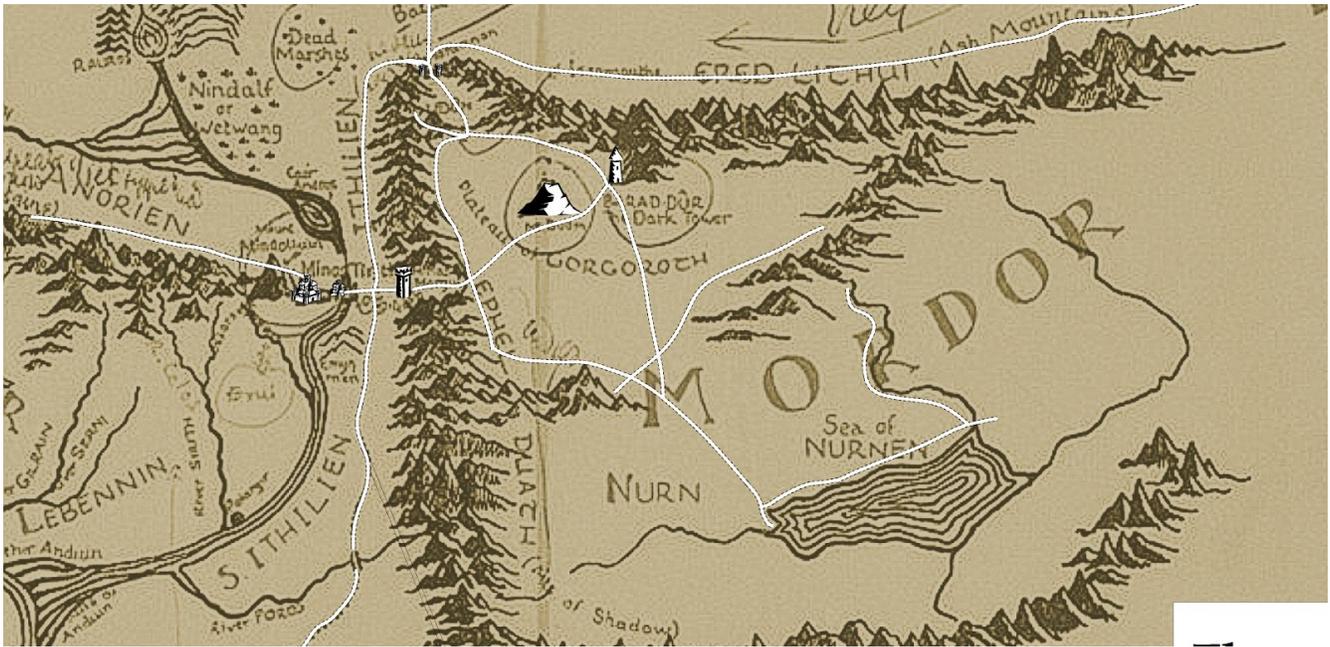


# Where the Shadows Lie

A Campaign for Tolkien Moot XIII (2017)  
by Hawke Robinson and Drake Robinson  
<http://www.tolkienmoot.org>

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Original maps to this adventure were created by Hawke Robinson, (need to replace the existing maps from TOR with original maps.

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## **Credits**

This adventure was written by Hawke Robinson and Drake Robinson.

Hawke & Drake brainstormed ideas together and fleshed out the overall adventure storyline.

Additional input and ideas from TolkienMoot Loremasters/Gamemasters: Brian, Jacob,& John.

Hawke performed the heavy research work, templating, maps, sketches, and gamification.

Drake wrote most of the “storified” portions, characters, narratives, and dialog.

## **Role-playing Game Systems**

For Tolkien Moot XIII (2017), Drake further updated the Eä d20 RPG rules for AD&D 1st Edition, since that is what he preferred to run at his table.

Hawke did not GM this year, so he could more properly focus on running the convention.

Brian Huseland ran Cubicle 7's The One Ring Role-Playing Game (TOR RPG). Jacob Jones ran Hawke's Eä d20 3.5. John Welker ran the newest addition to the Tolkien RPG series, Adventures in Middle-earth, a licensed adaptation of TOR RPG to D&D 5th Edition.

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## Preamble

This adventure was written for Tolkien Moot XIII in 2017 (<http://www.tolkienmoot.org>).

While it was written to be played in just 3-4 sessions of about 3 hours per session, appropriate for a convention setting, there is plenty of information provided for a much longer campaign for those interested in using it for their own group.

This adventure picks up shortly after the events in the previous adventure, Ufirla Melme ("Undying Love") ( <http://www.tolkienmoot.org/news/undying-love-module> ) and the Oath they gave, which included seeking out an elf prisoner somewhere deep in Mordor!

Since this adventure was designed for a full day convention setting, it is by design a fast-paced adventure, and should suffice as it is for approximately 3-5 sessions lasting 3-4 hours each.

The adventure takes places in Third Age 2949, around the same time that Gandalf and Balin visited the Shire (between the events detailed in The Hobbit and The Lord of the Rings).

The pre-adventurer begins in Dunland, at the witch's lair, just after vanquishing the coven and leader.

The heroes swore an oath to find her love, imprisoned in Dol Guldur by The Necromancer, aka Sauron, and now likely prisoner somewhere in Mordor after the raid by The White Council.

While the heroes were unable to save the Erbenaine's elder son, they were able to force out the possession of Lord Erbenaine's body and retrieve their newborn son.

Then the Heroes travel to Edoras to retrieve Lord Thaindan Erbenaine's baby. Then to Lord & Lady Erbenaine's Manor House to return their baby. Then to Minas Tirith to search the archives and speak with The Steward.

Then to Osgiliath and across to the crossroads of Central Ithilien.

Then into Mordor by the route that the Heroes choose.

Then (hopefully) succeed in rescuing the prisoner from confinement.

Then fleeing the prison location back to the border of Mordor.

It will then either end with the Heroes trying to find a way out of Mordor, now roused, or if they play the extra session, escaping the confines of Mordor. If not playing the extra session, it is a cliff-hanger for next year...

Note, according to the official "Tale of Years", it is in 2951 that "Mordor Awakens". The way this story unfolds, one could "blame" the Heroes for causing the stirring of Mordor. Even if the

Heroes succeed in saving the prisoner(s), they will find a mixed reception in Gondor due to Mordor stirring after over a thousand years of silence.

## Introduction

This adventure takes place between the events depicted in J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*.

The previous adventure took place in year 2949 in the Third Age.

The Players begin in the early Spring of 2951 with their heroes at the crossroads of central Ithilien, where they must make a series of difficult decisions. The fairly experienced PCs been adventuring with each other previously, and they have some renown throughout the lands of the Free Peoples.

This adventure picks up shortly after the events in the previous adventure, Ufiala Melme ("Undying Love") and the Oath they gave, which included seeking out an elf prisoner somewhere deep in Mordor! View the previous adventure here:

<http://www.tolkienmoot.org/archives/documents/2016-tolkien-moot-xii>

**ATTENTION PLAYERS:**  
**PLAYERS STOP READING NOW!**

If you are a player and plan to participate in this adventure,

STOP READING NOW!

Reading any more will ruin the adventure for you!

THE REST OF THE DOCUMENT BELOW THIS POINT IS ONLY FOR GAME MASTERS /  
LORE

THIS PAGE LEFT INTENTIONALLY BLANK.  
PLAYERS DO NOT PROCEED BEYOND THIS PAGE.

## GM Overview

### Attention Tolkien Moot Game Masters - Preparation

- **Each DM/GM/LM needs to create at least 8 character sheets for their table.** This allows for a fair selection to be available to players.
- Some RSVP's include specific requests, I will share the spreadsheet listing this information once we know which participants will be at which table, so you can tweak a few of the characters to fit specific player's requests.
- **All characters should be TENTH LEVEL** (or equivalent for non-level-based systems).
- **Make certain the characters ALL have stealthy abilities**, when needed, to be stealthy. Whether through their class/profession/calling, or through inherent magic items (not spell casting!).
- **Herbs, from MERP, are very much available.** This is a great alternative to healing without spellcasting. These are listed within this module, and availability for each region is also provided. Don't let the game get bogged down searching for herbs, but feel free to let them declare their characters do search for them, and be reasonably generous, they will likely need the help since magic will be so dangerous to use.
- Outside of Mordor, the characters may cast magic without consequence (unless they are within sight of Morgul or Morannon). Once near those key areas, or **WITHIN THE CONFINES OF MORDOR, ANY CASTING OF MAGIC IS EXTREMELY LIKELY TO IMMEDIATELY ATTRACT ATTENTION** from Sauron's minion's, or if no obstacle's from Barad-dûr, then the actual direct attention of Sauron could be drawn! Have the spy make this VERY CLEAR WARNING to the Heroes before he leaves.
- **You have the freedom to decide where the prisoner actually is located** (from the 4 possible locations). You can wait until midway through the second session to decide on the specific location, so it can be adjusted to your player's speed of progress. The **recommended location is Durthang**, but again, you get to decide.
- **The players get to pick from 6 possible routes.** The more direct ones are the most seemingly hazardous. However, all of the minions of Mordor are currently under orders to lay low and try to be unseen, and not to interact with interlopers, just watch and report. So actually, any route is viable to get *into* Mordor. However, getting out, as you will see, is much more problematic. While the players can pick any route they wish, the **recommended route is The Pass or Poros.**

## **TolkienMoot XIII Session & Adventure Segments Overview**

### **Session #0 - Fellowship Phase, Travel Phase 1 - A Map and a Spy in Minas Tirith**

**Friday optional.** - As detailed in the back-story and Travel phase, the Heroes travel from Rohan, to the Manor house, then to their Fellowship Phase.

The Fellowship Phase the Heroes go to their various homelands or other locations, or use the Manor House as a new addition to their list of Sanctuary locations.

Then return the following year to find a map, of Mordor, try to get permission for entry from the Steward, and come across a spy in the archives that might be able to help, but at what cost?

The travel phase takes them from Minas Tirith to Osgiliath, and to the crossroads of Central Ithilien just west of Morgul Vale.

### **Session #1 - *To the Threshold of Mordor* - Decision at the Crossroads**

**8:30 am to Noon.**

1. The Players receive the back story and their character's prior involvement.
2. They request the equipment they want from Minas Tirith (to be delivered on the East side of the Anduin at Osgiliath), and travel to the Mid-Ithilien crossroads.
3. Then the Spy informs them about the possible location(s) of the Prisoner, and provides information on the possible routes into Mordor.
4. If the Heroes honor their word, they release the Spy.
5. Then the Heroes have to decide which Route they will take.
6. Then there will be compressed travel narrative, indicating the contrast of the beauty and seeming harmlessness of Ithilien and then the increasing foreboding as they near their first milestone.
7. They should have at least one "encounter" shortly before arriving at their milestone.
8. The first session ends with them arriving at the milestone, and taking some time to scout the situation, but should stop before they actually take action to cross the boundary into Mordor.

## **Session #2 - Into Mordor - Getting across the border of Mordor**

**3:00 pm to 6:00 pm**

1. The Heroes attempt to cross whatever barriers prevent them from getting to the inner confines of Mordor. This should take up the entire session. There should be a lot of tension.
2. Remember during this time Mordor is trying to seem inactive, so the dangers are definitely there but in hiding. The Heroes shouldn't know this however.
3. If they make exceptional progress and get into Mordor faster than your session, then feel free to throw in a small Orc patrol (12-18 orcs) on the road, resting, to slow them down (or fight).
4. They should, at the end of the second session, arrive where you want them to find the prisoner, but not know if the prisoner is there yet, or how to get "inside" of the prison area to find out.

## **Session #3 - Rescue In Mordor**

**7:00 pm to 10:00 pm**

1. The heroes have found the location that the prisoner is at (where you as the GM want them to be), but they don't know yet if the prisoner is within.
2. They need to come up with a means to verify the prisoner is there (and alive, though weak). Then come up with a plan to extricate the prisoner. Or they may try to free all the prisoners, which will severely limit their options.
3. If they handle things properly they should be able to get away with the prisoner at least a few hours before any alarm is sounded. Once the alarm is sounded, all of the borders of Mordor, that were previously rather pervious, will "lock down".
4. The PCs will see forces suddenly start to mobilize searching for them.
5. End session 3 with them at the threshold boundaries to escape Mordor, but unable to cross due to the lock down. They should feel relatively safe for now, as far as well hidden, but know that it is only a matter of time before they are tracked down if they don't get out of Mordor. Then leave it as a cliff-hanger there. With the possibility they made it, or maybe not. They can find out either with the late-night session, or next year.

## Optional 4th Session (late-night) - *Escape from Mordor, Mordor Awakes!*

### Next Year, or 10:30 pm to Midnight+

1. For those hard core players that want a late night 4th session, they can play the actual escape from Mordor, back to Minas Tirith, with the the freed Elf.
2. Unfortunately, as told in the tale of years, 2951 is the year that Sauron showed himself and the roused the powers of Mordor. To the rest of the world, it will look like the rousing is entirely the fault of the Heroes, and for all we know, maybe it was?
3. While they are heroes for rescuing the prisoner(s), they are also now looked upon as trouble-makers. They will receive their just rewards as arranged by Lord

### Tale of Years:

This adventure begins in Third Age (T.A.) 2949 to 2951 (Shire Reckoning (S.R.) 1349 to 1351).

#### T.A. S.R.

**2914** Turin II, Steward of Gondor passes, his son Turgon succeeds to the Stewardship.

2931 1331 Aragorn born

2933 1333 Death of Arathorn II, Aragorn becomes Chieftain of the Dúnedain, Paladin Took II born

**2939** 1339 Saruman discovers Sauron is searching the Gladden Fields

**2941** 1341 Bilbo gains the One Ring, Sauron driven from Dol Guldur, Thorin II Oakenshield becomes King of Erebor, Battle of Five Armies, Dáin II becomes King of Erebor, Deaths of Hildigrim Took, Fili, Kíli, Bolg, Smaug and Thorin II Oakenshield, Birth of Tolman Cotton

**2942 1342 Sauron returns to Mordor**

**2944** 1344 Dale rebuilt, Gollum begins his hunt

**2949 1349 Gandalf and Balin visit the Shire - The PCs/Heroes Begins the Adventure**

## “Undying Love, or Ufiralá Melme”

**2949 to 2950** Fellowship Phase PCs/Heroes Rest at Manor and recover (now a Haven for those wishing it in the future). Some return to Minas Tirith to continue investigating about Dol Guldur and Mordor, trying to find clues to find the Lost Elf they swore to find.

**2950** PCs/Heroes Find Map of Mordor, including all possible routes within. They also find a prisoner in Minas Tirith dungeons that has been to Mordor (was spying on Gondorians for Nazgûl lord? and caught last year). Asking in trade for his freedom, will provide information on additional secret routes, and most likely locations of prisoners waiting for rebuild of Barad-dûr.

**2951** PCs/Heroes, using information and map, get permission from Turgon, Steward of Gondor, in Minas Tirith (96 years old), at the request of Lord Thaindan Erbenaine, that the heroes saved, to try to sneak into Mordor to determine the fate of The Elf (Fion Alcarion), and rescue him if possible. The Steward is nervous about this, but after much discussion grudgingly gives permission, and provides escort to Osgiliath to cross Anduin. There they are provided with as many horses (more brave and sturdy than swift) and supplies to meet their requests, whatever route the PCs decide to take.

**2951 1351 Sauron begins to move openly again, Mordor is awakened!** Sauron sends three Nazgûl to reoccupy Dol Guldur, Construction begins on Barad-dûr.

**2952 1352** Elrond reveals to 'Estel' his true name and ancestry; he gives Aragorn the Shards of Narsil. In the woods of Rivendell, Aragorn meets Arwen. Aragorn goes into the Wild.

**2953 1353** Last meeting of the White Council, **Death of Turgon (Steward of Gondor, age 98)**, Ecthelion II becomes Ruling Steward of Gondor, Saruman begins to fortify Isengard

**2954 1354** Orodruin re-awakens

2956 1356 Aragorn meets Gandalf

2957 1357 Aragorn begins his great journeys as Thorongil

3014 1414 Gríma Wormtongue becomes chief council for Théoden

3016 1416 Arwen returns to Imladris.

3017 1417 Gollum captured and taken to Barad-dûr, Éomer becomes Marshal, Gandalf reads the scroll in Minas Tirith

3018 1418 Thranduil assailed by Orcs, Osgiliath taken, Gollum hides in Moria, Sauron learns of the treachery of Saruman

3019 1419 Deaths of Gollum, Boromir, Denethor II, Dáin II, Brand, Lotho Sackville-Baggins,

Saruman, Théoden, Nazgûl destroyed, One Ring destroyed, End of Sauron, Bard II becomes King of Dale, Thorin III Stonehelm becomes King of Erebor, Aragorn takes the name Elessar, Aragorn takes the Sceptre of the Reunited Kingdom, Mirkwood renamed Eryn Lasgalen, East Lórien founded

3020 1420 Drúedain destroy remnant of Saruman's Orcs, Faramir and Éowyn wed, Samwise weds Rose Cotton, Death of Lobelia Bracegirdle (Sackville-Baggins)

3021 1421 Elanor Gamgee born, Éomer and Lothíriel wed, Elrond, Galadriel, Gandalf, Bilbo and Frodo pass over the Sea

## From Then Until Now, 2949 to 2951

Here are the events from then, 2949, until now, Spring 2951.

### **2949**

After the Heroes rescued Lord Thaindan Erbenain, and retrieved the baby with the Dunedain from Edoras, they all returned to the lord's manor.

Many of the heroes were sorely wounded in their encounters with the witches and undead. Needing many months to recover.

This Manor is now a Haven for those PCs wishing it to be so.

Check on Shadow Points, etc.

All should be "leveled up" at least 1-3 levels by 2951.

Others, after receiving their rewards and honors from the Manor, return to Minas Tirith or their other homelands to recuperate, see friends, or take care of any other important tasks, before

they take on the even more dangerous task of fulfilling their promise to discover the fate of The Elf, even if in Mordor, and rescue him if possible. But first they must rebuild their strength, check with loved ones, and meet other prior obligations.

The Party of Heroes promise to meet again the summer of the following year (2950), to begin the search for information about The Elf, and planning for how to proceed next.

### **2950, Summer**

In the summer of 2950, the Heroes reunite at The Manor. The Lord of the manor, Thaindan Erbenaine, has gone through his libraries as best as possible, but found nothing useful.

### **2950, Late Fall**

in the late Fall of 2950 they eventually **found an ancient map of the entire surrounds of Mordor.** This maps indicates a few possible entry points, but is centuries out of date, and doesn't indicate where prisoner might be kept.

According to lore, Barad-dur is still in ruins. Though rumors of orcs and other creatures roaming those dark lands abound, there is no sign that Barad-dur's ruins have been rebuilt or are occupied. So where could the prisoners that were taken from Dol Guldur be?

The lord suggests he go to the Steward of Gondor, Turgon son of Túrin II, and ask permission for scouts to be sent around, and into, the lands, for a quick survey of activities in the Land of Shadow. He believes he can make a good military argument to persuade the Steward, before they need to say anything about their Oath.

The heroes go with the lord to Minas Tirith, and once again search through the archives, and question various folk, while he waits for his appointment with The Steward.

The Heroes learn that lore states there are **5 ways into the Land of Shadow.**

### **2950, Final Weeks**

In the **final weeks of 2950**, while the Steward's scouts are searching Mirkwood, and during their investigations, the Heroes uncover a spy in Minas Tirith. The spy eventually admits to having worked for The Necromancer, and that after being driven from Dol Guldur in 2941, the retinue made their way to Mordor under cover of night.

The Heroes successfully broker a deal, and get grudging permission from the Steward. They know at this point only that he was long ago a spy for The Necromancer. He claims he no longer is, but in trade for his freedom, he will provide updated information about Mordor, and secret paths into Mordor, and possible prison camp locations. But he will not provide any of these details until they are well into Ithilien. He is adamant, and nothing will loosen his lips,

except their, and the Steward's, word. But he swears that if what he has to tell them is not all that he promises, and much more, they may slay him on the spot.

He will swear an oath to never return either to Mordor or either of the Kingdoms in Exile ever again, upon pain of execution. He actually is trustworthy and true to his word, if pinned down. He tries to avoid any such commitments, but when he gives his word, he keeps it.

But if he honors his word, they must honor theirs by freeing him.

The Steward throws him back into the dungeon, while he awaits reports from the scouts.

He tells the Heroes to go where they may, that it will likely be next year before all return. He schedules for them all to return before him in the Spring of 2951.

## **Early 2951**

Unbeknownst to the Gondorians and the Heroes, Sauron sends three Nazgûl to reoccupy Dol Guldur. Also construction begins on rebuilding Barad-dûr!

## **2951, Spring**

The Heroes gather before the Steward, with his reports. He states that the land looks empty and desolate. The the scouts, at least the ones that returned, reported no direct signs of activity, though they did see signs of cleared roads through the ash. The volcano remains dormant. No sign of orcs or other nasty creatures anywhere to be found.

The Steward doubts the truth of the prisoner, but the Heroes and Lord Thaindan Erbenain vouch for him being their most important intelligence, and talk the Steward into giving them permission to cross through Osgiliath, into Ithilien, and then to, as per agreeing to the terms, find out what the prisoner really has to provide, and the heroes are authorized to execute him if he lied.

The Heroes, using information and map, get permission from Steward of Gondor, at the request of Lord Erbenain that they saved, to try to sneak into Mordor to determine the fate of The Elf, and rescue him if possible. Regent is nervous, but gives permission, and provides escort to Osgiliath to cross Anduin. There they are provided with as many horses (more brave and sturdy than swift) and supplies to meet their requests, whatever route the PCs decide to take.

## The Narration for the Players

After your great struggle against Hurzburz, the witch, or Allana Vlamberge, you questioned her, as she had surrendered. She told you her tale. About how a young girl fell in love with an elven lord, and eventually, he reciprocated such fondness. How this young woman awaited her love's return, yet never did he come. Only after asking those whom had traveled with him in the past, did she discover he had disappeared somewhere far to the north.

So she ingratiated herself with a lord, and traveled north, to find her love. And found him she did, deep within the prisons of Dol Guldur. So she, in a desperate effort to save him, joined with a coven of necromancers, who bore ties to Dol Guldur. And there, she became powerful. So powerful, that in a moment of desperation, wishing to see her love once more, she took host of another's body, to keep from being slain by the white council.

Discovering that her love had been taken to Mordor, she decided to raise a force

which would tie her to Sauron, and in turn, she could gain access to her lover, Fion Alcarion. But the body she had taken began to rot quickly, so she was forced to find another, and thus she found Lord Erbanaine's son. Fortunately, you found her, and put an end to her wretched body snatching, some of you fleeing with the baby before Hurzburz could inhabit it. However you found pity for her tale, and wished to save Lord Erbanaine.

She asked you swear an oath, that you would rescue her love. In turn, she would vacate Erbanaine's body, and her soul would pass to Mandos, and there, she would face her fate. So you, feeling her pain, agreed.

Lord Erbanaine was released, his body, and soul, one again. Erbanaine thanked you almost to bluster, offering his home as a sanctuary should they ever need it, as well as what treasures he could afford them.

You took as you will, asking him to find what he could about Mordor, and you all went your separate ways for a time, returning the next year, to find Erbanaine's search had turned up nothing. So you joined the search, eventually finding an ancient map of Mordor.

Then you traveled to Minas Tirith, where Erbanaine believed it wise to send scouts into Mordor, as far as possible, providing the Steward with a sound tactical reason as to why he should do such a thing.

In your time of study, in addition to your map, you discover five points of entry, into the shrouded land of Mordor. During your searching, you discover a prisoner, who has long since admitted himself a spy of the Necromancer- could help you enter Mordor, if you guaranteed his freedom. You wait until the scouts return in the spring, at which point you returned to Minas Tirith. There you're told that Mordor is oddly empty, desolate, not even bands of Orcs were seen roaming the round.

Erbanaine argues for the aid of the prisoner, and you are authorized to execute him if he lies. With a nervous manner, Steward Turgon sends you through Osgiliath and past Ithillian, where the Spy, Derufin, Will tell you the way, in exchange for his freedom.

## The Adventure Begins - Early Spring 2951

This adventure will begin in Ithilien, with the Heroes arriving at the agreed-upon spot with the prisoner, bound, in tow. They will then unbind him, but not let him go until he reveals all.

He asks for their map, and draws upon it the additional information as he explains the truth of his connections.

All this information he will NOT reveal, unless it is sworn in advance, in front of witnesses, that he will be set free once he provides the information. Furthermore, he will not reveal this information until they are at the Ithilien Crossroads. He will agree to verbally guide the Heroes to one of the secret routes if they request/insist. But then he must be allowed to go his own way. He will swear never to return to the boundaries of Gondor.

He was originally of a lesser Gondorian House, that long ago was Great, but after the

Gondorian Kinstrike, their power was shattered. He grew up in a bitter household, resentful of the higher houses, and so was easy prey for Sauron's minions to sow seeds in his mind, that would lead to him becoming a minion of The Necromancer.

He is now in his 60s. Feeling the shadows of age and death upon him. He just wants to be able to live his life in peace somewhere. He is terrified the Necromancer will find him no matter where he goes (and he is correct), but he hopes he can get a few years of peace and calm, somewhere away from people, in his twilight years, before He comes for him.

In addition to reporting to the Necromancer's Captain (he never saw the Necromancer, nor felt his awful presence after the fleeing of Dol Guldur), he was told by the Captain to attempt to rise through the social ranks by any means necessary, and attempt to sow dissension amongst the noble, military, and/or peasantry, in the hopes of causing civil unrest as much as possible, and to split and weaken the Gondorian forces.

He elaborates that the retinue of The Necromancer, when they fled Dol Guldur, stayed in dark places underground in the Northwest corner of Mordor. In 2943 he was sent by the captain to spy on the Gondorians. First at Osgiliath, to report back the numbers, and then within Minas Tirith in 2944.

He was last in Mordor in 2948. Though his information is slightly outdated, he knows where various prisoners are likely to be kept, in 2948, with 4 possible locations throughout northern Mordor: Cirith Ungol, Durthang, or on the road between either of those en route to Barad-dur. Rumor has it that there is a plan in the near future to send all slaves to Barad-dûr soon, to be used as slave labor to begin rebuilding the Dark Tower.

If asked explicitly, he has no idea about who this Elf is. He was not in a position to know about any of the specific prisoners, especially not any important enough for the Necromancer to take with him.

If the heroes honor their word, and the word of The Steward, and he is allowed to leave, he will flee to lands outside of Umbar. Outside that port city, he will establish a simple small farm. And he will have a year or so of peace. But then during the night, Sauron's minions will catch up to him, and haul him back to Barad-dur, to have his naked mind shrivelled before the lidless eye. He will experience years of horrors unimaginable, but not be allowed to die, for his betrayal of the Dark Lord.

## **Adventure Back-Story**

Date: Third Age 2949

Location(s): Gondor, Rohan, Dunland, White Mountains, Misty Mountains, Southern

Mirkwood, Southern Anduin, Mordor.

In the previous adventure, the PC's were in Minas Tirith when they were summoned by the Steward of Gondor, Turgon, and provided a letter requesting they help the Lady of a minor House on the Gondor/Rohan border at the Mering Stream.

She was recently widowed, but the spectre of her husband kept returning asking her to find and bury his body so that he may have release. She has asked the Heroes to help in this endeavor.

When the Heroes arrive, and investigate further, they found that the situation was more complicated. The eldest son was apparently slain by the father, and then the father turned on his own men. His body couldn't be found at the battlefield, and the few survivors from the battle returned gibbering madmen.

When the Heroes investigated the battlefield, they were accosted by various forms of undead. They also were visited by the dead lord, who plead with them still to find his body, but also that his wife just gave birth, but the baby was kidnapped by a witch, the one that drove his spirit from his own body!

The Heroes pursued the witch and her shambling minions, eventually catching her and retrieving the baby, then instinctively, before they really knew just how critically important a decision on their part it was, one of the heroes (importantly the only PC with Dunadan blood in the party) immediately fled with the baby to Edoras, putting it (unbeknownst to the heroes) out of the reach and plans of the witch, too far for her to move her spirit into. Now she was truly trapped.

The heroes were ready to slay her for all her horrible deeds and to not put anyone else at risk. She was still in the father's body. But the Witch plead for mercy and shared the story of how she went from a kind, innocent, lowly serving girl, in the Minas Tirith courts, to become this necromantic witch. All in the name of love. The forbidden but mutual love for an Elf lord.

The party stayed their hand and listened to her tale in full, and their hearts were softened, but her unnatural life needed to come to an end, preferably without harming any further the host body she occupied.

Instead, they made her an offer sealed with an inviolate Oath: If she would willingly let her spirit leave the body of the boy, and let the man be returned to full will, and her spirit sent to Mandos for judgment, the heroes would continue her quest to find and save her Elf love, last believed to be a prisoner in Mordor. She acquiesced.

Her story of how she became a necromantic witch, escaping from Dol Guldur's raid by the White Council in 2941, but with a twist. She is not your typical "evil hearted bad guy", all that she did, was for the goal of trying to save her love, an elf taken prisoner by The

Necromancer/Sauron.

## **The Back-Back-story**

This story actually begins decades before the events the PCs experience in this adventure. The PCs were made aware of this back story at the end of the previous adventure, as she poured out her heart and soul to them, imploring mercy. Her name, Hûnbûrz the Witch (previously Allana Vlamberge).

As a young Allana Vlamberge (later Hûnbûrz the Witch), she was the daughter of a higher-ranked servant family in the service of the court of Minas Tirith. She helped her parents as a servant with the upkeep of the upper levels. When young Allana was about 12 years old, an elven contingent, from the very isolationist elven kingdom of Northern Mirkwood, came to the court on affairs of business/state. One of the elves (Fion Alcarion), although typically aloof, was especially kind to Allana (and in her eyes the most handsome of all the elves in attendance), and she was quickly smitten. She waited on him hand and foot. Before leaving some weeks later, he left her a little token of appreciation for all her efforts. And that was it, her heart was forever ensnared!

Some years later he returned. Allana was now a young mature woman. And though still a child in the eyes of the Eldar, he had to admit some attractiveness both in her appearance and manner. Through hard work, and an exceptionally keen mind, Allana was now head of the servants, and ran the back rooms exceptionally efficiently. Though there was a hardness in her work manner that led many to shy away from her, limiting her personal relationships. She was obsessive in her work and attention to detail, and could be quite harsh with anyone not living up to her standards. This worked very well for her professionally, but it was hard on her few attempts at relationships (friends or otherwise).

As for romance, though a number of people did try to court her, even some from the nobility, her heart was already given to the elf, though he did not know it yet.

Fion's second visit lasted several months, and over this time, the elf and Allana became closer, and now the elf had to acknowledge he had feelings for her as well, though he knew it was forbidden by his kin. Not only a servant, but not even an elf! Before he left again, they both expressed their feelings in private to each other. But he told her it could not be known, else they would both be in dire trouble. They kissed once and briefly held each other. She did not care what others thought, but was so joyous that he felt the same for her, she would gladly keep the secret knowing the truth!

He would be gone again for a few years, but he was expected to return, and then they would continue this conversation.

The years passed.

He did not return.

Finally the elven contingent that Fion was associated with arrived some 10 years later. Allana was now 30. Fion was not among those present. When she inquired further, she found that he had gone missing some years ago, while en route for a mission, while passing too near Southern Mirkwood, his expedition was attacked by orcs, but Fion's body was not to be found. All efforts to find a trace of him were in vain.

It was then she decided she would, at all costs, find her missing love. When it came time for a special contingent from Minas Tirith to grace the halls of the Northern Mirkwood Elf King Thranduil's halls (a rare opportunity for any), she ingratiated herself upon one of the human contingent's nobility, and was allowed to come along as servant.

Such wonders she saw!

She delved deeper into the disappearance of her love. Then on the return voyage to Minas Tirith. As they neared Southern Mirkwood, she separated from the group, on the excuse of visiting family. Though begrudging of losing her excellent services, she was allowed to leave, though many insisted on an escort, she assured them she would be fine over the short distance to her "family".

In truth, she stopped at a small town where she had a cousin, and had arranged for equipment, training, and a guide into the outer edges of Southern Mirkwood. But then was on her When she found the location where the elf went missing. And due to her attention to detail, she found something that even the elves had overlooked. A small distinctive button from his coat. She knew it well. She found a few more clues, and it lead her slowly in the direction of the "abandoned" lair of The Necromancer!

Being a servant who was exceptional at being unseen until needed, one day she crept within sight of the mountain, and saw well-hidden signs of considerable activity. She hoped her love was still alive and likely imprisoned within, though she imagined he was experiencing unspeakable horrors. She fled back to town in tears. Her hope crushed. How could she ever hope to assail or infiltrate such a fortress! er heart ached for the terrors her love must be suffering.

The night before her 40th birthday, she met with one of the Woodsmen Shamans, and old woman told Allana she was walking on a precipice, but she also said that if she dared walk the darker path, rather than returning to light, she would indeed find, and see, her love, though the seeress could not say if Allana would succeed in freeing him or not. The seeress stated that that path was too shrouded in darkness to see the end result.

This was the spark of hope that Allana needed, despite the stringent warnings. The following morning, on her 40th birthday, she awoke with a clear plan in her mind. She would rescue him. At any cost. She had recently been hearing rumors that practitioners of the black arts

were passing through the area from time to time, on their way to the Necromancer's abode. She sought out some of these, and professing an interest, eventually accompanied a forming coven. When they saw what a strong will and a quick mind she had, they accepted her into their fold.

She was determined that she would study the black arts, and eventually, over time, find her love in the dungeons somewhere within. Then she could free him and they could run away together! Whatever unpleasantness they asked of her would be worth it to save him!

The years passed, and she was exceptional in her learning. All the while telling herself, that the ends justified the means. Eventually she took on her new Shadow name, Hûnbûrz (Black Heart). Her first human sacrifice was the most difficult. But weeks before she was required to take this next step further into darkness, she found information that her elf was indeed still alive and confined in the nether regions of Dol Guldur! So it gave her the "strength" to commit such a heinous act. In the name of love...

Over time she found the cell in which he was kept. As the seeress predicted, she laid eyes upon her love at last! She saw him unconscious, barely clinging to life, badly wounded from grievous tortures and deprivations. She began to secretly leave him extra food and water, helping him recover his strength, waiting for the chance to free him. Though he did not know she was there.

She was now nearly 70 years old. While her elf love did not appear to have aged in body, the torture had clearly taken a toll on the rest of him. She feared that if he saw her in this old woman's body, he would no longer care for her. So she began researching alternatives...

Then The White Council struck, and drove Sauron and his minions from Dol Guldur. As the attack began, Hûnbûrz hurried down into the dungeons hoping to use the chaos of the attack as the chance to free her love.

His cell door was empty, and The White Council's minions fast on her heels. She quickly opened a neighboring cell and hid within.

Then with great words of power the doors began to fling open, freeing the prisoners, and pouring bright light into the darkest corners. Realizing that her love must have been taken with some of the other prisoners along with Sauron on the others, she couldn't risk capture interfering with her goal of setting him free, but in her current attire as a witch of The Necromancer, she would likely be slain or at least imprisoned and questioned.

So in desperation, and apologies to the weak prisoner, she cast one of her strongest spells yet, and forced out the spirit of the Prisoner Alagon, and placed her spirit within his body, leaving her body empty of spirit, lying on the ground, staring into nothingness.

The ruse worked, and she was set free as Alagon, without any suspicion. Later she did

indeed determine that her love was alive and now captive in Mordor.

She gathered to her side some of the lesser witches that had escaped but not made it to Mordor, and they found an old abandoned keep in Dunland, empty of travelers, filled with barrows, where they could form a new Coven, with Hûnbûrz now as the head witch. The coven consists of Hûnbûrz and 2 other witches, and their aides/assistants/apprentices.

Her plan was to become strong enough, and slip into Mordor with a force worthy of Sauron's accepting her. And once again try to find her love's prison and set him free.

But the body she had possessed was failing. She found that only those of Dúnedain blood were strong enough for the possession, but even they began to show signs of duress, blisters forming, the skin mottling, and within too few years signs of death and disease. She needed a new body if she was to present herself in Mordor, so she began searching.

Eventually she found a minor noble family at the Rohan / Gondor border along the Mering Stream. They had a teenage son. Though she missed her female form. She devised a plan to lure the son out, and possess his body.

The plan worked, but then the son's father several days later caught up with Hûnbûrz, and engaged in battle, one of the soldiers inadvertently mortally wounding the boy's body. The father running up for the killing blow of this leader of horror in the darkness, and in the flickering torchlight saw his son, and he hesitated.

That gave Hûnbûrz the time necessary to once again use the spell to leave the mortally wounded son's body, and enter the father's. She then turned on the soldiers, and they fled in confusion and terror (the few surviving).

In the year of Third Age 2949, Hûnbûrz is now 78 years old.

The father's body, though Dúnedain, would not last long enough for her plans. But she realized that the wife/mother was going to shortly have a new baby, and she devised a plan to kidnap the child on its day of birth, raise it, and then possess it, and then finally go to Mordor and free her love at long last!

## TOR RPG Travel Phase - Optional Pre-Adventure Part 0 for Other RPGs

Starting Date: T.A. 2951, May 20th

Starting Location: Minas Tirith, then Osgiliath, then Ithilien

Overview:

Negotiating terms with the prisoner, and convincing The Steward, Turgon, to accept the terms, and making arrangements for supplies, and travel to Osgiliath and into Ithilien.

### **Travel**

Minas Tirith to Osgiliath. Then across the Anduin. Then to Ithilien.

## Adventure Part 1 - At The Crossroads

Starting Date: T.A. 2951, July 15

Starting Location: Ithilien

First, the PCs followed the Dunedain with the baby to Edoras to regroup. Then they returned to Estate with the baby and Lord Erbanaine (somewhat worse for the wear from possession) .

Then the PCs return to Minas Tirith to report to Turgon all that transpired.

They have the option of telling Turgon all, or leaving out their Oath, since it is likely he will forbid them crossing into the The Enemies lands, for fear of causing trouble uncalled for.

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At the crossroads in central Ithilien, the Spy will reveal the various ways into Mordor, and where he thinks the Prisoner may be.

### **Description of the Central Ithilien Crossroads**

Before you is a great stand of trees, "looming ahead like a black wall, you see a belt of trees. As you draw near, you become aware that these were vast of size, very ancient it seemed, and still towering high, though their tops were gaunt and broken, as if tempest and lightning-blast had swept across them, but failed to kill them or to shake their fathomless roots."

The road branches in three directions from you, one to the north, which leads eventually to Morannon, east to Minas Morgul and Cirith Ungol. (And South, to the Pass of Poros; Only add this if you read the Spy's monologue first)

-From Book IV: Sam and Frodo Reach the crossroads of Ithilien

### **Spy's Monologue to Heroes**

Once this monologue is finished, hand the map of Mordor over to the players.

You see you in fact have six routes into mordor, though I only recommend a few. But if

you wish for the insane, you can take these two routes into Mordor (he marks the Northeast Wastes, and Southeast Deserts, drawing out a route that the PC's could take) While only for the insane, these are wastelands. You must travel for months, before you would enter Mordor. But luckily for you, these routes would gain you an element of surprise. Indeed, the Southern deserts hold the dark one's farmers. So perhaps you could glut yourselves on those if you made it through this desert.

Besides these routes, you could, more reasonably- you could go through the Pass of Morgul (he chuckles at this) or perhaps Cirith Ungol, or even the Teeth of Mordor; Morannon. Then there's what I would recommend. Somewhat more to the south than these entrances, is the Pass of Poros. Such a little known place, it's only guarded by a single watchpost. So there you have it. Now if you'll excuse me, I really must make good on my freedom.

Last the Spy heard, a few years ago, the prisoners of Dol Guldûr were being kept first at Cirith Ungol, but were planned to be moved to Durthang. However, he also heard that there were plans to rebuild Barad-dûr soon, and that the prisoners would likely be moved as slave labor to help in the rebuilding. He does not know if/when this has happened yet.

If no longer at Durthang, would probably move slowly with so many in the retinue, and might be round on the open road in transit between Durthang and Barad-dûr.

As to ways into Mordor, he lists the following:

1. Morgul Pass (Due east)
2. The Cleft (Cirith Ungol) (Slight north of due east)
3. The Teeth of Mordor / Morannon The Northwest entrance.
4. The Unguarded Far East through back entrance of Mordor from the North and Northeast Across the Eastern Waste and Lithlad into North Nurn,
5. The Unguarded Far East from the South and Southeast into East Nurn.
6. The hardly known southern pass, near Gondor's lands

## Route #1 - Morgul Vale/Pass

Begin at Crossroads of Ithilien.

Travel to Morgul Vale

Cross the bridge with the Watchers (which will NOT sound the alarm under orders from Sauron to currently lay low), through the Vale, and through the pass onto the plains.

### Description of Morgul Vale

“A long tilted valley, a deep gulf of shadow, runs back far into the mountains. Upon the further side, some way within the valley’s arms, high on a rocky seat upon the black knees of the Ephel Duath, stood the walls and towers of Minas Morgual. All is dark about it, earth and sky, but it is lit with light. Not the imprisoned moonlight welling through the wall of Minas Ithil long ago, Tower of the Moon, far and radiant in the hollow of the hills. Paler indeed than the moon, ailing in some slow eclipse, was the light of it now, waver and blowing like a noisome exhalation of decay, a corpse-light, a light that illuminated nothing. In the walls and tower windows showed, like countless black holes looking inward into emptiness’ but the topmost course of the revolves slow, first one way and then another, a huge ghostly head leering into the night.”

-From Book IV; Sam and Frodo enter the Morgul Vale



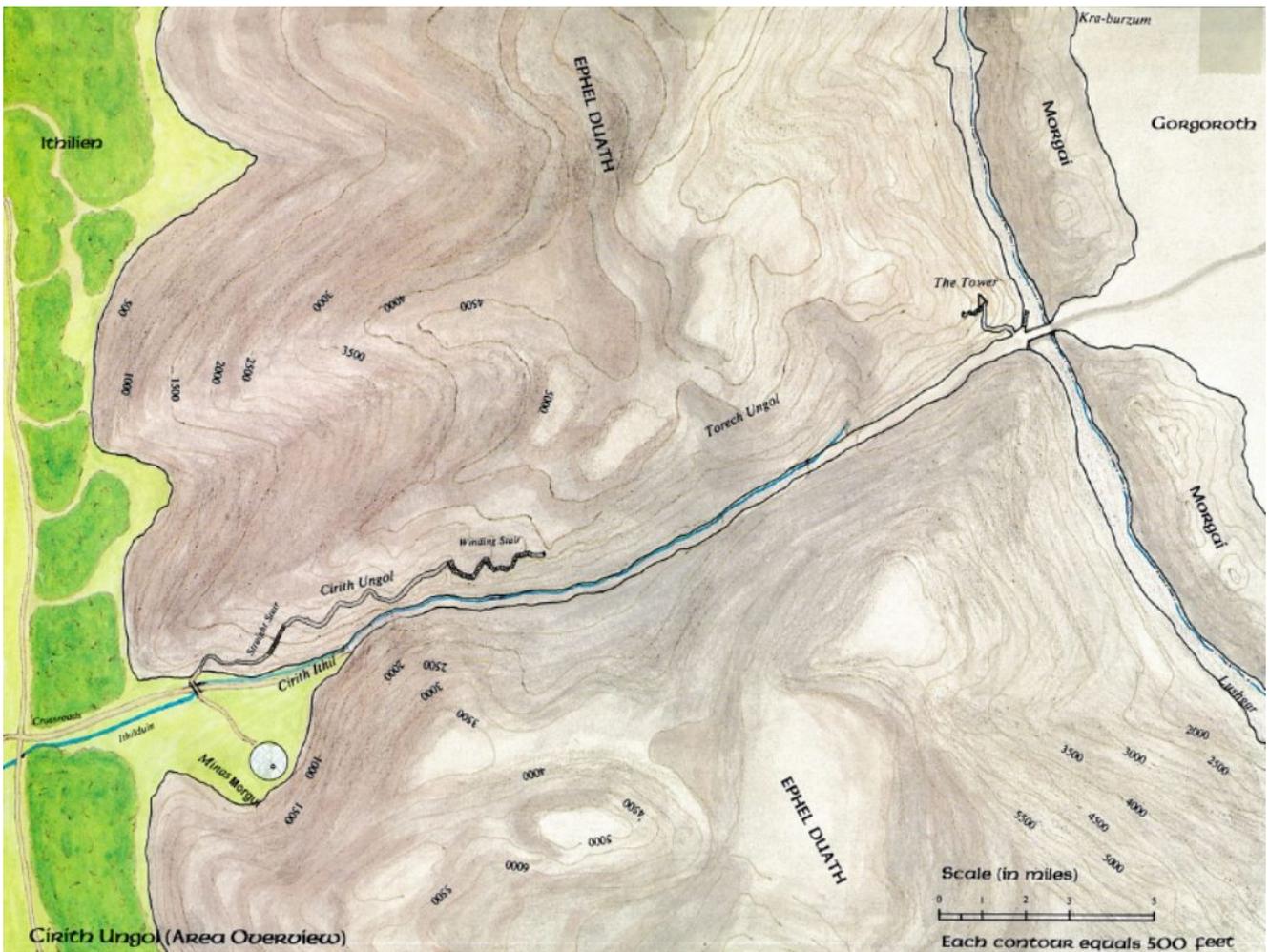
Northwest Mordor, Minas Morgul Area Highlighted - Map from ICE MERP #8030 Shelob's Lair



# Minas Morgul Area Map 1



# Minas Morgul Area Map 2 (Zoomed) - Modified from ICE MERP 8030



## Route #2 - Cirith Ungol

### **Description of First Stair**

“A narrow and dark cleft in the rock greets you, and care is certainly needed. The Stairs almost as a ladder, the steps are narrow, spaced unevenly, often treacherous: they are worn and smooth at the edges, and some are broken, some crack as you set your foot upon them. You become more and more aware of the lengthening fall if you should miss a

step.”

-Book IV of the Lord of the Rings, page 145, the Stairs of Cirith Ungol

## **Description of Second Stair**

“Once more a stairway opens before you, a long and weary ascent; but this stairway does not delve into the path like a snake winding to and fro across it. It overlooks the Nameless pass, glimmering like a glow-worm thread, far far below”

-Book IV of the Lord of the Rings, page 146, the stairs of Cirith Ungol

**Description of Torech Ungol**





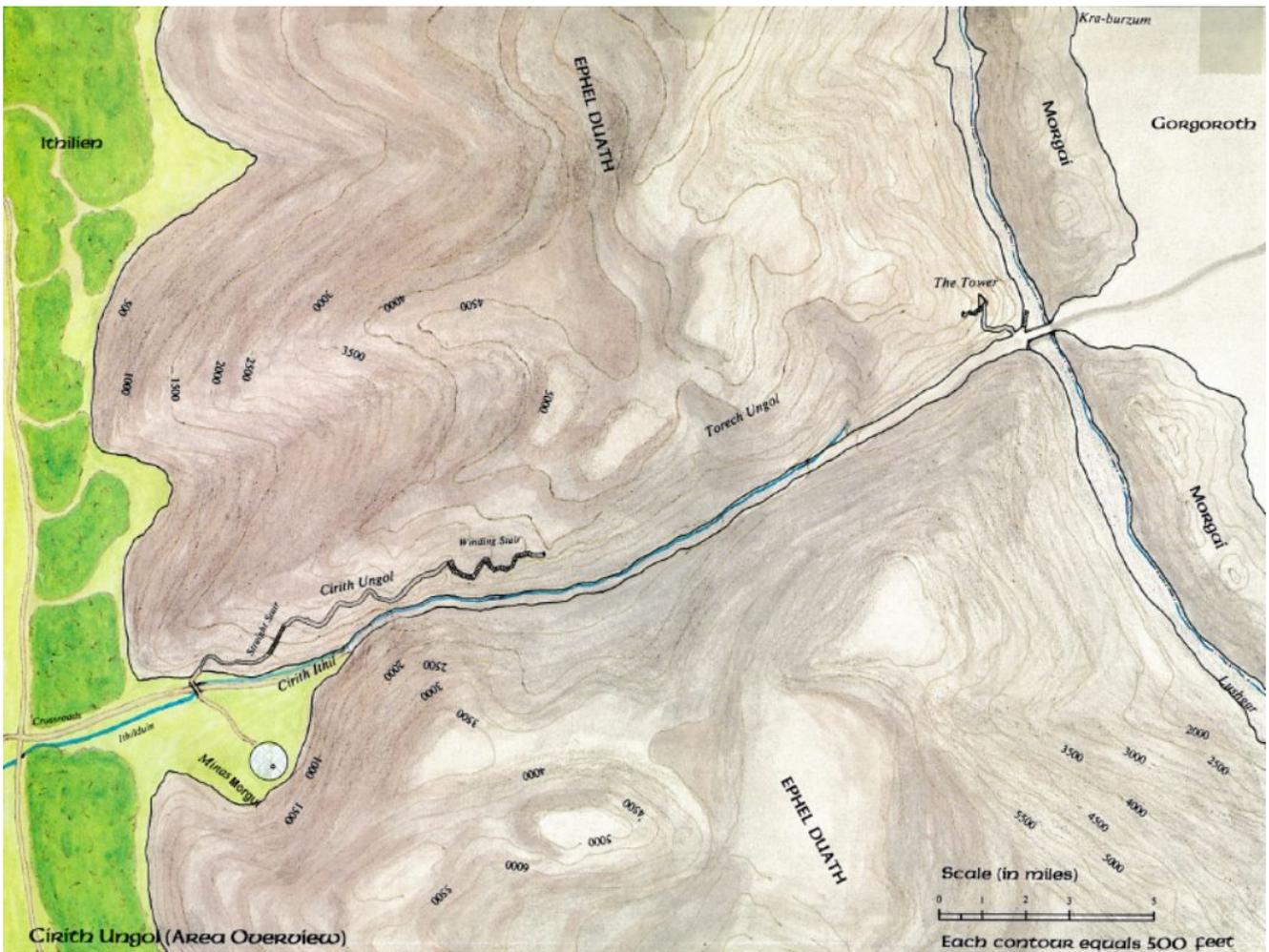
Northwest Mordor, Cirith Ungol Area Highlighted - Map from ICE MERP  
#8030 Shelob's Lair



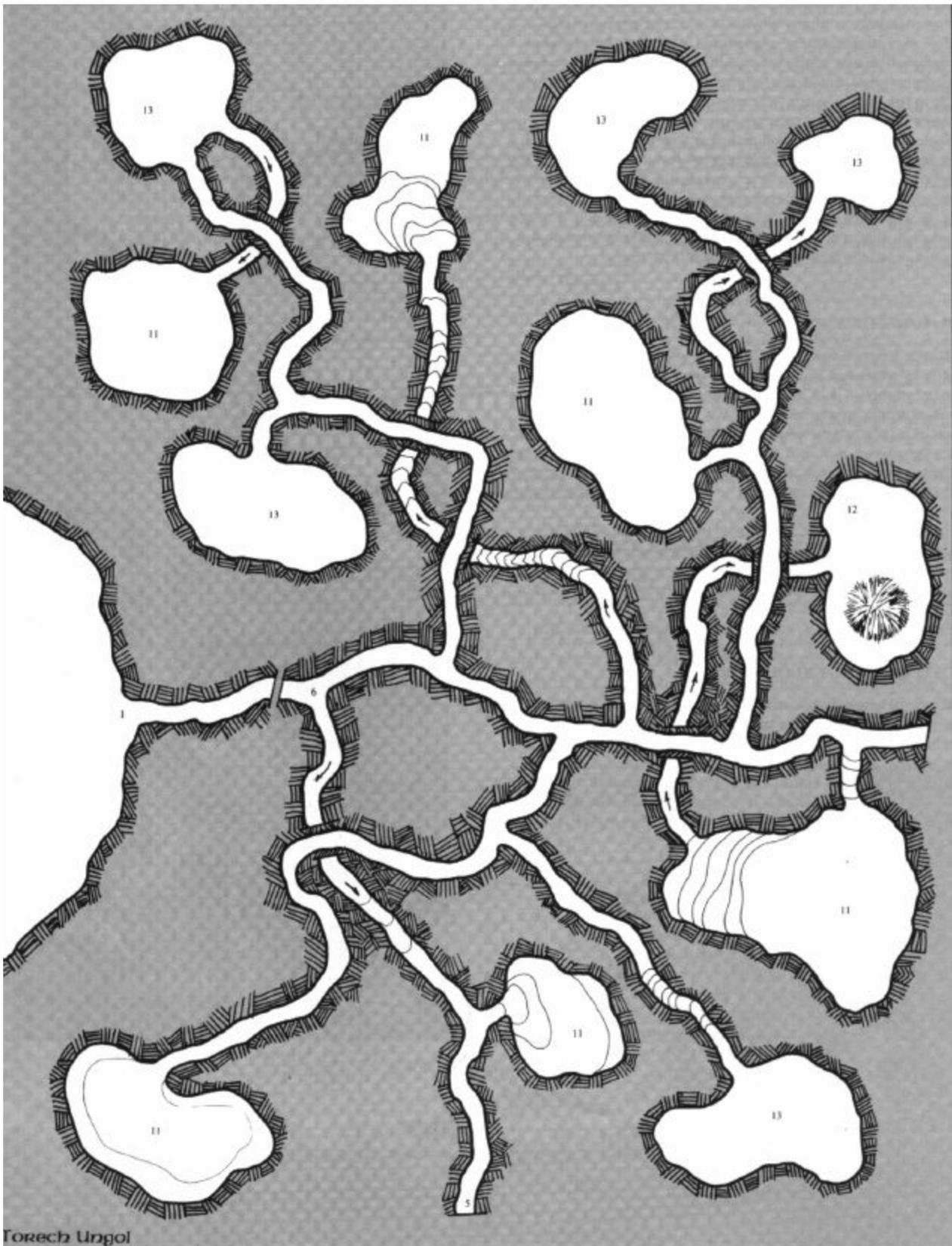
# Cirith Ungol Area Map 1



# Cirith Ungol Area Map 2 (Zoomed) - Modified from ICE MERP 8030



**Torech Ungol (the caves of the spider) - West Side - ICE MERP 8030**

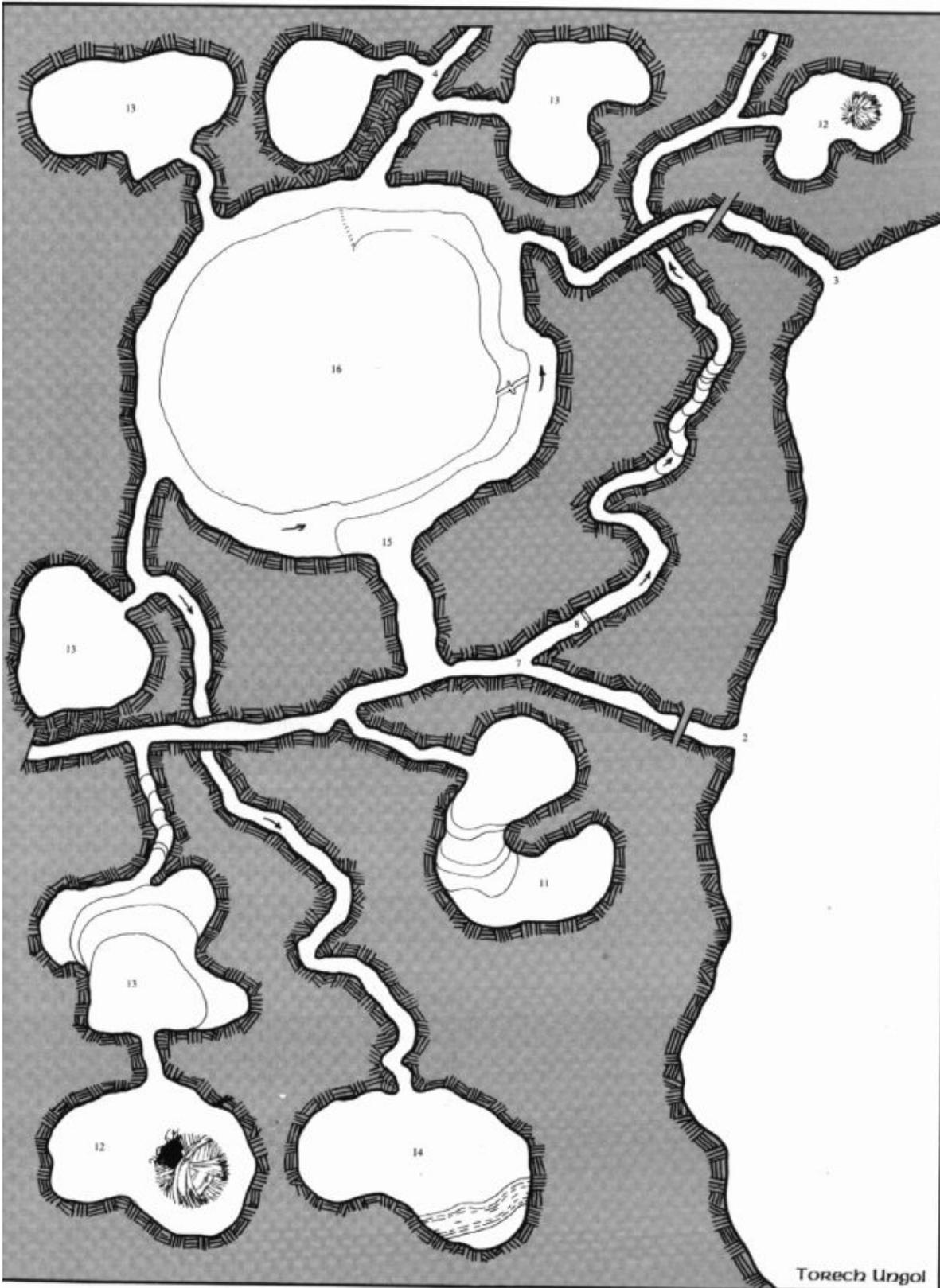


## Torech Ungol (the caves of the spider) - East Side - ICE MERP 8030

### Description of the Eastern Entrance to Torech Ungol

“Up a long ravine, between the piers and columns of torn and weathered rock, standing like huge unshapen statues on either hand. There is no sound but your feet scraping on the stone. Some way ahead, a mile or so, perhaps, is a great grey wall, a last huge upthrusting mass of mountain-stone. Darker it looms, and steadily it rises before you as you approach, until it towers up above you, shutting out the view of all that lay beyond. Deep shadows lay before its feet, and a putrid stench comes from within. Worse even, than that of the Morgul Vale.”

-Book IV, Chapter IX, Shelob's Lair, page 156



## Description of West exit cave mouth of Torech Ungol

“A greyness, which light does not pierce. Across the width and height of the tunnel, a vast web was spun, orderly as the web of some huge spider, but denser-wover and far greater, and each thread was as thick as rope.”

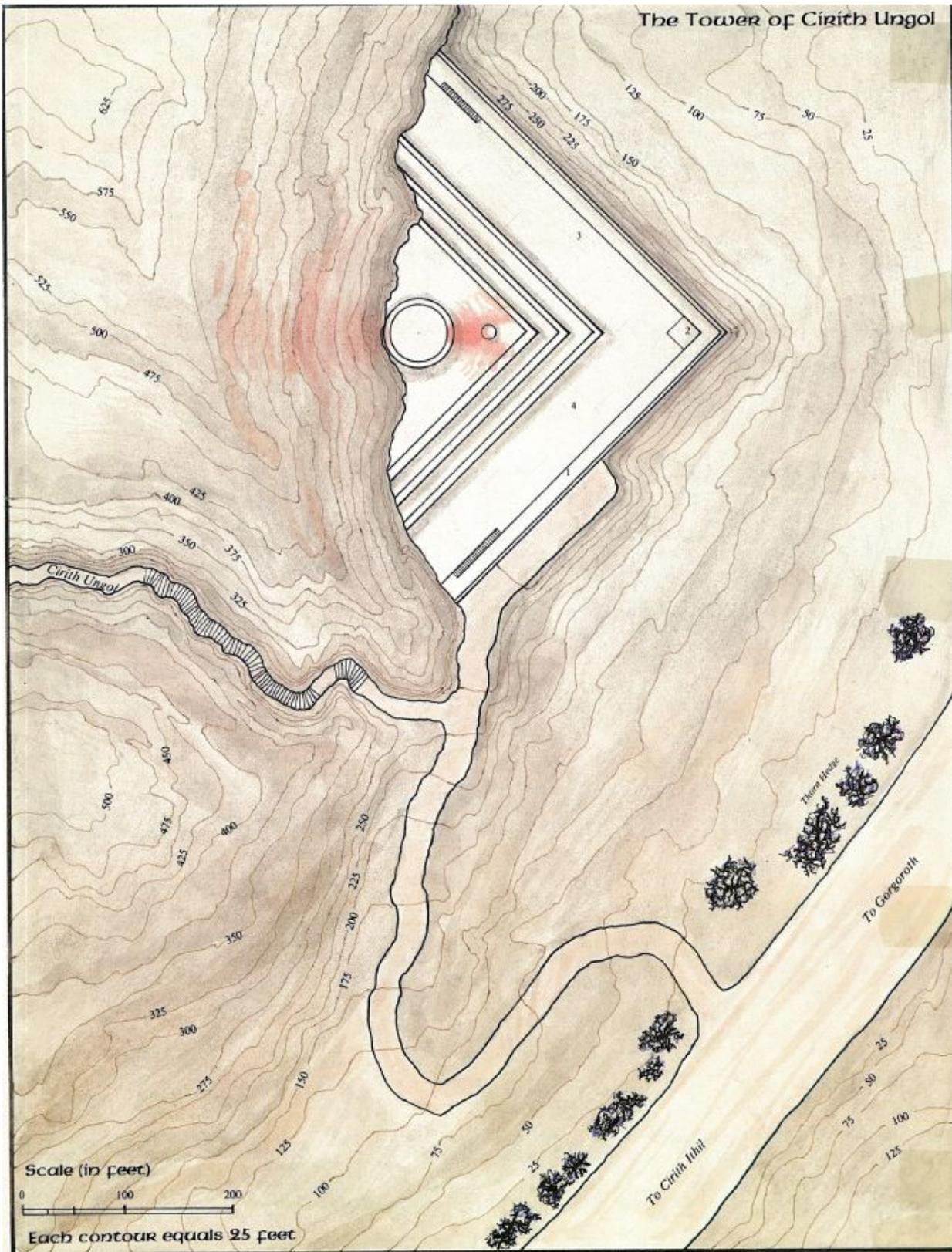
-Book IV, page 163, Shelob's Lair

(If the party hews the webs of Shelob's blockage upon the exit) “A cleft, Cirith Ungol, is before you, a dim notch in the black ridge, and the horns of rock darkling in the sky on either side. A short race, a sprinter's course, and you could be through.”

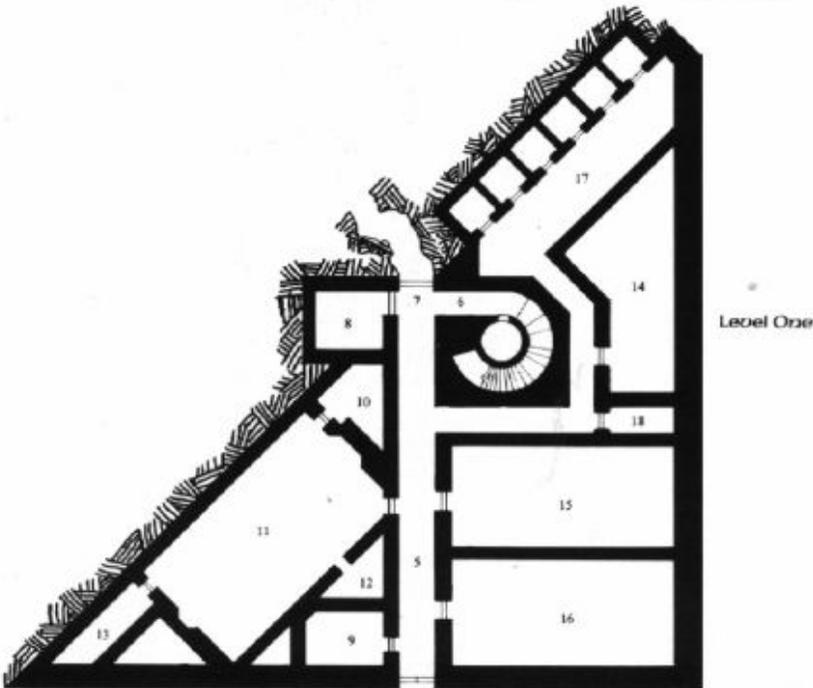
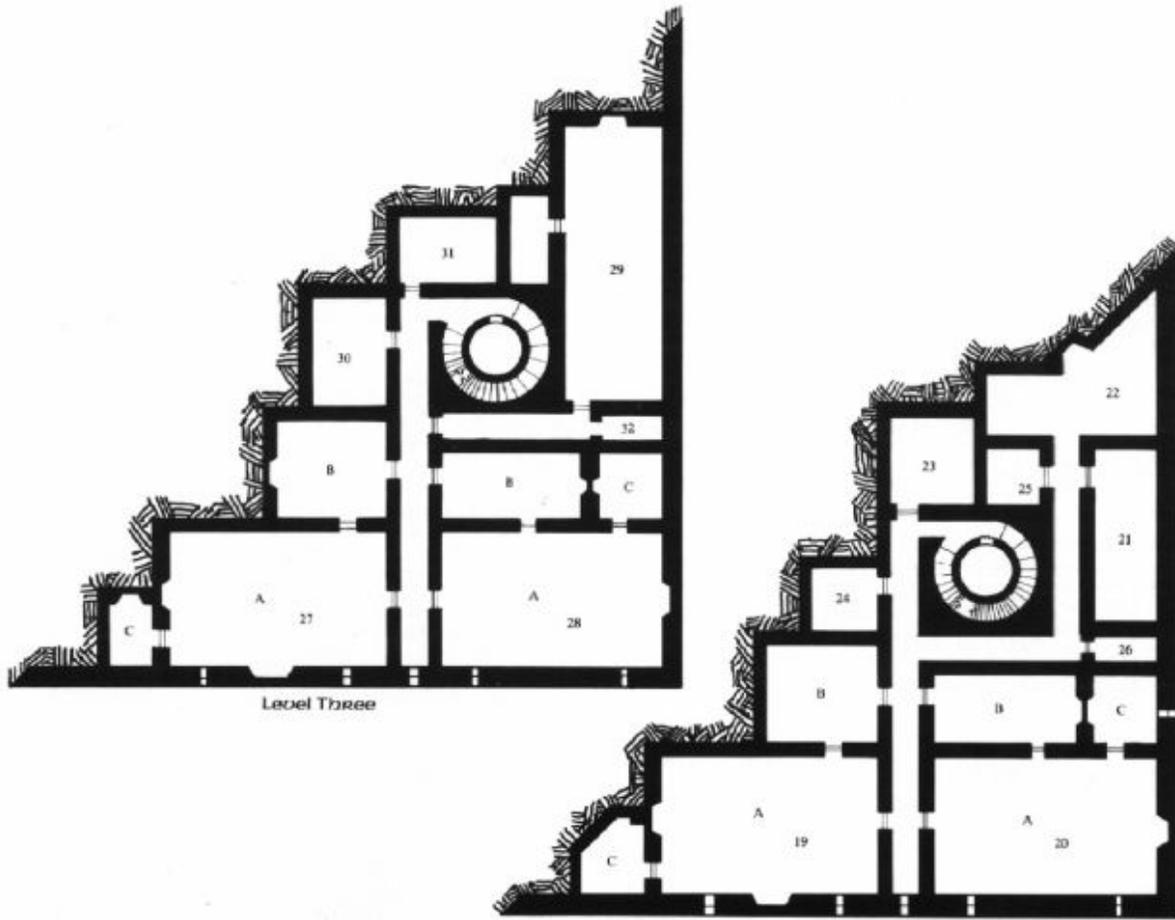
-Book IV, Shelob's lair, shortly after Page 163 (165ish?)



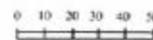
# Tower of Cirith Ungol - Exterior - Map from ICE MERP 8030



# Tower of Cirith Ungol Levels 1-3 (ICE MERP #8030)



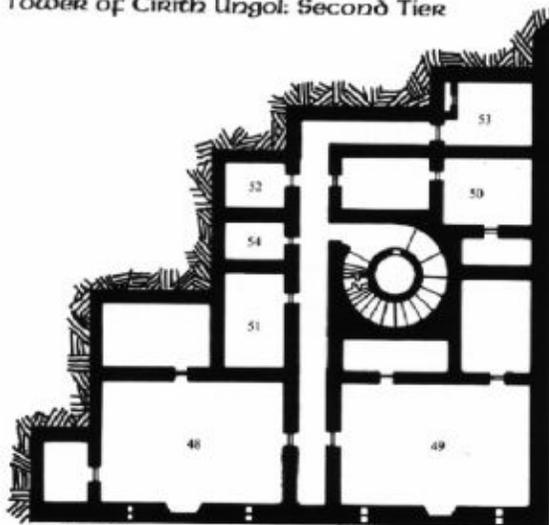
Scale (in feet)



Tower of Cirith Ungol: First Tier

# Tower of Cirith Ungol, Levels 4-11 (ICE MERP #8030)

Tower of Cirith Ungol: Second Tier



Level Six



Level Five



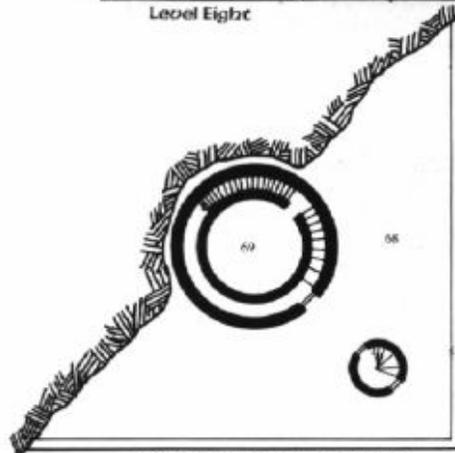
Level Four



Level Seven



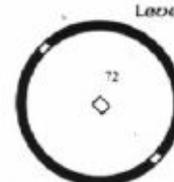
Level Eight



Rooftop/Turret: Level Nine



Level Ten



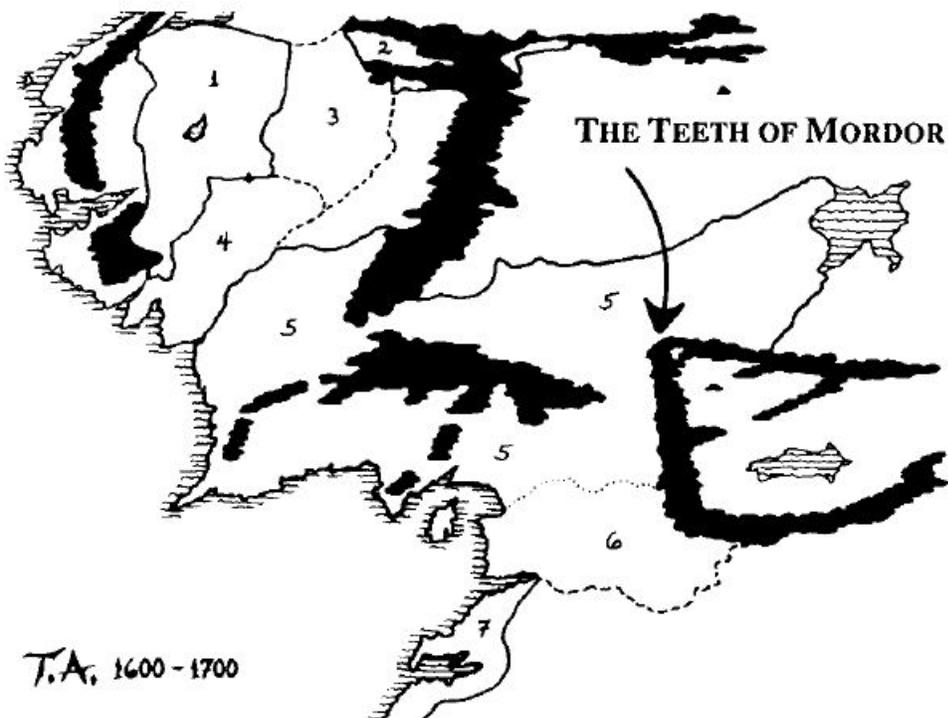
Level Eleven

Tower of Cirith Ungol: Third Tier and Turret



## Route #3 - Morannon, The Teeth of Mordor, and Udûn

Map From ICE MERP 8202 "Teeth of Mordor"



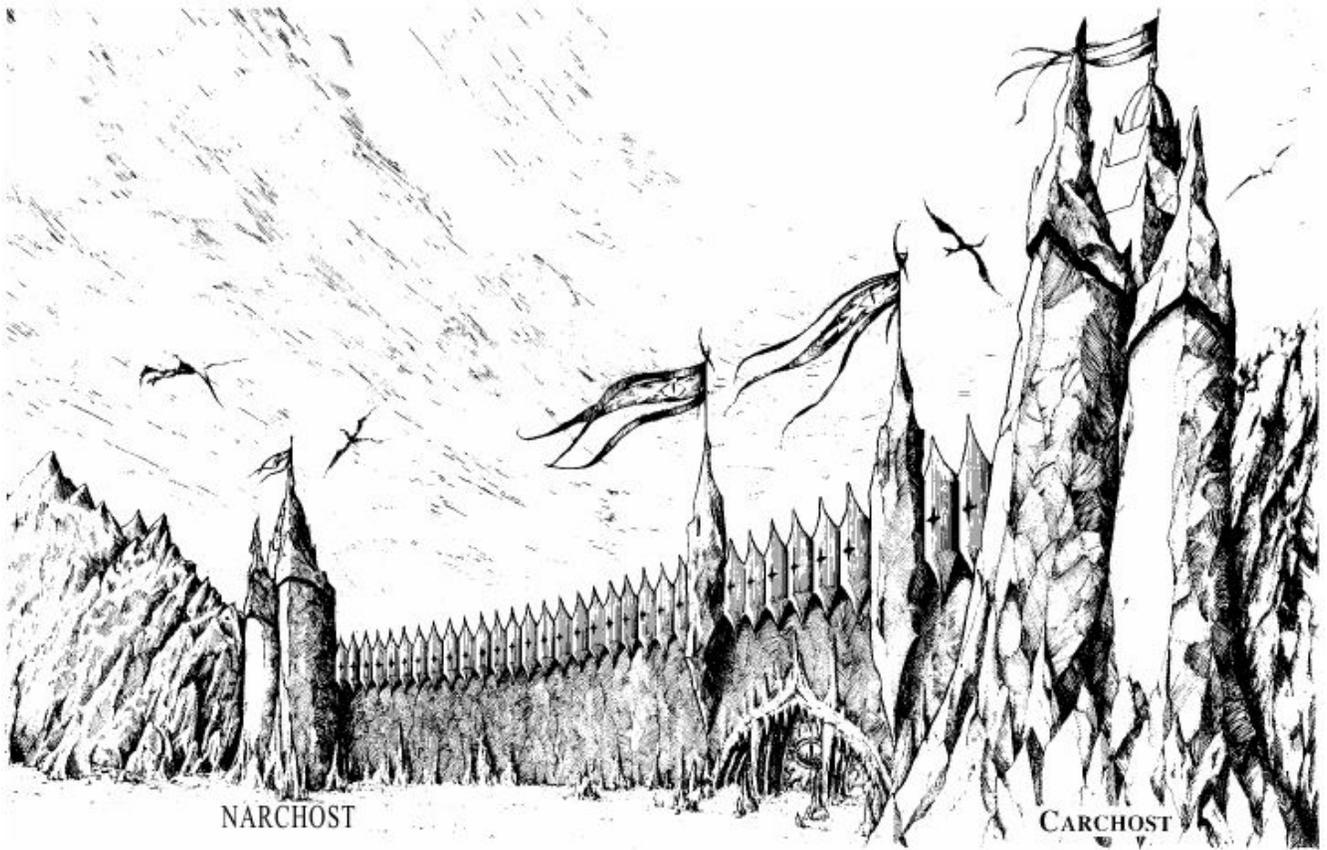
**Third Age 1600-1700**

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

Crossroads of Ithilien, north through North Ithilien

- Morannon
- Teeth of Mordor
- Cirith Gorgor
- Udun
- Isenmouthe
- Plains of Gorgoroth

**Two towers of Carcoth (western tower), and Narcoth (eastern tower)  
(From MERP #8202)**



## Description of Morannon

Ahead looms the Black Gates, ramparts towering high, and even higher yet, the towers of Carchost and Narcost.

## Description of Udun

A rocky barren land, gasses spurt up occasionally, the smell of sulfur strong. Others are gouts of flame, rising from tears in the land. Looking out across this land makes you shiver, it's appearance so alien and brutal. Not a single scrub of life seems to exist upon this barren expanse, which leads to the wretched teeth of mordor, some miles off.

## Description of Isemmouthe (viewed from North side of barrier)



It's a swift flowing river, very difficult to cross and very wide. I can't find the reference so you'll have to make due with that pretty simple idea.

**Description of Isemmouthe (viewed from south side of barrier)**



## Route #4 - Pass of Poros

Key landmarks for this route, in order of travel:

- Central Ithilien Crossroads
- Ephel Duath (Mountains of Shadow)
- Southern Ithilien
- Emen Arnen
- Poros River
- Crossings of Poros
- The Harad Road
- Pass of Poros
- Poros Watchtower
- Poros Uruk Caves
- Pass of Poros Eastern Gate
- Nurn
- Plateau of Gorgoroth
- Cirith Ungol Watchtower
- Morgai
- Durthang

For details about each location, see the appropriate section of this document.

## **Description of Bridge of Poros**

A sturdy stone bridge spans the river. Though it clearly hasn't seen any major in some traffic, and some stones have crumbled from this bridge, the core seems solid and well made, seeming to weather many years with little difficulty.

## **Description of River of Poros**

This swift flowing river is ice cold, flowing fresh from the mountains of Mordor, and all along its banks, thick vegetation grows, rich with life.

## **Description of Pass of Poros West Entry**

The ground slopes up steeply, leading you right past a tall tower, the mountains towering to either side, casting long shadows, casting a nearly oppressive right. As you near, you see a strand of something reaching from the tower to the other side of the pass. It waves gently in the wind, and no light comes from the tower.

As you crest the pass, you see a wall of something... white. (spider silk)

## **Description of Pass of Poros - Watch Tower**

This tower only reaches some thirty feet, small windows looking out from the second and third stories. Some of the black stone crumbles, and small webs fill these windows. A stench comes from within, and no light seems to pierce its depths.

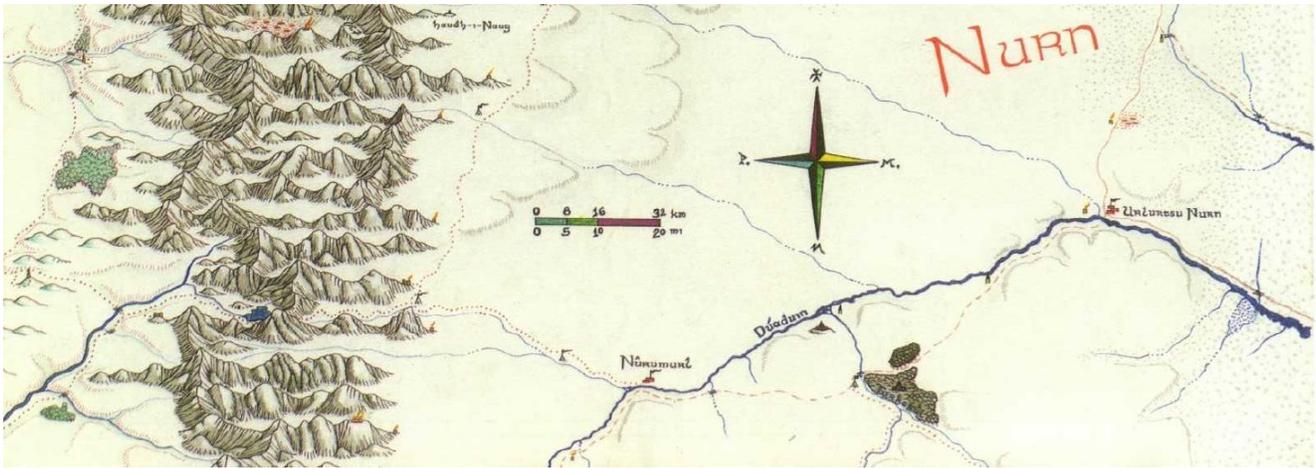
## **Description of Pass of Poros - Orc Hold**

A handful of tents huddle in a ditch beside the road, a small fire-pit full of wood. Gear lays haphazardly about, and some orcs laze about, while a few appear to be sleeping.

## **Description of Pass of Poros - East Side Gate**

At the narrowest point of the pass, a gate blocks the way. Some twenty feet tall, it's black iron has small hooks, which would pierce the hands, and rend the flesh were one to climb it carelessly.





At the source waters of the Poros river, at the southern end of Gondor.

The ground rises steeply, into rocky terrain, and climbs, only some miles after making way towards the pass, does it become apparent, it must not be manned any longer. No fires burn in the lone watchtower, and strands of spider silk, reaching from the tower, to the other side are readily apparent, at first high above.

Within the tower are three corpses, shriveled up husks, partially covered in webs. Their weapons rusted, and their armor unadorned. Little is left in the tower but the corpses. Though a single spider- the runt of the group- stays here to hide from the sun. His webs extremely thin, almost imperceivable to the PC's unless they're on their hands and knees looking for these tiny webs, which warn of an intruder's presence. Despite being smaller and weaker, this spider is incredibly smart compared, and will use guile and cunning to snatch the players,

over brute force.

This spider is a lesser spawn of Shelob, and can speak to the PC's, and will even attempt to convince them to kill his sister over necessarily killing them outright, if they seem too difficult to take on his own. He doesn't like anything but an easy meal.

If the PC's wound him, or corner him, he will beg for mercy, and inform the players of an easy way to his sister, through a small cave, which leads around, to the sister's lair. What he neglects to mention, is that several of the lesser spiders live in there, and nearby, and spend most of their time in their webs, lest the greater female spider should call for them.

The greater spider, has woven, just past the watch tower, a greaty wall of webs, spanning the entire pass, some fifty feet thick, which she sits in the center of, during the cooler parts of the day, (dawn and sunset) and much of her nights. If the outer spiders notice anyone, then often, they will gather on this great web, in preparation to eat those attempting to travel through the web.

## Route #5 Northeast Wastes

It's just a swampy wasteland. There's very little of note, other than hordes of bugs, which will suck your blood. Hundred's of mosquitoes in groups, and other critters, far more nasty.

**Description of \_\_\_\_\_**



## Route #6 Southeast Deserts

It's a waterless, hot dessert. Months of travel, meaning months of water must be brought, practically an impossible journey, but if made, will lead into the lush lands of Nurn, where the slaves of Sauron farm this lush area, providing food for his armies.

**Description of \_\_\_\_\_**

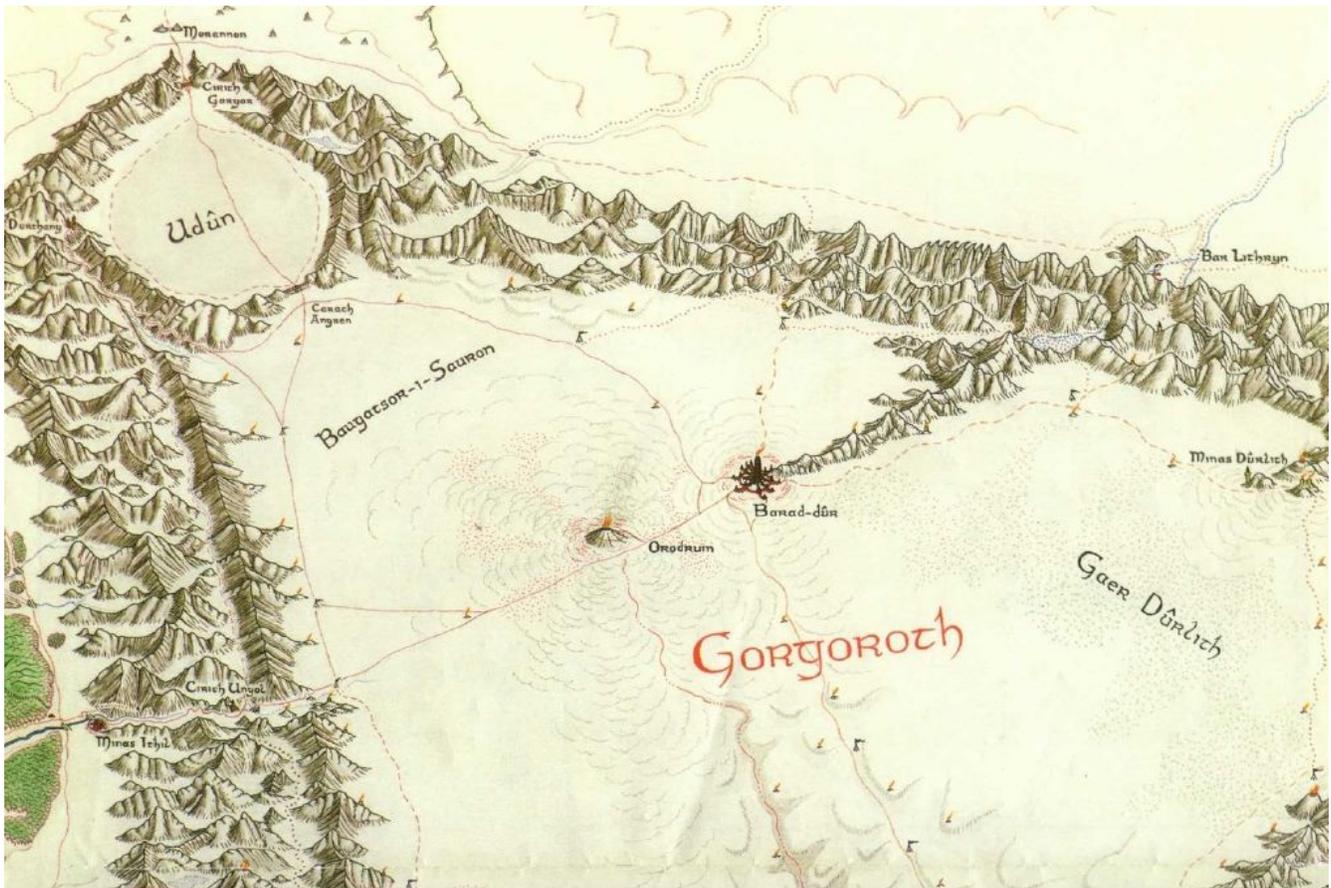


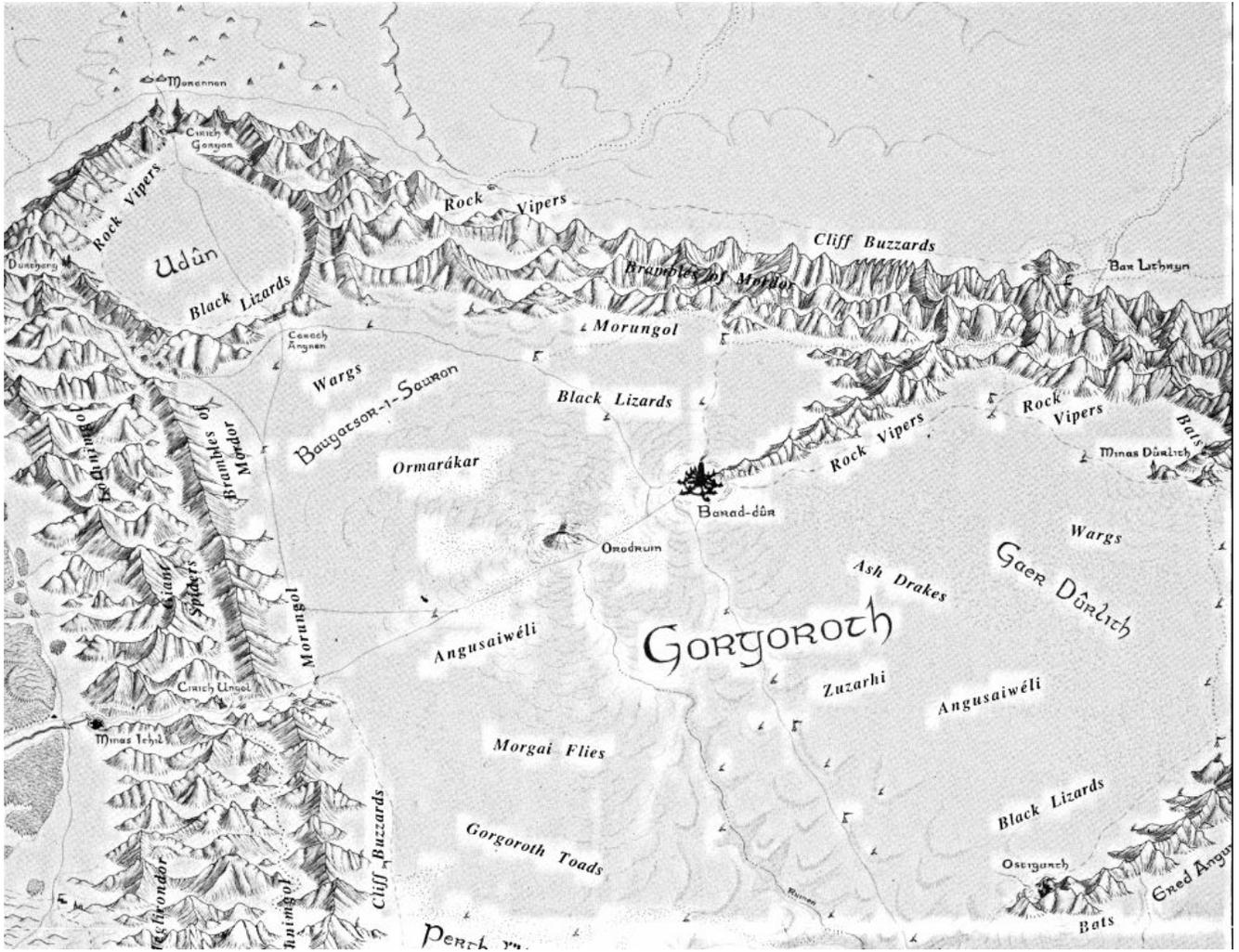
## Orc-hold Examples Scattered throughout Mordor

There are orc-holds scattered throughout Mordor. These can range from a single cavern, to a complex network of caves. They may be empty of orcs, but filled with or weapons, armor, food, and other supplies, and typically have a functional water cistern somewhere near the closest major road. Cisterns are typically spaced about 1-day's orc march. Or they may be packed to the gills with orcs and other minions. Remaining in hiding until the Will of Sauron tells them to come out of hiding and issue forth (very soon!).

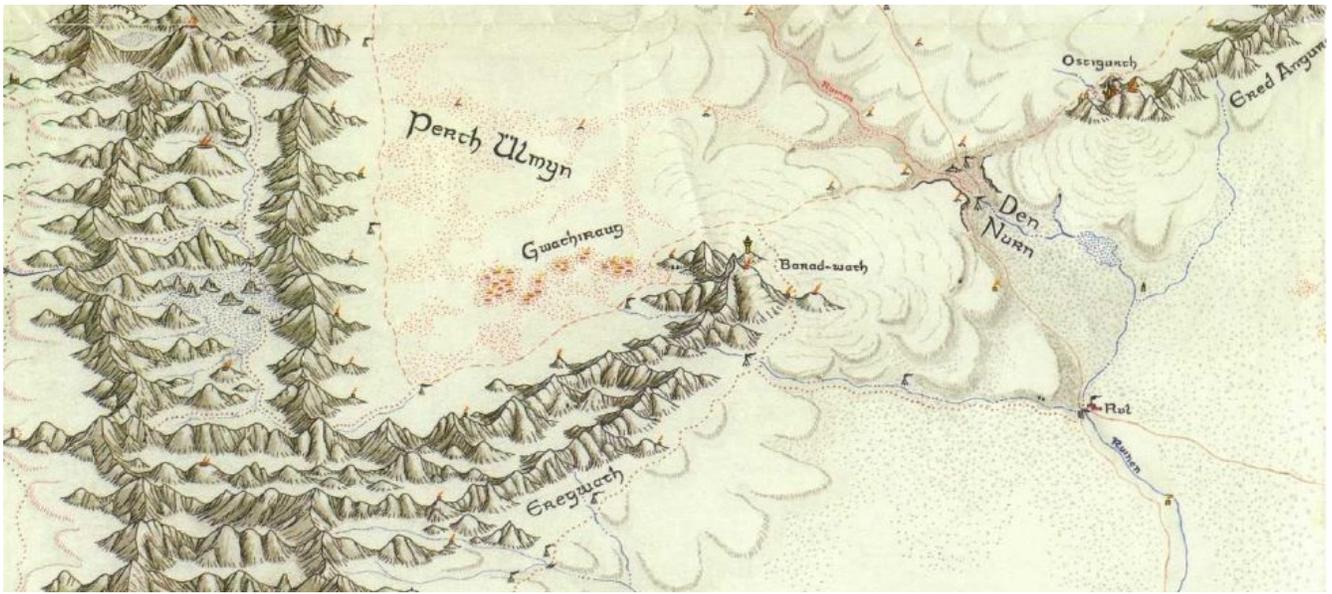


# North Gorgoroth (From ICE MERP #3112)





# South Gorgoroth Map (from ICE MERP #3112)



## Three Possible Locations for The Elf Prisoner - GM/LM Discretion

You as the GM can decide where the prisoner is actually currently located. This allows you to adapt to the speed of your group and stay on schedule for the convention.

- Mobile Prison Camp Between Durthang & Barad-dur, or Minas Morgul & Barad-dur
- Durthang
- Minas Morgul / Morgul Vale

## **Prisoner Location #1 - Mobile Prison Camp (2 sub-options, GM/LM Discretion)**

Prisoners in caged wagons. Escorted by 6-10 orcs, and half a dozen men, the men are armed with bows, sword and shield, whereas the orcs have a mix of melee weapons. Two men ride on horseback, and the rest ride or walk on/with the wagons. They're pretty relaxed, and hardly expect a threat. So unless the PC's are pretty obvious, it's unlikely the caravan will notice them.

At DM's Discretion; the Caravans are only spaced a day apart at this time, so if the PC's take a break after the slaughter, it's quite possible they could be happened upon by another caravan, which could prove overwhelming after what was probably a challenging battle against that one caravan.

Moving Prison Camp, alongside a main road Between Minas Morgûl and Barad-dûr, or between Durthang and Barad-dûr. They are being taken to help in the beginnings of the rebuilding of Dark Tower. This is the first year that the rebuilding of Barad-dûr began.

## **On The Road Between Cirith Ungol/Minas Morgul and Barad-dûr**

Supply caches are scattered about, hidden in gully's and small rock outcroppings, 'lush' with food and water, though orc food may not be to the PC's stomach's. Often times small rocks will clatter near by from up above, and there always seems the presence of watchful eyes, yet they never seem to catch a glimpse of any orc's.

Try to give the vibe of being watched, but avoid any orcs being seen. If the party ventures into any caves, try to make it only a single cave, not one of the many interconnected tunnel's in the area. In pretty much every cave, there will be 10-20 orcs, or however many can be packed in, as they've been ordered to lay low. It should serve as a warning to the PC's to avoid venturing into any caves, after a brutal fight against those in the cave.

## **On The Road Between Durthang and Barad-dûr**

If the party ventures into any caves, try to make it only a single cave, not one of the many interconnected tunnel's in the area. In pretty much every cave, there will be 10-20 orcs, or however many can be packed in, as they've been ordered to lay low. It should serve as a warning to the PC's to avoid venturing into any caves, after a brutal fight against those in the cave.

## **Prisoner Location #2 - Durthang (Recommended)**

This is the recommended location, but again, it is up to the GM to decide the actual location of the prisoner(s).

The prisoner(s) may be outside, getting ready to be marched to help with the rebuilding of Barad-dûr, or inside Durthang's confines. Remember this castle was originally built by the Gondorians, and then abandoned in 1640, then later taken over by Sauron's minions.

## NPCs of Note

### Hûnbûrz “The Witch/Necromancer”

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/the-witch-before-changes.png/view>

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/the-witch-as-lord-erbenaine.png/view>

Name Under Sauron: Burgul Matuurz (Shadow Mortal)

Instead try: Hûnbûrz (Huun-buurz) (Black Heart (lit. Heart that is dark as night).

Bûrz = dark (adj) TK, 2. night (noun) AA

hûn = heart (noun) LOS (< Quenya hón)

be careful always to put the adjective after the word it modifies.

Pronounce û = <https://en.wikipedia.org/wiki/%C3%9B> & <http://www.unwords.com/view/pronounce.html>

Black Speech / Morbeth sources:

Neo Black Speech:

<http://www.thelandofshadow.com/mordorgate/darkdownloads/blackspeech/BS-B-.htm>

And

<http://minidragon.freeservers.com/Oldsite/morbeth.html>

Currently Possessing: Thaindan Nathedan Erbenaine (Eldest son of Lord Erbenainne)

Second Possessed: Thainan Erbenaine (Lord Erbenaine himself)

First Possessed: Alagon Yew-Bow (Dunedain Ranger Prisoner in Dol Guldûr).

Original Name: Allana Vlamberge (of Minas Tirith)

Primary Antagonist. The story revolves around the motivations, actions, and reactions of this NPC.

## **Lady Alise Erbenaine (“The Lady”)**

Age: 49

Name: Alise Erbenaine

Pregnant.

Wife of the Lord whose body is currently possessed by The Witch. Carries Lord Thaindan Erbenaine’s only male heir. Other son killed in battle with father, and daughters married off.

Baby will be born during early stages of adventure. It is a girl.

The baby is kidnapped during the middle of the night, hours after birth, by The Witch.

## **Lord Thaindan Erbenain (“The Lord”)**

Name: Thaindan Erbenaine

Currently possessed by The Witch.

Age: 65

His disembodied, traumatized, and confused spirit, flitting between the battlefield and his estate, searching for his body, and begging for respite.

## **Nathedan Erbenaine**

(Eldest son of Lord Erbenainne)

Briefly possessed by the witch.

Age: 19 at age of death.

## **The Steward of Gondor, Turgon**

Location: Minas Tirith, highest tier.

Age: \_\_\_\_

Appearance: \_\_\_\_\_

Voicing: Elderly but fairly kindly (lifetime of peaceful years)

Mannerisms: Skeptical but kind and reasonable. Afraid of the long years of peace ending under his watch.

Description of the Hall: \_\_\_\_\_

## **Master of the Archives/Libraries, \_\_\_\_\_**

Location: Minas Tirith Archives, \_\_\_\_\_ tier?

Age: 80

Appearance: stooped, elderly, scholarly, disheveled

Voicing: elderly, high-pitched, snooty.

Mannerisms: Curmudgeonly, condescendingly professorial.

Description of the Archives of Minas Tirith: \_\_\_\_\_

## **The Spy, Derufin**

Race: Gondorian (traitor)

Location: Minas Tirith

Age: 40

Appearance: Tall, with hawk like features, and raven black hair, often slicked back with oils. He has piercing blue eyes like ice.

Voicing: He speaks often with a pinched, haughty voice, full of arrogance. But he easily modifies it to whatever suits his need. Usually a more grand, but less arrogant voice to the PC's, as he has learned just how powerful they are.

**Mannerisms:** He bears himself like a king often, though depending on the situation, he will change his mannerism to suit, if it will obtain what he needs.

**Background:** He was born of rather poor standing, of a house of bitter nobles, whom had been nearly destroyed in the kin strife. He, always embittered by this, fell prey to Sauron's agents, whom wormed their way within his mind at an early age, and turned him to the shadow before his name day.

## **The Elf Prisoner, Fion Alcarion**

**Location:** (GM's discretion from choice of 4 locations)

**Age:** 633

**Appearance:** Exceptionally tall, with golden hair and pale eyes, he was once a very handsome, even pretty man. Even among the elves. But now, his flesh is eaten away at places, small things grow in some of the gaps, his smile now gap-toothed in places, his gums even, bear the signs of damage. His back torn by many whip lashes, skin flayed apart, nails missing. His hair missing in patches. He has become almost the visage of a dead man walking, yet he clings to life, just barely.

**Voicing:** He always sounds strained now, his voice tight, and easy to anger. If he can't satiate his anger by tearing orcs apart, then his voice will quiver with barely held rage. Yet some glimmer of that which is innately fair of elves, still lingers, making him sound somewhat better than gravel.

**Mannerisms:** He has a twitch in his left eye, and his fists are almost always clenched, unless he's able to tear orcs apart. Not that he has much to curl into a fist.

**Additional information:** He has suffered in "the houses of lamentation" for years, his "flesh has been devoured" in places, and his "shriveled mind left naked before the lidless eye".

All the fingers on his hands, and all the toes on his feet have been pulverized and then chewed off by horrors unspeakable.

The bones throughout his body and skull have been broken many, many times.

When the Heroes find him, his left arm is currently shattered (upper and lower), and he has several ribs sticking out at all angles, also broken.

Worse than his physical suffering, he was actually exposed directly to the Will of Sauron.

He held strong for many years, but eventually collapsed under the onslaught. He is now a completely willing Minion of Sauron, though of course he won't tell those rescuing him.

If returned to freedom, will be used to sow dissent among Humans, Dwarves, and Elves, to try to get them to isolate themselves from each other, so that they do not band together again as they did long ago.

He is extremely weak, and barely able to move. Even if/when healed, he will still have a very timid manner on the surface. Later, if pushed, he will have the possibility of a psychotically raging temper, where he blacks out and doesn't recall anything that happened during such breaks. This means he probably won't be the most effective minion, but it is a consequence of all he has been through.

Despite all that has happened, he is not cowardly, and if able, will help in any way he can, including (with a little too much intensity), killing any orcs or Sauronic minions (even with his bare hands bashing their heads against the ground repeatedly into bloody pulps if not stopped). If he does get into a fight directly, his psychotic anger will manifest, and he will be a danger to all those around him, not just foes. Think old school barbarian Berserker rage.

## Random Environment

Event	Minas Morgul	Cirith Ungol	Udun/Morannon	Northeast Wastes	Southeast Deserts	Pass of Porros	Interior of Mordor (near Bara-dur)	Interior of Mordor (near Durthang)
Flames	0%	0%	0-15%	0-5%	0%	0%	0-5%	0-2%
Fog	0-20%	0-15%	16-20%	6-10%	0%	0-3%	6-7%	3-5%
Smoke	21-21%	0%	21-25%	0%	0%	0%	7-15%	6-10%
Ash	0%	16-18%	26-30%	11-15%	0%	4-4%	16-25%	11-15%
Earthquake	0%	0%	31-32%	0%	1%	5-10%	26-30%	0%
Tremors	22-26%	19-20%	32-35%	0%	0%	11-20%	31-45%	0%

Landslide/Rock slide	27-30%	(On the Stairs) 21-25%	36-40%	0%	0%	21-23%	0%	16-20%
Toxic Gas, visible, odor	0%	21-21%	41-55%	16-16%	0%	0%	46-47%	0%
Toxic Gas, invisible, odor	0%	0%	56-58%	17-17%	0%	0%	48-49%	0%
Toxic Gas, invisible, odorless	0%	0%	59-60%	18-18%	0%	0%	0%	0%
Pyroclastic Flow	0%	0%	61-61%	0%	0%	24-25%	46-48%	21-23%
Distant Thunderstorm	31-31%	22-22%	62-62%	19-19%	2-2%	26-26%	49-49%	24-24%
Sudden Thunderstorm	0%	0%	63-70%	0%	0%	27-30%	0%	0%
Dust-storm	0%	0%	71-75%	0%	3-30%	0%	50-55%	0%
flash-flood	0%	0%	76-76%	20-22%	0%	31-35%	56-56%	25-25%
Rain	32-38%	23-29%	77-85%	23-26%	31-32%	36-45%	57-58%	26-28%
Hail	39-39%	30%	85-92%	27-34%	0%	46-48%	0%	29-30%
Light, Acid Rain	40-43%	31-33%	93-96%	35-35%	0%	49-49%	59-61%	31-31%
Heavy Acid	44-44%	34-34%	97-100%	36-36%	0%	0%	62-64%	32-32%

Rain								
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## **Flames**

Gouts of flame shoot occasionally from small holes in the ground

## **Fog**

A heavy fog rolls in, making see more than a few feet ahead impossible.

## **Smoke**

It stings the eyes, and chokes the lungs, making travel difficult, and seeing clearly difficult. If the part is exposed too long, they may even pass out, but wisps of smoke should be fleeting unless at Udun

## **Ash**

Thick ash will occasionally fall, finding it's way into pockets, eyes, mouths, and nose, causing coughing, and general unpleasantness.

## **Earthquake**

And earthquake will roughly jostle the PC's

## **Landslide/Rockslide (dry)**

A rockslide will threaten to knock the player's aside, burying them in rock

### **Toxic gas, visible, odor**

A gas that will burn the lungs, sting the eyes, and boil the flesh

### **Toxic gas, invisible, odor**

A gas which smells strongly of sulfur, burning the lungs, and causing one to choke

### **Toxic gas, invisible, odorless**

General dizziness will be caused, and it has the potential to kill a player. (carbon monoxide.)

### **Pyroclastic Flow**

A thick flow of lava comes crashing towards the party, without quick thinking, it could sweep some, or all- of them away.

## **Thunder, distant storm**

Thunder rumbles in the distance, preluding a potential thunder-storm to come

## **Sudden Thunderstorm**

Clouds quickly sweep in, thunder loud, and lightning flashes near the players, with a 5% chance of striking near, or a player (if wearing metal gear)

## **Dust Storm**

A blinding dust storm sweeps in, making traveling in the intended direction disorienting and impossible.

## **Flash flood**

Water sweeps in, flooding the pc's, up past the shin for your average human, making travel hard, and turning the ground (if soft) into a mud which will sink past the knees on an average man.

## Creatures

For likelihood of encounter, see the encounter charts relevant to each area. This section is to provide an overview list of all the possible creatures you will want to have stats available for your system.

**Corpse Candle**

**Spider, Giant**

**Warg**

**Boar, Wild**

**Goat, Wild**

**Goat, Wild, Mountain**

**Fell Beast**

**Messenger**

**Servant**

**Orc, Snaga/Slave (non-combatant)**

**Orc, Weak scout/spy**

**Orc, Weak warrior**

**Orc, Medium Warrior**

**Orc, Strong Warrior**

**Bats, cloud, normal**

**Bats, cloud, vampiric**

**Insects, flying, swarm (Flies of Mordor and more)**

**Trolls, lesser**

**Trolls, greater**

**Easterling, Scout/spy**

**Easterling, Warrior**

**Variag, Scout/spy**

**Variag, Warrior**

**Haradrim, Scout/spy**

**Haradrim, Warrior**

**Haradrim, Mumakil Rider**

**Mumakil, Lesser**

**Mumakil, Greater**

**Corsair of Umbar, Sailor**

**Corsair of Umbar, Warrior/Marine**

**Corsair of Umbar, Scout/Spy**

**Spawn of Shelob (greater intelligent huge spider)**

**Giant Spider(s) (non-intelligent)**

### **The current state of Gondor, Rohan, Dunland, & Surrounding Areas**

This section provides some background information regarding some of the key areas of note throughout this adventure.

Source information is gleaned from information in the bibliography & research notes section,

as well as Iron Crown Enterprises Middle-earth Role-Playing (ICE MERP), Cubicle 7's The One Ring Role-Playing Game (TOR RPG), Other Hands Magazine (OH), Other Minds Magazine (OM), and other sources. If a section is blank, refer to one of the above listed sources (TOR RPG & ICE MERP most frequently).

These are for now mostly place holders to remind the LM to read more information about these areas in preparation for the adventure, especially if implementing a longer campaign, rather than the short convention-based mini-adventure.

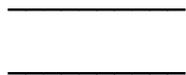
It is Spring 2951 when the Players begin at the Ithilien Crossroads.

## **Gondor**

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**Rohan**



**Minas Tirith**

**Osgiliath**

**Ithilien**

## ***North Ithilien***

### Flora/Herbs

Source: ICE MERP "Gates of Mordor" #8105.

Herb - Frequency

Aloe - EH

Arlan, Wild - E

Arpsusar - H

Athelas - EH

Attanar - VH

Bright Blue Eyes - EH

Carefree Mustard - E

Chap-Beech nuts - H

Elben's Basket - VH

Furry Oak Acorn - L

Grapeleaf Mangolia - VH

Kelventarb - M

Rewk - L

Sarah-Pokes-Her-Head - R

Splayfoot Goodwort - M

Slimqulore - M

Suranre - L

Thurl - E

Yaran - E

***Central Ithilien***

***South Ithilien***

**Dagorlad & the Dead Marshes**

## Minas Ithil/Morgul

## Cirith Ungol

## The Pass of Poros (Southwestern Mordor)

A river in the south of [Gondor](#). It forms the northern border of the contested land of the South Gondor, and the southern border of [Ithilien](#). During the later Third Age it was the effective southern border of Gondor.

About 400 miles (640 km) long, it began in the [Ephel Dúath](#) of [Mordor](#) and then flowed south-west for about 300 miles (480 km), when it bent north and met the [Anduin](#) just before its delta. The Poros was crossed by the [Harad Road](#) at the [Crossings of Poros](#).

Source: [https://en.wikipedia.org/wiki/List\\_of\\_Middle-earth\\_rivers#Poros](https://en.wikipedia.org/wiki/List_of_Middle-earth_rivers#Poros)

**Poros** was a small [river](#) in the South-eastern corner of [Gondor](#) flowing into the [Anduin](#). Estimated at being at least 400 [Númenórean](#) miles long, it began in the [Ephel Dúath](#)

([Mountains of Shadow](#)). It then flowed south-west for approximately 300 miles when it made a right turn heading for the [Anduin](#) delta.

It formed the northern border of the disputed land of [Harondor](#) and the southern boundary of [Ithilien](#). It could be forded at the Crossings of Poros (Haudh in Gwanûr) where the [Harad Road](#) was. It was the site in which the great [Battle of the Crossings of Poros](#) which occurred between Gondor and the [Haradrim](#) in [TA 2885](#).

Source: <http://lotr.wikia.com/wiki/Poros>

The **Poros** was a river in south of [Gondor](#). It formed the northern border of the contested land of Harondor ([South Gondor](#)), and the southern border of [Ithilien](#). During the later [Third Age](#) it was the effective southern border of Gondor.

About 400 [Númenórean](#) miles long, it began in the [Ephel Dúath](#) of [Mordor](#) and then flowed south-west for about 300 miles, when it bent to the north-west and met the [Anduin](#) just before the Anduin began its delta.<sup>[1]</sup>

The Poros was crossed by the [Harad Road](#) at the [Haudh in Gwanûr](#).<sup>[2]</sup>

In [T.A. 2885](#), the [Haradrim](#) crossed the Poros and invaded [Ithilien](#) with great strength. Reinforced by [Rohan](#), Steward [Túrin II](#) won a victory at the crossings of Poros, though the Rohirrim princes [Fastred](#) and [Folcred](#) were slain.<sup>[3]</sup>

[Karen Wynn Fonstad](#) has speculated in [The Atlas of Middle-earth](#) that the Poros is what remained of the [Straits of the World](#) after the [Sea of Helcar](#) drained into the [Great Gulf](#).<sup>[4]</sup>

The meaning of the name *Poros* is unknown.<sup>[5]</sup>

1. ↑ [J.R.R. Tolkien](#), *The Lord of the Rings, The Return of the King*, "Map of Rohan, Gondor, and Mordor"
2. ↑ [J.R.R. Tolkien](#), *The Lord of the Rings, Appendix A*, "The Númenorean Kings", "Gondor and the Heirs of Anárion", "The Stewards"
3. ↑ [J.R.R. Tolkien](#), *The Lord of the Rings, Appendix A*, "The House of Eorl", "The Kings of the Mark"
4. ↑ [Karen Wynn Fonstad](#) (1991), *The Atlas of Middle-earth*
5. ↑ [The Poros and the Bosphorus](#) at [Lingwë.blogspot.com](#) (accessed 12 October 2011)

Source: <http://tolkiengateway.net/wiki/Poros>

## **Watchtower of Poros**

Originally manned by Orcs, Southrons, and Haradrim. The tower is now uneasily silent.

Those entering will find it filled with huge spider webs, and find the dessicated bodies of a number of Men and orcs...

## **The Spiders of Poros**

## **The Uruks of Poros**

## **The Eastern Gate of Poros**

Outside the gate, are two small bands of Men camped on opposite sides of the Gate. On the north side a group of Southrons, on the south side a group of Haradrim, with a Mumakil.

**The Olog-hai of Poros**

**The Mountains of Shadow/Terror**

**The Mountains of Ash**

**Morannan**

The pass that is blocked by the Black Gate, is known as Cirith Gorgor (The Haunted Pass).

## **The Teeth of Mordor**

*Carchost (Eastern Tower: "Tooth Fort")*

*Narchost (Western Tower: "Fire Fort")*

Inside Mordor

## **Udûn**

Sindarin for “Hell”.

A deep valley between the Ephel Duath (Mountains of Shadow) and Ered Lithui (Ash Mountains) in Northwestern Mordor.

The Northern entrance to this valley is guarded by the Morannon (Black Gate) between Carchost and Narchost. The southern entrance of this valley guarded by the Isenmouthe (Carach Angren), with towers and forts upon the ends of the spurs of the mountain ranges.

The mountain spurs have many caves filled to overflowing with hordes of orcs when needed.

There are many other orc-holds in the ground scattered (and hidden at a distance) throughout the valley.

## **Isenmouthe (Carach Angren, “Iron Jaws”)**

A narrow passage between the plateau of Gorgoroth to the south, and the smaller Udûn valley to the north.

Heavily fortified.

Both rocky spurs of the mountains that overlook this narrow gap are covered in fortresses and watchtowers.

Across the the passage a great earthen wall has been constructed, and a deep ditch across the entire span of the opening, with just a narrow bridge across as the sole means of crossing.

## **Durthang**

Sindarin for “Dark Oppression”.

Positioned high up on the southwestern Udun spur of the Ephel Duath, above the Isenmouthe.

Originally built by the Gondorians after Sauron’s downfall at the end of the Second Age.

After the Great Plague around 1636 wiped out much of Gondor’s population, the castle was abandoned. Later it was taken over by orcs.

## **The Road from Morgul to Barad-dûr**

## **The Road from Durthang to Barad-dûr**

## Barad-dûr

### Herbs Master Table

Name		Form	Notes
Aloe		Salve	x2 healing rate for burns/cuts
Arlan, Wild		Poultice	Heals 1-6 hp
Arpsusar			
Athelas		inhale	Universal healant
Attanar		Poultice	Cures fever
Bright Blue Eyes		Tea	Enhances vision (x3)

			for 3 hours.
Carefree Mustard		Plaster	Heals all hits, must remain immobile for 1 hour.
Chap-Beech Nuts		Eat	1 day's nutrition
Elben's Basket		Soup	Heart stimulant x2 speed for 1 hour.
Furry Oak acorn		Eat	1 day's nutrition
Grapeleaf Magnolia		Nectar	Nutritious, intoxicating, dreams.
Kelventarb		Rub	Heals burns and 1-10 heat hp.
Rewk		Chew	Heals 2-20 hp
Sarah-Pokes-Her-Head		Root	3 weeks nutrition
Splayfoot Goodwort		Drink	Instills confidence, (+25 Rolemaster) to Morale (+5 d20)
Sulimquelote		Rub	Produces fragrant scent 1-4 hours.
Suranre		Inhale	1 round stun relief
Thurl		Drink	Heals 1-4 hp
Yaran		Inhale	1 hour acute smell and taste.

## Game System Specific Information

This section has the game-system specific information that Dungeon Masters (DM), Game Masters (GM), Loremasters (LM), Storytellers, Narrators, etc. will need.

Each GM should place the information they think they will need for their table, within this appropriate section. Please do fill out these sections so that future users of this adventure can also benefit.

Thanks!

Game Systems included: MERP 2nd Edition, Eä d20 RPG AD&D 1st Edition, Eä d20 3.5 D&D, The One Ring RPG (TOR RPG), Adventures in Middle-earth (AiMe).

## **John - Adventures in Middle-earth (AiMe, D&D 5th Edition)**

### **Key NPC Stats**

#### **The Spy**

### **Creature Stats**

#### **Orc, slave, non-warrior**

Snaga Tracker

Small humanoid (Orc-kind)

STR 10 (+0) DEX 12 (+1) CON 11 (+0) INT 12 (+1) WIS 10 (+0) CHA 13 (+1)

Armour Class 12 (Orcish Leathers)

Hit Points 7 (2d6)

Speed 30 ft

Skills Perception +2, Stealth +5

Senses darkvision 60 ft, passive Perception 12

Languages Orkish, Westron

Challenge 1/8 (25 XP)

**Coward.** Once injured, the Snaga Tracker suffers Disadvantage on all combat rolls.

**Sneak Attack.** Once per turn, the Snaga Tracker deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has Advantage on the attack roll, or when the target is within 5 feet of an ally of the Snaga Tracker that isn't Incapacitated and the Snaga Tracker doesn't have Disadvantage on the attack roll.

**Sunlight Sensitivity.** While in sunlight, the Snaga Tracker has Disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

#### Actions

**Jagged Knife.** Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3 (1d4+1) piercing damage.

**Bow of Horn.** Ranged Weapon Attack: +3 to hit, range 80/320 ft, one target. Hit: 4 (1d6+1) piercing damage. The victim must also make a DC 11 Constitution saving throw or be Poisoned for 1 minute.

## **Drake - Eä d20 RPD AD&D 1st Edition**

### **Key NPC Stats**

### **The Spy**

### **Creature Stats**

### **Orc, slave, non-warrior**

**Jacob - Eä d20 RPG 3.5 D&D**

**Key NPC Stats**

**The Spy**

**Creature Stats**

**Orc, slave, non-warrior**

## **Drake - Middle-earth Role-playing (MERP)**

### **Key NPC Stats**

### **The Spy**

### **Creature Stats**

### **Orc, slave, non-warrior**

**Brian - The One Ring Role-Playing Game (TOR RPG)**

## **Key NPC Stats**

## **The Spy**

## **Creature Stats**

## **Orc, slave, non-warrior**





## **GM/LM Mordor Area Map - Hexed**

Need to replace this map with self-created map before public release.

**Minas Tirith to Osgiliath and Ithilien. NW Mordor Area. GM/LM Hex.**

**Middle Ithilien Map - GM/LM Hex.**



North Ithilien and NW Mordor. GM/LM Hex



## Inside Mordor 1 - GM/LM Hex



# Research Raw Notes

## **Keyword Mordor - Primary Sources**

### **The Silmarillion**

Book version: Small paperback. First Ballantine Books Edition: March 1979.

**mor** = dark.

**dôr** = "land" (i.e. dry land as opposed to sea) was derived from ndor.

Mordor = "The Black Land", also called the Land of Shadow; Sauron's realm east of the mountains of the Ephel Dúath. 330, 347, 357, 360-8, 376 (Index of names: p. 425).

### **Barad-dûr - "The Dark Tower"**

329, 334, 347, 363, 365, 375, 377.

### **Cirith Ungol and Shelob's Lair**

### **Dagorlad and the Dead Marshes**

### **Dark Lord, The**

Term for Morgoth, 280, and Sauron, 359, 371, 375.

### **"Fence of Shadow", Ephel Dúath, aka "Mountains of Shadow"**

The mountain range between Gondor and Mordor. 361-2. 368.

### **Minas Ithil / Minas Morgul**

"Tower of the Moon", The city of Isildur. Built on a shoulder of the Ephel Dúath. 361-2. 368.

### **Mount Doom, Amon Amarth, Orodruin**

Aman Amarth is the name given to Orodruin when its fires awoke again after Sauron's return from Numenor. 363, 377.

## **The Hobbit**

## **The Lord of the Rings**

## Millenium edition

### Places

#### ***Ashen Mountains, Ered Lithui***

vi 39.53

Ered Lithui: iv 49, v 195, vi 45

#### ***Barad-dûr***

ii 107.245.

iii 9

v 99

Dark Tower: i 57

iii 36

v 99

Lugbûrz: iii 49, 203, vi 17

#### ***Black Gate (of Mordor), Morannon***

ii 50

iv 39.49.57

v 96.100.189

Towers of the Black Gate: vi 74

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Carchost: vi 9

Narchost: vi 9

Morannon: iv 50, 62, 126, etc. v 189-90, 195. vi 46, etc.

Noman-lands: ii 209. iv 43.

***Cirith Gorgor, "The Haunted Pass"***

ii 209

iv 49.53

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***Cirith Ungol, Pass of the Spider***

iv 59, 122, 148, 164

v 90.94-5.

vi 35, 65

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Winding Stair: iv 146, 184

Tower of Cirith Ungol: vi 9, 28, 31

Tower: vi 11-17, etc. See v chapters 1 & 2.

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i 81

iv 175

vi 60ff

***Crossroads, The***

iv 133, 136.139.145v 84, 185

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v 72,74

***Dead City, Minas Morgul***

iv 181

***Dead Marshes***

ii 50, 209

iv 26, 36-9

Mere of Dead Faces: iv 43

***Dol Guldur***

ii 46

iv 60

***Emyn Muil***

ii 209

iii 14

iv 5

v 21

### ***Encircling Mountains***

vi 73

### ***Ephel Dúath, Mountains of Shadow***

Ephel Dúath: iv 49, v 186

Mountains of Shadow: ii 38, etc. iv 49. v 76, etc.

Mountains of Terror: i 255. iv 164.

### ***Fire / Fiery Mountain, Orodruin***

i 81f

vi 24

Orodruin: i 81, etc. vi 8, etc, 61ff. vii 12.

Mountain of Fire: ii 35

iv 60, 109

v 85

vi 8

Mount Doom: ii 39, 86

iv 34

vi 8ff

vii 12

Window of the Eye: vi 65

### ***Gorgoroth***

ii 38, 245

iv 49, etc.

v 196

***Inland Sea, Núrnen (Mordor)***

v 30

Núrnen: iv 49. vi 40, 101.

***Ithilien***

ii 39

iv 67, etc.

v 9, etc.

***Minas Morgul, Tower of Sorcery***

ii 39, etc.,

iii 248, etc.

iv 138

v 28

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***Mordor, Land of Shadow***

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iii 142, 251.

Mordor: i 57, etc.

iii 8, etc.

vi 49, etc.

v 6, etc.

vi 6, etc.

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Nameless Pass: iv 147.?

See Appendix A.

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***Morgulduin***

vi 130

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***Morgul Pass***

v 186, vi 9.

***Morgul Vale***

ii 50

iv 147, 160, 165, 178

v 90, 186, 189

vi 87, 102

Morgul Valley: iv 133, 147

Imlad Morgul: iv 127, 149. vi 55.

Valley of the Wraiths: iv 130 ?

***Rhûn***

ii 43

v 16

vi 75

***Sammath Naur, Chambers of Fire***

vi 64, etc.

***Sunlands, The Far South***

iv 63

***Shelob's Lair, Torech Ungol***

Torech Ungol: iv 156

Shelob's Lair:

***Udûn, hell, and Region of Mordor***

hell, flame of Udûn: ii 151

Region of Mordor: vi 46, 50-1

***Umbar***

iv 80

v 29, 136.139.145

vii 22, 25ff

## **People**

### ***Corsairs of Umbar***

v 135,

### ***Easterlings***

v 135, "Easterlings with axes"

### ***Far-Haradrim***

v 136, "and out of Far Harad black men like half-trolls with white eyes and red tongues."

### ***Southrons***

v 136, "Southrons in Scarlet"

### ***Variags***

v 136, "Variags of Khand"

## **Things**

### ***Eye of Sauron***

ii 196-9, 245

iv 7, 35, 42, 44, 57, 69, 178, 184

v 103, 179

vi 39, 41, 56, 65, 69

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Great Eye: iii 49, 56

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Evil Eye: v 191, vi 26

Red Eye: iii 9, iv 137, vi 13

Also see Window of the Eye under Orodruin/Fire-Mountain/Mount-Doom

### ***Keys of Barad-dûr***

iii 228

### ***Shadow, the***

i 67, etc.

iv 6

v 30

## **Unfinished Tales**

**Book of Lost Tales I (HoMe I)**

Book of Lost Tales II (HoMe II)

The Lays of Beleriand (HoMe III)

## The Shaping of Middle-earth (HoMe IV)

## The Return of the Shadow (HoMe V)

### ***Black Tower, Dark Tower***

28, 253.

Dark Tower: 81, 127, 131, 198, 209, 214, 217-18, 381-2.

### ***Cracks of Doom***

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Cracks of Earth: 82-3, 85, 126, 265

***Dead Marshes***

401, 409, 413, 438.

***Enemy, The***

179, 182-4, 207, 253, 266, 281-2, 322-3, 358, 384, 402, 423-4.

***Eye, The***

The Eye of Sauron. 381-2.

***Fiery Mountain***

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***Lord of the Ring***

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Sauron: 11,85,131,215-16,218,258,260-1,270-1,318,397,399,402-5,414,416-17,422,435

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## The Treason of Isengard (HoMe VI)

### ***Barad-dûr***

177-8.208-9.213.332.334.336-7.341.344.371.373

Dark Tower: 136.144.178.209.213.257.299.335.337-8.343.348.397.426-8.

The Tower: 216

### *Cracks of Doom*

6.28.208

### ***Dagorlad, Battle Plain***

310.389.438.450

Earlier name Dagrass: 310.389.450

### ***Dead Marshes, The***

10.111.148.208.268.283.298-9.306.310.321.329-30.346.352.

Dead Marsh: 148

### ***Dol Dúgol, Dwelling of the Necromancer in Southern Mirkwood***

298.178.233-4.242.244.296.298.306.

Replaced by Dol Dúghul: 244.296.306.333.351.372.

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***Duin Morghul (Stream in Morgul Vale)***

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***Emyn Muil***

321.362.388.404.407.424-5.432-3

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***Ethed Lithui, The Ash Mountains***

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***Ered Orgoroth (Gorgoroth)***

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Minas Morghul: 146-7.372.389.

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### ***Mordor***

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5.247.261-3.289.298.310.322.325.333.339.343.345.347-9.351.360.366.371.374.381-2.385.3  
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### ***Fiery Mountains, Mountains of Fire***

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### ***Gorgoroth***

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Valley (vale,plain) of: 144-6.213.313.333

Orc guard-towers: 208.213.310.344.349.412-13.437.440

Gorgos: "Dire-castle": eastern guard tower in Kirith Ungol, 344-5, 349.

Nargos: Western guard-tower in Kirith Ungol: 344.349.

Battles: Last battle of Gorgoroth: 444.450

### ***Lhûn, Mountains of Lune***

#### ***Mountains of Mordor***

299.327.374.

Mountain fences of Mordor: 450

Mountains of Shadow West-fences of MOrrod (including references to the mountains):  
144-5.169.310.312.322.333.337.343.348-9.374.

Eredwethion: 124. Mountains fencing Mordor on the West: 325.345.348.374.

replaced by Ephel Duath

#### ***Mountain Doom***

209.343-5.348-9.373.

Mount Dûm: 373

Amon Amarth:

#### ***Narghil (Nargil) Pass***

In the southern mountains of Mordor: 310

### ***Necromancer, The***

48.83.147.154-5.159.234.244.255

### ***Osgiliath***

119.122.125-8.138.144-5.147.211.267.271-2.290.298.307.310.322.358.360.382.389.423-4.4  
40

Fortress of Stars: 119, 126, 144

Bridges of Osgiliath: 267, 271-2, 290

Name changed to Elostirion: 389, 423, 435, 440

and to Ostechain: 424

### ***Rhimbron (Elf)***

Elf of Lorien, Companion of Hathaldir (Haldir), 227, 230-1, 236, 240

Replaced by Rhomrin, Romrin: 236

And finally Rúmil: 240

### ***Rhûn, The East***

296.307.333.

Rhûn the Great: 434

Sea of Rhûn: 307,333,347.

Rhûnaer, Sea of: 296.298.306-7.347.

On Rhûn and Rhûnaer: 307

### ***Sammath Naur***

The Chambers of Fire in Orodruin: 349

## ***Sauron***

54-5.65.71-2.112.116.119-21.123.126-7.129-30.134-5.137.140.144-6.148.150.153-6.158.177  
.184.188.207.209-11.247.254-5.259-60.262.265.286.289.298.321.330.335.344.347.349.360.  
382.393.395.404.409.431.437-8.444-5.450

Sauronites: 71, 74

Sauron's well of fire: 209, 344, 349

Shadow, the: 47.118.122.129.203.225.232.237.264.374.397.416-17.426

Song of the Banished Shadow: 212

Dark Lord: 6-7.10.82.110.118.151.153.177.252.255.265.332-3.372.418.427.434

Enemy, The:

50.52.64.77.83.118-19.121.129.131-2.147-9.153-4.156.169.231-2.244.252.255-6.270-2.290.3  
26.328.358-9.426.

Eye, the: In the Dark Tower: 208.212.254.260.327.330.343-4.346.366.373.396.

## ***Spiders of Kirith Ungol***

209.213-14.330-1.335.347

Cirith Ungol, Stairs of: 214

## ***Swertings, Men of the South***

313.439

## ***Thangorodrim***

110.142.198.247.262-3

## The War of the Ring (HoMe VII)

### ***Ash Mountains, Ered Lithui***

268.438.

### ***Barad-dúr***

In many instances spelled baraddur:

64.69-70.72-3.79-80.119-20.185.189.214.219.238.241.256.362.368.403

Lord of: 433.438-9

Lieutenant of Barad-dúr: 419.430-1.

The palantir of Barad-dúr: 80, Ithil stone: 362.404

Dark Tower: 68.71.73.77.119.124.211.268.331.360.430-1.

The first Dark Tower: 127.

Lugburz: 49.213-14.216-18. In index to Vol VII Lugburz is erroneously glossed "Mordor"

### ***Dead Marshes***

Including references to The Marshes:

85.93.104-5.107.109-12.115.118-20.128.136.185.270.330.430.

### ***Dagorlad (Battle Plain)***

85.109.111.112

Dagorlad: 111-12.256-7.361.

### ***Black Gate(s)***

Including references to to The Gate: The Morannon, originally the name of the pass into Mordor (see 122):

113.118-19.122-3.126-7.130.134.138.173.190.219.271.275.330.361-4.400.416.419.430.

North Gate: 213

Parley at the Black Gate: 361-2.416-17.419.430-1.

Ennyn Dûr: (name of the pass): 105.113.127.

Gates of Mordor:

Morannon:

### ***Cirith Gorgor / Kirith Gorgor***

### ***Crack of Doom***

190.362

### ***Cross-roads in Ithilien***

Also "Cross ways". 121.125.132-5.171.177-80.182.184.295.326.342.432

The broken statue: 132.134-5.171.177.326 (names for this:132)

### ***Damrod, R.anger of Ithilien***

136.139.151.431. The name: 160.

### ***Dol Guldur***

122.357-8

### ***Duin Morghul***

Stream flowing through Imlad Morghul, formerly called Ithilduin: 436

Morgulduin:

***Emyn Muil***

87.92-5.98-102.111-12.118.129.133.139.165.266.271.276.355.361.363.430.438.

Sarn Gebir:

***Gates of Mordor, The Black Gate, Morannon***

Originally the name of the pass into Mordor (see 113): 104-6.112-13.128.415.

Gates of the land of shadow (chapter title): 121.

Black Gates:

Ennyn Dûr:

Morannon, The Black Gate: Originally name of the pass into Mordor (see 122):  
112.118.120.122.125.127.129-42

passim: 173.360.263.271.275.359-61.363.399.416.418-19.430.432.438.

Morennyn: 113

Mornennyn: 112-13, 127

Names of the pass, see Black Gates, Gates of Mordor, Ennyn Dur, Kritih Naglath.

Slag-mounds, Before the Morannan: 118-20.140-2.291.

Slag-heaps: 136.

Slag-hills: 430-2

***Gorbag***

Orc of Minas Morghul, 226, 361 (replaced Yagul).

### ***Gorgoroth***

104.116.184.190.230.438.

Pass of, 431

Battle of the Field of, 21, 155.

Gorgos: Eastern guard-tower of the pass into Mordor: 116

### ***Grishnák, Orc of Mordor***

49, 69.

Grishnák: 59.

### ***Ithilien***

133-6.140-2.145-7.165.170.182.190.226.252-4.256.259-60.262-3.271.276-7.286.291.294-5.3  
29.331.431.

Lower Ithilien: 370.422.

South Ithilien: 398.

### ***Khand, Land south-east of Mordor***

369.372.439.

Also see Variags.

***Kirith Gorgor, Great pass into Mordor***

"The Dreadful Pass", the "Haunted Pass".

122.121-2.127.270.360-2.431.

Cirith Gorgor:122.431.

***Kirith Nglath, "Cleft of the Teeth"***

Proposed name of the Morannon:137.

Naglath Morn:

***Kirith Ungol***

Original sense, the main pass into Mordor. 104-6.111.116.121.184.220.229.

Guard-towers of: 106

translated "Spider Glen":104.184

Cleft near the main pass: 106

Pass below Minas Morghul:113.124

Final sense, the high pass above the Morghul Vale (including references to the Stairs, the cleft, the pass, etc.):

101.121.124-6.129.136-7.171.173.181-4.186-7.190-6.198-200.202.208-9.211-216.218.220-1.223.225-6.252.254.256.327.329.360.431.

Ungol top (orc name): 216.218.2For the tunnel (the Spider's lair), see Shelob.

The Tower of Kirith Ungol:

113.125-6.183-4.187.190-1.195.199-200.202.207.211-16.218-20.225-6.398.

Ungol (Orc name):216.

Nûzu: Orc of the Tower of Kirith Ungol: 212, 218.

Shagram: Orc of the Tower of Kirith Ungol: 218.

Shagrat: Orc of the Tower of Kirith Ungol: 216-18.225. (replaced by Yagûl).:

Yagûl (replaced by Shagrat): 225. 216-218.225-6. (replaced by Gorbag). Spelt Yagool: 217.

Ufthak: Orc of the Tower of Kirith Ungol: 225. Uftak Zaglûn, see Zaglûn:

***Lithlad, Plain of Ash in Northern Mordor***

127.438

***Lostladen, Desert of, South of Morodor***

426.439

Lothland: 426.

Lothlann: 426.

***Lune, Gulf of***

76-7.213.

***Mablung, Ranger of Ithilien***

136.139.145-6.148.151.431. the name of: 159-60.

***Minas Morghul***

71-2.106.113.115-16.123-6.129.132.134.136.171.173.177.180.182-6.192.215.217-18.222.22  
5-6.229-30.256.275.291.327.330.360.364.400.430.438.

Minas Morgol: 229

For changes in the site of Minas Morghul see: 106.113.115-16.124.

Morghul, Morgul: 106.213-14.226.260.275.386.403.431.

In the following references spelt here Morghul only.) Morghul-host, Host(s) of Morghul:  
182.187.192.260.262-3.274-5.359.

Lieutenant of Morghul (Gothmog): 369.431.

Vale, valley of Morghul, Morghul Vale: 176-7.186-7.327.431.

And see Imlad Morghul, Morghul date: 195

Vale of Dread: 327

Valley of the Wraiths: 180

The Morghul Pass: 195.431.

The main pass: 124.192.222

Meads of Morghul: 202.360.364

Morghul-road, see Roads

The palantir of Minas Morghul (taken to Barad-dur): 71-2.76.80

Ithil-stone: 362.404.

Dushgoi, Orcish name of: 216-18.226

Lord(s) of Dushgoi 216-17.

Shagrat, Orc of Minas Morghul: 225. Replaced by Yagûl.

Zaglûn, Orc of Minas Morghul: 212-13, 225. Uftak Zaglûn, see 225. (replaced in succession by Shagrat, Yagûl, Gorbag).

### ***Mordor***

48-50.66.68.70-5.77.81.85.104-5.107.110-11.115.119-20.122.124.136-7.143.148.151-2.154.163.165.177.265.268.270.275.289.295.303.317.319.322.329.333.346.412-14.419-20.425-9.437-8.

Lord of Morodor: 401

The pass into Mordor: 85.104.111.270.

The Mountains of Mordor: 265.268.

Black Land: 403.414

Teeth of Mordor: 122.137.

Towers of either side of Morannon: 113.122.362.

Towers of the Teeth: 123.131.431.

Kirith Naglath:

Nelig Myrn: 113.122.128.

Nelig Morn: 113.122.128.

Naglath Morn: 122.137.

Nameless Land: 196.400.

Nurn, region of Mordor: 438

Nurnen, sea of: 265.438.

Called the Inland Sea of Nurne: 127.236. and cf. 243-4.

***Mordu (?) Sauron's messenger***

256.267

***Morgai***

438

***Morgulduin, Strem flowing through Imlad Morghul***

180

Duin Morghul:

Ithilduin:

***Mountains of Shadow***

106.113.115-16.122.182.317.

*The mountains:* 112.118.124-5.128-9.131.137.173.176.180.184.187.194.207.215.292.294.

Ephel Dúath: 122.137.176-7.179-80.195.

On Ephel see: 137.

Earlier names Dúath: 106, 122.137

Hebel Dúath: 122, 131, 133, 180.

***Mount Doom***

118.190.219.268.433.

spelt Mount Dûm: 118

Orodruin: 275.361-2.364.404.438-9

the fire: 134.362.

the Mountain: 362.

***Naglur-Danlo, Orc Tower of Kirith Ungol***

212.225

***Narch Udûn, region behind the Morannon/Udûn***

438

***Nargil Pass, In the southern Mountains of Mordor***

237.265

Narghil Pass: 265.

Nargul Pass: 243-4.265.

***Red eye, The, (orcs of Sauron)***

Orc-emblem: 49.132.138.

## ***Rhûn, The East***

281

### ***Roads***

Road from Osgiliath to Minas Morghul

*Morghul-road, Osgiliath-road: 135.175-8.182.192.291.294-5.327.*

Wraith-road Over the Pass above Minas Morghul

*195.222.*

Roads to the Black Gate

123.128

South Road Through Ithilien

121.123.125.128-9.131-2.135.139.151.177.360.432.

Harad Road

439

### ***Sauron***

21.45.48-50.68.72-4.76-7.79-80.86.95.98.105-6.107.110.112.122-3.124.127.129.135.155.179  
.212.214.216.218.219.229-30.236.238.241.243.256-7.300-1.304.306.309-10.326.329.339.34  
2.358.360-2.364-5.372.381.386.401-2.404.410.412.420.430

Mouth of Sauron: 431

Dark Lord: 49.72.122.125.145-6.156.195.331.335.376.380.401.403.

the Lord: 112.380.431

Enemy, The:

76.97.122-3.158.254.277.292.327.329-30.375.378.380-1.385.390.392.400.402-4.

Eye, The (in the Dark Tower):104-5.109.189.

Orcs of the Eye: 105.113.1

### ***Sentinels, The. aka Silent Watchers***

In Minas Morghul: 123-6.129.

The Watchers: 125.216.

The Sentinels: 126.

The Night Watcher: 217.

### ***Shelob***

115.183 (the name She-lob), 199.202.207.212-18.222.224-6.

Earlier name Ungoliant(e): 196-200.205-6.209-11.221-2.

The Great Spider: 191.199.222.

The Spider: 184.196.

205-6.208-9.214.218.224

Shelob's Lair (including all references to the tunnel beneath Kirith Ungol):

124-5.180.184.187.190-2.194-5.197-200.202-3.205-17.222-6.

See Spiders: Torech Ungol.

Terch Ungol (earlier form): "The Spider's Lair": 202

Torech Ungol: "The Spider's Hole", Shelob's Lair: 202,

### ***Spiders, in the earlier story of Kirith Ungol***

104.113.125.184-5.187-94.199.220.222.

Spider Glen, see Kirith Ungol.

***Swertings, Men of the South***

127.136-7.144.243.252-4.

Southrons:

Swart Men: 105

***Trolls, Half-trolls of Far-Harad***

Trolls: 30.223 (in the Hobbit)

Half-trolls: 369.

(HoMe VIII)

(HoMe IX)

(HoMe X)

(HoMe XI)

(HoMe XII)

(HoMe XIII)

**Keyword Mordor - Alternate Sources**

**Michael Martinez**

**Parma Endorian**

**Understanding Middle-earth**

**Visualizing Middle-earth**

**Mindfaring in Middle-earth**



## Notes and Ideas from Brian

Mon, 26 Jun 2017 13:43:52 +0000

Hawke, I made highlighted notes of the entire Lord of the Rings, tagging any reference to Ithilien, Cirith Ungol, Minas Morgul, Mordor (unless it was only in passing), Gorgoroth, Dagorlad Plain, Dead Marshes, and the Black Gate.

To access these highlighted portions and see my accompanying notes with suggestions for the module, you will need to login to Nook [redacted].

I tried in vain to find a way to copy and paste, and the screenshots were poor quality.

Once you open LOTR, the Highlights and Notes section can be opened from drop down on top right corner.

These electronic edition pages do not correspond with other paper editions.

I hope this helps you.

The Hobbit references to Mordor are very few, and I shall send that to you today as well.

I especially recommend that you and Drake look at the timeline of the Tale of Years in the appendices, to aid in gauging what would be similar or different from these places as experienced by Sam and Frodo (especially Ithilien and Gorgoroth).

I think it is very interesting to consider (as I mention in my notes) that a copy of a map of Mordor and its geography is actually feasible for the company to obtain. Also please note that South of the Morgul Vale, there is another pass through the Mts of Shadow. Equally interesting is the possibility (up to Drake and you) that a hidden canyon or cave system along the northern Mts. of Ash could bring the company into Mordor by the back door, as it were, coming around to the Barad Dur region from the NE.

However, I am not sure that a raid on the dungeons of Barad-Dur is even feasible. It's probably still being built up during this time period, but I wonder if it would be more believable that the company could get intel that the Elf is being held prisoner in one of Mordor's other strongholds? Durthang or Cirith Ungol? Otherwise it could also be more doable if this Elf were being transferred from one location to another. In any case I am sure that the Gondoruan nobleman saved by last year's adventurers would be grateful enough to help supply them.

All suggestions, of course I am not writing the module.

Blessings,  
Brian

References to Mordor in the Hobbit:

No direct mentions.

In ch. XIX, "The Last Stage", p. 270, it refers to the council driving the Necromancer from his dark hold in the south of Mirkwood. Gandalf then says, "Ere long now... the Forest will grow somewhat more wholesome. The North will be freed from that horror for many long years, I hope. Yet I wish he were banished from the world!"

References to Mordor in the Lord of the Rings (places within, details, etc.)

**Meeting with Brian 20170705**

Add Poros Pass as Route Option

Guarded by something ancient. Maybe a daughter of Shelob?

Try to find more about Poros.

Add Christopher's Topographical map of Gondor.

Notes from meeting 20170705

Saying Sauron's name triggers a "Hazard" check.

Chapter 2 passage of the Marshes. Slag and toxic fume between the Marshes and Dagorlad.

When come to the Black Gates, use the description from LotR: "Chapter 3, The Black Gate is Closed" description use verbatim:

"upon the west of Mordor marched the gloomy range of Ephel Duath, The mountains of shadow, and upon the north the broken peaks and barren ridges of Ered Lithui, grey as ash. But as these ranges approached one another, being indeed but parts of one great wall about the mournful plains of Lithlad and Gorgoroth, and the bitter inland sea of Nurnen amidmost, they swung out long arms northward; and between these arms there was a deep defile. This was Cirith Gorgor, the haunted pass, the entrance to the land of the enemy. High cliffs lowered upon either side, and thrust forward from its mouth were two sheer Hills, black-boned and bare.

Upon them stood the teeth of Mordor, two towers strong and tall. In days long past they were built by the men of Gondor in their pride and power, after the overthrow of Sauron and his flight, lest he should seek to return to his old realm. But the strength of Gondor failed, and men slept, and for long years The towers stood empty. Then Sauron returned. Now the watchtowers, which had fallen into decay, were repaired, and filled with arms, and garrisoned with ceaseless vigilance. Stony faced they were, with dark window holes steering north and east and west and each window was full of sleepless eyes.

Across the mouth of the pass, from Cliff to Cliff, the dark Lord had built a rampart of stone. In it there was a single gate of iron, and upon its battlement sentinels paced unceasingly.

Beneath the hills on either side the rock was bored into a hundred caves and maggot-holes; there a host of orcs lurked, ready at a signal to issue forth like black ants going to war. None could pass the teeth of Mordor and not feel their bite, unless they were summoned by Sauron, or knew the secret passwords that would open the Morannon, the black gate of his land."

Teeth of Mordor. Not fully staffed. Mostly in disrepair, but some signs of early stage of repairs. Minimally staffed 1-2 guards watching.

All the Gondorian scouts report is all is quiet, but there is a feeling of being watched and foreboding, but they saw no sign of activity. Which is unusual, because they used to come across the occasional orc tribe.

May run into a few remnants of the People of Ithilien shortly before leaving.

Northern Ithilien Road fades, Of Herbs and Stewed Rabbit, 3 pages in.

Not yet rebuilt.

Rangers of Gondor.

The Cutting, North of the Crossroads. 3rd page. Road clove its way through a stony ridge. This is where later the Haradrim are ambushed.

No orcs to be seen. All pulled in to be hidden. Normally might find a loose tribe of orcs, his Will now exerted they have pulled back.

Could run into Rangers of Gondor.. Didn't get the memo about these strangers.

Early Spring 2951.

Henneth Anun - Rangers prevent their entry.

Journey to the Crossroads, more great details from the LotR. Page 4.

Discourage (through fear), the Heroes going through Morgul Valel, and encourage instead Cirith Ungol.

The statue with the fallen head is here. recently knocked down. No crown of white flowers yet.

Details of Tower of Minas Morgul detailed in Cirith Ungol chapter.

Stairs of Cirith Ungol. Constant tests of valor, fear, and travel. Consequences clearly figured out. Do not doom the attempt, but the burdens and hindrances grow with failure.

Tower of Cirith Ungol, "skeleton crew" minimum guard.

Shelob's Lair, Chapter 9, far and wide her lesser broods spread from glen to glen, from the ephel duath to eastern hills. to dol guldur, and the fastnesses of Mirkwood. None as powerful as her

Poros Pass, have a lesser fortress, but also have one of Shelob's offspring.

Guard tower, they find the husks of orc bodies scatered here and there, and webs everywhere. The spawn of Shelob has made a home here.

Orcs on the other side of the pass made base in caves, afraid of the tower due to the spiders.

Glens of the Morgai, RotK chapter, Chapter Land of Shadow, after Sam rescues Frodo.

Tumbled slopes and glens of the Morgai.

When Mordor Awakens, thundrestorms form from nowhere to hide the armies, but Orodruin does NOT awaken yet.

Nurnen, long wagon trains of tribute, industry, food, etc.

Gorgoroth, a ruinous and dead, a desert burned and choked.

Durthang, Land of Shadow, Chapter 2.

Creches of Orc and Mannish supplies along the roads. Cisterns along the roads.

Olog-hai. Immune to the sun. Appendix F, Different Races.

Gate at the bottom of Pass of Poros operated by an Olog-hai (too heavy for others to lift?)

## Notes from Other Sources

### **Mordor**

<https://en.wikipedia.org/wiki/Mordor>

Three sides of Mordor were bounded by mountain ranges, arranged in a rough rectangle: the [Ered Lithui](#) (translated as 'Ash Mountains') on the north, and the Ephel Dúath (literally, "Fence of Shadow") on the west and the south. In the northwest the pass of [Cirith Gorgor](#) led into the enclosed plain of [Udûn](#). Sauron built the Black Gate of Mordor (the [Morannon](#)) across the pass, joining the [Towers of the Teeth](#), two earlier guard towers built by [Gondor](#) to keep a watch on this entrance. The passage through the inner side of Udûn into the interior of Mordor was guarded by another gate, the [Isenmouthe](#). Outside the Morannon lay the [Dagorlad](#) or

Battle Plain.

Adjacent to Mordor were, to the west, the narrow land of [Ithilien](#) (a province of [Gondor](#)); to the northwest the [Dead Marshes](#); to the northeast [Rhûn](#); to the southeast [Khand](#); and to the south [Harad](#).

## **Northwest - Cirith Gorgor**

### ***Morannon***

### ***Towers of the Teeth of Mordor***

[https://en.wikipedia.org/wiki/Minor\\_places\\_in\\_Middle-earth\\_\(fictional\)#Towers\\_of\\_the\\_Teeth](https://en.wikipedia.org/wiki/Minor_places_in_Middle-earth_(fictional)#Towers_of_the_Teeth)

### ***Morgai***

Inside the Ephel Dúath ran a lower parallel ridge, the Morgai, separated from the Ephel Dúath by a narrow valley that Frodo and Sam followed northward after escaping from Cirith Ungol. Water trickled into this vale from the Ephel Dúath, and the text describes it as a "dying land not yet dead". The vegetation included "low scrubby trees", "coarse grey grass-tussocks", "withered mosses", "great writhing, tangled brambles", and thickets of [briars](#) with long, stabbing thorns. The fauna included maggots, midges, and flies marked with "a red eye-shaped blotch".

### ***Nurn***

**Núrn**, the southern part of Mordor, was less arid and more fertile. Streams here fed the salt [Sea of Núrnen](#). Sauron's slaves farmed this region to support his armies.

## **Known Entrances to Mordor**

Morannon (North West)

Cirith ungol (West, slightly North)

Morgul Pass (Wst, slightly South)

Plains of Nurnen (East)