

OTHER MINDS

The Unofficial Role - Playing Magazine for J.R.R. Tolkien's Middle-earth and beyond

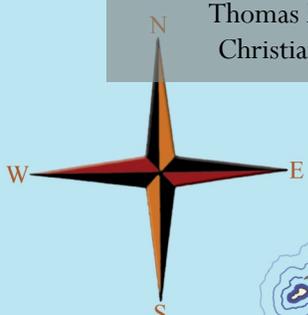
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Cover page illustration

HARONDOR (SOUTH GONDOR)

Umbar remained at war with Gondor for many lives of men, a threat to its coastlands and to all traffic on the sea. It was never again completely subdued until the days of Elessar; and the region of **South Gondor** became a debatable land between the Corsairs and the Kings.

—*The Lord of the Rings. Appendix A*

For about two millennia, Harondor was a key province of Gondor and vital for both its interests further south as well as a resource for revenue and protection for its heartland. It is small wonder that first the Kings and later the Stewards made every effort to secure and defend it against Gondor's enemies. From the end of the Kin-strife until the 29th century of the Third Age, Gondor waged a long defensive war against the Corsairs and Haradrim which eventually led to the loss of this territory.



Submissions

You can submit your contributions by sending them via email to

othermindsmagazine@gmx.net

Please send as plain text for all text contributions. For artwork and maps, please send the files as .PNG or .JPEG/JPG (**please no TIFF or GIF**) at a minimum resolution of 300 dpi and no greater than 600 dpi. If your file is too large to send by email (more than a couple of MB), then you can create an account on the Other Minds website

<http://www.otherminds.net>

and upload your contribution there. Then send us an email notifying us of your submission on the website.

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Other Minds Magazine is an unofficial fan-based publication (both online and sometimes in print) created for those who love to role play in J.R.R. Tolkien's world of Middle-earth (and beyond) using any game system they wish. This magazine provides original scholarly articles of interest to Tolkien enthusiasts – whether they are role playing gamers or not. There is no affiliation between the creators of this publication and any current or previous owners of the Tolkien copyrights, including but not limited to Sophisticated Games, Cubicle 7, Decipher, Mithril Miniatures, The Saul Zaentz Company, Tolkien Enterprises, the Tolkien Estate, New Line Cinema, or any other Tolkien license holders. This publication is 100% free and Other Minds Magazine does not accept any kind of financial reimbursement in any way. Online issues are available in PDF format at <http://www.otherminds.net>

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Please contact othermindsmagazine@gmx.net if you have any questions or advertisements you'd like to submit.

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EDITORIAL:

A TRADITION OF 25 YEARS

While preparing a Table of Content for both *Other Hands* and *Other Minds* (check the *Inside Information* section for more on that) I realised that the spirit and commitment that made (and makes) these magazines possible is now at work for more than 25 years! First *Other Hands* was flying the flag for more than 8 years (1993 to 2001), while *Other Minds* picked up on this after a gap of 5.5 years in 2007 and still runs strong after more than 12 more *löar*. While it is not sure yet whether we will stay in business for another 25 years, we will definitely bring good Middle-earth content as long as there are people contributing to this magazine and we see need and interest in its content!

Turning to the layout of this Issue, we see the modification of its background texture as discussed in a poll last year on our Facebook group. I hope you find it an improvement too, and you can learn more on it in the *Inside Information* section.

Originally we planned to have another installment of José Enrique Vacas de la Rosa's *Middle-earth in miniature* series in this Issue, but unfortunately it could not be finalised in time. It will be in issue 21 though, but José Enrique had something else up his sleeve which he submitted for this Issue (in fact not only one, but two submissions!). This brings us also to the content of this Issue of *Other Minds*.

The first is José Enrique Vacas de la Rosa's piece on *Tainted Treasure*, which deals with the effects of riches that come with a snag. The latter can be found in abundance in Tolkien's writings: Think about Glaurung's or Smaug's treasures or that of Scatha, whose loot did bring (at least some) misfortune to those who slew these dragons and claimed their treasure.

Second in line is an article by myself, continuing our *Creatures of Middle-earth* series with another fiend for your games – the *Ogre*. Be not led astray by well-established fantasy cli-

chés, but look for yourself to the solution I came up with! It comes with stats for MERP, TOR and AME.

Right on its heels follows another creature – the *Were-worms of the West* have already been discussed in Issue #17, and here they are given an entirely different and fascinating spin by Brian Seligman. He adds some fascinating original thoughts and provides stats for AME.

As if these were not enough regarding creatures, José Enrique Vacas de la Rosa shows us his view on the *Orcs of Wilderland*. This piece focuses more on the description of the tribes rather than game stats (though it still has a bit of this). It will be very useful in giving Middle earth's archetypal foes greater variety in your games!

Leaving the creature-focussed topics, we move on to a core area of all RPG's – maps. Here Galendae presents us with a map of *Harondor* in the iconic Pete Fenlon style, so well-known from the classic MERP maps. The sheer size and amount of detail (not to speak of artistic quality) leaves me speechless. The map is designed to seamlessly tie-in with the maps from MERP.

Last but not least you find another contribution by myself – this time about Hobbits. It was inspired by the *Buckleberry Tales* from last Issue, but *Hobbit migrations* takes a broader geographical and temporal view and re-traces the movements of Hobbits throughout the Third Age, coupled with some broad demographics.

That is it for this editorial. Please check out our Facebook page, where you can find the most recent information on everything concerning *Other Minds*.

Goodbye for now and see you all in Issue 21 in Cermië this year.

For the *Other Minds* team
Thomas Morwinsky,
30 January 2019



"Then Ilúvatar said to them: 'Of the theme that I have declared to you, I will now that ye make in harmony together a Great Music. And since I have kindled you with the flame Imperishable, ye shall show forth your powers in adorning this theme, each with his own thoughts and devices, if he will. But I will sit and hearken, and be glad that through you great beauty has been awakened into song.'"

- Amundalë (The Music of the Ainur)

The Silmarillion
by J.R.R. Tolkien

Listen to music by the many musicians around the world
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Middle-earth Radio make available four different Internet radio streams dedicated to
the audio and music inspired by the works of J.R.R. Tolkien.

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And when you hear a piece of music you like, be sure to support the musicians by
purchasing their music (if applicable).

See the lengthy list of inspired music at the Tolkien Music website: www.tolkien-music.com

Tune in today and listen at:
www.middle-earthradio.com

THE ROAD GOES EVER ON

Certainly it reminds me [Frodo] very much of Bilbo in the last years, before he went away. He used often to say there was only one Road; that it was like a great river: its springs were at every doorstep, and every path was its tributary. "It's a dangerous business, Frodo, going out of your door," he used to say. "You step into the Road, and if you don't keep your feet, there is no knowing where you might be swept off to..."

—*The Lord of the Rings. Book I (A Shortcut to Mushrooms)*

There are many paths on the internet waiting to take you somewhere for Tolkien gaming. The vast reaches of the worldwide community harbour numerous roads and paths—some dangerous and some not—but it also has many havens of lore and respite where the weary traveller or loremaster seeking knowledge may find what he is looking for. In order to aid people on their journeys, this column of *Other Minds* (not exactly new, but with a new name) which will be a regular feature from now on offers a quick overview and pointer to potentially interesting Tolkien roleplaying-related websites.

For each site we give you a short description of its primary purpose and content to give you an overview for better judging how it might meet your needs.

The following list does not claim to be exhaustive or representative. In fact, I believe it is only a beginning. All the content of these pages is the responsibility of their owners. They are organised according to their primary gaming focus (e.g. TOR, MERP or whatever else) and, within each category, in alphabetical order.

This listing is intended to be “living”, i.e. constantly evolving and updated. So, **if you know any other sites that present information of value for Tolkien gamers, do contact us at othermindsmagazine@gmx.net so we can include it here for others to enjoy as well.**

The following abbreviations are used:

TOR—*The One Ring* by Cubicle 7 and Sophisticated Gams. The current licensed game from 2011 onwards.

AME—*Adventures in Middle-earth* by Cubicle 7 and Sophisticated Gams. The content of TOR restated and adapted for D&D 5e

LotRRPG—*The Lord of the Rings Roleplaying Game* by Decipher. Ran from 2002 to 2007.

MERP—*Middle-earth Roleplaying* by Iron Crown Enterprises. The licensee from 1982 to 1999.

TOR AND AME

Adventures in Middle-earth (AME): Cubicle 7 publishes this new game based on the D&D 5th ed. Rules. It translates some core TOR features into this game that serves those who prefer classic D&D for their games. The content of the book so far is the same as in TOR, but with mechanics adjusted to the D&D system.

<http://cubicle7.co.uk/our-games/adventures-in-middle-earth/>

Adventures in Middle-earth (AME) RPGGeek forum: After the demise of the Cubicle 7 forums this is the place where a some AME-related take place:

<http://rpggeek.com/forums/family/40055/adventures-middle-earth>

Common skills and cultural baseline: some light analysis on the distribution of skills within cultures from the first TOR core book (for link see next page):

<http://thechamberofmazarbuldnd.blogspot.com/2012/02/common-skills-cultural-baseline.html>

El Anillo Unico: A spanish fan-site dedicated to *The One Ring* by Cubicle 7 (see below for their presence).

<http://elanillounico.tumblr.com/>

UPDATED **Facebook TOR group:** This has grown further and has now (January 2019) 793 members.
<http://www.facebook.com/groups/222560297824158/>

UPDATED **Facebook AME group:** This is an unofficial group for *Adventures in Middle-earth (AME)*, the D&D 5th ed. Version of the TOR supplements. Currently there are 914 members (january 2019). <https://www.facebook.com/groups/1855668421386951/>

Glorelendil's online resources: Designed for maximum usability with the PDF's of the TOR supplements as well as an excellent online calculating tools.

<http://nameless-castle-5228.herokuapp.com/>

<http://thawing-shore-2005.herokuapp.com/>

<http://lit-oasis-7482.herokuapp.com/>

UPDATED **TOR Loremaster Guild & Hall of Fire:** This is a new facebook group, which also contains the re-branded variant of the webzine, that was formerly publishing stuff for *The Lord of the Rings Roleplaying Game* and hosted on Google+ which will soon close. A new Issue (#4) has been published in December 2018.

NEW

https://www.facebook.com/groups/TORLguild/learning_content/

The One Ring – Adventures over the Edge of the Wild (TOR): Cubicle 7 publishes this latest instalment of roleplaying games set in Middle-earth. They had great and very active forum as well, but this has been switched off in May (see 'Inside Information' for more details on this).

The One Ring – RPGGeek forums: A number of "refugees" from the Cubicle 7 site (see *Inside Information* for more details) have established a small community here:

<https://rpggeek.com/forums/family/4395/one-ring>



Truant Spiele: A german publisher, who does the german translation of AME:

<https://truant.com/>

LotRRPG

Darkshire: Some useful resources. <http://www.darkshire.net/jhkim/rpg/lordoftherings/>

Facebook LotRRPG sites: First an interest page. Not much to see, but you can "like" it. The second one is a closed group about actual gaming, but now membership has decreased to 2 people. Both look pretty dead.

<http://www.facebook.com/pages/The-Lord-of-the-Rings-Roleplaying-Game/135039343195996>

<http://www.facebook.com/groups/jmezlotrrpgg/>

MERP

I.C.E. product listing: Contains a listing of MERP products for reference.

<http://www.icewebring.com/ice-products>

UPDATED **Facebook MERP groups:** There are several groups/sites dedicated to MERP here.

Middle-earth Roleplaying by Iron Crown Enterprises, now (January 2019) has 371 members.

<https://www.facebook.com/groups/1614785935491947/>

The second one, *Middle-earth Roleplaying*, has at least a bit of more info (though still quite little).

<http://www.facebook.com/pages/Middle-earth-Role-Playing/108714242486460>

MERP UK is a closed group dealing with “untold stories” in Tolkien’s world. You can find it here:

<https://www.facebook.com/groups/231370666959142/>

It seems I overlooked this one. Nothing new here for years though. Only 12 members left.

<https://www.facebook.com/groups/5519656692/>

Lindëfirion: A campaign log and resources for a mid-Third Age campaign set in the Northwest. Made with great love for detail. The artwork, especially the maps, is awesome.

<http://www.lindefirion.net>

Sub-page “Project Pelargir”: <http://wiki.lindefirion.net/ProjectPelargir>

Loren Rosson’s Blog “The Busybody”: A blog with reviews (“retrospectives”) of a selection of old and long out-of-print MERP modules. The relevant section is named “Middle-earth Retrospectives” and can be found on the left side of the links section (you have to scroll down a bit). <http://lorenrosson.blogspot.com>

MERP printing edition reference: A great reference for all the editorial changes and different printings of MERP 1st edition. If you are interested in the various editions of MERP up to 1992 (i.e. 1st ed.), this one is for you! Online again at a new site.

http://www.icewebring.com/MERP_Print_Ref/PrintingEditionReference.html

MERP Wikia: A Wiki-based collection of articles detailing the MERP canon and expanding it.

There is some info on other sources like the LotRRPG (depending on subject), but the focus is the published MERP canon and its expansion by fans. Highly valuable for everyone focussing on the MERP canon. http://merp.wikia.com/wiki/Middle-earth_Role_Playing_Wiki

SYSTEM-NEUTRAL OR MIXED

Fan-sourcebooks: This Yahoo group (formerly fan-modules) was founded in 2001 after the demise of *Other Hands*. Here you can find a great variety of fan-made material for a lot of topics. Game system and canon focus is MERP, though not exclusively.

<http://games.groups.yahoo.com/group/fan-modules>

UPDATED Facebook *Other Minds* group: We are happy to greet new fans, so don’t hesitate to swing by and become a member. Since last Issue, our membership has increased by 54! (total of 583 by 24 February 2019)! <http://www.facebook.com/groups/othermindsmagazine>

Gondica: Blog of former MERP author Anders Blixt with some of his Middle-earth stuff on it.

<https://gondica.wordpress.com/>

Iron Crown Enterprises: Publishers of HARP. Visit their website. The logo is downloaded through Wikipedia under Fair Use:

[http://en.wikipedia.org/wiki/File:High_Adventure_Role_Playing_\(logo\).png#/media/File:High_Adventure_Role_Playing_\(logo\).png](http://en.wikipedia.org/wiki/File:High_Adventure_Role_Playing_(logo).png#/media/File:High_Adventure_Role_Playing_(logo).png)

<http://ironcrown.com/>

MERP.com: The site devoted to roleplaying in Middle-earth (though **not** exclusively or even primarily ICE’s MERP as the title may suggest). It contains a vast vault of useful information and gaming material. <http://www.merp.com>

Tower Hills, The: A webpage centered upon (Hârn and) Middle-earth.

http://www.towerhills.me/middle_earth/

 **Facebook group on Middle-earth tabletop games (in german):** A Facebook interest group for tabletop roleplaying games set in Middle-earth, independent of a specific system. .

<https://www.facebook.com/groups/209367129217255/>

 **Mittelerde-Rollenspiel:** A site devoted to tabletop roleplaying games set in Tolkien's Middle-earth for all german speakers exclusively.

<http://www.mittelerde-rollenspiel.de/>

UPDATED

TOLKIEN STUFF IN GENERAL

Ardalambion: One of the best sites dealing with Tolkien's languages. You may need to get used to the colour scheme, though. <http://folk.uib.no/hnohf/>

 **Compañía, La:** A spanish site with a forum and dedicated to Tolkien in general (including books, movies and RPG's). Looks quite good, though due to my lack in Spanish I can't say much about it. <http://www.lacompania.net>

 **Deutsche Tolkiengesellschaft (German Tolkien Society):** Similar to the Tolkien Society (see below), this site is about the furtherance of Tolkien scholarship and analysis in general.

<http://www.tolkiengesellschaft.de/>

The Elvish Linguistic Fellowship: A Special Interest Group of the Mythopoetic Society, this (and its journals) is the place for you if you're looking for information and lore about Tolkien's invented languages. <http://www.elvish.org/>

The Encyclopedia of Arda: A good encyclopedic website about Tolkien's world.

<http://www.glyphweb.com/arda>

 **Gernot Katzer's History of Middle-earth site (German):** A good site describing the essentials of the *History of Middle-earth* series. <http://gernot-katzers-spice-pages.com/tolkien/home.html>

Grey Havens, The: One of the oldest reference sites on the web that is still in business.

<http://tolkien.cro.net/>

 **Tolkienforum (German):** A good forum covering all aspects of Tolkien lore and fandom.

<http://www.tolkienforum.de>

Tolkien Forum, The (English): A good English forum on many aspects of Tolkien

<http://www.thetolkienforum.com/>

Tolkien Gateway: A good wiki site with an encyclopedia on many topics about Tolkien and Middle-earth http://tolkiengateway.net/wiki/Main_Page

Tolkien Society: The site for everyone interested in the more scholarly and academic treatment of all things Tolkien. <http://www.tolkiensociety.org/>

Wikipedia Portal "Middle-earth": Even Wikipedia has a whole section dedicated to Tolkien and his myth. <http://en.wikipedia.org/wiki/Portal:Middle-earth>

ARTWORK

IN THIS ISSUE **Antti Autio:** See his fascinating artwork at <http://aautio.deviantart.com>.

Sergio Artigas (Artigas): You can browse through his inspiring art in deviantart.
<http://artigas.deviantart.com/>

Onur Bakar: Find more of his art on <http://bakarov.deviantart.com/>

Steve Bellshaw (Seraph777): Explore his great characters here:
<https://www.deviantart.com/seraph777>

IN THIS ISSUE **Matej Cadil:** Found on deviantart at <https://www.deviantart.com/matejcadil>

Nacho Fernandez Castro: Visit his site on <http://www.nachocastro.es/>

Thomas Cole: Famous american romantic painter. See
https://en.wikipedia.org/wiki/Thomas_Cole

Ralph Damiani (ralphdamiani): You can find him and his magnificent art here
<https://www.ralphdamiani.com/>

IN THIS ISSUE **Liz Danforth:** The famous artists who skillfully illustrated numerous MERP books. You can find her Patreon page (preferred, as it is up-to-date) at <https://www.patreon.com/LizDanforth> and her webpage (outdated) at <http://www.lizdanforth.com/>

Dead01: If you're into exploring the darker side of Middle-earth, this one is for you! See it at <http://dead01.deviantart.com/>

Jenny Dolfen (Goldseven): A great german artist who focuses on the Eldar of the First Age. Her watercolour images are fantastic. You can also buy prints in several versions and sizes as well as originals. <https://goldseven.wordpress.com/> or <https://www.patreon.com/jennydolfen>

Nacho Fernandez Castro (NachoCastro): See his page at
<http://nachocastro.deviantart.com/>

Katherine Carina Chmiel-Gugulska (Kasiopeia): Found on
<https://www.facebook.com/katarzyna.chmielgugulska>

IN THIS ISSUE **Anke Eißmann:** She is one the greatest Tolkien illustrators. Check her art out at <http://www.anke.edoras-art.de>

Olanda Fang-Surdenas (Wynahiros): See her art on <http://wynahiros.deviantart.com>

Wouter Florusse (woutart): Check out his page on <http://woutart.deviantart.com/>

Caspar David Friedrich: Famous romantic painter. See the Wikipedia page for examples of his work: https://en.wikipedia.org/wiki/Caspar_David_Friedrich

Raymond E. Gaustadness (shockbolt): You can find his fine work on
<http://www.digitalartwork.no/>

Olga G (steamey): Her beautiful art can be found at <http://steamey.deviantart.com/>

IN THIS ISSUE **Daniel Govar:** A great artist whose website can be found at <http://danielgovar.com>.

Gin Hardiarso: He focusses on a theme popular in Fantasy - Warrior Women. He does it, however, unusually well since his subjects are not bikini-armoured amazons, but realistic heroines. Check his work out under <https://gambargin.deviantart.com/>

IN THIS ISSUE

John Hodgson: The primary artist and artistic director for *The One Ring*. It's no wonder that the game is so well received (beside the good rules) if you look at his art:
<http://www.jonhodgsondesign.com> and his Patreon page
<https://www.patreon.com/jonhodgsonmaps>

John Howe: The second of the great Tolkien artists that allowed the use of his artwork within our pages. Check out his great index. <http://www.john-howe.com/>

Thomas Jedrusek: One of the illustrators of *The One Ring*. See his page at
<http://www.morano.pl/>

Milek Jakubiec (EthicallyChallenged): Thanks for giving permission to use your work! See more at <http://ethicallychallenged.deviantart.com/>

Pierre Joubert: A well-known illustrator of youths' books. See his official page (in french) at <http://www.pierre-joubert.org/>

Pawel Kardis (KardisArt): Meet his stunning work under
<https://www.deviantart.com/kardisart>

Liiga Klavina (LiigaKlavina): Check out her awesome art at
<https://www.deviantart.com/liigaklavina>

Joona Kujanen (Tulikoura): Find his amazing art at <http://tulikoura.deviantart.com/>

Elena Kukanova: Check it out on <http://ekukanova.deviantart.com/>

Olga Kukhtenkova: You can find her work on the Tolkien Gateway
<http://fan.theonering.net/~rolozo/cgi-bin/rolozo.cgi/collection/kukhtenkova>

IN THIS ISSUE

Julien Labit (Ilanthar): An inspiring artist whose work can be found under
<https://ilanthar.jimdo.com/>

J. Lazarus (JlazarusEB): Find him and his numerous and diverse historic warriors under
<https://jlazaruseb.deviantart.com/>

Alan Lee: The third of the famous Tolkien artists.
<https://www.facebook.com/alan.lee.5496>

Carl-Friedrich Lessing: A famous romantic painter. See his Wikipedia article at
https://en.wikipedia.org/wiki/Karl_Friedrich_Lessing

Angus McBride: The famous illustrator of numerous historical books as well as MERP. The Facebook page of his estate can be found under
<https://www.facebook.com/mcbrideangus/>

IN THIS ISSUE

Turner Mohan: Find out more of his excellent work at <http://www.mohan-art.com>.

IN THIS ISSUE

My Clipart Store: The webstore holds many useful designs - one of them being our new background.
https://www.etsy.com/de/shop/MyClipArtStore?section_id=11138275

Ted Nasmith: The official site of renowned Tolkien artist Ted Nasmith, who was so kind in allowing us to use so much of his artwork within *Other Minds*. For more information, see
<http://www.tednasmith.com/>

Nolanos: find here fine artwork on Deviantart:
<https://www.deviantart.com/nolanos>

Gabriel Oliveira: Found at <http://think0.deviantart.com/>

Abe Papakhian: Check out his artwork at <http://abepapakhian.deviantart.com>.

Jereme Peabody (jjpeabody): Find more of this this skilled artist at
<http://jjpeabody.deviantart.com>

IN THIS ISSUE

Pegasusandco: Very well worth a look. <http://pegasusandco.deviantart.com/>

Daniel Pilla: Great stuff. See it at <http://danpilla.deviantart.com/>

Vincent Pompetti: See his celtic-focussed artwork on Deviantart:
<https://www.deviantart.com/vincentpompetti>

Jan Pospisil (merlkir): One of our “old” artists, whose images we have used already in past issues. Check him out at <http://merlkir.deviantart.com>

Bunny Powell: The artist who drew the map for The Black Arrow adventure in this Issue.

Peter Xavier Price (peet): See him at www.facebook.com/peterxavierprice

Rolozo: Among the oldest artwork-related sites around
<http://fan.theonering.net/~rolozo/cgi-bin/rolozo.cgi/news>

Carlos Gordo Sacristán: A spanish artist, unfortunately by now I have no homepage for him.

Tara Rueping: Find her great work on <http://www.trueping.com>

Sampsa Rydman: He has published fantastic maps and a great campaign, especially maps. See him at <http://www.lindefirion.net/>

John Emanuel Shannon (jeshannon): Find his great artwork on devianart and his page:
<https://www.deviantart.com/jeshannon/> and <http://www.jeshannon.com>

Ari Suonpää: Please visit his beautiful art at <https://www.facebook.com/artofarisuonpaa>

Danik Tomyn: Another great artist that can be found at deviantart. His section is at <http://danikyaroslavtomyn.deviantart.com>.

Angels T.I. (Shyangell): A visit to her very enjoyable page is always worth it. See more at <http://shyangell.deviantart.com/>

Tuuliky: As a regular OM reader, you will know her great work already. It may be found at <http://tuuliky.deviantart.com>.

Maciej Zagorski: An artists specialising in maps. Find more at <http://www.patreon.com/user?u=2863325>

OTHER STUFF THAT MIGHT BE INTERESTING FOR ROLEPLAYING IN MIDDLE-EARTH

Facebook “Fans of Mithril Miniatures” group: Lots of photos of painted minis plus some awesome dioramas. <http://www.facebook.com/groups/107518272188/>



Elroi’s Mithril: The blog of a highly talented and skilled painter of miniatures. Please make sure you don’t miss out his marvellous versions of Mithril Miniatures’ figurines. Please be aware that this is in Spanish, but the images speak for themselves.
<http://paintingmithrils.blogspot.com/>

Frothers Unite miniature forum: It is related to miniatures for sure! See also the article of *Middle-earth in miniature* in this Issue.
<http://deartonyblair.blogspot.com.es/> (it is about miniatures, I swear).

Games Workshop: If you are interested in miniatures made according to the movie design, then the Games Workshop miniature line (for skirmish-level tabletop wargaming) is for you.
<http://www.games-workshop.com>

Many Mithril Pages: A site run by fans of Mithril Miniatures (see next entry). Here you can find extensive information and fan support for both current and out-of-stock minis.

<http://mmp.faerylands.eu/index.php>

Mithril Miniatures: They have been producing Middle-earth figurines since 1988; thus being one of the oldest still in business. They now have a general line (though diminished in volume compared to earlier times; in fact practically non-existing anymore) and an exclusive fellowship one which anyone can buy too, but the Fellowship members may vote on the next figures to be made. They also have a board, which is mostly miniatures-centred but some general Middle earth related information can be found as well. Recently they have been refurbishing their website and the selection of minis seems to have narrowed down even further. They also have started to switch to 3D-printing for modelling, but as they show CGI of these models rather than the final metal figures, the quality and outlook of these cannot be judged from the website.

<http://www.mithril.ie>

Forum: <http://mithrilfigures.proboards19.com/index.cgi>

Wargames Terrain: Looking for the latest tabletop miniature wargaming and roleplaying news? Make sure to check out the Wargame News and Terrain Blog which is daily covering new miniatures, tabletop scenery and wargame rules from companies worldwide. Venture into the magnificent world of tabletop miniature wargaming and engage in fantasy, science fiction and historical warfare on your miniature tabletop battlefield. Check them out at

<http://wargameterrain.blogspot.com> and Twitter [@wnt_news](https://twitter.com/wnt_news)

Check the full review of the soon to be released Northstar Miniatures plastic Dwarf Infantry and prepare to field epic Tolkienesque and folkloric inspired dwarf armies and roleplaying dwarf adventurers soon.

http://wargameterrain.blogspot.com/2017/04/northstar-miniatures-plastic-fantasy_30.html

Facebook “Wargaming in Middle-earth” group: Lots of photos of painted minis with no default manufacturer or style. In a way, it mirrors *Other Minds’* approach; only in the field of miniatures.

https://www.facebook.com/groups/151243738922969/?hc_location=group



INSIDE INFORMATION

TABLE OF CONTENTS FOR OTHER HANDS AND OTHER MINDS AVAILABLE

Recently a question arose on our Facebook page, whether there is any index or table of content available for *Other Minds*. This accelerated a process that had already begun, as the growing amount of content makes it somewhat difficult to find the one thing you're looking for – and without exactly knowing where to look. The Table of Content (TOC) that has now been assembled lists not only the content of *Other Minds* itself, but also of our forerunner *Other Hands*. You can find its most recent version in the “files” section of the group under the following link:

<https://www.facebook.com/groups/othermindsmagazine/files/>.

We welcome all feedback that improves it, e.g. by pointing to mistakes, suggestions for improvement etc. As a sidenote, *Other Hands* and *Other Minds* combined can now look back on more than 2,900 pages of Middle-earth lore and gaming content. This is surely something very special indeed!

MODIFIED LAYOUT

Last year we received several enquiries about the layout of *Other Minds*. Especially the background texture was often found to be evocative and providing a strong sense of old and parched paper, but its overall texture also made it hard to read text equally well throughout the pages. The search for possible alternatives brought about two possible new textures, of which one turned out to be the most favoured (23 votes to 10 by the last count on 25 January 2019) by members of our Facebook group.

CHANGES AND SUGGESTIONS FOR THE MAGAZINE

The good experience with the texture poll last year (see previous topic) reassured us that such Facebook polling is a good and constructive way to check on possible improvements for *Other Minds*. We will use this procedure also in the future for other topics as needed. Therefore, if you are interested both in the latest news and developments regarding the magazine, as well as having your say on possible modifications and improvements, become a member of our Facebook group and cast your vote in the next poll (whenever that pops up).

OTHER MINDS IN ACADEMIC JOURNALS

Our magazine and its content has not only received interest within the Middle-earth gaming community, but also academic Tolkien circles. Stentor Danielson mentions in ⁽¹⁾ the various articles dealing with continental mapping in Issues 1 and 2, while ⁽²⁾ addresses the magazine as a whole. You can find both full citations at the end of this page.

MORIA BOX BY CUBICLE 7

This TOR supplement was originally planned for 2018, but it has been postponed to 2019 and according to Cubicle 7's communications, it is on a good way. They also announced that it will be funded through a Kickstarter campaign rather than usual supplement funding. If you are interested in it, keep an eye on Cubicle 7's announcements for further details.

¹ Danielson S. Re-reading the Map of Middle-earth: Fan Cartography's Engagement with Tolkien's Legendarium. *Journal of Tolkien Research*. 2018;6(1):18.

² Kisor Y. Queer Tolkien: A Bibliographical Essay on Tolkien and Alterity. In: Vaccaro C, Kisor Y, editors. *Tolkien and alterity, The New Middle Ages*: Palgrave MacMillan; 2017.

JON HODGSON AND HANDIWORK GAMES

This is not a strictly a Middle-earth RPG news, but as Jon Hodgson has been such a defining piece of the TOR line, I deem it appropriate to mention it here. In addition to [his Patreon page](#), Jon has set up his own company Handiwork Games which can be found under <https://handiwork.games/>. It also has its own Facebook page at <https://www.facebook.com/handiworkgames/>. This looks like a really great and promising venture, so please swing by and have a look at Jon's most recent project!



HALL OF FIRE WITH NEW ISSUE AND HOME

In December 2018, a new Issue of *The Hall of Fire* webzine has been published (Vol. 2, Issue 4). In addition, its location has moved to the *The One Ring Loremaster Guild* on Facebook (see <https://www.facebook.com/groups/TORLguild/> for more details).

NEW ARTIST: NEW BACKGROUND

We now use a new background for the magazine. It is available through the following link

https://www.etsy.com/de/shop/MyClipArtStore?section_id=11138275

NEW ARTIST: LIZ DANFORTH

I am pleased and greatly honoured to introduce another artist who granted us permission to use her stunning work in *Other Minds*. It is no one less than the great [Liz Danforth](#), whom many of you will know from the MERP series, where she illustrated many supplements with her superb line art. We are deeply indebted to her for granting us permission to use her artwork here. We are very proud to now have permission from the two primary artists of the MERP line regarding the use of their artwork for *Other Minds*.

NEW ARTIST: JON HODGSON

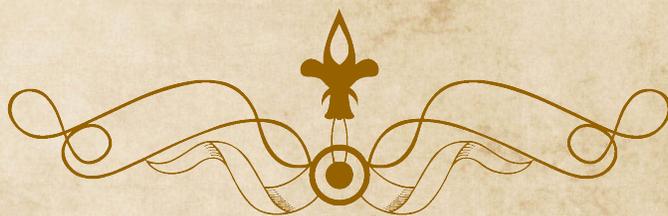
You probably all know him very well - Jon is the man who shaped the artistic outlook of TOR, and even after his departure his legacy is formative for the line. Therefore we are all the more honoured for him to give us permission to use his artwork in *Other Minds*. I am very proud that all the key artists of both MERP and TOR have given us permission to use their art for this magazine.

Please check out Jon's [webpage](#). More info can be found in the artist's section of *The Road Goes Ever On*.

NEW ARTIST: JULIEN LABIT

The final one of our new artists is Julien Labit (Ilanthar) - a frenchman who illustrated the Harondor map with astounding artwork. Please check out his website under <https://ilanthar.jimdo.com/>.





THE TOLKIEN EMAIL LIST

The eldest of the lists.

This Tolkien discussion group has existed since the First Age before the world was made round.....

Join and contribute.

Our list has existed since the early 1990s with many members who have been here for years beyond count....

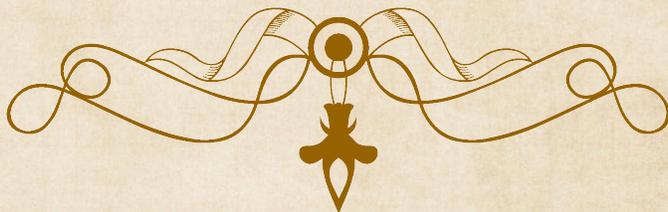
Now we have moved to Google and have become a private Google Group.

To request to subscribe to this group, please visit the following page:

http://groups.google.com/group/tolkien_list/subscribe

or contact rossiele@yahoo.com

(Elena Rossi, ½ Listowner)



TAINED TREASURE

José Enrique Vacas de la Rosa
(arthadan@gmail.com)

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supplementary
stuff



The theme of tainted treasure is prevalent throughout Tolkien's writings. Often such riches play pivotal roles in the course of the stories, being the eventual undoing of characters .

This article is an attempt at expanding the treasure-related Corruption rules for The One Ring RPG. It starts offering some quotes about gold, its corrupting influence and how it affects different races, and then goes deeper into how to implement these findings in the rules.

THE CORRUPTION OF GOLD

Moreover, the final eradication of Sauron (as a power directing evil) was achievable by the destruction of the Ring. No such eradication of Morgoth was possible, since this required the complete disintegration of the 'matter' of Arda. Sauron's power was not (for example) in gold as such, but in a particular form or shape made of a particular portion of total gold.

Morgoth's power was disseminated throughout Gold, if nowhere absolute (for he did not create Gold) it was nowhere absent. (It was this Morgoth-element in matter, indeed, which was a prerequisite for such 'magic' and other evils as Sauron practiced with it and upon it.)

It is quite possible, of course, that certain 'elements' or conditions of matter had attracted Morgoth's special attention (mainly, unless in the remote past, for reasons of his own plans). For example, all gold (in Middle-earth) seems to have had an especially 'evil' trend - but not silver.

—The History of Middle-Earth,
vol. X Morgoth's Ring. Myths
Transformed

It is no coincidence Sauron made the One Ring out of gold, as this substance is already more "contaminated" by the *mordo* (the "Morgothian element"; Morgoth's own power) than other substances. This is the reason why so many wars and tragedies derived from gold and treasure itself.

Thus gold itself is already corrupted to some degree ("marred", if you will), but does it also have a corrupting effect? Does a dragon's greediness corrupt or curse the gold even further or is the gold enticing the dragon's lust for it in the first place? I will try to uncover the evil influence of gold upon different races in the following quotes.

When the moon was new and the sun
young
of silver and gold the gods sung:

[...] they [Elves of old] sang as they
wrought many fair things,
**and the bright crowns of the Elf-
kings.**

But their doom fell, and their song
waned,
[...] in dark holes their wealth piled,
graven silver and carven gold:
over Elvenhome the shadow rolled.

There was an old dwarf in a dark cave,
**to silver and gold his fingers
clave;**

[...] and coins he made, and strings of
rings,
and thought to buy the power of kings.
But his eyes grew dim and his ears dull
and the skin yellow on his old skull;
through his bony claw with a pale sheen
the stony jewels slipped unseen.

[...]
**There was an old dragon under
grey stone;**

his red eyes blinked as he lay alone.
[...] in the long years to his gold
chained;
in his heart's furnace the fire waned.
To his belly's slime gems stuck thick,
silver and gold he would snuff and lick:
he knew the place of the least ring
beneath the shadow of his black wing.

[...]
A voice echoed in his deep grot:
a young warrior with a bright sword
called him forth to defend his hoard.
[...] but iron tore him, and his flame
died.

There was an old king on a high throne:

[...]
He heard not the horns in the mountain-
pass,
[...]
but **his halls were burned, his
kingdom lost;**
[...]

—The Adventures of Tom
Bombadil. *The Hoard*

In this evocative (and much longer) poem we have a treasure of fair items of gold and silver created by Elves, as they delight in creating things of beauty. Then they are apparently slain by Dwarves, and a single miserable old Dwarf is the last keeper of the treasure. This Dwarf is in turn killed by a young dragon, and again when the latter has grown old, lonely and weak, he is slain by a young Man. This brave warrior becomes a king, but obsessed with his hoard he becomes unjust and eventually a violent death finds him as well.

One should be careful to generalize from such little evidence, but so far it seems that Elves take joy in beautiful things and are to some degree unaffected by the evil influence of gold, while Dwarves, Dragons and Men are more easily corrupted by the lust for it. They would kill for and grow obsessed by it. There is another account of a feud between Dwarves and Men because of a great treasure:

“Of his son, Fram, they tell that he slew Scatha, the great dragon of Ered Mithrin, and the land had peace from the long-worms afterwards. Thus Fram won great wealth, but was at feud with the Dwarves, who claimed the hoard of Scatha. Fram would not yield them a penny, and sent to them instead the teeth of Scatha made into a necklace, saying: “Jewels such as these you will not match in your treasuries, for they are hard to come by.” Some say that the Dwarves slew Fram for this insult. There was no great love between Éothéod and the Dwarves.

—The Lord of the Rings.
Appendix A (The House of Eorl)

Thus the story repeats itself: the brave hero slays the dragon, but he decides to keep everything for himself, which is his undoing. Now, it is open to debate if he did that because he deemed the Dwarven claim unjustified or because the gold corrupted him and led to his demise. But with the knowledge that gold contains more than average of the *mordo*, and Men

are not especially resilient against it, I conclude Fram's decision was at least partially driven by the evil influence of Scatha's treasure.

Now, when speaking of Dwarves' fighting over treasure the story of the Nauglamir cannot be skipped of course.

Then the Dwarves looked upon the work of their fathers, and they beheld with wonder the shining jewel of Fëanor; and they were filled with a great lust to possess them, and carry them off to their far homes in the mountains. But they dissembled their mind, and consented to the task.

—*The Silmarillion.*
Of the Ruin of Doriath

The Dwarves desire a most beautiful treasure and they kill Thingol, setting in motion a chain of events that will lead to many violent deaths of Elves and Dwarves. It is worth that noting here we are not speaking about gold alone, but a Silmaril. Ironically, the Silmaril were conceived as vessels to store the "blessed" light of Telperion and Laurelin and were made in Aman, the land of the Valar. Here we have to consider the Oath of Fëanor (who threatens everyone trying to keep one or more of the Silmaril) that brings almost everyone to his doom who desires to possess even one of them. In my opinion, this is the main driver here, as the Silmaril themselves are unlikely to become tainted.

At this point it is clear that Dwarves have a weakness for gold and items of great beauty and worth. We could add the example of Thorin and his obsession with the Arkenstone, but since we are looking for general trends I will not dig deeper into this particular subject. It is sufficient to say that Thorin was consumed by the desire to possess it and that this eventually contributed to his doom adding to the overall line of this article.

And what about the Elves? So far it seems they are seemingly less susceptible to the "unhealthy" lust of gold. But it is not so easy:

In ancient days they [the Wood-elves] had had wars with some of the dwarves, whom they accused of stealing their treasure. [...] If the elf-king had a weakness it was for treasure, especially for silver and white gems; and though his hoard was rich, he was ever eager for more, since he had not yet as great a treasure as other elf-lords of old.

—*The Hobbit.*
Flies and Spiders (my emphasis)

Here we can note that even Thranduil has a weakness for riches, though it is worth noting that he favors silver and gems rather than gold. I will conclude this section with a quote about dragons.

So the rumour of the wealth of Erebor spread abroad and reached the ears of the dragons, and at last Smaug the Golden, greatest of the dragons of his day, arose and without warning came against King Thrór and descended on the Mountain in flames. It was not long before all that realm was destroyed, and the town of Dale nearby was ruined and deserted; but Smaug entered into the Great Hall and lay there upon a bed of gold.

—*The Lord of the Rings.*
Appendix A (Durin's Folk)

Given their already evil and greedy disposition, it is perfectly fitting that Smaug lies on a bed of gold, as close as possible to his beloved treasure. Ironically, Dragons are also the ones who can do the least with any treasure — they can only hoard and jealously guard it.



Nenya © by Liz Danforth, used with permission of the artist

Conclusion

I think the evil influence that gold and treasure has on any individual depends on the purpose and character of that specific being. Bilbo had his share of dragon's gold and it did not have any negative effect on him, for example. This is something The One Ring RPG does not reflect correctly in my opinion. For example, in the Marsh Bell introductory adventure (spoiler alert, jump to the next paragraph if you plan to play the adventure), there is a gem from Smaug's treasure sent as a present to the Lord of the Eagles. Why would Dáin Ironfoot send a corrupted gem as a present to an ally and friend? Moreover, if every single penny in the dragon's hoard was so corrupted... wouldn't Dáin himself be utterly corrupted as well?

The Rules

As stated in the TOR Core Book (p. 224), Heroes must pass a Corruption test upon finding tainted treasure, or suffer Shadow points.

The first thing to determine is if the treasure should be cursed. Rather than offering hard rules, I offer these guidelines to determine whether a treasure should be considered cursed (ordered from most to least relevant):

- **Owner imprint:** The gold of a Dragonhoard, obsessively kept only for greed should be more corrupting than a treasure made only for the purpose of creating items of beauty.
- **The story of the treasure:** If it involves killing for its possession or it was cursed.
- **The presence (or absence) of gold:** Gold is more corrupting than other materials.
- **The sheer amount of it:** A single coin is not as corrupting as a Great Hall full of gold.

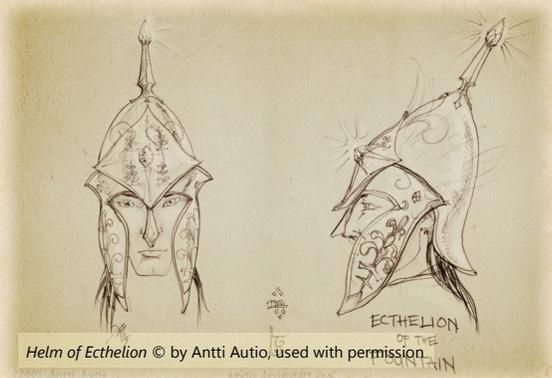
TN: Instead of using the TN in table (TOR Core Book, p. 225), it is calculated as the Attribute Level of the owner + 5. Feel free to increase the TN up to +2 if the treasure is a perfect example of one or more of the previously cited criteria (an immense treasure, a treasure with a truly dark story and so on).

However, I advise against making Corruption tests for every single treasure the Heroes may find. Thinking about the Trolls hoard in The Hobbit, the Dwarves have no problem at all hiding the treasure and leaving it behind. Middle-earth has a history full of conflicts and any treasure hoarded by a monster has been taken by force. In my opinion this should not make every single treasure automatically corrupting. Following the example of the Huggins brothers (Bert, Tom & Bill), they were not particularly greedy creatures, and the treasure was not particularly big so it does not qualify as a corrupting one.

For example, the TN of the hoard of a Great Orc, mainly composed of gold should be 7 (Attribute Level) + 5 + 1 (gold obtained by violence) = 13.

Of course this only makes sense if the Great Orc is obsessed by his gold (probably as a sign of status). In this case the owner imprint will count as a decisive factor to qualify the treasure as corrupting, even if it bears no TN increase.

If you feel inclined to add more diversity, you may increase the difficulty by an extra +1 if the treasure is especially tempting for some hero due to his race or occupation. Dwarves will be more attracted by delicate works of precious gems and gold, Elves may have a weakness for silver and white gems, scholars may find it hard to resist books of old lore, etc.



CORRUPTION TEST RESULT:

Before making the roll, the Hero must state how many Treasure Points he wants to take. Check the list below for results:

- **Eye:** The Hero is overcome with greed and he will take 50% more Treasure Points than originally intended. The treasure must be hoarded (cannot be spent, given away or abandoned). He suffers Shadow points as per the rules only if the roll is a failure.
- **Failure:** The Hero will take the intended amount of Treasure Points, but he must hoard it (cannot be spent, given away or abandoned). He suffers Shadow points as per the rules.
- **Any degree of Success:** The Hero will take the intended amount of Treasure Points and can use it as he wants. He suffers no Shadow points.

ALLURING TREASURE

Some treasures are hard to resist and may tempt a Hero to do something foolish, such as stealing a cup from under a sleeping dragon's nose. This rule only applies to Tainted Treasures with a Corruption test TN of 16 or greater at LM discretion. Heroes are forced to make the Corruption test, **even if they do not want to take any treasure**, and they do not need to state how many Treasure Points they intend to take (it will be determined by the roll). Failure means that even against better judgement, they will take some treasure despite their reluctance to do so initially (or more treasure than they intended). Make the normal (as written in the rules) corruption test (remember it is mandatory in this case) and apply the following results:

- **Eye:** The Hero is overcome with greed and he will take Treasure Points up to his Fatigue threshold (becoming Weary). If he is Weary already, he will take one success die worth of Treasure Points anyway. The treasure must be hoarded (cannot be spent, given away or abandoned). He suffers Shadow points as per the regular rules only if the roll is a failure.

- **Failure:** The Hero is overcome with greed and he will take one success die worth of Treasure Points. The treasure must be hoarded (cannot be spent, given away or abandoned). He suffers Shadow points as per the regular rules.
- **Normal Success:** The Hero will take Treasure Points up to his Fatigue threshold minus 1. If he is already Weary, he is free to decide to take no treasure instead. No Shadow points are suffered.
- **Great Success or better:** The Hero is free to decide how many Treasure Points he wants to take. No Shadow points are suffered.

BREAKING THE CURSE

Over the course of his adventures, your hero is quite likely to end up with some buried or hidden tainted treasure. However, in the face of extreme events or under proper guidance he may give up his cursed gold.

Note: It is necessary to keep record of the Corruption TN of any stashed tainted treasure to use this rule.

How it works: The Hero is allowed to take a Corruption test to hand over his tainted treasure. Use the highest TN number of all the stashed treasure minus one difficulty level.

When: The Hero is allowed to take the test only under the most extreme situations. For example, an assassin is holding a knife against the hero's wife's throat and is demanding the treasure to let her live, or the house of the character is burning and getting in to save the gold would almost certainly mean death. Alternatively, one of the Wise may be willing to help the hero, like Gandalf persuading Bilbo to give up the Ring.

Result of the Roll:

- **Eye:** The hero will suffer a bout of madness but he will not reset his Shadow score nor develop a Flaw. Also apply the result of Failure if appropriate. If the hero is under the guidance of one of the Wise, the Eye has no special effect.

- Failure: The Hero will cling to his gold no matter what. This must trigger a negative consequence for the hero, usually leading to suffering Shadow points and/or loss of Endurance.
- Normal Success: The hero hands over or lets go of the treasure regretfully, gaining the Vengeful trait against the individual causing the loss of his treasure (or persuading him to do so).
- Great Success: The hero hands over or lets go of the treasure and reduces his Shadow score by one.
- Extraordinary Success: The hero hands over or lets go of the treasure and reduces his Shadow score by two or he can reduce his permanent Shadow score by one.

TRAITS AND Shadow Weaknesses

A hero who is Grasping (level one Flaw of the Dragon Sickness Shadow Weakness) cannot spend Hope in any Treasure-related Corruption test.

A generous hero can roll twice the Feat die and keep the best score in any Corruption test to take Treasure points from a Tainted Treasure only if he will give away (in game terms, spend the treasure without any benefit, perhaps doing some anonymous good deed) at least half of the treasure points he is accumulating.

Where is it? Where is it?

If a hero's tainted treasure is stolen, he will gain the Vengeful trait against the thieves plus he will probably become obsessed with getting it back (you may use the Breaking the curse rule to determine if the hero becomes obsessed with the stolen treasure or gives it up).

Treasure tables

I encourage the use of descriptions for treasures. In addition, I recommend using the rules for Magical Treasure (featuring also cursed items, wondrous artifacts and precious items) published in the Rivendell supplement. You may use these tables along with those from Rivendell. Depending on the treasure's nature you may prefer to pick the treasure composition rather than roll it. You may find nearly anything

in a Troll-hoard, but it is far more likely to find lore books in the ruins of the royal library of Annúminas, for example. I will offer some short descriptions for each kind of item, but feel free to create your own.

You can use this table to randomly determine the description of any Precious Objects the Heroes may find:

- 1 to 3 – Jewelry and precious stones (from the *Rivendell* supplement, page 91).
- 4 – Decorative items.
- 5 – Embellished daily life items.
- 6 – Papers.

I will use the following key words to describe the different types of treasure:

- Small: the item has 1 Encumbrance point, regardless of its value.
- Light: the item has half of the normal Encumbrance, rounding down (that is, half its value in Treasure points).
- Normal: Encumbrance equal to value in Treasure points.



Sleeping Gods © by Jon Hodgson, used with permission

- **Heavy:** Encumbrance is increased 50% beyond the normal, rounding up (that is, 50% more than its value in Treasure points).
- **Fragile:** it may become damaged if not carefully protected. If rolling an Eye in any test involving movement (combat included) it may break or be damaged at the LM's discretion.

Coins

Similarly farthing has been used for the four divisions of the Shire, because the Hobbit word tharni was an old word for 'quarter' seldom used in ordinary language, where the word for 'quarter' was tharantin 'fourth part'. In Gondor tharni was used for a silver coin, the fourth part of the castar (in Noldorin the canath or fourth part of the mirian).

—*The History of Middle-earth vol. XII - The Peoples of Middle-earth. The Languages at the end of the Third Age.*

This table helps adding some flavor to common treasure. Descriptions of the different symbols minted by different cultures add to the atmosphere of the game. Finding a significant number of Second Age Númenórean coins strangely mixed with many later Cardolanic ones could be a clue that the treasure is much older than it appears, for example. Long-lasting realms such as Gondor would have different mints over their history (and many "series" of pefici coins).

The following paragraphs show some suggestions for diversity in coins.

Face side of the Arnorian mint (later period):

- Gold coins: seven stars
 - Silver coins: three towers
- Face side of Gondorian mint:
- Silver coins: a tree.

DECORATIVE ITEMS

Not all the common treasure must consist of coins. Weapons and armor lavishly decorated, used mainly for ceremonial purposes, small statues and rich tapestries...

1 to 2 – Small statue: Marble, bronze or even gold statue.

- 1 – Elven: Elegant and artistic depiction of a graceful dancer or musician. It would be greatly appreciated in Rivendell.
- 2 – Dwarven: A fierce-looking Dwarven warrior, probably a representation of Durin the Deathless, made from gold.
- 3 – Númenórean: some long-forgotten Númenórean king, probably the narcissistic Ar-Pharazôn.
- 4 – Angmarean: A sinister-looking demon, made from gold.
- 5 – Northmen: Bronze horse.
- 6 – Easterling: Unknown woman, perhaps a goddess or a queen.

3 – Tapestry (heavy): Dusty but miraculously preserved, Númenórean or Elven, depicting:

- 1 – A port: Rómenna, Mithlond or perhaps even Alqualönde.
- 2 – Warriors going to battle: A king with his host, be it Gil-Galad, Elendil or any other.
- 3 – Hunting image: Mounted archers hunting deer, an Arnorian Prince hunting a bear...
- 4 – Rural life: People harvesting or having a feast.
- 5 – Exotic animals: Brought from Far Harad, some camel riders or wild Oliphaunts.
- 6 – Sacred place: Meneltarma or the Undying Lands. Beholding this image for the first time brings peace, if the watcher can fully appreciate its art (test of Heart with TN 14 to recover up to 3 Hope points, depending on the quality of Success).

- 4 – **Candle holder (heavy):** Decorated with an intricate pattern.
- 5 – **Coat of Arms:** A lavishly decorated shield depicting the symbol of a noble House or lord. It holds more value to the surviving heirs.
- 6 – **Ceremonial weapon (same encumbrance as a normal weapon):** Used as a sign of status of power, but not very effective in combat (poorly balanced or made out of soft metals such as gold)

Embellished daily life items

Precious Items (see the Treasure rules in the Rivendell supplement). Luxury version of common items such as combs and drinking horns.

- 1 – **Comb (small)**
 - Teleri comb adorned with pearls.
 - Exotic comb made of carved ivory.
 - Silver comb with engraved runes.
- 2 – **Hand mirror (small, fragile)**
 - Polished steel mirror with a dragon frame, probably Dwarven
 - Crystal mirror with a gold frame resembling delicate flowers, adorned with small green and red gems, probably related to Hollin.
 - Black mirror (cursed): a dark crystal that will not reflect a thing, it seems to absorb light instead. It was used in Necromantic rituals in Angmar and the bearer cannot spend Hope while fighting any kind of Undead.
- 3 – **Cup (normal)**
- 4 – **Drinking horn with gold bands (heavy)**
- 5 – **Game board set (normal):** composed of a carved wood board and carved stone gaming pieces (think of the Middle-Earth equivalent of Fidchell).

MUSICAL INSTRUMENT (normal OR heavy, fragile)

Papers: books, scrolls and maps, probably valuable only for a few knowledgeable people but of light weight.

- 1-2 – **Book (heavy, fragile)**
- 3-4 – **Scroll (normal, fragile)**
- 5-6 – **Map (light, fragile)**
 - 1 – Outdated (Second Age)
 - 2 – Outdated but useful: Hidden Dwarven refuges in the Misty Mountains, for example.
 - 3 – Foreign lands: Rhûn, Harad, etc.
 - 4 – Ruined City: Annúminas, Fornost, Osgiliath, Dale...
 - 5 – Useful map (region): +1 to Preliminary Travel rolls in that region.
 - 6 – Lost treasure: Adventure seed of a hidden treasure.





THE WORLD THAT IS

Eä:

*Ilúvatar called to them, and said:
'I know the desire of your minds that what ye have seen should verily be
not only in your thought, but even as ye yourselves are, and yet other.*

Therefore I say:

Eä! Let these things Be!

*And I will send forth into the Void, the Flame Imperishable,
and it shall be at the heart of the World, and the World shall Be;
and those of you that will may go down into it.'*

*And suddenly the Ainur saw afar off a light, as it were a cloud with a living heart of flame;
and they knew that this was no vision only, but that Ilúvatar had made a new thing:*

Eä, the World that Is."

—J.R.R. Tolkien, *The Silmarillion*, *Ainulindalë* (The Music of the Ainur).

Arda in the First Age
from the building of Thangorodrim
until the War of Wrath

The Eä RPG system is dedicated to role playing gaming in J.R.R. Tolkien's universe.
Eä d20 is currently well along in it's development with the "Races & Cultures" tome nearing completion. Eä d20 is the adaptation
of the Open D20 (D&D 3.5) role-playing gaming system modified to more accurately fit the "feel" of Tolkien's Middle-earth.
Tomes of lore include:

- Races & Cultures (near completion)
- Magic in Middle-earth (core mechanics complete, conversion charts in progress)
- Destinies & Lore (Classes, Skills, Feats, etc. - in early stages)
- Creatures & Monsters (Ancalagon through Zigurim) (planned)
- Valar & Maiar (Includes Vala, Maia, Istari, Lords and Characters of Renown) (planned)

CREATURES OF MIDDLE-EARTH: OGRES (S. HONGWIR)

By Thomas Morwinsky
(tolwen@gmx.de)

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supplementary
stuff



ADVENTURES IN
MIDDLE-EARTH

Continuing the tradition begun in Issue 17 of *Other Minds* with José Enrique Vacas de la Rosa's take on the Were-worms, we move to another new creature - the Ogre.

Over time, we will be able to present a wider range of creatures for use in your games.

INTRODUCTION

One of the most commonly encountered phenomenon (or problem if you so will) for gaming in Middle-earth is the selection of monsters and (malevolent) creatures the heroes may encounter during their adventures. The most obvious and frequently used ones are wargs/wolves, orcs/goblins and trolls of course. Over time, both players and Game / Loremasters alike often look for a wider variety of creatures though. This is also reflected in game supplements beyond the core rules of almost all official roleplaying games licensed so far. This natural tendency is understandable, as the exclusive use of the above mentioned "standards" will eventually lead to some saturation and boredom with them – even if they are played intelligently and not purely as dumb sword-fodder.

The difficulty with introducing new creatures in Middle-earth is to integrate them into the framework set by Tolkien and thereby making them believable and fitting within this unique setting. Here a look at monsters and creatures from the real-world myths and fairy-tales is often insightful; especially as Tolkien himself drew so much inspiration from them.

This article is intended as one of several that provide original backgrounds and fitting reasoning for creatures and monsters to be used in Middle-earth gaming beyond the "standards" like orcs and wolves. A first has already been published in *Other Minds, Issue 17* (Were worms), while a second one (on the same subject with a slightly different trajectory) can be found in this Issue.

The first part (Sources and conclusions) of this article shows the real-world-mythical background, Tolkien's texts and likely conclusions, while the second (Ogres for Middle-earth RPG's) builds on this and represents the original part of this work.

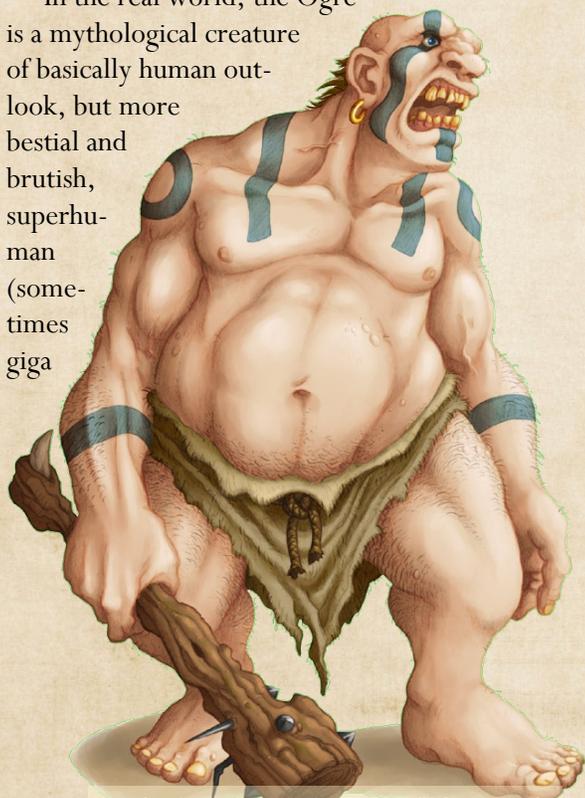
SOURCES AND CONCLUSIONS

Ogres in Tolkien's Middle-earth?

Ogres in games and real-world myth

Ogres are a popular and relatively low-level monster in many roleplaying games¹. Generally they are described as being man-like, even though bigger and more bestial in outlook. Overall they are brutish and somewhat dull savages, more powerful than orcs, but less so than trolls. Technically, they usually are monsters used to challenge low-powered PC parties. The image below shows such a typical specimen.

In the real world, the Ogre is a mythological creature of basically human outlook, but more bestial and brutish, superhuman (sometimes giga-



Ogre found on [https://villains.fandom.com/wiki/Ogres_\(folklore\)](https://villains.fandom.com/wiki/Ogres_(folklore)), used under Fair Use

ntic) size and strength. Especially his appetite for human (often children's) flesh is a distinguishing mark. The Wikipedia entry summarises mythological ogres quite well².

In a word, in real-world myths ogres are commonly associated with brutish, violent and clearly evil creatures. It is small wonder that Tolkien utilized them in early versions of his Arda myth as well. Here the supposed common etymological root of "orc" and "ogre" from the latin "orcus" might have played a role. In the early versions of his *Silmarillion*, ogres are mentioned as monsters that could be found in Melko's (Morgoth's) following:

Nonetheless is he [Tulkas] no wrangler or striker of blows unprovoked as is Makar, albeit there are none of Valar or Úvanimor (who are monsters, giants, and ogres) that do not fear the sinews of his arm and the buffet of his iron-clad fist, when he has cause for wrath.

—*HoME 1: The Book of Lost Tales I. The Coming of the Valar and the Building of Valinor (my emphasis)*

The nature of these creatures is briefly discussed in *The History of Middle-earth*. Here their origin is Melko (Morgoth), who "bred" them, making them derivative creatures of something pre-existing:

*(*The word Vanimor has not occurred before, but its negative Úvanimor is defined in the tale of The Coming of the Valar (1. 75) as 'monsters, giants, and ogres', and elsewhere in the Lost Tales Úvanimor are creatures bred by Morgoth (1. 236 - 7), and even Dwarves (11. 136).)*

—*HoME04 - The Shaping Of Middle-Earth. Annals of Valinor (my emphasis)*

¹ Not to forget the famous Shrek in the animated movies.
² <https://en.wikipedia.org/wiki/Ogre>

The idea of “ogres” is further developed in these parts:

The outline continues: Voronwë and Earendel set sail in Wingilot. Driven south. Dark regions. Fire mountains. Tree-men. Pygmies. Sarqindi or cannibal-ogres.

—**HoME2: The Book of Lost Tales 2. The tale of Earendel (my emphasis)**

These ideas are also elaborated upon in its linguistic context:

Sarqindi (‘Cannibal-ogres’). This must derive from the root SRKR

—**HoME2 – Appendix: Names in the Lost Tales, Part II (my emphasis)**

The interesting addition of the **cannibal** part to the ‘ogres’ (my emphasis) is reminiscent of the human-eating ogres of real-world myth. Interestingly, in order to be labelled *cannibals*, they must be eating their own kind – else they would be human- (or elf- or dwarf-) eating monsters, but not **cannibals** (i.e. creatures eating their own species). This point will be used later for my own designs.

Ogres are also mentioned in other sections of the earlier *Silmarillion* versions. In the first, Gothmog was not a primeval fire spirit turned evil (i.e. a Balrog-Maia), but a born creature:

Gothmog was a son of Melko and the ogress Fluithuin and his name is Strife-and-hatred, and he was Captain of the Balrogs and lord of Melko’s hosts ere fair Ecthelion slew him at the taking of Gondolin.

—**HoME2: The Book of Lost Tales 2. The Fall of Gondolin (my emphasis)**

The idea of ogres does not end here, since they are mentioned in other parts of the early First-Age-*legendarium*. Nothing of their nature is disclosed, they are only mentioned as one type of creature in the service of the enemy:

*Yet the thanes of Thingol she thanked nobly,
[...],
but gave them in gift those golden things that last lingered, and led they thence a helm of Hurin once hewn in wars when he battled with Beren as brother and comrade
against ogres and Orcs and evil foes.*

—**HoME 3: The Lays of Beleriand. Túrin son of Húrin & Glorund the Dragon (my emphasis)**

Even though the *legendarium* evolved from those early concepts, the ogres never fully disappeared from the “arsenal” of the Enemy and Tolkien literary fundus: They became less directly described and more metaphors and comparative terms for quite evil and fierce creatures. The first section where this can be observed is the HoMe 10 where the terrible weakening of Morgoth’s power and stature in his final days before the War of Wrath are discussed in metaphysical terms. Here the “ogres” stand in as a metaphor, so that the reader has an idea what the physical size of Morgoth’s bodily form may be like. Here the idea is to present him of clearly above-human size, but not gigantic (continued on next column):

Morgoth though locally triumphant had neglected most of Middle-earth during the war; and by it he had in fact been weakened: in power and prestige (he had lost and failed to recover one of the Silmarils), and above all in mind. He had become absorbed in ‘kingship’, and though a tyrant of ogre-size and monstrous power, this was a vast fall even from his former wickedness of hate, and his terrible nihilism.

—**HoME10: Morgoth’s Ring. Notes on motives in the Silmarillion (my emphasis)**

They survive even to the times of *The Hobbit* and *The Lord of the Rings* (at least its earlier developmental stages). Here they are integrated as fairy tales told to Bilbo and interestingly this leaves up the option of whether the tales were wholly made up or based on a true origin in the distant past.

Poor Bilbo sat in the dark thinking of all the horrible names of all the giants and ogres he had ever heard told of in tales, but not one of them had done all these things.

—*The Hobbit. Riddles in the Dark (my emphasis)*

This also stresses the ogres as being different from giants – clearly in size, but perhaps (or even likely) also in origin and nature. The last mentioning of such creatures can be found in an earlier draft of *The Lord of the Rings* (when the character that would eventually become Frodo was still called Bingo). Note also the rather malevolent and violent nature of Farmer Maggot at this stage.

Another version of Bingo’s account makes it Bilbo and Bingo who had the encounter with Maggot, and the farmer a real ogre: ‘That’s just it,’ said Bingo. ‘I got on the wrong side of him, and of his hedge. We were trespassing, as he called it ... [We] found ourselves in a garden; and Maggot found us. [...] Maggot was violent. He is a strong fellow, and while Bilbo was trying to explain who we were and how we came there he picked him up and flung him over the hedge into a ditch ... Maggot laughed. ‘I have a weapon or two myself,’ he said; ‘and next time you kill one of my dogs, I’ll kill you. Be off now, or I’ll kill you tonight.’

—*HoME6: The Return of the Shadow. A shortcut to mushrooms (Note 6, my emphasis)*

The comparison of Maggot to an ogre surely is to illustrate his violent temper and readiness to resort to (deadly) physical force after little provocation. He is also described as of above-normal strength (being able to lift a “fellow” Hobbit and fling him over a hedge with ease).

As a whole, in my opinion all of these show that Tolkien was highly aware of the character of ogres in real world European myths and over a long time used them in his Middle-earth myth. Even though he eventually deleted them in his original form (the Uvānimor from the *Lost Tales*), they hold great potential as antagonists in a RPG set in Middle-earth.

Based on all these ideas, the following key characteristics seem to be fitting for Middle earth RPG Ogres:

- They are bred from a pre-existing stock (in this interpretation: humans) in the First Age in order to bolster the ranks of the Enemy’s armies
- They possess an unnatural strength and vitality compared to humans
- They are vicious and evil in nature with a preference for human flesh (cannibals!)
- They are rarely encountered (mostly unknown in the late Third Age to almost all people) and at home in dangerous wilderness areas



Wedegog © by Liz Danforth, used with permission of the artist

danforth

OGRES FOR MIDDLE-EARTH RPGs

Origins and history

The origin of these creatures dates back to the Elder Days when Morgoth sought ways to strengthen his armies and (a much more important motive) pervert Eru's creation. Thus, when he noticed the Awakening of the Secondborn, he immediately set out to bring them under his rule. He was only partially successful, but when he returned to Angband, he brought many Men with him – some of their own wicked will and others as prisoners and under duress.

Now Morgoth tasked his greatest servant Sauron to find ways with which to “improve” Men in order to provide a significant boost for his armies against the Noldor.

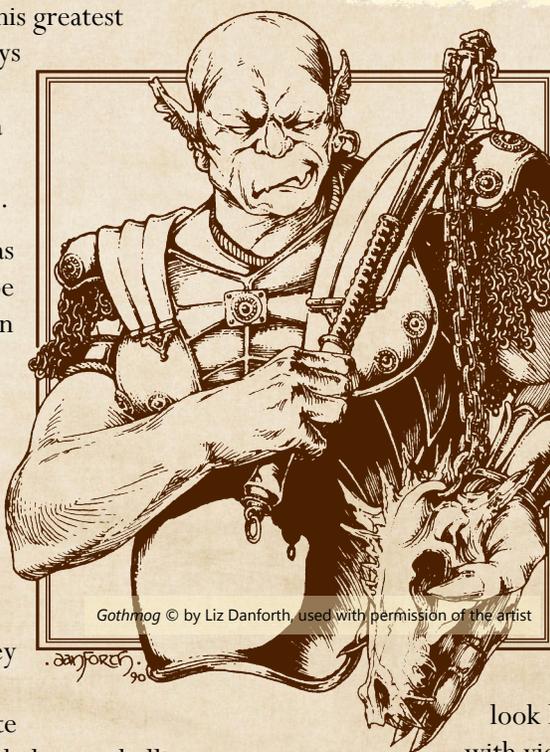
Sauron worked hard, as he had proved earlier to be his master's chief expert in breeding programs (especially regarding orcs). In the end, his efforts bore fruit in time for the Dagor Bragollach. However, he soon discovered that his new creatures were indeed powerful warriors but they bore a strong imprint of the nature of their ultimate master (Morgoth), which led to a rebellious, destructive and hard-to-control nature that did not tolerate subordination well (even under pressure from an overlord; and much more than even orcs) and thus they were of limited use in armies. In addition their slow multiplication – even more so than Elves or Dwarves but less than men (not to speak of orcs) never produced sufficient numbers for larger ogre forces. Still they were useful as shock troops in the battles of the later part of the First Age, but in the War of Wrath most of them were killed and the remnants fled into hiding over the Blue Mountains.

Free from a Dark Lord's rule, the survivors established scattered communities in wild areas, posing a threat to unwary travellers and being occasionally recruited by a local or regional evil lord. Their nature prevents any large-scale use in evil armies, but they still exist and can be encountered under the right circumstances.

Outlook & Nature

“...and out of Far Harad black men like half-trolls with white eyes and red tongues.”

—The Lord of the Rings. The Battle of the Pelennor Fields



This quote gives an idea about the rough outlook of such creatures and the “half trolls” that are referenced here could actually be ogres (who look vaguely similar to a half breed of human and troll) and thus people have some traditional lore about such brutes that is used here to underline the viciousness and barbarian outlook of these southern foreigners.

At first glance ogres look like oversized humans with vicious and evil outlooks, mostly ranging around 2.5 to 2.7m (8'2" to 8'10") in height, but even taller ones are not unheard-of. Since they were bred to function as exceptional warriors, they are strong, agile and tough and operate comfortably in daylight with slightly above-human capabilities in dark conditions. They are able to wield a mannish (two-handed) battle-axe in one hand with ease. This would make them fearsome warriors in the service of the enemy, wouldn't there be the already mentioned stubborn and chaotic nature and slow rate of reproduction.



Ogres were bred exclusively from human stock and retain their key characteristic (mortality and affinity to sunlight). They operate freely in daylight, though they do not like it very much and they prefer shadier surroundings.

Their society is characterised by the rule of the strong and cannibalism – especially of the weak – is commonplace (another reason for their low numbers). They prefer to live in wilderness areas, away from human settlements, but they do journey out to hunt – mostly animals, but humans are welcome prey as well. These hunting parties usually comprise about two to three individuals and are especially dangerous for isolated human homesteads. The ogres consider human children (and especially babies) a delicacy.

They are apt at hiding themselves and their dwellings from perceived enemies (i.e. human or elven patrols) or parties sent out to catch them. This ability is a key element in their continued survival in a world of enemies.

Lifestyle

Their social capabilities are rather limited and communities of ogres are generally no bigger than (large) family-sized groups (about 20 to 30 individuals altogether), located mostly in wilderness areas and generally well hidden. Their disability to follow orders, rules and ranks makes them not very useful for army service, but occasionally they are employed as shock troops or independently operating bands – which is especially effective for ravaging an

enemy’s countryside. Their secluded lifestyle puts them at a disadvantage in terms of equipment, since they often lack the skills and resources to produce their own metalwork. When possible, they do business with orcs to acquire such equipment. Their leather- and woodwork is acceptable and helps them greatly in building their hidden refuges.

Ogresses are generally equally skilled in combat as their male counterparts and attacking an ogre settlement whose men are away without careful planning and sufficient force has led to more than one death among would-be ogre hunters.

Sometimes they press small bands of orcs into their service, adding fighting strength especially at night. Occasionally they are seen as captains of small groups of evil men, but this is very rare indeed. If this happens though, such groups are difficult opponents and usually work for their own advantage rather than serving an evil overlord.

It is rumoured that some sorcerers possess spells to control ogres and press them into their service, but this is dangerous, as these creatures loath such control and will exact a cruel and painful revenge on their would-be masters at the slightest opportunity.

Ogres stats

This section provides stat blocks for the various Middle-earth games published so far. Thus you can use these creatures with several rule systems.

MERP

For MERP, you can largely use the Ogre stats from Rolemaster (RM) with little modification. The following stats are based on this.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Melee OB	Missile OB	Mov M	Skills	Notes
Ogre (Basic)	8	160	SL	35	Y	N	80we*	100LBa	50thr**	80	S&H 70, Swim 50, Woodcraft 50, Leathercraft 50, Track 50, Ambush 6, Westron 3	Takes 'Large Creature' crits, treat melee weapon as 2H
Ogre (Chief)	9	180	RL	40	Y	N	100we*	120LBa	60thr**	80	S&H 80, Swim 50, Woodcraft 60, Leathercraft 50, Track 70, Ambush 10, Westron 3	Takes 'Large Creature' crits, treat melee weapon as 2H

* and **: Any appropriate weapon



TOR

Attribute Level - Ogre (Basic)				
6				
Endurance	Hate			
45	7			
DARRY	ARMOUR			
6+2 (Shield)	3D			
Skills				
Personality ♦♦	Survival ♦♦♦			
Movement ♦♦	Custom ♦			
Perception ♦♦	Vocation ♦♦			
Weapon Skills				
Great Axe ♦♦♦	Smash ♦♦			
Weapon ♦♦				
Special Abilities				
Horrible Strength, Hideous Toughness, Great Size, Snakelike Speed, Strike Fear				
Weapons				
Name	Damage	Edge	Injury	Called Shot
Great Axe	CB	CB	CB	CB
Smash	7	👁️	12	
Special				
CB: As per Core Book				

Attribute Level - Ogre (Chief)				
7				
Endurance	Hate			
55	8			
DARRY	ARMOUR			
6+3 (Great Shield)	3D			
Skills				
Personality ♦♦	Survival ♦♦♦			
Movement ♦♦	Custom ♦			
Perception ♦♦	Vocation ♦♦♦			
Weapon Skills				
Great Axe ♦♦♦♦	Smash ♦♦♦			
Weapon ♦♦♦				
Special Abilities				
"Basic Ogre" plus one Rivendell enhancement: Battle-hardened, Greater, Skillful, Trained				
Weapons				
Name	Damage	Edge	Injury	Called Shot
Great Axe	CB	CB	CB	CB
Smash	7	👁️	12	

ACOE

Ogre (Basic) Chaotic Evil
STR 19 (+4) DEX 12 (+1) CON 17 (+3) INT 11 (+0) WIS 10 (+0) CHA 10 (+0)
Armor Class 12 (hide armour) or 15 (leather armour) Hit Points 67 (8d10+24) Speed 40'
Saving Throws. Strength +7, Constitution +6, Wisdom +3 Skills Athletics +6, Perception +4, Stealth +4, Survival +6 Senses Darkvision 20' Languages Westron, Orcish Challenge 4: 1,100 XP
Reckless. As per LM book (p. 118). Savage Assault. As per LM book (p. 118). Club sweep. As per LM book (p. 120). Shield Smasher. As per LM book (p. 121).
ACTIONS
Melee Weapon attack: +7 to hit, reach 5', one target. Damage according to weapon (treat as a human two-handed) plus 4 points (strength) Distance Weapon attack: +5 to hit. Damage depending on weapon (treat as a large human-sized one; usually thrown rocks or spears) Hideous Toughness. As in the LM Book (p. 119). Horrible Strength (Recharge after a long or short rest). On any one attack, the creature may deal an extra damage of 12 (4d6) in addition to normal damage. Last Stand. As in the LM book (p. 120). Snake-like Speed. As in the LM Book (p. 118).



Pertorog (cropped) © by Liz Danforth, used with permission of the artist

Ogre (Chief)
Chaotic Evil

STR 20 (+5) DEX 12 (+1) CON 18 (+4)
INT 11 (+0) WIS 12 (+1) CHA 10 (+0)

Armor Class 12 (hide armour) or 15 (leather armour)
Hit Points 98 (10d10+44)
Speed 40'

Saving Throws. Strength +8, Constitution +7 Wisdom +4
Skills Athletics +6, Perception +5, Stealth +5, Survival +6
Senses Darkvision 20'
Languages Westron, Orcish
Challenge 5 (1800 XP)

Reckless. As per LM book (p. 118).
Savage Assault. As per LM book (p. 118).
Club sweep. As per LM book (p. 120).
Shield Smasher. As per LM book (p. 121).

ACTIONS

Melee Weapon attack: +8 to hit, reach 5', one target. Damage according to weapon (treat as a human two-handed) plus 5 points (strength)
Distance Weapon attack: +5 to hit. Damage depending on weapon (treat as a large human-sized one; usually thrown rocks or spears)
Hideous Toughness. As in the LM Book (p. 119).
Horrible Strength (Recharge after a long or short rest). On any one attack, the creature may deal an extra damage of 12 (4d6) in addition to normal damage.
Last Stand. As in the LM book (p. 120).
Snake-like Speed. As in the LM Book (p. 118).

CREATURES OF MIDDLE-EARTH: WERE-WORMS OF THE WEST



Were-worm © by Tracy Seligman, used with permission

In the First Age of Middle Earth the Dark Lord Morgoth performed many experiments in his effort to duplicate the works of Eru

Ilúvatar
and

create new species to serve him. Among the most frightening of these, far more powerful than the orcs, trolls, vampires or even the were-wolf and were-bear ancestors of Beorn, were the great worms.

From the mighty Glaurung who destroyed the elven city of

Nargrothond and froze Túrin with his gaze, to Ancalagon the Black whose ruin smote 3 mountain peaks, they were the most terrifying of Morgoth's creations. Many of Morgoth's twisted creations fled at his fall, even mighty dragons such as the great wingless long worm Scatha fled into the North Eastern Wastes with others of his kind after the destruction of Angband by the Host of the Valar. The refugees who fled the breaking of Beleriand included not only the Fire Drakes who would later give birth to Smaug but also many of the surviving Light Worms, Spark Worms, Cold Drakes, and of course Morgoth's experimental Were-worm varieties, as well as lesser beasts known and unknown.

Many of the Were-worms became feral shadows of their potential; fleeing East of East and hiding in the vast deserts while using others to do their bidding (see *Other Minds, Issue #17* for such creatures). Other Were-worms chose

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Special thanks to play testers Tracy "Poppy" Seligman, Joseph "Duinir" Croft, Sean "Magni" Tracy, Nathaniel "Rodnim" Seligman, Jeff "Rufus" Tucker and JC "Lodin" Enciso.

**supplementary
stuff**

**ADVENTURES IN
MIDDLE-EARTH**

This contribution is the second in this Issue that deals with new creatures for Middle-earth. Brian seligman delves into another interpretation of Were-worms - and this time in context with western varieties. The article comes with stats for the most recent Middle-earth RPG - Cubicle 7's Adventures in Middle-earth (AME).

to stay with civilized dragon-kind, honing their talents while satiating their lusts for treasure, power and other vices in the West. They often take advantage of the Curse of Lycanthropy, used by Morgoth in their creation, to their own benefit by building flights of thralls to assist them. Fortunately, most Were-worms are very self-interested and if not actively building a bigger horde are often more concerned with ruling over others in the dragon community than with overthrowing the lands of short-lived Men. They do use humanoids as thralls or make deals with them when needed for their plans though. Were-worms usually prefer to remain in dragon form as their disdain for humanoids often extends to their own humanoid form. But they will sometimes take humanoid form to scout areas before attacking a settlement for food or treasure, or at other times to treat with strangers while deviously keeping them unaware of their true nature.

CURSE OF LYCANTHROPY - THRALL PC/NPCS

Any time a Humanoid (Human, Elf, Dwarf, Hobbit, Orc, Goblin, etc.) takes damage from a Were-worm's claw or bite they must make a saving throw with DC equal to the breath weapon of the Were-worm or be afflicted with the curse and become a Were-worm of a CR equal to or lower than their level with type: Dragon Shapechanger the next time they are under a full moon. Thralls keep only their Hit Points when in hybrid or dragon forms but in humanoid form retain their ability scores as well as racial, class and other abilities. Items do not shift with the PC; armor worn during a shift will be damaged and loses 2 AC until repaired.

A cursed PC or NPC will shape change into their dragon form involuntarily during every full moon. They will be under the DM's control with no memory of their actions from the time they change until they "wake" at dawn. A thrall may shift form voluntarily at any time. The Alpha dragon can control thrall Were-worms turned by that Alpha or by that Alpha's thralls any time that the thralls to be controlled are in dragon or hybrid form; under the full moon any form may be controlled.

Any time a PC changes to dragon form under the full moon they add one shadow point, and must make a DC 15 corruption save to avoid taking a second. If they shift to hybrid or dragon form voluntarily they take two points automatically and must succeed at a DC 25 corruption save to avoid a third shadow point. An additional Shadow Point will be gained each 24 hour period the thrall chooses to remain in dragon or hybrid form.

The curse can only be removed by extremely powerful magic, such as that wielded by Elrond using the Elven Ring of Power Vilya, or other exceptional aid, though Rivendell will be closed to any creatures tainted by Morgoth's curse. In games using the optional magic rules a Remove Curse before the first shift under a full moon will cure the afflicted.

WERE-WORM LAIRS

Were-worms prefer to lair in deserts or plains where they can dig underground lairs reached by burrowing under wide skies with plenty of moonlight. The region around a Legendary Were-worm's lair will contain many random sinkholes or quicksand patches and show many burrow trails on the surface.

The area will usually be devoid of animals, as anything bigger than a lizard is likely to be eaten by the Were-worm and its thralls. Thralls will sometimes build or occupy structures of their own at the edges of the Were-worm's lair region and only rarely are they permitted to build close to the actual lair.

LAIR ACTIONS

On initiative count 20 (losing ties) the Were-worm may cause one of the following effects, it may not use the same effect 2 rounds in a row.

- **Open Sinkholes/Quicksand.** The Were-worm chooses a 20' radius patch of ground within 120', which becomes fluid, difficult terrain and pulls in creatures on that ground. Each creature in the area must make a DC 15 Str save or be restrained; they may make another save at the end of

their turn to free themselves. If the Were-worm dies, or uses this ability again, then the previous patch will return to normal, freeing trapped creatures.

- **Cave-in.** The Were-worm chooses a 20' radius area within 120' and the roof collapses. Each creature in the area must succeed at a DC 15 Dex saving throw or take 10 (3d6) bludgeoning damage and be buried, knocked prone and restrained. A buried creature may free itself or another with a DC 12 Str check. If not freed within 3 rounds the creature will begin to suffocate and will die within a number of additional rounds equal to the creatures Con modifier +1. For example, a PC with Con 14 and a bonus of +2 will begin to suffocate at the end of their turn in the third round, and die at the end of their sixth turn.

- **Insect Swarm.** Lice, fleas and beetles will swarm over all creatures within 120' that are not Were-worms, causing disadvantage on all attack rolls, skill checks and saving throws until a different lair action is taken.

Regional Effects

Hidden sinkholes are present within 5 miles of the lair. They can be spotted with a DC 18 Perception check. If not spotted then any creature stepping on the unstable spot will fall 1d8x10 feet, taking 1d6 bludgeoning damage per 10 feet fallen.

Parasites are common within 1 mile of a Were-worms lair as the small mammals, which would eat them are not present. Creatures entering the zone will find that the itchy and irritating bites and stings, while not doing damage, prevent any sort resting from being beneficially restful.

The Were-worm may control the weather within 6 miles of its lair.

STATS

On the following pages you can find the AME stats for these creatures in their various phases.

Epilogue

I hope you enjoyed my take on the western Were-worms and you can listen to our game podcast at <https://castbox.fm/channel/Dungeons-%26-Dragons-in-Middle-Earth-at-Linebreakers-id1412143>



Dragon © by Daniel Govar, used with permission



Were-worm Wyrmting

Medium Dragon Shapechanger, Chaotic Evil

Armor Class 17
Hit Points 130 (20d8+40)
Speed 40', Fly 60', Burrow 40'

STR 19 (+4) **DEX** 12 (+1) **CON** 16 (+3)
INT 14 (+2) **WIS** 10 (+0) **CHA** 14 (+2)

Saving Throws Wis +3, Cha +5
Skills Perception +3, Deception +6, Persuasion +6
Vulnerability to Silver which does x2 damage and also acts as a Bane item to all forms
Damage Immunity Either Lightning, Cold, Fire or Acid matching individual breath weapon
Senses Blindsight 50', Darkvision 120', Tremorsense 50'
Languages Westron, Orcish
Challenge 5 (1800 XP)

Shapechanger. The Were-worm may use an action to switch into humanoid, hybrid or dragon form, keeping any damage.
Humanoid Form. The Were-worm uses its humanoid stats and may use humanoid class abilities, weapons and armor.
Hybrid Form. The Hybrid is half dragon but retains some of the humanoid form features, including ability scores and Hit Points, except Str 19, with dragon AC, speed, senses, attacks and breath.
Dragon Form. Full dragon with all dragon but no humanoid abilities and also gains Siege Monster, x2 damage to objects and structures.

ACTIONS
Multiattack. In hybrid or dragon form the were-worm makes 3 attacks. 1 Bite and 2
Claws. Any hit that causes damage requires a DC 15 Con save or be afflicted with Curse of Lycanthropy.
Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 10 (1d12 + 4) piercing
Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 9 (1d10 + 4) slashing
Breath Weapons. (recharge 5-6) The Were-worm will have one type of breath weapon to use. Fire Drakes breathe fire in a 15' cone, Corruption Drakes 15' x 5' stream of acid, Light Drakes a 15' x 5' flash of electricity, and Cold Drakes a blast of ice and snow in a 15' cone. Each creature in an affected area takes 16 (3d10) damage; half if they succeed on a DC 15 Dex Saving Throw.

Were-worm Adolescent

Large Dragon Shapechanger, Chaotic Evil

Armor Class 19
Hit Points 215 (30d10+50)
Speed 40', Fly 60', Burrow 40'

STR 23 (+6) **DEX** 12 (+1) **CON** 20 (+5)
INT 16 (+3) **WIS** 10 (+0) **CHA** 18 (+4)

Saving Throws Wis +4, Cha +8
Skills Perception +4, Deception +8, Persuasion +8
Vulnerability to Silver which does x2 damage and also acts as a Bane item to all forms
Damage Immunity Either Lightning, Cold, Fire or Acid matching individual breath weapon
Senses Blindsight 50', Darkvision 120', Tremorsense 50'
Languages Westron, Orcish
Challenge 10 (5900 XP)

Shapechanger. The Were-worm may use an action to switch into humanoid, hybrid or dragon form, keeping any damage.
Humanoid Form. The Were-worm uses its humanoid stats and may use humanoid class abilities, weapons and armor.
Hybrid Form. The Hybrid is half dragon but retains some of the humanoid form features, including ability scores and Hit Points, except Str 23, with dragon AC, speed, senses, attacks and breath.
Dragon Form. Full dragon with all dragon but no humanoid abilities and also gains Siege Monster, x2 damage to objects and structures.

ACTIONS
Multiattack. In hybrid or dragon form the Were-worm makes 3 attacks. 1 Bite and 2
Claws. Any hit that causes damage requires a DC 16 Con save or be afflicted with Curse of Lycanthropy.
Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit 25 (3d12 + 6) piercing
Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 19 (3d8 + 6) slashing
Breath Weapons. (recharge 5-6) The Were-worm will have one type of breath weapon to use. Fire Drakes breathe fire in a 30' cone, Corruption Drakes 30' x 5' stream of acid, Light Drakes a 30' x 5' flash of electricity, and Cold Drakes a blast of ice and snow in a 30' cone. Each creature in an affected area takes 33 (6d10) damage; half if they succeed on a DC 16 Dex Saving Throw.

Were-worm Adult

Large Dragon Shapechanger, Chaotic Evil

Armor Class 20

Hit Points 320 (40d12+60)

Speed 40', Fly 60', Burrow 40'

STR 27 (+8) **DEX** 12 (+1) **CON** 24 (+7)

INT 18 (+4) **WIS** 10 (+0) **CHA** 22 (+6)

Saving Throws Wis +5, Cha +11

Skills Perception +5, Deception +11, Persuasion +11

Vulnerability to Silver which does x2 damage and also acts as a Bane item to all forms

Damage Immunity Either Lightning, Cold, Fire or Acid matching individual breath weapon

Senses Blindsight 50', Darkvision 120', Tremorsense 50'

Languages Westron, Orcish

Challenge 17 (18000 XP)

Shapechanger. The Were-worm may use an action to switch into humanoid, hybrid or dragon form, keeping any damage.

Humanoid Form. The Were-worm uses its humanoid stats and may use humanoid class abilities, weapons and armor.

Hybrid Form. The Hybrid is half dragon but retains some of the humanoid form features, including ability scores and Hit Points, except Str 19, with dragon AC, speed, senses, attacks and breath.

Dragon Form. Full dragon with all dragon but no humanoid abilities and also gains Siege Monster, x2 damage to objects and structures.

ACTIONS

Multiattack. In hybrid or dragon form the Were-worm makes 3 attacks. 1 Bite and 2

Claws. Any hit that causes damage requires a DC 19 Con save or be afflicted with Curse of Lycanthropy.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit 35 (5d10 + 8) piercing

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit 24 (3d10 + 8) slashing

Breath Weapons. (recharge 5-6) The Were-worm will have one type of breath weapon to use. Fire Drakes breathe fire in a 60' cone, Corruption Drakes 60' x 5' stream of acid, Light Drakes a 60' x 5' flash of electricity, and Cold Drakes a blast of ice and snow in a 60' cone. Each creature in an affected area takes 65 (10d12) damage; half if they succeed on a DC 19 Dex Saving Throw.

LEGENDARY ACTIONS

The Were-worm may take 3 Legendary actions each round, as reactions when any other creature finishes their turn.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit 12 (1d8 + 8) bludgeoning

Tail Sweep. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit does 11 (1d6 + 8) bludgeoning and knocks target prone unless target succeeds on a DC 19 Dex saving throw

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15' must succeed on a DC 19 Dex saving throw or take 15 (2d8 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Were-worm

Gargantuan Dragon Shapechanger, Chaotic Evil

Armor Class 21

Hit Points 540 (40d20+70)

Speed 40', Fly 60', Burrow 40'

STR 30 (+10) **DEX** 12 (+1) **CON** 28 (+9)

INT 20 (+5) **WIS** 10 (+0) **CHA** 26 (+8)

Saving Throws Wis +6, Cha +11

Skills Perception +5, Deception +11, Persuasion +11

Vulnerability to Silver which does x2 damage and also acts as a Bane item to all forms

Damage Immunity Either Lightning, Cold, Fire or Acid matching individual breath weapon

Senses Blindsight 50', Darkvision 120', Tremorsense 50'

Languages Westron, Orcish

Challenge 23 (50,000 XP)

Shapechanger. The Were-worm may use an action to switch into humanoid, hybrid or dragon form, keeping any damage.

Humanoid Form. The Were-worm uses its humanoid stats and may use humanoid class abilities, weapons and armor.

Hybrid Form. The Hybrid is half dragon but retains some of the humanoid form features, including ability scores and Hit Points, except Str 19, with dragon AC, speed, senses, attacks and breath.

Dragon Form. Full dragon with all dragon but no humanoid abilities and also gains Siege Monster, x2 damage to objects and structures.

ACTIONS

Multiattack. In hybrid or dragon form the Were-worm makes 3 attacks. 1 Bite and 2

Claws. Any hit that causes damage requires a DC 20 Con save or be afflicted with Curse of Lycanthropy.

Bite. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit 55 (7d12 + 10) piercing

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit 29 (3d12 + 10) slashing

Breath Weapons. (recharge 5-6) The Were-worm will have one type of breath weapon to use. Fire Drakes breathe fire in a 90' cone, Corruption Drakes a 120' x 5' stream of acid, Light Drakes a 120' x 5' flash of electricity, and Cold Drakes a blast of ice and snow in a 90' cone. Each creature in an affected area takes 65 (15d12) damage; half if they succeed on a DC 20 Dex Saving Throw.

LEGENDARY ACTIONS

The Were-worm may take 3 Legendary actions each round, as reactions when any other creature finishes their turn.

Stomp. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit 19 (2d8 + 10) bludgeoning

Tail Sweep. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit does 17 (2d6 + 10) bludgeoning and knocks target prone unless target succeeds on a DC 20 Dex saving throw

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 must succeed on a DC 20 Dex save or take 20 (3d8 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ORC-TRIBES OF WILDERLAND

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Special thanks to Olaf “Falenthal” Anguera

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supplementary
stuff



Orcs are the most common encountered enemy in most Middle-earth-based campaigns. Even though Tolkien stresses their variety and differences, these are often not fully fleshed out in games. Here comes José Enrique and adds some more variety to the orcs in the North during the late Third Age.

In addition, the GM can use this to add more depth to his orcs (e.g. alliances, rivalries, power structures etc.). Have fun with them!

INTRODUCTION

Orcs and Goblins are probably the most common enemies any Middle-earth hero will face, so in order to make the setting believable, it is of paramount importance to give them some diversity. Orcs are divided into tribes, which encompass from a few individuals to some hundred members. Important Orc realms such as Mount Gundabad are formed by a confederacy of tribes, united under a warlord. The bigger and more important the tribe, the more likely it is to have a battle-standard, or other feature that will make it easy to recognize.

This article describes ideas for the many different Orc tribes of Wilderland, each one with its unique traits, taking the official information provided by *The One Ring*, supplemented with selected and adapted information from MERP and my own creations. The differences can be expressed in many ways: It can be just the way they dress (think of mountain brutes wearing nothing but furs, for example), the way they fight, something about their behaviour or anything else. The idea is to add a new dimension to this common foe, while making adventures more interesting at the same time. To add flavour, the names of the big tribes have been translated into the debased form of Black Speech used by Orcs, while the names of the smaller tribes are provided only in the Orcish tongue, because they are less known to the Free Peoples. With all this new background information, heroes with the *Shadow-lore* distinctive feature may have some insight on matters like clan alliances or feuds going on, or what to expect when fighting a particular tribe.

Keep in mind that not every single member of a given tribe must possess its special traits (mainly because some of them would make them too powerful in combat) or have its tribe's symbol neatly painted on his shield. It is up to the Loremaster to decide how many Orcs should be “upgraded” to make their tribal membership recognisable.

The following abbreviations will be use for *The One Ring* (TOR) official publications: Rule-book (RB), Lake-Town booklet (LK), Tales of Wilderland (TOW), The Heart of the Wild (THOTW), Erebor (ER), Horse-Lords of Rohan (HLOR), Rivendell (RV).

ORCS, GOBLINS AND HOBGOBLINS

There may be some confusion regarding the meaning of these three words. This is not unusual given their frequent interchangeable use. Basically all Goblins and Hobgoblins are Orcs, because Orc is the proper name of the whole race. In Wilderland, the Orcs are called Goblins and the biggest of them are called Hobgoblins. Accordingly it is correct to say that an Orc-chieftain of the Misty Mountains (RB p. 239) is a Hobgoblin in local parlance.

There could be some contradiction regarding Hobgoblins between *The Hobbit* and TOR. There are big Goblins found alongside common ones in Goblin-Town in the former, but in TOR they “are never encountered with other breeds of Orcs. They also barely tolerate the company of Trolls, and prefer to conduct their raids with the help of Wolves and Great bats.” (LK page 22).

To reconcile both approaches, I will assume common folk would call any Orc a “Goblin”, and any big Orc a “Hobgoblin”. But only those with a deeper knowledge of the different Orc breeds would use the word “Hobgoblin” to refer to the big cannibalistic and solitary tribes as described in TOR. I will follow this reasoning for this article.



Orc sketch © by Jan Pospisil, used with permission
uruk of mordor

ORCISH TRIBES OF THE MISTY MOUNTAINS

All of them, as well as those crawling within the Grey Mountains, owe some degree of allegiance to the Goblin-king in Mount Gundabad, enforced by the Orc hordes at the monarch's command. Each of the tribes pays an annual tribute of plunder, slaves, ore, furs, and hides to the Goblin-king, and if he marches to war he can – in theory – summon levies of goblin soldiery from all the other tribes. Yet his control over any goblin tribe decreases with the distance of its lair from Mount Gundabad (and the willingness of local chiefs to challenge his authority). Notwithstanding their nominal subordination, allegiance and grudgingly rendered tribute, some of the tribes from larger, wealthier, and better-fortified orc-holds, such as the Goblins of the High Pass and those of Mount Gram, actually pursue their own policies with near impunity.

Each of the greater tribes has a banner, which is counted among their most treasured possessions, second only to the royal regalia and the banner of the entire confederacy. The banners are safeguarded at all costs, and should one be lost to foes, it would constitute a lasting disgrace to the entire tribe involved. Orcs spare no effort to recover a stolen banner.

Mount Gundabad

These four tribes (and their sub-tribes) are roughly equal in size, the Fiery Flame being largest and the Black Serpent smallest. They differ from the other Orcs of the Mountains in that, as part of the Host of Gundabad confederacy, they are direct vassals of the Goblin-king rather than mere tributary subjects. They all dwell in the capital itself or in its border fortresses, making Gundabad the strongest and most populous Orc stronghold by far. War parties from Gundabad are usually composed of contingents from all four main tribes.

Bloody Blades (Huvorġha)

The original inhabitants of Mount Gundabad, survivors of the flight from Angband, this tribe takes pride in furnishing the fiercest warriors of

Mount Gundabad. The guards of the main gate and the border patrols of the citadel (with the best opportunities for raiding and looting) are drawn from the Bloody Blades. Their tribal banner is a black field bearing crossed red scimitars. The current (in TOR's standard era) warlord is Gorgol, son of Bolg. Despite his ambition he does not hold as much power as his father did because no Orc has forgotten how he fled from defeat in the Battle of the Five Armies (THOTW, page 113).

Tribal Symbol: Two crossed scimitars in red over a black background. Nearly all the warriors proudly display it on their shields.

Distinctive trait: These are the best trained Orc-troops of the Misty Mountains. Every 5-10 warriors will have an Orc Chieftain (RB page 239) as a leader. Only big and strong Orcs form this tribe, so use the Orc Guards profile (RB, page 240) instead of Goblin Archers and Orc Soldiers. Gorgol's personal guards usually ride Wargs in battle (you can find the Warg-riders profile in HLOR, page 122).

Distinctive trait: No Orc of this tribe will have the Craven special ability; instead they have Vocation as a favourite skill.

Fiery Flame (Krach-ul)

Third of the tribes to join the Host of Gundabad, the Krach-ul prove their worth in the searing heat of the great forges, where they excel in the smelting and casting of metals. Derisively called "Burnthides" by other tribes, the Fiery Flame has adopted the insult as a badge of honour. They are infamous for their sadistic and brutal behaviour on the battlefield and in the treatment of captives.

Tribal Symbol: A twisting flame in red over a black background.

Distinctive trait: Any hero tortured by Orcs of this tribe or witnessing an atrocity committed by them will gain 2 extra points of Shadow. They like to wear macabre trophies such as necklaces of ears or fingers, severed hands nailed to their shields and the like. They favour the use of warhammers in close combat (use the weapon profile of the Orc-axe in RB page 236).

Black Tunnel (Zúlagam)



Drawn into the Host of Gundabad (some would say "enslaved") when the vast ore lodes were discovered beneath the triple peaks, the Black Tunnel tribe constitutes the greatest number of tunnelers, miners, and builders of the Orcish capital. Commanded in battle by their own Warlord, they are steadier, if less fierce, than the Bloody Blades and play a prominent role in sieges and rearguard actions.

Tribal Symbol: Three concentric circles in yellow over a black background.

Strangling Serpent (Ilguz)

Last of the tribes of the Host of Gundabad to submit to the Goblin king's power was the Black Serpent. At first glance it seems like the least warlike of the Orcs and the opposite of the savage Bloody Blades. Slow to attack and fighting only at need, the Black Serpent has made itself valuable in other ways. Subtle and clever, they furnish the best of the elite trackers, as well as the most skilful of the Orcish craftworkers. And the Goblin-king acknowledges their importance by retaining them under his personal authority. In war, the Ilguz provide the finest Orcish scouts and archers, giving way to the more aggressive tribes when melee is imminent.

Tribal Symbol: A red field filled by a black serpent coiled around a Mannish figure.

Distinctive trait: They have the Survival skill as favoured.

The High Pass (Goblin-Town)

Ranging Wounds (URUK-TARKHNAÐ)

Among the most important of these autonomous tribes is the infamous Ranging Wounds tribe, the Orcs of the High Pass, ensconced in their mountain refuge of Goblin-gate. Their current chieftain is called the New Great Goblin (THOTW, page 34) and he regards himself as nearly the equal of Gundabad's warlord. While he entertains envoys from Dol Guldur with due subservience, his true policies and plots serve his own ends more often than those of his masters. Relations between Goblin-gate and the northern capitals or even Dol Guldur are frequently strained. Treachery and assassination within the ruling class is commonplace and no Orc may claim the Great Goblin's carved throne without besting any challengers in a duel to the death.

Tribal Symbol: Three vertical "scratches" in red over a black background, although this tribal symbol is seldom used.

Distinctive trait: When using this tribe after 2941 (after Bolg was crushed under Beorn's claws and due to the fierce watch the Beornings impose on the High Pass), this tribe has grown a thorough grudge against the followers of the Skinchanger. They have **Hate (Beornings)** as an additional Special Ability instead of Hate (Dwarves) (as stated in the RB p.239). Also, some of the stronger individuals (only Orc Soldiers, Guards or Chieftains) carry remains of bears, hunted in the mountains, as trophies. This is a constant provocation for the Beornings, which is represented by a Strike Fear (Beornings) ability that only affects heroes of the Beorning culture.

On the other hand, their smallest members (Goblin Archers) are adept at ambushing caravans and travellers before the Beorning patrols have time to rescue them. Using the ravines and rocky passages of the Misty Mountains, they jump on the unaware from their hiding places, moving around the terrain with speed, just to disappear among the stones with their loot as soon as they feel threatened. Add Fell Speed (Misty Mountains) as a special ability for the Goblin Archers of this tribe.

Kâthotarðlog (Bloody Paw)

This tribe used to roam the Anduin Valleys in the company of Wargs before the Battle of the Five Armies, but now their numbers are significantly reduced. Still, they are the most adept Warg-riders of the region and rather savage and wolf-like (it is said they eat alongside their Wargs, devouring captives alive). When they charge, their howls strike fear even in the bravest hearts. Use the Orcish Wolf-Riders profile in HLOR page 122.

Tribal Symbol: Red wolf paw over a black field.

Distinctive trait: Add Savage Assault special ability and if the Kâthotarðlogi outnumber the heroes, their Strike Fear special ability will affect also heroes on foot.

Mount Gram



Orc figure study © by Turner Mohan, used with permission

URUK-maL (MOUNTAIN ORCS)

The Orcs of this tribe have not forgotten the humiliating defeat they suffered in the Battle of Greenfields, when Bandobras Took defeated Golfimbul some 200 years ago. For this reason, they fiercely hate all Hobbits, and will relentlessly attack any company including a Hobbit.

The current chieftain is Radgul (RV, page 74), a scheming Orc waiting for the right moment to make his move for the throne of Gundabad.

Tribal Symbol: A white skull impaled on a red spear over a black background.

Distinctive trait: Add Hatred (Hobbits).

ORCISH TRIBES OF THE GREY MOUNTAINS

SILVER DRAGON (Zûdarôh-Kûlkodar)

These Goblins originate from various tribes united in servitude to the dragon Kibiluzn due to promises of riches beyond imagination and Dwarven blood. They defy the authority of the Goblin-king of Gundabad (ER, page 83-84).

Tribal Symbol: None yet, but some have started to paint a grey dragon-head over a black background.

Distinctive trait: When using any kind of Orc of the Misty Mountains profile, add the Denizen of the Dark, Craven and Hate (Dwarves) special abilities if it does not possess it already. For example, an Orc Soldier will get Denizen of the Dark and Hate (Dwarves), but he already has Craven. They usually wear some valuable Dwarf-made adornment, such as a gold necklace or a silver ring (a mere trinket for the dragon, but enough to buy a Goblin's loyalty – at least for a while).

Hobgoblins of the Shadow (Madhzâkurhî)

This is the most important Hobgoblin tribe dwelling in the Grey Mountains. Some hundred years ago, they managed to squeeze the secret location of *Terdarundu*, a small and well-hidden Dwarven underground outpost of Greydelve (HOTW page 23) out of a captured wandering Dwarf related to Frâr the Beardless (HOTW page 22). Inside the outpost they found many dead Dwarves. Oblivious to the enigma of what caused the internal strife, they settled there. Some of them lost their lives in the traps left by the Dwarves but now they know how to avoid them. Unbeknownst to them, there is an evil relic from the First Age hidden here, a crown found in the ruins under Greydelve, which caused the Dwarves to fight among themselves. The tribe's leader Tugrat is being called by the crown in his dreams. I he ever he find it, he would fall under its control.

Unlike many other Orc tribes or the region the Madhzâkurhî were not decimated in the Battle of the Five Armies as they stood aside in that campaign. Thanks to its remote location far from Gundabad they are able to remain independent. They prey on anybody weak enough



Orcs debate © by Turner Mohan, used with permission

they can find near their lair, be it Orc, Men, Dwarf, Elf or any other creature.

Tribal Symbol: Black shields.

Distinctive trait: They are slowly being corrupted by the proximity to the crown, resulting in an increased adaption to the dark. They only go hunting in moonless nights and are never hindered by absence of light. However, the light of the sun causes additional pain, which results in the loss of two points of Hate instead of one (consider it a “level 2” Hate Sunlight special ability).

ORCISH TRIBES OF Mirkwood

Dol Guldur

Horde of the Silent Shadow (Kazgûmhoth)

They are more than just a tribe; they represent what is left of the black Uruks bred for war by Sauron. They are disciplined and ruthless and their leader is Ghor the Despoiler (TFW, page 101). Some of them live in Minas Raug (THOTW, page 107), but most of them are based at the Dwimmerhorn (TFW, page 100).

Tribal Symbol: They are not allowed to display any symbol, as Sauron wanted to keep their presence and their number as secret as possible.

Distinctive trait: They have been garrisoned at different outposts for quite some time. Those at the Dwimmerhorn are used to move in the swamplands surrounding the castle. Hence they suffer no penalty while fighting in the swamp.

The Fernbridge Castle garrison, near Dol Guldur, is led by a cunning Orc of the Misty Mountains called Maghaz (HotW p.106-108). Maghaz handpicked the most fierce Uruks under his command, encouraging their savagery. Add Savage Assault special ability to the Black Uruks of Fernbridge.

Mountains of Mirkwood

People of the Bloody Skull (Blogrum-hai)

This tribe served the Necromancer in Amon Bauglir. Following his defeat some of them have remained there, serving Mogdred (THOTW, page 106-107), while others have returned to their lands throughout the southeast Mountains of Mirkwood and into the forest, south of the Old Forest Road. The Blogrum-hai are nomadic, traveling from camp to camp most of the time. They tend to move in groups of five to twenty-five. Living close to a Hobgoblin tribe and spider-infested lands, they have learned to stay together and travel without heavy equipment. Their only two permanent settlements are the Beacon Tower (THOTW, page 89) and their main stronghold, a cave named *Fhazhoz-Blogrum* (Great Hole of the Bloody Skull), northeast of the Beacon Tower in the Undermountains (THOTW, page 88). Use the Forest Goblin profile from THOTW page 112 for this tribe.

Tribal Symbol: A tusked skull bleeding from the mouth.

Distinctive trait: There are no Orc Guards among the Blogrum-hai because this tribe does not use heavy armour and big shields when moving around the forest. On the other hand, they always act in groups. When encountering the Blogrum-hai, always add one additional Goblin Archer per hero.

White Skulls (Bardhrrashat)

This Hobgoblin tribe considers Orc-meat to be most tasty. They live deep down in the Undermountains (THOTW, page 88), wear bone trinkets and favour the use of two-handed clubs and nets to capture their victims alive. When attacking from a distance they use javelins. Sometimes they will venture from their caves in search of food. On such rare occasions they will be in the company of a swarm of bats, which will shield them from any bright light.

Tribal Symbol: War-paint in black and white (skulls on their own faces).

Distinctive trait: This tribe has its own profile (see next page).

Attribute Level - White Skulls				
4				
Endurance	Hate			
36	5			
DARRY	ARMOUR			
4	2D			
Skills				
Personality ♦	Survival ♦♦			
Movement ♦♦	Custom ♦			
Perception ♦♦♦	Vocation ♦			
Weapon Skills				
Spear ♦♦	Ensnare ♦♦			
Big Club ♦♦♦	BITE ♦♦♦			
Special Abilities				
Denizen of the Dark, Horrible Strength, Hate Sunlight, Seize Victim				
Weapons				
Name	Damage	Edge	Injury	Called Shot
Spear	CB	CB	CB	CB
Ensnare	7		12	
Big Club	As Heavy Scimitar from CB			
Special				
CB: As per Core Book				

ORCISH TRIBES NEAR THE DALELANDS

The Waste

People of the Snake (Cājarpan-hai)

This is a war band rather than a tribe, formed recently by survivors of the Battle of five Armies. Under the rule of Rugash (nick-named “the Serpent”) they have become elusive and cunning, ready to raid the unsuspecting Dalelands (ER, page 57).

Tribal Symbol: None, they are far more concerned about survival than fancy shields. Only Rugash’s own shield has a serpent on red over black background.

Distinctive trait: They look ragged even for Orcs. Snake-like Speed is a common special ability among them and many poison their swords and daggers (substitute the usual Called Shot effect of Bent Sword and Jagged Knife for Poison).

Long Marshes

Rauzrrashat (Red Skulls)

This Hobgoblin tribe is degenerated even according to orcish standards. It was formed by a group of outcasts from the White Skulls tribe in the Mountains of Mirkwood who committed a serious crime and managed to run for their lives before being killed by their former comrades. They live in isolation because they are hated and despised by the other tribes and they are not strong enough to reclaim the mountain caves. Over the years they have managed to thrive in the marshes, adapting to their new environment.

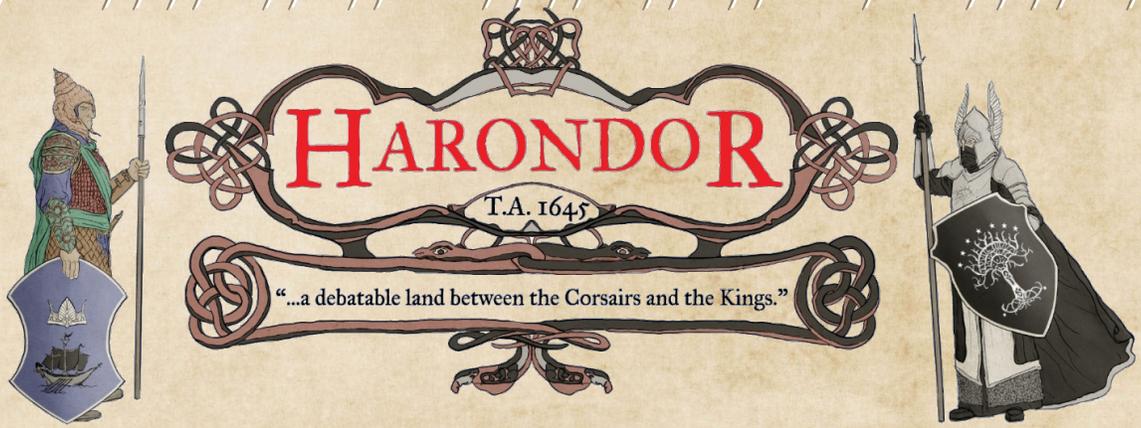
Tribal Symbol: They are pretty much the only Orcish tribe in the area and they do not feel the need to wear any symbol to differentiate themselves from other tribes. However in the rare occasion they march to war, they use red body warpaints.

Distinctive trait: They are adept at preparing ambushes in the swamplands, where they will choose the best terrain and wait for their victims – perfectly hidden from view with their hides covered in mud. If laying out an ambush in their homeland raise the difficulty level by one for the ambush detection test, or the Stealth check to ambush them (RB page 168).

OTHER ORCISH GROUPS OF WILDERLAND

BRINGERS OF DARKNESS (Thrakburzum)

This is not a tribe per se, but a very small group of “priests” of the Dark Religion of Sauron sent from Mordor to the mountain clans in order to control them. They appear in Wilderland some years after the return of the Nazgûl to Mirkwood in 2951. Ancient, foul and withered in appearance, they are completely devoted to the powers of Darkness and the Shadow. The common Orcs are terrified of the **Thrakburzum**, because they believe that by sipping the blood of living Men and Orcs they gain power to curse others and use powerful Sorcery. They wield power through fear and blood of sacrifices. Most of them know how to prepare poisons and they usually apply halluci-



Galendae

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**supplementary
stuff**



Maps! They are a cornerstone of all Middle-earth RPG's. They are able to bring imagination to life both for a game session as well as the author and Middle-earth scholar.

Let Galebdae's work speak for itself and enjoy his treatise on making his magnificent Harondor maps!

INTRODUCTION

The following article is a synopsis of the influences, ideas and thought processes that went into the making of my Map of Harondor. Pete Fenlon's excellent MERP maps had stopped right on the border of Harondor, with Tolafalas and Harithilien being the last areas he depicted in detail. My initial thought with this map was to mate up with the MERP maps going forward to cover all of Harondor and some of the Harnen Vale. For this undertaking I chose to use Photoshop rather than Campaign Cartographer (for which a "Fenlon style" tool set is available). I felt Photoshop allowed for more flexibility and ultimately leading to a more appealing map.

The map took approximately two years to complete, I worked on it when I could, I was constantly trying new methods, using the process of trial and error and after many versions I finally have something worth presenting. The whole process was a labour of love, an amalgamation of my interests in maps, demographics, geography and of course Tolkien's Middle-earth history. In the end, I learned much about map making and hope that it will help me to generate even more and better rpg maps in the future. My novice cartography skills aside, this is my first map taken all the way to completion and I am proud of the final product, however imperfect it may be.

INFLUENCES

“When they [Confederates] had gathered there all the force that they could (for Eldacar had no ships to beset them by sea) they sailed away, and established themselves at Umbar. There they made a refuge for all the enemies of the king, and a lordship independent of his crown. Umbar remained at war with Gondor for many lives of men, a threat to its coastlands and to all traffic on the sea. It was never again completely subdued until the days of Elessar; and the region of South Gondor [Harondor] became a debatable land between the Corsairs and the Kings.”

—*The Lord of the Rings*.
Appendix A, Annals of the Kings and Rulers: Gondor and the Heirs of Anárion (my emphasis)

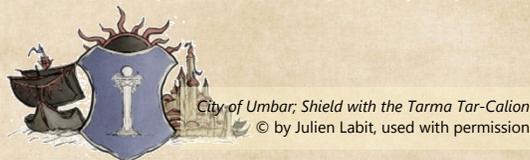
For me, the quote above is one of the most influential and primary sources we have on Harondor. What the quote describes, is the Confederates’ escape from Pelargir and the continued Kin-strife (Gondorian Civil War) that never really ends. Tolkien references events from this ongoing struggle throughout his ‘Tale of Years’. We see the fortunes of each side vacillating back and forth: at times the Kings have the upper hand and at others the Confederates/Corsairs prevail. The Gondorian victories of King Hyarmendacil II and Umbardacil mark the apogee for Gondor’s Crown, while the Great Raid on Pelargir stands out as the greatest victory of the Confederate/Corsairs. Control of Harondor closely mirrored the overall success or defeat.

The following primary quote also had a big influence on my view of Gondor’s enemies. It shows the importance of Umbar and how control of the Southern reaches of Gondor allowed the Kings to keep a hold on the Men of Harad.

TARMA TAR-CALION

“The loss of Umbar was grievous to Gondor, not only because the realm was diminished in the south and its hold upon the Men of the Harad was loosened, but because it was there that Ar-Pharazôn the Golden, last King of Númenor, had landed and humbled the might of Sauron. Though great evil had come after, even the followers of Elendil remembered with pride the coming of the great host of Ar-Pharazôn out of the deeps of the Sea; and on the highest hill of the headland above the Haven they had set a **great white pillar as a monument. It was crowned with a globe of crystal that took the rays of the Sun and of the Moon and shone like a bright star that could be seen in clear weather even on the coasts of Gondor or far out upon the western sea.**”

—*The Lord of the Rings*.
Appendix A, Annals of the Kings and Rulers: Gondor and the Heirs of Anárion (my emphasis)



Tolkien only wrote sparsely about the region of Harondor and thus we have only the short history of Gondor in the Appendix of the Return of the King and references he gave us in his ‘Tale of Years’, as well as in the Appendix of *The Lord of the Rings*. And so it does not surprise that the biggest influence on my perception of Harondor came from another source: ICE or more precisely MERP. Within the multitude of RPG modules from MERP the sourcebooks *The Kin-strife* and *Southern Gondor* came closest to fleshing out the region of Harondor. So, in short, lots of what we know about Harondor literally relies on “Other Minds” and not Professor Tolkien’s works. When you consult my map you will see that I liberally used many ICE/MERP creations, such as Mirlond, Ramlond, Amrun, Aegardh, Amonost, Laergaladrin,

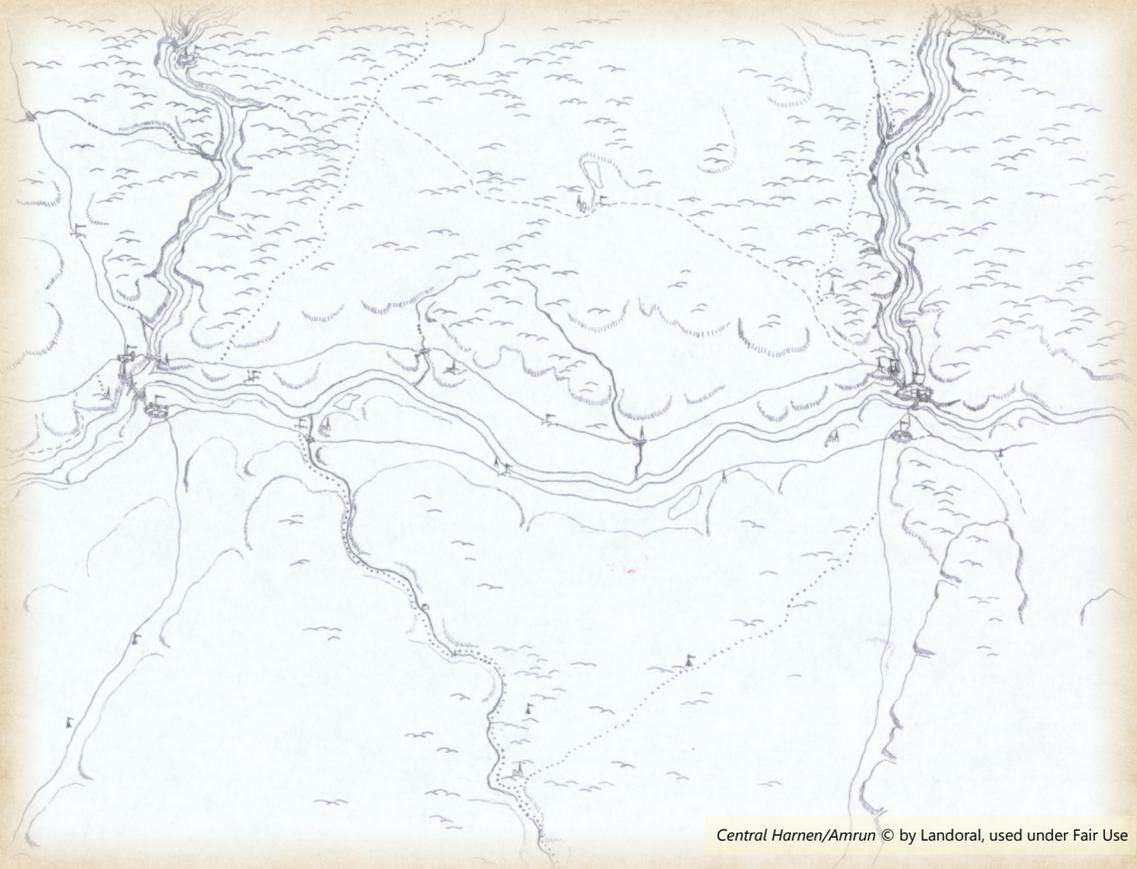
Hyarmentie, and more. But you will also see many other fictive creations that are new and 100% mine, such as Men Castamir, Harfalas, Doriant, Celebdath, Tir Forcarnen, Minas Menost and more.

Beyond Tolkien's sparse references and MERP's excellent creations, the next biggest Harondor influences for me were a series of maps done by "Other Hands" so to say.

Among these were the Landoral's Central Harnen/Amrun Map, posted in the old Fan Modules Yahoo Group.

At first glance it seems like a basic map, but

more grand, Harondor Map. Landoral is a good cartographer and I count this map among my major influences for this project. I incorporated many parts of this map into mine: I especially liked his concept of a Haruzan Plateau in the south east corner of the map. I expounded on this concept and made it a significant geographic feature on my map. My concepts of the Carnen river (translates into Red River Gorge very aptly) and the Harnen, above Amrun, were heavily influenced by Landoral's concepts. For real world correlations to the Carnen, I instantly thought of the Southwest American river, the Colorado. I wish I could mimic Lan-



Central Harnen/Amrun © by Landoral, used under Fair Use

if you spend some time perusing it you will notice that it remains very close to MERP's vision for the region, which is especially true for the areas around Anacalimon and Amrun. This map sparked my wish to create a bigger and

doral's style of bridges better, as I find his depictions very pleasing. Thank you Landoral, your 'Butterfly Effect' was definitively felt.

Next among the Influential Maps comes the Spanish edition of Harondor. This map came from an old online MERP repository.

influenced the layout of various hills on my map. MERP named the hills of Harondor as the Echorbel, which translates from Sindarian into

LAS TIERRAS Y LAS PRINCIPALES CALZADAS Y CIUDADES DEL CERCAÑO HARAD

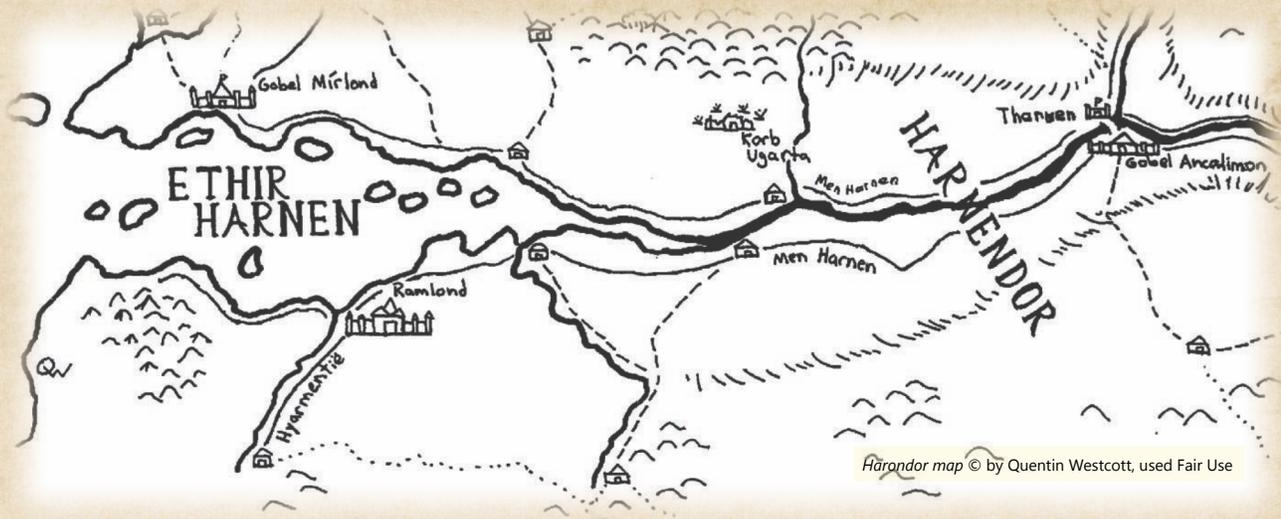


Apparently, this map was created for some Spanish language gaming module for the region and unfortunately I really don't have a clear understanding of its origins. Regardless though, I discovered this map after Landoral's gem and I immediately fell in love with it. It is obviously a very crude map and to make matters worse a horrible copy, yet it somehow made found its way on the internet, where I stumbled across it eventually. It gives an excellent overview of Harondor and the concepts of this map heavily

“Encircling Fence”. And this map captured that “Encircling” concept quite well, as you can see when looking at the nearly round basin of the Aegardh (Terrible Region). Another big influence for me was the road network, which I deem very fitting and so I incorporated many of the routes, such as the Men Harondor, which leads from Amonost to Mirlond. What I did not like here – and neglected for my map - was the placement of several major cities, specifically Mirlond, Ramlond and Barad Harn.

The third Map I used for inspiration was available through the Tolkien Gaming Magazine Other Hands, the precursor to this Other Minds magazine. The cartographer was Quentin Westcott.

To me two things stood out in this map. First of all, it showed that my map was not nearly true to Tolkien's vision. My biggest mistakes being the placement of Tolfalas, in relation to Harondor's coast. My map was created

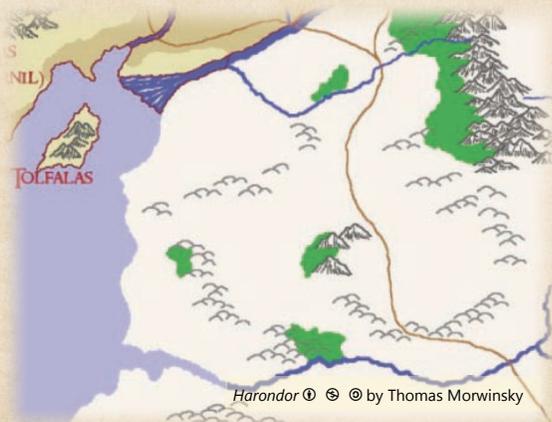


His map is much bigger than the excerpt portrayed above. It encompasses all of Harondor. Although the map was rather crude it was the first to detail Harondor in its entirety. At first, I was very excited about this map but over time I found myself discarding much of it for my project, especially its depiction of the Aegardh as a high desert on a plateau. Some other parts of this map I did like, such as the placement of Mirlond and other settlements. Contrary to many other maps it was located not seaward, but rather on the Ethir Harnen side, a much more sensible site, as the city's harbor would be more protected and its influence on the Harnen traffic becomes stronger there.

to tie into the MERP maps, but as time went on, I realized the heavy flaws in some of the MERP maps (mainly the distorted proportions). Unfortunately, it was too late for changes, as I would have had to redraw Harithilien, Tolfalas and Belfalas to get the Harondor relations along side with Tolkien's. So remember, that my map is designed to mate up with Peter Fenlon's MERP maps of Harithilien and Tolfalas, therefore incorporating the same errors.

This following map I came across rather late. It was done by our very own Thomas Morwinsky and appeared in Issues 16 and 17 of *Other Minds*.

The Second thing that stood out to me about Thomas's map were the trees, or large wodge areas. This brought me to revise the tree cover for my map. I decided to incorporate much more tree coverage than I initially envisioned. I now like the idea of large stands of trees in Harondor and believe that it adds to my map's credibility. Nevertheless, the region still remains arid in the center and semi-arid in other areas.

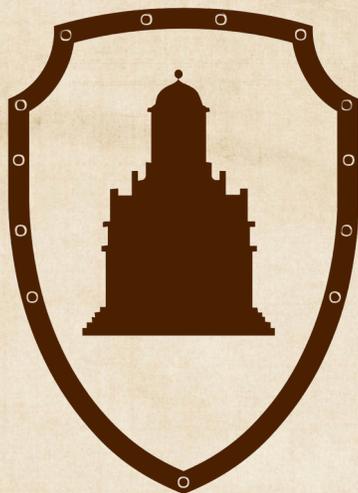


The well forested **Laergaladrin** on the next page shows this very well.



And last but not least, Peter Fenlon’s MERP maps had the most impact on my style. I started out by attempted to mimic Fenlon’s style, but my style just seemed to take on a life of its own, so I decided to just go with it and called it the ‘poor man’s Fenlon style’, as I consider Peter Fenlon **the** master fantasy cartographer. His depictions of mountains are glorious to behold and if I could replicate his forest’s I would be content with my cartography skills.

Just as a side-joke here, I look at Peter Fenlon’s MERP map creations as on a par with Fëanor’s creation of the Silmarils. It recalls to me Fëanor’s response to Yavanna’s request for him to break the Silmarils and save the Two Trees; “For the less even as for the greater there is some deed that he may only accomplish but once only; and in that deed his heart shall rest.” Well done Mr. Fenlon, you are an inspiration to new fantasy cartographers everywhere. Your vision of Middle-earth shines brightly!



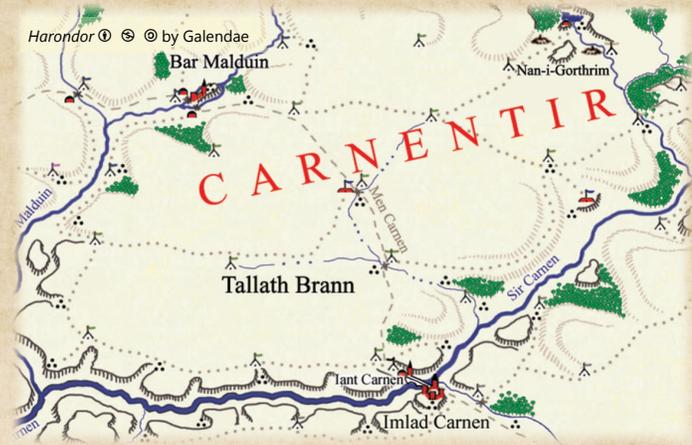
GEOGRAPHY OF HARONDOR

Deserts and Arid Regions:

In MERP's description of Harondor they describe the Aegardh (terrible region) as a desert plateau, but to me this never made any sense. For real world comparison I see Harondor as very similar to Southern California. From west to east, you first have the fertile coastal area, then hills, followed by the low desert that finally rise into what Californian's refer to as, the High Desert, an elevated arid area. So, I imagined the Aegardh as a low desert, very close to sea level, just like the Californian Low Desert. Then, deeper into Harondor and closer to the mountains I see elevated arid plateaus, like the High Desert of California. The two high deserts regions on my map are the Tallath Brann (High Plains) in Carnentir and the Tallath Parch (Dry Plains) in Rhuntir. I imagine the Aegardh as an ancient sea bed still close to sea level with a salty and very fertile soil. The Tallath Parch and Tallath Brann are semi-arid, yet still support some seasonal herding outside the summer season. The higher elevations beyond the Tallath Brann and Tallath Parch have substantial tree coverage due to increased precipitation.

I chose to depict the **Aegardh** as a low desert, very close to sea-level in elevation:

The **Tallath Brann** is another arid plateau with High Desert characteristics:



The Rivers and Waters:

River valleys, such as the one where the Carnen runs, are very similar to the Colorado river region with deep gorges and prone to flash flooding. They are devoid of agriculture and only semi-fertile in the immediate vicinity. Just beyond the river are would be arid canyons, buttes and plateaus. Most of the Carnen shows very low population and almost no settlements.

The image on the next page shows the **Carnen Valley**. For a real world comparison, the Colorado River of the American Southwest could be a good model for visualization.





The Harnen river valley from Mirlund to Amrun is much different than the Carnen and the upper Harnen, north of the city of Amrun. The lower Harnen is a wide river prone to flooding, the floods leaving a wide swarth of fertile land that is heavily irrigated allowing for well cultivated areas far from the river. The Carnen Valley is **not** heavily populated, other than the Harnen Valley at least as far as Oud Ilaz.

The fertile and densely populated **Harnen Vale** is shown on the next image below:



The **Poros Valley** is a well irrigated, highly populated area, while the upper Poros above Tir Ethraid runs very swift through lands with lower population. The lower Poros is prone to flooding, just like the Harnen. The image below shows it.



The rivers flowing down from the Eryn Laer and Eryn Annun fertilize the surrounding lands and provide for some irrigation. They are faster moving rivers too. The Sir Winion slows down the closer it runs to the coast and provides for a fertile densely populated valley, crisscrossed by aqueducts.

The **Sir Winion** separating the Harfalas and the Forethir of Southwestern Harondor can be seen on the following map section:



Laergaladrin and Annun are typical coastal communities that thrive on the Sea's abundance. The region is susceptible to Corsair raids and piracy keeping the population lower than it could be. Annun in particular, is nearly abandoned with Barad Harn being the major exception.

The **Northern Harondor coast** and the Watch Tower of **Nen Falastir** is seen here:

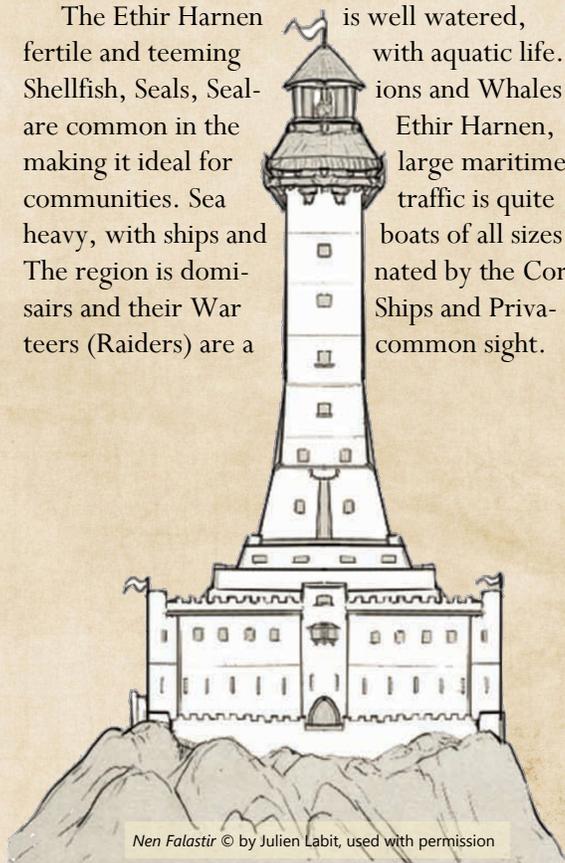


On a high promontory in the Emyr Annun stands the massive Nen Falastir, a great watch and beacon tower. Nen Falastir (Bay Coastal Watch) was built by the famous Ship-king, Tarannon Falastur in the 8th century of the 3rd Age shortly after his conquest of coastal Harondor. Nen Falastir is an integral part of Gondor's

early warning system for Corsair incursions. On a clear day the Watch Tower has a commanding view of the important Harn Passage, a key sea lane that sits astride the Harondor coast.

Nen Falastir is a massive 250' tall tower, sitting nearly 2,000 feet above sea level on one of the highest parts of the Emyr Annun. When the beacon is fired atop the tower it can be seen as far away as Methir. A series of smaller and lesser lighthouses and watch-towers are also part of the early warning system. Smaller coastal lighthouses transfer warnings to Nen Falastir, with the warning then being sent on to Eithel Turin or Methir. The Corsairs went through great efforts to bypass Nen Falastir by night on their way to sacking Pelargir in T.A. 1634. Gondor keeps a strong company of elite soldiers at Nen Falastir, as the Corsairs have tried to seize the key Tower on more than one occasion.

The Ethir Harnen is well watered, fertile and teeming with aquatic life. Shellfish, Seals, Sealions and Whales are common in the Ethir Harnen, making it ideal for large maritime communities. Sea traffic is quite heavy, with ships and boats of all sizes. The region is dominated by the Corsairs and their Warships and Privateers (Raiders) are a common sight.



The **Ethir Harnen** and the Corsair/Confederate cities of Mirlond and Ramlond are seen on the following section:



The Hills

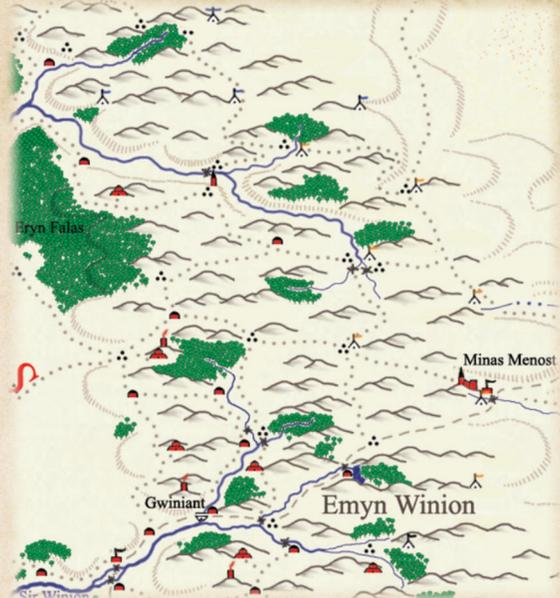
The **Eryn Laergaladrin** (Summer Time Hills) have sufficient precipitation to see sprawling wineries and large olive tree orchards. Prior to the Great Plague the region was well populated and had significant cultivation. But a combination of the pestilence, Aegardh tribesman raiding, war and famine has driven people to seek safety elsewhere. Much of the surviving population has migrated back to the security of Lebennin and Ithilien, where fertile land was abandoned due to the plague.



The **Eryn Annun** (Sunset Hills) had been a region where the Kings of Gondor made a concerted colonizing effort, which turned out very successful until the onset of the Plague. The post-plague region is almost abandoned. Those that survived the pestilence, war, raiding and economic ruin fled to safer areas; some went to Laergaladrin, many to Lebennin and Ithilien.



The **Eryn Winion** (Wine Hills) are much like the Eryn Laergaladrin, showing lots of wine estates and above average cultivation. They fared better in the post-plague time than the Eryn Laergaladrin. Half of the wine estates are still in operation and the region has not been abandoned. The Corsair state of Mirlond has made a concerted effort to hold the area despite the challenges brought by the Plague.

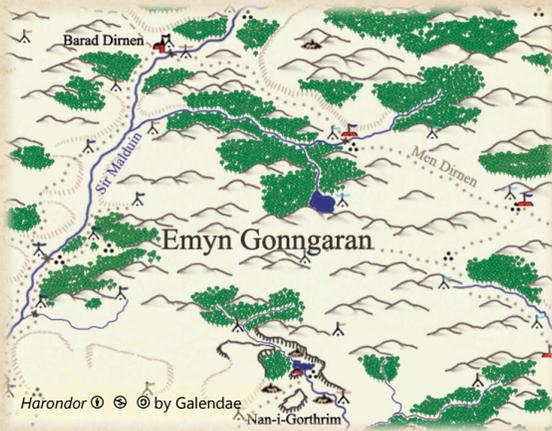


The Eryn Imladrin have some decently fertile areas, but are be dryer than the Eryn Laer and Eryn Winion. For the most part the Eryn Imladrin have been abandoned after the Plague, with the surviving population migrating South into the Harnen Valley where they replaced farmers who died during the Plague.



The Eryn Gonggaran in Eastern Harondor have never been a well populated region. What population lives there tends to be more tribal in nature, with the Gondorians never really settling there, although they did claim the region and kept garrisons there. The Eryn Gonggaran are quite fertile and have significant tree coverage. But only little cultivation takes place and herding is more prominent. The area did not suffer as badly from the effects of the Plague as

other more densely populated areas of Harondor did. The **Emyn Gonngaran** are:



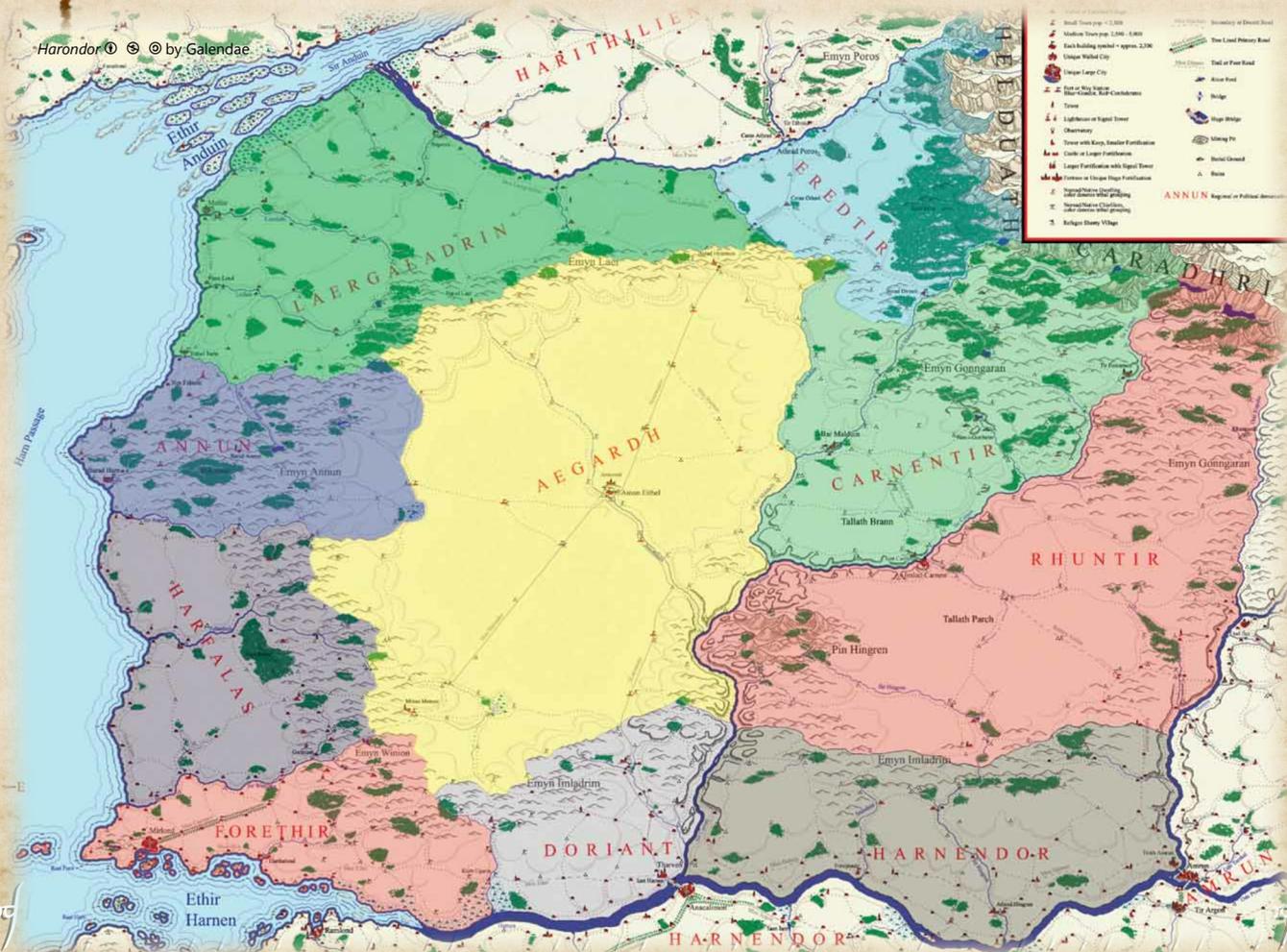
The **Pin Hingren** is a small mountain region in Central Harondor. It is currently desolate and devoid of any permanent human population. Although the area has significant salt deposits, others are more easily accessible. The Tribal nomads of central Harondor hold the region in awe, fearing evil spirits and other abominations.



GEOPOLITICS OF HARONDOR

Gondor has traditionally divided Harondor into 10 distinct administrative regions. Each region had a Governor appointed by the Crown, some regions had civilian Lords appointed Governor from among the nobility while others had military Governors appointed by the Crown.

The ten regions of Harondor as recognized by the Kings of Gondor are Laergaladrin, Eredtir, Annun, Aegardh, Carnentir, Harfalas, Rhuntir, Forethir, Dorian and Harnendor (please refer to the map below).





Coat of Arms of Amrun © by Julien Labit, used with permission

Harnendor is split roughly in half, where the Haradrim of **Amrun** control the Eastern half as far as the Sir Hingren. The other half of Harnendor is held by a patchwork of petty lords, a mixture of Confederates, Black Númenóreans and Corsairs.



Coat of Arms of Umbar © by Julien Labit, used with permission

The Corsairs of **Umbar** hold great influence over Harondor and their alliances in the region help present a united front against Gondor and its interests.

In T.A. 1645, Harondor is a war-torn region, still reeling from the after-effects of the Plague. As a result much of the region is in demographic and economic ruin. Prior to the Plague its population approached 1.3 million people, while now little more than 600,000 are left. Serious population shifts have also affected Harondor, with mass migrations of refugees back into Gondor and South into the Harnen Vale. Before the Plague, Gondor had already been slowly losing its grip over parts of Harondor and this process has been speeding up with the onset of the Plague. Gondor's enemies, rallied by the Corsairs of Umbar, have slowly begun to gain control over large swarths of Harondor.

In TA 1645, Harondor sits on the precipice of another major war. Gondor has prepared a massive campaign to seize Mirlond and punish the insolence of the Corsairs. Gondor has been seeking vengeance against

the heirs of Castamir since the Great Raid of TA 1634, when the Corsairs sacked the mighty city of Pelargir and slew King Minardil. The onset of the Great Plague only two years later massively delayed Gondor's response to the Great Raid. Now, over ten years later, Gondor is poised to launch a massive campaign by land to seize the Corsair stronghold of Mirlond. Lacking the naval elements to challenge the Confederates and Corsairs on the open sea, Gondor plans to send two separate armies by land south through the Emyrn Winion and then down the Men Castamir to Mirlond. The coastal army, based at Barad Harn, is led by the Prince of Belfalas and it is his part is to move into the Harfalas and draw a major response by the Confederates. Then Gondor hopes to send its Army of the South, based at Amonost, down the Men Harondor and through the Emyrn Winion into the heartland of the Corsair State to eventually seize Mirlond.

Corsair diplomacy among the Haradrim in Eastern Harondor threatens to open another front on Gondor's flank. Gondor had planned on only lightly manning the forts and fortifications along the Carnen but the appearance of two Haradrim armies within a few days march of Iant Carnen and the crossing at Tir Forcarnen have forced Gondor to strengthen these garrisons and shift reserves eastward to counter the threat there. The rumor of rebellion among some of the tribes of Carnentir has the Gondorian Commanders at Bar Malduin and Barad Dirnen worrying if they will be able to support and supply the forward positions along the Carnen. Ithilien Rangers patrolling the Men Dirnen and the Men Carnen have reported the appearance of tribesmen believed to be from Rhuntir and south of the Carnen.

On the naval front, the Prince of Belfalas has shifted half of his navy to Tolfalas. They are joined by several squadrons of the Royal fleet.

The Prince feels this naval force is inadequate and fears that



The Umbarean Flag © by Julien Labit, used with permission

the Corsairs can force the Harn Passage, thus threatening the Belfalas/Gondorian army at Barad Harn or making landings behind that force, thus cutting it off from supply by land and sea. The threat of Corsair landings on the North Harondor coast has also forced Gondor to leave substantial land and sea forces guarding Eithel Turin, Iant Lond and Methir.

The pending war has been long coming and all sides are fully prepared. **Harondor** is teeming with troops from all over Gondor: Knights of **Belfalas**, Archers from the Moth-rond Vale, Dunnish skirmishes from Moran, Noblemen from Harondor, Harondor Levies and Militia, Royal Troops from Anorien, Ithilien Noblemen, Ithilien Rangers, Pelargir Privateers, allied Aegardh Tribesman and Northman mercenaries from Dor Rhúnen.



Shield of Ramlord
© by Julien Labit, used with permission



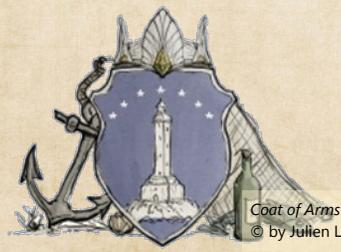
Shield of the Umbaran Fleet
© by Julien Labit, used with permission

Harnen, Haradrim from Amrun and Oud Ilaz and Knights from Tir Argon.

So, the stage is set for a mighty War in Harondor. The new and young King, Tarondor, has allowed himself to be forced into this war against his better judgement. Tarondor fears the time is not right for a War of vengeance, as the naval losses from the 'Great Raid' and the devastation for the Great Plague have weakened Gondor to the point where defeat becomes a strong possibility. Despite this, factions and people within the Kingdom of Gondor have demanded this War, with revenge and the reinstatement of Gondor's honor being the driving reasons for this war. Since the Corsair-led Rebellion in the Harnen Vale, their greatest victory, the 'Great Raid' on Pelargir and the slaying of Gondor's King, the Corsairs and Confederates have the momentum going in their favour. Since then, they really have not been checked and the chaos of the Plague has forced Gondor to abandon or cede even more land in Harondor. To elements within Gondor, this War has been long overdue and the Kingdom has thrown its full might behind this endeavor.

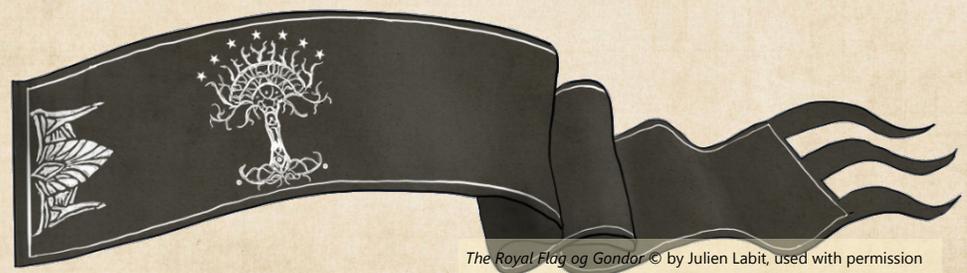


Coat of Arms of Belfalas
© by Julien Labit, used with permission

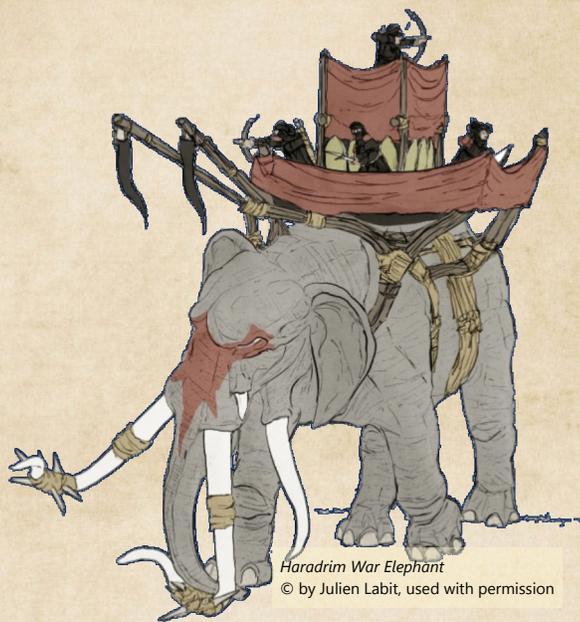


Coat of Arms of Harondor
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The forces opposing Gondor in Harondor are just as varied: Corsairs of **Umbar**, Confederates from Mirlond and **Ramlond**, Black Númenóreans from Anacalimon and Harnendor, Levies from Doriant and Forethir, Haradrim Tribesman from both sides of the



The Royal Flag of Gondor © by Julien Labit, used with permission



ARTWORK FOR THE MAP

I commissioned an artist to create the artwork for the maps border. His work came out fantastic and just about steals the show. His name is Julien Labit, a Frenchman, and his website can be found in the *The Road Goes Ever On* section.

I frequent The Cartographer's guild website and found the talented Julien Labit there. Here is a link to the Cartographer's guild and a sample of his prodigious cartography and illustrator skills.

<https://www.cartographersguild.com/showthread.php?t=40010&page=19&highlight=Ilanthar>

The Cartographer's Guild is a great resource for anyone interested in Cartography, regardless of skill level. There is always something fantastic to see there and so much to learn



HOBBIT MIGRATIONS

By Thomas Morwinsky
(tolwen@gmx.de)

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supplementary
stuff

middle-earth
scholarship

Demographics have been a theme for the past Issues since #13 and this one will bring this topic to a close, as far as mannish demographics of Tolkien's Northwest are concerned.

It contains some maps, which are presented in smaller versions in the text. The full-size thematic maps are found in the Appendix.

It discusses the information on hobbitish migrations and demographics provided by Prof. Tolkien in context with the extrapolations provided in the previous demography articles. In addition it picks up the Hobbit theme begun last Issue with Peter Bergman's Buckleberry Tales.

I hope you all have fun with it and may it prove useful for your campaigns or just as an inspirational read.

Their [the Hobbits'] earliest tales seem to glimpse a time when they dwelt in the upper vales of Anduin, between the eaves of Greenwood the Great and the Misty Mountains. Why they later undertook the hard and perilous crossing of the mountains into Eriador is no longer certain. Their own accounts speak of the multiplying of Men in the land, and of a shadow that fell on the forest, so that it became darkened and its new name was Mirkwood.

The Harfoots had much to do with Dwarves in ancient times, and long lived in the foothills of the mountains. They moved westward early, and roamed over Eriador as far as Weathertop while the others were still in the Wilderland [...]

The Stoors lingered long by the banks of the Great River Anduin, and were less shy of Men. They came west after the Harfoots and followed the course of the Loudwater southwards; and there many of them long dwelt between Tharbad and the borders of Dunland before they moved north again.

The Fallohides, the least numerous, were a northerly branch. They were more friendly with Elves than the other Hobbits were, and had more skill in language and song than in handicrafts; and of old they preferred hunting to tilling. They crossed the mountains north of Rivendell and came down the River Hoarwell. In Eriador they soon mingled with the other kinds that had preceded them, but being somewhat bolder and more adventurous, they were often found as leaders or chieftains among clans of Harfoots or Stoors.

—The Lord of the Rings.
Prologue

INTRODUCTION

The following article provides a short history of the various areas settled by Hobbits throughout the Third Age. It is based on the information provided by Tolkien on the movements and migrations of Hobbits, but by necessity contains a good deal of interpretation and “filling of gaps” with original material. In this it visualises these movements and settlement areas and provides some numbers for possible Hobbit populations during the eras covered.

The following table shows the chronological events regarding Hobbits as written by J.R.R. Tolkien. It covers the era up until the last significant changes in settlement patterns in the Third Age (the settling of Buckland). Later events like the addition of Westmarch in the Fourth Age are not discussed here.

Year (TA)	Event(s)
1050	Hyarmendacil conquers the Harad. Gondor reaches the height of its power. About this time a shadow falls on Greenwood, and men begin to call it Mirkwood. The Periannath are first mentioned in records, with the coming of the Harfoots to Eriador.
c. 1150	The Fallohides enter Eriador. The Stoors come over the Redhorn Pass and move to the Angle, or to Dunland.
c. 1300	Evil things begin to multiply again. Orcs increase in the Misty Mountains and attack the Dwarves. The Nazgûl reappear. The chief of these comes north to Angmar. The Periannath migrate westward; many settle at Bree.
1356	King Argeleb I is slain in battle with Rhudaur. About this time the Stoors leave the Angle, and some return to Wilderland.
1601	Many Periannath migrate from Bree, and are granted land beyond Baranduin by Argeleb II.
c. 1630	They are joined by Stoors coming up from Dunland.
1979	Bucca of the Marish becomes first Thain of the Shire.
2340	Isumbras I becomes thirteenth Thain, and first of the Took line. The Oldbucks occupy the Buckland.

Table 1: Major events concerning Hobbits

These few paragraphs constitute what we have about the migrations and areas of settlement of Hobbits. Even though it is not much and depicted within only two sources (the Prologue and Appendix B) it gives us quite precise information about the earlier demographics and areas of settlement of these iconic people.

In addition it also talks about the integration and interaction of the Hobbits with their human neighbours. The eras covered are:

- TA 800
- TA 1200
- TA 1400
- TA 1640
- TA 2740
- TA 3000

THE MAPS

The maps 1 to 6 depict all realms present in each respective era. But this does not infer the same level of organisation for every realm. The realm of Gondor for example, is much more organised and structured than that of the Harfoots, even though both are shown as “realms”.

For the purpose of Hobbits, their “realms” are shown with a deep red border if they are independent and under their own rule and without such a border if they are living under the rule of a higher authority (e.g. the king of Arthedain). Furthermore, the labels for their land(s) are shown in green if under the rule of a higher authority, and in red if under self-rule. In any case, their lands are shaded for better recognition.

POPULATION

For some eras, population numbers have already been provided in earlier Issues of *Other Minds*, while for the rest they are estimated based on this existing framework.

THE ERAS IN DETAIL

TA 800

This era sees the Hobbits still living in their original homes (as far as they are known) in the Middle Anduin Vales. They live in – more or less – good neighbourhood with several mannish groups, although the latter have begun to encroach unto Hobbit lands and observant people have begun to note a subtle competition for lands and resources.

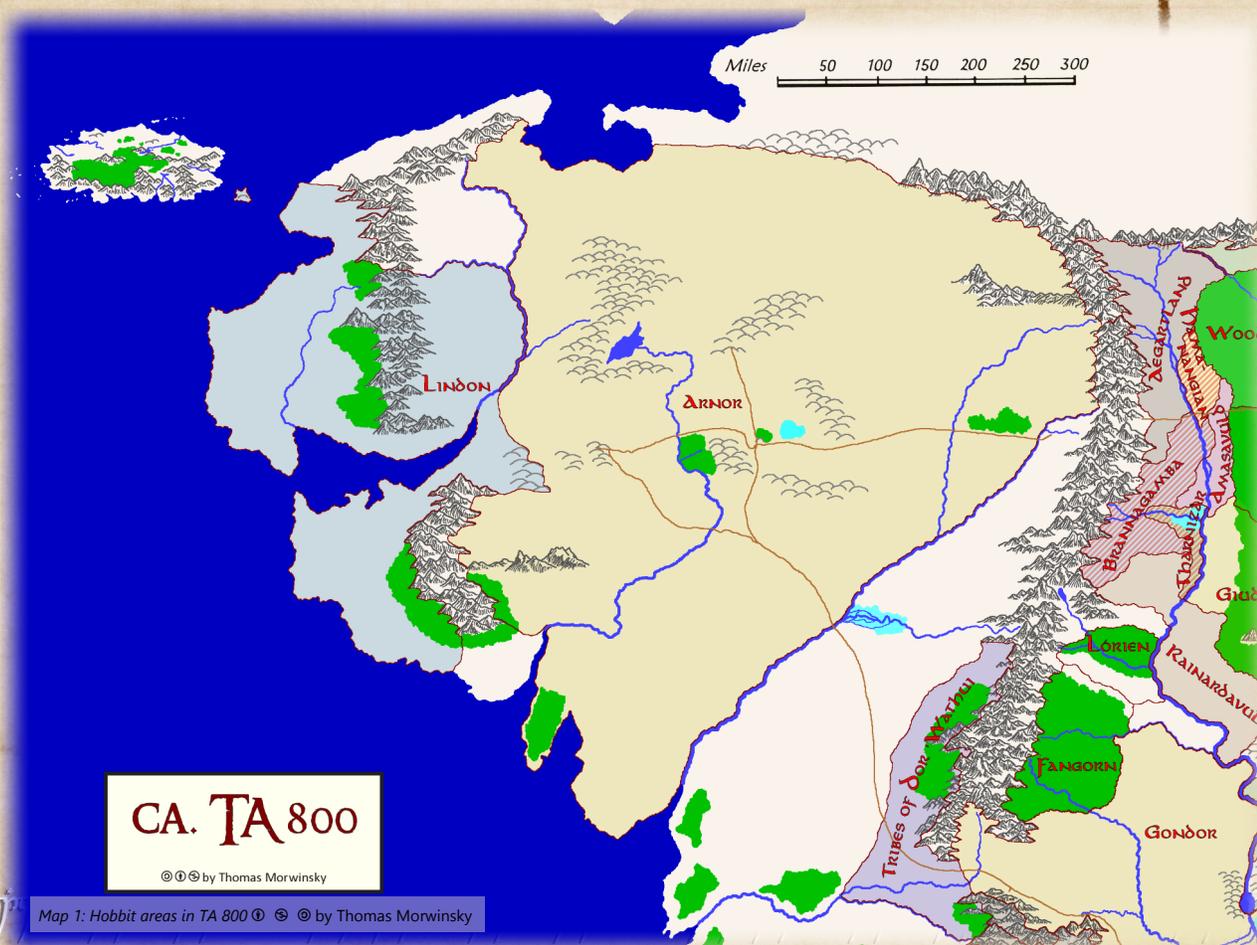
But despite such potential issues, there are no great conflicts or even armed clashes. In this time the Harfoots settle in the foothills of the Hithaeglr and maintain good relations with the Dwarves of Khazad-dûm, whom they provide mainly with foodstuffs in exchange for services and finished goods. The Stoors live along the course of the Gladden and Anduin, neighbouring both the Harfoots and several mannish princedoms (Rainardavuld, Giudmareiki and Amasavuld). Their lands are also the most densely settled (relatively speaking) due to their friendliness and good relations with all their neighbours. The Fallohides are the most northerly

branch, living near the eaves of northern Greenwood. The contact of the Harfoot lands with those of the Fallohides has been mostly affected by the enlargement of the mannish settlements, but at the moment they still maintain contact with their northern cousins. Also, the Fallohides have much more contact with the Elves of the Woodland Realm and generally exhibit a more adventuresome character.

According to the general trend, the overall number of the Hobbits is relatively low. Details of the updated (compared to OM 14) hobbitish demographics are shown in the following table. Please note their comparatively low overall numbers. The table 2 below goes into some greater detail, subsequent ones show only population numbers, as numbers are extrapolated from these and the population numbers presented in the demography article in *Other Minds, Issue 13*.

Culture	Realm	area (sq.km)	total unsettled	rural population total	city population total	Overall population	Overall density
Fallohide Hobbits	Hamanangian	6100	65%	12,100	500	12,600	2.0
Stoor Hobbits	Tharnizâr	5,100	69%	16200	900	17,100	3.3
Harfoot Hobbits	Brannagamba	12,000	63%	26,300	1,200	27,500	2.3
Harfoot Hobbits	Brannagamba	11,800	67%	30,400	1,600	32,000	2.7
Hobbits total		35,000	66%	85,000	4,200	89,200	2.5

Table 2: Hobbit demographics in the Anduin Vales, TA 800



TA 1200

In these times the Hobbits have already migrated to Eriador. The beginning conflicts in Rhovanion and the perils of migration coupled with the dangers encountered in Eriador have led to an overall decrease in numbers for both the Harfoots and Fallohides. Both tribes have already mingled in common settlements, with the latter generally forming the chieftains of these communities. Even though intermarriage already occurs, the different varieties still remain relatively pure in their ancestry. Their settlements lie primarily in Cardolan and its lords welcome the arrival of these small, peaceful and productive people (remember the Hobbits' talent for growing food) in their fiefdoms. The partition of Arnor and the first – small – conflicts among the three sister kingdoms (cf. *Other Minds, Issue 19* “Divided Arnor” for more details on this topic) have left especially reduced the border regions' population. When the first Hobbits enter Eriador about 150 years ago, the lords are happy to welcome them to their lands. The arrival of the Harfoots in ca. TA 1150 coincides with the beginning of the *Golden Age* of the Sister Kingdoms with lasting peace and prosperity. These conditions greatly aided the Hobbits' taking roots in the area.

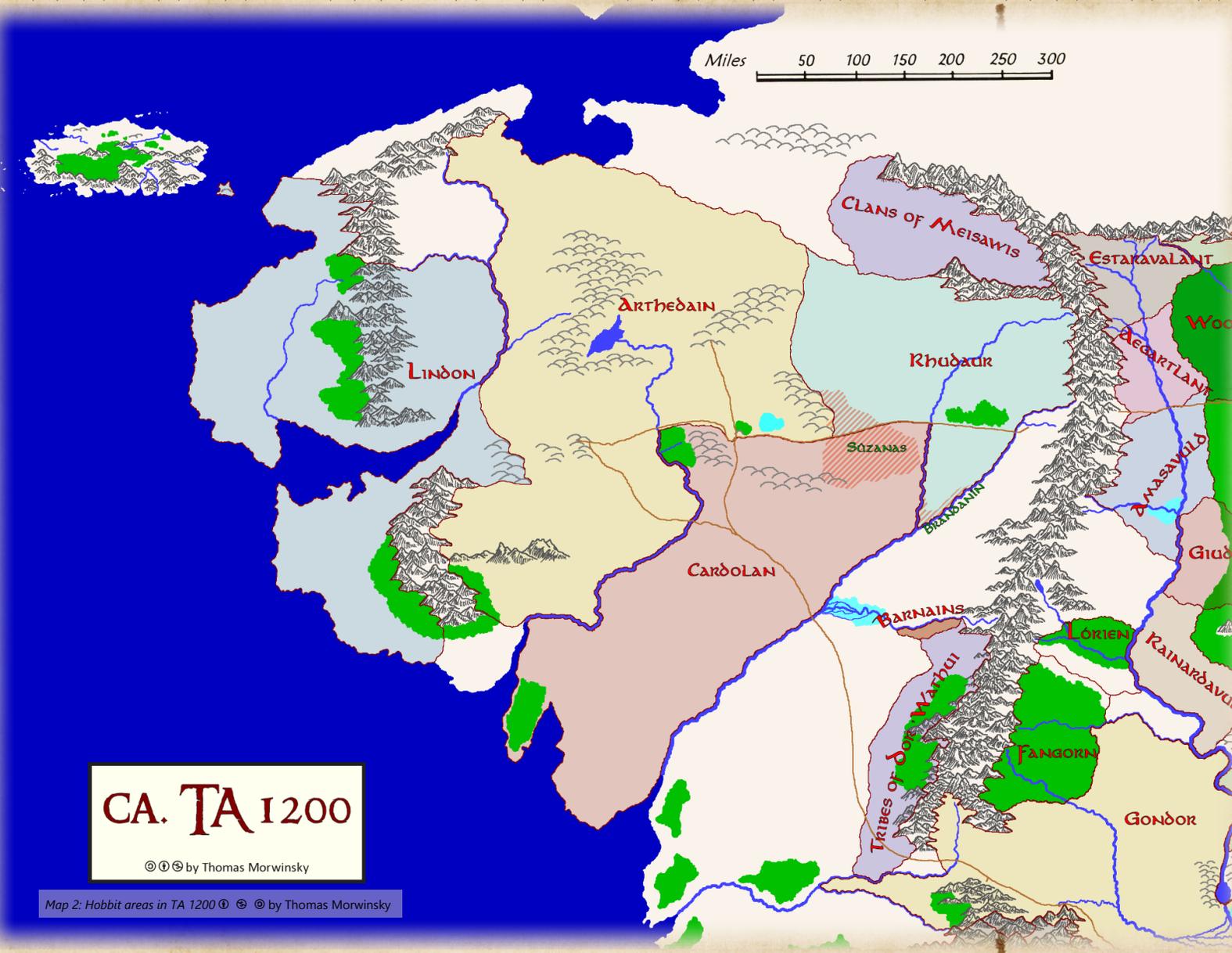
The Stoors have moved to different regions of Eriador and in this time their communities of Brandanîn in the Angle constitute the majority of their whole people. Overall this branch has fared very well and they are the only ones whose numbers increased compared to their pre-migration demographics. They befriended the local men and thrived in this key area of trade in eastern Eriador. The other branch of Stoors has moved even further – away from the centres of Eriador and near Dor ‘Wathui (later called Dunland). Here they became friendly with the local Gwathuirim (ancestors of the people later called Dunlendings; see *Other Minds, Issue 18* “The Demographics of Dor ‘Wathui and Dunland” for more details on them) and prospered similarly to their northern cousins. Over time, their numbers grow, and they increase their area downriver the Glan-duin. After the founding of the Shire, they also leave and join the other Hobbits there.

The Stoors in Brandanîn continue to live in their lands until about the time of the First Northern War when they flee the area. Many move south to Barnains, while some decide to move back to Rhovanion, where they finally settle along the upper Gladden.

For the Hobbits in Sûzanas (and to a lesser degree, Brandanîn), it is important to note that their communities are scattered throughout several mannish overlordship. Thus, even though they continuously live in hobbitish settled areas, they lack any common political organisation worth noting. In turn, this also leads to a reduced protection for all Hobbits alike in a potential area of conflict (east and southeast of the Weather Hills in the border region between the three successor realms). This is painfully felt during *The Anarchy* in Cardolan, when many are killed or die during the frequent raids and their aftereffects in this area. Shortly afterwards, the realm of Angmar is founded and this finally motivates the Harfoots and Fallohides (primarily under the latter's leadership) to migrate further westward into more stable and secure regions of Arthedain and Cardolan around Bree, the Barrow-downs and up to the South Downs.



Tom and the Hobbits 1 © by Anke Eißmann, used with permission



CA. TA 1200
 © ① © by Thomas Morwinsky

Map 2: Hobbit areas in TA 1200 © ① © by Thomas Morwinsky

According to the general trend, the overall number of the Hobbits is relatively low. However, the stable situation in Eriador from ca. 1150 to 1235 favoured the establishment of their settlements. Details for the era of TA 1200 are shown in the following table 3.

Map 2 on the next page shows the situation around TA 1200 in detail. Independent Hobbit settlements are labelled in red (i.e. as a “realm” in their own right), while those under nominal mannish overlords are shown in green.

Culture	Realm	Overall population
Harfoot & Fallohide Hobbits	Sûzanas	65,000
Stoor Hobbits	Brandanin	15500
Stoor Hobbits	Barnains	12200
Hobbits total		92,200

Table 3: Hobbit demographics in TA 1200

TA 1400

This era sees the second major Hobbit migration wave within Eriador. By TA 1400, the situation is stable and the Hobbits enjoy new prosperity near the core areas of Arthedain and Cardolan. A few years later, the disastrous Second Northern War also hits the Hobbits' presumably safe lands in the larger Bree area and many are killed either by marauding troops from Angmar and Rhudaur or die from the aftereffects of this invasion (mainly hunger and disease). Please note that while the Hobbits have a genuine name for their lands, these are no official terms and thus not used by the officials of Arthedain or the lore masters of the Dúnedain.

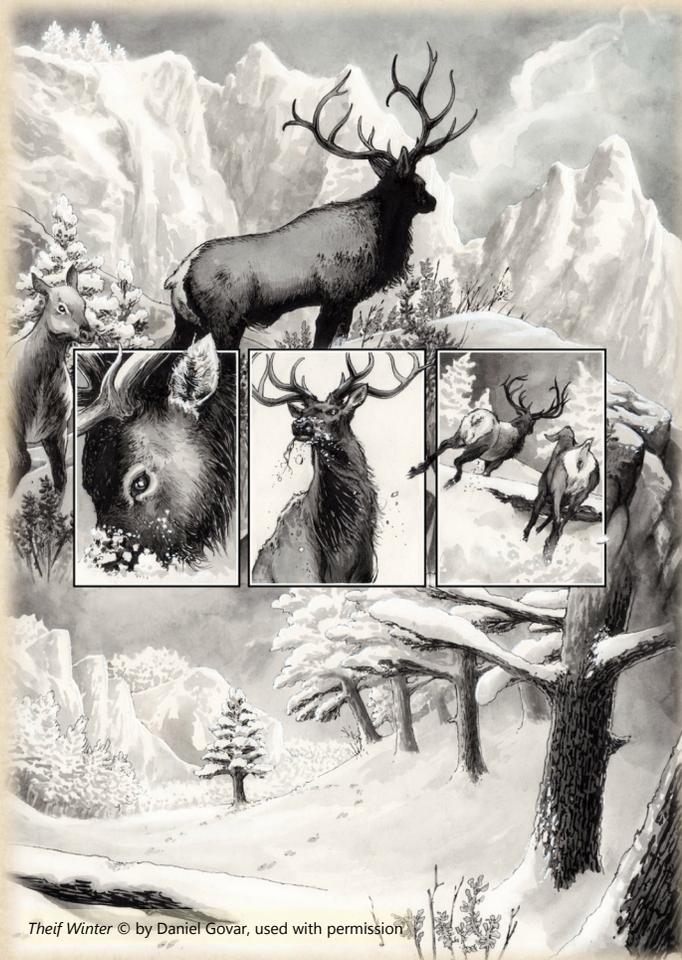
Finally, the Fallohide brothers Marcho and Blanco propose to re-locate their people to the now largely abandoned lands of the royal demesne west of the Baranduin Bridge. Rightly they perceive the king's need to settle this valuable land with loyal people while at the same

time checking the power of his lords without antagonizing them by increasing his own power too much. Here the peaceful Hobbits pose the perfect solution, and thus the Shire settlement starts in TA 1601. A sizeable number of Hobbits remains in the Bree area though. The descendants of these Hobbits will later take great pride in living in the most ancient continuously settled Hobbit area of Middle-earth. News of the generous land grant also reaches the Stoors in Dor 'Wathui, who decide to leave their homes and finally re-join their cousins in the newly founded Shire (Sûza) around TA 1630.

The following table 4 lists the approximate population numbers of the various areas settled by Hobbits around TA 1400.

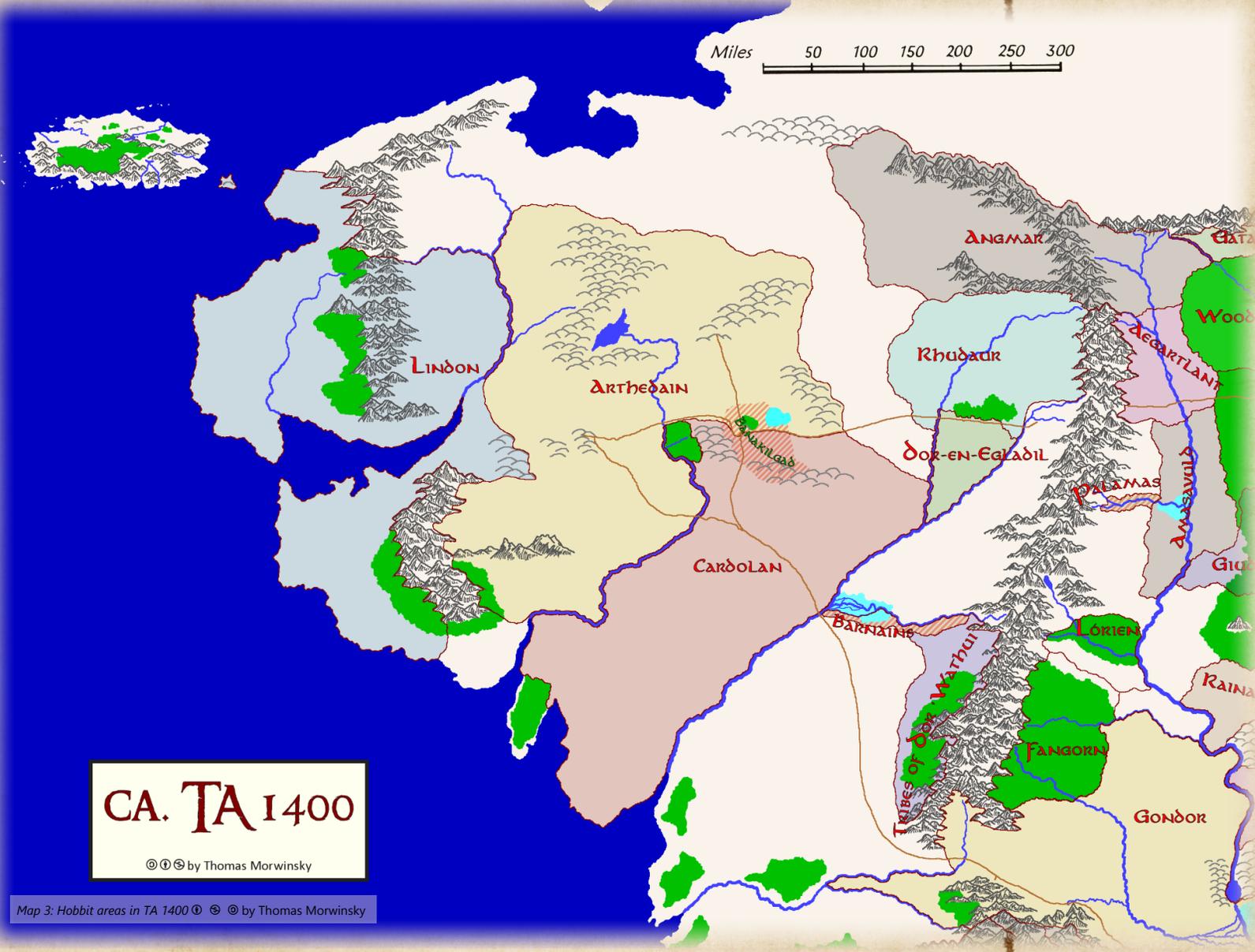
Culture	Realm	Overall population
Harfoot & Fallohide Hobbits	Banakilgad	60,000
Stoor Hobbits	Palamas	8,200
Stoor Hobbits	Barnains	16,200
Hobbits total		84,400

Table 4: Hobbit demographics in TA 1400



Map 3 on the following page shows the situation of this era in detail. Independent Hobbit settlements are labelled in red, while those under nominal mannish overlords are depicted in green.

Miles 50 100 150 200 250 300



CA. TA 1400
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Map 3: Hobbit areas in TA 1400 ① ② © by Thomas Morwinsky

TA 1640

The classic MERP era marks a drastic change in Hobbit history. The Great Plague of TA 1636 was the first and greatest challenge to the newly-founded communities, causing immense loss of life. Still the Hobbits prevailed, and from this time onward, the Shire would be the heart of hobbitdom in Middle-earth. The settlements in Breeland are close enough to count them into the same general area.

The only other Hobbit community outside the Shire/Bree region is to be found in the Stoor of Palamas, who live on the fringe of human settlements in the post-Plague Anduin Vales.

Overall, both communities have suffered dearly from the Plague, though Palamas somewhat less – probably due to its remote location.

Throughout the later years, there is one small change to the Shire, when Buckland is settled in TA 2340. More on this specific area can be found in *Other Minds, Issue 19* (Buckleberry Tales).

The following table 5 summarises the overall population numbers of the TA 1640 era.

Culture	Realm	Overall population
Harfoot, Fallohide & Stoor Hobbits	Sûza (The Shire)	35,000
Harfoot, Fallohide & Stoor Hobbits	Breeland	3000
Stoor Hobbits	Palamas	5,800
Hobbits total		40,800

Table 5: Hobbit demographics in TA 1640

Map 4 below shows the situation of this era in detail. Independent Hobbit settlements are labelled in red, while those under nominal mannish overlords are shown in green.



TA 2740

This time sees the first apogee of Hobbit numbers, which will only be surpassed shortly before the end of the Third Age. In terms of settlement areas, there is no change compared to the previous era. Due to the long years of relative peace, the population numbers have increased significantly – especially in the Shire.

Shortly after this date, the Orc Wars (including the Battle of Greenfields) cause peripheral disruption in the demographics of the northern Shire, but severe ones in Breeland. Shortly after the conclusion of these wars, the Fell Winter causes countless deaths through exposure and famine, ravaging among all communities of Eriador. Fortunately there are no

major challenges in the following 150 years, so that at the time of the Fell Winter (TA 2911) Hobbit numbers have greatly recovered.

It is also in this time that the Stoors of Palamas finally come to an end and vanish from history at about the time of the Fell Winter.

The following table 6 summarises the overall numbers of this era. In terms of total numbers, this era has the greatest number of Hobbits.

Culture	Realm	Overall population
Harfoot, Fallohide & Stoor Hobbits	Sûza (The Shire)	272,500
Harfoot, Fallohide & Stoor Hobbits	Breeland	15,000
Stoor Hobbits	Palamas	9,400
Hobbits total		296,900

Table 6: Hobbit demographics in TA 1640

Map 5 below shows the situation of this era .



Map 5: Hobbit areas in TA 2740 © by Thomas Morwinsky

TA 3000

This time is the situation at the time of *The Hobbit* and *The Lord of the Rings*.

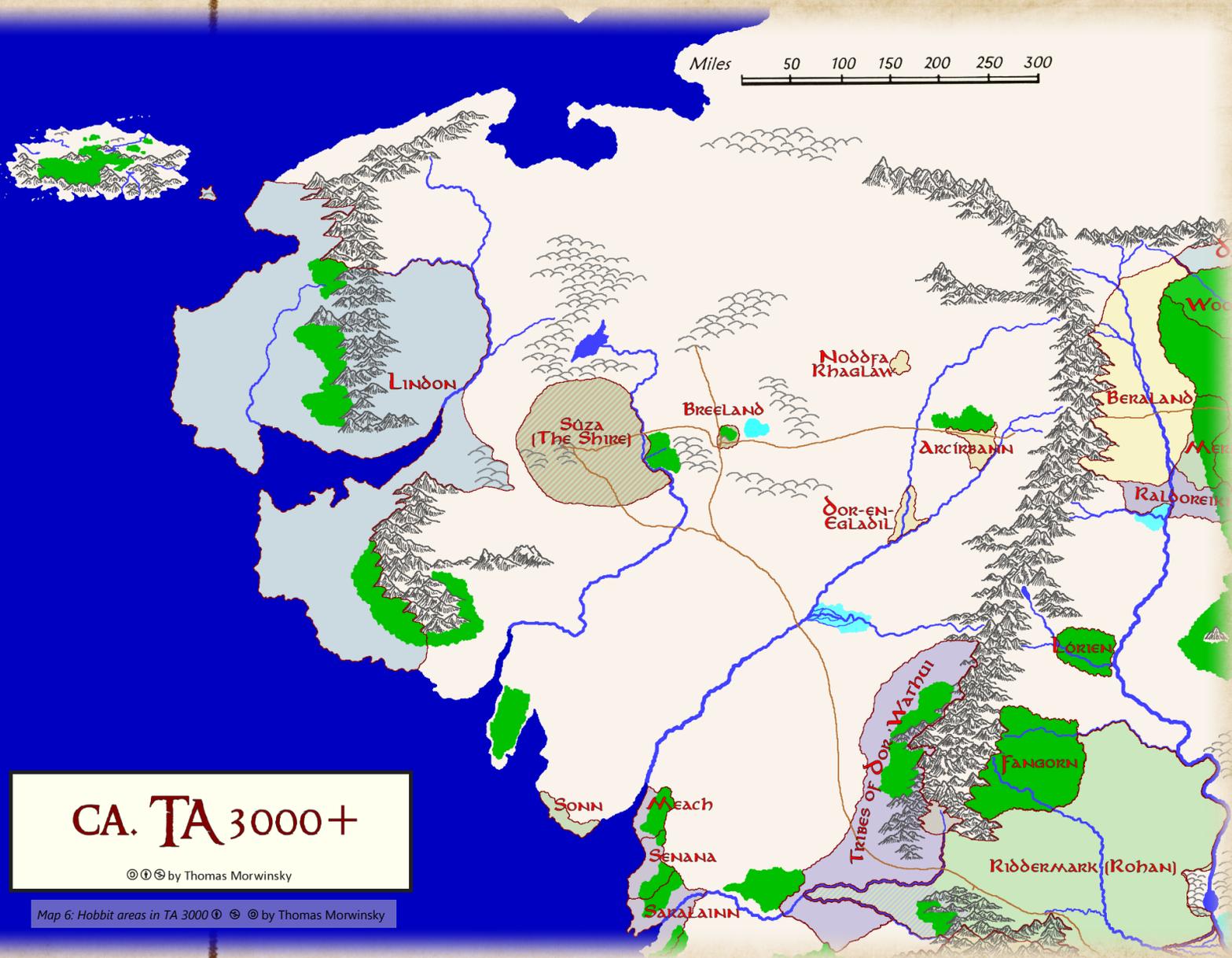
The number of Hobbits in Breeland has decreased mostly due to the shrinking of its territory and the continuous emigration of people after the misfortunes of the past centuries.

The following table 7 summarises the overall population numbers at this time.

Culture	Realm	Overall population
Harfoot, Fallohide & Stoor Hobbits	Sūza (The Shire)	273,200
Harfoot, Fallohide & Stoor Hobbits	Breeland	10000
Hobbits total		283200

Table 7: Hobbit demographics in TA 1200

Map 6 below depicts this era's situation.



CA. TA 3000+

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Map 6: Hobbit areas in TA 3000 ① ② by Thomas Morwinsky



Regions of Harondor

Laergaladrin

"Summer Time Hills"

Area: 19,396 Sq. Km/ 7,577 Sq. Mi
Population: 121,000
Pop. Density: 6.2 per Sq. Km/ 15.9 per Sq. Mi

Eredtir

"Mountain Watch"

Area: 9,776 Sq. Km/ 3,819 Sq. Mi
Population: 24,000
Pop. Density: 2.5 per Sq. Km/ 6.3 per Sq. Mi

Annun

"Sunset Hills"

Area: 10,121 Sq. Km/ 3,953 Sq. Mi
Population: 25,000
Pop. Density: 2.5 per Sq. Km/ 6.3 per Sq. Mi

Aegardh

"Ternible Region"

Area: 38,860 Sq. Km/ 15,180 Sq. Mi
Population: 25,000
Pop. Density: .65 per Sq. Km/ 1.65 per Sq. Mi

Carmentir

"Red River Valley Watch"

Area: 18,426 Sq. Km/ 7,198 Sq. Mi
Population: 25,000
Pop. Density: 1.4 per Sq. Km/ 3.5 per Sq. Mi

Harfalas

"South Coast"

Area: 12,381 Sq. Km/ 4,836 Sq. Mi
Population: 92,000
Pop. Density: 7.4 per Sq. Km/ 19 per Sq. Mi

Rhuntir

"East Watch"

Area: 29,945 Sq. Km/ 11,696 Sq. Mi
Population: 30,000
Pop. Density: 1.0 per Sq. Km/ 2.5 per Sq. Mi

Forethir

"North Mouth of the River"

Area: 8,879 Sq. Km/ 3,469 Sq. Mi
Population: 128,000
Pop. Density: 14.4 per Sq. Km/ 36 per Sq. Mi

Doriant

"Land of Bridge"

Area: 7,869 Sq. Km/ 3,074 Sq. Mi
Population: 60,000
Pop. Density: 7.6 per Sq. Km/ 19.5 per Sq. Mi

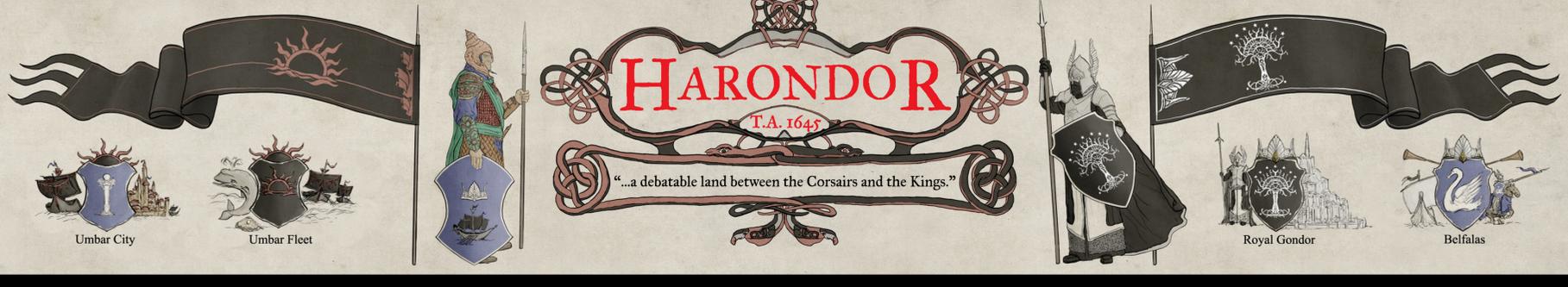
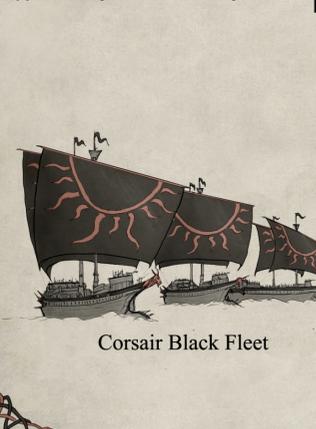
Hamendor

"South River Land"

Area: 16,129 Sq. Km/ 6,300 Sq. Mi
Population: 95,000
Pop. Density: 5.9 per Sq. Km/ 15 per Sq. Mi

Corsair Black Fleet

The huge Corsair fleet that sacked Pelargir, in T.A. 1634 (Great Raid), was staged from Mirlond. Currently, a strong fleet of Corsair ships uses Mirlond as a base, sailing forth to raid Gondorian pirates, thus great wealth and prestige flows to Mirlond and Sangahando.



Mirlond

"Jewel Haven"
Pop. 27,500+

Major coastal port city, political and economic hub for the North Bank of the Ethir Harren. Founded in the 8th century T.A. by legendary King, Tarannon Falastur.

Fabulous city at the mouth of the Harren River. The power center for the Harren Vale. The power center for the Harren Vale.

Ramond

"Walled Haven"
Pop. 15,000+

Large riverine port city, political and economic hub for the South Bank of the Ethir Harren. Origins of the city date back to Second Age and Pre-Numenorean era.

A well protected port city on the Harren River. The power center for the Harren Vale. The power center for the Harren Vale. The power center for the Harren Vale. The power center for the Harren Vale.

Methir

"Walled Haven"
Pop. 7,000+

Medium sized city near the Ethir Anduin and the Northwest coast of Harondor. One of the longest inhabited areas of Harondor, the site was inhabited since the S.A. Tarannon Falastur conquered the city after his father, King Tar-Anacalimon.

Methir is a walled city near the Ethir Anduin and the Northwest coast of Harondor. One of the longest inhabited areas of Harondor, the site was inhabited since the S.A. Tarannon Falastur conquered the city after his father, King Tar-Anacalimon.

Anacalimon

"Most Bright"
Pop. 20,000+

Large riverine city, political and economic hub for the Central Harren Vale. Built in the S.A. during the reign of Numenorean King, Tar-Anacalimon, he named the city after his father, King Tar-Anacalimon.

The city of Anacalimon sits at the confluence of the Harren and Carmentir Rivers. The famous Iant Harren (bridge) spans the Harren here, connecting Anacalimon to the north bank fortress town of Tharven.

Oud Ilaz

"Crossing of Ilaz"
Pop. 7,500+

Medium sized city on the upper Harren. Political, economic and religious focus for the Haradrim of the region. The site has been a trade settlement since the early S.A.

Oud Ilaz sits at the confluence of the Harren and the Ode Kuphira rivers. The city marks the gateway to Chelkar and the passes of Southern Mordor.

Amrun

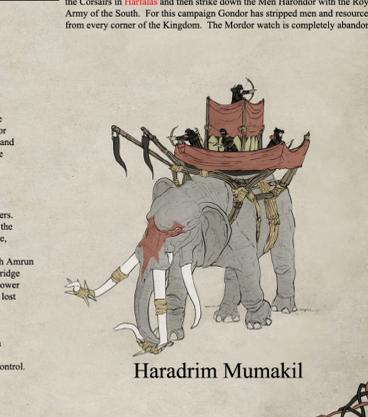
"Sunrise"
Pop. 30,000+

Large riverine city along the Harren and Ode Pazar rivers. Major trade nexus, also a political and economic powerhouse in the region. The site has been inhabited by the Haradrim since the early S.A.

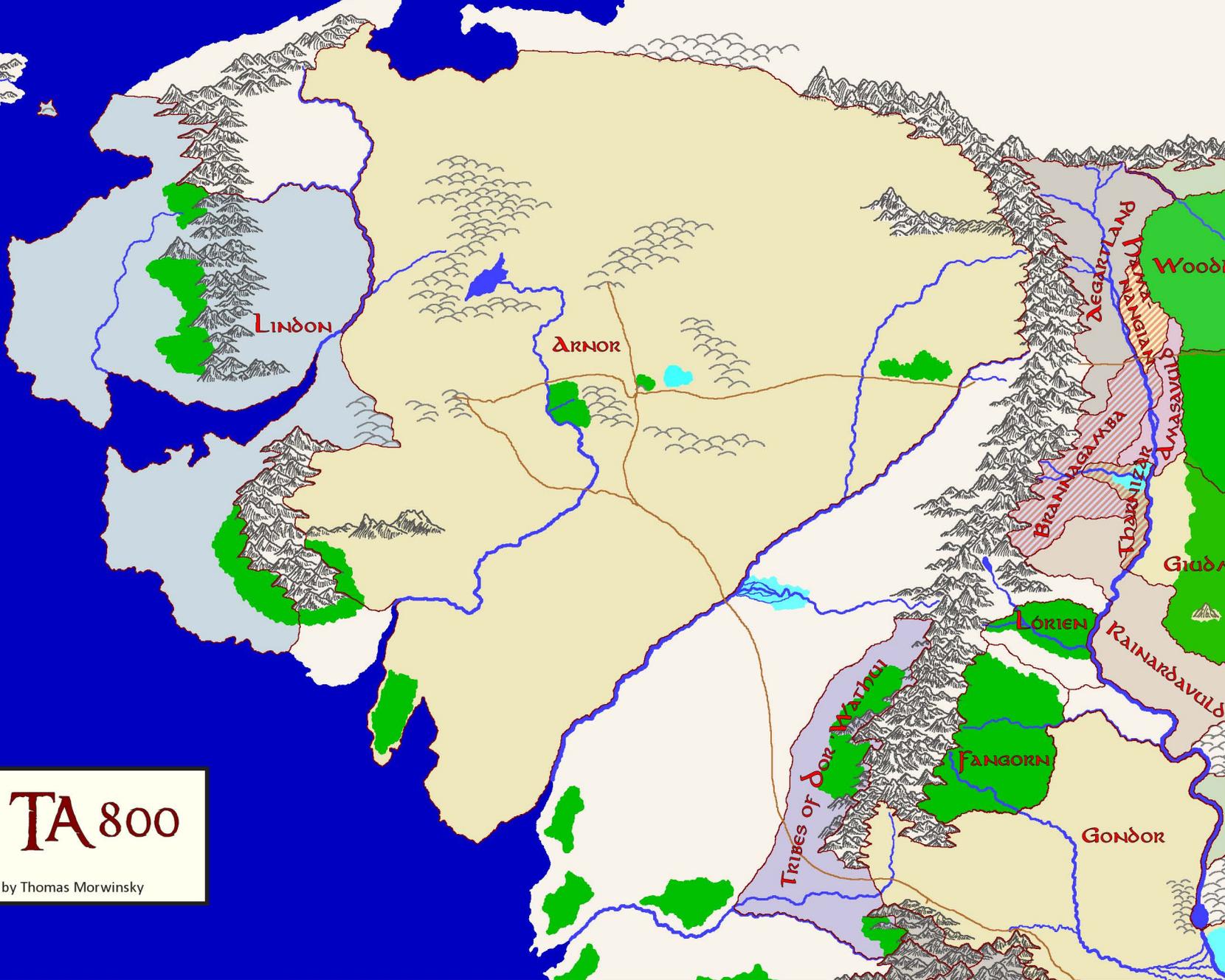
The city of Amrun sits at the confluence of the Harren and Ode Pazar rivers. Two important bridges can be found here; the Iant Amrun, which crosses the Ode Pazar South of the city and was built by Numenoreans in the 2nd Age, during their initial conquest of the area.

Timeline T.A. 1447 to 1645

- 1447 The Battle of the Crossings of Erui, Castamir the Usurper slain. Eldacar reclaims the Throne of Gondor. The surviving Confederates besieged at Pelargir.
- 1448 The Confederates escape Pelargir by sea, establishing themselves at Umbar and in the Harren Vale.
- 1450 Royal Forces re-occupy Ammonost and Barad Harin. The Harren Vale and Southern Harondor are firmly in Confederate hands.
- 1463-1471 First Corsair War, Southern Harondor and the Gondorian coasts engulfed by war. Corsairs invade Laergaladrin, Methir sacked, countryside ravaged. War ends with the Confederates still holding Southern Harondor.
- 1490 King Eldacar dies (235 years old), his son, Aldamir becomes King.
- 1518-1521 King Aldamir seizes much of the Harfalas and the Emyr Vinion. Royal forces occupy Carmentir.
- 1530-32 Royal forces defeated before the gates of Tharven in an attempt to seize Doriant.
- 1537 King Aldamir launches an invasion south of the Carmentir, into Rhuntir and Hamendor.
- 1540 King Aldamir slain battling the Haradrim and Corsairs in Hamendor. The Gondorians retreat to Carmentir. Vinnyarion becomes King of Gondor.
- 1541-1546 Vinnyarion begins the "Great Armament"; Gondor assembles massive field armies and constructs a large and powerful fleet.
- 1547 Vinnyarion threatens the Confederates by sea in the Ethir Harren, at the same time he launches a massive invasion of Rhuntir and Hamendor.
- 1548-1550 Rhuntir conquered. Vinnyarion crosses the Harren and seizes Oud Ilaz. War rages in Hamendor.
- 1551 Vinnyarion takes the name Hyarmendacil II, after a great victory over the Haradrim in Hamendor. Amrun and Tir Argon occupied by Gondor.
- 1552-53 Hyarmendacil II campaigns along the South Bank of the Harren; Anacalimon and Tharven fall to the King.
- 1554 Gondor seizes Ramond.
- 1555-1556 Harfalas and Forethir conquered by Gondor. The Corsair stronghold of Mirlond falls after being besieged by land and sea.
- 1557-1601 Peace of Hyarmendacil II. Most of Harondor knows peace for the first time since the Kin-strife. Umbar and Gondor continue to fight on the sea during this period. During the peace, Gondor colonizes much of Southern Harondor; they also expand the road network, building the Men Harondor and the Rathon Amrun. Many strategic fortifications are also built; Minas Menost, Imlad Carnen, Tir Forcarnen and Tirith Amrun.
- 1601 Beginning of the Corsair Rebellion in the Harren Vale. Ramond rises up first against the occupying forces of Gondor.
- 1602 The Corsair Rebellion spreads, Anacalimon and Tharven eject the forces of Gondor.
- 1604 Mirlond falls to the Corsairs. Gondor driven from the Forethir and parts of the Harfalas.
- 1608-1614 Second Corsair War; Most of Harondor engulfed in strife. All the Gondorian coasts as far as Amrun are raided. The war ends with the Haradrim and the Forethir in Confederate Corsair hands. Methir is sacked again. Gondor puts down rebellions in Hamendor and among the Haradrim.
- 1615 Methir begins to be rebuilt with a massive wall and upgraded fortifications.
- 1621 Hyarmendacil II dies, Minardil becomes King of Gondor.
- 1622 Minardil begins to explore making peace with the Corsairs/Confederates.
- 1625 Corsair invasion of Amrun; Belfalas raided as well. Methir repels a large Corsair attack.
- 1629-1632 The forces of Gondor put down a series of rebellions among the Haradrim of Oud Ilaz and Amrun. Inter raiding by the Corsairs on the coasts of Gondor.
- 1634 "The Great Raid"; The Corsairs, led by the grandsons of Castamir, Angamaité and Sangahando, ravage Pelargir. King Minardil slain. Telemnar becomes King of Gondor. The Royal fleet takes huge losses.
- 1636 The Great Plague devastates Gondor; Death of King Telemnar and his children. Tarondor, the King's nephew, ascends the Throne of Gondor. The White Tree dies in Minas Anor. The Haradrim begin a revolt against Gondorian rule.
- 1637 Due to chaos of the Plague and rebellion among the Haradrim, Gondor is forced to abandon Oud Ilaz and Amrun. Aegardh tribesman raid Amrun and Laergaladrin, increasing the chaos there.
- 1638 The Gondorian garrison at Tirith Amrun is just about exterminated by the Plague. Harondor is soon after abandoned by the forces of Gondor.
- 1639 With the Plague still raging and manpower shortages everywhere, Gondor abandons Rhuntir, Doriant and the Southern Haradrim. Massive emigration out of Harondor by those loyal to Gondor, most go to Ithilien and Lebennin.
- 1640 Tarondor moves the King's seat to Minas Anor; Osgiliath begins to fall into ruin. Tarondor plants a seedling of the White Tree at Minas Anor. Corsairs invade Amrun, devastating the region even more. Barad Harin put under siege.
- 1643-1644 Slow to recover from the Plague, Gondor finally prepares to strike back. Gondor plans to invade the Haradrim. Emyr Vinion and the Forethir. The Prince of Belfalas commands the coastal Gondorian army at Barad Harin and the King's father-in-law commands the Army of the South at Ammonost. Lacking the naval power to challenge the Corsairs on the sea, the plan is to tie down the Corsairs in Haradrim, and then strike down the Men Harondor with the Royal Army of the South. For this campaign Gondor has stripped men and resources from every corner of the Kingdom. The Mordor watch is completely abandoned.

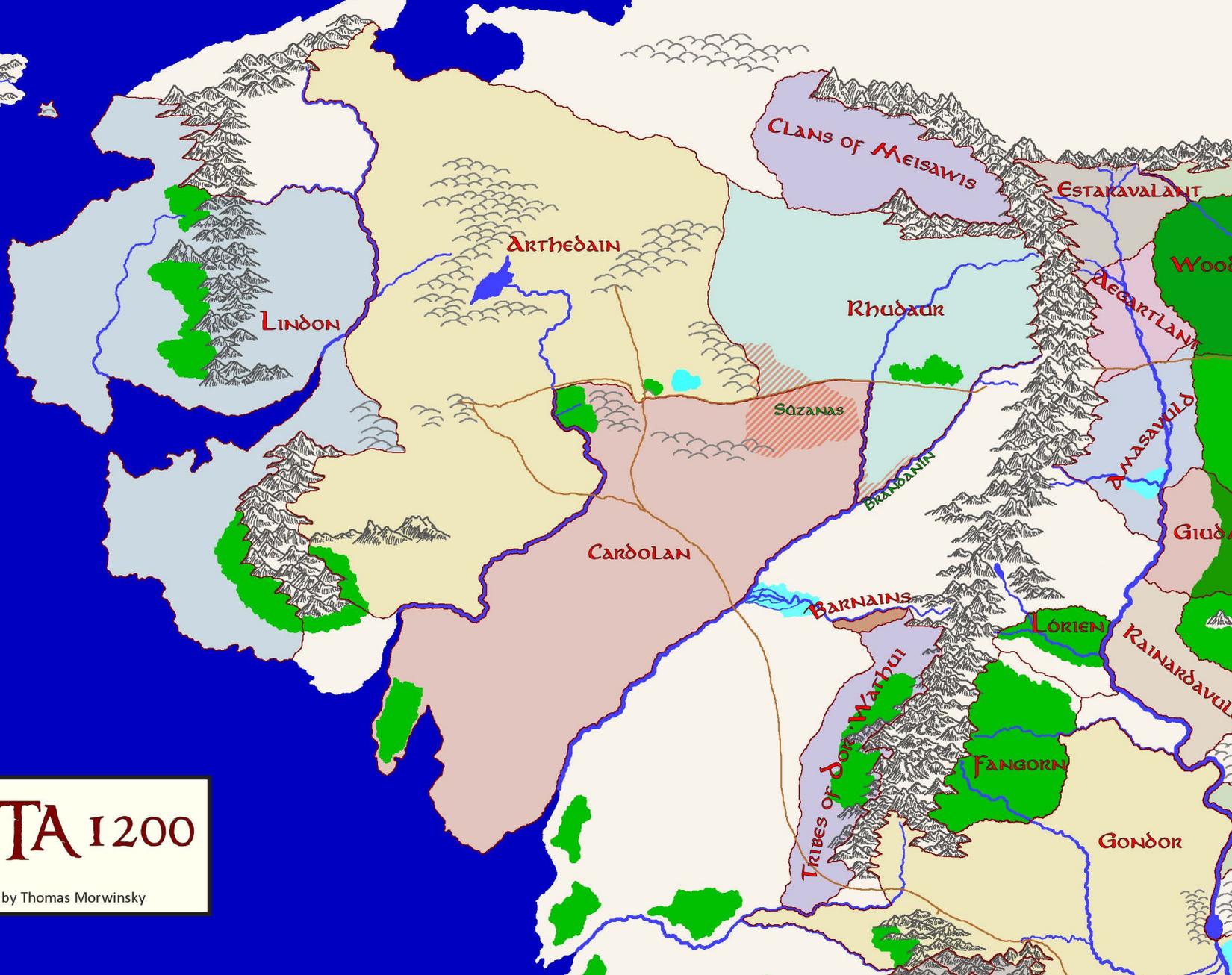


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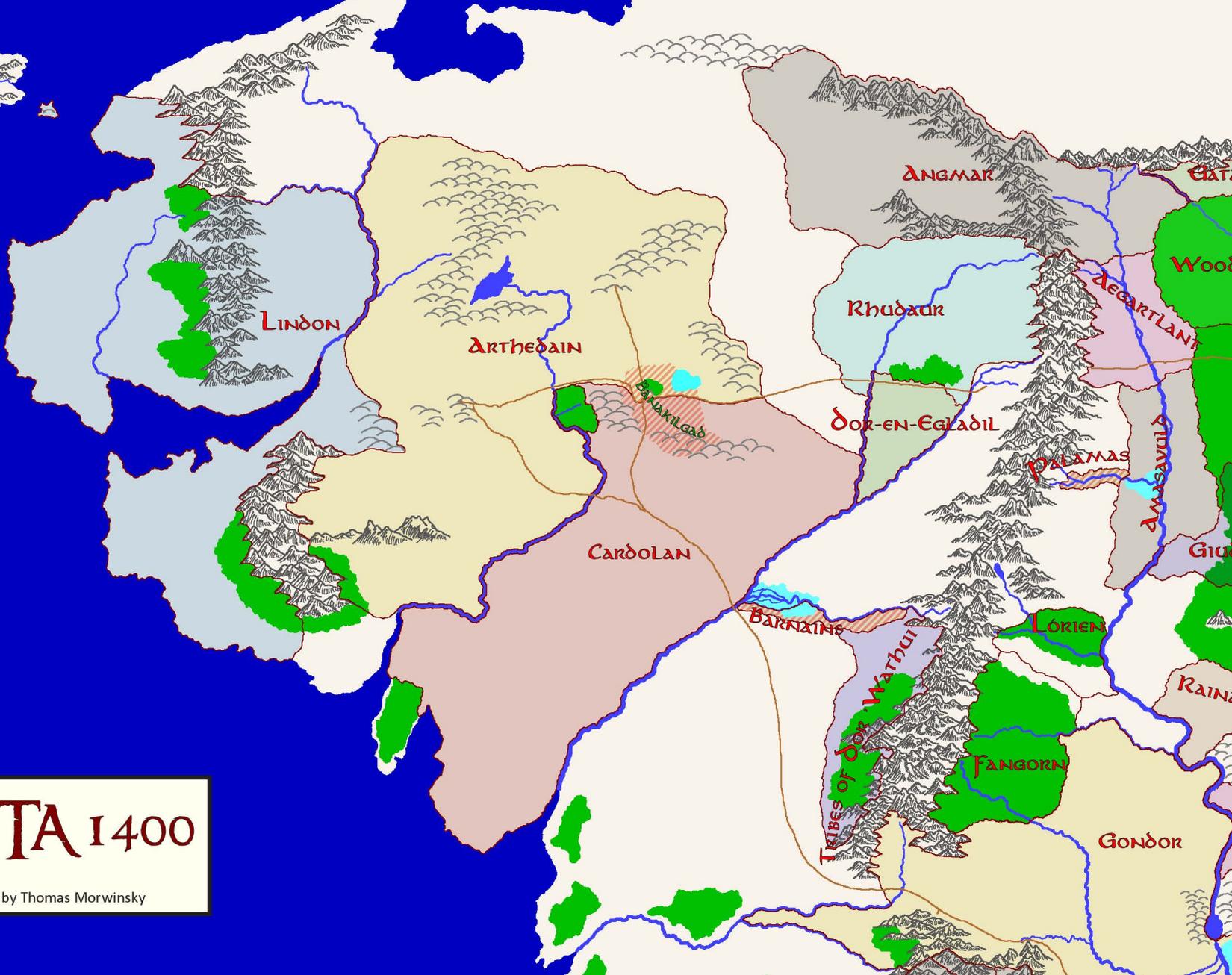
CA. TA 800
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Miles 50 100 150 200 250 300



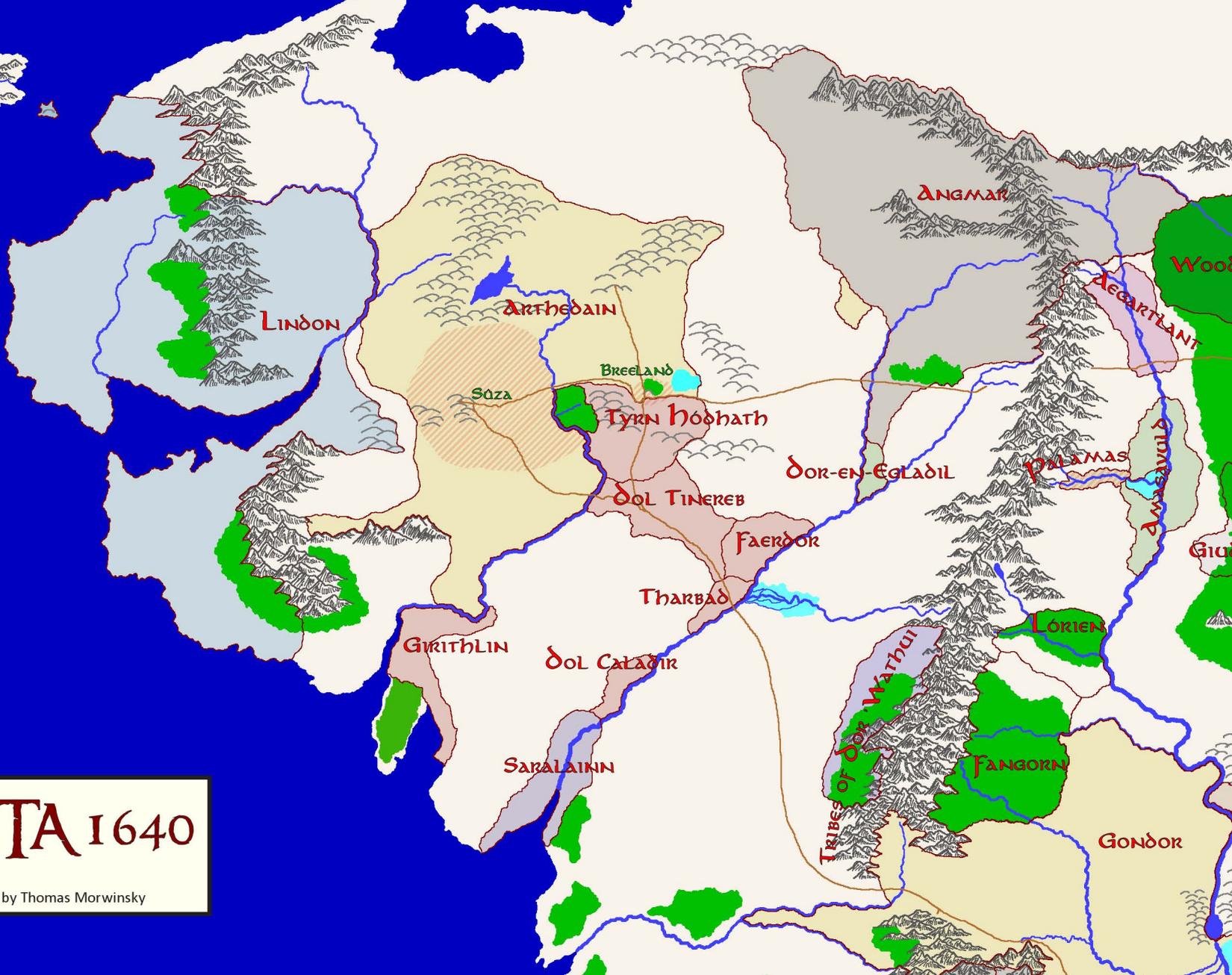
CA. TA 1200
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Miles 50 100 150 200 250 300



CA. TA 1400
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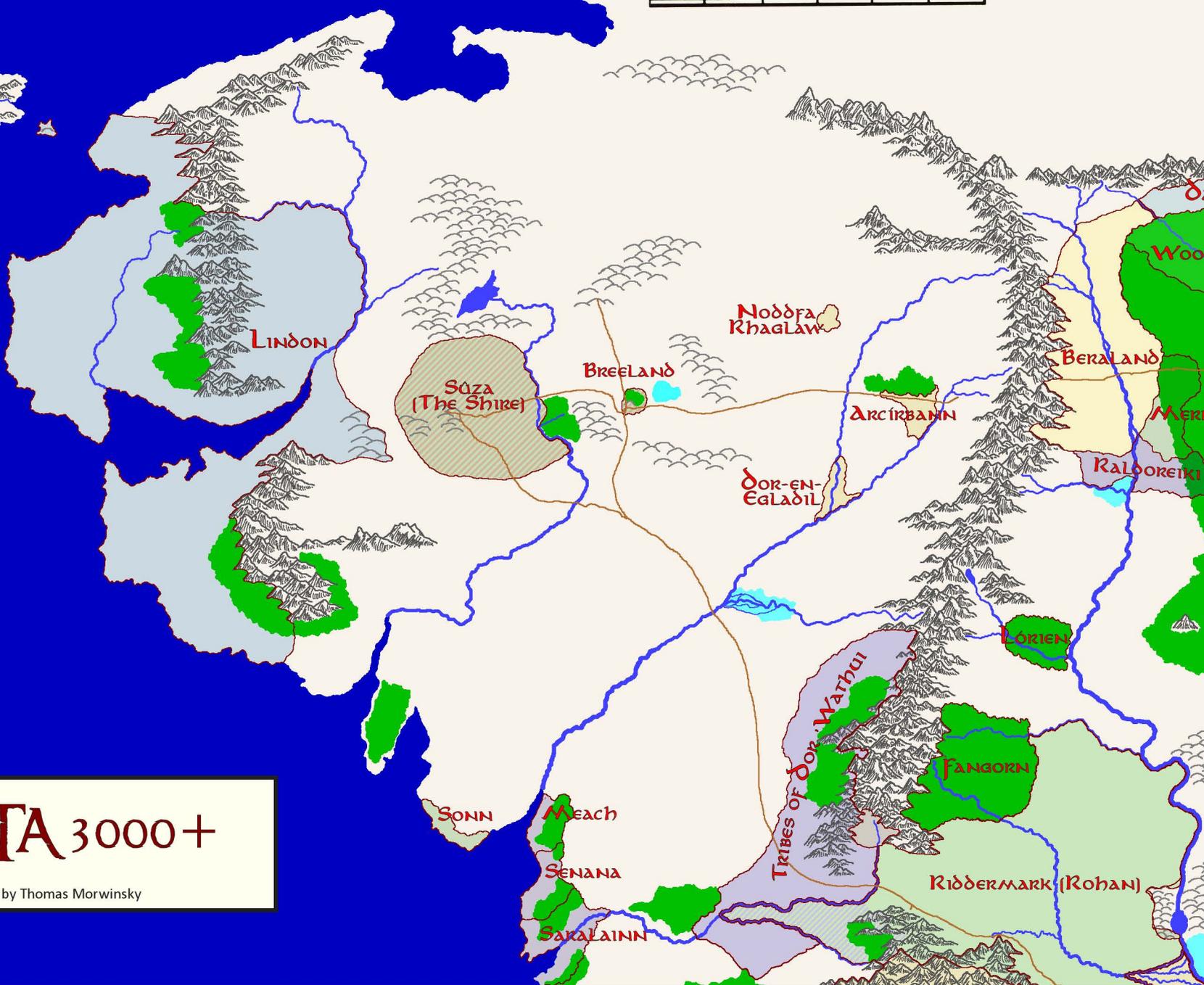
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