easily swayed by a strong will, he saw the impending danger. For he realized also, should Ardana ever succeed, Morgoth would return and without the need to bring the lights down himself (which would be very draining to his power), he would have enough strength left for the final battle, and could prevail over the Valar.

Fëatur's main concern was that Ardor over time would also gain knowledge of the prophecy and would draw the right conclusions. So he had to inspire faithful Atani to thwart Ardor's scheme.

Thus Fëatur knew that the Court would fail if there was determined resistance, and from this knowledge he derived the strength to pursue his quest for another one and a half ages.

## The Court in the Third Age

**T.A. 1-1100**

At the beginning of the Third Age the Court exists as it has been during the last 2.500 years. The lords reside in their citadels and plot the downfall of the Great Lights and scheme against each other. Even (or especially) these Quendi feel the weight of Middle-earth upon their spirits. Not having items like the Three Rings they experience all the power of time and because of the alliance with the Black Enemy this effect is even more drastic. Consequently they are not as active as they were in the First or Second Age (of course there is variation among the specific individuals) and are mostly content to view the developments in the region. Only when their direct interests are threatened they take action and even then mostly indirectly by manipulating the lords of the mannish realms. They control several organization who wield different kinds of power and in this way the hand of the Court is unseen (in fact nearly no one even knows of them) but felt everywhere. While having no own

“realm” as such and refraining from open politics, the careful indirect manipulations give them great power.

The following list shows the more important organizations/realms controlled or at least influenced by Court members along with the key figure in that particular matter:

| Organization / Realm | Court member |
|---|---|
| **Tantûrak** | Valmorgûl |
| **Darin Tesarath** | female Fëatur |
| **Starseer Conclave** | Ardûval |
| **Order of Horus** | Valkrist |
| **Desert Screamers/Gaarks** | Taurclax |
| **[Mûmakan]** | Gorthaur |
| **Cult of the Dark Overlord** | Gorthaur |
| **[Hathor]** | Ardûval |

The Court itself is much like it has been and will be for several centuries. Of the countries of the Mûmakan, Hathor and Tuktan are rising in cultural sophistication (both are near their peak in T.A. 1650). Basically this is a time of expansion and organization for all factions concerned. Sauron, still banished from a visible form, is not yet an influence in the Mûmakan.

**T.A. 3000**

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

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

The fate of Cambragol and Ardûval was less auspicious, if successful. Each had ready an escape route, and fled in time to avoid the fall of the Tower. Ardûval still resides at Menelcarca, rarely departing. He does, however, maintain the evil Starseer Conclave as his tool to wreak minor harm throughout the area. He is a bitter enemy of Khelekar who was able to depose him of his role as the Magician a score of years ago. Cambragol seized Angkirya for his own, and remains there, ever in fear of discovery by Sauron.

Of the other lords who survived, some are here yet, maintaining the citadels as if the Court still existed. Others fled into the other areas to establish cults of their own. Even now, after the destruction of the Court, the Oath still drives the Lords and they strive to hold to their old goals even

though its fulfillment is now impossible. Such is their fate that even now they are bound by their ancient oath.

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

By T.A. 3000 Taurang and the entire forest about it is a place of darkness and terror, inhabited by all manner of creatures. The Elves of Tâliran still dwell in their wood, more secluded from the outside world than ever. Many of them have become Lingerers, others have fled elsewhere or been killed so the actual population has shrunken to about half of that in T.A. 1650. Tantûrak has grown, dominating Dûshera, Tumag and parts of Mag. The "Magician" still advises the Emperor, but it is the disguised Khelekar, who assumed the role after after he was able to kick Ardûval out of this office about a hundred years ago. Thus is Tantûrak a tool of Sauron. Tuktan and Gan have been overrun and conquered by the Mûmakani, as well as Koronandë and Hathor. Tanith is now a provincial city of Mûmakan, the ancient line of its kings exterminated. The Darin Tesarath survives, though not as the powerful organization it once was, and it is falling into corruption through the devices of the Dark Lord. The Guild of Elements is no more, as Laurrë, Yavëkamba, Klaen, Fëatur and Rána all passed into the West. Lyerin also has become a Lingerer, not desiring to go into the West and remain a true Avar. Ty-Ar-Rana remains, though sealed. It is said however, that Lyerin left his earrings (for which he has now no use anymore) there, and his key to the Vault (which also allows access into the complex) was left in Middle-earth. He himself remains most of his time near Ty-Ar-Rana to watch over the place and enable faithful Men to use its ressources should the need arise. Also left are, no doubt, many of the lesser artifacts of the Guild, although certainly many have been lost over the years. Lyerin's activity has helped to keep a spark of freedom alive in these lands now dominated by the Dark Lord; so that there will be freedom again when Sauron falls.

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

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

## The Organization of the Court

The Court is organized according to the following pattern:

**0. Darkness - The Citadel of Ardor**

- **A. Ardana*** (Mistress of Ardor)
- **B. Valmorgûl*** (High Warden of the Tower)

- **C. Morthaur***
- **D. Morfuin***
  - **1.** Morelen

**I. Fire (Staves)**

- **A.** Naurlindol (Mistress: **Rilia***)
  - **1.** Linsûl
  - **2.** Valglin
  - **3.** Lady of Staves (Sirnaur)
  - **4.** Knight of Staves (Valnaur)
- **B.** Ithilkir (Master: **Airatano***)
  - **5.** Lord of Staves (Mornaur)
  - **6.** Herald of Staves (Palandor)

**II. Water (Helms)**

- **A.** Aurax-Dûr (Master: **Gorthaur***)
  - **1.** Camring
  - **2.** Lord of Helms (Taurion)
  - **3.** Knight of Helms (Vallin)
- **B.** Taurang (Master: **Taurclax***)
  - **4.** Khelekar
  - **5.** Lady of Helms (Silion)
  - **6.** Herald of Helms (Sarkarxë)

**III. Earth (Orbs)**

- **A.** Angkirya (Mistress: **Fëatur***)
  - **1.** Yavëkamba
  - **2.** Lord of Orbs (Ardaron)
  - **3.** Knight of Orbs (Valandor)
- **B.** Menelcarca (Master: **Ardûval***)
  - **4.** Lady of Orbs (Tirial)
  - **5.** Herald of Orbs (Arduin)

**IV. Air (Swords)**

- **A.** Tirgoroth (Master: **Valkrist***)
  - **1.** Sûlherok
  - **2.** Lord of Swords (Sûldun)
  - **3.** Lady of Swords (Elendor)
  - **4.** Herald of Swords (Vairesûl)
- **B.** Mirisgroth (Master: **Cambragol***)
  - **5.** Curubor
  - **6.** Knight of Swords (Valsûl)

* indicates Ardan Council member.

## Court Standard Uniforms

The troops of the Court are issued some sort of uniform and the following paragraphs detail these suits. Generally, the Court's troops can only be encountered in Ardan holds or on the rare occassions when a few of them venture out (but then they are normally not dressed in Court uniforms).

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

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

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

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

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

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

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

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

**Ardor Troops and Citadel Garrison**

All wear black, either in the form of a thigh length tunic,and pants or a full length robe, both trimmed in red at the cuffs and hem. The badge is the octagonal design of Ardor, identical to the cloakpins, but merely embroidered. Cloaks are all black, clasped with the Ardor brooch. Boots are of black leather. Some Garrison guards wear steel chain (+25 total) shirts, enamelled black. All carry steel short- or longswords (+25 total) and use Composite or Long Bows (+15 total) and octagonal shields.

### Politics of the Court

It is important for the understanding of the functioning and policies of the Court to know the peculiarities of the elvish spirit and its laws and customs. For the Quendi killing another elf is a heinous crime. In contrast to mankind this is not only a phrase or written law but an essential respected by nearly everyone save the most wicked. Accordingly the Court is very reluctant to violate this unwritten law even against its enemies and then only the most devoted ones to the cause of the Court are entrusted with such a job. The majority of the Court is not a follower of Morgoth or his religion, they view the Court merely as the organization which best furthers Quendi goals in this area and not placing man in the first case. This special state of mind concerning killing fellow Elves is also seen in the Guild of Elements (in fact even more since they are the good guys). So for a man this looks like an awkward situation: "Why do we not go to them personally and kill them, so that we get rid of this whole affair?" For a man it's no problem to kill other men but this is not the case for elves vs. elves.

So every side resorts near entirely to influencing politics and indirect means for reaching their goals rather than more direct methods which are more readily seen in mankind (and result-orientated players of course).

## The Guild of Elements

### History

The origins of the Guild are shrouded in the uncertainty which clouds many events in the First Age. The few surviving records which tell of the Three of Ty-Ar-Rana and the DarinTesarath are silent on the subject of the Guild. Rumors, however, abound. Ruins there are too, scattered all about the Mûmakan (in a wider sense) in hidden vales and glades, seemingly placed without pattern or purpose.

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

The attack of the Luingon alliance upon the Citadel of Ardor (simultaneous, in fact, with attacks on several other Ardan holds) saw the end of many powerful lords, including five of the founding six. But a few years later came the War of Wrath: the fall of Morgoth, the changing of Middle-earth, and the disruption of the Courts' power base. Many believed it was the end of organized evil forces in the world. Chrys, however, saw farther than most and perceived the danger of Ardor rising again. Early in the Second Age he supervised the construction of nine secret places, each adjacent to one of the now abandoned places of Ardor, with secret access to those holds. He thus founded the organization known as simply "The Watchers" to man the installations and monitor any activities of remnants of the Court - to ensure that it did not rise again. Then, after setting his son Laurrë in charge of the

Watchers and placing many of the artifacts of the Guild in secret vaults in the pentagrams and the Watcher installations for future use, he sailed into the Undying Lands, his exile lifted due to his labors against the Black Enemy.

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

At any, rate, Klaen the Bard was chosen to replace Eldarion, due to his great information-gathering talents and his ability to be unnoticed. It was in this time that the wandering wizard Lineris first appeared. He labored in his own way against the Court and the Shadow in general and soon was granted with the sixth place in the Guild. Beginning in this time the situation slowly began to deteriorate, despite the best efforts of the Six, and they percieved that the next eclipse was nearing. Awakening the infant Moran, they prepared for the final crisis.

## Places

None of the ancient places of the Guild are large, and although some are more complex than others, all have a common central element: a hexagonal platform of bluish granite (see yellowish pentagons on color map), a six pointed star inlaid in the top surface of it - the inlay being of some very hard, clear glass (or Laen), in seven pieces. The platform varies in size, from 10′ to 50′ (3 to 15m) across, and of all the objects in any given site is invariably undamaged or worn. Anyone touching the platform will quickly realize its magical nature, for it is warm and gives off a faint humming vibration. When activated by items of the Guild, the platform glows with specific colors (the center varies, shifting continually). The colors and their associations are shown in the table below.

| Nb | Color | Element |
|---|---|---|
| **1.** | Red | Fire |
| **2.** | Light Blue | Air |
| **3.** | Dark Blue | Water |
| **4.** | Green | Earth/Living |
| **5.** | White | Mind/Word |
| **6.** | Silver | Metal |

The six colors signify the six elements of Power. Artifacts of the Guild are usually keyed to one of the six elements, and can range tremendously in power (see …).

# The Order of Horus

This organization is an ancient mercenary company. It was founded in the middle of the Second Age by Valkrist, who just had arrived in the South and being introduced as the Lord of Arms. Since the time of its founding its main base and headquarter (where recruits are trained) is located on a small group of islands in the Ûsakan bay. Over the centuries it has amassed an incredible reputation as the most feared mercenary company in the Utter South.

Valkrist deliberately chose a name with connections to the local deities: Horus is the chief of the gods in the ancient Geshân (and later Koronandën and Hathorian) religion; a martial god who often has to combat the evil pretender Sâth.

## History

The Order was founded by Valkrist in the year 1988 of the Second Age an was composed mostly of exiled Kirani from Koronandë who object Indûrs rise arising kingship. They sought an opportunity to help the Republican cause in foreign lands and when a tall Kiran (the disguised Valkrist) approached them with the proposal to form a mercenary company which might form the nucleus for a resistance movement for the liberation of their homeland, soon many exiles flocked to his banner. Over the years they earned combat practice in many campaigns all over the Utter South. They earned a reputation for competence and played a key role in the final end of Indûrs Koronandën kingship. After this many of the veterans (Indûrs reign lasted nearly 20 years) left the company and the Order reformed itself as a mercenary company whose services anyone could request if the company was willing and the employer ready to pay their high fees. They established their base at a small cluster of islands. Thus the realm of Vog Mur (???) came into being. It included the island upon which Tirgoroth already stood. Now its security and mystery was further strengthened by the presence of a force of loyal soldiers on a nearby island.They continued to pay their services throughout the Second Age, and fought on all sides. According to Valkrist's schemes, the Order was helped to keep a balance of power in the Utter South and foster the Court's plans.

In S.A. 3010 it accepted employment from the governor of Tantûrak in his campaign to gain independence from Westernesse. The ploy succeeded and the Order's fame rose to great heights. During the period of Númenors supremacy and later the rule of the Dark Lord in the last decades of the Second Age, the Order shrank but survived through unquestionable loyalty to its employee (then

Númenor or Mûmakan respectively). After the Akallabeth, its fortune once again were ascending and until c. T.A. 1600 it prospered as a small but respected and feared institution of the Utter South. After Valkrist's death in T.A. 1653 the Order became disorganized and fell in importance. Though able to regain some of its former glory, the loss of her exalted lord and his extended network of spies and informants (gained through the Court) robbed them of their cutting edge. while they remined an able company, their once exalted position was lost. Over time they sank to the level of other mercenaries and by the time of Indûrs great campaign at the beginning of the 30th century of the Third Age the Order vanished from the South when its remaining members were killed when in the pay of Koronandë against Mûmakan.

### Organization

Part of the mystery and awe that surrounds them is their unquestionable loyalty. Once they have accepted a contract they fulfill it to the last. Also their secrecy gives them a certain aura: the Order maintains a number of guildhouses throughout the Utter South. here potential employees and aspirants for the Order may contact them. In case of a potential contract, the proposal is then sent to Vog Mur to be judged by the lords of the Order. The reply is then brought the potential employer who has to accept the answer. There is no way to force the Order into submission.

When a potential new member applies at a guildhouse he is thoroughly tested by the local members and sent to Vog Mur if found worthy. Here the new recruits are garrisoned in groups of 5 each. each of these teams is then sent onto the larger, "wild" part of the main island to undertake a task set by the lords. Those that survive and fulfill their job are accepted as full members of the Order.

The Order is a lifetime assignment for each member (which is publicly known). There is no way to quit service other than death. Subordinates are expected blind obedience to their superiors.

Beside this the life as a member of the Order is quite pleasant. Their high prestige in the South gives them privileges when on campaign that rival that of petty lords. When they reach an age to retire they may either take positions in guildhouses or take up residence on Vog Mur where they might marry and supervise those that till the fields and produce the food for the island.

## The Servants of the Real Fire

Unyielding in belief, the Servants of the Real Fire pose as formidable threat to the Free People of the South as the Army of the Southern Dragon or Jí Indûr the Wraithking of Mûmakan. Still, neither the Guild of Elements nor the independent cultures of the Mûmakan (save the Court) understand this insidious and relentless force. The Servants are masters of the Essence who repudiate both the notion that the Valar are guardians of Arda and the ideas attached to the Song of Creation (Q. "Ainulindalë"). Their ritualistic magic contrasts sharply with the fading, naturalistic practices of the Ûsakani Seers and the Kiran, Ganim, and Hathorian clerics that compose the priesthoods indigenous to the Mûmakan area. Practicioners of Mind Magic, the Servants believe that there are two coequal dieties vying for control of Arda: Alûva (Eru) and Malkôra (Morgoth). They believe that in the Beginning Days (essentially before Recorded Time), Alûva reigned supreme, and that Malkôra replaced him as the preeminent god with the outset of the Middle Days (i.e., the First and Second

Ages). As they understand the world, the present time constitutes the Later Days, a period of conflict between the warring dieties. The victor of this conflict will rule Arda for all time during the Final Days, when the primeval flame of creation no longer flickers, but achieves its True Balance.

Oddly, the Servants are divided into two apparently opposing Orders. Each of these Orders contains disciples of the one of the two halves (or volumes) of the tome called the Speakings of the Fire. Those that serve the Golden Flame follow the teachings from the Words of Alûva, while the Servants of the Blue Flame subscribe to doctrine set forth in the Book ofMalkôra. Both factions coexist and refrain from attacking one another. Their respective Masters guide the cult and possess the power of life and death over their adherents; however, either can veto the other and cancel the effect of his edicts.

The Servants believe that those who master mental powers attain a pure understanding of the Balance and thereby become Prophets. Both Masters are Prophets, there are the six senior Servants in each Order. The multitudinous lesser Servants include those with knowledge (of spells), Adherents, and those without, Aspirants. Hardly a hidden cult, the Servants of the Real Fire proselytize openly in all of the major towns south of central Harad. Their circular ceremonial platforms, which look like squat towers, are scattered throughout southern Endor. These centers function as funeral sites where the dead are wrapped and laid out beneath the open sky - to decompose or be eaten as carrion. Preoccupied with death, the Servants take great care to offer their fallen bodies to their gods. They scorn burials as rejections of their dieties and believe that burning the dead pollutes the Holy Flame.

The greatest of the Servants' bastions is undoubtedly the Spire of the Flame, the ancient home of the Order of the Blue Flame located in the Orolanari. This carefully concealed lair contains one of the two copies of the Speakings of the Fire. It is half again as large as the Golden Rock, which serves as the home of the Order of the Gold Flame and houses their copy of the exalted book. More details on both of these places can be found in ICE's *Shadow in the South*.

Both Masters and all the Prophets bear a tatoo of two, stylized, intertwined flames - one blue and the other gold - on their cheek. Adherents and Aspirants display the allegiance by wearing a bronze choker or a brooch embodying the same design. Servants identify which of the two Orders they subscribe to by displaying their Order's flame upright and to the left, arraying the other flame down and to the right.

# The Darin Tesarath

## History

The Darin Tesarath (translates roughly to "Sisters of the Mind" in Veyus, the Darin's secret tongue) is a secular organization made up entirely of women who have talents related at least partially to the ways of mental powers, thus including Astrologers and Mystics, as well as pure Mentalists, and all other users of mental magic.

The Sisterhood was founded in 1A 301 as an Order of Women for the spread of knowledge and professional advice through inner discipline. In these first years the Order consisted almost entirely of elven women though mannish women were accepted as well (Fëatur perceived their future value innately). It can be observed though that the higher ranks within the Order were clearly dominated

by elves. These women soon won great respect for their wisdom and thoughtful advice. many great lords sought their counsel. After having gained trust and respect, Fëatur began to utilize the Order to manipulate the clients according to her own wishes. In this way she contributed to the corruption and eventual downfall of Geshaan. When the First Age drew to its close and Fëatur was forced to leave the Utter South after the failure of the Ritual, the Darin Tesarath survived though its prominence was diminished. The Second Age saw the slow spread of the Sisterhood in the Utter South, but when Fëatur returned from the East in the 13$^{th}$ century of the Second Age a great era of expansion began. Around S.A. 2000 the Sisterhood was firmly entrenched in the minds of the men from the Utter South as the most knowledgeable and competent source of advice. The Sisterhood even extended its reach northward and the 24$^{th}$ century of the Second Age saw their establishment in Sîrayn and Bozisha-Miraz. Even here they earned a reputation for neutral and competent counsel. This is even more astounding since in these realms the various religious factions hold a near monopoly on such services (through "divine" channeling). The strictly secular outlook and principles attracted all people since it didn't give reason for religious jealousy.

The rest of the Second Age saw the Darin Tesarath in unbroken favor of her clients. Even the downfall of Númenor and the following catastrophes didn't diminish their influence, but it even grew due to their willingness to aid all who were in real trouble. The first millenium of the Third Age saw no dramatic occurences for the Sisterhood, but with the reappearance of Sauron and the Nazgûl it again became instrumental in the Court's schemes. Many of Akhorahils servants employed the service of the Sisterhood and in this way many of his secrets became known to Fëatur. The death of its mistress in the wake of the failure of the second ritual deprived the Darin Tesarath of their mastermind and though this was not felt for many years (the other high-ranking Sisters were very capable in their own right) it began a slow decline in reputation and skill until the end of the Third Age when it was but a pale shadow of its former prominence. The Fourth Age sees a limited revival of the Sisterhood's traditions.

## Organization

The Darin Tesarath University and focus of the organization is on the small island of Tharin, in the Koros Bay. It is there that the women are training in refining their skills, under the rigid codes of the "sisterhood". Initiates usually spend 3-5 years or more as a student, and either remain as an instructor or depart to seek their fortune - and fortune is the appropiate word, for Tesarath training is highly acclaimed, producing the most disciplined minds, and graduates can demand high fees for their services of information gathering and verification.

One should keep in mind that their professional advice as 'living computers' is highly sought after and not cheap. Before giving any advice, those seeking advice are checked for their economical and political influence. If the prioress of a house deems someone as influential s/he is closely observed and gets regular and sound advice to keep him coming back. Poorer or less influential persons must pay a reasonable rate and are generally urged to refrain from returning to the Sisterhood for some time. In this way they keep their reputation as distant and cool advisors but also show their care for all who come with urgent problems.

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

Full time students, and graduates while acting in their professional capacity, wear voluminous black, hooded robes with long, wide sleeves. They are completely unadorned but conceal a variety of defenses, usually including a garrote and a stiletto, both of which most sisters are trained in. Many others are versed in the ways of Martial Arts and command a variety of lethal throwing arms or other small weaponry that might be concealed easily - they are hardly defenseless. The Darin Tesarath maintains an office in all of the major cities in the Utter South, in addition to the many sisters who have set up shop independently. To the general public, the reputation of the Sisterhood is impeccable and indeed the majority of them are honest and really try to help the people seeking for advice. Only (the female) Fëatur and selected sisters of the "Inner Circle" (and of course the occasional 'special agent') of leading members know of the Sisterhood's more insidious aims.

At the time of the campaign they can be found in nearly all major settlements south of Umbar. The more outlying guild houses (such as in Bozisha-Dar or Bellakar) report only once a year so while those near Tharin are checked more often.

# The Starseer Conclave

The ancient organization of the Starseer Conclave is a very prominent order of Astrologers, fortune-tellers and all other kinds of people who strive to divine the future through various means.

## History

Founded by Kinn-lai elves in the Age of the Stars, these individuals were even more fascinated with the stars than is "normal" for Quendi. They firmly believed that the stars held the key to the complete understanding of the elven existence. Consequently they made excat observations of the celestial bodies and carefully recorded all of it. Over time other Quendi joined them until they had become a numerous people of both Nelya and Tatya origin.

The seat of the organization was located at Mount … in the middle of the Geshan grasslands. This outcropping seemed the perfect place for this star-loving folk to get better in touch with the stars, removed from mundane affairs on the "plain earth". Soon a great house was built for the accomodation of the Seers. Later, their Tatya comrades devised tools to make their observations easier and more excat. In all, over time a "typical" observatory evolved on the mountain.

Indeed, great events touched the land ere much time had passed (at least in the reckoning of the Quendi); events they

## Organization

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# Ty-Ar-Rana

## History

Led by a trio of Nelya Avari who chose to be known to most as simply “The Three”, the people of Arana settled in Geshaan. They encountered the Kinn-lai who helped them to build many sophisticated structures of metal and stone, all very beautiful and ‘magical’. The leaders of the Arana are worthy of special note; all three had a similar appearance - tall, muscular of build, tanned skin, and eyes emerald green flecked with silver. The most interesting facet of their appearance, however, was their hair: dark, red, almost mahagony in color. They were two men and a woman, the Eldest: Lyaan, seven feet (2,13m) in height, wore his hair parted in the middle and sweeping back to fall at the base of his neck. he led the three in power of mind. The woman, Lysa, 6′4″ (1,93m) tall, allowed her hair to grow to just below her shoulders. She was the most perceptive of the three, and saw far. Youngest was Lyerin, 6′7″ (2,01m) tall, who kept his auburn locks trimmed to the top of his ears, and layered around the back. He was most skilled in the art of unarmed combat.

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

It was in the first years of the Sun that (the male) Fëatur, wandering in the forests of Geshaan encountered Lyerin. For a long time there was mistrust and dislike on the part of Lyerin because he (like all Avari) viewed the Eldar as deserters of their kin when they left for Aman. Over time however, they began to respect each other (Lyerin saw a heavy burden upon Fëatur) and at least a friendship was formed, which remained distant however - the ways of the Eldar and Avari are too distant in some matters. After years Lyerin took Fëatur to one of the metal and stone structures which served as an entrance to the complex known as Ty-Ar-Rana. There he met Lysa and Lyaan; and a plan formed in his mind. He told the Three of his past, and asked for their help against Ardor. After much debate they acquiesced to aid him in his plan. So was born the Tyar religion, although they had originally not meant to be priests, only advisors. But the growing population of Geshaan, the race of Men, was young and had wondered already at the strange temple-like structures of the Arana, thinking them works of the gods. Naturally, when the Three first emerged before an assembly of men, auras ablaze, the primitive mortals reacted with fear and awe. The former feeling faded with time; the latter never did. The Three taught the will of Eru, “The One”, and the way of Light (these matters they had learned from Fëatur who was well versed in the lore of Valinor). So did they earn the hatred of Ardor, as their following grew with the years; and the realm of Geshaan grew rich and powerful under their guidance.

Then came the battle at the Citadel of Ardor to stop the terrible Ritual. The Three went to aid the cause, and two fell. This was to signal to the decline of Ty-Ar-Rana. Only a few years later - when the change which accompanied the final overthrow of Morgoth devastated the population of Geshaan and turned most of it into an uninhabitable swamp, virtually cutting Ty-Ar-Rana off from the world - it is said that the last of the Three (Lyerin) departed the physical world at last, becoming one of the

Lingerers. It is rumored that he walks the subterranean corridors of Ty-Ar-Rana still, and wanders the misty swamps of Geshaan.

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

According to the history outlined above today the Three of are no more. Lyaan and Lysa have been slain and Lyerin has joined the re-formed Guild of Elements. Thus the remaining structures and installations of the Three now serve the Guild of Elements.

## The Cult of the Dark Overlord

The Cult of the Dark Overlord is the principal "Ardan" dark religion in the South. Though its adherents revere the dark and its lord, it's not the usual Sauronic trick to bring all people under his banner. The cult was founded in the late 13$^{th}$ century of the Third Age to serve as a rallying point for believers of the Dark. It is firmly controlled however by the Court. Gorthaur, is the undisputed High Priests of this organization and oversees its operations efficiently.

### History

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### Organization

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## Institutions in Tantûrak

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## Institutions of Koronandë

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# 07 · Warcraft in the Mûmakan



## Tantûrak

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## Koronandë

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## Mûmakan

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## Hathor

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## The Army of the Court of Ardor

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## Military Equipment

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# 08 · Figures of Note



All dates in these entries assume a present time period of c. T.A. 1645.

Such dual professions might also be possible for PCs. The advantages are:

Each profession above the first grants 50% extra DPs of the original set (e.g. 150% for two professions, 200% for three, etc.)
Always use the most advantageous DP costs and lvl bonuses (might not exceed 3/lvl).
May develop one extra rank for each extra profession per level at the cost of the second development rank (e.g., a skill with a cost of 2/5 might be developed at 2/5/5. May develop one extra spell list per additional profession per level.
Such a character of course has disadvantages too. These are:

Slower level advancement: just divide the XPs evenly between all professions.
Only professions with the same magical realms may be combined. Hybrid spell users must have a at least one of their realms covered by the second profession (e.g. a Sorcerer (Essence/Channeling) might be combined with any Essence or Channeling user.
Only Elves may choose such a progression (humans may develop different professions sequentially).
In fact the idea for this development system is derived from AD&D©.

**Note: Some personalities are given dual professions and levels. This reflects the authors view that these people possess powers that cannot be covered by one profession alone, e.g. lvl 20/25 Astrologer/Enchanter. This means this character is a 20th lvl Astrologer and 25th lvl Enchanter. If only one level is given for such personalities all professions are at the given level.**

## Members of The Court of Ardor

> *"...Therefore all the more did he [Melkor] feign love for them [the Eldar] and seek their friendship, and he offered them the service of his lore and labour in any great deed that they would do...But the Noldor took delight in the hidden knowledge that he could reveal to them; and some hearkened to words that it would have been better for them never to have heard..."*
>
> *The Silmarillion*

## Greater Lords

### Ardana (The Lady)

(S. *"Noble Wright"*)

Ardana was born as the daughter of a Noldo lord in the city of Tirion 2041 (sun) years before the rising of the Sun (Valian Year 1287). Soon after growing up she showed a great will and desire for knowledge in the way of the heavens. Consequently, she became especially acquainted with Varda (even more than usual for the Eldar) and soon surpassed nearly everyone in lore concerning the ways of the heavens. In Valmar she first met Núranolë (the future Morthaur) and they became quite good acquainted and respected each others' work and knowledge. It was their mutual yearning for knowledge which attracted them in the first place and this should endure until their end. Soon thereafter, Ardana, enamored with the stars, built the tower of Minas Elen (Q. *"Tower of Stars"*) at the northernmost reaches of Eldamar, far to the north of Alqualondë where she secluded herself at times in studies about the heavens and its ways. Ardana however went on extensive journeys with Varda's people and so learned a great deal about the stars and light in general. Here she also gained knowledge about the *mordo* aspect of the world, as it infiltrated nearly all matter in Arda, but not the far reaches of the heavens where Vardas lights shone brightly and untainted. Her move to the far region of far Eldamar she made because the light of the Two Trees was much more dimmed in this region and the stars were far better discernible. She began to long for the starlit night of Middle-earth even before Melkor was released from his bondage in Mandos. When Melkor was released Ardana became an eager listener, for he knew much and shared his knowledge freely. Ardana learned about men from Melkor, that they would be physically weak (compared to the Quendi) but probably inherit Middle-earth. This lore about men (as Melkor knew it) was one of the things the Valar never told the Elves and now Ardana suspected them of a plot to rob the Noldor of their inheritance. In these days her knowledge grew more than ever before, but she also yearned for Middle-earth and own realms to be ruled under the stars. When Telperion and Laurelin were finally killed by Melkor and Ungoliant, she mourned - but not for the fading of their light but for the strife and murder the two conspirators caused. Not surprisingly she was among the most eager to support Fëanor and his visions of war and conquest in Middle-earth. The desire for vengeance burned not very fierce in her, for the Silmarils were far too bright for her liking. Ardana left Aman with her Noldo kindred, ostensibly to recover the Silmarils, but she wished only to go to Middle-earth and rule a land of her own under the stars. The Star Lady went to exile in Fëanor's host and was among the first who set foot on Middle-earth when he landed at the Fjord of Drengist.

It was not long after the Noldor's arrival in Beleriand (even before the Dagor Aglareb) that Sauron, Morgoths chief servant, and unsurpassed in the art of subterfuge and seductive corruption encountered Ardana in a remote portion of Dorthonion. At that time he wore a pleasant guise, similar to his fana as Annatar in Eregion. He pretended to be a Maia who had stayed in Middle-earth (this pretense was not entirely false, and he did not speak of his motives for doing so). He spoke of the enormous potential of the Eldar for their birthland and his words did not fall on deaf ears. Though Ardana was weary (she knew enough of the lore of Valinor to distrust such a pretender) her desire for furthering her own goals were fueled. The new lights in the heaven stirred her interested and she began to delve into their secrets (as far this was possible in Middle-earth at that time). A

mixture of Valinorean lore (Vardas teachings), Melkor's (probably distorted) information and her own perceptiveness allowed her to make two main conclusions:

The last great change in the nature of light over Middle-earth (Varda's kindling of the brightest stars) coincided with the awakening of the Elves. Ardana deduced that the next great change in the nature of Light (the rise of the Sun) would coincide with awakening of the Atani and the beginning of the decline of elven power.
Sun (and moonlight) are somehow "corrupted" while starlight is not.
These facts she took for true and therefore *Isil* and *Anar* (which she preferred to refer to as *Vása* and *Rána*) were 'tainted' in her opinion (probably by the spirit of Morgoth and Ungoliant). Once she was convinced of this the thought of a "holy mission" was planted in her mind. These lights did not only blot out the stars, but they were "polluted" by the touch of Morgoth and Ungoliant and she deemed it a just cause to plot their downfall. Of course she thought of only using Morgoth's powers (which were formidable as she knew from Valinor) to further her own elven goals (or so she believed) of a land lit only by the stars. Too little she understood the power of the Black Enemy and overestimated her ability to manipulate his power and stay independent of his thought.

After a few years she met the mysterious Maia again in Dorthonion and he perceived her grudge. At last she spoke of her conclusions. Of course Sauron was joyed at her thoughts and he promised to think it over. When they met the next time he spoke of Melkor and how he was awed at her perceptiveness. In the name of Melkor Sauron offered an alliance to further the goals of both and after thinking of it she decided to accept the alliance. The next meeting saw the gift of a great secret as as a pledge of his trust. This was the knowledge and ability to forge a set of enchanted cards which granted great powers, though it also slowly shifted her mind to the perspective of Morgoth. Though she never became a slave (e.g., like Saurons Ringwraiths) and retained her free will, she was strongly motivated to further Morgoths goals and still believed it to be her own worldview. Through Sauron, she was entrusted with the task of recruiting even more of the Eldar to her cause. In this mission, Ardana travelled far and wide through the lands of Beleriand and sought others whom she could convince of her vision. Among her converts were the female Fëatur (in Nargothrond), Valmorgûl (in Thargelion), Ardûval (in Nevrast) and Camring (in Himring). She handed them over each a set of the original cards and instructed them in their use. She promised them to call if the time for departure and founding of own realms was right. They agreed and Ardana went away again to further her plans elsewhere.

After the disastrous (to Morgoth) Dagor Aglareb and the strengthening of the siege of Angband and during a secret meeting in the northern Ered Luin (just north of Caranthirs' realm) in the (sun)year 82 of the First Age she was officially charged with the task of finding a way for the destruction of the new lights. South she travelled, where she met her long lost friend Núranolë again. With him a plan to topple *Vása* and *Rána* was forged, along with a dark alliance to rival any in Middle-earth in later ages.

A cornerstone of the plan was the conception of a child with some Ainu strain. Because of the basic inability of the Ainur to procreate some other method had to be found to achieve this. To explain her plan and its main obstacle she travelled one last time northward and a solution was found by letting some of Morgoths *thúle* pour into a circlet which was presented to Ardana. This served two purposes: first she would pass this power to her child which was needed for the ritual and second this

extraordinary “gift” multiplied her own powers of persuasion and subversion so that she would be able to convince many others to follow her.

The second century of the First Age of the Sun saw her travelling to Ardor (along with Morthaur) and laying the first plans of the organization of the Court as well as the physical foundation for the great citadel in the center of the isle of Ardinaak. She worked hard to convince the indigenous Avari that her cause was best for themselves. Her considerable power of persuasion enabled her to sway many of the Avari to the Court’s cause. Her task was helped by the fact that the Avari held a deep grudge against the Eldar who betrayed their kin in travelling to Aman. Ardana was able to convince her followers-to-be that this was a mistake indeed and she returned to follow the elven way in Middle-earth from now onward and never again go to the West.

During the second and third century of the First Age of the Sun the rest of the later Court arrived in the region and by the (sun-)year 175 of the First Age the Court was officially founded with the chief purpose of destroying the Sun and the Moon. Aside from this common interest any member was free to make his own politics and alliances as far as they did not interfere with their primary task. In the year 506 of the First Age Ardana became pregnant with … child and eventually the twins Morelen and Moran were born. As is elsewhere told the boy was removed from Ardana and the daughter remained, guarded as the cornerstone of the ritual. Ardana’s daughter was raised as a normal child of Noldo descent with … as the father. Morgoth’s *thúle* seemed to work the intended way and everything went one for the preparation of the ritual. Additionally this birthing also affected Ardana’s spirit and she would never waver from her plan, becoming absolutely loyal to her cause (and in fact serving Morgoth, though she denied it fiercely). Only Ardana, Morthaur and Valmorgûl know of Morelen’s special role and power and kept it for themselves to this day, acknowledging the need for secrecy on this matter. The rest of the First Age Ardana spent with the preparation of the Ritual to topple the great lights. These preparations were only interrupted by the need to corrupt and destroy Geshaan. Ardana approved Morthaurs plan which was put to reality largely by Morfuin and Gorthaur.

The attack of the Luingon alliance on the citadel (just before the time of the ritual) enabled the attackers to steal all the gems of Unlight and led to the abduction of Morelen. Morgoths wrath descended upon Ardana though she sought to appease her ‘partner’, but he threatened her with retribution for her failure. Fearing the consequences, she informed the rest of the Court and they fled their realms and citadels. Fortunately for the Court however, before he could act upon his desire, the Host of the West landed in Beleriand and overthrew him. Ardana travelled with Morthaur to seek for Morelen, because if she could be found, the Ritual could be repeated and the Court’s purpose fulfilled. The first millenia of the Second Age saw Ardana travelling far and wide through Endor (she briefly visited even Eregion and Lindon), and at least she managed to discern that the time for reforming the Court was near. In this time she also found out that a second eclipse would come in the far future (T.A. 1653). She told Morthaur and they returned to Ardor, re-opened the Citadel and prepared it for the return of the other lords.

Until c. S.A. 2000 nothing of importance (at least in her view) happened. In this time however, she felt the growing power of Sauron and probed his strength for she feared he might try to bend the Court to his will. The third and fourth millenium of the Second Age were filled with the struggle of Ardor (and especially his mistress) to contain the power of Sauron. To this purpose she counseled Valmorgûl to take a position in Tantûrak, so that Ardor would have a powerful state to manipulate to

the Court's needs. The power of Tantûrak (with Ardor behind him) and Koronandë/Hathor (backed by Tâliran) was great enough to keep the God-King in Amaru in check for a full millennium. The invasion of Ar-Pharazôn shook the power structure in the region as Tantûrak and Mûmakan both lost their independence and the Númenóreans became the primary overlords in the South.

It was in this time that the elven population of Dînsûlinor spoke of the existence of the Court and its motives to rule the South. This was clearly launched at this time to engage the powerful and now anti-elven Númenórans into a conflict with the Court. Ardana decided it was necessary to set an example and she searched for a method of retribution against Dînsûlinor. The isle was volcanic in origin and Ardana decided to awaken its power (as Sauron did with Orodruin) to destroy the land of their foes. This task was only possible because the volcano was not extinct as many thought but only dormant with tremendous potential which waited for its release. Ardana prepared the incident with prophecies brought to the region that spoke of destruction for those who offered false advice (aimed at Dînsûlinor's inhabitants of course). In S.A. 3298 the Court was assembled and they bent all their powers upon waking the volcano and indeed it stirred and erupted. The following cataclysm was so terrible that only few of the inhabitants were able to rescue themselves. Thanks to Ardana's careful manipulations, everyone believed it to be the wrath of the Valar (or gods for that matter) for sowing lies. The Ardan Council however was drained and greatly weakened by this conjuration of arcane power, so when Sauron demanded their submission in S.A. 3320; still exhausted they could not resist and fell under the Lord of the Rings' dominance. Celebring the Smith (see ICE's *Gorgoroth*, *Dol Guldur* and *Northern Waste* for details on this individual) was sent to the citadel as Sauron's legate.

Saurons downfall at the end of the Second Age freed the elven organization of his influence and Ardana was once more able to act upon her own desires. Celebring was able to flee before the Court could arrest him and lived on to further Sauron's goals in the world.

The Third Age saw no crisis like those of Dînsûlinor and the Court carefully manipulated the cultures and institutions of the South. In this time the full weight of mortal Middle-earth began to weigh upon Ardana and she felt the waning of the Eldar and undertook nothing new but remained in the Citadel and was content with guiding the Court from afar during this era.

Ardana is the ultimate power behind the Court, even if others are more prominently engaged in actual politics, it is she who holds the reins of power in her hands. One should not be fooled by her apparently passivity within the Court. She is the unapproachable mistress of the whole organization and to date no one has dared to challenge her position.

Fair of skin, Ardana has waist length black hair, with one white streak. She is just under six feet and 4 inches (1,92m) tall and slender though sensuous of figure. Her eyes are black; one cannot tell her pupils from her irises. She usually wears a robe of midnight blue, sewn with silver threads which catch any light and glitter like a field of stars. She is ruthless, but with a fanaticism for her cause, and she will do anything to achieve her purpose: the fall of the sun and moon. To gain it she will sacrifice anything, even her own child.

**Profession**: Tarot Mage/Astrologer

**Level**: 55

**Hits**: 150

**Race**: Noldo

**Stats**: CO: 90 SD: 99 AG: 100 ME: 99 RE: 103 ST: 87 QU: 100 PR: 102 IN: 101 EM: 104

**Magic Items**

**Sceptre of Ardor**: 3′ feet (90cm) long with ebony handle and mithril head, strikes as a +35 mace, unholy.
**Circlet**: Mithril with flowing runes, constant "Mirrormind", x7 PP's for Ardana, intelligent: sways wearer's view slowly to the viewpoint of Morgoth. Will of +120.
**Master Ardan Deck**: see sect. 9.1.2, can cut in (or listen in) on all other interactions (except the male Fëatur's illicit use).
**Surcoat**: black gossamer sewn with diamonds in a starfield, protects as AT 4, +60 DB.
**Cloak**: black, pinned with Ardor cloakpin, invisibility at will.

**Morthaur (The Lord)**

(S. *"Black Bondage"*, aka *"Núranolë"*)

Morthaur was born 2443 years before the rising of the Sun (Valian Year 1245) and given the name Núranolë (Q. *"Deep Knowledge"*) by his mother. Indeed, he showed great skill in acquiring every bit of knowledge about elven art (which men often calls 'magic') concerning the manipulation of the elements and words. His early life in Valinor was uneventful as is often the case in times of peace and joy. With the release of Melkor from his bondage, however, all this changed. The fallen Ainu, once allowed access to all of Aman, shared his great knowledge with those who would listen to him. Not surprisingly, Núranolë was among those who did. During this time he learned much and achieved greater insights than possible without the Fallen Ainu's knowledge.

When Melkor later destroyed the Two Trees together with Ungoliant and fled to Middle-earth, Núranolë - feeling betrayed personally - was among the most fervent supporters of Fëanor and spoke for the exile and revenge upon Morgoth. Consequently, he was in the host of Fëanor when it attacked Alqualondë and there he did more than his share in the Kinslaying when the company under his command managed to capture a dozen ships fiercely defended by the Teleri (these being the first ones to be built by the Teleri when they still dwelt in Tol Eressëa). Impressed by his skills, Fëanor made Núranolë one of his lieutnants. The ambitious Noldo fought bravely in the Dagor-nun-Giliath and saw Fëanor fall when he arrived with the Smith's seven sons to relieve him. After that, he was chosen by Maedhros among his companions for the (feigned) negotiations with Morgoth about surrender. As it turned out, Morgoth trusted them no more than they him, but the Black Enemy's force was stronger and they had Balrogs with them. So Maedhros' company was slain and he himself taken to Thangorodrim as a captive. Unknown to all (even Maedhros missed it), Núranolë survived also (albeit badly wounded). Shortly after the departure of Maedhros by chance he was discovered by some plundering orcs. They thought they might gain favor from their master (quite a feat) and brought the wounded elf to their master's citadel also. He recovered from his wounds and was kept as an important prisoner. Once Morgoth realized the Noldor would never ransom a hostage to Morgoth's conditions (which he learned quite early with Maedhros), Núranolë was sent into the mines of Angband. After a few short years Morgoth deemed the time ripe to sway the Noldo to his cause. The captive was brought to the Black Enemy himself who offered Núranolë service and high position. The Noldo defied his words but Morgoth felt the resistance weaken and laid a shadow of

dread and fear upon him (just as he did with Maeglin much later). After this, he feigned mercy and failure of his efforts and let the captive wander free again.

In the instant the ambitious Noldo left Angband but soon realized that he was no longer welcome among his fellow Eldar and they shunned him as we are told in the **:

> *"Morgoth used some [of the Noldor…who had been in Angband] for his evil purposes, and feigning to give them liberty sent them abroad, but their wills were chained to his, and they strayed only to come back to him again."*
>
> *"Therefore if any of his captives escaped in truth, and returned to their own people, they had little welcome, and wandered alone, outlawed and desperate. Therefore he wandered alone, becoming embittered about his one-time friends. Furthermore he did not find peace when not plotting about his own grandeur (and subconsciously furthering Morgoth's goals by splitting the ressources of the Deep-elves). So he wandered through Beleriand and only occasionally went among his people again (and then only with the darker ones, such as the people of Caranthir, Celegorm or Curufin and their lords where he only was on sufferance). Eventually he left Beleriand after the Dagor Aglareb to seek out realms of his own with lesser people he could rule. It was in this time he changed his name to Morthaur to better reflect his inner feelings, for no longer was he the one to possess deep knowledge just for itself, but he thought himself to be in some kind of black bondage (which didn't molest him for that matter). On these wanderings he met his old acquaintance Ardana on the spot of later Vamag on the peninsula just north of Umbar. After a short period of probing they agreed to wander together (they instinctively trusted each another insofar that they were in opposition to their fellow Eldar)."*
>
> *Silmarillion p188, Chapter 18 - Of the Ruin of Beleriand*

His capture changed his character as well as his name (s.a.). Were he once a fiery Noldo, quick to act and even a bit reckless, he now became obsessed with security and methodical planning. He became cynical and rather self-centered. The reason for this transformation was that his (subconscious) fear of a repeat of his defeat following the Dagor-nun-Giliath; a defeat he deemed to be caused by too rash action. Now ruthless and selfish, Morthaur will stoop to anything to achieve his ends. He is also now a coward and will not imperil himself if it can be avoided, which is not surprising, given his history.

Once in Ardor, Morthaur devised grand plans for the Citadel which would be his home, plans that rivaled the most ambitious projects of the Eldar in Beleriand: a singular tower 550′ (165m) high, surrounded by eight smaller keeps in the perimeter of the grounds, each of them surrounded by a garden to reflect the special interests and peculiarities of the Lords. These keeps each towered 170′ (51m) high. The whole complex was surrounded by extensive parks and places for athletic tournaments. After 20 years of building the complex was finished and Morthaur moved into his masterpiece. For the rest of the First Age he remained here, his skills as planner rarely needed.

One of the incidents when his skills were needed was the destruction of Geshaan. This realm of men posessed such power that the Court deemed it a real danger to its plans. Morthaur studied Geshaan extensively and developed a method of bringing it down. His scheme incorporated the corruption of

the realms' religion, the manipulation of the climate (bringing droughts and floods) and the corruption of its leaders toward greed, hate and strife. The plan worked well and before long the once proud and prosperous realm was falling to pieces.

Satisfied with his success, Morthaur reclined in the comfort of the Citadel and awaited the Ritual. After its failure he fled the isle together with Ardana. He spent the greatest part of his exile in the places of learning among men and his knowledge was enlarged, especially about the Secondborn. Again in conjunction with Ardana he returned around the year 1200 of the Second Age to Ardinaak. Even though the place was in disrepair, he managed to reorganize the Court rather quick and in the year 1400 S.A. the Citadel complex had returned to its former glory.

Chief engineer of the scheme to bring down the Sun and Moon, Morthaur is more of a planner than implementer. After the construction of the citadels and the establishment of the Court he rarely left Ardinaak and preferred its safety and the comfort it provided. So his deeds are more those of a diplomat and politician within the Court rather than those of an active implementer. He has made friendship (as far this goes within this insiduous organization) with Ardana, Fëatur and Rilia. Even more so than the Lady he is rather passive and accomplishes no great feats until the Third Age. He despises Valmorgûl and (to a lesser degree) Cambragol.

Morthaur stands 6′6″ (1,98m) tall and is fairly muscular of build. His hair is coal black, kept in a bowl cut and his skin is dark as if deeply tanned (he is not as dark as the Kirani, however). His eyes are an almost black brown. In the way of clothing, he prefers either a coverall with many pockets or full length voluminous robes, both absolute black trimmed with silver and otherwise adorned only with the octagonal insignia of Ardor.

**Profession**: Magician/Runemaster

**Level**: 60

**Hits**: 150

**Race**: Noldo

**Stats**: CO: 93 SD: 93 AG: 101 ME: 103 RE: 102 ST: 90 QU: 100 PR: 99 IN: 92 EM: 102

**Magic Items**

**Octagon brooch**: powers by touch on inlaid displays, *Invisibility to 1′* (30cm) radius, once per rd, *Leaving 300′* (90m) 3x/day, *Haste V* 1x/day, *Mass Deflections* 3x/day at wearer's lvl, *Bladeturn V* 5x/day, Spell Ranging 200′ (60m) 2x/day, Essence Shield 1x/day.
**Belt**: black metal, +60 DB.
**Deck of Ardan Cards**: see sect. 6.23.
**Longsword**: Laen +60, cold critical of same severity as normal critical.
**Longbow**: +30, does not fumble.
**Ring**: gold with large diamond, x6 PP's Essence.

**Valmorgûl (The Magician)**

(S. *"Lord of Black Sorcery"*)

As Ardana and Morthaur, Valmorgûl belongs to those who left the Undying Lands after Morgoths theft of the Silmarils. Before his service to the Black Enemy, he was known as Valfëa (Q. *"Spirit of Power"*). The eager Elda learned all that he could in the ways of magic that was possible. His

obsession with these arts also led to his fall. Under the tutelage of Vána he studied the way of fire, from Aulë he learned some smithy craft (although he never excelled in it - it was just too time-consuming), Manwë taught him the manipulation of magical forces and Ëonwe provided martial skills. The bliss of Valinor was over ere the ambitious Noldo had learned all he coveted. In this time, Melkor was released from his three-age-bondage in Mandos and humbled himself before the Valar. They allowed him to remain in Valimar and before long he was allowed to wander free in Aman. Soon after this he began to sow lies and envy among the Noldor. First his success was small, but after time it began to bear fruit. One of those who followed Melkor close by and believed everything he said was Valfëa. In his following were many of the later Lords and Ladies of the Court. Ardana, Morthaur, Fëatur and many others were here first tainted by the Black Enemy and it was here that his knowledge eventually bound them to his service, though this was not to be known for a long time. The fallen Ainu promised to teach his followers much and Valfëa, as many of his fellow Noldor, …*took delight in the hidden knowledge that he [Morgoth] could reveal*… This knowledge, though great, proved to be their undoing. Everything the renegade Vala taught - however useful and fair at first - was tainted by his malice and all who used it became entangled in the lies of the Enemy and the most eager students eventually followed his path into darkness. Valfëa became inpatient and openly spoke against the Valar much in the same way Fëanor did. The chief difference was, that Valfëa - blinded by the knowledge imparted from Melkor - believed in the fallen Ainu and saw in him his rightful master. When it happened that the Two Trees were killed, he did not mourn their passing but sought immediately to leave Aman and serve his lord in Middle-earth. Not surprisingly, he was among the most eager in Fëanor's host and showed great cruelty in the Kinslaying at Alqualondë. When the host of Fëanor landed in Drengist, he fought in the Dagor-nun-Giliath. Soon thereafter he volunteered for Maedhros' company (along with Morthaur) when he went to negotiations with Morgoth. He was, however, not slain as all the others believed, but brought back to Angband, because he showed evidence to the Black Enemy's servants that he was indeed a faithful servant of their master.

Here in Angband, his cruel talents were refined and he learned great sorcery until he reached a skill surpassed only by the highest servants of his master. This was also the time when he changed his name to Valmorgûl which pleased him much more than his original, which he has left behind him with his past. He also witnessed the trial of Morthaur and delighted in his fellow Elda's pain. Later, it was Valmorgûl who was sent as an emissary to Thargelion and bring Ardana the orders to make a plan to topple the Sun and Moon. This became also his mission, so he went to the South, albeit he separated from Ardana and joined her and Morthaur again when they met for the first time in Ardor.

Using his skills of building learned in Valinor and Angband, Valmorgûl supervised and led the work on the citadel of Ardor. Constant rivalries between him and Morthaur prevented the Citadel from being built too fast, but for the Eldar time meant little, and so the whole complex was finished after 20 years of building in 1.A. 196.

The remainder of the First Age saw Valmorgûl roaming abroad in Ardor (mostly disguised), seeking information about enemies of the Court. During the attack of the Luingon Alliance upon the citadel he was confronted by Chrys Menelrana in the accessway to the main chambers of the Ritual. The ensuing melee was long and violent but in the end Valmorgûl had to give ground before his enemy and fled the scene to avoid certain death. Fortunately for him, Chrys had much more to do than pursuing his foe and so Valmorgûl survived the incident - though he sweared eternal enmity to Chrys and all his family. After the theft of the gems of Unlight and the abduction of Morelen, Valmorgûl

(being ultimately responsible for the security of the complex) fled the place of his defeat and went to eastern lands even before the other lords (who fled after having learned of Morgoth's wrath).

The first millenium he wandered through Middle-earth and learned much about its inhabitants. In the year 1175 S.A. his Elda foresight told him of an imminent re-forming of the Court and once again he wandered to the South. After his arrival at the Citadel, he was again entrusted the wardship over the Citadel, though his authority and prestige had gone down a little due to his failure at the Ritual. Nonetheless, he once again took the chance and organized an excellent security around the Citadel complex. Nothing escaped Valmorgûls watchful sentries, and so his pride soon reached its former height. The second millenium of the Second Age saw the rise of the Kirani realm of Koronandë and especially the Númenóreans and their colony of Tantûrak. In the latter realm he saw an opportunity to manipulate the mortal politics in the region without revealing the existence and aims of the Court. After counseling with Ardana on that matter, he waited for the right moment, and when the Númenórans began to mourn against the Ban of the Valar, he deemed the time was right and went in disguise to Sarûl. Posing as an aged man of wisdom and calling himself "The Magician" he was allowed into the ranks of the state's bureaucracy. He quickly rose through the ranks and in S.A. 2025 became the chief advisor of the governor. It was obvious that he was no man despite his appearance and so early in his service he "revealed" that he was an emissary of ancient wisdom, intent on helping mankind to make its own way. This was much to the liking of the governor and indeed he (and his successors) had great benefits from the "Magician's" advice.

Valmorgûl took delight in this role and soon he held the reins of power in his hands (though he seldom used them). Often he left Sarûl for years, excusing himself with "Wizard's matters", but would ever return in times of need or crisis. So it came, that the "Magician" left the realm occasionally for years or decades but ever held a close look on its situation.

The growing influence of Sauron in the region (especially after Jí Indûrs ascension as King of the Mûmakani), Valmorgûl used his influence in Tantûrak to oppose the Nazgûl's (and thereby Sauron's) plans in the South. This struggle went on and forth until the year 3010, when he deemed the might of Tantûrak great enough (and Númenór weak) and counseled the governor to declare Tantûrak independent and take the title of emperor himself. The secession succeeded and the "Magician's" status reached a new height. As is told elsewhere, finally both Númenór and Sauron fell, and the Court was once more free to act upon his own desires. The dissolution of a strong and dominant nation opposed to his interests (Mûmakan), Valmorgûl only rarely visited Sarûl, taking no delight in day-to-day affairs and mundane problems.

Until c. T.A. 1200, nothing of importance for Valmorgûl happened. Then, he perceived the rising of the Shadow and soon saw the return of Jí Amaav. This led him to involve himself more in his old role as the "Magician" and soon the old conflict was alive once again. The rivalry continues to this day, yet undecided.

The legendary rivalry between Valmorgûl and Morthaur exists as long as the Court and even a few years before. Since he witnessed the humiliation of the Noldo by Morgoth, he constantly mocked him, believing him to be a coward and weak of mind. He also makes no secret of his loathing and so the atmosphere in the Citadel is in a state of heightened awareness when both lords are present. Valmorgûl holds Morthaur in contempt, and makes it clear that he feels he himself should rule the organization. It is he who is often responsible for the internal schisms. He is unlike Morthaur in that

he does not shirk from stepping into the fray if necessary. Of course, he is completely confident in his own prowess as a sorcerer and warrior.

Valmorgûl is the most cruel and impatient of the Lords of the Court, save perhaps Cambragol. He is prone to violent fits of temper in which he strikes outright any number of servants or guards who might be nearby and could be blamed for the cause of his rage. He is the Warden of the Citadel of Ardor, and rules it with an iron fist and often dominates the group by sheer force of will.

In his position as advisor to the Emperor of Tantûrak, he appears as an ageless man with silver-white hair, flowing beard and golden eyes. About 6′6″ (1,98m) tall, his true form is that of a muscular, tanned Noldo with raven hair and grey eyes, 6′8″ (2,00m) in height. As the advisor, he wears unadorned white. When the Warden, he wears either a full-length robe or thigh length tabard, both black and quartered on the front, with the four Court emblems (helm, sword, orb, staff) embroidered in gold and silver; also black pants and high black leather boots. In addition, he bears the master octagon device, larger than the others, on a wide heavy chain draped over his shoulders: the symbol of his office.

**Profession**: Sorcerer/Wizard/Warrior Mage

**Level**: 41

**Hits**: 210

**Race**: Noldo

**Stats**: CO: 101 SD: 85 AG: 103 ME: 95 RE: 98 ST: 100 QU: 102 PR: 100 IN: 101 EM: 102

**Magic Items**

**Master Octagon**: eight laen inlays can cast: *Haste X* 1x/day, Mass Deflections 3x/day, Mass Bladeturn 2x/day, Regeneration VII 3x/day, *Prayer V* 3x/day (lasts 33 rds.), *Invisibility* once/round, Stun Relief III as needed, center jewel opens any door in the Citadel of Ardor.
**Ring**: inlaid with ruby, x6 PP's for Channeling and Essence.
**Deck of Adan Cards**: see sect. 6.23.

**Morfuin (The Lord Demon)**

(S. *"Dark Gloom"*)

Morfuin (the old calling *Mourfuin* is due to a mispronounciation and should not be used) is Morgoth's special envoy to the court. He is by nature very similar to a Balrog, although one of less power. He was sent in 1.A. 302 to the Court and act as its 'Master of Terror'. With him went a sizeable company of lesser Raukor (Q. *"Demons"*) to act as his personal "army". He was admitted to the Ardan Council and served as its "enforcer" from that time onward. Whenever there was need to punish the enemies of the Court with supernatural means so that the victims meant it to be a penalty from the gods, Morfuin's service was needed. This was mostly used on men, since they are much easier to manipulate than the Quendi. He played a decisive role in the fall of Geshaan, when he appeared as the god Seth, punishing them for their ignorance of his godhood. Morfuin took delight in his role and was able to sway the benign religious beliefs of the people into a more grim and brutal cult. His mission as the evil god of Geshaan lasted from 540 to 563 1.A. The Demon left behind a realm filled with distrust and civil unrest which led to the final fall of Geshaan over the next forty years.

Until the Ritual at the end of the First Age, there was no challenge for the Lord Demon and so he stayed at the Citadel complex. The attack of the Luingon Alliance claimed the life of many of his demonic servants, though he was unable to prevent the breaching of the fortress by the forces of the alliance. After the theft of the gems and the disappearance of Morelen he went far and wide through Ardor to seek their places but was unable to find any evidence. The potential retribution by Morgoth caused him to seek shelter in the bowels of the Earth and so he went into oblivion for over eleven centuries.

When he felt the power of Ardinaak arising again Morfuin also emerged and travelled to the Citadel. Here he met his former peers and the Council was re-formed. The lack of open assault and warfare left the Demon Lord with much time to contemplate over himself and his power in the structure of the Court. He also worked hard to reorganize and train his remaining demons into an efficient force capable to turn any potential intruder.

The Lord Demon is relatively simple of mind, and his function in the Court is basically that of the "enforcer". In nature he is a Valarauko (Q. *"Demon of Power*), correspondingly he is also master of all demons (except Airatano) in the Court. In his natural form, Morfuin stands 16 feet (4,88m) tall and has the hideous visage of all Valaraukar. Like all Balrogs, he is able to immolate at will, giving all within 10′ (3m) an 'A' Heat critical and those in physical contact with him a 'C' crit. Unlike most other Balrogs, Morfuin is capable of assuming human form at will - a bald and beardless man with red skin. This power costs him one PP per 10 minutes. He wields a weapon in each hand: a two-handed sword in the left and a multithonged whip in the right. Due to the level of his personal power, he will obey none except Ardana, Valmorgûl or Fëatur.

**Profession**: Warrior Mage /Fighter

**Level**: 27 (42)

**Hits**: 150

**Race**: Raug (fallen Ainu)

**Stats**: CO: 103 SD: 80 AG: 100 ME: 80 RE: 60 ST: 106 QU: 99 PR: 100 (104) IN: 75 EM: 60

**Magic Items**

**Sword**: +40 of mithril, strikes as 2-H-Sword, equal heat crit, 2D.
**Multithonged Whip**: +25 of Ogamur, delivers slash crits, equal heat & entangle crit, range 20 feet (6m).
**Deck of Ardan Cards**: see section 6.23

**Morelen (The Star)**

(S. *"Dark Star"*)

Born in 1.A. 507, Morelen is the daughter of Ardana. Her mother taught her much of the lore of the Eldar and her father those of the Tatyar and soon she rose high in the structure of the Court (despite not becoming a council member). Her father was the original Lord of Arms (the post now occupied by Valkrist) and fell in the defense of the citadel when the Luingon Alliance attacked it. She has not forgotten this incident and has a strong bias against the ancient alliance of the forces of the Free Peoples. The power of Morgoth poured into Ardana (q.v.) makes Morelen quite gloomy (though she sees no reason for it). Her position at the citadel might be compared with that of Arwen in Rivendell:

the beautiful maid who awaits her fate. She does not know however that she is destined to be sacrificed on an altar…

During the First Age Morelen spent her entire life on the isle of Ardinaak where she was instructed in the ways of Eldarin as well as Avarin life. She deemed her role that of an intermediary between the sundered groups of Eldar and Avari, and hence her dedication to learn everything she could to fill this role as best as possible. Some of these skills were necessary parts of the Ritual that would accomplish the destruction of Rána and Vása (and unbeknowst to Morelen, her own death of course). During the attack of the Luingon alliance she was brought to safety deep within the Citadel, but after the hidden and disguised male Fëatur overtook the guards, he threw a veil of forget over her and brought her out of the citadel through a secret way without anyone taking notice. His plan was taking her to *Kuilethelë* (Q. *"Well of Life"*,) also called *Guinarnen* (S. *"Water of Living"*) but unfortunately while heading north he was struck by an epic blizzard in the Yellow Mountains, and after the storm subsided Morelen was gone. He searched long but didn't find any trace of her. The escape of Morelen was something of pure chance (as Gandalf would say), since she hadn't recovered from his power yet and followed him like an innocent child. The wild storm caught her attention and she wandered to feel it. Soon she was lost and nearly froze to death, but Morgoth's hidden *thúle* kept her alive. So she survived and wandered through the lands that lay before her. Her past was black to her and long she sought to discover her heritage and name. During this search she called herself Vanwarin (Lost memory). During her journeys she visited many foreign lands and went as far as Helkanen in the Far East.

During her travels she learned much and rediscovered the gretest part of her abilities, but her name, heritage and home were still a mystery. At the end of the first millenium of the Second Age she felt a strange desire to travel to the Far South and eventually, in the year 1294 S.A. she arrived at Ardinaak. Here she was greeted by her mother who spoke to her of the past and then Morelen knew her past again except the circumstances of her abduction from the Citadel during the attack of the alliance (the fact which Ardana desired to know the most of course).

Since her reappearance, she remained in Ardinaak and acting in her role as "Eldar-Avari intermediary". In this function she often cooperates with Camring. He fell in love with her, but she didn't notice it - although Ardana did.

After all, Ardana's daughter plays the role of the ignorant fool in this game of power since only a few people know of the fate she is entitled to. She is convinced she was kidnapped by jealous Eldar to prevent an understanding between Eldar and Avari in the region. She is not aware that she is indeed the cornerstone of a hideous ritual. Were she to know her real destiny she might even try to change sides for the destruction of Sun and Moon might be a crime too great for her. Morgoth's *thúle* within her might even drive her to madness when it tries to prevent such an outcome. Here lies great potential for the cause of good.

In appearance, Morelen is 6′0″ (1,83m) tall with raven black hair and matching dark eyes. Her delicate features are augmented by her royal and lordly presence which suffices to keep her respected within the Court (those who does not recognize are generally short-lived). Generally she wears expensive garments made of silk and colored in black, silver and white. She delights in the classical Noldo exercises of prowess (both in mind and body) and is often seen on the sports ground, testing her skills.

**Profession**: Bard/Houri/Dancer

**Level**: 36

**Hits**: 150

**Race**: Noldo/Tatya (part "Ainu")

**Stats**: CO: 98 SD: 95 AG: 98 ME: 102 RE: 100 ST: 90 QU: 100 PR: 101 IN: 103 EM: 95

**Magic items**

**Dagger**: of mithril (+40), strikes as broadsword, unholy, 2D.
**Sceptre**: of black Adarcer (+25), symbol of the unification of southern Eldar and Avari, plus equal heat crit.
**Necklace**: Mithril with rubies, protects head and neck vs. Head and neck crits 60% of the time, x5 PP multiplier for Mentalism, +20 DB & RR's.
**Deck of Ardan Cards**: see section 6.23

**Rilia (The Sorceress)**

(S. *"Brilliant Void"*)

Not cruel, but perhaps ruthless in her thirst for knowledge and power, Rilia is a victim of the onborn tendency of the Noldor to seek out answers to secrets, and delve into things arcane. Even back in Valinor she belonged to those who ever sought to uncover more secrets and lore. She was born relative late in the reckoning of that realm, only thirty (Valian) years before the release of Melkor from his bondage at Mandos. With eagerness she learned all that the Valar (and Maiar) deemed suitable for one of the Quendi with her inherent strength. Soon she began to grow dissatisfied with the slow progress of her lore, and it was not long before she began to contemplate how she might learn more than the Valar taught. She met Valfëa (later known as Valmorgûl) and as he taught many skills of power to her, the two became quite good friends, though Rilia didn't delve that much into Melkor's lore as her fellow Noldo did (because Melkor didn't unveil so many secrets to her). Thus she remained somewhat more independent and self-willed than her peer. After Rilia had all learned skills that her inner power might support, she secretly learned those skills, by whom she would be called in times after: she became the "Sorceress" and learned sorcery from Valfëa, who in turned derived his knowledge from the renegade Vala himself. This act led to her final fall from grace, for her desire to rule and govern over others grew ever stronger.

When the Two Trees were killed, Rilia belonged to Fëanor's radical faction who demanded the war against Morgoth and suggested exile. Rilia did not take the Oath of Fëanor (she only wished to go to Middle-earth), but she was most fervent in the support of his policy and she killed ruthlessly (using all of the powers at her disposal) during the seizure of the Teleri's ships. Upon setting foot on Middle-earth with Fëanor's host she participated in the Dagor-nuin-Giliath, but learning of Fëanor's death she held herself mostly apart from the active war against the fallen Ainu. Though she had no sympathies for Morgoth anymore (the killing of Finwë she deemed ruthless and a great crime), Rilia also was not overly interested in total war. Fëanors words of realms in Middle-earth came back within a few years in Middle-earth and they grew ever stronger. She clearly remembered his speech in Tirion, the place lighted by torches:

> *"Why, O people of the Noldor, why should we longer serve the jealous Valar, who cannot keep us nor even their own realm secure from their enemy? And though he (Morgoth) be now their foe, are not they and he of one kin? …And what…have he not lost, cooped up here in a narrow land between the mountains and the sea? Here once was light, that the Valar begrudged to Middle-earth, but now dark levels all. Shall we mourn here deedless for ever, a shadow folk, mist-haunting, dropping vain tears in the thankless sea? Or shall we return to our home? In Cuivienen sweet ran the waters under unclouded stars, and wide lands lay about, where a free people might walk. There they lie still and await us who in our folly forsook them. Come away! Let the cowards keep this city!…No other race shall oust us!"*
>
> *(The Silmarillion. 96-97).*

After the Dagor Aglareb together with her spouse she settled among Celegorm's people at the Aglon pass where she ever thought about a realm of her own. During her frequent travels she also came to Nargothrond and became acquainted with the female Fëatur who also dreamt of vast realms of her own. Despite a mutual dislike for each other they shared a common desire and when Rilia was contacted by Fëatur about a potential realm of her own, far away from the Noldor and their wars, Rilia became very interested, though her husband was less enthusiastic. Soon therefater fate struck however. The death of her husband in skirmish with a band of orcs made her bitter. Indeed after this incident and being contacted by Ardana Rilia was easily converted to a cause of elven rule in distant lands, unmolested by either the Valar and her fellow Eldar. So, when Ardana offered her a position in an organization that would further Rilia's goals, she obliged herself to the project. When all was ready, she left Beleriand with a few trusted friends (whom she had converted to her cause), one being Mornaur who served her well and was always a trusted ally of the Sorceress. Now she swore an oath however, the Oath of Ardor that all High Lords took.

Rilia erected her fortress at Naurlindol, a site near active volcanism and she delighted in the challenge to build a lasting abode in this dangerous and unstable area. The result is most impressive, even if it is concealed from foreign eyes. According to her temperament, the hot and fiery climate in Naurlindol leave the impression of constant movement - never ceasing and ever shifting in new forms, which wax and wane unpredictably.

As fiery of temper as her realm might imply, Rilia is both demanding and impatient. She rules Naurlindol with confidence, daring even to send Sauron away (see "Book of Andraax"). Rilia serves the Court well since its founding. But she also is active in her pursuits to satisfy her desire for personal gain and power therby coming into conflict with other members of the Court, notably (the female) Fëatur. With her she shares a special dislike and (mutual) rivalry and delights at every opportunity to discredit her.

The Second and Third Age saw Rilia ever more doubting the righteousness of the goals of Ardor, but out of stubborness (being quite proud herself) and the evil oath she clings to the Court. She does however keep herself now mostly aloof from its politics. When the Third Age progresses she becomes really weary and repentant of the deeds in her youth and seeks a way to circumvent her foolish words in the Council Chamber many milennia ago. Indeed just before the ritual she is quite weary, being worn down by the Oath and the weight of Middle-earth. When the new ritual was being conducted

Rilia spotted the intruders (Moran the the PCs) in time but chose not to inform any of the other Lords (or the guards) and thereby try to right the wrongs of her early acts of rashness. She longed to be be redeemed of her existence in Middle-earth by fulfilling the oath (trying to topple sun and moon) **and** helping to prevent its completion. When the tower finally fell she gladly accepted her death, being free to Mandos now and await her time to be reborn.

With dark brown eyes and long dark red hair, Rilia is a beauty of rare appearance, for her red hair is virtually unknown among the Noldor, and uncommon for anyone of Eldarin blood. She stands 6′0″ (1,83m) in height, and carries herself with flowering grace, maintaining an attitude of aloofness from her fellow Court members (There is an intense, if unspoken, rivalry between Rilia and the female Fëatur). The passage in the Book of Andraax referring to Rilia having Eldarion executed and "dumped, decapitated on a hexagram platform" is perhaps overly dramatic, and mislays the blame. Morfuin killed Eldarion on his own initiative, after Eldarion antagonized the Demon, perhaps to escape further torture in the only way left to him: through death. Rilia wears full length chiffon-like robes, consisting of layers of red, orange and yellow, trimmed in black with severly pointed hems lending the impression of flickering flames.

**Profession**: Archmage

**Level**: 32

**Hits**: 150

**Race**: Noldo

**Stats**: CO: 87 SD: 85 AG: 100 ME: 95 RE: 98 ST: 68 QU: 100 PR: 97 IN: 99 EM: 101

**Magic Items**

**Staff**: made of plain grey wood, +30 to all fire spells, x5 PP's for all professions, flames on command: wielder has *Fire Armor* and absorbs all Essence spells directed at him, free use of "Fire Law" to wearer's lvl, becomes broadsword on command: +25 and equal heat crit.
**Robes**: flame colored, give AT 3, +80 DB.
**Kynac**: red laen (+50)
**Deck of Ardan Cards**: see section 6.23

**Valglin (The Thief)**

(S. *"Gleam of Power"*)

Valglin belongs to those Elves brought into the service of the Court by the persuasion power of Ardana. Born in the last years of the Two Trees in Tâliran, the "Thief" is at home in the region. Once she dwelt in Tâliran and enjoyed the free life of the Avari. She was among those who delighted in the refinement of their subterfuge skills - they were eager to test their abilities against each other and all other creatures found under the stars. One time however, strange monsters began to roam the region and many Elves disappeared - never to be seen again. Whispers of demonic monsters born in times before the emergence of the Elves went around and they were worried. Soon thereafter, (after the rise of the sun) a tall lord of the Noldor (Chrys Menelrana) from Aman appeared among the Nelya and Tatya of the region and he spoke of Morgoth, his desire to rule the world and his crimes in Valinor. Part of the Avari believed him and spoke for his support but the most of the Dark Elves viewed him as the cause for their newfound trouble and as a traitor (being an Elda) altogether. Valglin belonged to

the latter fraction and as the lords of Tâliran and the Arana at last resolved to accede to his pleas and support his cause. Valglin, amongst others was disgusted by the idea of following one these arrogant deserters of their kind and she left Taurondë the hour Chrys' wishes were granted.

After her exile from Tâliran, together with Linsûl long she wandered in the forests of the South until she finally heard of enemies of the newcomer arriving in the area as well. She searched for them and finally met Rilia near the site of the future Naurlindol. In spite of her obvious Noldo origin, Valglin spoke to the western lady and over the course of long discussions was convinced that these new arrivals went to Ardor because they despised the Valar (as Rilia called them) and only wished to live the life of the oroiginal Elves: to roam free in Endor and order all things they encounter according to their will. Appealed by the speech of the Sorceress, Valglin pledged her service and loyalty to Rilia and helped her recruit more followers among the scattered Elves of the region.

When the Court was formed, Valglin was rewarded with a high position within the Suit of Staves for her unwavering and faithful service to Rilia. She was given the title of the "Thief" and acts as an able informant and agent for the Court's cause. Often she goes out on acts of espionage among the realms of the South for the Sorceress and until today she did her job well.

Her greatest task was the infiltration of the Elves of Dînsûlinor at the end of the Second Age. In this time it became apparent that men were beginning to whisper of powerful Elves bent on destroying the sun and that this should be opposed. Alarmed by these tidings, Ardana ordered the Court's network of spies and informants to seek for the source of these rumours. Soon it was found that the inhabitants of the elven isle of Dînsûlinor were the source of these bad propaganda. These Elves were of Nelya stock together a few Tatya, and in fact they were the remant of the Arana who left the mainland and settled on the southern island. This composition of people was not uncommon for elven realms in the region but a few of them were once supporters or even adherents of the Court. These individuals saw the Court for what it was and renounced their allegiance and retreated to the lonely isle in the Haragaer late in the Second Age. They did not trust the Guild also and sought their own way of living. After some debate they decided that the Court was evil and should be destroyed or at least weakened. For this cause they began to sow the above mentioned rumours among men and openly spoke of the Court when the time was ripe. Their ultimate hope was to maneuver the now racist and anti-elven Númenóreans against the Court. Seeing the impending danger, Ardana sent the disguised Valglin and Linsûl and they were able to win the trust of Dînsûlinors leaders. When these decided the time to openly oppose Ardor was approaching, the Court's plans were already one step ahead. Bending their full power upon the seemingly extinct volcanoe of the island the Court re-awakened it (made only possible by the placement of enhancing artifacts within the volcanoe's cone) and the unleashed power of the earth nearly totally destroyed the isle and killed most of the surprised inhabitants. Before the cataclysm, Valglin and Linsûl had - of course - left the isle.

The Third Age saw Valglin engaged mostly engaged in such mission to recover the lost gems and strengthening the position of Rilia within the Court.

A quiet, even-tempered Elf, Valglin serves the Court at Naurlindol as Rilia's assistant and often cooling the Sorceress' outbursts. Valglin is an accomplished Thief by profession. In origin She is a Kinn-lai Elf, and her petite size (5′5″; 1,65m tall) works in her favor, for she is usually overlooked when she so desires. She has short brown hair and brown eyes, and is attractive if not aggressively beautiful. Quiet and businesslike, she and Curubor often cooperate on joint ventures. Valglin wears

the full-length flame robes of her suit only at formal occasions, but preferring a plain black coverall decorated only with the staff badge of the suit, and a wide belt, which holds many small and useful devices.

**Profession**: Thief/Illusionist

**Level**: 23

**Hits**: 100

**Race**: Tatya (Kinn-lai)

**Stats**: CO: 93 SD: 94 AG: 101 ME: 95 RE: 99 ST: 89 QU: 100 PR: 81 IN: 96 EM: 97

**Magic Items**

**Belt**: black leather with several hooks and pockets, enhanced "Blur" on command (+25 DB), "Shadow" 1x/day.
**Lockpick Kit**: stored in belt, +30 Pick Locks.
**Spectacles**: stored in belt, gold frame, opaque looking lenses, wearer can see through 2′ (60cm) of wood or stone, 1′ (30cm) through metal, can only be worn c. 5 minutes per day without splitting headache (-75). 2 hours between uses required without being plagued by the headache. Gives +50 to lock/trap operations.
**Cloak**: black, hooded, may change color: +25 hiding, 3x/day invisibility.
**Boots**: +30 to climbing.
**Long Kynac**: red laen (+50), flames on command: plus equal heat crit.
**Kynacs** (4): black Adarcer (+20), in shoulder scabbards.
**Headband**: black leather with single large, clear gem, "Projected Light" 4x/day.
**Target Shield**: black Adarcer (+25), protects as normal shield.
**Ardan Card Deck**: see section 6.23

**Airatano (Arda)**

(Q. *"Craftsman of coppery color"*)

Airatano is another Ainu within the structure of the Court of Ardor. In the beginning he was (like Sauron) a disciple of Aulë but the glory and power of Melkor lured him into the service of the renegade Vala. Like Sauron, he was enticed by the prospect of building things of his own design. Unlike the later Lord of the Rings however, he never developed a desire for own lordship, relishing in the crafting of physical items (albeit outside of the Song of Creation). In this function he served in Utumno where he wrought many weapons and cruel devices for the Black Enemies' servants. After the establishment of Angband, he was dispatched to this fortress, being under the direct command of Sauron. Even in this time there was rivalry between the two but it was clear (if not by Melkors order then by their respective inner strength - Saurons was far greater of course) who would be master and who servant. In this position the fallen Ainu made many items to be used by Sauron's troops. When news of a planned campaign of the Valar against Morgoth and the liberation of the Quendi from his shadow reached Utumno, the fallen Vala marched with his host westward to stop the Valar's advance right on the western shores of Endor. Their might prevailed though, and he was forced to flee to Utumno. Afterwards, Angand was destroyed, but only superficially and in well-hidden deep caverns some servants of Melkor still lurked. Among these were a number of Balrogs together with Airatano.

Upon Morgoths return from Aman, Angband was rebuilt and Airatano immediately pledged his loyalty to Morgoth. He was given the task of Chief Forger of the Iron Prison and overseer of its craftsmen. So the job of the Smith was clear: to provide Angband's smithies with skilled workers and keep the supply of weapons and armor for the rapidly growing armies flowing. This position he held until the end of the First Age, when Morgoth was overthrown in the climactic War of Wrath. Over the course of the battle, when Angband was breached and the Host of Valinor descended into its halls, Airatano fled through a secret tunnel out of the complex (like some of the Balrogs also did). Once free, he headed north - and eastward until he reached the old smithy at Morgoth's Well and hid himself for long years. Here, he helped his fellow Maia Durlach to kill the Elf-lord Thilgon when the latter penetrated the ancient site (see ICE's *Northern Waste*) . When, at the end of the War of Sauron with the Elves, a band of elven refugees arrived at the area and great magic was unleashed in the duel between Lindor and the Eloeklo (see ICE's *Northern Waste*), Airatano awoke again and prepared to leave his self-appointed exile. After the adversaries left, he left the place too and headed southward. Travelling into Eriador, he visited the ruins of Ost-in-Edhil (and especially those of the Mírdaithrond) and frowned at the destruction brought upon this place of high craft. From the remains of the battle he also learned the most important facts of what happened and the thought of allegiance to Sauron was soon banished from his mind; mainly because he didn't view the defeated Sauron worth his service and second because of the destruction of the skillful Mírdain. A nearly destroyed document within the ruins hinted at the settlement of an elven group loyal to the Black Enemy and his decision was made. His sympathy for the gifted Noldor and his disgust of Sauron led him to Ardor. In S.A. 1800 he arrived at Ardinaak and soon was given a high position in the Suit of Staves and Lord of the fortress of Ithilkir, becoming the chief craftsman of the Court. This position was vacant since the demise of its former lord in the Battle against the Luingon Alliance and hadn't been filled to that day.

From his acceptance within the Court onward until ever after, the Master Smith stayed apart from Court politics and intrigues, finding delight and sense of existence in his work. He rarely leaves Ithilkir, preferring to contemplate over future designs and improving already existing ones.

Physically imposing, but in fact relatively mild of temperament, Airatano obeys without question Rilia's commands, happy to remain at Ithilkir forging items of power and fine workmanship. He appears as a very muscular man seven feet (2,13m) tall with shiny (as if oiled) red skin. He is also often called "Lesh-Y" (pronounced "Lesh-eye"). This stems from a debased Tuktanin word which means "Red Demon". This name was given to him when he, on one of his rare absences from Ithilkir, was spotted by some Tuktani priests. Though he was soon able to threw them off his trail, they spoke of their encounter and now this appellation is often used as a nickname for the demon. Airatano is able to alter his height from 5 to 10 feet (1,50-3m). He is bald and in fact lacks body hair, and has overlarge highly pointed ears. Airatano's hands are very large with tough, clawlike fingernails (which can be retracted at will). He generally wears only a short red kilt and a wide tool belt. As part of his demonic nature, he is naturally immune to all forms of heat and flame.

**Profession**: Inorganic Alchemist/Smith

**Level**: 30(50)

**Hits**: 250

**Race**: Raug (fallen Ainu)

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

**Magic Items**

**Morning Star**: +40 enhanced black Adarcer (+25), plus additional electricity crit of same severity, strikes as Flail.
**Hammer**: Mithril (+40), may be thrown up to 150′ (45m) w.o. penalty, returns via *Leaving*.
**Belt**: black dragonskin with many pockets and hooks, gives constant Fire & Ice Armor, can carry full forging equipment without penalty.
**Mithril and Laen keys**: opens any lock in Ithilkir.
**Ardan Card Deck**: see section 6.23

**Linsûl (The Harper)**

(S. *"Wind-song"*)

Born in northern Tâliran in the Valian Year 1420, this beautiful Avarin woman was soon recognized as one of the most gifted in the art of music in the whole region. Her spirit and dedication belonged totally to the Avarin way of living. After she reached maturity and developed her talents in earnest she was given the honor of being the official bard at the court of the Tâliran king. She relished in her position and sought ever to express the elven way of life in her music. An incision to her life came in the fiftieth year of the Sun when a tall Noldo from Aman arrived in Taurondë and asked for permission to speak to the king. It was Chrys Menelrana, intent upon gathering as much support for his project of an organization for resistance versus Morgoth's attempt of domination. Linsûl, like her friend Valglin disliked this Elda "traitor" and despised his words. Consequently she belonged to those Nelyar (Arana) who renounced their loyalty to the Tâliran king when Chrys Menelrana was accepted among the Kinn-lai and Arana of the realm and given high honors. Ironically it was this attempt of united resistance that resulted in the strengthening of the Court, led to strife among the Firstborn and prepared the grounds for the recruitment of many followers for the Ardan cause. So even here was the Doom of Mandos recognizable when it denied the Noldor those goals they wished to achieve in Middle-earth. The subsequent wanderings of Linsûl and Valglin brought them far and wide through the (later) Mûmakan and she saw many things of horror and monsters formerly unknown. All this she attributed to the returned "traitors" (how she called the Noldor then), and many of these horrors she weaved into her songs, making them capable of conferring awful visions and sometimes even complete madness.

Accompanying Valglin, she met Rilia and though her companion was soon convinced of the Sorceress' sincere intentions, Linsûl was more skeptical. Finally she acceeded to Rilia's arguments and she too joined the order that would later become the Suit of Staves. Linsûl is among the most openly active members of the Court.

The defeat of the Court and the subsequent flight of the Lords following the attack of the Luingon alliance also caused Linsûl to depart this area and seek her fortune elsewhere (at least for a time). During her travels she also came into the Far East of Middle-earth where she was able to gain new skills and powers belonging to this foreign culture. After her return to Ardor in the second millenium of the Second Age she uses her skills to further the goals of Rilia and the Court (in this order of preference).

Nearly all time she is abroad the Mûmakan, gathering information which is (after presentation to and filtering by Rilia) given to the Court. One of her most remarkable feats was the discovery of one of the three Gems of Unlight in the year 3103 of the Second Age, that were stolen by the Luingon Alliance during their attack on the citadel in the First Age. It was cunningly hidden in the Elornan wetlands; but Linsûl, through her many contacts and great knowledge of mannish legends and tales was able to narrow the area and finally seize the lost gem and raise the chances for the Court to prevail over its enemies.

In her missions she is often accompanied by Curubor (s.b.), a relationship which is often very profitable for the Court. In addition, the two are quite fond of another and so this cooperation is characterized by friendship and affection rather than mere professionalism.

Linsûl's residence is Naurlindol, but she spends much of her time travelling about the countryside, learning of the actions from the enemies of Ardor. She first met Klaen in T.A. 1453, and nearly succeeded with her considerable charms to seduce him into telling of his true nature and connections. But he grew suspicious and in the end divulged nothing. Now, between them there is a mutual weariness and respect, coupled with a restrained natural attraction. She knows that he is more powerful than he seems, but has no proof. The two, both bards, experience a mutual respect and attraction for another, perhaps because of their allegiance to opposing sides in the scheme of southern Middle-earth. Linsûl herself is a powerful wielder of magic, more than a match for most of her targets. She serves Rilia, but is most frequently abroad, gathering information for the Court of Ardor.

Linsûl barely managed to escape the fall of the citadel when the Ritual failed. The years after this incisive incident she contemplated about her former life and intentions. For many decades she wandered aimlessly in the South, avoiding contact with any people. Finally she realized that her fervent support for the Ardan cause had been an error and that the Eldar of the Luingon Alliance and Guild of Elements at least were not as wrong as she ever thought. So she decided to look for herself in the region and see what she might do rectify some of her misdoings. She came to the conclusion that Ardor had served the Dark Lord's cause indirectly, even though the Court ever had opposed him. But by making policy for himself she finally realized the resources of the Free Peoples had been split and this was support for Sauron too. In T.A. 1705 she finally left the Utter South and crossed the Ered Laranor northwards. So it came that she finally reached Far Harad and met Syrsi Aranî, a priestess of a cult she deemed suited for the neutralization of Sauronic influence. These were the Sisters of Ishtra (more on this organization can be found in issue 29/30 of OH).

Being 5′10″ (1,78m) tall and slim Linsûl features the classic elven appearance of grace and beauty. With her shock of long, wavy golden-blonde hair, violet blue eyes, and sun-browned skin, Linsûl is a different kind of beatuy than the darkly mysterious Ardana and Rilia, and even the pouting, petulant (female) Fëatur. With a voice like silver she enthralls her audience with hardly an effort, and it is difficult to remember that her beautiful songs are equally capable of killing, for she is a Bard of considerable expertise and "The Harper" of the Court. Linsûl wears a shorter version of the suit's flame-robes trimmed in gold, and red tights, when not in a less flamboyant disguise.

**Profession**: Bard/Dancer/Geisha

**Level**: 26/26/16

**Hits**: 100

**Race**: Nelya (Arana)

**Stats**: CO: 95 SD: 92 AG: 99 ME: 95 RE: 90 ST: 87 QU: 100 PR: 101 IN: 93 EM: 94

**Magic Items**

**Lap Harp**: dark wood with mithril settings, x4 PP's for Mentalism users, "Slaying Song" once per day, permanently in tune, allows silent casting of Bard Base spells (at will).
**Kynac**: red laen (+50), flames on command, plus additional heat crit of same severity, +20 "Firebolt 3D" 3x/day.
**Cloak**: elven grey: +30 Stalk, +80 Hide.
**Boots**: silent walking, +30 Climbing.
**Lockpick Kit**: +15 Pick Locks.
**Earrings**: gold with a ruby in each, highly intelligent: understands and translates any language caster has at least 2 ranks in into a knowlege of 7 ranks (spoken and written).
**Ring**: constant Fire Armor.
**Ardan Card Deck**: see section 6.23.

**Gorthaur (The High Priest)**

(S. *"The Abominable"*)

Gorthaur, the so called "High Priest" of the Court of Ardor was born under the name of Valarser (Q. *"Friend of the Valar"*) during the noontide of the Blessed Realm. His father was a Teleri from Alqualondë while his mother was a Noldorin lady. They met in the days after the vanyar left Tirion for Valinor and *"…the peoples of Túna and Alqualondë drew together in those days."* (The Silmarillion.72). Valarser accordingly was of mixed origin, similar to the children of Finarfin. He was among those who most eagerly learned the nature of the Order of Things as the Valar deemed it right for the Eldar to know. The young elf delighted in the knowledge about the Ainulindalë (Q. *"The Music of the Ainur"*) and the things that were included within it. Being most interested in the fate of the Children and their doom, he was an eager pupil of Námo (Mandos) from whom he learnt a good deal about spirits, their reading and the doom of the world in general. Although he perceived that Námo taught him only certain things and let many topics and lore unspoken, he profited much from the lessons of the Judger of Souls and was content for a long time. He also befriended Vairë, Námo's spouse and the weaver of doom. Here he learnt much of the future of Arda, even more than was common among the Eldar.

When Melkor was released from his bondage at Mandos the Elf took no notice of him, not trusting the renegade Vala because of Valarser's knowledge about the fate of Arda. He believed Melkor to be the cause of the many ills that he perceived. Though he never had dealings with the Enemy himself, other Noldor told him of his teachings, and over time the corrupting words of the dark Vala had effect even on Valarser. The fallen Ainu told tales that spoke of realms in Middle-earth,

> *"... whispers went abroad that the Valar had brought the Eldar to Aman because of their jealousy, fearing that the beauty of the Quendi and the makers' power that Iluvatar had bequeathed to them would grow too great for the Valar to govern, as the Elves waxed and spread over the wide lands of the world...Melkor spoke to them in secret of Mortal Men...but now the whisper went abroad among the Elves that Manwe held them captive, so that Men might come and supplant them in the kingdoms of Middle-earth, for the Valar saw that they might more easily sway this short-lived and weaker race, defrauding the Elves of the inheritence of Iluvatar...but many of the Noldor believed, or half-believed, the evil words."*
>
> *(The Silmarillion. 79-80).*

He didn't believe these words first-hand, but thought in all his flattery there was a core of truth: that there would be other children (men) that the Valar never told of and he suspected they should rule over Endor and not the fair Firstborn. Over this he brooded long and finally came to the conclusion that he should go to Middle-earth and see for himself what would happen with these second kind of Children. He thought about a means of leaving the Blessed Realm and concluded that he would have best chances with a boat from the Teleri. So he approached his fathers' family and asked for passage across the Great Sea. Hearing this, the Teleri were confused and before the topic could be brought to the Valar, Melkor and Ungoliant killed the Two Trees, slew Finwë and escaped to Middle-earth with the Silmarils. Soon thereafter, things developed a dynamism of their own and Valarser was engulfed in the rebellion of the Noldor. Seeing this as an opportunity to leave Aman, he participated, but was shocked of the Kinslaying at Alqualondë and held himself apart from Fëanor and his fell deeds. Consequently, he marched with Fingolfin and endured the terrible crossing of the Helcaraxë.

Upon his arrival in Middle-earth, he lived in Minas Tirith and later Nargothrond, when his lord Finrod moved to his new abode. Here he dwelt for many years and was among those who counseled the king in matters concerning the spirit. After Felagund encountered Bëor the Old and brought him to Nargothrond, no one was more eager to see this member of the Secondborn (from whom he had so many heard) than Valarser. He held long conversations with the Man during his stay at Finrod's city. But when he finally died, full of years, Valarser was horrified. This short-lived and weak people should be those who would once rule Endor? His thoughts drifted on a way how to prevent this abnormal and horrific occurence. Perhaps it would be wise to rule these short-lived mortals from above - like a lord. In this way their great numbers perhaps could be restrained and elves still be in control. Dismayed and confused he left Nargothrond and wandered alone in Beleriand, seeking guidance and shelter for his shattered beliefs. He also sought a means how to make his plans of rule reality. By chance he met Taurclax (who was on a mission for the master in Beleriand), his fellow-to-be in the Court and after some careful conversation Taurclax recognized Valarsers discontent and spoke of an Elda organization whose aim was it to unite Middle-earth under Elda lordship. Enticed, Valarser heeded these words and soon went for Ardor. He arrived there in the year of the sun 373. Ardana told him of the aim of the Court (to topple the great lights and erect elven rule of all of Middle-earth for the benefit of all) and through her magnificent powers of persuasion was able to convince Valarser of the rightfulness of this goal. He deemed the destruction of the Two Lights a price to be paid when elven rule could be secured by it. One detail however, was not revealed to him: that it was indeed Morgoth who was the ultimate master of the Court. Ardana perceived Valarsers

hate against the Enemy and she thought it would be wise not to tell this detail to him. Because of his might and inherent power he was chosen as Leader of the Suit of Helms. Despite his ostensibly dark intention he fell in love with a Tatya woman named … from the region and after some time she returned it. Soon thereafter they wed and ever thereafter she helped him in his deeds. Being a gifted woman herself it was she who designed the future home of the couple. Valarser wished a home a bit gloomy, similar to the halls of Mandos, where he once learned great lore from the Master of Fate. Aurax-dûr (S. *"Deepwater Darkness"*), a great castle within a natural grotto of the cliffy coast of Ardor was built to serve just this purpose.

Soon Valarser was able to prove his worthiness: having great knowledge of spirits and fate he was chosen to subvert the belief and culture of the realm of Geshaan. He began his work in earnest and with Morfuins help (whom he believed to be a defector to Morgoth's cause) was able to corrupt the culture of these men totally. He acted however carefully and the Arana were not able to find out who was it that corrupted their pupils to dark ways. The goal was accomplished after c. 50 years and the culture and spiritual world of Geshaan was nearly totally corrupted and disunified. In this time he laid the foundations of the Mûmakanril religion with his pantheon of vying gods. He himself appeared as the God-lord of the future Mûmakani: Jí Amaav, the ultimate ruler of the physical world, the son of the Cloudlord Hagama (some kind of Manwë and a reminder of the remnant of Valarser's loyalty to the Valar). With Morfuins assistance he instilled a great fear among these people and foretold he would come to lead them to victory and superiority over all other men. In this time he became more and more gloomy and darker and this coupled with his discontent with the Valar he called himself from now onward Gorthaur ("S. *"The Abonimable"*). This expressed his goal quite better: to rule the Secondborn as their dark overlord. His special affection with fate and doom made him first choice for the title of "High-Priest" within the Court and indeed he is some kind of High-Inquisitor for the organization.

After the defeat at the hands of the Luingon Alliance he fled with his spouse the region to wander across the continent of Endor. On this journeys he learned much about the human spirit and the beliefs of many cultures concerning the spiritual (after)life. After some twelve centuries his foresight told him that the time for the reforming of the Court was near and so the couple travelled again to the southern region. Soon after their return to Aurax-Dûr in S.A. 1295 the Court was officially re-formed in S.A. 1350. Gorthaur, however was bored by the constant bickering and intrigue of his fellow lords and he rarely left his fortress, preferring to brood upon ever better schemes to control the Secondborn. He almost forgot about the Mûmakanril since they posed no real threat and so he missed the change that had come upon their religion: the cult of Jí Amaav had changed drastically over the centuries of his absence. Additionally as an elf he did not fully understand the mannish spirit and its peculiarities. This he felt very painfully when a man pretended to be the second incarnation of the God-lord in S.A. 2010. Though he immediately tried to depose the "Usurper" this weak mortal seemed to wield a power even Gorthaur could not explain or counter (this was of course Jí Indûrs Ring of Power). So the Dark Noldo left it with that but he never forgot this personal humiliation and was the bitter enemy of Jí Indûr ever after.

The rest of the Second Age saw Gorthaur mostly in Aurax-Dûr with only occasional travels - mostly to Ardinaak. In S.A. 3197 his wife bore him a son that was named Lanthirion (Q. *"Son of the Waterfall"*) because of the beautiful waterfall that rushed into the grotto of Aurax-Dûr. Gorthaur was the judge over those Elves that escaped the fall of Dînsûlinor and were subsequently captured by the

minions of the Court (namely Camring; s.b.). This inquisitional trial about "Crimes against Elvenkind" (and the execution of the defendants) was his last significant appearance in the Second Age. After the fall of the Dark Lord at the end of the Second Age the Court began to intensify its efforts to complete the hideous ritual and topple the sun and the moon. Around the middle of the first century of the Third Age, Lanthirion approached his father with the request to give up his intents because he deemed them evil. Furious, Gorthaur arrested his son after the he wouldn't renounce his opinion. After five years of imprisonment and no sign of mercy at the side of Gorthaur … helped her son (who called himself Klaen afterwards) escape from Aurax-Dûr. Learning of this, Gorthaur was furious and slew his wife in his wrath. So deep was he in the trap of the Black Enemy that even this act which he despised at Alqualondë now didn't cause any repentance in him.

The Third Age saw Gorthaur again involved in the affairs of the Mûmakanril and as long as Jí Indûr was absent he controlled a good portion of that people, but when the Ringwraith returned he wrested control of the people from Gorthaur, a fact which made the Noldo white with rage. This rivalry is the one thing that causes the otherwise cool Gorthaur to become agitated. The other Court members see this as Gorthaurs personal vendetta and so do not mingle in too much. The one great feat outside the Mûmakan proper area in which Gorthaur participated was the establishment of the Cult of the Dark Overlord in the lands of the great southwestern peninsula in the fourteenth century of the Third Age. Ostensibly, it served as the Court's major cult to influence the will of the Secondborn. In fact, it is more or less a plaything for Gorthaur which he established to distract him from the "weak mortal" Jí Indûr as well as strengthening his grip upon the Secondborn's beliefs. The Cult of the Dark Overlord remains a secondary venture for Gorthaur though and consequently he doesn't spend the greater part of his time on it.

A shadowy figure in the Court, Gorthaur spends much of his time in the Third Age either in his dark cavern or abroad acting as (The True) Jí Amaav. He never wavers from his dedication to bring down the Sun and Moon; although perhaps he is at times less than wholly enthusiastic because his ultimate goal is to consolidate the rule of the Elves over men when the lights fall. The preparations for this goal take most of his time.

Gorthaur is master of the Court of Helms, the highest level lord to rule an individual house, Gorthaur is conservative, however, and has for the most part accepted his role within the Court. He rarely uses his personal powers, except in occasional displays to "reassure" his priests and subjects of his "godhood". Usually he remains in his citadel at Aurax-Dûr, brooding upon his many responsibilities, within the dim cavern Morlin (Q. *"Pool of Darkness"*).

Of average build, Gorthaur is fairly tall (6′8″; 2,03m) with brown hair and black eyes.

**Profession**: Evil Cleric/Diplomat

**Level**: 38

**Hits**: 125

**Race**: Noldor

**Stats**: CO: 91 SD: 99 AG: 100 ME: 90 RE: 99 ST: 98 QU: 100 PR: 100 IN: 101 EM: 89

**Magic Items**

**Rod of Umaran**: 3′ (90cm) long ebony with gold fittings and head, +30, unholy, slays non-evil priests, plus equal electricity crit, multiplies ranges of "Weather Ways" by 10x, "Lightning Call"

damage x5.
**Leather Full Plate**: protects as AT 18, encumbers as AT 6.
**Full Shield**: blue laen (+50), helm emblem in gold etched on face, constant "Spell Shield True" (+30 RR's vs. magic & +30 DB vs. frontal elemental attacks).
**Ring**: gold with sapphire, x6 PP's for Evil Clerics , non-evil wearers must save vs. 20th lvl Channeling (-30) or die painfully in 3 rounds equal to failure.
**Ardan Card Deck**: see section 6.23.

**Camring (The Tower)**

(S. *"Chill Hand"*)

Camring is another of those Noldor who were born short before the release of Melkor from Mandos and eagerly heeded his words and the knowledge he gave. In the process, Camring was filled with visions of realms where the Noldor would be master and their word would be law. In this time he was much more hot-blooded than now, quickly following Fëanor on his quest for revenge. In the course of the Dagor-nun-Giliath however, he was surrounded by a band of orcs and though others of the host saw his plight did not come to his aid and even left the scene (they were much more needed on another part of the battlefield, though Camring did not know this). He survived his encounter only badly wounded because finally Maedhros came to his aid. Though the situation was later explained to him, he held a constant grudge and only reluctantly settled at Himring to serve in the service of Maedhros. When Ardana arrived at the site of Maedhros' great fortress, she instantly perceived the potential of Camring and spoke to him of distant realms - ruled to his own liking. She left but occasionally came back and finally her words showed effect and he approved to accompany her to the South. She handed him over a set of the original cards, instructed him in their use and told him she would call him when the time was ripe. They agreed upon this arrangement and she left. His last years of service for Maedhros went uneventful except for his participation in the Dagor Aglareb - the last act in which he fought against the interests of his future overlord.

Fifty years later he received the call from Ardana and went south - never to return to Beleriand and his comrades. Camring was given high status within the Court and took his seat at first in the Citadel and later at Aurax-Dûr when Gorthaur arrived in Ardor. His responsibility within the organization lies in the capture of dissidents and heretics. He is the inquisitive hand of Gorthaur when people must be caught for crimes against the interests of the Court of Ardor. He is not without sense of justice however since he avoids hurting his victims at all costs because they must have the fair chance to defend themselves.

Since his installment within the Court structure he roamed the region, ever in search for the heretics who must be brought to justice. Camring's greatest assignment was the hunt for those Elves who survived the fall of Dînsûlinor and fled to the mainland. They were marked as enemies of Ardor who had to be caught. Within thirty years Camring had brought them all (109 individuals) to the High Court of Inquisition of Ardor. Most of them were sentenced to death while some were imprisoned in the fortress of Ardor for the rest of their life. After this task, he let his life go a little more slow-paced because for the first time he doubted the rightfullness of Ardor's mission. Too many of his victims told him things that found a way to his mind (and heart) and caused him to ask questions about the moral justification of the Court. He remains however true to the Court (although now a bit less enthusiastically and more grudgingly) because Ardana's charisma binds him. There is even another

(stronger) motive for his continued stay: Morelen, the daughter of Ardana. During his many dealings with the "religious" institutions of the Court he became acquainted with her and now he realizes that he has indeed fallen in love with her. Morelen, while kind to Camring, is unaware of his true feelings, as he is of her dark fate. Normally Eldar perceive such feelings in others, but Morgoth's *thúle* within Morelen prevents her from developing genuine feelings towards potential spouses. Ardana however noticed his feelings (few things of the mind escape her sharp perception) and used them to her own advantage.

A muscular Noldo with dark flashing eyes and short black hair, Camring, true to his name, is cool and impassive. He goes about his profession in silence, obeying without question, but maintaining an unwavering attitude of justice. He wears a sea green wrap tunic and loose pants, after the manner of the warrior-monks.

Camring is of average height (6′6″; 1,98m) and powerfully built. He has dark brown eyes and short black hair.

**Profession**: Witch Hunter

**Level**: 34

**Hits**: 160

**Race**: Noldor

**Stats**: CO: 101 SD: 56 AG: 101 ME: 98 RE: 67 ST: 96 QU: 99 PR: 97 IN: 101 EM: 99

**Magic Items**

**Sword of Defense**: gold alloy with large yellow topaz in pommel, +35, enhances wielder's parry split by 50%, dances around wielder and parry with his OB to defend him.
**Headband of Defense**: gold with yellow sapphire, acts as Full Helm.
**Full Shield**: yellow laen (+50) with silver rim, helm symbol in silver etched on face, constant *Spell Shield True* (+30 RR's vs. magic & +30 DB vs. frontal elemental attacks).
**Ring**: gold with yellow sapphire, x5 PP's for Witch Hunters.
**Cloak**: brown, full length, *Invisibility* once per round, Leaving 300′ (90m) 3x/day.
**Ardan Card Deck**: see section 6.23

**Taurclax (The Moon)**

(S. *"Fang of the Wood"*)

Taurclax was born in Doriath during the Third Age of Melkors imprisonment in Mandos. He was exceptional curious about the world around him and soon wandered far and wide through Beleriand and its bordering lands. Taurclax sought out knowledge about the ways of the *olvar* and *kelvar* and long he studied them to become a master of that lore. Because of this interest he neglected other teachings, especially those of Melian concerning the Valar and this would prove to be the doom of Taurclax. Even among the herbmasters of the Sindar he was accounted as one learned and mighty in lore. As is said in the Silmarillion, Sauron, Melkors greatest servant escaped capture by the Valar after the Battle of Powers. So it happened that during the Third Age of Melkor's captivity in Mandos, Taurclax, wandering alone in Dorthonion met a another traveller - ostensibly an Elf of great power who spoke to him. The stranger talked of great secrets which he could share with Taurclax. Upon Taurclax's question of his name and heritage he pretended to be Annatar (sic!), the Lord of Gifts, a

pupil of those ultimate power that ruled all of Arda. This ultimate master was now tricked into exile but soon would return and reward those that were faithful to him. Naive were the Eldar in these days concerning evil and its lures and promises and Taurclax was no exception. He agreed to listen to Annatar's teachings (which probably saved his life since the Lord of Gifts enjoined the Elf not to reveal this meeting at any time). As they parted Annatar told Taurclax where they would meet again to begin their studies in earnest. These meetings were afterwards held regularly and Taurclax grew in lore until he knew nearly everything about the ways of nature (here Annatar's teachings were not so extensive) and diplomacy/intrigue (Annatar's specialty) and hidden knowledge that gave the Sinda lore that was never intended for Eru's children. In return, the Elf informed Annatar about many things at Thingol's court - not important ones to be sure - but even these little trinkets would be valuable for Sauron and his master when he would return. Taurclax even learned some great sorcery from Sauron. All in all, Taurclax was an effective spy for the Enemy even before he himself returned. The service was not oppressive however, since Taurclax profited much from it and never encountered any kind of pressure or threat from Sauron and he never saw any kind of damage to his king in Menegroth. This coupled with the benefits made the service light for him indeed. As it is with evil, after some time in the service he found itself appealing and relished in his new knowledge and power. Slowly his allegiances shifted as well. Because of his personal affliction with Sauron, the future Lord of the Rings became his sole focus of loyalty. As long as Sauron himself was the servant of another power, so was Taurclax. But later, after Morgoth's fall Taurclax' unwavering loyalty belonged solely to Sauron. When the Black Enemy returned to Middle-earth, Sauron had already one high-ranking spy in Menegroth presentable for his master.

Pleased with this success, Sauron was appointed as the most valued lieutnant of the Black Enemy again and his special envoy for delicate operations. In Menegroth things went less fortunate for Taurclax since his new lore caught the attention of Melian and she grew concerned about the herbmaster. After several talks in which he would reveal nothing to the queen (though he not openly defied her) her concerns intensified and she counseled Thingol to keep a closer look on his servant. Displeased with this development (since together with his knowledge his pride grew also) he thought about leaving Doriath and Beleriand altogether and seeking his fortune elsewhere. After the Dagor Aglareb when victory over the Eldar seemed to be far away, Taurclax was given the task to join the coalescing Court and act as the special spy for the Black Enemy (and Sauron) beside Morfuin (they knew nothing of the other's mission of course) with Taurclax being the number one. This pleased Taurclax well, since his position in Doriath began to erode and his ambitions sought greater power than was available in Doriath. he left the Grey-Elven realm with little regret and turned south, leaving behind his former life.

Sauron had knowledge of ancient Maia servants of Melkor in the Far South (the "Winds")and entrusted this to Taurclax and even methods of coercing their cooperation were revealed to him. Accompanied by a company of trusted servants they travelled south and established their first camp in the northwestern Ered Laranor, not far from the place of the future Taurang. Here Taurclax made his pact with the "Winds" (the old Maiar who once served Melkor) and work on the fortress of Taurang began in earnest. Besides, they spied out the elves of the region and provided Ardana with valuable information which she used cleverly when she arrived several decades later in Ardor. The arrival of Khelekar proved to be a boon for Taurclax' plans for the Noldo possessed many talents that he himself lacked.

Since the founding of the Court Taurclax has been relatively passive and only engaging in occasional intrigues among the Lords. All open and outward activities of the Court were watched by him but he did not participate overly much in them. He only watched and reported back to Angband. After the failure of the ritual Taurclax fled together with the other lords and wandered Endor to bide his time when he could return to the South. When Morgoth fell at the end of the First Age, he was dismayed because he heard no news from his true master, but around the year 600 of the Second Age they met again in the region of later Mordor and the plans for his future mission were made. It seemed clear that the Court would re-coalesce again and for that time Taurclax should be ready to act as the top-informant again. When the Court came together again, the plan was set into motion and ever since Taurclax held the Dark Lord informed about the whereabouts of the Elven Council. This inside information enabled Sauron to time his strike against the Court when they were weakest (after the destruction of Dînsulinor) and finally had to accede to his lordship. Taurclax received great reward from his master for his invaluable assistance (though he was not openly rewarded - to maintain the facade for the rest of the organization). With the fall of his master by the hands of the Last Alliance, Taurclax was once more on his own but he made the best of it by residing in Taurang and occasionally venturing forth for the Court. He gained many contacts and allies for the cause of the Dark Lord in the South, the most notable being the Lord of the Desert Screamers, Vaal Gark (K. *"Power of the Narrow Shine"*). Besides Khelekar he is Taurclax' most valuable ally and complements the Scholar very good; Vaal Gark is a man of action and initiative whilst Khelekar is the loremaster who develops and analyzes. Through the Desert Screamers, Taurclax is very well informed about the situation in the western Mûmakan (in a wider sense), Elorna and the Seven Lands (see ICE's *Shadow in the South*). They even provide him with some manpower and personal fighting force apart from "official" Court troops.

Since the time of the Dark Lord's return and the reappearance of Jí Indûr (of which Taurclax is very good informed) Taurclax has returned to his relative passive role of observation and intrigue among the Court. He certainly don't want to thwart the plans of his master in the South by too openly opposing Mûmakan.

The master of Taurang is a Sindarin elf of lordly nature, stands 6′5″ (1,96m) tall, and posesses brown, neck-length hair and green eyes. He is quiet and soft-spoken, with a warm, sincere smile, concealing his true nature. Taurclax wears a forest green tunic and tights, with the tooled leather full length stole and riding boots of the Suit of Helms.

Residing in the fortress of Taurang (S. *"Iron Tree"*), Taurclax holds an entire forest region in fear.

**Profession**: Druid/Ranger/Spy

**Level**: 31/31/16

**Hits**: 130

**Race**: Sinda

**Stats**: CO: 95 SD: 101 AG: 101 ME: 96 RE: 83 ST: 95 QU: 101 PR: 98 IN: 100 EM: 95

**Magic Items**

**Stole of Defense**: full length brown robe, +25 DB & RR's.
**Ring of Treeform**: carved jade, allows wearer to transform into a tree and live of the soil indefinitely (requires suitable climate).

**Composite Bow**: +30; slays men & orcs.
**20 Arrows**: of *Returning* (to quiver by flight at 200′ (60m) per round), may be poisoned at will (poison must be known) by touching the source (e.g. plant).
**Scepter**: Mithril (+40) with ebony and teak handle and ivory inlays, casts 15th lvl spell *Windmastery* at will.
**Helm**: Mithril (+40), becomes circlet at will, x5 PP's for Channeling, wearer may breathe underwater, protects as Full helm, wearer can see underwater as on land.
**Ring**: simple silver band, constant *Organic Turning True*: all organic attacks (arrows, wood handled weapons) are at -100, may generate false thoughts which may be presented to a casual scryer.
**Ardan Card Deck**: see section 6.23.

**Khelekar (The Scholar)**

(S. *"Hard as Ice"*)

Khelekar the Scholar was born in Tirion in the Valian Year 1330. Soon he began to study the lore of Arda as his personal interest and showed great aptitude in accumulating knowledge. It was the mere knowledge and not its use that was Khelekar's prime delight. In this he differed from his fellow Noldor who mostly used their knowledge to create new and wonderful things. Gathering all knowledge he could get his hands on in Aman, he thought upon returning to Middle-earth to gather more lore in the birthland of the Elves. When Melkor was released from bondage Khelekar, like so many of his fellow Noldor heard his words and the desire for the lore of Endor grew ever stronger in him. The destruction of the Two Trees caused pity in him but it failed to really touch him emotionally. He viewd this act as unjust but didn't become emotionally hit by it. To him only the facts were important, not the emotions accompanied by it. In this he is a very atypical Noldo. who are known for thei rashness and often emotionally influenced decisions. Khelekar also joined the Noldor on their exile to bring Morgoth to justice.

In Middle-earth, Khelekar lived in Hithlum, providing the Noldorin king Fingolfin with advice concerning intelligence operations. During this time he was often met by Valarser (Gorthaur). He perceived Khelekar's potential as an useful friend and when he finally left Beleriand, left him a notice where he could contact him if he wanted to explore new regions and follow his own desires. At first Khelekar didn't heed these thoughts much but after the Dagor Bragollach this changed drastically. Seeing the breaking of the elvish siege lines, the loss of Dorthonion with the death of Angrod and Aegnor and finally the death of Fingolfin in single combat with Morgoth, led Khelekar to the logical conclusion (logic being the only thing that mattered to him) that this war was hopeless and any involvement in it would lead to destruction. So he left Hithlum after Fingolfin's fall and travelled south, following Gorthaurs notes. Wandering south around the Ered Luin, he went to the place of the future Mírdaithrond hidden in a natural cave. Here he found precise instructions where to go and he followed them to the letter, finally arriving in Ardor in the Year of the Sun 466. He was assigned to the fortress of Taurang and its commander, Taurclax. The two found each other rather comfortably: on one hand the Sinda spy (secret of course) with power and enough ruthlessness to remove any obstacle to his interests and on the other hand the cold, rationale Noldo who only looked at facts and results, not emotions. They were a formidable team and soon found each other complementing to their own best. Of course Khelekar soon found out who was the real chief of the organization of Ardor, but it didn't bother him, because it gave him the freedom to act according to his own judgement and giving him the opportunity to access knowledge that was hidden to him until now. If

he had to be in the service of the Dark Lord to gain it, so should it be, but he did not worship Morgoth either.

The remainder of the First Age saw Khelekar mostly travelling around the region and learning about the people that lived there and studying them, their ways and the land around them. When the First Age ended, he went into exile with Taurclax. They went far and wide through nearly all Endor and remained their own lords for nearly six centuries. Here he learned that it would be of great profit to him to serve the new Dark Lord Sauron as he did under Morgoth. Quickly convinced of the prospects of even more knowledge, the Scholar quickly agreed. He became an almost closer ally of Taurclax after this, together conspiring their own devices even against the Court.

Khelekar did some of the preparations for Valmorgûls ascension as "The Magician" in Tantûrak and so the two are quite comfortable with each other. He does not altogether go along well with Fëatur for she (and the Darin Tesarath) dare to challenge (in his perspective) his preeminence of information-gathering and processing within the Court. Consequently, he strives to outmatch (by whatever means) the Sisterhood in the gathering and organizing the data needed by the Court (and his personal master Sauron of course).

Khelekar is as cold as his name implies, possessing biting dry wit and no patience for ignorance. The Scholar is ever in Taurclax's shadow, serving Sauron as faithfully as his comrade does.

6′8″ (2,03m) tall, with silver hair and pale grey eyes, and slender even for an elf, Khelekar is striking in appearance. He is the recorder of Ardor and the Court's living computer. Although properly of the Helms, and so supposedly tied to the realm of Channeling, Khelekar is a Scholar, posessing powers of the Mentalist realm. He is condescending and sarcastic of manner, and has few friends (besides Taurclax) even for a Lord of Ardor. The Scholar wears black, featureless voluminous robes, hooded and fashioned after those of the Darin Tesarath, the Sisterhood of Mentalists, no doubt in mockery of that rivalry institution founded and controlled by Fëatur.

**Profession**: Scholar/Sage

**Level**: 37

**Hits**: 130

**Race**: Noldo

**Stats**: CO: 90 SD: 101 AG: 96 ME: 102 RE: 104 ST: 86 QU: 100 PR: 100 IN: 89 EM: 90

**Magic Items**

**Circlet**: Mithril (+20), acts as helm, x5 PP's, continuous *Mirrormind*.
**Robes**: black in fashion of the Darin Tesarath, grant AT 12, unencumbering, enhanced *Blur* (+30 DB) at will, +30 hiding.
**Short Sword**: sapphire in pommel, Ithilnaur (+50), slays Elves.
**Ring**: plain Mithril, resembles ring of Darin Tesarath membership, when held forth, returns all light-based attacks back on its caster (spell gets RR vs. wielders lvl at -30; if unsuccesfull, spell attacks with half normal bonus its original caster), gives *Lightning Armor* against natural lightning (including *Lightning Call*).
**Helm**: Mithril (+40), becomes circlet at will, x5 PP's for Sages, protects as Full helm
**Ardan Card Deck**: see section 6.23

**Fëatur (female) (The Mind Master)**

(S. *"Lord of Spirits"*)

Without doubt the most fascinating mystery (and well kept secret) within the Court is the identity(ies) of the Noldor twins Fëatur. The truth: they are twins: one male, the other female.

These twins were one of the most interesting members of the Noldor in Aman. Born during the Third Age of Melkor's captivity, they were eager pupils of the Fëanturi Irmo and Námo. Unlike so many of their fellow Noldor they took more delight in the power of the mind rather than the crafting of material things. Seldom the two were seen without the other and they enjoyed their common gifts and many of the Maiar and even the Valar wondered at their similarity and pure happiness of the Eldar shown in these young of the elder Children of Ilúvatar. Under the tutelage of Irmo and Námo they learned many secrets of the mind and its use. The twins grew powerful in those powers that were later referred to as "… *all the magic and might … of Elvenesse*…" (The Silmarillion.205). Although not as powerful and noble as Finrod Felagund (of whom the quote tells) they were great nonetheless.

When Melkor was released from Mandos, he went among the Noldor as is told in *The Silmarillion* and even the Fëatur twins were not totally free from his splendor and the seemingly wise words he told to those who would hear. It took some time for them to give in for they were weary of possible falsehhood but all seemed good and wise that came from Melkor in those days. So from time to time they joined his retinue and after some time he taught them powers of the mind that the Valar had withheld (intentionally or not is not known). Over time they went less to their Vala teachers and in the end followed Melkor wherever he went, virtually becoming his pages for their power was great indeed and the Black Enemy found their similarity amusing.

After Melkor and Ungoliant destroyed the Trees the twins renounced any friendship or allegiance to the Black Enemy and joined the rebellion of the Noldor and were in the host of Fingolfin. It was even now in the rebellion that their ways became different (though they did not see it then): the female fought valiantly in the host and slew many of the Teleri at Alqualondë whereas the male stood by, horrified by the slaughter. They became separated in the fray, for the female was entrusted with the command of one ship (having proved her worth) while the male stood by his friends and relatives in the host of Fingolfin. So she went with Fëanor and landed at Drengist and fought in the Dagor-nuin-Giliath. Here she quarreled seriously with Caranthir over strategy and tactics which led her to abandon Fëanor's people after the battle. For some time she wandered in Beleriand when the rest of the Noldor arrived and settled in the northern highlands and Beleriand. She chose to join Finrod whom she knew well from Aman and who liked her company as well. So Fëatur moved to Minas Tirith on the isle of Tol Sirion. Later, when Nargothrond was built she went there and dwelt with the king. It was spring in the year 69 of the First Age when Fëatur received a visit from Ardana. The Star Lady told Fëatur of her desire for an own realm and the vastness of Middle-earth. These words fell not on deaf ears and ere long Fëatur was convinced of Ardanas arguments and she agreed to join the cause of the Star Lady. Ardana gave Fëatur a set of the original cards and promised her to contact her when the time was ripe. For this time the Mind Master should seek to gather other followers for the cause and with these words the Lady left. Among her first candidates for her future followers was Yavëkamba the Healer. She was wise in healing lore and this Fëatur deemed an valuable asset to have under her control. Because the Healer was undecided, Fëatur let the topic rest for a while and worked

to convince Yavëkamba and others by arguments and the waking of desire rather than power or even force.

In the (sun)year 90 during one of her journeys to win over other of the Eldar she travelled to Minas Tirith on Tol Sirion. On her return she came to Eithel Ivrin where she noticed a shadowy figure sitting by the still waters. She went ahead and upon her approach the stranger looked into her face. It was her brother long believed to be dead, killed during the terrible crossing of the Helcaraxë like so many others. Full of joy was their meeting and she asked him of his whereabouts during the interim. Strange it seemed to her since she hasn't had any mental contact to her brother since their sundering at Alqualondë. He told her a story of pain and long suffering - a long odyssey on the ice and she believed his words. Indeed she saw great torment in his eyes and mind and thought his suffering on the ice to be the cause. In fact however it was his mission that hurt his soul so much that she saw it even through his attempts to hide it. Immediately the idea of joining the power in the South with her brother came to her mind and she told him of her plans to go south and become a great lord herself - not the subject of another like in Nargothrond. After some thought he cautiously approved the plan but wanted time to think about its consequences. Because she knew his cautious mind Fëatur believed him fully (in fact she would have become suspicious if he had agreed on the spot). He proposed to live here in the southern Ered Wethrin until he came to a decision. They agreed to keep his "survival" secret because of her plan to join the future Court with the possibility of powerful subterfuge within the organization itself.

Back in Nargothrond, Fëatur sent Yavëkamba (now convinced at last to join the Ardan cause) back to Eithel Ivrin and supplying another convert (she did not reveal his identity) with goods he needed to survive in the wilderness until the time for departure had come. As told in the entries of the male Fëatur and Yavëkamba, their meeting proved to be of great fortune for the cause of good. The female Fëatur however did not recognize their special relationship in the least and was happy with the way things were developing.

In the (sun)year 149 of the First Age word reached Fëatur from Ardana that things were ready and she should come south to join the future Council body. She gave order to all her converts and followers and five weeks later left Beleriand forever. Three years later they arrived at Ardinaak and Fëatur counselled with Ardana, Morthaur and Valmorgûl for the location of her future home. It was decided she should try to reopen an abandoned Dwarven mine. After years of preparation and gathering of ressources (she believed in thorough planning) she arrived there in 1.A. 197 and took it for own. Immediately her craftsmen began to carve out a magnificient abode that recalled a little of the splendor of Nargothrond whose construction and design Fëatur admired greatly.

Soon after the establishment of the Ardan Council she felt the advantage of the common belief that her brother was dead. When he donned her guise, she was often able to wander abroad and weave her own designs or when she simply wanted to travel incognito.

In the year 301 of the First Age of the Sun Fëatur officially founded the Darin Tesarath (?)as an organization of knowledge-accumulation, -processing and mind-exercise. Fëatur became the head of the organization although she operated only in the shadow. To the outside, the leader of the Sisterhood changed from time to time and Fëatur's name was not spoken. Behind the scenes, she holds absolute power over the organization and nothing within it escapes her vigilant eye. She delighted in the role of the one who controls information and often used this position to embarass

other Court members. Especially Rilia was among her "victims" who felt her desire for control. This made the two women bitter rivals within the Court and only the enmity between Valmorgûl and Morthaur rivals their dislike for each other. The rest of the First Age nothing of importance happened in which Fëatur was involved. The fall of Geshaan was an affair of Morfuin and Gorthaur so she "helped" only a little through the Sisterhood. Nonetheless information gathered by the Darin Tesarath helped to corrupt the people of that realm. The entire Court was assembled at Angkirya (where Fëatur had invited them to show her splendor) when the Luingon alliance struck. Correspondingly, it took some time before the Lords could come to the Citadel for help (this was of course arranged by the male Fëatur).

After Morgoth's fall, she fled into other regions of Middle-earth and bided her time when the time for return would be ripe. In the meantime she held contact to the Darin Tesarath so that she would keep being informed on the general events of the South. As most other Court members she returned to the area in the thirteenth century of the Second Age and immediately began to rebuild her power. Until the fall of Dînsûlinor she remained relative quiet and patient in Angkirya (behind the scenes she plotted and gathered knowledge of course).

Fëatur managed to win the trust of the Stiffbeards of Blackflame and therefore there are always a handful of these Naugrim present in Angkirya. These Naugrim are reserved special quarters when residing here. Fëatur treats them with courtesy and respect and therefore they go along well and will respect her wish to remain secret. None of her Stiffbeard will ever consciously betray Fëatur's wishes (within reason).

When present at the citadel, her brother resides in voloptuous chambers cunningly hidden in the inner recesses of Angkirya. He is often away to to pursue the twins' aims (so she believes) while in truth he is often abroad in matters of the Guild of Elements. The way of the siblings is this: each knows the other's mind, and so is aware of the other's thoughts and actions in all things, so that they may carry out their charade. But the male Fëatur can now cloud his thoughts from his sister, while creating surface thoughts to prevent her from becoming suspicious. Everyone in the Court believes that only the female Fëatur still lives, and that she will occasionally appears in masculine form as an amusement. And of course, she does not even know of (the male's) manipulations of the Cards or his conversion. In appearance, they are 6′4″ (1,93m) tall, with gold-blonde hair parted in the middle and swept back from the face, worn at neck length. Their skin is tanned, and their eyes of golden amber.

**Profession**: Mystic/Evil Mentalist/Houri

**Level**: 41

**Hits**: 160

**Race**: Noldo

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

**Magic Items**

**Pendant**: gold chain with suspended crystal orb 1″ (2,5cm) in diameter, free use of Open Mentalism list *Brilliance* to 30th lvl, x5 PP enhancer, enhanced *Blur* (+30 DB) at will.
**Robes**: Darin Tesarath design (full, flowing, hooded back), non-encumbering: +10 to natural AT (e.g. AT becomes AT 11), +30 hiding in dark areas, *Invisibility* once/rd.
**Kynacs (3)**: Adarcer (+25), hold 2 doses of Jeggaruth/day.
**Long Kynac**: Green Laen blade (+50) with leather and gold hilt.

**Headband**: golden cord, protects head as Full helm, +25 RR's vs. mental attacks.
**Ring**: Darin Tesarath membership, of plain mithril, anyone but Fëatur who tries to wear it must save vs. a 30th lvl *Mind Destruction* spell (-20 RR) once per day, gives Lightning & Fire Armor True for wearer, opens all magical devices within the Darin Tesarath.
**Ring**: simple silver band with small emerald, enhanced *Shield* (+50 DB), enhanced *Spell Shield* (+20 vs. frontal attacks).
**Angkirya keys**: attuned to Fëatur (she will know exact distance and direction to them).
**Ardan Card Deck**: see section 6.23.

**Ardûval (The Stargazer)**

(S. *"Lord of the Heights"*)

Ardûval belongs to those Noldor who were born in Valinor at the height of its bliss. Soon he became a fervent student of Varda (surpassing even the general elvish reverence for Elbereth) and the ways of light and the heavens. He was a little like Ardana (but not as gifted or ambitious) in that way that he held the stars above all other forms of light and brightness. Even the Trees came behind them in his mind, quite unusual for a Calaquendi. Furthermore the skills of the mind interested him and he became quite good acquainted with Curumo, a Maia with great skill in charming and persuading others. He learned a great deal from the Maia and soon Ardûval was among the most convincing Noldor when matters of speech were concerned.

In Valinor he often conversed and counseled with Ardana because he knew of her geat knowledge concerning the ways of the heavens. In this manner they became quite good acquaintances and her desire for realms in Middle-earth (stirred by Melkor of course) became strong in him also. So, when the Trees died and Fëanor called the Noldor to exile and war against Morgoth, Ardûval did not hesitate for he saw his chance to fulfill his dream of vast lands only waiting to be ruled by the elder Children of Ilúvatar. Like Ardana, he was in the host of Fëanor when the Teleri were attacked in Alqualondë. Although he fought valiantly for the cause of the Noldor (mainly to defend himself since he was caught in the middle of the fray) he didn't show the fell deeds performed by the more brutal (or desperate) Noldor. Indeed he disapproved them. However, when the battle was won, he embarked on Ardana's ship (on her urging) and eventually sailed to Middle-earth when Fëanor abandoned Fingolfin's host in Araman. He fought also in the Dagor-nun-Giliath but didn't settle down permanently in the years following (like so many of his fellow Noldor). When Fingolfin arrived and the most urgent matters and controversies were solved (or at least adjourned) during the Mereth Aderthad, Ardûval decided to settle with Turgon in Nevrast until a better solution (that means more power for him) could be found. Here he stayed for long years and advised Turgon in matters concerning diplomacy with his allies and strategy against Morgoth. Turgon failed to see however, that Ardûval was less interested in revenge against the Black Enemy than in pursuing his own interests (mainly the lore of Middle-earth and the ways of its inhabitants). Following this course he contacted Ardana again and asked her about potential realms beyond Beleriand - something they had discussed in Aman many times. She promised to keep his questions in mind and re-contact him when she had something interesting for him. After the Dagor Aglareb Turgon discovered the Vale of Tumladen and told his most trusted advisors about his plan to build a hidden city as stronghold against Morgoth. Ardûval was among these advisors and the prospect of relocating to a hidden city - far from any outside knowledge and contact alienated him quickly from Turgon and his friends in the

Court of Vinyamar. When word from Ardana reached his ears that the time was ripe to leave Beleriand and found own realms left with the Lady never to return to Beleriand.

He was among the first Eldar to come to Ardor and its beauty appealed to him. He chose to erect his personal fief and home in the mountains of the region. His main reason for erecting his home in the seemingly uninviting mountains laid in their very nature. The great heights allowed the best possibilities for observing the stars, something of greatest importance for someone interested in the stars like Ardûval. Also, from here he had the entirity of the region's climates in all its beauty: the mountains provided coolness and from his abode he could look down onto the great Pel Dûshera, its plains and great forests.

However, there was also a reason even more important for Ardûval to settle in the mountains. Wandering in the mountains in the waning years of the First Age of the Sun (when Geshaan was in decline), by pure chance (or so he thought) he discovered a herd of Pegasi (s.a.) in one of the most inaccessible vales. Of course they were shy and reluctant at first, his legendary charm and skill of persuasion soon overcame their careful nature. Many of the Firstborn are able to commune mentally with animals and the Stargazer is no exception: very soon Ardûval could commune with them and they agreed to keep the flying horse's existence secret but they would willingly carry their friend when he had the need. Soon thereafter, when Menelcarca was completed, Ardûval also added stables and a sufficient landing zone for the horses when they would dwell there. In fact Ardûval more good of heart than most other of his fellow lords and the destruction of Rána and Vása were not that important for him; because he found out that the stars could be observed well enough even with these lights. he was however bound by the oath and that drove him further onwards on the path to destroy the great lights.

During the First Age Ardûval concentrated on the completion of Menelcarca and his astrological studies while becoming something aloof from Court politics. After the attack of the Luingon Alliance however, he fled his abode in the mountains. For the next twelve centuries he wandered in Middle-earth and learned from other cultures (especially Womawas Drus). The 10th century of the Second Age saw him wandering into the West and eventually reaching the elven realm of Eregion. He asked for permission to settle in the city and was helped in this task by one of the city's military commanders; Valkrist the Half-elf. After Ardûval's settlement in the city, they soon became good acquainted and formed a frienship to last. Ardûval found the curiosity of Ost-in-Edhil's Noldor interesting and soon after his settlement he joined the Gwaith-i-Elentirmo (S. *"Brotherhood of the Star-Watchers"*) whose chief was a friend from his days at Vinyamar, Valglin the Astrologer (see ICE's *Lorien* for details on this individual) and he told a story of long adventures and life in foreign lands (which was not false - in a sense). The 12th century saw however the arousal of Ardûval's concern. In the stars he saw a great and dark doom approaching the realm as well as he felt the time for the reforming of the court approaching. His concern grew when he heard of a stranger walking through the West who claimed to be an emissary from Aman and great friend of the elves but he couldn't concretize his suspicions. After long thought he decided not to tell the realm's authorities (he never went very well with Galdariel and Celeborn) but to ask Valkrist about the prospect of a great command in distant lands. The warrior soon was very fond of this plan because he was also discontent with the political course of the realm (he voted for an aggressive policy of power versus all neighboors, something Galadriel wanted to avoid at all costs). Thus Ardûval was joined by Valkrist

when they left the city only a few days before Annatar (the disguised Sauron) arrived at the capital of Eregion.

Five years later they arrived in Ardor and spoke with the Court about the acceptance of Valkrist into the organization. These details are told in the description of the Lord of Arms.

After his reappearance, the Stargazer mostly travelled in the region to make himself comfortable with the new political and social situation. Of course, the esoteric orders and practitioners were of utmost interest for him and so he began to study their lore and organization (both had changed somewhat during the interim). He desired an influential position in Tantûrak but was outmatched by Valmorgûl. This was the beginning of a rivalry that persisted until the middle of the Third Age. Ardûvals second most important target was the Starseer Conclave. Respected and admired by many in the Southlands, this organization would be perfect for his plan of political influence. The old enemy of the Court had changed drastically since the days of the Luingon Alliance. The founders were either dead or had left Middle-earth and their lore of the dangerous Court was either lost or forgotten by the present leaders. So it was relative easy for Ardûval to gain influence when he began to entice the organization at the end of the 18th century of the Second Age. During this time he was known to the Conclave as Gilnaur (S. *"Fire-Star"*). Although he took no position within the Starseer Conclave, soon his advice was sought by many and by the middle of the 21st century he virtually was its master without possessing a formal title.

The Starseer Conclace provided much information for him and because one of its masters was the advisor of the Hathorian king, Ardûval could influence that country's politics. This he did in the interest of Ardor to preserve the Balance of Power within the region. He knew that such a situation would best serve the Court's (and his) interests. The remainder of the Second Age saw him working hard to predict the decisive eclipse and precisely calculate its excat date and hour. After many decades he presented the result of his work to the Council in S.A. 2961. From this time onward preparations for the second ritual began but Ardûvals primary role was the prediction of the eclipse and after this was done naturally he had much spare time which he used to think over his situation and the justification of the Court's mission.

Even in the Third Age he delighted in his position in the Starseer Conclave and he was behind the scenes of many important decisions. At the beginning of the Third Age Ardûval has come to the conclusion that his decision to join the Court and swear the Oath was wrong, but now was no turning back and the ritual time approached. Becoming ever more desperate he sought for a way to right the wrongs of the past, but the oath drove him to further seek the destruction of the sun and moon. In outlook he was similar to Maglor, who was the most repentent of Fëanors sons and was willing to risk breaking the Oath of Fëanor at the end of the First Age when the Silmarils were re-captured by Eonwe.

When the ritual failed and the Citadel perished alongside the majority of the lords (ardûval had ready an escape route), the oath was fulfilled and Ardûval was freed of this burden. He was not allowed to return to the West however, and so he sought a way to redress some of his wrongs. This he thought to achieve by assuming the role of the *Magician* in Tantûrak. The office enabled him to support the Free peoples in the South (Tantûrak was less expansionistic in his time) and containing Mûmakan. While he held the office, Tantûrak's main goal consisted of the containment of Mûmakan's power. This policy severely crippled Indûr's progress in the region. Of course this policy

was well disguised since the Ârûwâna populace was not particularly interested to foster such goals – they wished to become masters in the region and not charitables.

Besides this honorable goal the takeover of the *Magician's* office fulfilled his age-old dream. In general he pursued the old policy of balance of the Court to hold Sauron's influence in check. So Tantûrak remained in Sauron's path and the general situation didn't change very much. Over the course of years he even came to quite good terms with the Wizard Lianis, his one-time rival (when the Court still existed). In this manner he has undergone a Pauline conversion by becoming a good guy. He helped all other Free Peoples (even his old enemies when he was a Court member) when he could.

All this changed when Sauron's servant Khelekar was able to corrupt many of Ardûval's trusted servants in Sarûl and took the latter's office by surprise when Ardûval was occupied with matters of the Starseer Conclave. Since that time, he remained mostly in Menelcarca and uses the Conclave to play a minor role in politics (since Hathor and Koronandë were relatively isolated now) and stabilize the position of the Free realms as best as he could. In this time Menelcarca became a haven for all refugees and a center of learning and lore for all victims of persecution. It is a bit ironic that the place were the downfall of sun and moon was prepared (as an observatory to calculate the time of the eclipse) became a refuge for all those that fought for the Free Peoples.

With his glittering blue eyes and suave demeanor, Ardûval has won many a debate in his time. Slender, 6′5″ (1,96m) in height, with curly brown hair, and cheeks flushed red as if he has just stepped in from cold. Ardûval, in the way of the Noldor, is handsome. But he goes a step further: his charm is unparalleled. Every word and movement is calculated to seduce or disarm; so it was he that won over the members of the Starseer Conclave with ease. Although his wardrobe is expensive to suit his many moods and needs, he tends to favor a short, loose toga-like garment in dark blue, trimmed with silver and adorned only with the orb insignia of his suit.

**Profession**: Astrologer/Enchanter

**Level**: 34

**Hits**: 150

**Race**: Noldo

**Stats**: CO: 98 SD: 95 AG: 97 ME: 97 RE: 98 ST: 86 QU: 99 PR: 102 IN: 100 EM: 89

**Magic Items**

**Belt**: black leather with mithril clasp, creates defensive barrier around wearer on command (+45 DB).
**Pentagram pendant**: 1″ (2,5cm) diameter crystal orb on mithril chain, x5 PP's, free use of Open Metalism list *Brilliance* to 30th lvl, enhanced *Aura* on command (+25 DB).
**Ring**: Amethyst in Mithril calls Ardûvals Great Falcon from Menelcarca at will, *Invisibilty* at command, constant Nondetect and Unpresence.
**Headband**: Mithril (+20), protects head as Full Helm.
**Bracelet**: Mithril, creates shimmering barrier in front of wearer and subtracts 30 from attack spells (more if Ardûval opts to "parry"; see SpL)
**Elven Dagger**: Blue Laen with Mithril edge (+45), range 100′ w.o. penalty, returns via *Leaving 300′ (90m)* to thrower's hand, plus equal electricity crit.
**Cloak**: Hooded with full length, changes color on command (+30 hiding)
**Ardan Card Deck**: see section 6.23

**Yavëkamba (The Sun)**

(Q. *"Fruitful Hand"*)

Yavëkamba belonged to those Noldor who were born in Aman during Melkors captivity. She was among those people who became later the following of Finarfin. Like her brethren, the young Noldo woman delighted in the arts and crafts that the Valar taught them. Her special interest lay in the healing arts and especially of those that dealt with bodily ailments. Although there was nearly no need for such skills in the Blessed Realm, the art interested Yavëkamba for its own sake. Consequently she found tutelage from Estë's maidens and she became quite skilled in the arts of healing. In these years she first saw the Fëatur twins and she became good friend with them. When Melkor was released from his bondage the Fëatur's soon were in his following and Yavëkamba became quite estranged from them. She however belonged to those Noldor who had no dealings with him because she spent most of her time in Estë's gardens. Unfortunately however, Melkor's treacherous words worked here as well and the desire for the wide lands of Middle-earth became strong even in her heart. So when the Trees were killed she joined the rebellion of the Noldor and went into exile and fell under the Doom of Mandos. The kinslaying at Alqualondë horrified her and she chose not to heed ever to the words of Fëanor again. Still, she wanted to see Middle-earth and so devoted herself to the house of Finarfin. So like many other she took the crossing of the Helcaraxë and through her skill many wounded and exhausted could be saved. In this time she met again the male Fëatur and she saw his inner torment in his eyes though he wouldn't tell her. When he also was (seemingly) lost to the grinding ice, she mourned but went on and finally managed to survive the unforgiving ice and reach Endor.

The fell words and deeds of Fëanor and his sons (despite Maedhros' soothing words to Fingolfin) estranged her from the older line of Finwë and she chose to go with Finrod. In Doriath she encountered Melian and learned some healing skills of the Sindar from her. Her main abode in this time however was Minas Tirith on Tol Sirion. When Finrod built his city at Nargothrond she followed and found comfort within its grandeur.

Here she met again the female Fëatur. They spoke extensively about their respective experiences since their time in Aman and Yavëkamba soon was convinced that Fëatur was indeed hungry for power but this was not a great hindrance since deep in her heart Yavëkamba had similar desires. When Fëatur approached her with the prospect of more power in foreign relams she was reluctant though. She feared she might only be used as a pawn for the clever Fëatur and stalled her. The Mind Master, ever patient let the matter rest for a while but regularly spoke of the positive aspects of migrating from Beleriand. Finally, in the ninth decade of the Firt Age (of the sun) Fëatur finally had convinced her to accompany her and leave Beleriand when the time would be ripe.All these carefully laid plans changed drastically in the Year of the Sun 90. As it is told in the entry of Fëatur, the male twin reappeared in Beleriand and was met by his sister at Eithel Ivrin. Back in Nargothrond she sent Yavëkamba to the spot to bring her brother the supplies he needed. When they met at the clear waters of Eithel Ivrin, again she saw the great torment in his eyes and a deep feeling of affection for him came over her. He took the advice and supplies but spoke very little and asked Yavëkamba to leave him alone. She complied but only after he agreed to meet her regularly. When Yavëkamba returned to Nargothrond she told his sister all that happened (except his pain and her feelings, these she hid from her future mistress). Fëatur agreed to regular meetings for she saw affection for her

brother in the healer and she wanted to exploit these feelings to her advantage because she knew her brothers mind and that he was still loyal to her like in Aman - or so she thought. Anyway, Yavëkamba and the male twin met more or less regularly and over time he became more open in in fact returned her love. Overjoyed, she told him of her intention to leave Beleriand with his sister and suddenly all his pain returned. Believing in her true and unyielding love he told her of the danger imposed by those misguided elves and his own mission. She agreed to help him in every way possible and they agreed that she should fake absolute loyalty to (the female) Fëatur's cause and secretly aid him in his labor. Their deep love and the foresight of the Valar allowed their secret to be kept even before the eyes of the Mind Master of the future Court.

In the (Sun)Year 149 word came to the female Fëatur from Ardana that the time was ripe. So it came that the entire clan (the Fëaturs, Yavëkamba and a couple of retainers) left Nargothrond and three years later arrived in Ardor. Fëatur counseled with Ardana over the site of the Mind Master's future fortress and it was decided they should re-open an old Khazâd mine. After they moved there a few decades later, work began in earnest and soon the site (then named Angkirya) recalled a bit of the splendor of the great underground fortress of Finrod Felagund in Beleriand. Here Yavëkamba made her home and from here often she ventured forth to learn anything she could about the healing arts. The elves of Tâliran were not that unfriendly then and so these Nelyar and Tatyar taught her something about life that these Quendi had acquired over the long years in a starlit Middle-earth.

Her most important task was the delivery of Ardana's twins. The male Fëatur had instructed her of the importance to bring him the boy that would seem to be dead. He also told her that this boy would be the hope against darkness and the fact of his life must be kept secret at all costs. So prepared she helped Ardana in the birth and as foretold the girl was alive and healthy while the boy seemed dead. Under the pretense of preparing the body for burial she took the boy and brought it to the male Fëatur. Afterwards they combined their power to produce a false body that would be buried and so fool everyone. This she presented to Ardana and it was buried on Ardinaak.

Yavëkambas responsibility within the Court became the physical health of its members. Consequently Angkirya, one of the most central keeps was the obvious choice for her permanent abode. She oversaw the establishment and distribution of other healers to the various castles, but she was the head of the "medical staff". Officially she is neutral and aloof from all the politics of Ardor, and remains at Angkirya under (the female) Fëatur's supervision unless called forth. However, since all her subordinates report to her, she gains some intelligence about the internal affairs of the keeps. Subtly, she shares this knowledge with the female Fëatur (only filtered information) and of course with the male twin (all informations).

In general quiet of temperament and cooly efficient at her job as a Lay Healer, Yavëkamba is the supreme surgeon of the Court.

Her ultimate loyalty is of course to the male Fëatur, and she would disobey even the orders of Ardana if he countermanded them. Of Noldo blood, she stands 6′1″ (1,85m) tall, with black hair swept to one side, and darkest brown eyes. She wears simple, pale blue robes.

**Profession**: Lay Healer/Physician

**Level**: 37

**Hits**: 130

**Race**: Noldo

**Stats**: CO: 98 SD: 99 AG: 100 ME: 94 RE: 87 ST: 82 QU: 100 PR: 100 IN: 93 EM: 94

**Magic Items**

**Pendant**: 1″ (2,5cm) diameter crystal orb on mithril chain, x5 PP's, free use of Open Mentalism list *Brilliance* to 25th lvl, enhanced *Blur* on command (+25 DB).
**Surgical kit**: Mithril and Laen scissors, scalpels etc., three quarters recovery time for all surgery.
**Main Gauche**: Green laen (+50), Deflections II 3x/day.
**Kynac**: +25, strikes as broadsword.
**Ring**: Mithril with emerald, regenerates 2 hits/rd. to wearer or whomever he touches (wearer's choice), free use of Prosaic list *Surgeons Guide* to 30th lvl.
**Cup**: Mithril, when filled with water, it "brews" any herb in it instantly, thus eliminating preparation.
**Ardan Card Deck**: see section 6.23

**Valkrist (The Lord of Arms)**

(S. *"Powerful Cleaver"*)

The most physically imposing of the Lords of Ardor, Valkrist stands 6'10″ (2,08m) tall, and weighs 240 pounds (109kg), inheriting the muscular physique of his father, an Adan lord of old. He is one of the "younger" members of the Twelve, being born in the first century of the Second Age in Lindon before the departure of the Edain to Númenor. When his Adan father left Lindon for Númenor, the young Peredhel chose to remain in Middle-earth with his mother and be counted among the Firstborn. Much grief was followed by the parting of his parents and this event formed his character for the rest of his life. Because he felt his father had betrayed his mother by departing he developed a very strong affinity for duty and loyalty towards those he loved and respected.

Valkrist's talent obviously lay in the martial department. Despite the ostensibly peace after the War of Wrath and the seemingly banishment of evil from the world, he still enjoyed combat and the art of warfare. These skills were only needed and honed in sparring and mock combat in these times but Valkrist worked hard to become the best nonetheless.

He stayed in Lindon for six centuries and when Galadriel led a great number of the Eldar eastward he joined them. This decision was helped by his curiosity for the unknown and new challenges. The establishment of a new country from nothing was something he found comfort in. Eventually the realm of Eregion was founded and the building of its capital Ost-in-Edhil begun. Valkrist was one of those responsible for the buildup of a defense force. Even the mighty Eldar were cautious not to let themselves become defenseless in a wild land. As soon as Eregion was established, Ost-in-Edhil built and everything ran smoothly, Valkrist began to grow restless. He dreamed of still wider lands new dangers and obstacles, and mighty foes to be overcome. First he directed his desires to a more aggressive position within the realm's leadership: he voted for the enlargement of the realm, conquering more land and act more imperialistic in general. Of course this was utterly rejected by Galadriel and Celeborn who wished to keep peace with their neighboors and (especially the proud Dwarves) thereby strengthening all involved. In the end Valkrist gave way but his loyalty and trust to Galadriel had its first cracks. After this setback he began talking openly of his desires and he found a few who shared his thoughts. Because this group only talked about their plans but otherwise fulfilled their duties with precision no one was worried - it was quite normal for the Eldar in these days to

seek new challenges and everyone had to find his personal version thereof. This situation went on for some time but all changed when a Noldo lord appeared in the city and asked for permission to settle therein. This was Ardûval and his handsome manner and charisma won Valkrist and in the city council he spoke for the stranger. So came it that the Stargazer was allowed entry into the city of the Eldar. It was not after long that Ardûval and Valkrist were good friends - and Ardûval's stories and visions of distant lands were an important reason for Valkrist's affection.

Galadriel saw the development with concern and slowly began to shift his military responsibilities to other persons she trusted more. Of course Valkrist did notice it and saw it as a sign of jealousy and envy on Galadriels part. Over time the Lord of Arms grew discontent and so was overjoyed when Ardûval approached him with a proposal that was too tempting for letting it pass: he should accompany the Stargazer to the South and rule an own castle and command over vast armed forces (here Ardûval exaggerated a bit) in a land who waited to be ruled by Elda lords. Of course Valkrist agreed and they made plans to leave the city. Galadriel was not that happy to let Valkrist leave but she saw no opportunity to hold him and forcing him would only worsen matters and so she relieved him of his command and bid him farewell. Valkrist however left without a friendly word, taking with him his acquaintance and sub-commander Sûlherok. He was done with the Eldar of the West and joined the renegades, those who coveted things born in the mind of the Great Enemy.

He and Ardûval journeyed more or less directly towards Ardor and soon arrived at the Citadel. Ardana was already there and Ardûval introduced Valkrist to her. Since the attack of the Luingon Alliance the post of the Lord of Arms had been vacant and because of rivalries (but mainly the lack of a really suitable candidate) the post remained vacant. Ardana already had thought about the problem when Valkrist appeared at the Citadel. His prowess in arms and all military matters pleased and impressed the Lady and in him she saw the perfect choice for the post. Soon the Court council appointed him the command of the Suit of Swords.

Accordingly, Valkrist moved his seat to the fortress of Tirgoroth and started the reorganization of the Court's army. This force consisted exclusively of elves (mostly Tatyar and Nelyar) not accustomed to a strong central leadership. It took him nearly two hundred years to reorganize that body by recruiting new soldiers and thereby replacing unsuitable ones. After all this the army was smaller but much stronger than before. He made the Court's military (which was and is used near exclusively as a guard for the fortresses) an extremely efficient fighting force capable of assembling quick and striking hard should the need ever arise. The logistic center lay of course in Tirgoroth, but subcommanders were present in all installations of the Court to ensure proper and efficient functioning of the military forces as a whole.

One of the most remarkable operations of Valkrist in the Second Age was his indirect and occasionally direct assistance of Tantûrak's armed forces. Disguised as … and leading a company of mercenaries, he trained and occasionally led that realm's forces into battle against the Wraithking of Mûmakan.

The late Second Age, when Sauron dominated the Court saw him retiring to Tirgoroth and giving only marginal support to the new master. Sauron's fall at the end of the Second Age freed Valkrist (and the rest of the Court of course) from foreign influence.

In the Third Age the Lord of Arms re-consolidated the Court's army and generally kept any potential threatening force away from the Court's residences. He also uses his personal troops occasionally to

decide a mannish battle of the region just to keep the Balance of Power and his own desire for military challenge satisfied.

Valkrist remains relative aloof from the intigues of the other lords but he doesn't shrink away from any confrontation either. He simply sees no way in quarreling among each other when there is a greater goal. This attitude keeps him a favorite of Ardana (who always likes loyal and reliable subordinates). This attitude has made him unpopular among the more scheming Lords (Fëatur or Rilia for example) and they frown upon him but also recognize his competence and leave him mostly alone. He gets very well along with Ardûval his old companion from Eregion and they have became relative close friends (for a Lord of Ardor) and maintained a relationship of mutual respect and occasional help.

Valkrist has black hair, and his Noldo mothers blue eyes, fair skin, and aquiline features. Slow to anger, but deadly when provoked, Valkrist is a killing machine second to none, being the only member of the Court to defeat Cambragol in single combat. It is by his virtue in physical prowess as well as his calm demeanor that he was named the "Lord of Arms", and head of the Suit of Swords. He wears shimmering mithril chain armor, covered (but not concealed) by a diaphanous gossamer surcoat possessing magical defense properties. He commands Tirgoroth with cool efficiency, and never allows his counsel to be affected by the emotional outbursts of the other lords.

**Profession**: Noble Warrior/Arms Master

**Level**: 35

**Hits**: 180

**Race**: Noldo/Adan

**Stats**: CO: 100 SD: 100 AG: 101 ME: 81 RE: 78 ST: 102 QU: 102 PR: 99 IN: 90 EM: 89

**Magic Items**

**Sword of Ilkiran**: Clear laen bastard sword (+50), attacks on Broadsword/Two-Hand-Sword table w.o. subtractions or limitations (depends on mode chosen), plus equal cold critical, fires a stream of cold (as *Ice Bolt* +50) 3x/day, 4D.
**Chain Hauberk**: Mithril (+40), protects as AT 20, encumbers as AT 14, subtracts 20 from all spell attack rolls versus wearer.
**Armor Surcoat**: shimmering transparent metal with Valkrist's symbol, constant *True Armor*.
**Composite Bow**: +30; slays men & orcs.
**Cloak**: blue with grey lining, may be used in a manner similar to a parachute (effectively adding +75 to *Tumbling* maneuvers).
**Visored Helm**: Mithril (+40).
**Shield**: clear laen with mithril rim (+45), called the 'Airshield', free floating through mental control of a mithril and laen ring worn by Valkrist.
**Ring**: Mithril/laen (s.a.), wearer may control the 'Airshield'.
**Wrist Guard**: blue steel, *Haste X* 3x/day.
**Ardan Card Deck**: see section 6.23.

**Sûlherok (The Messenger)**

(S. *"Lord of Steeds of the Wind"*)

Sûlherok was born during those peaceful years in Beleriand before the third age of Melkor's captivity in Mandos ended. He was raised in Menegroth by his parents and even in young years showed an amazing talent in the work with animals. By instinct, he learned many of their languages and soon became an important member in Thingol's realm as the vice-master of the Olvar… As such he became entangled in the Wars of Beleriand, beginning with the First Battle in which he participated in the campaign against the eastern orcish army which encircled and destroyed Denethor's force and was eventually destroyed by the Grey-elven army led by Thingol himself. After the arrival of the Noldor he was among the few who enjoyed contact with the exiles from the west and learned much of their lore. However, he went only to Fingolfin's people, respecting Thingols will and not cooperating with the sons of Fëanor. Later in the age he served in the northern march and was in the company that campaigned with Beleg and Túrin. In contrast to the former he never left Doriath to fight with the Noldor against the armies of Morgoth. When Doriath fell at the end of the fifth century, Sûlherok fought valiantly against the invading army of the Dwarves of Nogrod but as is told in the *Silmarillion* the valor of the Grey Elves was of no avail and Doriath was doomed. The final conflict came when the sons of Fëanor attacked Menegroth and Sûlherok fled with the survivors towards the havens of Sirion. It was this day that changed Sûlherok forever. He developed a rather aloof attitude towards the rightful ways of the world and became a bit frivol, enjoying his life as long as he could. This was not very well liked by his fellow refugees in the havens of Sirion, but the final attack of Fëanor's sons only cemented his new worldview.

When the First Age ended in the War of Wrath, Sûlherok decided to remain in Middle-earth which promised to be much more "entertaining" than the "dull" life in peaceful and "happy" Aman or Tol Eressëa. When Galadriel and Celeborn set out for founding Eregion early in the Second Age, Sûlherok went with them excited at the idea of participating in another "adventure" - something that the "boring" Lindon couldn't provide.

Sûlherok joined the ranks of those that were responsible for the tending and breeding of animals within the realm. Because of his previous experience and talent he rose swiftly in their ranks and became even one of the three chiefs of the organization. But the same effect as in Lindon soon took its toll on the Sinda: Eregion became an established realm and the possibilities for "adventure" and "new opportunities" were rapidly dwindling. Galadriel wanted a stable and secure realm realm that lived in prosperity and peace with its neighboors (especially and foremost Khazad-dûm of course). There was no longer room for experiments. Galadriels friendship with the dwarves further estranged him since his experiences in Doriath he (like Celeborn) developed a very cool relationship towards dwarves of any race. His dissention with the official policy led him to join the small group of dissenters, among them Valkrist.

When Ardûval arrived in the city Sûlherok soon joined the group that formed around him and listened to the Noldo's words of the wild and far regions of Middle-earth. These teachings took their toll and when Ardûval departed for the South, Sûlherok joined him too (like Valkrist).

Once in Ardinaak, Sûlherok was deemed valuable by the Council and a new office was created for him: that of the messenger. The old cards were sufficient for all communication needs (even official and confidential) but the new cards weren't as powerful. So operating from Tirgoroth, it is the duty of Sûlherok to deliver the formal messages of Ardor from one Lord to another. Additionally he conveys communications of the Council to other persons or organizations. In this manner is one of the most

likely encounters as far as the Lords of Ardor are concerned. He is lighhearted of demeanor, refusing to become embroiled in any squabble within the Court, which could become dangerous to one in his position. Instead he is diplomatic and neutral, earning everyone's disgust but no one's ire. He, like Valkrist his master, wears mithril under a transparent robe, all over tunic and breeches of white trimmed in silver and sky blue. He rides the swiftest windsteed of the Court: Sûlroch, a white stallion. Standing 6′4″ (1,93m) tall, with typically slender Elven build, he is of Sindarin descent, with light brown hair and hazel eyes.

**Profession**: Beastmaster/Leader

**Level**: 26

**Hits**: 150

**Race**: Sinda

**Stats**: CO: 97 SD: 90 AG: 101 ME: 94 RE: 92 ST: 96 QU: 101 PR: 97 IN: 87 EM: 90

**Magic Items**

**Chain Shirt**: Mithril (+40), protects as AT 17, +20 vs. spell attacks.
**Elven Sword**: Mithril (+40); glows and gives off crackling sound when wielded, plus equal electricity crit, if opponent succesfully parries, he receives an "A" electricity crit. If weapon is non-magical, it may break (30% minus bonus).
**Heavy Crossbow**: +25, reloads every round, double range of Heavy Crossbow, 2D.
**Lord Falcon Ring**: Mithril with gold inlays, may call every falcon of the Court, even against its masters wishes to Sûlherok.
**Surcoat**: light blue with silver rim, when used by a skilled user, it may serve like a parachute and decreases the distance of any fall by 50%, gives constant *True Armor*.
**Shield**: Mithril (+40).
**Ring**: simple silver band, *Haste X* 3x/day.
**Ardan Card Deck**: see section 6.23.

**Cambragol (Karol Dekdarion; The Monk)**

(S. *"Sudden Hand"*)

Cambragol was (as so many of the Court) born in the Undying Lands during its bliss in the light of the Trees. But he was not content in this land. From his early adulthood on he longed for the wide reaches of Middle-earth where he could act upon his desires and wishes. He recognized however the great skills he could learn in Aman from the Valar and Maiar. His greatest joy ever was combat - especially its unarmed techniques. Consequently he was often seen in the following of Tulkas from whom he learned a great deal about unarmed combat. Cambragols main flaw ever was his impatience and cruel character. In fact sometimes he was even sadistic. The young Noldo recognized that he never would gain great knowledge from Tulkas should he ever discover Cambragols true tendencies. So the elf restrained himself and played the good boy to please his teacher and learn ever more about the *hroar* and the way it functioned in combat (and could be hurt of course). Cambragol remained quiet and eagerly learnt all knowledge that Tulkas was willing to share.

Then came the day when Melkor was brought before the Mahanxar and given pardon by the Valar. As is told elsewhere, before much time had passed the fallen Ainu walked freely in Valinor and gave advice to those who would hear it. Cambragol, feeling that he couldn't get enough skill from Tulkas

naturally was drawn to Melkor who offered his great knowledge freely. Here the later "Monk" learned the last tricks and skills that made him into an unarmed killing machine. Melkor was pleased with Cambragol because he saw through his deceit (skilled in these things as he were) and saw his cruel nature and was convinced this could be exploited to his own benefit. Discreetly Melkor gave Cambragol great knowledge mingled with visions of wide realms in Middle-earth which he could rule for himself, without interference and completely for his own amusement - he could do whatever he wanted without fearing any intervention. In his teachings Melkor let slip pieces of indirect information that something great will happen and Cambragol should be ready to depart. He also let him know on which signs he could further recognize messages from the fallen Ainu.

When the Trees were destroyed and Fëanor led the Noldor into exile Cambragol saw his chance and immediately set out for Endor with the host. He went with Caranthirs people for the "Dark" was most like him in mind among all the princes of the Noldor. Once in Middle-earth he delighted in the opportunity for real combat. He fought fiercely and brutally in the Dagor-nun-Giliath and after Maedhros' agreement with Fingolfin (which enraged Cambragol) went with his lord to the Blue Mountains. After the Dagor Aglareb the long peace began and Cambragol soon felt Beleriand too small and peaceful for his ambitions. He began wandering the northern lands in search of adventure when he once met another elf who soon revealed Melkor's signs of recognition to him. The proposals the elf (in truth the disguised Sauron) made were tempting: he would be master of his own lordship, given a seat in a council of lords and rich reward in case of success. Soon the pact was made and Cambragol was provided with information from his new master. His first job would be the elimination of an old and now recalcitrant servant of Melkor: Drul Chaurka. In the Year of the Sun 189 Cambragol arrived in Ardor and was (of course) assigned as lieutnant to Drul Chaurka in Mirisgroth. In the year 220 Drul left the installation and no one save Cambragol saw him leaving. There were rumours of Cambragol being responsible for the vanishment of Drul but these rumours quickly disappeared with their sources.

After the dispersal of the Court following Morgoth's defeat and the end of the First Age Cambragol wandered through many areas of Middle-earth and studied the combat techniques of his inhabitants. The "Monk" arrived in the lands of the Womaw around the year 450 of the Second Age. Their culture caught his attention but his aggressive spirit was annoyed by the banishment of weapons at this time. Consequently he taught selected students (the Caranchor-i-gaer) the Martial Arts. Soon his teachings began to spread and satisfied he saw the rise of combat and bloodshed among the Womaw. He remained in the land of the Womaw for about 200 years before he resolved to continue his wanderings. He left a legacy of unarmed combat in these lands which evolved in many ways, and much of them with a new philosophy of peace which would have infuriated Cambragol if he knew of them.

Within the Court Cambragol plays a surprisingly inactive role. He is content with his lordship and the ability to go on "adventure" in the region. These adventures generally result in the demise of several enemies of the Court and even more of those who earned his personal ire (for whatever reason). His primary object is to further his own interests and if this can be only achieved by furthering the Courts aims then it should be. Cambragol often schemes only to maneuver someone into a position where this person must insult him in one or the other way and so giving the Monk the pretense he needs to agonize the other.

For all his impatient and cruel nature Cambragol never neglected thorough planning and was always prepared for many possibilities. This saved his life when the Court finally fell and in the end survived his evil master in Arda.

Cambragol, has made killing a fine art, and certainly displays no hesitation to show off his skill. He enjoys combat, and often antagonizes a potential foe to get into a fight. Capable of severe cruelty, Cambragol tortures for his own entertainment, and engages in a number of other perversions. In addition he is quite vain, although perhaps not without justification: he is strikingly and handsome. Standing 6′6″ (1,98m) tall, with raven-black hair and eyes of anthracide, his presence is striking and his charm and powers of intimidation are immense. Cambragol's physical strength is considerable, his muscular build is the result of rigorous exercise.

**Profession**: Monk/High Warrior Monk/Yamabushi

**Level**: 31/31/14

**Hits**: 150

**Race**: Noldo

**Stats**: CO: 99 SD: 95 AG: 100 ME: 91 RE: 88 ST: 104 QU: 101 PR: 99 IN: 85 EM: 100

**Magic Items**

**Bracers of Dekdarion**: 4 (2 ankle, 2 wrist) bands of gold set with inlays of jade, blue and green laen, +30 Martial Arts,Yado & RR's vs. magic, wearer may parry melee and missile attacks with ease.
**Kynac**: blue laen (+50), range 200′ (60m) w.o. penalties, Leaving 150′ (45m) to thrower.
**Monk's Tunic**: grey silk (same as tunic), unencumbering, give AT 4, may change color on mental command (+25 to +75 for Stalk & Hide), Invisibility 5x/day.
**Headband**: gold, intricately patterned, protect as Full Helm, x5 PP's for Essence.
**Ardan Card Deck**: see section 6.23

**Curubor (The Fool)**

(S. *"Clever Hands"*)

Curubor was born in Ardor during the Third Age of Melkors captivity in Mandos. He belonged to the folk of the Kinn-lai where he grew up and wandered around, exploring the lands of Middle-earth around him. His early years went on without great events beside his growing interest for all kinds of all kinds of handicraft that were practiced by the Firstborn.

Quickly he was the pupil of many of their greatest craftsmen and his burning interest for their craft soon earned him his name. He travelled through the lands of the Kinn-lai and Arana and whereever he went he sought to improve his manual skills. When the invasion of the Melkoric monsters threatened the land he helped to defend the elven homes' as best as he could, first by providing weaponry and later even entering the battle himself. It was during this fighting that he became convinced of the necessity to fight for the elven cause no matter what the cost. It also hardened his confession that the so-called Valar have forsaken the Quendi in Middle-earth and that their Calaquendi brethren in Aman were 'traitors' and 'cowards' hiding in the secure realm of the west. This conviction made him one of the foremost foes of Chrys Menelrana once he arrived in Ardor. On the other hand he listened to Ardana and her preachings of the betrayal of the Valar. She spoke of

elven independence and rule. This pleased him much more and soon he joined the Dark Mistress' fold.

He found his mechanical in high demand among the Lords and with Airatano's help (in the Second Age) he was able to reach great heights in skill. Long he labored to improve the devices installed in most of the Court's castles and completed them just prior to the attack of the Luingon alliance. He fought valiantly to defend the citadel but all of his efforts came to naught when the male Featur succeeded in capturing Morelen and securing the *Gems of Unlight* from their resting places. After the retreat of the alliance Curubor left the area as well fearing Morgoth's wrath and retaliation from the other foes of Ardor. He wandered through great parts of Endor and learned many new ways of his craft. So it came that when Ardor coalesced again he was there too and with renewed vigor worked for the safety of the installations. He was assigned to Cambragol in Mirisgroth and served in this function well until today.

Cambragol's second in command at Mirisgroth is also the captain of the large garrison there. It is his main duty to act as a consultant on various devices and installations. Second only to Airatano in his understanding of mechanical contrivances, particularly elaborate traps and locks, he is constantly in demand. He, of all the Suit of Swords rarely wears his formal sky blue silver and white attire, finding a plain uniform more suitable to his profession since he is often called upon to engage in acts of espionage.

A Tatya Elf, he stands 6′5″ (1,96m) has a fair complexion as well as dark brown eyes and black hair. In demeanor, he is bored and impassive except when involved in a mission, or discussing a particular devious lock or trap device.

**Profession**: Nightblade/Montebanc

**Level**: 24

**Hits**: 150

**Race**: Tatya

**Stats**: CO: 95 SD: 103 AG: 102 ME: 89 RE: 96 ST: 90 QU: 101 PR: 99 IN: 97 EM: 95

**Magic Items**

**Long Kynac**: Mithril/Eog alloy (+50), black dragonskin hilts; ruby in pommel.
**Main Gauche**: Mithril/Eog alloy (+50), allows wearer to parry up to three foes (within 180° of each other), parries missiles at half value.
**Kynac**: Mithril/Eog alloy (+50) in shoulder scabbard, may be thrown up to 200′ (60m) w.o. penalties and returns via *Leaving* back to scabbard (max. 100′; 30m).
**Leather Breastplate**: Soft leather, grey in color, protects as AT 15 (+20 DB), enc. as AT 5, may change color/hue, thereby giving a bonus of +15 for *Stalk* and +30 for *Hide*.
**Lockpick kit**: Mithril, +25 to picking locks.
**Belt**: simple leather belt, constant *Protection V* (+25 RR's vs. spells).
**Ardan Card Deck**: see section 6.23.

## The Lesser Lords

The Lords of the various suits are listed in order of their status: Lord, Lady, Knight, Herald.

## Suit of Staves

#### Mornaur

(S. *"Black Fire"*)

This Noldo holds the position of the Lord of the Suit of Staves. In this function he resides at and serves as the hold's captain. Airatano, being the official master of the fortress, is much too occupied with his craft to be bothered by the mundane task of running and administrating of a great fortress. So Mornaur is practically master of Ithilkir to his complete satisfaction.

Of fiery temperament, Mornaur is quick to kindle with enthusiasm and equally swift to anger. His disposition is autocratic, and matters both great - tactics to incite the Mûmakanril to war on their neighboors, the Kirani of Tuktan - and small - the failure of a page to refill an ink pot and sharpen a quill - excite his interest and judgement. The Lord of Staves is not a companion or friend easily borne, but he is a superb strategist. His grasp of fine detail together with his sensivity to changes in the overall pattern of events mean that most campaigns under his supervision succeed.

Mornaur wears the garb of his suit: robes of crimson silk partially covered by a tabard of apricot and a stole of golden yellow. A badge on his left breast takes the shape of an inverted triangle behind a flaming staff.

**Profession**: Magician

**Level**: 19

**Hits**: 100

**Race**: Noldo

**Stats**: CO: 85 SD: 87 AG: 100 ME: 90 RE: 102 ST: 68 QU: 90 PR: 97 IN: 90 EM: 101

**Magic Items**

**Gnarled Staff**: Grey-brown wood, aligned to Mornaur. Anyone other touching it takes an 'A' Stun critical per round. Any list dealing with fire is raised in knowledge by ten levels. x4 PP's for Essence.
**Uniform robes**: Full-length robes in differing shades of red, orange and yellow, aligned to Mornaur. Anyone other touching it takes an 'A' Stun critical per round. Give AT1. +40 DB.
**Dagger**: Black Steel (+25).
**Cloak**: *Invisibility 1' (30cm)* once per day.

#### Sirnaur

(S. *"Flowing Fire"*)

This Noldo holds the position of the Lady of the Suit of Staves. In this function she resides at Naurlindol. Here she meditates for hours on end at the lip of the volcano's crater, staring down into the molten rock below and basking in its ferocious heat. Consequently, she hates the cold with a vengeance, never forgetting the death of her parents on the cruel passage of the Helcaraxë.

The Lady of Staves is thin, so thin she appears frail. She stands 6′3″ (1,91m), but weighs a mere 145 pounds (66kg). Appearances are deceptive, however, and Sirnaur possesses great reserves of inner strength.

**Profession**: Runemaster

**Level**: 15

**Hits**: 150

**Race**: Noldo

**Stats**: CO: 99 SD: 102 AG: 78 ME: 90 RE: 96 ST: 60 QU: 90 PR: 81 IN: 91 EM: 100

**Magic Items**

**Gnarled Staff**: Grey-brown wood, aligned to Sirnaur, anyone other touching it, takes an 'A' Stun critical per round, any list dealing with fire is raised in knowledge by ten levels, x4 PP's for Essence.
**Uniform robes**: Full-length robes in differing shades of red, orange and yellow. They bear a badge on the left breast: an inverted triangle with a flaming staff, aligned to Sirnaur. Anyone other touching it takes an 'A' Stun critical per round, give AT1, +40 DB.
**Dagger**: Black Steel (+25).
**Cloak**: *Invisibility 1' (30cm)* once per day.

#### Valnaur

(S. *"Flame of Power"*)

This Kinn-lai holds the position of the Knight of the Suit of Staves. In this function, he resides at Naurlindol. Valnaur cuts a dashing figure: his crimson blouse sports wide cuffs and full sleeves; his apricot doublet is velvet and slashed to display the crimson below it; his yellow tabard features appliqué of gold thread set with topazes. Despite his love of flamboyance, Valnaur's attention dwells infrequently on his garb or his appearance. His duties as captain of guard in Naurlindol challenge his skills most satisfyingly, and it is upon matters military that he obsesses.

**Profession**: Warrior Mage

**Level**: 11

**Hits**: 150

**Race**: Tatya (Kinn-lai)

**Stats**: CO: 100 SD: 90 AG: 98 ME: 80 RE: 100 ST: 95 QU: 95 PR: 86 IN: 90 EM: 98

**Magic Items**

**Longsword**: Ithilnaur (+45), aligned to Valnaur. Anyone other touching it, takes an 'A' Stun critical per round, flames: plus additional *Heat* crit of same severity, 3 PP's for Essence.
**Uniform robes**: Full-length robes in differing shades of red, orange and yellow, aligned to Mornaur. Anyone other touching it, takes an 'A' Stun critical per round, give AT3, +40 DB.
**Dagger**: Black Steel (+25).
**Cloak**: *Invisibility 1' (30cm)* once per day.

#### Palandor

(S. *"Far Lord"*)

This Arana holds the position of the Herald of the Suit of Staves. In this function, he resides at Ithilkir.

Palandor is handsome with pale blonde hair and grey eyes. He stands 6′8″ (2,03m) and weighs 215 pounds (98kg), cutting an impressive figure.

His duties as Herald of Staves in the Court demand that he resides in Ithilkir at least a few months out of the year, but personal inclination mitigates against the sedentary life. Palandor has long been infected with the desire to seek out and explore new lands, in part inspired by a dislike for Mornaur, the Lord of Staves. Palandor's wanderlust is reinforced by his preference for the companionship of almost anyone else other than Morthaur.

**Profession**: Wizard

**Level**: 8

**Hits**: 150

**Race**: Nelya (Arana)

**Stats**: CO: 82 SD: 95 AG: 96 ME: 75 RE: 103 ST: 78 QU: 90 PR: 85 IN: 90 EM: 100

**Magic Items**

**Gnarled Staff**: Grey-brown wood, aligned to Palandor. Anyone other touching it, takes an 'A' Stun critical per round, any list dealing with fire is raised in knowledge by ten levels, x4 PP's for Essence.
**Uniform robes**: Full-length robes in differing shades of red, orange and yellow. They bear a badge on the left breast: an inverted triangle with a flaming staff, aligned to Palandor. Anyone other touching it, takes an 'A' Stun critical per round, give AT1, +40 DB.
**Dagger**: Black Steel (+25).
**Cloak**: *Invisibility 1' (30cm)* once per day.

**Suit of Orbs**

**Ardaron**

(S. *"Forest Lord"*)

This Noldo holds the position of the Lord of the Suit of Staves. In this function he resides at Ithilkir.

He is of medium height for one of the Noldor - 6'5" (1,96m) - and weighs 160 pounds (73 kg).

Ardaron is affiliated with the element earth and wears the hooded robes of forest green donned by the lesser nobility of Orbs. Of all the myriad things born of earth, the jungles north of Angkirya spark Ardaron's passions most fiercely. He dreams of a continent fully cloaked by rainforest far more often than a land forever veiled in starlight (the official aim of the Court).

**Profession**: Mentalist

**Level**: 20

**Hits**: 150

**Race**: Noldo

**Stats**: CO: 85 SD: 94 AG: 75 ME: 99 RE: 94 ST: 78 QU: 94 PR: 99 IN: 97 EM: 75

**Magic items**

**Crystal Orb**: 1" (2,5cm) diameter. Attached to a mithril chain, aligned to Ardaron. Anyone other touching it, takes an 'A' Stun critical per round, any list dealing with light is raised in knowledge by ten levels, x4 PP's for Mentalism, enhanced *Blur* on command: +30 DB.
**Cloak**: Colored in forest green. The cloak has a brooch with the symbol of the Suit: a crystal orb shining with a silvery light, may change color at will and add +20 to +50 for *Stalk & Hide*.

**Short Sword**: White Steel (+25).
**Ikasha**: multibladed throwing weapon, strikes as a shortsword, may be thrown at double normal range, returns to user at a rate of 100'(30m)/rd. from up to 100′ (30m).

#### Tirial

(S. *"Watch-woman"*)

This Tatya woman acts as Lady of the Suit of Orbs. Her home is Angkirya.

Tirial is lovely - elegant in carriage, dainty in stature, and fine in feature and expression. Her long dark hair reaches her ankles when released from the braid she coils around her brow, her large grey eyes shine with joy, and her skin is pale and translucent (she protects her complexion from the sun with a parasol). Many a fool has supposed that her beauty renders her defenseless. Nothing could be further from the truth. The Lady is trained in unarmed combat, and she is lethal in combat, despite her lack of the usual accouterments of armor and weaponry.

**Profession**: Warrior Monk

**Level**: 16

**Hits**: 150

**Race**: Tatya

**Stats**: CO: 85 SD: 95 AG: 99 ME: 81 RE: 75 ST: 96 QU: 99 PR: 95 IN: 90 EM: 91

**Magic items**

**Crystal Orb**: 1″ (2,5cm) diameter, attached to a mithril chain, aligned to Tirial. Anyone other touching it, takes an 'A' Stun critical per round, any list dealing with light is raised in knowledge by ten levels, x4 PP's for Mentalism, enhanced *Blur* on command: +30 DB.
**Cloak**: Colored in forest green, the cloak has a brooch with the symbol of the Suit: a crystal orb shining with a silvery light, may change color at will and add +20 to +50 for *Stalk & Hide*.
**Short Sword**: White Steel (+25).
**Ikasha**: multibladed throwing weapon, strikes as a shortsword, may be thrown at double normal range, returns to user at a rate of 100'(30m)/rd. from up to 100′ (30m).

#### Valandor

(S. *"Strong One"*)

Knight of the Suit of Orbs. Valandor, a Kinn-lai Warrior Monk, serves Fëatur in Angkirya, a hold of the Ardan Court.

Valandor is a tall Kinn-lai who prefers his green robes to possess a hint of blue. His servants embroider the garments issued to him by the Court with abstract swirls of azure, cerulean, and sapphire after dipping them in a vat of dye.

Valandor's demeanor is boyant, with a tinge of cynicism. Better hidden is a streak of paranoia: the Kinn-lai believes that all his cohorts - of both high and low degree alike - covet his belongings, his chambers, his friends, and his position. He remains ever ready for the stab in the back.

Valandor stands 6′9″ (2,06m) and weighs 210 pounds (95kg). His hair is light brown, almost a bronze in hue. His eyes are a hazel so light as to seem gold.

**Profession**: Nightblade

**Level**: 11

**Hits**: 150

**Race**: Kinn-lai

**Stats**: CO: 90 SD: 100 AG: 95 ME: 75 RE: 81 ST: 93 QU: 98 PR: 97 IN: 71 EM: 87

**Magic Items**

**Crystal Orb**: 1″ (2,5cm) diameter. Attached to a mithril chain. Aligned to Valandor. Anyone other touching it, takes an 'A' Stun critical per round. Any list dealing with light is raised in knowledge by ten levels. x4 PP's for Mentalism. Enhanced *Blur* on command: +30 DB.
**Cloak**: Colored in forest green with a blue hue. The cloak has a brooch with the symbol of the Suit: a crystal orb shining with a silvery light. May change color at will and add +20 to +50 for *Stalk & Hide*.
**Short Sword**: White Steel (+25).
**Ikasha**: multibladed throwing weapon. Strikes as a shortsword. May be thrown at double normal range. Returns to user at a rate of 100'(30m)/rd. from up to 100′ (30m).

#### Arduin

(S. *"River Lord"*)

Herald of the Suit of Orbs, Arduin is a Kinn-lai Seer of the Court of Ardor; his home is Menelcarca.

His statute is small, even for a Kinn-lai Elf - 5′10″ (1,78m) and 140 pounds (64kg) - and beside his magnificient Noldo cohorts, he seems to be diminutive. He is quiet and reserved, preferring to work behind the scenes. He covets a greater sphere of power and influence; specifically, he cherishes designs on Ardaron's position: Lord of Orbs.

Arduin's skills as a Seer are valued by the Ardan court, but few of the lords feel any close friendship for him. The herald spends most of his time in research and contemplation of the things he discovers. He keeps all potential rivals at a distance.

**Profession**: Seer

**Level**: 9

**Hits**: 150

**Race**: Kinn-lai

**Stats**: CO: 70 SD: 102 AG: 85 ME: 88 RE: 94 ST: 61 QU: 90 PR: 99 IN: 92 EM: 89

**Magic Items**

**Crystal Orb**: 1″ (2,5cm) diameter. Attached to a mithril chain. Aligned to Arduin. Anyone other touching it, takes an 'A' Stun critical per round. Any list dealing with light is raised in knowledge by ten levels. x4 PP's for Mentalism. Enhanced *Blur* on command: +30 DB.
**Cloak**: Colored in forest green. The cloak has a brooch with the symbol of the Suit: a crystal orb shining with a silvery light. May change color at will and add +20 to +50 for *Stalk & Hide*.
**Short Sword**: White Steel (+25).
**Ikasha**: multibladed throwing weapon. Strikes as a shortsword. May be thrown at double normal range. Returns to user at a rate of 100'(30m)/rd. from up to 100′ (30m).

## Suit of Helms

#### Taurion

(S. *"Son of the Forest"*)

Lord of the Suit of Helms. Taurion, a Kinn-lai Cleric, lives in Aurax-dûr, an Ardan citadel.

Taurion was born in the forest, and it is toward the forest that his heart still yearns. Yet power and knowledge and arcane magicks are not to be gained amidst the beauties of his birthland. The Kinn-lai Elf seeks these commodities in the Court of Ardor. He has learned the lore of the seas, lakes, and oceans, despite his hatred for open bodies of water, and become mighty in the Suit of Helms.

**Profession**: Evil Cleric

**Level**: 19

**Hits**: 150

**Race**: Kinn-lai

**Stats**: CO: 70 SD: 66 AG: 90 ME: 98 RE: 95 ST: 73 QU: 93 PR: 92 IN: 101 EM: 95

**Magic Items**

**Helm**: blue steel Full Helm; transforms into circlet when worn, but still protects as Full Helm; aligned to Taurion: anyone other touching it, takes an 'A' Stun critical per round; any list dealing with Channeling (as skill or spells) is raised in knowledge by ten levels; x4 PP's for Channeling.
**Stole**: floor-length stole of blue leather. The stole has a badge embroidered onto the breast: a blue Full Helm upon a field black; adds 20 to DB.
**Handaxe**: Blue Steel (+30).
**Boots**: give a bonus of +10% to wearer's Base Movement rate.

#### Silion

(S. *"Offspring of the Moon"*)

Lady of the Suit of Helms. A Noldo Cleric serving the Court of Ardor, she lives in Taurang.

Silion's long dark tresses remind one of the midnight sky, while her silver grey eyes shine like the stars. Despite its kinship to Varda's lanterns, her beauty is not illuminated by compassion: Silion's heart is hard with anger. She is a merciless foe, and the best a lesser enemy may expect from her is a quick and relatively painless death.

**Profession**: Evil Cleric

**Level**: 15

**Hits**: 150

**Race**: Tatya

**Stats**: CO: 90 SD: 75 AG: 76 ME: 96 RE: 90 ST: 82 QU: 90 PR: 89 IN: 99 EM: 99

**Magic Items**

**Helm**: blue steel Full Helm; transforms into circlet when worn, but still protects as Full Helm; aligned to Silion: anyone other touching it, takes an 'A' Stun critical per round; any list dealing with Channeling (as skill or spells) is raised in knowledge by ten levels; x4 PP's for Channeling.

**Stole**: floor-length stole of blue leather. The stole has a badge embroidered onto the breast: a blue Full Helm upon a field black; adds 20 to DB.
**Handaxe**: Blue Steel (+30).
**Boots**: give a bonus of +10% to wearer's Base Movement rate.

**Vallin**

(S. *"Powerful Song"*)

Knight of the Suit of Helms. A Sinda Fighter, Vallin serves the Court of Ardor and lives at Aurax-dûr.

Vallin feels little interest in his cohorts, the courtiers of Helms, or in anyone else. Her reserves his passion for the sea and the creatures of the sea. The memories he treasures most, feature his many hours spent beneath the ocean's waves.

Vallin stands 6′7″ (2,01m) and weighs 200 pounds (91kg). His powerful frame intimidates more slender folk, as does the indifferent gaze of his steel grey eyes.

**Profession**: Beastmaster

**Level**: 13

**Hits**: 150

**Race**: Sinda

**Stats**: CO: 97 SD: 87 AG: 92 ME: 90 RE: 90 ST: 95 QU: 97 PR: 82 IN: 101 EM: 90

**Magic Items**

**Helm**: blue steel Full Helm; transforms into circlet when worn, but still protects as Full Helm; aligned to Vallin. Anyone other touching it, takes an 'A' Stun critical per round; any list dealing with Channeling (as skill or spells) is raised in knowledge by ten levels; x4 PP's for Channeling.
**Stole**: floor-length stole of blue leather. The stole has a badge embroidered onto the breast: a blue Full Helm upon a field black; adds 20 to DB.
**Handaxe**: Blue Steel (+30).
**Boots**: give a bonus of +10% to wearer's Base Movement rate.

**Sarkarxë**

(S. *"Stone Jaws"*)

Herald of the Suit of Helms. He is a Cuind Ranger and lived originally in Valagalen, but was lured away by Taurclax, and spends his life now in Taurang.

Sarkarxë was promised wealth and power - so far, he has not been disappointed, yet he hungers for more. He intends to make a bid for the position of Lord of Helms.

He stands a commanding 6′7″ (2,01m) tall; his skin is fair, his hair silver blond, and his eyes palest blue. He reveres the sea and passes many of his days both above and below its waves.

**Profession**: Ranger

**Level**: 8

**Hits**: 150

**Race**: Cuind

**Stats**: CO: 98 SD: 87 AG: 92 ME: 75 RE: 81 ST: 88 QU: 100 PR: 91 IN: 103 EM: 90

**Magic Items**

**Helm**: blue steel Full Helm; transforms into circlet when worn, but still protects as Full Helm; aligned to Sarkarxë: anyone other touching it, takes an 'A' Stun critical per round; any list dealing with Channeling (as skill or spells) is raised in knowledge by ten levels; x4 PP's for Channeling.
**Stole**: floor-length stole of blue leather; the stole has a badge embroidered onto the breast: a blue Full Helm upon a field black; adds 20 to DB.
**Handaxe**: Blue Steel (+30).
**Boots**: give a bonus of +10% to wearer's Base Movement rate.

**Suit of Swords**

**Sûldun**

(S. *"Valley of the Winds"*)

Tall (6′8″; 2,03m) and well-muscled (230 pounds; 104kg), Sûldun is the ultimate warrior. He revels in his position as the Lord of Swords, considering the title to be evidence that his skills in melee cannot be rivaled. His assessment is correct. Woe to the enemy who challenges him in armed combat!

Aptitude on the field of battle is not the least of the Tatya's skills. Sûldun is a brilliant commander, and soldiers vie with one another to serve under him.

**Profession**: Arms Master

**Level**: 20

**Hits**: 150

**Race**: Tatya

**Stats**: CO: 101 SD: 90 AG: 91 ME: 75 RE: 85 ST: 101 QU: 98 PR: 98 IN: 90 EM: 75

**Magic Items**

**Longsword**: Clear Laen (+60); fumble 2; x3 PP's for Mentalism and Channeling.
**Chain Armor**: AT 15 made of white steel (+30); encumbers as AT 13.
**Composite Bow**: elven make (+25); fumble 2; double normal range.
**Ring**: plain silver; allows wearer 4 rounds of haste per day; summons a Great Falcon of Tirgoroth at its top speed; aligned to Sûldun. Anyone other touching it, takes an 'A' Stun critical per round.

**Elendor**

(S. *"Lady of the Stars"*)

Lady of the Suit of Swords. Elendor is a Tatya Fighter in the Court of Ardor who makes her home at Tirgoroth.

Elendor is a powerful warrior, and there are few brave enough to withstand her ferocity in the realm of the court, much less taht of the battlefield. At 6′5″ (1,96m) and 185 pounds (84kg), she is a statuesque Tatya in prime condition. It irks Elendor that Sûldun's position as Lord of Swords is considered higher than her own, but she has little use for such artificial structures. Only when crossing her blade with a foe's sword does she come truly alive. The sight of the Lady striding into the ranks of her enemies - her glistening blade hewing and hacking - is an image those lucky enough to survive rarely forget.

**Profession**: Noble Warrior

**Level**: 16

**Hits**: 150

**Race**: Tatya

**Stats**: CO: 102 SD: 95 AG: 97 ME: 90 RE: 81 ST: 90 QU: 95 PR: 97 IN: 80 EM: 75

**Magic items**

**Longsword**: Clear Laen (+60); fumble 2; x3 PP's for Mentalism and Channeling.
**Chain Armor**: AT 15 made of white steel (+30); encumbers as AT 13.
**Composite Bow**: elven make (+25); fumble 2; double normal range.
**Ring**: plain silver; allows wearer 4 rounds of haste per day; summons a Great Falcon of Tirgoroth at its top speed; aligned to Elendor. Anyone other touching it, takes an 'A' Stun critical per round.

#### Valsûl

(S. *"Strong Wind"*)

Knight of the Suit of Swords. Valsûl is a Kinn-lai Elf serving the Court of Ardor in Mirisgroth.

Valsûl meditates on the iron bridges of Mirisgroth while practicing sword work forms developed by himself. The Elf appears to be fighting an invisible enemy, but his mind is tranquil. Several admirers among the guards of the fortress have taken up similar drills in emulation of their superior, although they occupy the bridges at times when their activities will not interfere with the Knight of Swords.

Valsûl stands 6'7" (2,01m) and weighs 220 pounds (100kg). His hair is silver blond and clubbed into a thick braid. His eyes are pale grey with dark charcoal rings about the iris.

**Profession**: Swordsman/Monk

**Level**: 12

**Hits**: 150

**Race**: Kinn-lai

**Stats**: CO: 90 SD: 98 AG: 92 ME: 60 RE: 75 ST: 102 QU: 95 PR: 90 IN: 82 EM: 97

**Magic items**

**Longsword**: Clear Laen (+60); fumble 2; x3 PP's for Mentalism and Essence.
**Chain Armor**: AT 15 made of white steel (+30); encumbers as AT 13.
**Composite Bow**: elven make (+25); fumble 2; double normal range.
**Ring**: plain silver; allows wearer 4 rounds of haste per day; summons a Great Falcon of Tirgoroth at its top speed; Aligned to Valsûl. Anyone other touching it, takes an 'A' Stun critical per round.

#### Vairesûl

(S. *"Wind Weaver"*)

Herald of the Suit of Swords. A Sinda Fighter, she lives in Tirgoroth.

Vairesûl dwelt in Eregion until she encountered Valkrist, warrior of such skill that he successfully and single-handedly confronted bands of twenty Orcs or more and went unscathed. To win Valkrist's

attention and regard, Vairesûl devoted her life to the study of war. When her mentor left for the Court of Ardor, she followed him and was named Herald of Swords.

When released from its warrior's braid, her long blond hair resembles a stream of moonlight. Its fluid tresses and her soft grey eyes contrast pleasingly with the sharp lines of her cheekbones and chin. Many find her beautiful. She stands 6′1″ (1,85m) and weighs 155 pounds (70kg).

**Profession**: Warrior Mage/Leader

**Level**: 10

**Hits**: 150

**Race**: Sinda

**Stats**: CO: 90 SD: 92 AG: 88 ME: 90 RE: 94 ST: 99 QU: 90 PR: 90 IN: 85 EM: 86

**Magic Items**

**Longsword**: Clear Laen (+60); fumble 2; x3 PP's for Mentalism and Essence.
**Chain Armor**: AT 15 made of white steel (+30); encumbers as AT 13.
**Composite Bow**: elven make (+25); fumble 2; double normal range.
**Ring**: plain silver; allows wearer 4 rounds of haste per day; summons a Great Falcon of Tirgoroth at its top speed; aligned to Vairesûl. Anyone other touching it, takes an 'A' Stun critical per round.

### Other members of the Court

**Laris**

Chief assistant forger of Airatano in Ithilkir.

## Lords of the Guild of Elements

### Laurrë Menelrana

(S. *"Golden Warrior of the Heavens"*)

Descended from the line of Finarfin through Angrod, brother of Finrod Felagund. In fact he is closely related to Gildor Inglorion. Laurrës father Chrys Menelrana was originally one of the great lords at the Court of Finrod Felagund but he departed for the Utter South when he had an urging dream about the impending danger far away from Beleriand. So in the Year of the Sun 41 he headed south never to return to his beloved land. With him he took his son Laurrë for he perceived that he had an important role to play in the millenia to come. Together they labored long to thwart the Shadow in the area and unite the Free Peoples. After arrival in Ardor they began to work among the indigenous Arana and Kinn-lai elves. The aim of the two Noldor was the establishment of an organization with the aim to actively thwart any actions the Shadow might take in the Far South. These efforts led to the Guild of Elements in Y.S. 50. Originally there were five lords within the Guild (Chrys, Carnil Ravire, Talan Linvairë, Ralian, and Elerior). Chrys forged many artifacts - strange and powerful items fashioned with skills long lost to Middle-earth and which aided the Guild in its struggle against darkness. Laurrë held a lesser position within the Guild, travelling most of his time and watching for signs of the Shadow.

Soon after the first members of the Court-to-be (namely Ardana of course) appeared in Ardor and began to enlist followers for their cause, Laurrë spotted them and informed the Guild. The next years saw heavy debating among the Quendi of the region about the right path and leadership. Finally most rejected the Court's offers, but a substantial number (among them the most fervent enemies of the Eldar) joined the Court. This partial failure did not frustrate the Guild, but nevertheless it made their mission more difficult. The Court knew they had a potent enemy and this didn't make it easier for Laurrë either.

During the final attack upon the citadel Laurrë fought valiantly and though the remnants of the Guild withdrew they had achieved their goal by stealing three of the *Gems of Unlight* and abducting Morelen. After the end of the First Age Chrys supervised the sealing of the Ardan citadels as well as the construction of watch-places near every installation. With this done and instructing his son and heir about his new duty as Lord of the Guild, he was permitted to return to the Undying Lands for his deeds against the Enemy.

Soon thereafter Laurrë learned of some secret place in the great Desert of the Harad and journeyed to learn more. His travel eventually brought him to Guinarnen, the resting place of the infant Moran within the ruins of Almaren (in a nearby cavern lies Fuinur's Well). He was however unprepared for what he found and trapped in a magical slumber within the primeval waters. Nearly a thousand years later he is discovered by the male Fëatur and the two forged an alliance against the re-formed Court of Ardor. Laurrë learned what happened in his long absence and he felt guilty for failing his duty as the Lord of the *Watchers*. Upon his return to the Mûmakan area he began to reorganise his intelligence network and prepare for any potential threat from the Court. Because of his focus on the Ardan machinations he failed to realize the danger posed by the "returned Amaav" (Jí Indûr) and Saurons plots in the Second Age before it was too late. Because of the lack of powerful individuals willing to take the side of the Free Peoples the Guild was only secretly re-formed as an organization of advice and not force, and consequently Laurrë and Fëatur were not able to oppose the Court directly. This Laurrë felt very painful at the incident with Dînsulinor, where he was unable to stop the catastrophe.

Despite all setbacks Laurrë is confident in the ultimate downfall of the Court and this keeps him up during hard times.

Laurrë is also one of the most powerful warrior-lords in the area, although his skills are rarely tested anymore. Standing 6′4″ (1,93m) tall with cobalt blue eyes and the raven-black hair of his fair mother, Laurrë exudes a youthful niavetè which belies his cunning mind and deadly hand in battle. Of 'Fire' in the order, he wields the flaming Holy blade Kirlhach. Laurrë tends to wear average fighting clothes of deep red or golden-yellow, and rarely leaves his manor house in the vale of Tumlinde, except at great need. The house is built upon a Guild of Elements ruin, and there is a small pentagram platorm in the walled garden behind the house.

The special "magical" arrangements to keep it hidden (similar to Gondolin in the First Age, but on a lesser scale of course) coupled with its remote location make it a safe haven for all people fighting the Shadow. In essence it fills a similar role as Rivendell in the North.

**Profession**: Paladin

**Level**: 37

**Hits**: 150

**Race**: Noldo

**Stats**:

CO: 96 SD: 99 AG: 100 ME: 94 RE: 94 ST: 101 QU: 97 PR: 98 IN: 101 EM: 95

**Magic items**

**Kirlhach**: clear laen sword with gold and mithril hilt (+55); may change from Long to Two-Hand-Sword and vice versa within one round; "Holy"; 5x/day fires a +50 *Firebolt 100′ (30m)* with 5D; plus equal heat crit; highly intelligent (Will +120) and may mentally speak to wielder; gives Fire Armor and Cold Armor; can cast *Haste X* 2/day and *Stun Relief V* 3x/day.
**Circlet**: Mithril; protects head as Full Helm (+20); +35 vs. mental RR's.
**Ring**: Guild signet ring of red gold; *Strength II* 3x/day.
**Cloak**: black, hooded; changes color on mental command (grants +25 to +50 hiding); Invisibility (to 1′) (30cm) 3x/day.
**Longbow**: +40 white wood; 2D; double range.
**10 arrows**: slay evil Channeling users; +25.
**Boots**: +30 climbing
**Shield**: Mithril (+50); weightless; acts as a+30 *Spell Shield*.
**Orb**: 4″ (10cm) diameter crystal; allows mental contact with other Guild Lords once per 3 days.

## Lyerin

(S. "*Thou Rememberance*")

Lyerin was born in Cuiviénen after the departure of the Eldar. He was among the leaders of his people and together with Lyan and Lysa brought his people (the Arana, a Nelya branch) to Ardor in the Second Age of Melkor's captivity in Mandos.

The Three leaders of the Arana sought it wise to provide some sort of organization for their people and with the help of their Kinn-lai brethren began erecting buildings which served as centers of lore and counsel for everyone who sought it and accepted the laws of the Arana.

When orcs began to plague Ardor Lyerin led his fellow Nelyar to repel the menace. They were partially successful but after a brief respite a full-scale invasion was started by an orcish army aided by now leaderless Morgothic monsters. Lyerin fought valiantly to defend his people and after some serious defeats and losses the united elves (Kinn-lai and Arana) were able to destroy the invaders. Lyerin realized that the days of peaceful existence were over and that some sort of organization was needed to concentrate the powers of the region to prevent future catastrophies. Soon after the Great Raid in the Third Age of Melkors captivity he realized the danger of the still unbroken Shadow. He began travelling among his fellow elves for advice what could be done to permanently ban this danger. The answers he got were not satisfying since after the defeat of the Great Raid most Elves wished to be left alone and didn't desire a strong central government. So things went on until Chrys Menelrana appeared in Ardor. He spoke of Valinor, Morgoth and the struggle of the Eldar with the Black Enemy. He asked them to unite against any Morgothic threat that might arise in the South but he was greeted with coolness at best. The Avari hadn't great love for the Eldar and when one appeared among them and asked for a mission that was not theirs he was firmly rejected. The Kinn-lai were the most unwilling to follow his requests. The leaders of the Arana were more farsighted

however and counseled their followers to cooperate with the Elda lord and eventually the majority of the Guild was recruited from the Arana. Lyerin himself shared the cool feelings towards the Eldar but he knew that it was necessary to cooperate and so he gave Chrys and Laurrë all the assistance they needed. Their personal relations remained however cool.

When men began to migrate into Ardor Lyerin was particularly fascinated by them and at his urging the Three decided to give them advice and leadership. The benevolent tutorship of Lyerin and his peers led to the rise of Geshaan. Of course he saw the Secondborn as a potential valuable ally and instructed them not to listen to other Elves (the Court's emissaries) because they gave ill advice. The Three were very successful in this and their mannish allies grew into a power to be reckoned with, preventing many a Ardan plot. Finally the Court was able to subvert the mannish realm and the Three were helpless while witnessing the disintegration of their efforts.

The final confrontation at the Citadel saw the fall of Lyan and Lysa and so Lyerin alone remained of the Arana leadership. The changing of the world and the losses of the war against Ardor led to the disappearance of the Arana as a strong folk, most of the survivors migrating to Dînsûlinor, others joined the Kinn-lai and were finally assimilated into the latter folk. So the structures built by them fell into disrepair with only Ty-Ar-Rana still held intact until the end of the Third Age. Later in the Third Age when the Guild was reformed, Lyerin joined this organization to dispel the Ardan danger once and for all.

The only survivor of the former Three of Ty-Ar-Rana, Lyerin is one of the most important members of the Guild. A consumate unarmed warrior, he was the least intellectual of the Three and wandered for many years without special purpose before meeting Laurrë and rejoining the Guild.

He is somewhat apart from his companions, feeling little sympathy for his Elda companions - although he does not let his feelings touch his responsibilities. He knows it is necessary to prevent the Court from achieving its goal, and so he makes this a decision of the mind, not the heart. He is however quite comfortable with the wizard Lineris whom he values as a honorable ally. He guesses about the latter's origins but admires the decision of a Maia to don a permanent mortal fana with all its perils.

6′7″ (2,01m) tall with with tanned skin, dark brown eyes and brown hair, Lyerin bears the same familial signs as his brethrens of Ty-Ar-Rána, but little resemblance to the Noldor. He keeps his auburn locks trimmed to the top of his ears, and layered around the back. In manner he is boyish and amazingly carefree for his age and past sufferings, although he takes his responsibilities within the Guild with utmost seriousness, and would fight to the death without hesitation if he believed it necessary. Lyerin is of 'Metal' within the Guild.

**Profession**: Delver/Fighter

**Level**: 48

**Hits**: 150

**Race**: Nelya

**Stats**: CO: 91 SD: 98 AG: 101 ME: 91 RE: 90 ST: 100 QU: 100 PR: 97 IN: 95 EM: 101

**Magic items**

**Earrings of Lyerin**: two small Thaen stones set in simple stud earrings; x6 PP enhancer (Essence); +30 DB; *Haste* at will with no ill effects (Stress criticals).

**Bracers**: Mithril; +20 to DB & combat rolls.
**Garb**: green, changes color at will (grants +25 to +50 to hide).
**Leather Headband**: protects head as Full Helm with +15 DB.
**Cloak**: full length and brown; *Invisibility* once per round.
**Ring**: Guild of Elements signet made of clear laen
**Ikasha**: blue laen (+50) multibladed throwing weapon, strikes as shortsword; returns to thrower the following round (from up to 100′ [30m]).
**Orb**: 4″ (10cm) diameter crystal; allows mental contact with other Guild Lords once per 3 days.

## Klaen

(S. *"Shining Still Lake"*)

Born in Aurax-dûr in the year 3197 S.A., the boy was the child of Gorthaur and … and named Lanthirion (Q. *"Son of the Waterfall"*). His childhood and adolescence went uneventful. He had every comfort the Court could provide and took very little interest in its doings. All this changed when in S.A. 3298 the Court destroyed the isle of Dînsulinor and hunted down its survivors. He witnessed the trials led by his father who led to the execution of nearly all defendants. This merciless kinslaying brought Lanthirion in direct opposition to his father. He openly declared his disapproval to the High Priest. Gorthaur however was unmoved. This unsolved discrepancy slept some time as the last years of the Second Age were quite eventful in the Utter South and Lanthirion reluctantly helped to stabilize the Court structure during the time of Sauron's supremacy. After the fall of the Dark Lord and the beginning of the Third Age Lanthirion was able to spend more time on his research upon the Court and its history. In the year 45 of the Third Age he had gathered enough clues to prove that the Court worked for Morgoth's goals and approached his father with his conclusions. The ensuing meeting was very heated and finally Gorthaur ordered his recalcitrant son imprisoned. So deep he was in the trap of the Black Enemy that he comitted deeds he abhorred during the march of the Noldor into exile. A trial was appointed where his "traitorous" son should be found guilty and executed according to the "rightful law". When … discovered the High Priest's intentions she begged him to spare their son, but it was all for nothing: Gorthaur was determined to punish this "insurrection". Disillusioned about her spouse she began to prepare the escape of her son. This split between Gorthaur and his wife was especially painful and showed the corrupting powers of the Black Enemy since the Elves do not err in such matters of the heart (Morgoth's Ring, p. ). When everything was ready she helped her son escape from Aurax-dûr but herself remained behind. Lanthirion urged and begged her to come with him but she was still in love with her spouse despite all his failings. So, when she told him what she had done (after her son was well on his way) he became so mad that he slew her on the spot and not repenting his deed. Gorthaur also arranged that his son heard about his mother's fate to further torture him. Lanthirion, hearing this became silent and after many hours he took a vow of revenge against his sibling. From this time on he called himself Klaen to emphasize his personal enmity towards the Lord of the dark cave Morlin.

Many years Klaen wandered Middle-earth to gather every bit of knowledge he could to find some way his revenge could be realized. During these travels he met the male Fëatur in T.A. 1356 in Tûl Harar and was offered to join an organization opposed to the Court. Of course he was wary because he knew the long arm of the Court but Fëatur was able to convince him of his honesty and soon the Bard

became an integral part of the Guild. He is very active and seeks every opportunity to hinder the Court's plans which has earned him the special attention of the Court's active minions.

He travels far and wide in the area to gather the intelligence that enables the Guild to effectively thwart the Ardan council's plans. It his he who watches over the operations to enable Moran kill his mother.

Wearing a perpetual, wiry smirk, and continually brushing his sandy brown hair back from his eyes, Klaen is Laurrë's antithesis. 6′6″ (1,98m) tall and very slender, he tends to slouch or lean against any available support, eyes shut (or nearly so). In typical bardic fashion, he uses this seeming nonchalance to disarm others around him, perhaps inspiring them to say things they might not other wise. Those who have felt his intent gaze, however, realize the full potential of Klaen's driving will.

Forced to leave most of his extensive wardrobe at his home in Tumlinde, Klaen usually dons unobtrusive clothing in shades of green. Of the six lords of the Guild, Klaen was chosen to be the guardian of the Company because of his ability to remain unobtrusive; as well as his vast geographic and cultural knowledge. Klaen is of 'Air' within the Guild, and has items with powers over that element.

**Profession**: Bard/Montebanc

**Level**: 27

**Hits**: 150

**Race**: Noldo/Tatya (Arana)

**Stats**: CO: 90 SD: 101 AG: 98 ME: 95 RE: 101 ST: 90 QU: 98 PR: 102 IN: 96 EM: 99

**Magic items**

**Blade of Inaril**: Mithril longsword (+40); slays orcs and dark priests; glows within 100′ (30m) of orcs and 300′ (90m) within dark priests; highly intelligent (Will +100).
**Vallir's Collar**: plain leather collar with pentagon-shaped mithril clasp in back; creates defensive field around wearer (treat as AT 20) with no encumbrance or spell hindrance; 2x/day for 5 minutes each; field is visible as an aura and crackles and sparks if struck.
**Bracer**: plain leather; creates a *Shield* or *Spell Shield* at will (+30 DB & RR's).
**Longbow**: +30.
**Lockpick Kit**: +20.
**Elven Dagger**: Mithril (+40).
**Elven Cloak**: +50 Stalk & Hide.
**Boots**: +30 Climbing.
**Elven Ring**: Silver with amethyst; casts *Haste X* 1x/day; x5 PP enhancer for Mentalism users; Guild of Elemnts signet.
**Orb**: 4″ (10cm) diameter crystal; allows mental contact with other Guild Lords once per 3 days.

## Rána

(S. *"Wanderer"*)

Born shortly of the Arana's arrival in Ardor, Rána is a pure Nelya elf. Ever since his early childhood he relished in the art of healing. For the elves of Middle-earth the healing of the *hröar* was a necessity since Endor lacked the safety of Aman and many of Melkor's monstrosities still roamed the world. He lived in Tâliran during all the times of trouble in Ardor. The early incursions of orcs and other

monsters saw his art in high demand but he was unable to cure all hurts of the body nor could he be everywhere. These experiences strengthened his resolve to aid the hurt and ailing. The arrival of Elda lords in the land changed Ránas life forever. Fisrt came Chrys Menelrana who spoke of the Great War in the North and the danger the Black Enemy's that his monsters posed for every inhabitant of Middle-earth who wished to be free. Though he shared the common dislike of the Avari for their Elda brethren he understood the need Chrys spoke of. He also realized the danger for all those who did not wish to follow Morgoth's path. Accordingly he was among the Arana who spoke for the Elda lord and his request. It took some time for the Avari elves to reach a decision but finally most accepted Chrys' arguments and were willing to help him in his deeds. This decision marked an important split in the Avari of the region for those discontent with the decision left in anger and Rána lost many a friend in the wake. He was accepted into the Guild of Elements as their chief healer and surgeon. His skills saved many lives in the early years of the organization and he became quite good friends with Laurrë Menelrana.

The arrival of the Secondborn in Ardor gave him a new goal: together with the Three of Ty-Ar-Rana he made it his business to teach men in all arts of leechcraft they could handle. This helped them to grow and defend themselves better against the ills of the world. With satisfaction he monitored the growing of Geshaaan. The corruption and final destruction of this realm disgusted him and removed any feelings he might have for his former companions in the Court. Such a wicked deed was the corruption of Geshaan in his eyes that his quest to help everyone who fought the Court became an obsession. All throughout the later ages he stayed ever true to his cause and helped everyone in need who opposed the Shadow in its many incarnations. The destruction of Dînsulinor became a trauma for him since many of the people he loved and respected lived there. He was present when the catastrophe struck and barely managed to escape. His inability to save any other than a mere handful companions drove him to new heights of loathing against the Court and ever since he is unwavering in his resolve to overthrow this evil organization. For someone of his profession it is quite surprising to find someone so cold-determined but the many crimes and kinslayings carried out by the Court make it understandeable.

One of the last of the original people of the Arana, Rána belongs to the Guild since its foundation, tending to the wounds and ailments of others. A Nelya Elf with black curly hair, Rána is 6′5″ (1,96m) tall and slender, yet fairly muscular of build. Despite the sometimes grim nature of his profession as a Lay Healer, he is lighthearted of demeanor, and his slow, deep voice, youthful face, and seeming lack of coordination seem to contradict his quick mind and true sensitivity. It is Rána who would appear to heal a wounded PC should others be willing to sacrifice stat points (or something comparable) to channel power and bring his powers to a pentagram. It would be only at such places that Rána could act. Normally he stays at Laurrë's manor unless his talents are sorely needed by those fighting against Ardor. He has been known after an attack or raid by an enemy to appear unlooked-for at healing houses in Koronandë, Tuktan or Hathor, heal the wounded and vanish as quickly as he had come. Of 'Earth', Rána wears green and brown, usually in the form of a tunic, pants and high boots, or a full length hooded robe.

**Profession**: Lay Healer/Physician

**Level**: 38

**Hits**: 150

**Race**: Nelya

**Stats**: CO: 88 SD: 98 AG: 98 ME: 92 RE: 100 ST: 81 QU: 90 PR: 100 IN: 96 EM: 97

**Magic items**

**Elven Longsword**: Mithril with green laen edge (+45); glows within 300′ (90m) of Orcs, Trolls and Evil Channelers; slays Orcs.
**Main Gauche**: green steel +20.
**Bracelet**: Mithril with wood and green laen inlay; x5 PP's for Lay Healers; heals 1 hit per round (wearer only) until all hits are gone or stops bleeding at a cumulative rate of 1 hit per round/rd.
**Ring**: Gold with an emerald; Guild of Elements signet.
**Cloak**: dark brown; casts *Invisibility* at will up to 5x/day.
**Orb**: 4″ (10cm) diameter crystal; allows mental contact with other Guild Lords once per 3 days.

## Fëatur

(S. *"Lord Spirit"*)

Nearly all of the origins of the Fëatur twins is told in the entry for the female twin. Only facts belonging exclusively to the male twin are reported here. They joined the rebellion of the Noldor (for the only reason of re-joining their master in Middle-earth) and were in the host of Fingolfin. During the painful crossing of the Helcaraxë the male Fëatur saw Morgoth for what he was and repented his deeds. He left the main host and all thought him to be another victim of the unforgiving ice, but he survived and tried to return to Aman but soon was lost in the frigid waste. So Mandos' doom that Aman was closed to the exiled Noldor became true even for the repentent Fëatur. Even the hardiness of the Noldor in their youth did not help him on the ice and he became trapped. Before long he perished and his spirit departed for Mandos. Here he prayed to the Valar for forgiveness and found mercy and was judged a short time in Mandos. After a few fleeting years he was re-incarnated, but the Valar charged him with a mission to return to Middle-earth to combat the minions of Morgoth, especially the Court and his own sister. This would be the fulfillment of his penance. His purge in Mandos had lifted and strengthened his spirit similar to the similar act of Glorfindel in later times. He accepted his mission with dignity and soon appeared in Middle-earth after he again took the Helcaraxë crossing and sought out his sister. As is reported in her entry they met secretly at Eithel Ivrin again and he told her a story of a long odyssey on the ice and she believed his words. Here she also told him him of potential power in the Utter South and he agreed to accompany her on her mission for she was already contacted by Ardana to join the Court's cause.

They agreed to keep his existence a secret, just to have a source of amusement and potential subterfuge within the future Court. He was very satisfied with this solution since it allowed him easy access to nearly all installations of the evil Court while having the complete trust of one of its greater Lords. Despite the need for it, the double-crossing of his sister left a shadow upon him and he was more gloomy than before. Thankfully his sister attributed this to his painful memories on the unforgiving ice.

Once they had arrived in Ardor he received a dream about the twins of Ardana and knew that the obviously dead boy would be the hope against the impending Darkness and he informed his lover Yavëkamba. Accordingly she presented him the boy after the birth and he took the latter and brought him to the cavern of Guinarnen whose existence he had discovered some time before. Indeed this was

one the few caverns that contained the remnants of the waters of Almaren: the primeval waters which still held some of the awesome might of the Valar in the spring of Arda. He knew that the waters would keep him alive indefinitely and aid his *fëa* to fight Morgoth's influence (see the entry on Moran below). When the time would come, Moran would be awakened and prepared to face his destiny.

Fëatur's stability in this great game of politics and subterfuge is Yavëkamba, the Healer of the Court. Her love and his hope of redemption for his evil deeds kept him up during the most desperate moments when the Court seemed to prevail as in the cases of Geshaan or Dînsulinor.

He is the brain and central figure in the struggle versus the Court. He supplies the other Guild members with intelligence from the inner circle of their foe and he defines the guidelines for the overall strategy. He also acts as the counsellor for all the others, gives them advice and hope. These responsibilities and the need to keep up the guise for his sister and thereby acting within the Court for substantial periods of time prevent him from taking the action himself.

For the players it will be nearly impossible to approach him directly but his work should provide them with many valuable information to defeat the Court.

See 'Lords of Ardor' for physical details. Of 'Spirit' in the Guild, Fëatur wears white trimmed with gold usually in the form of an open silk tunic with half sleeves, white pants, and gold sandals, in short the antithesis of his usual drab black-robed garb worn in the Court. He also has gold wrist bracers, about 3″ (7,5cm) wide, with magical properties. The most introspective of the six, he smiles rarely, and when he does there is a touch of irony. There also appear lines about his eyes and mouth that no Elf would normally have. He wears an aura of impending doom like a dark cloak, seeking now only the completion of his quest and then returning to the Undying Lands with his love, which can only be achieved through the destruction of the Court and, of course, the death of his sister.

**Profession**: Montebanc/Mentalist/Sage

**Level**: 33

**Hits**: 150

**Race**: Noldo

**Stats**: CO: 93 SD: 98 AG: 101 ME: 99 RE: 96 ST: 92 QU: 99 PR: 101 IN: 97 EM: 99

**Magic items**

**Pendant**: gold chain with suspended crystal orb 1″ (2,5cm) in diameter; free use of Open Mentalism *Brilliance* spell list to 30th lvl; x6 Mentalism PP enhancer; creates enhanced *Blur* at will (+30 DB).
**Elven Dagger**: clear laen (+50).
**Headband**: gold circlet; protects head as Full Helm; constant *Mirrormind*.
**Bracers**: Mithril; give +30 DB.
**Ring**: Mithril with a small amethyst, made by Aulë as a gift from the Valar; allows unnoticeable manipulation of the Ardan Cards; creates normal surface thoughts for the deception of his sister (subject of thoughts can be determined by Fëatur); invisible and undetectable while worn.
**Belt**: +30 DB.
**Cloak**: black; Invisibility 3x/day.
**Ring**: Guild of Elements signet.
**Orb**: 4″ (10cm) diameter crystal; allows mental contact with other Guild Lords once per 3 days.
**Ardan Card Deck**: see section 6.23.

**Moran**

(S. *"Long Dark"*)

The brother of Morelen was born together with his sister in 1.A. 507 but seemed to be dead upon birth. This made quite a sensation because it was unknown to the Eldar before that such a thing could happen. Given the unnatural power of their conception this caused not the stir in Ardana it would normally have and Yavëkamba took the boy to prepare the body fur burial as she said. In truth she brought it to the male Fëatur who knew of the peril the boy was in. Moran's *hröa* was indeed nearly dead and his *fëa* fought a death-struggle against the evil *thúle* of Morgoth that sought to destroy the body and thereby ending any hope. In great haste the infant was brought to Guinarnen by the male Fëatur. Here the benevolent influence of the primeval waters stabilized the boy's *hröa* and gave the *fëa* the strength he needed to subdue and expel the evil *thúle* of the Black Enemy. This took very long however but there was no haste and so the infant slept for millennia in the powerful waters and thereby gained strength for his ultimate fate.

Moran was awakened by Fëatur in T.A. 1390 because the latter felt the time for the final confrontation to come. Soon after his emergence from the blessed water the infant was quickly brought to Laurrës manor. Here the young elf grew up with the best teachers and friends available. The Guild knew Moran would need this love and caring for the great task that lay before him. He was raised in the lore of both the Eldar and Avari. As soon as he was old enough he began to learn about the Court, the Guild and their struggle. Finally he was told his heritage and the role he would have to play in order to achieve the final fall of the Court. Of course the knowledge that he had to eventually kill his mother made him somewhat gloomy but he understands the necessity for it. He has also decided that if there is another option to permanently stop the Court he would take it.

He plans to spare his sister (if this is possible) and return to Guinarnen with her. Moran thinks that their tainted heritage would not be appropriate for Aman and the waters would help her in the same way as they did him. Perhaps they both can be purged so that a return to Aman might be permitted to them.

Moran spends most of his time in Tumlindë and its vicinity.

The brother of Morelen and the son of Ardana is 6′6″ (1,98m) tall and slender. He still has the curiosity of an elf young in the world.

He has no specific element within the Guild, but combines all elements. This reflects his central role for the success of the quest.

**Profession**: Paladin

**Level**: 15

**Hits**: 150

**Race**: Noldo/Tatya?(Ainu)

**Stats**: CO: 92 SD: 97 AG: 100 ME: 92 RE: 90 ST: 99 QU: 96 PR: 95 IN: 100 EM: 103

**Magic items**

**Elven Longsword**: Red Laen (+70); slays followers of Morgoth (not necessarily those of Sauron!).
**Armor**: Dragonskin Breastplate, beautiful, irridescent green; protects as AT 18, but encumbers only as AT 5.

**Shield**: red steel +20.
**Elven Longbow**: +20.
**Bracelet**: Silver with gold inlays; x4 PP's for Channeling users.
**Golden Ring**: Guild of Elements signet.

**Lianis**

(Morinehtar: S. *"Darkness-slayer"*, Pallando, The (Lesser) Blue, Pallanir (Sindarin), Doom-seer, Soul-keeper)

The *Istar* known as Morinehtar is one of the two Blue Wizards who were sent to Middle-earth *"…for a different purpose [than Gandalf, Saruman and Radagast]"* in the Second Age to circumvent Sauron (PoM.385): *"…to bring help to the few tribes of Men that had rebelled from Melkor-worship, to stir up rebellion…and after his fall to search out his hiding (in which they failed) and to cause dissension and disarray among the dark East* (a metapher for all areas east and south of the Dúnadan-settled Northwest)…*They must have had very great influence on the history of the Second and Third Age in weakening and disarraying the forces of the East…who would both in the Second and Third Age otherwise have…outnumbered the West."*

This "man" is known throughout the region as Lianis and he is most prevalent in Koronandë and Hathor. In fact he supports these two nations to oppose the various incarnations of the Shadow, be they the Court (Tantûrak) or Sauron (Mûmakan). His knowledge as a pupil of Mandos enables him to understand the mannish spirit to a great degree and he relishes in the feeling that his advice is vital for the opposition of the Shadow. In this he is similar to Saruman, but he did not fell into the trap of Sauron and the chief wizard and seeking overt domination. In essence he failed too in his mission but in another way than Saruman or Radagast (as every Istar was unique with personal strengths and weaknesses). He does not want to ever return to the Undying Lands because of his exalted position in Endor.

Similar to Gandalf, he is always on the move and wanders the lands of southern and south-eastern Middle-earth with high frequency, but whenever he resides in a region he has (rather unlike Gandalf) a semi-permanent home which is tended to in the meantime by generations of mortal servants who know that some day the real master may appear. In the meantime however they are free to use the manors ressources as long as they keep it intact.

In keeping his mission he seeks to support those people who resist (or revolt against) Sauron in the wide realms of the East and South where Gondorian power never was felt. In this context the Hathorians and the Kirani of Koronandë are his chief "pupils" since he perceives a spirit of freedom in them that gives him the confidence that these people are the real hope for resistance versus the Shadow in this region. He also perceives quite clear the Court and its machinations. To this organization he holds a more differentiated opinion: on the one hand they resist Sauron and thereby aid him in his mission, on the other hand they plot the downfall of the Sun and Moon, something that he has to hinder of course (though it was not one of the tasks he was sent for). In general he thinks it is best to play one opponent off against the other and strike at both when they have weakned themselves in mutual strife.

Soon after his arrival in the Far South in the third millenium of the Second Age he got acquainted with several members of the Guild of Elements. After some discussion and due consideration he was

admitted into their organization. He is of 'Water' within the Guild.

After the failure of the ritual in the Third Age he even became a friend of Ardûval whom he convinced to join the cause of good and redeem his previous fell deeds.

Lianis, the lesser of the two "Blue Wizards" (Ithryn Luin), was sent to Endor upon the request of Alatar. A servant of Namo (Mandos) and Nienna, he knows much of the ways of grief and dying and understands the troubles of the soul. Alatar took him as a companion because Pallando was known as a great traveller and he was originally Alatar's friend but, over time, the two became sundered.

Pallando stands 6′6″ and walks with a powerful and tireless stride. He had indigo eyes and black hair. Like Gandalf, Pallando travels far and wide; but unlike the Grey Pilgrim, the lesser Blue Wizard eventually at least partly fell away from his mission and settles temporarily among those who would follow his word. This is a complicated matter to decide however since the Blue Wizards' mission is different from those Istari of the Northwest (see also above).

In later days Pallando's word eventually became quite terrifying for, as in keeping with Name's people, Pallando was capable of dealing with death and darkness. As Sauron's dominion over the South and Southeast shrank away, Pallando's presence grew (although he never took any personal title and so avoided the trap in whic Saruman fell).

**Profession**: Cleric

**Level**: 40(60)

**Hits**: 180

**Race**: Istar (Maia)

**Stats**: CO: 99 SD: 99 AG: 100 ME: 98 RE: 98 ST: 100 QU: 100 PR: 101 IN: 108 EM: 99 APP: 102

**Special Powers**

**Doom-seeing**: Pallando can touch any creature and, assuming it fails its RR, read its future for the next sixty days (i.e., 1 day x his lvl). The images are as clear as the target's mental state.

**Magic items**

**Robes of Aman**: Sea-blue outside; dark blue inside; Made in Valinor; provide wearer with protection as Chain/AT 12 (-30), but they do not encumber his movements. His hood serves as a helm; his sleeves act as greaves.

**Black Staff**: 6′ (1,80m) long black, yew staff; x5 PP device; provides +20 bonus to holder's DB and RR; +20 to all spell rolls.

**Earring of Souls**: Barring made of a deep black laen orb; stores the souls taken by his Ring of Soul-taking (see below); Stores up to six souls (limit 40 total levels). Souls (spirits) are released upon command and, if Pallando touches a spiritless object or body with his hand, they can be united with a form; If they are released without taking a form (i.e., Pallando touches nothing with his hand), the spirit dissipates at a rate of 1 rd/lvl of spirit.

**Ring of Soul-taking**: Ring made of iron and set with a black laen orb; When wearer points ring at victim and concentrates, victim must make RR vs. Channeling. (Target of 41st level or higher is immune.) Failure results in victim's spirit (soul) being separated from his body; If wearer also wears Earring of Souls, the spirit is immediately conveyed to the Earring; however, if the Earring has no room for the spirit (i.e., it is "full"), the spirit simply dissipates; (See Earring above); The Ring of Soul-taking can be used offensively in conjunction with Earring. When wearer concentrates and the spirit fails an RR vs. Channeling, wearer can burn the spirit as a Lightning Bolt (Range + OB = spirit's lvl x 5), thereby consuming the spirit.

# Leaders of Tantûrak

## Ar-Kîratôr

The emperor of Tantûrak from T.A. 1644-1726 is a young man (only 29 years) of modest temperament (for an Arûwain). He feels himself superior to any man in the Mûmakan and that it is his right to rule over the lesser men of Middle-earth. He leaves the political business in the hands of his advisors, chiefly the trusted "Magician". The emperor prefers to train his skills-at-arms, making tournaments and enjoying the martial arts. Ar-Kîratôrs great longing is it to crush the Mûmakanril and conquer Ciryatandor. Despite the odds he plans an offensive against the latter and is building up his army for the campaign. Most of his advisors disapprove this plan but the campaign is his personal vendetta for for the defeat of his great-grandfather in T.A. 1487. While being open to most good council on other matters, the emperor insists upon his plan. He dreams of glory in the west and a crushing defeat of hated Ciryatandor. This would make him the most powerful Arûwain lord in the south. His dream has only a very low chance of success given the many enemies of his ambitions. It is more probable that this campaign will lead to disaster but the young emperor does not see it.

Indeed his campaign against Ciryatandor led to a disaster as his army was trapped in the Cleft of Goats and forced to fight at a great disadvantage. Consequently his troops were vanquished and the emperor barely escaped with his life to safety in Ûsakan. This defeat not ended only any hope of conquest in the west it also wasted desperately needed ressources in the much more important struggle against the united Mûmakanril under their greatest (living) king: Moraar I. This misinterpretation of priorities degraded Tantûrak for five centuries to a secondary power before it was able to regain its old holdings and might.

Physically Ar-Kiratôr is an imposing man whose Númenorean ancestry is quite visible in his black hair and grey eyes. He stands 6′3″ tall (1,91m) and a constant air of arrogance radiates from him.

**Profession**: Cavalier

**Level**: 14

**Hits**: 150

**Race**: Aruwain

**Stats**: CO: 91 SD: 92 AG: 89 ME: 61 RE: 75 ST: 96 QU: 85 PR: 94 IN: 91 EM: 75

**Magic items**

**Gormegil**: Mithril (+65); The royal longsword of Tantûrak; radiates a constant *Fear* effect for all enemies within 200′ (60m) at one-third the wielder's lvl; raises bleeding of all slash crits by 1 hit/rnd per crit class ('A': +1, 'B': +2 etc.); highly intelligent (Will +120) and may mentally speak to wielder. Loves the accumulation of political power; can cast *Stun Relief V* 5x/day.
**Sceptre**: fashioned for Ar-Kinjaarn and symbol of royal power. Made of mithril and set with rubies; strikes as + 30 War Hammer; gives a bonus of +25 for influencing skills (Leadership, Seduction, Public Speaking etc.).
**Chain Mail**: Royal heirloom of Tantûrak. Black steel of Númenorean make (+40); protects as AT 16, enc. as AT 13; negates 20% of crits covered by armor; repairs itself at a rate of 1 hit/hour.
**Ring**: signet ring of red gold; sigils made with the ring subtract 25 from any attempts of Falsification.
**Steel Bow**: Númenorean make, black metal; +30; 2D; strikes as longbow.
**Shield**: Hardened Steel (+25); weightless.

## The Magician

See the entry for Valmorgûl in the ‘Lords of the Court of Ardor’ section.

## Baratûn

The High-general of Tantûrak’s armies stands 6′6″ (1,98m) tall, a mirror image of the Sea-Kings of old. He governs his area of responsibility with an iron fist, firmly believing in his people’s superiority. Baratûn has his seat at the great fortress Ramôrth (though often he is at the eastern fortress at the Pel Dûshera) and he is the one who denies Mûmakan easy access to Gan. Consequently, he is the most able soldier in the state - and he knows it.

He comes from an old Numenorean family distantly related to the royal line. This kinship has more often than not hindered his plans and proposals, as the emperors constantly alleges that his relatives want to usurp more power and thereby takes their advice only reluctantly (especially if it’s contrary to the emperor’s own judgement). In case of Baratûn this is especially tragic since he is the most experienced Tantûraki concerning Mûmakanril dealings. He has observed the Mûmakanril unification with great concern and is sure that the future king Moraar will rule over a highly unified and armed realm with a potent army and the determined will to conquer. His warnings are largely unheeded though and he tries to use his limited ressources to their utmost limit and thereby strengthening the Tantûraki position in his area of responsibility.

Baratûn also disapproves Ar-Kiratôr’s dispositions for the Ciryatandor campaign. When the emperor heeded his military council at other times, this special campaign takes a quasi-religious meaning for the emperor and he organizes everything to his own judgement. Baratûn is sure that the campaign will ultimately fail and secretly prepares emergency measures in case of the expected disaster.

Baratûn’s preferred garb is his magnificent Chain Mail armor combined with a red surcoat bearing his symbol: a red fortress upon a field of black trimmed with a rim of silver.

**Profession**: Arms Master

**Level**: 26

**Hits**: 150

**Race**: Arûwain

**Stats**: CO: 90 SD: 75 AG: 98 ME: 97 RE: 101 ST: 95 QU: 90 PR: 99 IN: 98 EM: 92

**Magic items**

**Longsword**: Dwarven Steel (+30); additional Vibration critical of same degree (roll separately).
**Chain Mail**: Black steel of Númenorean make (+30); protects as AT 16, enc. as AT 13; wearer suffers no penalties associated with heating (i.e. losing Exhaustion Points).
**Steel Bow**: Númenorean make, black metal; +30; 2D; strikes as longbow.
**Shield**: Hardened Steel (+20); weightless.

# Lords of Ûsakan

## Bal-Anzeti

The Lord-Chancellor of Ûsakan comes from one of the oldest noble houses of the realm. He serves as the king's executive arm, since the Tantûraki emperor spends most of his time in Sarûl. Practically, the Lord-Chancellor can rule with near autonomy and in return for this faithfullness on behalf of Tantûrak he stays true to the alliance of the two states.

He is particularly hostile to the King of Sparta, the most powerful of the Magri realms. This powerful realm denies him the hegemony over Tumag and Mag he so strongly desires. The current state of affairs is that both realms divide the hegemony over Tumag roughly by half whereby Sparta holds the more fertile and populated southern and southeastern parts.

Within his responsibility falls the protection of the western border of the combined realm. Today, his chief concern are the Ciryatandorian incursions and the recently rising Magri raids. He is very fond of the attention the emperor gives to the western border because this enables him to strike at the Ûsakani's age-old enemies with the full might of the twin realms. He supports the Ciryatandor campaign in every way and it his advice that the emperor mostly relies on. Bal-Anzetis agents provide the intelligence for the campaign and on their reports the plan is made to invade southern Ciryatandor and Hyarn through the Cleft of Goats. As is told elsewhere this campaign led to a catastrophic disaster. Perhaps it was better for Bal-Anzeti to be killed in the rearguard rather than surviving and facing the wrath of his lord.

In appearance, he is a tall, slender man of 45 years with a bald shaven head (as tradition demands), brown eyes and a stern demeanor.

**Profession**: Diplomat

**Level**: 19

**Hits**: 140

**Race**: Ûsakani

**Stats**: CO: 78 SD: 90 AG: 88 ME: 100 RE: 97 ST: 90 QU: 90 PR: 95 IN: 97 EM: 65

**Magic items**

**Tanjar**: Hardened Steel (+20); radiates a constant *Fear* effect for all enemies within 200′ (60m) at one-third the wielder's lvl; raises bleeding wounds by 1 hit/rnd per crit class ('A': +1, 'B': +2 etc.); highly intelligent (Will +120) and may mentally speak to wielder. Loves the accumulation of power (political); can cast *Stun Relief V* 5x/day.
**Sceptre**: fashioned for Ar-Kinjaarn and symbol of royal power. Made of mithril and set with rubies; strikes as + 25 War Hammer; gives a bonus of +20 for influencing skills (Leadership, Seduction, Public Speaking etc.)
**Chain Mail**: Black steel of dwarvish make (+25); protects as AT 16, enc. as AT 13; negates 15% of crits covered by armor; repairs itself at a rate of 1 hit/hour.
**Ring**: signet ring of red gold; sigils made with the ring subtract 25 from any attempts of Falsification.
**Steel Bow**: Númenorean make, black metal; +30; 2D; strikes as longbow.
**Shield**: Hardened Steel (+25); weightless

# Personalities of Mûmakan

## Jí Indûr (Indûr Dawndeath)

Indûr Dawndeath was born as Jí Indûr in the city of Korlan in the year S.A. 1965. Heir to the fortune of the wealthiest oligarchic family in the Kiran republic of Koronandë, he was the youngest man ever elected governor in any of the realm's six districts. He later became a powerful representative to Koronandë's twelvemember assembly. There, he lobbied for the creation of a central govemment which could contest the growing might of Numenor, for the young merchant-lord feared the loss of his precious commercial interests in the region around the Bay of Ûsakan. The Numenorean colony of Tantûrak (founded S.A. 1792 as Lond Hallacar) grew during the reign of Tar-Ciryatan, and ships once bound for Korlan began docking in the Adan port of Sarûl. More importantly, though, warships started frequenting the bay and Jí Indûr perceived a threat to his people's independence. Indûr slowly accumulated support among the wealthy merchants and warriors of Koronandë, as well as among many of the Elves of nearby Tâliran. Elven sentiments varied like those of the Kirani, but the majority feared that the growing Númenórean prejudice against the Eldar would eventually lead to war. With the support of key figures among his own people. and the tacit approval of the Kirani's Firstborn allies, the young representative seized control of the assembly in S.A. 1987. Koronandë became a kingdom the following year when the advisory council oligarchs that replaced the republican assembly elected him King of Koronandë. Hundreds of freedom-loving Kirani resisted the change and civil rebellion racked the realm for the next nineteen years. The arrival of the "Magician" in Tantûrak in S.A. 2007 polarized support for Jí Indûr and appeared to doom the rebel cause. Relations between the Adan colony and the Kirani reached the edge of war and, out of fear, the people of Koronandë sought unity. Confident, the young monarch called for a great public celebration. His plan to gather popular support for an unpopular war and an illegal regime failed, though, when Korlans governor Loran Klien stood at the rostrum above the crowd and offered a return to republican rule. The Kirani spontaneously applauded the age-old solution and rioting ensued. The self-styled King of Koronandë was forced to flee east to Mûmakan.

Sauron's agents had resided in the home of the Mumakil (Oliphaunts) since the mid-eighteenth century S.A. and Jí Indûr's cordial relations with the Dark Lord's minions (it was unbeknowst to him that they served the Dark Lord) enabled him to find a refuge after his overthrow. The tall Kiran provided the Lord of the Rings an opportunity to further his sordid goals in the Far South. While Sauron offered the exiled King a new throne, this heinous pact doomed the Mûmakani. The Evil One gave Indûr a Ring of Power in S.A. 2010 , and later the same year the wicked Kiran captured the throne of Mûmakan.

Jí Indûr was crowned Jí Amaav II of Mûmakan. The people believed his arrival to be the second coming of the legendary Firstking - the God-lord Amaav - and the ambitious monarch had little trouble seizing control of the troubled nation. Ruling from the holy city of Amaru. Indûr united the semi-nomadic tribes and laid plans for further conquest. His reign lasted 1252 years, during which the Mûmakanril became a corrupt people that subjugated Gan, eastern Dûshera, and most of the great southern archipelago.

Mûmakan's expansion to the west proved unsuccessful in the face of opposition from the Ardan Council and the inherent strength of the Elves, Númenóreans, and Kirani that dominated the region.

This situation led to the Ringwraith's pact with the Magician of Tantûak in S.A. 3010. With Mumakani support, Tantûrak threw off the yoke of Númenórean rule and declared itself an independent kingdom. Ar-Zîmrathon of Numenor failed to crush the rebellion in the years 3010-17, so the sundering succeeded. A few months later, Tantûrak and Koronandë abdicated the treaty of peace, leaving the Kirani surrounded by hostile neighbors. The coming years proved dark, as the Kiran republic became a disarmed and exploited land. Only the uncertain jealousies lingering betwan Tantûrak and Mûmakan prevented its outright conquest. Ar-Pharazôn, the Golden king of Númenór, terminated Indûr's reign and ended the independence of Tantûrak in S.A. 3262. His invasion of Endor brought most of Westernesse's former holdings in Middle-earth back into the Adan fold and culminated in thc capture of the Lord of the Rings. Mûmakan became a Númenórean subject state, its empire shattered and Jí Indûr retreated to Mordor. Númenór perished in the Downfall of S.A. 3319, enabling thc Evil One to escape home. The Nazgûl became active again the instant Sauron returned to Endor. For the remaining 122 years of thc Second Age, Indûr engaged in the strugglc against the Last Alliance of Elves and Men but, like Sauron and the other Úlairi, the Shadow of the South passed into hiding upon the defeat of the Dark Lord.

Indûr returned to Middle-earth around T.A. 1050 and spent the next two centuries regaining his strength on the islc of E-Sorul Sare. His influence in Mûmakan grew slowly (especially Gorthaur hindered his progression), but by T.A. 1250 Jí Indûrs servants successfully maneuvered the disarrayed aibes into coalition commanded by his Lieutenants. This loose union again stirred the warlike Mûmak-riders into an aggressive policy of expansion.

In T.A. 1264 Sauron ordered Indûr to fly to the Citadel of Ardor and seek an "alliance" with the Elven Ardan Council, but the old rivalry for control of the Far South persisted. Stalled by the elven group in Ardinaak, the Ringwraith considered the meeting an affront and counciled the Dark Lord to avenge the rebuke. Sauron preferred to wait, however for without the Ruling Ring the Evil One regained his strength very slowly. Indûr's rivals received an uneasy peace that never sat well with the Úlair.

Under the "Magician's" sway, Tantûrak declared war on Koronandë in T.A. 1365. The conflict raged for seven years, and the Kirani appeared to be on the edge of collapse when the nations signed a treaty in T.A. 1372. Indûr's mediation (for fear of Tantûraki dominance saved the Kirani republic from defeat, but it began an era of Mûmakanril influence. This period was marked by the spate of ritualistic nocturnal assassinations that gave birth to Indûr's association with death. Time after time, his enemies perished in their sleep, to be found at dawn - brutally executed.

Indûr ruled Mûmakan as Jí Amaav III from T.A. 1264 1640 and as Jí Amaav IV between T.A. 2460 and 2941. Between T.A. 1640-2000 with increasing frequency he visited Mordor but ever returned to the Mûmakan. In this time he ruled through mortal servants to be free for his masters call to Mordor. Between T.A. 2000-2460 and T.A. 2941-3019 he resided at Minas Morgul. He travelled with the Witchking on the search for the One Ring in T.A. 3018, encountering the Company on Weathertop and losing his mount during the confrontation at the Bruinen Ford. Later, he oversaw the preparation of the Mûmakil assault during the ill-fated campaign against Minas Tirith. His end came after the skirmish with the Great Eagles at the Battle of Morannon, for as Indûr and the other Fell Riders tried to intercept the Hobbits at Mount Doom, they became engulfed in the destruction resulting from the unmaking of the One. Thus, the Shadow of the South disappeared from Eä forever.

Indûr stands 6′5″ (1,96m) tall and, like most Kirani is slight of built. Dark-skinned and black eyed, he embodies the ideal of his people. After becoming King of the Mûmakani, however, he favored the garb of the Mûmak riders: grey cotton breeches with leather patches, a grey cloak, a brigandine armor, and an open-faced helm and inlaid with ivory to resemble the head of an Oliphaunt.

**Profession**: Diplomat/Maleficant

**Level**: 24/34

**Hits**: 140

**Race**: Kiran

**Stats**: CO: 88 SD: 81 AG: 99 ME: 101 RE: 102 ST: 78 QU: 96 PR: 95 IN: 99 EM: 101

**Magic items**

**Scimitar**: called … (Ki. *"Dawnsword"*). Scimitar forged out of white steel (+45) and inlaid with ivory; slays elves; +65 when used in the dawn; whenever it strikes a sleeping target, the victim must make a RR vs wielder's level. RR failure results in victim being at -50 vs. wielder's spells (Maleficant only), if he survives the strike.
**Bow**: called … (Ki. *"Cloud Bow"*); +30 lurak-wood composite bow; when fired from mist (e.g., firer is in fog or in a cloud), the firer suffers no visibility or range penalty.
**Mûmak-helm**: called … (Mu. *"Helm ofthe Mûmak-king"*) Open faced white, ithilnaur helm inlaid with ivory. The helm is shaped to resemble the head of an oliphaunt; x5 PP's all realms; gives wearer a +50 riding bonus whenever he rides a Mûmak, and it enables wearer to command the Mumak with absolute authority.
**Brigandine Armor**: protects as AT 16, enc. as AT 13; negates 15% of crits covered by armor.
**Dagger**: Silgûl (S. *"Sorcery Knife"*). Its long, thin enchanted blade gleams with a cold glint; +25 dagger which strikes as a short sword; it dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's Ivl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 40 means 10 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

# Other Personalities

## Vaal Gark

Vaal Gark is Lord of the Desert Screamers and is reputedly the most elusive and cunning figure in the Dominions and the whole southwestern peninsula. As such, he employs many languages and dons many guises. Normally, though, he favors a long, white, robe-like tunic and a light, reddish helmet fashioned like the open-mouthed skull of a desert cat. His quilted white, silk-inlaid cotton armor is also adorned with a Garkic symbol: a gaping red maw. When he first met Taurclax in the Second Age he found the renegade Sinda a capable teacher. Never one to let a chance for enhancing his powers slip, Vaal Gark listened to Taurclax' teachings for the Elda knew many secrets of the *olvar* and *kelvar*, knowledge Vaal Gark was definitely interested in.

The two beca,e quite close friends and Vaal Gark was drawn towards Saurons service (albeit indirectly through Taurclax). When Vaal founded the organization of the Garks in S.A. 1870 as a mercenary

company dedicated to outdoor services and reconnaisance, Taurclax wielded a considerable influence in this new organization. Beside Vaal and a handful of other Elves (Cuind and Kinn-lai), the vast majority of this organization consisted of men. Indeed it was the Garks that discovered the first Gem of Unlight in T.A. 1100 and handed it over to the Court. Despite being a spy for Sauron and his interests, Taurclax was still bound to the Oath of Ardor and had to hand over the gem when he got his hands on it.

Vaal wears a two-hand scabbard, which is slung over his back, as well as a pair of daags — twin-edged, falchion-like swordswords. He carries a silvery eliptical target shield with a red boss that resembles his bizarre helm.

Vaal Gark is a lean but strong Cuind Elf of uncertain age. His smooth, hairless face belies his rugged background. He does not look like a ranger who has spent a great deal of his life in the Haradan deserts. Instead, he looks like a tall (6′3″; 1,91m) teacher from Valagalen.

**Profession**: Ranger/Nomad

**Level**: 24

**Hits**: 144

**Race**: Cuind (Tatya)

**Stats**: CO: 92 SD: 67 AG: 97 ME: 85 RE: 86 ST: 97 QU: 101 PR: 79 IN: 100 EM: 83

**Magic items**

**Garkian Daags**: Two special daags (+20); strike as Falchions; parry like a target shield; may be thrown up to 100′ (30m), return within 1 rd; can cast *Stun Relief V* 5x/day.
**Garkian Dress**: fashioned in Valagalen; +10 DB; protect as AT 4.
**Earring**: made of gold and silver; +6 spell adder for Channeling.

# 09 · Items of Power



## Items of the Court of Ardor

### Standard Court Magic Items

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

### Suit of Staves

1. **Gnarled staff (*)** · of grey-brown wood which allows the user to employ the *Fire Law* spell list to ten levels above his own, whether or not he knows the list (but he must expend his own power points at the full spell level). The staff will also burst into flame on the command "Runya!" (Q: flame) without harm to the bearer, and so doing provide *Fire Armor* to the wearer. It is also a x4 power point enhancer. The Knight of Staves has a Mithril sword instead of a staff with the following powers: +40; flames on command (same protection as the staff), delivers a heat critical on top of any regular combat critical of the same value (roll only once).
2. **Uniform robes (*)** · give the equivalent of AT3 with a +20 DB. The Knight has a +40 DB tunic.
3. **Dagger** · bonus of +35 (+20 quality, +15 material).
4. **Cloak** · allows the wearer to become invisible instantly (counts as instantaneous spell), once per day.

### Suit of Orbs

1. **Chain of mithril (*)** · A chain of mithril, holding suspended a crystal orb, 1″ (2,5cm) in diameter. It allows the wearer to use the Open Mentalist List *Brilliance* with the restrictions as the staff above. It too, is a x4 power point enhancer, and will create an enhanced *Blur* effect at will about the wearer, giving him an additional +30 to his DB.
2. **Cloak** · changes color at will, providing an added +25 to hiding
3. **Bracers** · (or short sword if not a monk) which are +20 (defensive if bracers, offensive if not).
4. **Ikasha** · (a multibladed throwing weapon, strikes as a short sword) +20; will return safely to the user (flies at 100′ (30m) per round) after being thrown up to 100′ (30m) away.

### Suit of Helms

1. **A helm of blue metal (*)** · Like the items of the other suits it has additional powers: it allows the wielder to cast *Dark Channels* spells up to their own level even if they do not know the list (they must be spell users of Channeling - at least in part). The helm also acts as a x4 power point enhancer, and gives off a continuous *Protection II* (- 10 from enemy elemental attacks; +10 to RR vs. all spell attacks). The helm transforms into a mithril circlet when placed on the head, but still protects as a full helm.
2. **Stole** · Floor length, of dark blue dyed leather, elaborately tooled: it provides the wearer with an enchanted field which adds 20 to DB. The field can be activated at will.
3. **Mace** · bonus of +35 (+20 quality, +15 material).
4. **Boots** · Allow the wearer to move and spend Exhaustion Points at ¼ normal rate.

### Suit of Swords

1. **Mithril broadsword** · +50 bonus (40 material, 10 quality).
2. **Shimmering Durang chain shirt** · protects as AT 17(-40), encumbers as AT 13.
3. **Composite bow** · +40 (20 quality and material each).
4. **Ring (*)** · allows the wearer to move with “haste” for four rounds once per day, and will summon a great bird of Tirgoroth to him (at its top speed - see detail of Tirgoroth, sec. 7.151) at need. Allows the wearer to cast spells from the *Combat Law* (SUC, p. ) spell list up to his own level (he still has to use his own PP’s).

## Ardor Citadel Captains

1. **A red laen broadsword** · +60 bonus (50 material, 10 quality).
2. **An Ardor cloakpin (*)** · of unusual quality, having the following powers at the touch of one of the glass inlays: Communicate vocally with Valmorgûl (in an emergency, but it had better be good). Ten mile (16km) range. Communicate vocally with any of the other seven captains. One mile (1,6km) range. Haste four rounds, once per day.Blur for four rounds, once per day, giving the wearer a +15 defensive bonus. *See Invisible* for four minutes (24 rounds), once per day. Normal rules for vision of invisibility still apply. Invisibility (to 1′, 30cm), once per week. Leaving (100′) (30m) once per day.
3. **Composite bow** · +25 bonus.

## The Cards of Ardana

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

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

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

The full Ardan Deck (of which there are approximately 24 copies: one for each of the High Lords of Ardor, and several spares) consists of two parts. The larger section is very similar to decks of cards used widely; for games and fortune-telling throughout Middle-earth, consisting of four "suits", each having numbered cards one (or "ace") to ten, and three or four "Court" cards. The suits bear the symbols of orbs, staves, swords and helms. (These suits representing respectively: Earth/Mentalism; Fire/Essence; Air/Arms; and Water/Channeling.) Also, to more closely suit her needs, Ardana adapted the common "Jack", "Queen", "King" Court cards into "Herald", "Knight", "Lady", and "Lord". All of the Court cards bear the pictures images of the Lesser Lords and Ladies of the Court.

The other section of the Deck differs more radically from common decks. It consists of 21 cards, numbered "0" to "20". They actually bear little relationship to the other cards, and have names even more arcane. They, also bear images (the High Lords of Ardor), as well as mythical places, and key celestial objects. For a list of the twenty-two "Images", as they are called, and the people and things they depict, see below.

The cards are all fashioned of a smooth, white substance with a flat finish, resembling the pasteboard of which most modern cards are made. However, these are of Shaalk: much more resilient, indeed, nearly indestructible, yet light and thin. The Ardan cards are as large as most decks (3″ x 5″; 7,5 x 12,5 cm), and are beautifully executed in color and detail. Each Deck is stored in a finely made padded wood box when not in use.

**Powers**

1. The most widely used and commonly known power of the cards is communication. The range of the communication is unlimited (within Arda and excluding Aman if the Valar so wish) and instantaneous. When wishing to speak to any other member of the Court, all one needs to do is to pull that person's (say, Valkrist's) card from the deck, stare at the image, concentrating on Valkrist (calling the name has been known to help). The card will grow cold to the touch, and the image on the card (if Valkrist is willing to answer) will shift to reveal Valkrist as he is currently (in dress and environment). One can now hold a verbal conversation with Valkrist. It is important to note that, unless he pulls out his card of you (assuming of course, that you are one of the Lords of Ardor, and have a card), and looks into it, he cannot see you or your surroundings; he can only hear your voice. Also, if he does not want to reply to the summons, he need not. The card will grow chill, but the image will remain fixed, and the caller is left unaware of his location and actions. If, on the other hand, Valkrist were dead or in a place where magic did not function (the cards' powers fall under Essence), the card would not even grow cold. Since all of the Lords and Ladies are of immortal blood and do not sleep, only slip into a restful trance every day or so, the question of awakening someone with a card summons does not arise. They can be, however, summoned out of the trance, if they so desire.
2. Another, more rarely used power of the the cards is enhanced channeling skill, the ability to use the Power Points/spells of others. The cards not only provide excellent communication between Lords, but also grant both parties the equivalent of 30 channelling skill ranks (+80). Additionally, users may channel even to user of different realms (not allowed normally), but only at half normal efficacy (skill ranks in *Channeling* are halved) Of course, even with these aids, the process of channelling is quite hazardous to both parties, and is only attempted in emergency situations.

**Gamemaster Note**

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

**The Trumps of the Ardan Deck**

| Card | Name | Card Image |
|---|---|---|
| 0 | The Fool | Curubor (aka Persuvious) |
| 1 | The Magician | Valmorgûl |
| 2 | The Sorceress | Rilia |
| 3 | The Lady | Ardana |
| 4 | The Lord | Morthaur |
| 5 | The High Priest | Gorthaur |
| 6 | The Harper | Linsûl |
| 7 | The Messenger | Sûlherok |
| 8 | The Lord of Arms | Valkrist |
| 9 | The Scholar | Khelekar |
| 10 | The Monk | Cambragol |
| 11 | The Stargazer | Ardûval |
| 12 | The Mirror | (inactive/male Fëatur)* |
| 13 | The Thief | Valglin |
| 14 | The Mind Master | female Fëatur |
| 15 | The Lord Demon | Morfuin |
| 16 | The Tower | Camring |
| 17 | The Star | Morelen |
| 18 | The Moon | Taurclax |
| 19 | The Sun | Yavëkamba |
| 20 | Arda | Airatano (aka Lesh-Y) |

* The mirror card usually depicts a blonde person gazing into a mirrorlike basin of water, which reflects the person's image perfectly . By utilizing skills even Ardana does not suspect, (the male) Fëatur has altered the Ardan decks so that this card will listen in conversations with the real "Mind Master" at the will of the male Fëatur. Second, at the male Fëatur's will, the Mirror card will look like the "Mind Master", while the appearance of the real "Mind Master" will that be of the "Mirror". This false Mind Master card will contact the male Fëatur, while the real "Mind Master" will contact the female only. Ardana is not aware of the strange properties of "The Mirror" and assumes, with the rest of the Court, that it is a dummy card with only symbolic meaning.

# Items of the Three of Ty-Ar-Rana

**Rings of Lyaan** · Identical rings, set with one round stone each. (Lyaan tended to hold his clenched fists to his temples when using spells of great power); x6 power point enhancer (Mentalism); Creates an aura, +30 to DB; Add 30 to roll when computing RR versus Mind Attack, Control, or information type spells.
**Tiara of Lysa** · A simple tiara, open across the back and worn across the upper forehead; it held, suspended on either side a teardrop shaped Thaen stone, attached on short chains so that they laid lightly against the wearer's temples. x6 power point multiplier (mentalism); Triple range on all information type spells; Creates an aura, +30 to DB.

**Earrings of Lyerin** · Two small Thaen stones set in simple stud earrings, which he wore through pierced ear lobes. x6 power point multiplier (essence); Creates an aura, +30 to DB; Ability to move with Haste at will with no ill effects.

# Artifacts of the Guild of Elements

## The Hexagrams

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

**Sanctuary** · protections (extent is dependant on the size of the pentagram) from evil attacks; maybe enhanced power points while on the platform.
**Healing powers** · drain temporary stats to channel power and heal.
**Limited communing** · (maybe only with Laurrë or another Guild lord in a spectral form).
The hexagrams also each function as a vault. The central pentagonal section, a solid pillar, can be made to rise up 5′ (1,50m). Embedded in its magical glass (and invisible from above when the pillar is down) can be any number of artifacts of the Guild. They can only be retrieved by someone of the correct profession to use them, and one who plans to use them to combat evil (the Court). For these people, the glass is insubstantial and their hand passes right through.

## Places of the Watchers

All doors to the places are identical, although their location and positioning may vary. The door is pentagonal in shape, and its five 3″ (7,5cm) thick bluish-steel sections pivot back from the center and fold flush with the doorframe (like a camera lens). Beyond is a tunnel, lit at 20′ (6m) intervals by 2 parallel vertical glass rods set into either side of the corridor, which come alight when anyone passes the preceding pair, and extinguish after they pass the succeeding pair. At the end adjacent to the hold is an identical door, and ten feet beyond, a secret door of superior construction. Both hexagonal doors are of an alloy containing kregora, and are immune to all magical and mental attack/manipulation. Walls of the same metal extend in a fifty-foot (15m) radius around each door (where possible) preventing access to their mechanism and easy tunneling around them. All doors, including the secret ones, open only to one holding an artifact of the Guild (see below).

## Rings (Guild of Element signets)

Six-sided, each ring has a rectangular glass inlay on each side, tinted one of the five colors of the Guild. They should be relatively easy accessible (for Guild artifacts), and serve no function except to locate Watcher's entries and other Guild artifacts, glowing more brightly as one nears such (starting at about five miles (8km) for a door or hexagram; much less for an item). They also open the doors: held forth, six beams of light fire from the ring, each of the six colors, converging on the center of the door as a white beam which shoots out along the five door seams. The door and portal glow dimly for an instant, and the door opens. It must be closed by the same method. Note that someone captured and forced to try and open the doors cannot, as the ring can "sense" the wearer's agitated state. Rings operate hexagram platforms as well. All Guild artifacts have the powers of the rings, as well as any

others peculiar to them. Below, are five of the most powerful Guild artifacts, all lost or stored somewhere.

## Ringlin's Axe (Earth)

+50 handaxe, green laen head, indestructible brown wood handle
Throw and return 50′ (15m) (without penalty)
Of slaying vs. Demons;
Glows within 500′ (150m) of Demons;

## Sword of Talan (Water)

+50 blue laen sword, with mithril hilts;
Delivers cold criticals same as and in addition to regular critical
Provides immunity to all natural and Spell cold
Allows holder to walk and run on calm water effortlessly
Defender: allows user to parry at full value one opponent even while "Stunned" or "Stunned unable to parry"

## Headband of Elerior (Air)

x5 power point enhancer (Mentalism)
Protects head as a helm, with no penalty
Continuous *Mirrormind* (reflects mental attacks back on attacker)
Doubles range on all base Mentalism *Presence* spells
*Aura*, triggered on mental command, provides additional +25 to DB (but is flashy and may attract attention);
A fine mithril circlet set with a single pale saphire, it magically fits any humanoid head

## Ring of … (element: Metal)

…

## Bracers of Mira (Mind/Word)

+10 to frontal defense (Martial artists only)
2x damage on all strikes (Martial artists only)
+25 to all weaponless attacks
+10 to all spell resistance rolls, and 10 bonus vs. frontal elemental attacks, as bracers create a misty *Spell Shield*
x3 power point enhancer (Essence)

## Staff of Eldarion (Fire)

**Note The Staff is cursed with a 30th level Word Etarkas and is incapable of operating until the curse is removed (the curse will kill the remover, unless he resists a 30$^{th}$ level Channelling with -50 to his RR).**

Dark wood staff with red orb set in head
x5 power points (Essence)
Continuous total fire immunity (while holding staff)

2x hit value on all fire spells thrown
+25 to all resistance rolls vs. Essence
Option of reversing all fire spells directed at holder

# Other Items

## Anguirel

One of the two fabulous blades made by Eöl (the other being Anglachel, worn by Beleg and Túrin Turambar), Anguirel was stolen from its maker by Maeglin. When the city fell and Maeglin was killed (as told in the *Silmarillion*) the blade was captured by Morgoth's troops and brought as a trophy to Angband. Here it remained until the end of the First Age, when it was brought by one of the fleeing servants of Morgoth into the East. The servant (a lesser *Raug*), deposited it within the ruins of Utumno. The demon later joined Múars corps and was killed alongside his master when the Dwarves reclaimed Ruurik (for details on this story see LoME III). During her exile in the East, in the early Second Age, Fëatur discovered hints of the weapon's whereabouts. Finally, it was tracked down just before the Ritual and in a quest Linsûl and Curubor (Persuvious) managed to retrieve it and transport it back to the South.

Of *galvorn* (+100).
Cleaves normal metals with ease: all armour but ithilnaur, eog and galvorn (or other very powerful enchanted armor) is useless; target is AT 1.
Intelligent, but does not speak. Will: 226 (see RM for details on items with will).
Whenever it is drawn, all in sight are affected by a 30$^{th}$ lvl *Loathing* effect. RR failure leads to the irresistible desire to slay the wielder.
Fumble 4.
Bastard Sword, may be used in one hand at –20. Effect (i.e. combat table) is always that of a two-handed sword.
*Haste* the user at a thought.
Unholy.
Plus extra slash crit of equal severity.
Each spell directed at wielder (sword must be drawn) must save vs. 60th lvl or fail.

# 10 · Cities of the Mûmakan



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

## Hathor

### Tanith, Capital of Hathor

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

### Dûrdamal

A city in southern Hathor.

## Koronandë

### Korlan, Capital of Koronandë

The primary city of Koronandë is also the navy headquarters and the main commercial center of the Mûmakan. Housing the Koronandan Senate, it is also the seat of Government for this large realm.

With all of these functions, there can be no doubt that Korlan is continually filled with merchants, sailors, politicians and criminals of every type. A trader of nearly any race in Middle-earth (no Hobbits) could be found here; not to mention that just about anything imaginable could be bought here. The walls and towers of the city are of a bluish granite, rising to 40′ (12m) and 60′ (18m) respectively.

Korlan has one peculiarity though: it is actually two cities, connected by two long walls. Until S.A. 1130, the main city of Korlan lay on the Mouth of the river Koros. In that year, a great earthquake shook the rgion, altering the course of the river. Now Korlan lay c. one mile landwards, with its great harbor literally lying dry. Soon after the greatest damage to the city was repaired, the Kirani began to build a new harbor at the new mouth of the Koros. This solution was not as satisfying, since the warlike Mûmakanril tribes to the east had begun to raid into Koronandës territory in recent years. Since now, that wasn't a big problem, in the worst case, the populace flew into the city which could be supplied via the port. Now this connection was cut, a serious problem to Korlan's security. Nearly 20 years all went well, but in S.A. 1249 a great Mûmakanril army attacked the city and nearly starved the defenders to surrender, until a Númenorean relief force helped the Kirani out of their peril.

The Kirani made great gifts to the Edain who rescued them from their plight, and a treaty was signed, in which the Kirani would help the Númenoreans find a good site for an own port and help in establishing it. In return, the Men of the West built a new fortification for the Kirani: the city's and the port's walls were rebuilt and two strong walls connected them, so the danger of being cut off from supplies in case of siege was banned for the city. This great work was begun S.A. 1253 and ended in S.A. 1262.

### Bûrmudas

A fortress situated on a steep cape of Kôros Bay. It controls the eastern Kiranâi-lâr (Koronandë).

### Shendal

A town in the southern Kiranâi-lâr, regularly frequented by the neighboring Kinn-lai.

## Tantûrak

### Sarûl, Capital of Tantûrak

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

# Gan

### Tarû-Makar, Capital of Gan

# Tâliran

### Taurondë (Tir-Onni), Capital of Tâliran

# Mûmakan

### Amaru, Capital of Mûmakan

The great capital of Mûmakan and holy city of Jí Amáv, this fortress is the largest urban center in the region. It lies south of the Kann Shamûrda swamplands.

### Ambadar

A great jungle-city on the southwesternmost peninsula of the western Bandani hills, Ambadar is a center for the Mûmakanian warrior-caste.

### Amûdak

An important city on the shores of Lake Mûda in the Shamûrda swamplands of central Mûmakan.

### Batamak

A fortress in the Mîmakai hills.

### Batumû

A Mûmakanian border stronghold near the Kiranâi-lâr.

### Dûrlam

Sîr Dûrla.

### Inkamad

Sîr Inkam.

### Isamal

Isa Sîrmak.

### Isarak

Makai Kamûdu.

### Mîrak

Makai Bandani.

### Mûmarak

The capital of Mûmakan before Amaru was built, Mûmarak is a large cave-system in the Kamûdu hills in the southeastern peninsula. It is now the seat of power of the followers of Hagama.

### Mûru

Kann-Shamûrda.

### Nûlakad

A great city in northeastern Mûmakan, near the Tuktanaic border. The Mûmakanril here live by fishing and boat-building, and have many contacts with Sâre tribes and the Vulmaw Easterlings.

### Ogamad

Sîr Sûmani.

### Oskanda

Kann-Shamûrda.

### Pharabâs (Damaldar)

A Númenórean colony set in a sheltered bay upon the southwesternmost tip of Mûmakan. Its original settlers were survivors of a Númenórean shipwreck who befriended the peaceful Ôkama and Sûmani tribes, and built Pharabâs (Ad. “Golden Place”) in the style of a Númenórean colonial settlement. It as a wonder that Pharabâs survived, lying only a few hundred miles southwest of the old Mûmakanian capital. But Pharabâs still exists in the Third Age, even though the bloodlines of its inhabitants have dwindled or become merged with those of the Mûmakanril. Pharabâs and the native villages allied to it are the only democratic community east of the [what?] in the Utter South, for Pharabâs is ruled by a council of wisemen chosen by its people. The city has developed into a formidable trading power, thanks to its good relations with Vulman merchants. Mûmarak tolerates the existence of Pharabâs because it too profits from commerce with the Vulmaw.

### Sirûl

Sîr Sûmani.

### Siska

Kann-Shamûrda.

### Ûmakad

The cult center for Makûma in the dense Mûdaka jungle of northern Mûmakan, this temple contains a great, partly subterranean, fortress featuring a spectacular tomb complex. Ûmakad stands in rivalry with Amaru, which is ruled by the priests of Amáv.

### Uskanda

Ubur Uskad.

## Tuktan

### Elemad

A Kiranaiac town in the hill-country east of Geshán. Elemad often trades with the Dwarves who make the neighboring hills their home.

### Mîrdamas

# 11 · Castles and strongholds



## Castles of the Court of Ardor

### The Citadel of Ardor

#### General Notes

The Citadel is located on the small island within the crescent-shaped outer isle of Ardinaak. In fact it is the top of an now extinct volcano that was last active during the time when the Valar struggled with Melkor for the supremacy of Middle-earth and the renegade Vala retreated for a while. The climate of the island is warm and a great variety of plants and animals flourish here.

The Citadel complex is dominated by the central spire which rises to a height of 600 feet (180m). Here is the Council and all the central locations of the Court located. Scattered in a perimeter of c. 3 miles (5km) are eight smaller towers placed. Each of this buildings rises 150 feet (45m) high. Each "Suit" of the Court possesses two of these towers, one for each individual lord. These towers serve as "embassies" for their respective lords and house accomodations when its lord resides at the Citadel. The towers are styled differently to reflect the peculiarities of its lord and "Suit" and consequently they blend harmonically with the landscape. The whole area of the nine towers is perfectly managed with extensive parks, lush gardens, etc. Also a number of recreational facilities like sports grounds, theatres, etc. are present to make life for the inhabitants of the citadel as comfortable as possible. Some of the Courts lower ranking members prefer to live like they always have done and consequently one can often see elves living among the trees, more close to nature.

On the southern shore of the central isle lies a cunningly hidden small port which houses accomodations for the Court's ships when they visit Ardinaak.

The secret entry to the Citadel is twofold: first one must land on the outer island of Ardinaak. Here lies a secret tunnel entrance which leads to the central island. The exit of the tunnel lies cunningly hidden in the parks of the area. From here any potential intruder can mingle with the residents and penetrate the hold further.

Attempting to land on the central isle directly is strongly discouraged: firstly the treacherous reefs form a dangerous obstacle to any ship and secondly the Court has a small but formidable navy stationed here which would quickly dispatch any unwanted intruder.

All walls in the central tower, interior and exterior, are of a smooth black stone resembling polished black marble, but unveined and much harder. All doors, whether iron, steel or laen. slide into the adjactent wall pocket an cunningly designed tracks. Doors open magically when a person touches a glowing red glass square, 4″ (10cm) across, placed in the wall next to the door at chest height (both in the hall and in the room).

1. Main Gate. 40′ (12m) wide; 40′ (12m) high. Huge black iron doors 4″ (10cm) thick roll on tracks into the flanking walls. They magically lock and only open via controls in #2 or use of the "Citadel" card in an Ardan deck.
2. Guardroom. Three shifts; four citadel troops on duty.
3. Outer reception room. For holding guests of questionable intent. Spartanly furnished.
4. Guard staging area.
5. Reception room. Plushly furnished.
6. Guard lounge/recreation area.
7. Central shaft. Running the height of the tower and deep into the rocky isle below. It is through this that the destructive power of the Channeling will be funneled. In the mcantime, it is vacant or serves as an access tunnel for those who can levitate.
8. Hall of the Citadel. Grand hall, with a throne for the Lady of Ardor. This is where audiences are granted to minions of the Court, and minor dignitaries. Small feasts are also held here.
9. Guardroom. As #2.
10. Stairways. To level 2; and (ten flights down) the lowcr halls.
11. Storage.
12. Guard Quarters. Housing 18 each.
13. Kitchen.
14. Pantry/storage.
15. Cook's quarters.
16. Quarters for citadel pages.
17. Page's office. General records storage.
18. Guard Quarters. As #12.

19. Pit trap. In dead-end corridors: last 20′ of floor gives, way after someone steps within 10 feet of black wall. Chutcs send luckless intruders into cells far below (see lower halls). Fall is onto a heap of confetti-like material, so injury is minimized.
20. Bath for guards.
21. Guardroom. As #2.
22. Guard lounge.
23. Armory.
24. The shaft (#7) continues up, surrounded by an open spiral stair between levels two and three (as well as levels six to eight), opening into a circular hall. All doors on this level are dull finish non-coroding steel.
25. Guardrooms. As #2.
26. Stairs, to level one.
27. Waiting room.
28. Page's lounge. There are six pages of the Citadel (see garrison chart), two on duty at all times, at Valmorgûl's disposal. They either escort visitors to the waiting room (#27), or perform clerical tasks.
29. Valmorgû1's study. Dark and somberly furnished.
30. Valmorgû1's office. Stark, grey carpet, black leather furniture, black marble desk. Lighting is by the translucent ceiling which gives off a cold blue glow.
31. Servant's quarters. Subdivided.
32. Servant's bath.
33. Guest room. Lavishly furnished.
34. Valmorgûl's bedroom. Richly. furnished in red and black.
35. Guest room.
36. Page's quarters. Divided into three rooms, 2 beds each.
37. Page's office/work area. Six writing desks: paper and calligraphic supplies.
38. Hall for leel three. All doors are of stainless steel.
39. Guest sitting room. Well furnished.
40. Guest bedroom.
41. Morthaur's office. Lavishly furnished.
42. Morthaur's bedroom.

43. Morthaur's lab. Contains man vials and beakers of various chemicals, but nothing an unskilled PC could make use of. A high-level Alchemist might be able to analyze them as components of partially synthetic poisons and healing drugs (but he won't be able to necessarily make them, either).
44. Morthaur's study. Access To level four and above is onh via the central tube, which has sheer sides rising 20′ (6m) between levels. Also, huge steel panels between levels three and four can be made to slide horizontally across and seal off levels four and above. Controls are on the wall just outside of room #46.
45. Main library of the Citadel. All walls are covered with wood bookshelves. Texts, most in Sindarin (although some of the histories of Morgoth and the Court are in the High Black Speech: Archaic) cover a full range of topics.
46. Magical library. Books (tomes with black wood covers, 2′ high, 1.5′ wide, each weighing 20 pounds, and containing one "list" of spells, as per Spell Law ) of all of the lists of spells generally known, including Evil. Spells can be used once and "burned off" as runes, but pages cannot be removed from thec books or they become useless. There is one large iron book stand facing the window (which has laen casement glass). The door to this library is clear laen, and will open only to a member of the Ardan Council (see "70" for membership).
47. Staging Area.
48. Guard lounge/dining area.
49. Kitchen.
50. Guard Bath.
51. Guard Quarters. Housing 36 (Room is subdivided. There are 24 garrison guards; 12 elite.)
52. Foyer.
53. Storage.
54. Quarters for servants.
55. Office/quarters of the guard captain.
56. Gallery.
57. Stairway resumes, connecting levels 6-8. All doors on this level are clear glass, framed in steel.
58. "Informal" Audience Chambers of Ardana. Walls are hung with red velvet drapes. In front of the large stained glass window is a low, backless black marble throne. The floor is carpeted in black.

59. Guardroom. Two elite on duty at all times.

60. Servant's quarters. Ardana and Morelen's personal maids: 6 total.

61. Morelen's chambers.

62. Ardana's chambers. Furnished in midnight blue and silver-grey.

63. Entry foyer. All doors on this level are clear laen.

64. Upper vault. Containing several portable, yet very intricate and powerful astronomical telescopes; a large (30 pounds) text on Astrology; several dozen charts depicting the constellations; and other astrological devices. There is also, on an iron pedestal, a sculpture of solid smoky glass in the form and size of a large human skull. When Morgoth lived, this skull had immense powers which only Ardana could tap. Now however, it 'merely' acts as a x8 power point multiplier, and multiplies all Astrologer information spell ranges x10. The skull is not portable outside of the Tower. The door to the vault is magically locked (+100), and trapped with a waiting "Absolution" (60th level) for anyone who enters the room. It should he noted that this is not a true 'trap', being purely magical in nature (it comes from the skull); however a Detect Hate or Detect Death, or Detect Evil may discover vaguely the nature of the trap.

65. Cuardroom. Two on duty.

66. Sculpture gallery.

67. Painting galery.

68. Small lounge.

69. The stairway ends again on this floor: the Council lounge. Carpeted in blue, the room is furnished in the most elegant, expensive furnishings imaginable. from all over the known world. Fine cabinets with glass doors house exquisite art objects and rare volumes (nonmagical). All locked (very hard to unlock). Glass could be broken, however. Estimated total value of objects in cases: 10.000 g.p. There is a small secret control panel hidden behind the dark oak panelling which lowers an elevator platform from level nine.

70. High Council Chambers of the Court. Access only by the central elevator. After all have arrived, Valmorgûl manipulates a panel on one wall which causes the eight pillars around the tube to slide down, also lowering the council table, which is kept flush with the ceiling. Simultaneously, 12 panels in the floor open, and the 12 thrones of the Council rise out of the floor around the table. The table is unmarred obsidian, octagonal, twenty feet across. A circular section in the middle will dissolve at the time of the Ritual. The thrones are solid and blocky in design, each sized to seat comfortably a specific council member. They are all of black marble, with maroon upholstery. Inlaid in the table before each Council member is a 12'x18' sheet of glass tinted the color

conforming to their alignment within the Court. The hole in the ceiling is open to allow starlight to shine in (meetings are held monthly, midnight, during a new moon). Seating arrangement of the Council is as follows:

| Member | Panel | Color/Division |
|---|---|---|
| **Ardana** | (black) | Darkness |
| **Fëatur** | Amber | Earth |
| **Ardûval** | Amber | Earth |
| **Valmorgûl** | Clear | Darkness |
| **Rilia** | Red | Fire |
| **Airatano** | Red | Fire |
| **Morthaur** | Clear | Darkness |
| **Gorthaur** | Sea blue | Water |
| **Taurclax** | Sea blue | Water |
| **Morfuin** | Clear | Darkness |
| **Valkrist** | Sky blue | Air |
| **Cambragol** | Sky blue | Air |

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

**Lower Halls (The Cavern of the Ritual)**

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

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

There are two Guard captains stationed in the Citadel at all times, and the remaining six are deployed usually at perimeter garrisons on the island of Ardinaak proper. See sect. 9.1.1 for their equipment.

## Ithilkir

*(S: "Silver Mine")*

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

1. Entry. Cut into the side of a rocks bluff; a winding path leads to the sheltered entrance. Through cleverly concealed holes with mirrors, the guards at "2" can see anyone standing in the entranceways. A lever at "2A" controls the raising and lowering of the counterbalanced 1′ thick stone door. A similar lever at "2B' controls the iron portcullis just past the doors, only raised after the identity of the visitors is confirmed. There is also a hidden knob at both "2"s which locks door "3" down the hall.
2. Guardposts. Niches cut into either side of the entry corridor. A garrison guard stands at each at all times. turning over in four hour shifts, but the shifts are staggered. so that one guard changes every two hours.
3. Doors. All are the same, clear laen with the staff emblem of the Realm etched into the glasslike surface and faintly tinted. They magically part in the middle and slide into wall pockets whenever anyone approaches within ten feet of them from either side. Note: Ladders stand in the secret passages to the left of entry "3". Ladder "a" goes up into the ceiling to a crawlspace, and connects back down to ladders "b" and "c". Note also of course. the secret passages themselves, all cunningly designed, incorporating a -50 difficulty modifier to locate.
4. Foyer. At each of the eight corners is a bronze, life-size sculpture of each Lord of Ardor: Ardana, Morthaur, Morfuin (in human form), Valmorgûl, Gorthaur, Fëatur, Rilia, and Valkrist. All are well made, perfectly normal statues, exept that if a spell to detect magic or power is cast, each gives off an aura of Essence. In the center of the room, set into a huge elaborate wrought silver pedestal is a crystal orb, three feet in diameter, which fills the room with a highly variable multi-colored fight The orb is also semi-intelligent, and acts as a guard. If anyone enters the room and attempts to leave without saving, "Hello, orb" (in any language) the orb will lock all doors, sound alarms in the guards rooms, and fill the room with sleep gas (resist versus 20th level poison or fall into a deep sleep). If each person says "Hello, orb", it will answer him/her/it in that same language.
5. Central guardpost. Manned by three guards at all times, in shifts every four hours. Control levers for doors, to the prison and large hall area are behind the stone counter.
6. Guard and forge-worker quarters. Ten men in each room.
7. Bath. For guard and workers.
8. Guard station. Manned by two garrison guards. Hidden lever opens laen door to cells. Guards have keys to individual cell doors.
9. False doors, locked. If opened, those standing before them are greeted by a Death Rune (resist versus 25$^{th}$ level Essence or die).

10. Interrogation room. Fully equipped.
11. Copper-sheathed doors slide open when he who stands before them says "I come to forge" in Dursindarin.
12. Central forge. The four corner work areas are raised three steps and the two hot-forges (12B and F) are raised two more, and also have air shafts in their ceilings. There are magical permanent Airwalls along each of the stairs to reduce noise and heat (or cold) in the corridor areas. The airwalls arc nearly invisible except for a slight wavering distortion. Of course, as with the spell Airwall, movement is cut by 50 during the round passing through the airwall. Various forging tools hang on the walls about the area. **12A**. A fine metalworking area (including for mithril). **12B**. Hotforge for precious metals. **12C**. Forging area for Laen. **12D**. Work area. Tools and tables for construction of locks and traps, etc., and leather and woodwork. **12E**. Work area. For general metals (nonmagical). Hotforge. For general metals.
13. Steel doors. Slide magically open at the touch ofa palm, to a storage area for forging supplies (coal, distilled water, mercury, fine sand, spare tools, protective clothing, molds, etc.) Also two "carts" actually 2'x3' metal rectangles with handles, which can be made to levitate horizontally three feet; above the ground (but only within Ithilkir) on command, always level, for carrying heavy supplies. Each will carry up to 500 pounds.
14. Doors. As in "13" open to basic refined metals and alloy storage: iron, steel, aluminum, copper, tin, brass, bronze, etc., in ingots, packed in small crates.
15. Steel door. Locked (very hard, -50 modifier, Airatano and his assistants carry keys) into jewel vault, filled with many cabinets and cases, holding approximately 10.000 gp worth of and semi-precious gems, most already cut and faceted. There are also many fine woods and leathers (for handles, trim, scabbards etc.) Total value, approximate 1.500 gp.
16. Bronze doors. To "16" open at 10' proximity, unless locked via a lever on wall in "12D" This is a staging area and foyer. Two larger (5'x8') magic carts sit here. There are two garrison guards on duty at all times.
17. Vault. Behind a heavy steel door which is locked (2 locks, each very hard -70) and trapped; failure to disarm sounds alarm in guardroom "5". Airatano has the only keys. Inside are Laens: blue, clear, smokey grey, and yellow; fine glass and some black eog ingots, all packed and crated. Total value: 800 lbs. laen at 200 gp/lb. ingot: 160.000 gp.; 125 lbs. glass at 2gp/lb. ingot: 250 gp.; 20 lbs. eog at 1.200 gp/lb. ingot: 24.000 gp.
18. Elevator. Sophisticated, magically-aided counterbalance to mines feet below.
19. Precious metals vault. Behind a door identical to #17 except the locks are different, and these have a -90 modifier. Inside: 100 lbs. of gold, 200lbs. of silver, 300 lbs. of superior

teel (+15 if worked correctly), five pounds of platinum. All are in quarter pound ingots, carefully packed and crated (50-pound crates).

20. Secret door, then steel door with two locks (-50 modifiers, Airatano has keys), which slide into the ceiling: then a mithril-plated, kregora-laced (to foil all spells) door with two locks (-90 modifier; Airatano holds the key) and trapped (-40 modifier). Failure do disarm the trap yields an array of long spikes from both flanking walls, as far back as the other steel door, (treat as 2-8 rapier attack rolls per person, +80 versus static target). Then, the spikes retract and the floor opens onto a 100′ deep pit (roll on the Fall/Crush Attack Table +100). Behind the door is a mithril vault, containing 5.000.000 gp worth of half pound mithril ingots (50% of the Court treasury). Also in a bookcase of fine wood with a framed glass door, inset in the far wall of the vault, are complete books of alchemy spells. Five leather bound books (each weighing five pounds), one for each list.

21. Foyer. The four columns are of a glowing opalescent material. Walls, floor ancd ceiling are of black polished marble. Doors to rooms #4 and #26 are steel with silver on the inner surfaces facing #21, and polished to mirror smoothness, so that they reflect perfectly. These doors slide magically open to anyone coming within ten feet, and immediately close afterward. The other two doors are of black marble, and slide magically up when a hand is laid on the column to the left of the door. The other two columns are electrically enchanted and deliver a pointblank lightning bolt x4 hits to anyone who touches them. The marble doors slide back down five seconds after opening or after the hand stops touching the column.

22. Quarters of the Lord of Staves, who is captain of the garrison. Richly furnished, the room also serves as his office.

23. The Lord of Staves' "Long-Door" room. Unfurnished, it is a "safe" place for him to arrive in.

24. Airatano's quarters. The short walls, like the doors, are of dull-finish stainless steel. The doors open and close only by the commands "Open, by Airatano", and "Close, by Airatano". The long walls are of black marble, the floor is covered by a fine, white carpet. All of the furniture is stark, yet beautiful: white upholstery, stainless steel, marble. In the far wall is a huge window, which overlooks the valley Imlad Ithil ("silver vale"). By pulling a lever to the left of the window, huge steel-reinforced steel panels slide together to protect the glass from damage due to attack or severe weather. As a note, there is a sheer drop of 200 feet (60m) directly below the window, and an additional 100 foot (30m) rise from the window to the top of the bluff.

25. Airatano's work-study area, a wooden door opens onto a large room, the long walls covered with bookshelves, the volume held within being nonmagical texts on minerals, gases, jewels etc., as well as books on weapon and armor design, and drawings of

famous artifacts and weapons. There is an ink sketch and brief description of virtually every famous item of power here. Some of these scripts were taken from the ruins of Ost-in-Edhil when Airatano made a brief stop there (see timeline). The other walls are covered by racks of rolled full-size diagrams of items and machines. There are several tables and a few lounge chairs set about the room, as well as a massive desk, but all are draped with drawings, stacks of books and diagrams.

26. Gallery. Dark panelled walls set off the rich tapestries and paintings here, all depicting members of the Court at various innocuous activities. The columns are of pink-veined black marble, the floor is of white marble, and the doors to the hall beyond are of smokey grey glass, sliding magically open at the touch from either side, but can be securely locked via a lever just inside the inner wall.
27. Quarters of the four assistant forgers. All between 5th and 15th level alchemists, two per room, all noncombatants. All quarters in this section have private baths. Doors are silver-bound polished wood.
28. Quarters of the four Dwarven forgers. All share the same rooms; doors are of silver-bound wood. See garrison chart for their stats.
29. Quarters of the chief assistant forger, Laris. His door is silver-bound wood with an inlaid silver "L" on it. His room is richly furnshed, and if he is not at the forge his magical forging tools are here in a beautiful wood chest: magical forging hammer and tongs set, allowing user to work at twice the normal speed and long gauntlets which are immune to all heat and cold (made of silvery dragonskin).
30. Quarters of the Lady of Staves. Gold doors swing open when unlocked (very hard -50). They are richly and tastefully furnished, although she is rarely here.
31. Drawing room.
32. Guest quarters. Handsomely furnished.
33. Servant's quarters. For six cooks and six maintenance servants.
34. Dining room. All staff and garrison eat together.
35. General Library.
36. Practice area; guard lounge
37. Kitchen.
38. Pantry.
39. (Lower Level) Elevator to upper level (18).
40. Guardrooms. Two on duty in each.

41. Sleeping and bath area for the guards. Subdivided into six double bedrooms, dining area and lounge.
42. Laen doors slide into walls. Controlled at "43".
43. Central control for she lower level. Manned at all times by two guards. It is elevated five feet above the floor level (the ceiling is 20′), with a desk running the perimeter, and a clear laen wall running the circumference above the desk broken only bs a laen door facing "42", controlled from within. There are levers here which control all of the doors in and out of the room, all of which are clear laen double doors, which slide apart into the flanking walls. All magically lock. Also a poison gas (Thurviik) can he released to flood the room and quell uprisings, or stop intruders. All door, are airtight, and the gas can be vented out.
44. Mannish miner caves. Approximately 30 men live in each cave.
45. Mannish miner caves. Approximately 30 men live in each cave.
46. 1000′ (300m) corridor down to aluminium, laen, platinum, silver, ruby, iron (of course) sources and several other veins. All through twisting, confusing passages.
47. Corridor. To smelter where ores are broken down and ingots of refined metal and glass are formed.
48. Inner guardrooms. With control of the steel portcullis beyond. Two guards on duty at all times.
49. Two mile corridor to silver mines.
50. Three mile long tunnel to Guild of Elements Access to Ithilkir.

## Naurlindol

*(S: Hill of Firey Pools')*

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

### Upper Halls

The upper halls of Naurlindol are delved out of a cleft in the hillside, with one side still open to the outdoors. There are two floors surrounding a central two-story hall. A balcony runs along three walls allowing access to second floor rooms. Light is provided by golden hanging lamps hung from wall brackets spaced about the area. Walls, floor, ceiling and columns are all of various types of beautiful polished marble. Doors are of black iron, with the fire emblem etched into the metal and leafed in gold and silver. Single-width doors slide up into the ceiling on a counterbalance when a small metal

lever adjacent to the door is pulled (can be locked on the inside, "very hard" to unlock from the outside). Double width doors have a similar opening mechanism but slide apart into adjacent walls.

1. Veranda. A platform rising 50′ above a steep slope, it provides a panoramic view of the valley beyond. Note that there is a lever just inside which controls the lowering of reinforced iron panels, which slide on tracks set in the columns. the panels are only lowered in times of questionable security however, and are usually open, with guards posted at the columns.
2. Throne room/Reception Hall. A grand room where Rilia holds audiences and banquets. Her throne is on a three step dais opposite the stair (10).
3. Guardroom/Quarters. (Also access to lower halls). Housing six human and elven guards.
4. Kitchen/Servant Quarters. Housing ten.
5. Quarters of Valglin 'The Thief'. Comfortable, if plain.
6. Access corridor.
7. Valglin's workshop. Several tables, covered with charts, diagrams and partially assembled locks and trap devices. Racks on walls hold rolled diagrams and standard tools and parts.
8. Drawing Room, Richly appointed with tapestries; comfortably upholstered furnishings.
9. Library/music room. Also well furnished. Books cover a full range of topics (none magical). There are several musical instruments in the room, including a harpsichord. Linsul is adept at them all.
10. Stairway connecting the floors.
11. Balcony.
12. Lady of Staves' Quarters.
13. Sitting room.
14. Rilia's office/meeting room. Walls are purple marble. Carpet and upholstery is red. Her desktop is frosted red laen.
15. Rilia's Private Quarters. Plushly furnished, with every imaginable luxury.
16. Access corridor.
17. Linsul's Music room. Walls are adorned with almost every musical instrument imaginable. The room has perfect acoustic.
18. Linsul's Quarters. Richly appointed, with many mirrors, and closets packed with clothes of every type.
19. Access corridor.

20. Guard Ouaricrs/Station. Housing six.

**Lower Halls**

1. Entrance. There is a large tunnel at the base of the low volcanic mountain (now overgrown with rich vegetation). The entry is framed by a hexagonal portal of black marble, and can be sealed with large sliding double doors of black iron which have jagged interlocking edges. The doors are usually open, and two guards are posted outside.
2. Sentry post. Two men with heavy crossbows inside have full cover.
3. Guard stations. Four men on duty at all times, one of them elite.
4. Guard quarters. Lodging for 16 men: eight here, eight on duty. Two elite warriors in each group.
5. Pool of babbling lava. If someone is unfortunate enough to fall in, they receive a point-blank Fireball strike +50, x5 hits; and an automatic 'E' heat critical every round while in the lava.
6. Platform. Ringed by eight black stone columns, accessible by four bridges. In the center is a dais, on which is a high-backed throne of black marble. Three levers flank the throne on the left side; the first lever can be moved forward, back and from side to side, and has a button on the handle. By holding the button down and moving the lever, the person on the throne may extend or retract the bridges one at a time. The bridges' usual position is retracted. The span is twenty feet (6m). The second lever is a trap, and if tampered with, will cause a spike to pop out of the throne back, impaling the seated person (use lance table, +100, no bonuses for target except armor). The spike also has dose of *Jitsu* poison on it. Third lever sounds alarm in all guard rooms, and will cause all bridges to extend or retract simultaneously, depending on whether the lever is pulled forward or back.
7. Combat practice room.
8. Tunnel to the high cave where Durclax the Falcon lives. He is trained to bear Rilia or the Lord of Staves upon his back, and he will obey only them. He is usually asleep in his cave. Of course, he cannot come down the narrow tunnel into the complex, and has another exit from his cave tip on the mountainside.
9. Lower Kitchens. Feeding area for the men.
10. Torture room and prison cells.
11. General storage and armory.

12. Vault. Steel door is double thick (4″), and will only open to the keys held by Rilia, Linsûl, Valglin and the Lord of Staves. Otherwise, treat as extremely hard (-60) to unlock. Then a portcullis which delivers an "E" Electricity critical when touched (and not just the first time), and will only open to the command *Edro* ("open" in Sindarin). Inside is 50.000 g.p. in gold pieces, gems and jewelry, all in several locked chests and boxes. Also, the Staff of Eldarion (see sect. 9.3.9 for powers); spare robes and staves for Court members. There is a box, in which are eight red glass objects: four glass spheres, 2″ (5cm) in diameter which, when tossed on the floor (within ten feet; 3m) break and create a 10'x10'x1′ (3x3x0,3m) wall of fire lasting 20 rounds. There is also a ring in a small box which, while worn, gives immunity to all heat and fire, but double cold criticals an damage. Wearer is also cold all the time. Ring is gold, with a ruby setting.

Dûrclax is a Great Falcon, a gift for Rilia.

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

## Aurax-Dûr

*(S: "Deepwater Darkness")*

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

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

### Layout

The castle itself consists of a wall 60′ high built of blocks of dark stone joining five towers. The walls are only 10′ (3m) thick, and the parapets flare outward at the top. This slender design was accomplished by utilizing iron bars to lock the stone blocks together. Of the towers there are three smaller, each 90′ (27m) tall and also flared at the top to support a conical roof. Each is 30′ (9m) in diameter and has six levels, connected by a central spiral stair:

**Level 1**

**1** · Garrison lounge area.
**2** · Kitchen/dining area.
**3** · Garrison sleeping area.
**4** · Guardpost. (Connecting to the adjacent walls).
**5** · Depending on tower A, B, or C:

- **A** · Chapel of Taurion, Lord of Helms.
- **B** · Office of Camring the Healer.
- **C** · Sitting room and maid quarters for Isil, Gorthaur's (mannish) mistress.

**6** · Varies:

- **A** · Taurion's chambers.
- **B** · Camring's chambers: warm and comfortable by, comparison to the rest of the castle.
- **C** · Isil's chambers.

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

The central complex is the most unique point of the castle: three towers actually, which are narrow at the top of their 100′ (30m) height, but flare out at the bottom to eventually merge. There are but four levels within, the first, the audience Hall being itself fifty feet in height. The Audience Hall is three circular rooms overlapping: in the center of the nearer two are fire pits, and in the third lies a multi-step dais/platform, on which rests a huge throne of blue stone. The throne's back fans out like a giant shell, and it glows dimly. With a swirling of blue mist Gorthaur appears here to hold Court. The only access to the upper levels is via his invitation (unless one dares to climb the slick wet walls of the tower). The upper three levels are all Gorthaur's private quarters and office, furnished in dark colors, and unwarmed by even a candle. The roof of the tower is his recluse.

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

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

## Taurang

*(S: "Tree of Iron")*

### Upper Levels

**Note all interior doors in the upper citadel of Taurang are of 2″ (5cm) thick wood, and with simple, but strong latches.**

1. Main Gate. 3″ (7,5cm) thick steel doors which slide into place, operated by guards inside the walls. The walls are hollow and allow access to the six towers, from which the guards can fire on attackers. Also at the main gate is an iron portcullis, controlled from within the walls.
2. Wells.
3. Main keep.
4. Outer walls garrison quarters. 39 men and women in all, 13 of which are on duty at one time: 12 troops and a shift seargent. Also the quarters of the 12 horsemen.
5. Stables. Hold sixteen horses and four windsteeds.
6. Doors of the keep. 3″ (7,5cm) thick steel doors which slide into the walls, operated by a lever in the viewing room above.
7. Foyer/combat hall. All doors from this room can be controlled from the viewing room above.
8. Guardrooms. Each staffed by three keep guards at all times.
9. Access hall. Pit trap which can be triggered by levers in guard rooms: entire floor opens, causing all in hall to fall 30′ (9m), resulting in 10-100 hits, plus a "C" impact critical.
10. Guard quarters. House 24 men in all, in three shifts (six in rooms #8 and 2 in room #16 per shift).
11. Kitchen/pantry.
12. Dining hall/lounge.
13. Throne room.
14. Elevator platform. Controlled by buttons on a small column in the center of the platform: five in a vertical row, the bottom one separated from the rest (takes you to the lower halls).
15. Armory. Lots of + 5 short swords, and normal leather armor.
16. Viewing room. Controls for room below. Manned by two keep guards.
17. Access hall.

18. Taurclax's upper office. Elegantly, furnished, but nothing magical or especially interesting in it, except a copy of the *Book of Andraax*.
19. Khelekar's study and office. More stark than Taurclax's, and nothing of interest (only paper is blank stationery, with the tree emblem of Taurang).
20. Taurclax's lounge. Windows are sealed with extremely hard glass (but not laen).
21. Taurang Council Chambers. The elevator control column, upon reaching this level, sinks in to the floor, and a large hexagonal table lowers from the ceiling. Six throne-like chairs await the Council. The floor is covered in a deep green carpet, and the windows (and two doors to the balcony) are of very hard, breakproof glass; and all have complex locks: very hard - 50 to open from the outside.

**Lower Halls**

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

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

1. Elevator (14 of the upper levels) to round room. Door opens when the elevator reaches the bottom. Counterbalance system.
2. Guard post. Note defensive wall to provide cover. Three guards on duty. Note: Lower level guards are the same as 'Keep Guards' above.
3. Throne room and dining hall. A fire pit runs the length of the hall.
4. Small dining room.
5. Kitchen.
6. Pantry.
7. Taurclax's library. Expensively furnished, and including magical texts on Animism, Open and Closed Clerical Lists: three books, one for each. Each book is three feet high and two feet wide, weighing forty pounds, and rests on a huge wrought iron stand fashioned to look like a tree. The books are either useful to (a) aid one learning lists or (b) the runes (one per spell) can he "burned off" by someone of the Channeling realm who makes the necessary roll, and wishes to use up the spell.

8. Communications room. Here is kept an orb of seeing which allows Taurclax to speak with Sauron. If someone else attempts to use the orb, or even looks into it, he/she must resist in a Will vs. Will contest (Will of 200 on the other side) or be ensnared by Sauron's will. The orb is three feet in diameter and sits on a round, black marble table.
9. Khelekar's chambers. Elegantly furnished in an austere way: the carpet is flawless white, as is the ceiling. The walls are chill blue, as is the upholstry, of the furnishings. There is a white marble desk with a secret compartment: the top swings up. Inside is a glass rod two feet long which, if touched to bare skin, delivers a point-blank lightning bolt, 4x damage (The rod is unbreakable, for use in combat, it is suggested that a "mace" attack be used, and, if a hit is made, then roll an additional attack on the lightning bolt table, point blank).
10. Taurclax's sitting room and lower office. Plush, decorated in greens and browns. There are four living trees growing out of holes in the floor, with blue-green glass panels above them providing necessary light.
11. Taurclax's chambers. Behind a secret panel in the wall above the bed is a spare deck of Ardan cards, and a twig. If the twig is broken, it will teleport the holder safely to a secluded part of the forest 50 miles away (Taurclax's last resort escape method).
12. Guard posts. Two guards in each at all times.
13. Interrogation room.
14. Torture room. Fully equipped.
15. Prison block. Sealed off by two double laen doors, which can only be opened by keys held by the guards (inserted in the wall next to the doors, they cause the laen panels to slide magically open). Between the doors is a steel portcullis, which is opened via a lever at the outer guard post of the two.
16. Guard quarters. For the lower garrison: three per room; 24 in all, 8 of which are on duty at one time. All are humans, with the same stats as "keep guards".
17. Vault foyer. Floor is trapped; as soon as anyone steps within five feet of either of the inner doors (not the secret one) the outer door slams and locks, the counterbalance disengaged. The room (now sealed) fills completely with water, and after twenty minutes, drains. The counterbalance can be re-engaged, but only from the outside, through a secret panel. The door weighs about 600 pounds.
18. Fake vault door. Behind secret door; as soon as the inner door is tampered with the floor opens and drops the unwitting burglar(s) into a thirty foot deep pit: 10-100 hits, and a "C" Impact critical. The floor then closes over the intruder. The trap is hard (-50) to detect.

19. Main vault of Taurclax. If a trap on the outer door is not disarmed before it is unlocked (the lock is very hard, -60), then everyone who treads on the access corridor beyond is sprayed with deadly darts, tipped with Karfar (see sect. 8.6). The inner two ddors are locked (very hard, -80) and the inner one is trapped with an alarm which rings in the central guard station (2). The treasure:

2 mithril Noldor longswords; glow blue when Orcs are within 1000′.
2 mithril Noldor daggers; glow blue when Orcs are within 1000′.
Clear laen wand (1′ length); may fire up to 9 *Shock Bolts* +30 per day.
2 Noldor longbows +15.
Tuktan Composite Bow +25;
Staff of Uclax (6′ long, black wood); *Plantform* once per day; Great Merging Organic once per day; *Limbrunning* at will.
Mithril ring with hexagonal emerald; wearer may use the Herbmastery list (SL, p. ) up to 20th lvl, but must use his own PP's and be a Channeling user (at least partially). All items in the vault are packed in fine wood boxes.

1. Cash vault.
2. Guest study room.
3. Guest bedroom.
4. Lady of Helms' office.
5. Lady of Helms' bedroom.
6. Herald of Helms' quarters.
7. Corridor to the "Cave of the Winds". Down the winding tunnel is a large, natural cave, and in the center is a hexagonal platform of red glassy rock, glowing constantly. It is in this room that the "Winds" are summoned. Demonic in nature, yet unlike the average demon, they are ancient servants of Morgoth which only Taurclax may still summon. They are six, and he is able to call whichever one he chooses depending on his needs, but the personal power drain can be enormous. Beyond the cave is a passage out to the forest.

   All six Winds have the ability, gixen six unstunned rounds, to transform into completely ethereal, invisible form, and move as a chill wind at the rate listed (number given is feet per second). In this state they cannot physically interact with anyone - including engaging in combat - while ethereal or in progress either way. Add 10 to defensive bonus for every round towards the wind-state, until unhittable in final form. Only airtight chambers or powerful anti-magic or anti-evil spells can deter them while 'winds'. And only a chill, whistling breeze heralds their approach. When visible, they are cloaked all in black; nearly silent in movement. Their weapon is a large black iron dagger-like blade; the kynac. Each carries six kynacs, 3 suitable for throwing, three to melee. Use a 'rapier' attack; the modifiers have already been incorporated into their

bonus. All six weapons are coated with Acaana, a deadly poison, which takes effect if the weapon delivers a critical strike. See the MERP rulesbook for details on the poison (the only antidote is the leaf of the rare Shen plant).
If one of the winds should be driven over maximum hits or delivered a killing critical. it reverts to its wind form and flees to Taurang, incapable of reforming for 66 days. Also, Taurclax is incapacitated for the number of days equal to the level of the summoned but defeated wind. After he recovers, he may summon another, of course.

8. Guild of Elements access to Taurang. The entrance is five miles away in the side of a ravine. For a detailed description of the doors, corridor etc. see sect.11.2.2.

## Angkirya

*(S: "Iron Mine")*

Angkirya was originally constructed by the Dwarves long ago, by a group of Stiffbeards who explored the mining prospects of the region. That may never be known however, since Angkirya was a crumbling ruin when Fëatur discovered it in F.A. 197. Subsequently, much of it was sealed off (note, for example, dead end corridors #26 and #28) and extensive modifications were made - some by Fëatur's Dwarven smiths, others by Elven stone and metalworkers. Thus, the Angkirya which exists today is a mixture of ancient Dwarven construction and new (within 4200 years) Dwarven and Elven work. The mix is very balanced and harmonic however. The ancient work is the most solid and painstakingly precise, while the new, Elven construction is lighter and more flamboyant. All in all Angkirya reminds a bit of the splendor of Felagund's underground fortress of Nargothrond.The main doors and Great Hall doors for example, are all Dwarven work. All laen work is Elven (as is of course, the Ardan Council chamber).

### Layout

1. Main entrance. Two large iron doors (30′ across, 40′ high, 6″ thick; 9x12x1,8m). They open to the command *"Open, by Furin"* in Elvish or Dwarvish (Furin is believed to be the founder of Angkirya). They will also open to a powerful Opening spell.
2. Guardrooms. Each manned at all times by 2 garrison guards, in three shifts of eight hours each, staggered so that one room changes every four hours. One of the two stands guard in the doorway.
3. Great hall foyer. 30′ high, 20′ wide (9x6m). 3″ (7,5cm) thick doors similar to the main entrance doors flank the stair up. These doors however, have silver inlaid disk set in each, 2′ (0,6m) from the center, and at eye level (for a Dwarf about 4′; 1,2m). To open the doors one must lay one's palms on the disks and say *"Open"* in Khuzdul. Note that during normal operation, these doors stand open, slide into their wall pockets, and are only closed during times of questionable security. To open the doors from the inside requires the same process, while to close them one only needs to touch the edge of

either door. The two alcoves are manned by doorwards (garrison guards) who pull the large silver hall doors open when commanded to do so. The doors themselves are 30′ (9m) high, 40′ (12m) wide and 4″ (10cm) thick and inlaid with a scene of a mountain. If the doorwards believe here to be a threat, each has an alarm lever in his alcove which also locks the hall doors so that they can only be opened from within.

4. Pit trap. Not armed unless someone steps on the third step on their way from foyer #3. If they do so, the next weight of 50 lbs. (22kg) or more will trigger the pit trap, dumping the luckless victim(s) down a chute and into a cell below (see lower level).
5. Yavëkambas office, sparsely furnished: mostly records books and medical texts. Behind a secret panel in the desk (trapped; failure injects the intruder with poison: Klytun) is a book with every spell on the Base Lay Healer lists to 20$^{th}$ level. Any Mentalism spell user can use these as one-shot 'Runes', provided they make their roll.
6. Yavëkamba's bedroom. Comfortable though not elaborate.
7. Sitting room. Well furnished, including a keyboard instrument like a harpsichord. Bookshelves on the far wall contain light reading, and a selection of Fine liquors sits on a side table.
8. Guest room. Opulently furnished.
9. Guest room. Opulently furnished.
10. Guest room. Opulently furnished.
11. Magical armory. Ten + 25 longswords, ninety + 15 arrows, five + 15 maces, eight + 15 daggers, three suits + 20 chain armor, one suit + 15 full plate (check sizes, all armor), one + 20 hammer, two + 15 shields, two + 25 short swords, one + 30 composite bow. All behind a secret door and a steel door, locked (hard, - 50 to open).
12. Guard post. Manned by 2 garrison guards. Levers behind the protective 3′ (0,9m) high wall drop portculli at locations 12A and 12B. Also, there is a small ballista at the ready to fire down the hall (Heavy crossbow + 20; 3x damage) and one guard is trained to use it each shift.
13. Librarian's office. Bookmaking supplies and materials, and 2 scribe/librarians (noncombatants).
14. Library. Full of science, history, geography, geology, etc.
15. Library. This is the one with art and fiction.
16. Secret door. Trapped and locked steel door (point blank lightning bolt to whoever fails to disarm). Rare Book room, including a few books with runes in them. Also, a complete *Book of Andraax*, named "Holds of the Court of Ardor" on a stand, bound in black dragonskin. There are also a couple of "darklore" scrolls.

17. Guardpost. As #12, but no levers.

18. Fëatur's office. Sumptuously furnished: grass green carpet, elaborate tapestries, rich wood furnishings, deep brown velvet upholstery. The "X" outside the door denotes the location of elite guard positions at all times - in eight hour shifts.

19. Viewing Room. Behind a secret door and double locked laen door which swings in, two huge chairs face a small round black marble table. On the table, held in a large gold, talon-shaped fitting, is a seeing stone of clear crystal, 2 feet (60cm) in diameter. The crystal cannot be broken, nor removed from its fixture, but allows anyone seated before it who has any alliance with the Mentalist realm, the power of "Free" use of the Seer "True Sight" list to 30$^{th}$ level, with all ranges x1000, and able to combine spells (for example, *Stonesight* and *Long Eye*, so that one may delve into a castle far away, seeing through its walls. It is not actually free, however, as a point of the character's temporary constitution is drained for every power point of the spell(s) used. Points are regained at the rate of one per every five minutes total rest, but if all points are drained (the user overextends himself) he lapses into a coma for three days. He will begin to feel very tired before this point, however. The walls of the room are covered with black velvet drapes, behind one of which is a secret door, and a passage to a secret exit out of the complex 2 miles (3,2km) away. There is a lever 200′ (60m) down the passage which triggers a 20′ (6m) long deadfall about 10′ (3m) behind the operator, sealing off pursuers.

20. Fëatur's bedroom. Richly furnished in royal blue and burgunds.

21. Passage(secret doors at each end). Connects Fëatur's room to the Council chambers. Door on the Chambers end has a peephole. In the wall of the passage is a secret panel (triple trapped with 3 poison (Kly) darts. Inside is a complete duplicate set of Fëatur's personal equipment, and a spare Darin Tesarath robe.

22. Guardpost. Identical to #17.

23. Ardan Council Chambers. Rich, dark wood panelled walls, and dark red carpet. Table is black marble with inlays of tinted laen (see Citadel of Ardor Council room for table details). All chairs are of heavy wood and velvet design, but Fëatur's is the most elaborate (far left). Doors to the chamber are also black marble, 20′ (6m) wide. 15′ (4,6m) high. 1″ (2,5cm) thick, and slide into the adjacent walls with the utterance of *"Open, by the word of Ardana"* in Quenya. The doors can be locked by a switch within so that they cannot be opened from outside. These doors. and the walls, floor, and ceiling of the room are laced with a fine net of Kregora wire, which is sufficient to prevent any information or detection spells from functioning on people within the room, as well as any teleports to and from the room and any use of spells within. The doors themselves are also immune to magical attack, including *Undoor*.

**24.** Council lounge.

**25.** Infirmary. With partitions, 10 beds.

**26.** Pit trap. Floor opens to 100′ (30m) drop.

**27.** Yavëkamba's main surgical area. Equipped with very sophisticated equipment, including that for the manufacture and fitting of prosthetic devices.

**28.** Twin steel doors. Locked and engraved with *The vaults of Morang*. All within ten feet (3m) of the doors are sprayed with poison darts (roll 2-8 rapier + 60 attacks on each victim; treat unwary targets as static for dart impact. Critical yields poison: Jegga).

**29.** Quarters of Yavëkamba's 3 assistant Lay Healers.

**30.** Guardpost. As #12, with 2 portculli.

**31.** Access way to vault. First, a huge black iron door, inlaid with glowing red letters reading in Quenya: *"The Hall of Dark Fire"* (Tengwar letters). The door has twin locks, set in metal plates on the walls at either side of the door (keys are held by Fëatur and the Lord of Orbs only). The keys are usually turned by two elite guards trained in simultaneous key turns, because if the two locks are not undone at virtually the same time, a delay trap mechanism is triggered (there is no way of knowing this until it actually goes of). After the five-ton door rises on its counterbalance, sliding up a deep stone track, ten seconds later the cables release, dropping the door and sealing the would-be thieves within. Then the hall fills with a gaseous form of Vurnanna poison (a pinkish color) for five minutes; the gas is then vented out. The cables can only be reattached through an accessway off of guardpost at #30.
Beyond the door is a portcullis of clear laen, each bar having a tiny filament of Kregora in it, thus preventing any spell from operating on it (not to mention stopping anyone from teleporting or long-doring through it). The portcullis is raised by grasping the 4$^{th}$ and 7$^{th}$ vertical bars (from the left, there are ten bars) and twisting both counterclockwise 90 degrees, then 180 degrees clockwise. Treat as a "Very Hard" (-70) to anyone just attempting to unlock blindly. Give additions to PC's who examine the bars closely and observe the turnability of the two. Attempting to twist any of the other bars, or not immediately twisting the two clockwise as described, will cause the outer door to deadfall (as above), and release the gas.
The next door is easily operated by a lever on the wall next to it. This door, reinforced 2″ (5cm) thick iron, slides into the wall. The next (smaller) door is of mithril, 2″ (5cm) thick with a lock of "Hard" (-40) complexity.
The portcullis ahead is not really there at all, but a permanent visual illusion of a red laen portcullis. Only the four horizontal bars are real, spaced at 2, 4, 6 and 8′ in height (2,5; 10; 12,5 and 20cm). If anyone attempts to pass an object through any of the vertical bars above the 2′ (60cm) high horizontal (the space between the floor and the

lowest bar is safe to slip through) the hall for 10′ (3m) up and down the corridor from the portcullis becomes a "Room Afire", as all suffer point blank fireballs at 5x damage. The inner door is identical to the mithril door, except that it is bronze and the lock is different, if of same complexity. Within the Vault of Angkirya are the following items:

Replacement items and weapon for all Court members.
30.000 gp in mithril.
20.000 gp in gems.
Staff x4 PP multiplier (Essence).
3 Tuktan Teak longbows (+25).
2 sets of mithril chain armor (AT 16).
3 wands in a box (of *Firebolts*, *Icebolts* and *Lightning Bolts* respectively).
A ring (???).
A case with four glass figurines of Trolls (when dropped and broken, they fight for the owner for a maximum of 66 rounds and then are gone). One use for each only (they are: Forest, Stone, Cave and Mountain Trolls).
4 +40 swords.
+30 shield with a constant *Spell Shield True*.

1. …
2. Guardpost. Manned by two guards, each has a secret access corridor to firing rooms, equipped with pivotable baillistae as in post #12.
3. see #3.
4. Access to the lower level. Outer doors are of smokey transparent laen, embedded in which is a one-foot diameter steel disk split down the middle, which serves as a lock. The doors can be opened by pressing palms to the steel disk-halves. They slide open, and remain so for ten seconds, then automatically close unless a lever (which will also open the doors remotely) in firing room 34A is locked in the farthest down position. Further in is a portcullis, operated via a lever inside the firing room 33A. Further are steel doors controlled by a lever in 33A.
5. Walk-in freezer (magically maintained temp.)
6. Guardrooms. Manned by two garrison guards at all times able to enter the main access corridor or the Creat Hall (through #38) as needed.
7. Formal guardrooms. Manned by elite guards in formal dress, but only when the Great Hall is in use for an audience or feast etc.
8. Main pantry.
9. Main kitchen.
10. The Great Hall. For the most part original Dwarven construction: dark green marble floor, huge columns of veined black marble shaped like trees arching up so their upper 'branches' interlace to form the vaulting. On the walls are beautiful mosaics of mithril,

gold and precious gems depicting scenes of Dwarven mining, forging and party activities, as well as meetings of Dwarves and Elves. At the head of the hall is a two-step dais of lighter green marble, and a massive throne of faintly glowing glowing laen. Seat and back are upholstered in green velvet, and arms are of oak. The arm tops flip open to reveal controls which manipulate the hall's environment:

A. To raise sections of lhe marble floor to create benches and cables for feasting.
B. To light the gilded lanterns uhich hang from the 'tree' branches to varying brightness (all magical).
C. To contact the kitchen.
D. To contact pages.
E. To open or close and lock the Hall doors.
F. To sound alarms in guardrooms #37, #38 and #42.
G. To pivot the throne and occupant to face the secret door, open the door and propel the throne through the door and seal it behind them (for emergencies).

1. Guardrooms. As #38, except access to hall is secret, and only, used in emergencies.
2. Secret corridor for Fëatur.
3. Quarters for twelve household servants (three per room).
4. Guards' and servants' dining hall and recreation room.
5. Quarters for the cooks and food servers, of which there are twelve.
6. Baths for the servants.
7. Quarters for the garrison guards (each 20′ by 30′ (6x9m) room partitioned for ten guards) 60 in all.
8. Rooms for the elite guards. Their duties are more flexible than those of the garrison. One each is assigned to each Fëatur (these guards are highly trusted Khelnôrin Elves who are privilege to the secret of the two Fëaturs. They also have willingly submitted themselves to mind blocks so that they can never tell anyone else their secret) as bodyguards, as well as one to Yavëkamba. Three are stationed outside of Fëatur's and Yavëkamba's quarters while the latter are inside, and have supervisory duties over the other guards, so they may turn up in halls or guardposts at random. They also have access to the main libraries for use during their leisure hours. (8 in each room subdivided inio four doubles; sixteen in all).
9. Training/combat practice room. Equipped wich weights, and combat areas for all guards to work out in.
10. Guard baths.
11. Office/quarters. For ihe captain of the guard (the Lord of Orbs).
12. "Spare bedroom". Actually quarters for (the male) Fëatur. The door is two inch (5cm) thick steel and will only open to his mental command (very sophisticated). The room is

protected from detections by a Kregora net similar to that which surrounds the Council Chambcrs.

13. Fëatur's lab. Including many chemicals and unusual mechanical devices. There are a few doses of various poisons and healing herbs.
14. Guards and servants lounge and game room.
15. Office/quarters of the chief of domestic operations.
16. Baths for she servants.
17. Quarters for the scribes.
18. Stairs (connect from #35) to lower level. The bridge across the water is one big trap, and never used. Anyone who steps beyond the halfway point causes the entire bridge to collapse into the water 70′ (20m) below. The walls of the room are sheer, and there is no other way out of the water. A secret door to the right just outside of the water room provides access to the main room.
19. Double steel doors. Slide open on approach (from thir side) into she access room. In the center is an octagonal desk from which all lower level activities are monitored. There are three guards and one elite at all times.
20. Access the quarters for 35 Dwarf miners/forgers.
21. Foyer to prison/holding area. All cell doors, made of steel with barred windows, are locked, hard (-30) complexity. The elite guard on duty outside holds keys. Two guards are on duty here, and pace about the foyer. Large doors to #63, #64, and #65 are actually steel grates with barred doors inset in them. Keys are also held by the elite guard on duty. The doors back to room #60 are large, sliding airtight laen doors which are usually open but can be automatically closed from a control on the desk. The entire prison area can then be flooded with a green sleep gas (Thurviik).
22. Main prison room.
23. Torture/questioning area.
24. Elite cells. Larger and more comfortable than the others.
25. Rough hewn corridor. 2500′ (750m) long, leading to the mines.
26. An immensely complex, labyrinthine mine and smelting complex. Yielding black laen, emerald, amethyst, rubies, gold, and black eog - that dull, ultrahard metal which inhibits essence which is not evil (extremely rare).
27. Lower entrance to Angkirya. Several miles from the front one; used as a mine exit from which ingots are removed (there are carts on tracks in the floor of the tunnel from the mines to this entry). It is well hidden and very near the coast, and a convenient mooring point for Ardan ships. The doors are 3″ (7,5cm) thick steel.

28. Guard rooms. One Dwarf on duty in each at all time.
29. Guild door to Angkirya. Lies along the rocky coast, five miles west of the mine entrance. Set deep in a cleft in the rocks, it is invisible to all except those with a Guild signet.

## Menelcarca

*(Q: "Fang of the Heavens")*

The Menelcarca is the holding of Ardûval, "The Astrologer", and is his private domain. In design it is basically, a single tower, constructed upon the summit of a high peak in the center a particularly high cluster of mountains in the Yellow Mountains. The only way to the tower is via a long twisted stair; but the secret entry of the Guild of Elements is this way: there is a secret path opposite the official way running over the mountains to the "backdoor" of Menelcarca. This path is so cunningly hidden that only one wearing a Guild of Elements signet can see the regular waypoints that mark the correct way. The secret pathway ends up in the lower levels of Menelcarca, in a remote corridor.

### Layout

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

1. Entry. Via teleport gate in a vale far below.
2. Guard. Three warrior monks on duty.
3. Foyer.
4. Lounge.
5. Guard quarters. Nine $5^{th}$ level warrior-monks; 3 on duty, 6 off.
6. Stair room.
7. Kitchen.
8. Dining room.
9. Guest sitting room.
10. Guest room.
11. Foyer/guardpost. 2 on duty.
12. Guard lounge.
13. Lesser vault. 30.000 gp in gems, gold and jewelry. Very, hard (-20) to open.
14. Guard quarters. Housing Six $10^{th}$ level warrior-monks.
15. Exercise/practice room.
16. Guard Captain's office.

17. Library. General fiction and history texts, as well as books on fighting techniques of warrior-monks.
18. Guard Captain's quarters.
19. Foyer.
20. Lounge.
21. Herald of Orb's office.
22. Herald's study.
23. Herald's quarters.
24. Guest quarters.
25. Inner vault. Very hard - 20 to open. Contains duplicate basic equipment for the Court members of Earth, as well as:

Orb of farsight, a 12″ (30cm) diameter orb which allows anyone of the realm of Mentalism to use any one spell of the Seer "Past Visions" list per day up to 30th level.
A ring which, when worn, blinds the wearer but allows him to detect presences of all within 100′ (30m) and know their race, level, profession, and general alignment, as well as their intentions for action during the next battle round. The blindness persists for an hour after the ring is removed, even though the powers do not.

1. Lounge.
2. Ardûval's library.
3. Foyer.
4. Ardûal's quarters. Lavishly furnished with every luxury imaginable. Bath facilities are highly sophisticated, and the hangings and furniture are plush. There are three large closets paced with Ardûval's vast wardrobe.
5. Dome Room. Telescope in the center is for viewing astronomical bodies. It and the dome room orientation are controlled at the console, so that the entire top of the tower can pivot 360 degrees. The dome can be opened, up to 90 degrees of its circumference.

## Tirgoroth

*(S: Watch of Terror)*

Tirgoroth, although a small holding by comparison to the others of Ardor, makes up for its size in its awe-inspiring location: atop a half-mile high sheer spire of hardest stone, jutting from the waters of the Ûsakan Bay. Most of the rocky pillar is rarer seen, however, as it is almost constantly enveloped in a dense cloud - except for the very tip, upon which sits the castle itself. The illusion is thus created that the palace is actually floating atop the cloud. Constructed entirely of pure white marble, its towers roofed with gold-leafed shingles, the castle can be seen for many miles by day - and night, for

its very walls give off a faint reflective glow. The inhabitants and purpose are of course unknown to almost everyone, but rumors abound.

**Layout**

The visible castle itself consists of three square towers and a fourth, hexagonal tower, all conneeted by sheer walls, and each roofed. The square towers are three stories tall (80′ (25m) in height, including roof), levels connected by a stair along one wall. The first two levels serve as living quarters for eight guards, while the top levels (just beneath the toof)are lookouts. There is a room within the roof with viewing windows, and a door out onto a walkway which runs the perimeter of the roof. Access from tower to tower is through the second level, across the tops of the walls, or at the first level, via passages within the walls. All entries are closed by 2″ (5cm) thick panelled doors of pale grey-while wood, with gold-leafed hinges and fastenings. The doors are very light but extremely hard, and can be locked (all guards have keys) but normally are not. The hexagonal tower is eight levels high (160′ (50m), including the roof), and access from floor to floor is via a spiral stair in one corner: the topmost portion of the"Ten thousand steps".

**Level one** · Guardpost and reception area.
**Level two** · Formal audience chamber for Valkrist.
**Level three** · Office/administration/records area for Sûlherok, 'The Messenger' of the Court.
**Level four** · Quarters of the Lord and Lady of Swords. They are Captains of the Windlords.
**Level five** · Sûlherok's quarters.
**Level six** · Vairesûl's (the Herald of Swords) quarters.
**Level Seven** · Valkrist's office/study, comfortable but not flamboyant.
**Level Eight** · Valkrist's quarters. This level is larger than the rest, and huge windows on each side permit panoramic views of the lands and sea around. The roof of the room is domed and painted midnight blue, with the constellations set in it in sparkling gems. There is a railed walkway running the perimeter of this level. Held within the courtyard ofthe castle are two structures. Along one wall is eyrie for the mounts of the Windlords, housing the thirty huge grey, falcons, able to fly at great speed across the upper stairs. 22 are each tied to a specific Windlord, while the remaining eight are the mounts of the Lords and Ladies of Swords (including Sûlherok's "Sûlroch", and Valkrist's two birds "Elros" and "Gilsûl").
The other, freestanding building is a three story, structure of marble, roofed with thatch of a bright golden color. The first level is given completely to a huge banquet hall, and to one side, kitchen facilities and servant quarters. The second level, accessed through a stair at one side of the hall, has comfortable guest rooms. The third level, accessed only by an exterior staircase, are the quarters of the 22 Windlords. (When in a hurry, they just jump off the third floor balcony, able to 'Land' safely from any height). The only exit from the courtyard is via a drawbridge which opens onto empty air. This serves as the end of the runway for the falcons. The mechanism for the drawbridge, and aportcullis just within, is magical and controlled by mental command by the Windlords through their falcon rings. Beneath all of this, some 1000′ (300m) feet down the "Ten thousand steps" is, carved our of the adamantine rock of the pillar, a prison area capable of housing up to twenty residents. From there, the steps start down (there is a steel portcullis blocking the path just below the prison area, locked, hard - 10, and only the Lords of Swords have keys) winding unbroken within the core of the stone spire, to a point far below the ocean floor, a tunnel to the mainland, and a concealed entrance, never used. The Guild of Elements secret entrance is but a few hundred Yards from the

Court one. Its door identical to the others; it opens to a tunnel which intercepts the original Tirgoroth passage via a secret door, just before it begins a long descent under the coastal beach.

All of the Windlords possess composite bows which magically reload every round and have a +20 bonus. All can fire from"falconback" without penalties. All also possess, as do the Court riders, a belt of *LandingTrue*, allowing them to land safely from a fall of up to 2500 feet (750m). In addition to this, they carry usual Suit of Swords equipment, including the falcon rings.

The falcons are highly intelligent and loyal to their masters. If he/she should fall in battle, the bird will viciously attack his opponents until either: 1. it dies 2. its enemies all die; or 3. its master is clearly beyond hope. In the last case, it will flee to Tirgoroth. The falcons are each about fifteen feet (4,5m) long with a thirty foot (9m) wingspan, and all area light grey in color. ln general they need a freestanding starting point with sufficient (c. 50 feet; 15m) room to the ground to take off when bearing a rider, and they need twenty feet (6m) to land. When not bearing a rider, they can almost instantly come to a halt and take off, just like normal falcons do.

## Mirisgroth

**(S: 'Mine of Jewels')**

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

### The Central Hold

**1** · Iron bridges. Converge, meeting the sheer sides of the outcrop. The walls of the castle are of (non-rusting) iron as well, rising 40'to narrow walled parapets. Access to the walkways is via ladders on the insides of the walls, and from the six towers. The entrances are 15′ square portals with reinforced steel doors which slide down into place on tracks.
**2** · Towers. Also of riveted iron plates, enclosing four levels and a rooftop lookout. All interior floors are open steel grates, and access from floor to floor is by a ladder bolted to the outer wall. First floor is the guardroom for the courtyard; second is the dining area/lounge; third is open to the adjoining walls; another guard post, the fourth is sleeping quarters housing 12 men of each tower. On each roof are two small, pivoting ballistae ( + 30; fire 1x every three rounds; 2x range and damage on the heavy crossbow table).
**3** · Twin entrances. To the central tower, which is constructed of fused blocks of volcanic black stone and rises to 90′ (27m). The doors are similar to those on the outer walls, being of reinforced iron, and sliding up into the wall above to open. These are 20′ (6m) wide and high.
**4** · Foyer. In the center is an iron spiral stair rising to level 2.
**5** · Spiral stair leads to upper levels.
**6** · Guardrooms. Two men on duty in each.

**7** · Stairs to the lower halls.
**8** · Armory.
**9** · Guard Captain's office.
**10** · Drawing room.
**11** · Guard lounge/dining hall.
**12** · Second floor foyer.
**13** · Persuvious'rooms. Simply furnished. The door has four traps on it, each very hard (-20) in complexity to disarm. Failure will yield:

- A poison dart (Acanna).
- A ballista bolt from the adjoining wall (+ 30; 2x damage heavy crossbow; static target).
- A panel in the door popping open at eye level to reveal a Rune of Unminding (victim's mind is completely blank: he cannot walk, talk, speak or comprehend. Lasts 6 days. Resist versus 20$^{th}$ level essence),
- Finally the door will open, but five rapier-like rods of steel will flash across the entry ("extremely hard" [-30] to avoid. For each 20% below 100%, the victim takes one of the five 'rapier attacks'. All rods have a +80 bonus and are tipped with poison: Kaktu). Persuvious does like traps.

**14** · Persuvious'rooms
**15** · Guestroom.
**16** · Guestroom.
**17** · Valsûl's (The Knight of Swords) quarters.
**18** · Cambragol's reception hall. (20′ (6m) ceilings on this level).
**19** · Elite guard quarters. Housing nine.
**20** · Guardroom.
**21** · Waiting room.
**22** · Cambragol's office. Starkly furnished, very severe.
**23** · Cambragol's quarters. Very expensively furnished: elegant and expensive hangings, red carpeting. A cunningly designed central iron fireplace provides heat when necessary.

**Lower Halls**

**24** · Kitchen.
**25** · Pantry.
**26** · Servant's quarters. Housing 12.
**27** · Guardroom. Two on duty.
**28** · Cells.
**29** · Torture room.
**30** · Secret door. Opens into guardroom. Narrow, almost invisible slits face up the stairs, with mounted ballisia ready to fire at intruders (+80; 2x damage heavy crossbow). The guards are alerted by a three-step section in the middle of each stairway (just visible through the slit) which, when tread upon, causes a muted gong to strike in the guardroom. It cannot be heard from the stair, except maybe by an Elf (25% chance). Of course, even ifthis trap is discovered, the guards will be alerted by the ensuing shuffling and discussion necessary before the trap could be disarmed. Four men are on duty here.
**31** · Guard quarters, housing eighteen.
**32** · Quarters. Of Cambragol's elite guard: six warrior-monks.
**33** · Persuvious' workshop. Filled with half-completed trap devices of all kinds: many fine tools, strange pieces ofmetal and wood scraps, and several large notebooks with diagrams, written by Persuvious. These contain the layouts for a myriad of traps and locks - eighty percent of those used in the Ardor citadels (except Ithilkir; Airatano made his own). Thus, if one had the book, there is an eighty percent chance that he has the plans to a lock or trap in Ardor. However, the locations of the

traps are not given. So, they can be very useful (+ 60 to disarming/unlocking), but one has to successfully locate the right notes first.
**34** · Monk Practice room. Padding on walls and floor.
**35** · Secret passage.
**36** · Shrine. There is a 8′ (2,5m) long slab of granite set on a pedestal on a small altar at the far end ofthe room, flanked by ever-burning fire-pits. The granite slab has a shallow trough running along the perimeter. and a slot at the foot of it for runoff to flow into a golden cup which sits just below. There are many dark stains on the slab. There are also four iron manacles, set into the stone to hold wrists and ankles. On a narrow pedestal to one side lies a long dagger made of red laen. It, too, has stains on it, although laen does not usually stain. This is Cambragol's shrine, the place for the *Blood Ritual* and he comes here secretly at times, bearing a sacrifice: usually a young man or woman. Here he enacts a grisly ritual, and as a result is able to gain scrying powers for the night. He can do this but once per month.
The Guild of Elements entry to Mirisgroth is perhaps the most bizarre in nature of them all. There is a small, barren and rocky isle about 20 miles from Mirisgroth, with a Guild door set in a rocky knoll on that isle (Guild entry location devices have a much longer range for finding this door: about 25 miles). Once inside, the hardy Guild-following soul will discover a stair down to a small grotto, wherein is moored a sloop (about 30′ (9m) long) of Elven design. An inscription (in Sindarin) on a plaque near the entry to the grotto reads "Behold the Way to the cursed isle of Mirisgroth, domain of Cambargol/Camcarneyar (the second name means 'Bloody Hand'). This ship will bear up to ten to the outer ring, and an entry therein. Thenceforth it is up to you to avoid discovery. If the ship is not reboarded by one bearing an item of the Guild within five days, it shall return here, to await other passengers." As the last person boards the ship, one with a Guild item can trigger the ship (he'll get a gut feeling how), and its small sail will raise. On a wind none can perceive, the sloop will flawlessly maneuver out of the grotto and onto the sea. It cannot be maneuvercd off course. No sea storm will affect it, as there are powerful calming spells placed about it. The whole transport uses a natural feature for this sea region: mists and fogs are a very common occurence, and so the Guild transport device will not be too prominent. It is strongly encouraged to use this device only when there is natural mist or fog present to cover the boat. The ship will sail, wreathed in mists which will obscure it from being seen by those about, including the garrison of Mirisgroth; but won't quite obscure the view of the travellers within the boat. There is a small, secluded grotto in the side of the outer ring of Mirisgroth, into which it will maneuver, and dock. From there, a narrow stair leads up to a secret door into a little-used storeroom. Beyond that, as the plaque states, it is up to the PC's. Also, the ship will return to the other isle after five days, unless someone at least returns to it (with a Guild Item) and bids it stay, which it will, for another five days, etc. Those wishing to return from Mirisgroth before the five days are up can do so, of course, provided at least one of them has a Guild item to key to the ship.

# Strongholds of the Guild of Elements

## Ty-Ar-Rana

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

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

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

**Layout**

The three outer pyramids stand approximately 60′ (18m) high (including the 20′ (6m) high solid granite platorm). The fourth, central pyramid is identical in design, except it is 120′ (36m) tall.

**1** · Triangular stone platform with three identical stairways. When anyone begins to climb one of the stairs, the image of one of the Three (whomever's temple this one is, or, if the central temple, all three appear) in front of the corresponding door #2, and speaks mentally to all those on the stair: "Turn back: you are not welcome at Ty-Ar-Rana"; UNLESS the group encompasses Moran, or one of the others mentioned above, OR someone who had previously been there and mind-typed (see #9 below) in which case they see an image beckoning them in, saying "Welcome". If the unwanted intruders persist to the doorway, the image vanishes, and the instant he/she/they enter the portico, all receive 1-10 + 50 lightning strikes, as bolts shoot out of the surrounding metal walls (This also happens in the case of someone using, say, Moran, to get them into Ty-Ar-Rana: Moran would be O.K., but any and all whowere not there by Moran's leave would get zapped. To Moran and Co. the doors open, three sections sliding smoothly out from the center into the walls, floor and ceiling.
**3** · The upper structure of the "Temple" is a three-sided pyramid, elevated on inward-slanting walls, into which are inset the three portals. The entire upper structure is fashioned of a noncorroding metal resembling brushed stainless steel. All faces seem to be single sheets of thick alloy and corner seams are very slightly rounded and perfect. There are no rivets or other outwardly visible connecting hardware. Inside is a triangular room with inwardly sloping walls, meeting at a point some 30′ (9m) high. All three walls are translucent and glow, in swirling, muted blue/green patterns.
**4** · The only object in the room is a triangular platform 6″ (15cm) high and ten feet across. Its sides, like the floor, are dull metal; while the top is a translucent glowing blue. This is a transfer device, which, if stood upon for 5 seconds, will descend with the person to a corresponding platform below. Once on the platform, the person cannot move and be moved. A non-transparent paenl closes the opening so that observers cannot see what's happening below. Transferee is paralysed and untouchable/unhittable during transferrence. Others may step on the platform, but will also slowly transfer after the first transport is complete.

## Lower Halls

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

**1** · Transfer platform from pyramid above. The door to the corridor is of 2′ (5cm) thick steel, and slide down flush with the floor as soon as someone steps off of the platform, unless locked via a press panel in the hall. The portal is triangular, as are all in the complex, except the double width ones, which are truncated at the top. All doorways are ten feet high; all ceilings twelve feet (3,6m). All walls are of absolutely smooth, seamless granite, slightly sloping inward. Ceilings are of a translucent material, giving off light when someone steps in the room.
**2** · Double doors of 2′ (5cm) thick polished steel: open when approached within ten feet (3m); they close when last person ten feet (3m) beyond.
**3** · Cells of initiates. Carpeted in steel blue: comfortably, yet not lavishly furnished. Doors (all 1″ (2,5cm) steel) open when a warm hand is laid on them; close 3 seconds later. Rooms are kept neat and dust free (there is a ventilation system) and no sign of deterioration.
**4** · 300′ (90m) passage.
**5** · Doors, of bronze. They open on approach within ten feet (3m).
**6** · Hall of reception. Depending on which one, the presiding member of the Three will appear in the center ofthe room and speak, if someone granted leave to enter is there, the image will say in an archaic form of Quenya: "Welcome to Ty-Ar-Rana, may your stay be peaceful", bow and vanish. If somehow the visitors are unauthorized intruders who got past the lightning, the image will appear angry; doors #5 will slam shut, and all intruders within will be subjected to a 20$^{th}$ level *Sensory Overload* mental attack. If they resist the first time, another attack will go off every round until all are unconcious (or they can get out of the room). Taran will then come and carry the bodies outside and deposit them on the ground at the foot of the steps where the swamp monsters can get them, or they wake up (if they're lucky).
**7** · These rooms differ for each of the Three. All have silver doors.
**7A** · Lysa's: the inscription on the doors reads "The Hall of Truths True" in archaic Quenya. Once inside, if anyone should speak a lie, the room's purpose will be revealed, for, as the lie is spoken an image of Lysa will appear on the throne, point accusingly, at the offender, and say in an eerily echoing voice: "Liar!". In addition, people feel reluctant to sit in in this throne(as opposed to the other thrones in the rooms marked #7), and even worse if they do sit in the throne.
**7B** · Lyaan's: "Hall of Knowing True". Whoever sits on the throne suddenly looks like Lyaan to everyone else in the room. and can read the surface thoughts and memories of any person in the room (one person per minute). Providing they fail to resist a 30th level mind probe. They will also be unaware that their mind is being probed.
**7C** · Lyerin's: "Hall of Health True". Whoever sits on the throne is healed of all wounds up to and including broken bones and damaged organs. Brain damage is repaired, but 'experience' is not regained. Lifegiving is also not possible; however, stats lowered by damage or spells can be recovered up to 5 points per stat. This can only be done once per stat in the character's lifetime. The healing process can take hours, depending on the severity, during which the patient looks like Lyerin and becomes ethereal, and so cannot he removed. He is also in a trance, if not already unconcious. Mental diseases of all types are also cured, including spell-induced diseases. Curses, however, are not cured.
**8** · Copper doors. Inscription reads: "Hall of the Friend", open to reveal sumptuous guest quarters, subdivided for up to six, with beds, baths, etc.
**9** · Gold doors with the inscription "Home of the Three and those who know them. Speak of Your Leader and Pass Freely". This requires that somebody know the name of one of the Three. If Taran is there, he will list the names of the Three if asked by Moran. Klaen knows them, but naught else of this complex. If a name is spoken, the doors open to The Hall of Intentions True. The narrow walls on

either side are of clear laen ten feet wide and six inches thick, with strange cryptic runes inscribed on the inner faces. Note the trapped areas on both sides between the laen and the walls. Those who walk there must resist versus a 30th level mental attack or be telekinetically slammed against the unmarked face of the nearest laen wall, subjected to a *Major Pain* spell, and is *Long Doored* to a point 100′ down the corridor outside of doors ‘5′, three feet above the floor - so he falls on his face. If, for some reason, the person resists the first round, he must resist each round in the “T” area. The safe way to go through the room is between the laen walls. However, you are *Mind-Typed* by the magical walls. Even if you try to *Leave* or *Long Door* through, you are caught for an instant at the walls and typed. This is for later reference by Taran and the complex, so you are recognized.
**10** · Rooms, of inner guards. Empty, but kept up (like #3 above).
**11** · Cells of inner adherents. More nicely furnished, but otherwise like #10 above.
**12** · 200′ (60m) long corridor to stainless steel doors. Will only open to previously *mind-typed* persons. Anyone who somehow bypassed the laen walls sets off twin lightning bolts from the portal walls.
**13** · Central room and master platform. Once inside, the doors to the corridors open upon approach. Taran usually stands on this platform if he has nothing else to do.
**14** · Sophisticated, illusion-aided secret doors (all three very hard, -100, to locate). Slide back and up. The wearer of one of the three sets of artifacts, the bearer of the missing inlay piece, or Lyerin can open these on command, others can only try to defeat its absurd -100 locking mechanism. Beyond is one of the Three’s living quarters/training area.
**15** · Foyers (three). In the center of each is a 10′ by 20′ (3x6m) block of granite, with an inscription on it describing the tenets of the Tyar religion on the outer face. The inward face has a single huge rune in glowing blue laen inlay. One piece of the inlays is missing from each rune in each of the three places (different runes, so each of the three missing pieces is different. Lyerin has his own). If found and inserted in its place, the piece will cause the entire inlay to glow, and the whole granite block will sink into the floor, until three feet still stick up. Thus revealed is the shrine of the appropriate member of the Three, with a perfect illusionary personage, including to the touch though it is cold and smooth like marble. It is either of Lyan or Lysa (Lyerin’s is empty), arms crossed on chest, Thaen stones on. The Tiara or rings can only be removed by a nonevil person who is of the Mentalism realm, who wishes to use the item himself, and for good purposes. Nonmentalists or those with the ‘wrong’ motives don’t see the items at all, and directed to where they should be, cannot feel them. Evil people get 3 “E” electricity criticals (Trying to get those ruby slippers, wicked Witch of the West?). Once the item is removed, the image vanishes, the slab rises back up, and the laen inlay pops out. If, for some reason, someone wants to return the artifacts and the inlay is replaced, the slab lowers, and if the items are held in approximately the right places, the image will reappear.
**16** · Informal meeting room.
**17** · Clear laen doors lead to
**17A** · Lysa: Seer training room, carpeted floor is scattered with cushions. The one wall unbroken by a door is glass, with a swirling fog behind it. Any Seer can project his mental images from a spell onto this “screen” of mist.
**17B** · Lyaan: Mentalist training room: a very comfortable lounge, where student mentalists practiced spells on each other. This room is lightly shielded from the outside to prevent accidental attacks on noncombatants.
**17C** · Lyerin: Practice hall, floor and walls lightly padded, for martial arts combat practice.
**18** · Study.

- **18A** · Lysa’s: Very well organized. Two walls (sides) have gray wood shelves with books neatly arranged. Desk, of dark wood, is clear, except for a 1′ (30cm) diameter orb, which glows dimly. It has no other powers, except the color changes by mental command.
- **18B** · Lyaan’s: Walls are of very dark wood; one wall is covered by bookshelves, most volumes are histories, except for one set of mentalism books in a separate section. These books are not

magical as such, but can serve as research material for the learning Mentalism spell user. There are nine volumes: four to cover the general lists; and one for each of the sets of base lists. Each book is 2'x1,5' (60x45cm) and weighs ten pounds (4,5kg). The rest of the office is furnished comfortably, mostly in dark tones, and kept neat.
    - **18C** · Lyerin's: Doors, padded on the outside, wood panelled on the inside, open to a cluttered room, all walls covered with wood bookshelves, filled haphazardly with old books, stacks of papers (mostly poetry, by Lyerin, but some items of interest may be here). A copy of the book of Andraax, bound in black leather is somewhere. Also on the shelves are a variety of strange art objects and trinkets. A huge (4'x8'; 1,2x2,4m) desk is also covered with papers, mostly on martial arts theory, written either in archaic Quenya or a cryptioc shorthand incomprehensible to all but an expert linguist. Light in the room is provided by wall lamps, with glowing yellow gems rather than fire, and a similar lamp on the desk. The ceiling is dark, and the floor is carpeted in a gold-brown. In short, the room is a dramatic contrast to the cold sleekness of the rest of the complex.
    - **19** · Bedrooms. All comfortably and warmly furnished.

**20** · Baths. All huge (20'x20'; 6x6m) luxurious bath/lounge areas, with a magical source of hot running water, etc.
**21.22** · Spacious, elegant guest quarters.

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

### Place of the Watchers

…

### Tumlindë

…

## Castles of Tantûrak

### Ramorth

…

# 12 · Other sites of interest



## Kirnak

…

## Gaven, Ruin of the Geshaan Capital

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

## Tharin

…

## Menel (Starseer Conclave)

…

# 13 · Appendices



## Abbreviations

**Ad.** · **Adûnaic** - The tongue of the Númenoreans and later the Dúnedain and the descendants of the King's Men (called Black Númenoreans by the Faithful).
**Ap.** · **Apysaic** - The common tongue of the South. Most of the People of Southern Middle-earth can understand even some Apysaic, since it was the common language of the men who entered this region in the Second Age.
**K.** · **Kwenja** - The language of the Avar Elves of the region.
**Ki.** · **Kiranaic** - Originating from Apysaic, Kiranaic is the mother-tongue of the Kirani in Southern Middle-earth.
**Mu.** · **Mûmakanin** - The language of the Mûmakani.
**Q.** · **Quenya** - The original language of the Noldor.
**S. ** · **Sindarin** - The language of the Sindar of Beleriand.
**W.** · **Westron** - The common language of Northwestern Middle-earth in the Third Age.

## Definitions

**Ainur** · (Q. *"Holy Spirits"*) The Divine servants of Eru, born out of Eru's thought. Although they are formless spirits, they have male and female genders and are capable of assuming corporeal form. Most of the Ainur reside with Eru in the Timeless Halls outside Arda, but a few - the Valar and Maiar - reside in Arda. The Ainur are also called the "Holy Ones", the "Singers", or the "Spirits".
**Aman** · (Q. *"Blessed Realm"*)The great continent west of Middle-earth. Here the Valar made their home after the destruction of the Two Lamps. After the downfall of Númenor it is removed from the visible world and only those Elves weary of Middle-earth still may reach it.
**Arda** · (Q. *"The Place"*, *"The Realm"*) The entire physical world created by Eru to be the kingdom of Manwë, including Endor (Middle-earth) and Aman, but not Menel (Heaven). In the First Age and most of the Second Age, it is circular and flat; but after the Downfall of Númenor it is remade as a sphere.
**Arûwaini** · (Ad. *"King's Men"*) This is the label of the the descendants of the "Kings Men" in Númenor for themselves; those that spoke against the Ban of the Valar and made an aggressive and brutal policy of imperialism in Endor. When Númenor sank, these men survived in colonies throughout the coastal lands of Middle-earth. Tantûrak is such a former colony where the

descendants of the Black Númenoreans form an aristocracy that holds the reins of power. They call themselves Arûwaini, but as most of the traditional history of Middle-earth is written by the Dúnedain, they are labeled "Black Númenóreans" (S. "Mornúmenedain") which implies a certain amount of prejudice and opposition aginst this group.

**Avari** · (Q. *"Refusers"*, sing. "Avar") The Avari constitute the majority of the Firstborn in Middle-earth. All of the Elves who are not Eldar (q.v.) are Avari. In turn, all of the Avari are Moriquendi or "Dark Elves", because they never saw the light of the Two Trees.

**Belegaer** · (S. *"Mighty Sea"*, aka *"Sundering Sea"*) The ocean west of Middle-earth, the Belegaer separates Endor from Aman (the *"Undying Lands"*). The waters of the Belegaer meet those of the Haragaer to the southwest at Cape Metharn (Hyarnúmente).

**Children of Ilúvatar** · Also Children of Eru: translations of Híni Ilúvataro and Eruhíni. Comprising the Firstborn and the Followers, Elves and Men, they are also called the Children, Children of the Earth, Children of the World.

**Corsairs** · Originally descendants of Castamir ("The Usurper") of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-1447). This group seized control of Umbar in T.A. 1448. Thereafter they became associated with marine raiding and were labeled "Corsairs". The term later became associated with any pirates based in Umbar or along the coasts of Harad.

**Dúnedain** · (S. *"Men of the West"*, sing. "Dúnadan") These High Men are descendants of the Edain who settled the western island continent of Númenor in S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the coasts of Endor during the Second Age. Unfortunately their hubris and desire for power - guided by the still fair-seeming Sauron (q.v.) - led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru destroyed their home island in S.A. 3319, thereby also destroying Saurons fair form. Those called the "Faithful" opposed the policies and Elf-hatred that prompted this "Downfall". The Faithful were saved when Númenor sank, sailing east to Northwestern Middle-earth. There they founded the "Realms in Exile", the kingdoms of Arnor and Gondor. Many of the King's Men (or "Black Númenoreans", q.v.) survived as well, living in colonies and independent states such as Umbar, Tantûrak or Ciryatandor.

**Eä** · (Q. *"Existence"*) Eä, literally, "It is" or "Let it be", was the word of Eru when the World (and universe if you like) began its existence. Eä is all that is, the whole of Eru's creation and includes Arda and the Heaven (S. "Menel"). Born out of the great Music (Ainulindalë) that defined the divine order of existence, it remains bound by the patterns (Essence) of the Song. Outside Eä are the Timeless Halls of Eru as well as the Timeless Void (Nothingness).

**Eldar** · (Q. *"Elves"*, *"People of the Stars"*) The immortal Children of Ilúvatar. Fair of skin and nearly immune to age and devoid of any physical sickness they are the most gifted of the Free Peoples. In a closer sense, only those Elves who began (and most of them completed) the Great Journey to the Undying Lands are counted among the Eldar. The Vanyar, Noldor and Teleri comprise the three kindreds of the Eldar. Those that made the journey to Aman are counted as "Calaquendi" or "Light Elves" because they saw the light of the Two Trees of Valinor which lighted the world by that time (see also sect. 2.2 Timeline). The Elves are bound by fate and remain in the world even after they die, waiting to be reincarnated in the Halls of Awaiting in western Aman.

**Eru** · (Q. *"The One"*, *"He that is Alone"*, Q. *"Ilúvatar"*) The creator of Eä. Ilúvatar is translated as "Father of All".

**First Age** · The First Age of Middle-earth. It began with the growing of the Two Trees (s.b.) and ended with the overthrow of Morgoth (Melkor) by the Host of Valinor in the War of Wrath.

**Free Peoples** · The "good" races of Middle-earth: Elves, Dwarves, Hobbits and Men (especially the Dúnedain); in a closer sense those races which are in opposition to Sauron.

**Kinn-lai** · (S. *"Shadow-elves"*, sing. "Kinn-lai") The Kinn-lai are a secretive Avar people who reside in and around the forest of Tâliran. They form the vast majority of the Firstborn in this region and are

of the same branch of the Avari as the Kinn-lai of Valagalen in Drel (see ICE's *Shadow in the South*). The Kinn-lai belong to the Nelyarin Avari (the proto-Teleri) and are thereby kin to the Sindar.
**Maiar** · (Sing. "Maia")The lesser Ainur who entered Arda. They serve the Valar in their task of guardianship. From this order five were selected to go to Middle-earth and combat Sauron after his return in the Third Age. These were called the Istari (S. "Wizards"). The ignorant call the Maiar "Lesser Gods". Some Maiar followed Morgoth on his path. Prominent examples are Sauron of Mordor and the Balrogs. Morfuin and Airatano of the Court of Ardor are also (lesser) Maiar.
**Men** · (Q. *"Atani"*, *"Fírimar"*) The Secondborn Children of Ilúvatar. They are mortal and less gifted than the Elves. They die of old age and sickness and are weak compared by Elda standards. But in contrast to the Elves, fate does not hold absolute sway over them and they leave the world when they die, to join Eru in his halls.
**Morgoth** · (Q. *"The Black Enemy"*, aka **Melkor** (Q. *"He who arises in might"*) Most powerful and gifted of the Ainur. The renegade Vala who coveted lordship over the world, and possibly all existence. Morgoth was the embodiment and focus of Darkness - evil incarnate - and established lordship over northern Middle-earth during the time before the First Age of the Sun. First he ruled from his northeastern fortress at Utumno. After the awakening of the Elves, the Valar made war on him, destroyed his fortress Utumno (the so-called "Battle of the Powers") and imprisoned him in Valinor. Later he was pardoned and lived in Aman beside the Valar, Maiar, and Elves. Again he sowed evil and finally destroyed the Two Trees (s.b.), stole the Silmarils (s.b.) and fled to Middle-earth. For this reason the Noldor warred against him and in the end lost. But the Valar found mercy with the Elves and their mannish allies and sent a great host to overthrow Morgoth in a climactic battle. After his defeat he was cast outside the world into the Timeless Void (see "Eä") and cannot return as long as the Sun and Moon remain aloft. Morgoth created many foul races by perverting the living (for he could not create life himself), orcs in mockery of elves, trolls as the dark counterparts of ents etc. Sauron, Morgoths most powerful servant survived the cataclysm of his master's downfall and carried on the legacy of evil for the Second and Third Age.
**Óre** · see entry for *Thúle*.
**Sauron** · (Q. *"The Abhorred"*, aka *"The Dark Lord"*, *"The Shadow"*, *"The Lord of the Rings"*) A Maia who served Morgoth in the First Age and survived the downfall of his master. In the Second Age he lured the Elves of Eregion into making Rings of Power for the Free Peoples, but created the Master Ring himself to rule all the other rings. Because the Elven Rings were very powerful, the One had to be overwhelming and Sauron placed much of his own essence in it. The Elves resisted his trap however, as they took off their rings. Sauron made war on them and was able to capture the Nine Rings and six of the Seven. These fifteen he gave to great lords of men (the Nine) and dwarves (the Seven) in hope of ensaring them (the mightiest of the Seven was given to the King of Khazad-dûm by the elven Smiths themselves). The Dwarves resisted because they were (and are) difficult to control and do not succumb to foreign control. The Nine Rings worked better and those lords who used them became the Nazgûl (Mo. "Ringwraiths"), Sauron's most heinous servants. In the land Mordor he built his fortress Barad-dûr (S. *"Dark Tower"*). Sauron was defeated three times in the Second Age, first by the Elves of Lindon and their Númenorean allies, second by the Númenoreans under Ar-Pharazôn and third by the Last Alliance of Men and Elves. Each time however, he returned to power. With the Downfall of Númenor however, he lost the ability to assume a fair-seeming form. In the Third Age he was finally defeated with the destruction of the Ruling Ring. The lidless eye (normally red upon black) was his symbol. He was responsible for creating two superior variants of creatures spawned by Morgoth: the Uruk-hai (Great Orcs) and the Olog-hai (Black Trolls). Both were formidable fighters and immune to sunlight, which seriously curtailed the usefulness of their lesser brethren.
**Second Age** · The second recorded age of Middle-earth. It began with the founding of the Grey Havens in Lindon and ended in the War of the Last Alliance when Sauron was defeated and the One Ring taken from him by Isildur.

**Silmaril** · (Q. *"Shining Brilliance"*) Three jewels of unsurpassed beauty. They were made by the great Noldo craftsman Fëanor. In these jewels some light of the Two Trees was encased. After the death of the Two Trees the Silmarils were stolen by Morgoth and brought to Middle-earth. This act was the main reason for Fëanor to lead the Noldor back to Middle-earth and wage war against Morgoth. Many of those who became later Lords of Ardor followed him on this march.
**Sindar** · (S. *"Grey Elves"*, sing. "Sinda", aka *"Elves of Twilight"*). A branch of the Teleri that never made the final journey to Aman but stayed in Beleriand (then the westernmost part of Middle-earth) with their king Elwë. They are of the Moriquendi, but because of their exalted position with a Calaquendi king and a Maia queen they are counted as more sophisticated than the Avari (but still less knowledgeable than the Calaquendi of Aman).
**Third Age** · The third recorded Age of Middle-earth. It began with the defeat of Sauron at the hands of the Last Alliance and ended with the passing of the Ringbearers over the sea.
**Thúle** · Thúle is the vital energy which holds body and soul together, though it is not identical to the soul (Q. *óre*). The principal difference between the *óre* and *thúle* is that the latter may be transferred, used up or otherwise "spent" as a quantity of energy, whereas the former does not possess quantity, but is the essential core of a person's being, indestructible even by God. The active aspect of *thúle* is the will. Through acts of vile sorcery thúle may be used as energy to effect some magical phenomenon. Such practices are most effective with mortal *thúle*, since it is Men's unique doom that their óre escapes the circles of the world *permanently* and *irrevocably* as soon as the link between body and soul is severed (unless God or the Valar directly intervene). Elven *thúle* is less prone to sorcerous abuse since it is their nature to be reincarnated in Aman should they die in Middle-earth before the end (only the Houseless who refuse the summons to Mandos are exempt here; their thúle may be used as that of mortals). Accordingy elven thúle is only of limited value to a sorcerer.
**Two Lamps** · The great artificial lights built by the Valar when they resided in Almaren. The northern was called Illuin, while the southern was named Ormal. They were destroyed by Melkor, and the destruction wrought upon the land by their fall marred Arda forever and destroyed the Valar's home at Almaren. Subsequently the Powers retreated to Aman.
**Two Trees** · When Morgoth (then still called Melkor) destroyed the two lamps that lit the world, the Valar retreated to Aman and made their home there. At the request of Manwë, Yavanna caused two trees (one of silvery, one of golden shine) to grow in the plains of Valinor. These trees gave light to the world (although only a dim luminescence filtered through to Middle-earth). The trees were later destroyed by Morgoth and the huge demon-spider Ungoliant.
**Valar** · (Q. *"Those with Power"*, *"The Powers"*, sing. "Vala") The greater Ainur who entered Arda. Originally fifteen individuals, but after Melkor fell from grace, he was counted as one of the Great Enemies and so fourteen Valar remained (seven male, seven female). They acted as the supreme guardians of Arda. No power in Arda could withstand their combined might. It was them who sent the Istari to Middle-earth to combat Sauron after his reappearance in the Third Age. The ignorant call the Valar "gods".
**Valinor** · (Q. *"Land of the Valar"*) The portion of Aman where the Valar made their capital and residence. Most of the Maiar and all of the Vanyar Elves live here as well. It was here where the Two Trees grew.

# Items

| Weapon | Table Used | Fumble | Armor Type 1-4 | 5-8 | 9-12 |
|---|---|---|---|---|---|
| **Lango (Q. “Broadsword”)** | bs | 4 | +15 | +15 | +15 |
| **Megil (S. “Sword”)** | bs | 4 | +15 | +5 | +5 |
| **Andmacil (Q. “Long Sword”)** | th | 5 | +10 | +5 | +5 |
| **>> Avar longsword** | bs | 3 | +5 | +5 | +5 |
| **Sinymacil (S. “Short Sword”)** | ss | 3 | +15 | +10 | +10 |
| **>> Sinda axe** | ha | 3 | +5 | +5 | +5 |
| **>> Sinda great axe** | ba | 5 | +5 | +10 | +5 |
| **Sely (Q. “Dagger”)** | ra | 2 | +15 | +15 | +10 |
| **Sil (S. “Dagger”)** | mg | 1 | +10 | +10 | +10 |
| **Ehte (Q. “Spear”)** | sp | 4 | +15 | +10 | +5 |
| **Andhete (Q. “Long Spear”)** | la | 6 | +5 | +5 | - |
| **Vilekko (Q. “Air Spear”)** | ja | 3 | +10 | +10 | +10 |
| **Quinga (Q. “Bow”)** | lb | 4 | +15 | +10 | +10 |
| **Cú (S. “Bow”)** | cb | 4 | +10 | +10 | +5 |
| **Sinyacú (S. “Short Bow”)** | sb | 3 | +10 | +10 | +5 |

# 14 · Campaign and Adventures



## The Court of Ardor Quest Scenario

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

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

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

Below is an outline for the quest as it might run.

1. **The Black Stone** The party of adventurers is hired to 'secure' the finds of a treasure-hunter – the treasure-hunter has run off but the party uncovers a strange silver pendant and a sinister black gemstone
2. **Secrets in the Dark** Returning to Korlan and plagued by disturbing dreams the PCs come to have reason to believe the Black Stone is wanted by nefarious forces – the

party may or may not allow the Stone to be taken by these faceless enemies – they also acquire a second silver pendant, which (now paired with the other) is revealed to have power. The pendant is urging its wielder across the Bay of Koros, toward Hathor.

3. **Horrors in Hathor** Taking ship from Korlan the party sees mysterious portents. At sea a storm comes up suddenly while in the distance the party spies blue sails of an unfamiliar design of ship. The PC's are shipwrecked on the coast of Koronandë and evading the dangers they escape overland into Hathor (narrowly avoiding a Mûmakanril raiding party). Following the pull of the pendants they come to Tanith and find another and this in turn leads them directly to another Black Stone – this one in the possession of an evil cult. They defeat the cult and claim the stone. However Hathor is in turmoil, since Mûmakanril forces have invaded (tipped off by Taurclax) Hathor. The Mûmakanril king wishes to capture the Black Stone. The Court thinks it may be in Tanith. To save his Hathorian 'friends' Gorthaur is forced to intervene personally to save the city (and prevent Indûr's triumph) by alerting Koronandë and Tantûrak who sends a large force (out of friendship in Koronandë, out of fear of Mûmakanril supremacy for Tantûrak). The Mûmakanril are defeated and have to retreat. The king of Hathor is assassinated and in the chaos and riots within the country the PCs get a chance to flee.
4. **Servants of the Dragon?** The PCs may or may not take their second Black Stone with them, but the pendants are calling them toward distant Sarûl. Since that is where the evil cult came from and since they probably wish to leave Hathor they take ship again [perhaps a few more blue sails when passing Ardinaak?]. In Sarûl they secure another pendant but can learn nothing about the Gems. Here they are given a prophecy about a great weapon to be used for evil purposes and that this weapon will in a short time cross their paths, though in an unfamiliar way (being in casket). Sooner or later (sooner if Moran is not well disguised!) they will have to flee the Dark Priests sent to arrest them. Klaen will come to their aid and will help them evade pursuit by melting into the forest. They discover evidence that the emperor in Sarûl is allied with the Army of Southern Dragon: the latter shall attack Ciryatandor simultaneously with Tantûrak (Valmorgûl knows nothing of this, it's the emperor own design) while the booty is divided (of course none of the two parties intends to stick to the deal once Ciryatandor is conquered).
5. **The Sword of Doom** While travelling through Ûsakan, they meet a caravan who guards a strange, coffin-like object. Klaen recognizes the guards as servants of the Court. The PCs seem to re-collect this scene from the prophecy in Sarûl. They should attempt to take the sword away. Upon deciding what to do with it, someone should mention the Darin Tesarath as an excellent source for information. When the PCs go to a guildhouse (perhaps in Hyarn) and ask for help, they are given a good advice for a hiding place, but the information is compromised because the female Fëatur receives it too. When they bring the sword to its place and leave the Court's minions will appear and retrieve it!

6. **The Hill of Fire** Guided by Klaen through the haunted jungles of Ûsakan and northern Tumag the party is forced to take refuge from the Tantûraki army and fleeing westward they are caught in the Tantûraki campaign against Ciryatandor. They are forced further westward and have to skirt the bounds of Naurlindol – a hold of Ardor about which Klaen will tell them much. After a restless night of disturbing dreams the party will find refuge in a mannish settlement. Klaen decides to go to Taurondë by ship. In Taurondë though the PCs meet Linsul – she and Klaen recognise each other and Klaen decides the PCs should go into hiding.
7. **Ty-Ar-Rana** Klaen leads the party through the treacherous fetid swamp of Geshaan, but is not permitted to reveal the entry to Ty-Ar-Rana and leaves the party to find their own way in [or does he just not know the way in?]. They can find no entry to the ruins, until they experience their first real 'dream-walk' back to the Ty-Ar-Rana of the First Age which reveals the hidden entrance to the intact underground halls. Once safe inside Ty-Ar-Rana the party can rest, recuperate, research into the lore and history found there, and learn to control their dreams…with this power they will be able to travel back in time to the First Age! [If they have problems with Ty-Ar-Rana's mystical 'libraries' then Lyerin can visit to demonstrate and teach – he will not reveal any connection to Klaen or Moran though!]
8. **Into the Black** A serious collective 'dream-walk' where the PCs become fully conscious of existing as remote ancestors of themselves – in other words they play, for a few sessions, an alternate character. These alternate characters are Men of Geshaan of the late First Age (the time of the Luingon Alliance). They visit Geshaan in its heyday, infiltrate the Darin Tesarath, voyage to Tharin and thence to Angkirya…where they learn the true history of Ardor and the nature of their Quest. On the way back, they manage to learn the secret way into Menelcarca. Back in the 'real world' the PC's are able to use this information to secretly enter Menelcarca and spy out the secrets of Court – in particular they need the date and time of the Ritual and Arduval's list of confirmed and possible locations of the Gems of Unlight.
9. **Nightmares of Tuktan** Second 'historical' adventure – the PCs this time find themselves in the Second Age within the midst of the Tuktan wars and, intrigued by rumours of a great black jewel of unholy power, they get tangled up in a battle featuring Indûr himself (posing as Jí Amaav of course), pitted against Valkrist, Cambragol and the Suit of Swords. For the first time they also meet Laurrë, and gain a number of powerful weapons which they can hide in Hexagrams for recovery by their descendants (themselves!).
10. **The Jaws Close** Back in the real world but armed with mystically acquired knowledge of Ardor's purposes and plans, the PCs seek out Laurrë, and convince him to reveal to them the location of the last Gem of Unlight at the castle of Kirnak, a ruin in northern

Tâliran, in a special case made of kregora, a material which will block all magical emanations and prevent its detection. Naturally the Court is eager to collect the gem, and has minions everywhere seeking it. As of early 1651 they had narrowed the area to the Tâliran region. Then the PCs, accompanied by Klaen, set out to recover this Gem before the Court get there. They succeed, sneaking the Gem out of its warded 'dungeon' vault almost under the noses of the Court. Klaen (and maybe Laurrë) will assist with evading the pursuing falcon-riders. Rana is available to heal any PCs who are wounded.

11. **The Tower Trembles** Final confrontation, with the PCs together with the entire Guild of Elements. The secret of Featurion is revealed. The High Council of Ardor is surprised at the climax of the ritual in the depths of the Osto-mindon of Ardinaak…Moran must slay his mother with , rescue his sister…and the Sun will come out from behind the Moon…

## Major Characters

The Player Characters are assumed to be all mortal (that is probably human) apart from one pre-determined character. Dwarves would also be allowed, but the party should not be dominated by them.

An ideal party should, in the best traditions of epic fantasy quests, be quite cosmopolitan – in this great battle for the Mûmakan many of its varies peoples should have a say:

| Race | Availability |
|---|---|
| **Elves** | Covered by Moran. |
| **Dwarves** | Suitable – the local Dwarves are the Stiffbeards, notorious for being deeply divided and for associating with (and even living amongst) humans. |
| **Kirani** | Natural choices – wide range of PC backgrounds possible, historical dealings with Elves and a nation of traders which gives them an excuse to be almost anywhere. The adventure also opens in Korlan, but this could be altered to Dûshera with little difficulty. |
| **Sharaeki** | Also logical, but may appeal less to players. |
| **Hathorians** | Possible, but in certain regions there might arise problems with them. Outside of Hathor they tend to stand out in a crowd due to their colouring (the same goes for Elves, but they can move openly in some places and can often pass for Black Númenóreans elsewhere). |
| **Tantûraki** | Possible, but the PC would have to have a good reason for tolerating Morinân. |
| **Mûmakani** | Like the Tantûraki. |
| **Tuktani** | See Mûmakani but the Tuktani have a similar lifestyle without the violence and devil-worship. |

## The Book of Andraax

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

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

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

## I. The Citadel, Tower of Darkness

> *The most imposing of all the places of Ardor, the Citadel itself consists of a single, round tower constructed of an unusual black stone and surrounded by eight smaller keeps. Each of this is connected via a bridge to the main tower. Six hundred feet in height, the tower is based on a small, rocky isle in the center of a greater island, amply shielded from the curious and unwary.*

> *It is here that the skill of the exiled Noldor is mostly seen. Obviously the tower is the most imposing structure, but there are also other commodities that remind one that this is not the keep of a pirate or petty lord but a great structure of the mighty Firstborn. Grand and extensive parks surround the area and there is a great amphitheater for public performances and a wide sports field (including a swimming-pool) where all kinds of physical contests are organized. Even a generous basin is present which shows all types of sea life to visitors who might walk under it through a winding tunnel of impregnable glass.*

> *The citadel complex was built under Valmorgûl’s personal supervision; the huge blocks fused so that the slick faces of the tower walls are as single unbroken planes, smooth as glass. The design is similar to the tower of Orthanc raised much later by the Númenóreans. Out on the ring of the island are eight outposts which guard the perimeter from any intruder.*

## II. Aurax-Dur

*(S. “Deepwater Darkness”)*

Element: Water - Suit of Helms

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

## III. Taurang

*(S. "Iron Tree")*

Element: Water - Suit of Helms

> *The citadel of Taurang was built in the period Y.S 50-90, well before the founding of Ardor, under the supervision of Taurclax. Smaller in sheer size and grandeur than most of the Holds of Ardor, yet strong behind walls of steel and stone, Taurang is also a meeting place of the Taurang Council, a cult of initiates who hold sway over the surrounding forests in Ûsakan. Taurclax being a direct lieutenant of Morgoth, Taurang's original purpose was two-fold: first to serve as a center from which spies could operate to observe the actions of the Eldar in the South during the early years, and second to act as a power base from which Morgoth's forces could thwart any powers of good that might arise. Some of the most terrifying manifestations of the latter are the "Winds". Supposedly a ring of assassins, shrouded in mystery and misinformation, it has been suggested that the "Winds" are actually not Children of Ilúvatar by nature. This is purely speculation, but would explain the curious fact that no description of any of the assassins exists. They leave only a strange black metal dagger-like weapon in their victim, and it is said that the first person to touch the weapon feels a chill wind. According to rumor, the "Winds" have never failed to eliminate their target.*

> *The second purpose of Taurang lost much of its importance with the formation of the Court and its associated citadels, whereas the first one retains it importance to this day.*

## IV. Naurlindol

*(S. "Mountain of firey Pools")*

Element: Fire - Suit of Staves

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

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

## V. Ithilkir

*(S. "Silver Mine")*

Element: Fire - Suit of Staves

> *One of the three mines of the Court of Ardor, it lies beneath the hills southeast of the Pel Dûshera, and was one of the very few mines of mithril known in the entirety of Middle-earth. The tremors after Morgoth's fall caused great destruction in Ithilkir and the mithril-vein was made inaccessible forever in the process. So Moria, the Dwarven city of Khazad-Dûm, is the greatest and only remaining mine of mithril in the Third Age (it is said that some of this wondrous metal was found in Númenór and that land is no more). The mine was first opened in Y.S. 200, and placed under the supervision of Maldaquár, the Noldo master of alchemy that went with Fëatur from Nargothrond and perished in the attack of the Luingon alliance. After the First Age only laens, aluminum, and many other precious metals are mined, many of which were utilized by Rilia to enhance the strength and sophistication of Naurlindol. Ithilkir itself was at first relatively crude and simple in design when it was left sealed after the fall of Morgoth. After the return of the lords in the Second Age all damage was repaired quickly and as the years saw greater riches uncovered, Airatano (now the commander of the fortress) sought to make it a place of strength and grandeur. It was well for his sake for it was soon after Sauron made himself head of the Ardan Council that one of the Nazgûl appeared at Ithilkir and demanded that Airatano release lordship of the mines. Airatano refused and together with Rilia (who was luckily present at the time, perhaps to act as a reinforcement) and his own force of demons lent by Morfuin, utilizing the defenses of the citadel, they forced the wraith and his retinue to depart. Sauron never spoke of it, and it can be safely assumed that Sauron chose to allow the incident to pass, rather than risk a disruptive rebellion forcing him to destroy most of the Court. Since that time Ithilkir has functioned quietly and efficiently under the demon's direction, growing ever more beautiful and secure.*

## VI. Tirgoroth

*(S. "Watch of Terror")*

Element: Air - Suit of Swords

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

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

## VII. Mirisgroth

*(S. "Delving of Jewels")*

Element: Air - Suit of Swords

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

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

## VIII. Angkirya

*(Q. "Iron Mine")*

Element: Earth - Suit of Orbs

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

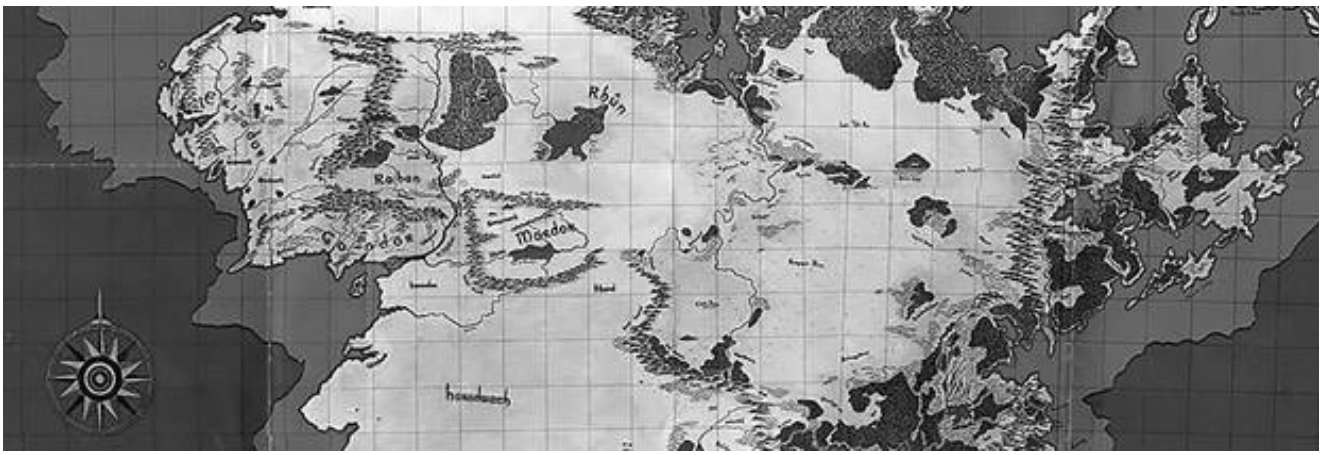
*For many years Angkirya operated smoothly, until Y. S. 598, just eight days before the time of the Great Eclipse, and the Ritual. All of the Court was at Angkirya feasting in anticipation of their imminent success, when word came of the attack by the Luingon Alliance upon the outlying installations of the Citadel. In the ensuing confusion Morelen, Ardana's daughter and key to the Ritual, vanished. Fëatur was not suspect, of course, as she was at the defense of the Citadel with the rest. The Eclipse passed, and the sun and moon remained aloft. Morgoth was of course, livid with rage, and made plans to destroy the entire Court. But he did not have the time he thought, for five years later the Valar came East and cast him into the Void again. Morelen reappeared at the Citadel in S.A. 1000 with no memory of the event of her disappearance, or her location in the interim. Since that time, Angkirya has continued to function as it had in the past.*

## IX. Menelcarca

*(Q. "Fang of the Heavens")*
Element: Earth - Suit of Orbs

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

# 15 · The Maps




## Map of Endor




Map of Endor

# Map of the Mûmakan




Map of the Mûmakan



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