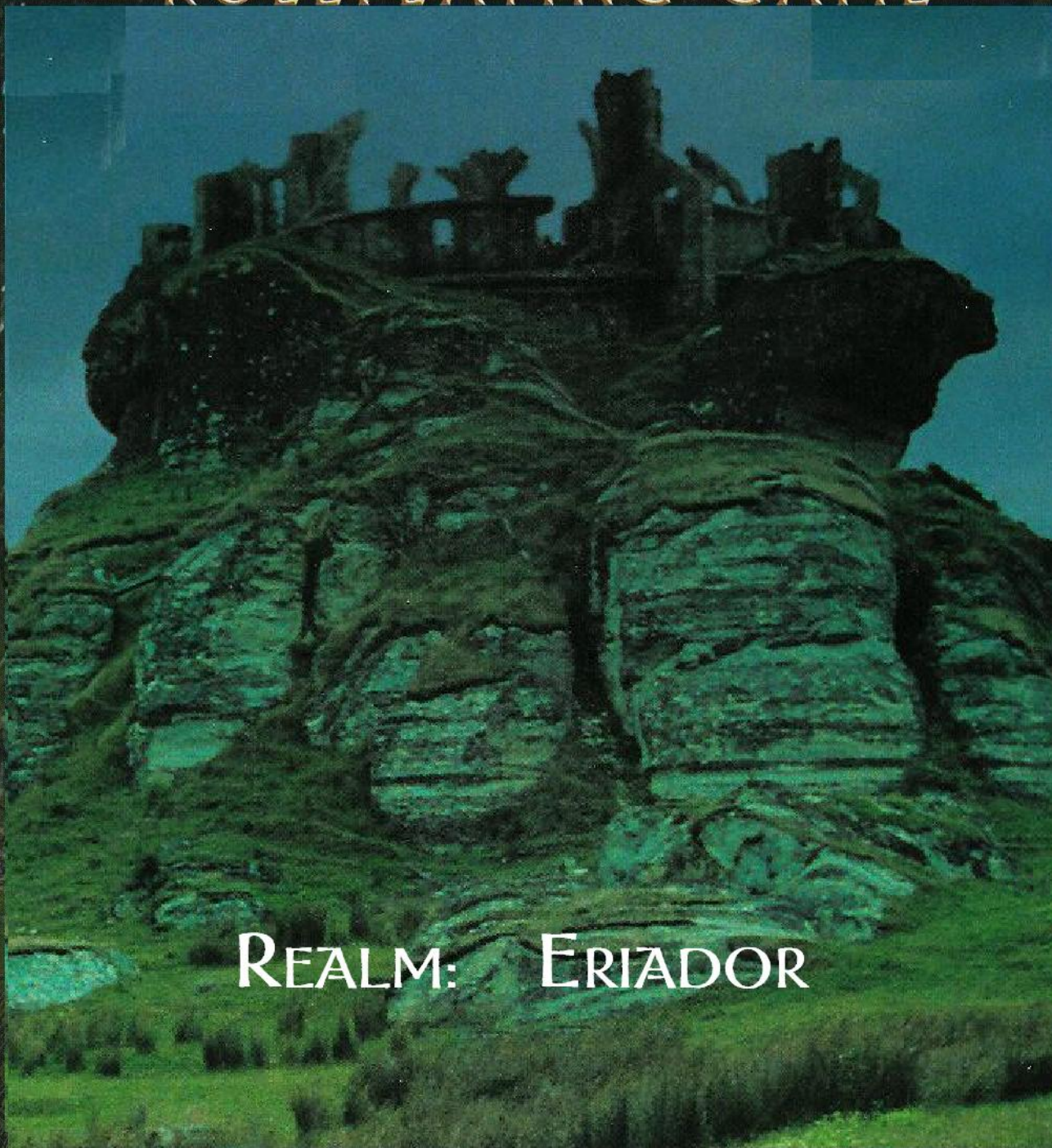


THE
LORD OF THE RINGS
ROLEPLAYING GAME™



REALM: ERIADOR

OVERVIEW

Eriador (*Sindarin* for Empty Lands) stretches from the Blue Mountains (*Ered Luin*) to the Misty Mountains (*Hithaeglir*), and from the Ice Bay of Forochel in the north, to the Greyflood River in the south. This supplement only covers the lands predominantly inhabited by the Dunedain of Arthedain and Cardolan, in the middle Third Age. The realms of Bree-land, Rhudaur, and the Shire will be covered in other Realm documents.

Within the range covered in this document, Eriador can be divided into two general regions: Northern Eriador, or Arthedain; and southern Eriador, Minhiriath (or Cardolan).

HISTORY

The Elder Days

Before the Ages of the Sun and Moon, Eriador was largely uninhabited, except possibly for some Silvan Elves who lived in the woods that covered Minhiriath and Enedwaith.

The First Age

With the rising of the Sun and the Moon, Men awoke in the East, and some journeyed west. Within the first few hundred years of the First Age of the Sun, the first Men entered Eriador. These were later known as the Edain, and were opposed to the Shadow. These Men soon were sundered, however, as some passed over the Blue Mountains into Beleriand. At the end of the First Age, these Men sailed over the Sea and became the Numanoreans.

The Second Age

In the 600th year of the Second Age, the Numanoreans returned to the shores of Middle-earth. They were re-introduced to their Edain brothers by Gil-galad, the Elven king of Lindon.

At that time, the Edain lived between the Hills of Evendim and the Weather Hills. They were separate in speech and culture from the Bree-men, who lived further south. The Numanoreans built a haven at the mouth of the Gwathlo (Greyflood River) around SA750, named Vinyalonde, and later called Lond Daer Ened.

In about 1697 of the Second Age, Sauron invaded Eriador with a large army of Orcs. This war, the War of Elves and Sauron, ravaged Eriador, and many of the Men who lived there were killed. The Men of Numanor sailed to the aid of Gil-galad, and Sauron was driven back through the Gap of Calenardhon (later named the Gap of Rohan).

By about SA1800, the Men of Numanor began to colonize Middle-earth in large numbers. The Haven of Tharbad was built, upstream from Lond Daer. From that time forward, the great forests of Minhiriath were felled for shipbuilding.

In SA3320, after the sinking of Numanor, Elendil founded the Kingdoms of Gondor and Arnor in Middle-earth. Arnor was set down in Eriador, and encompassed all the lands between the Lune and the Misty Mountains, from Forochel to the Greyflood. Elendil set his capital at Annuminas, on the shores of Lake Evendim. The city of Fornost was also built, and the city of Tharbad swelled in importance.

The Third Age

Arnor remained strong and unified for over 800 years, but in 861 of the Third Age, the High King Earendur died, and the kingdom was split between his three sons. The successor states of Arthedain, Cardolan, and Rhudaur emerged. The three kingdoms warred for several hundred years, especially over control of the fortress of Amon Sul (Weathertop), and the palantir kept within. These wars weakened the Dunedain of all three kingdoms. Of all the three kingdoms, however, Arthedain remained the strongest and was the only one to keep the bloodline of Earendur pure.

In TA1300 the Witch-king of Angmar arose to the north. Unknown to all, this was the King of the Nazgul, who was sent north to destroy the weakened Dunedain kingdoms. Rhudaur became a puppet state to Angmar and the Dunedain of that kingdom were either killed or driven off. In TA1356 Angmar and Rhudaur attack Arthedain in the First Northern War.

In TA1409, Angmar and Rhudaur again attacked Arthedain and Cardolan, in the Second Northern War. Cardolan received the brunt of the attack. The royal house of Cardolan was slain, as were all the knights, effectively ending the Dunedain rule in Cardolan. Tharbad remained untouched, but central authority ended in the realm.

In TA1635 the Great Plague struck Middle-earth. Cardolan was decimated, and virtually all the remaining Dunedain of the realm died. Arthedain was little hurt by the Plague, since it weakened as it traveled north.

By TA1635, Arthedain was the only successor state of Arnor remaining. Arthedain survived for another 300 years, until the Third Northern War. In TA1974, Angmar again launched an offensive against Arthedain. In this offensive the tower of Amon Sul was destroyed, Fornost Erain was overrun, and the kingdom of Arthedain ceased to exist. The Witch-king claimed Fornost Erain as his capital, and sent many fell things to live in and about the city.

The Rangers of the North

The Witch-king was driven out of Eriador, and his kingdom destroyed, in TA1975 by a force from Gondor, the remaining knights of Arthedain, and the Elves of Lindon. After Angmar was defeated, Arwen, daughter of King Arwen, refuses the Scepter of Annuminas, saying there were too few Dunedain left to rule. He took the title 'Chieftain of the Dunedain' and gave the heirlooms of the kingdom into the safekeeping of Elrond Halfelven.

For over 1,000 years, the Dunedain descendants of Arthedain protected their lands from the forces of Shadow. As the Rangers of the North, they wandered forgotten paths, holding Orcs, Trolls, and other things at bay. Although they remembered their heritage, almost everyone else in Eriador forgot, and no longer associated the wandering Rangers with the tales of the tall Sea-kings.

In the year 15 of the Fourth Age, Annuminas was rebuilt by King Elessar and the Reunited Kingdom of Arnor and Gondor were restored. Fornost was rebuilt, and Tharbad was returned to past glory.

NORTHERN ERIADOR

Also known as Arthedain, for over a thousand years. Northern Eriador stretches from the Ice Bay of Forochel, south to the Great East Road. From west to east, it stretches from the River Lune to the Weather Hills. It does not include the realm of Bree-land or the Shire.

Northern Eriador is a country of hills, downs and highland plains. Most of the woods are of pine. Temperatures are warm in the summer, but bitter cold in the winter, although snow is not common.

Beyond the North Downs, towards the Ice Bay of Forochel, the land becomes a rough, uneven plain. Few trees are found north of the North Downs, and the land becomes tundra near the Ice Bay of Forochel.

The Hills of Evendim are heavily wooded, primarily with pine trees. The North Downs and Tower Hills, however, are not heavily wooded. Most of these hills are downs: low hills where erosion has exposed rocks from underneath in many places. While most of the hilltops there are barren, there are trees nestled in the ravines and valleys between hills.

Northern Eriador is a dangerous land. It is filled with wolves, roaming bands of Orcs from Mount Gram, occasional Trolls from Rhudaur, Wights, Ghosts, and other fell things. No settlements of Elves, Dwarves, Men or Hobbits are to be found throughout its desolation. Only the very brave, or very foolish travel the ancient paths north of Bree.

PLACES OF INTEREST

Annuminas

Once the capital city of Arnor, Annuminas was established by Elendil himself. The city remained until 861 of the Third Age, when Arnor split into three kingdoms. The king of Arthedain then moved his thrown to the more defensible location of Fornost Erain. Annuminas was left abandoned and soon fell into ruin.

Deadman's Dike

The capital of Arthedain was the city of Fornost Erain ('North Fortress of the King'). Once a thriving center of commerce and politics, it was also surrounded by walls, dikes, and moats. The city fell in the Third Northern War of Angmar, in 1974 of the Third Age. Now, only crumbled stones, foundations of battlements and walls remain.

The city has not forgotten the Witch-king, however. Many evil things still lurk in the ruins, and no one dares live within many miles of the site.

The Greenway

Once known as the Old South Road in the days of the kingdom of Arnor, the Greenway is now an unpaved, grass grown path, leading from Deadman's Dike to Tharbad.

Hills of Evendim

The most sacred of place to the Dunedain of the North-kingdom. The Hills of Evendim overlook Lake Evendim (Nenuvial), on whose shores the old capital of Arnor, Annuminas, once stood. No Dunedain ever lived in these wooded hills, rather they were seen as a place to renew their spirit and seek contemplation.

Lake Evendim (Nenuvial)

The largest lake in Eriador. It is a serene, still body of water, which reflects the hills on the eastern shore. Fed by many small streams, the lake is always ice cold and deep. The ruins of Annuminas, the old capital of Arnor, lies on the southern shore.



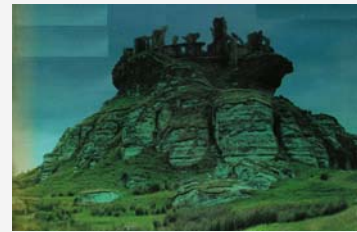
North Downs (Tyrn Formen)

These rugged hills are only lightly forested, consisting more of tough grasses and rocky outcroppings. Once the heart of the Dunedain kingdom of Arthedain, the North Downs are now completely depopulated. Ruins dot the hilltops throughout the region. The largest of these is the old, ruined capital city of Fornost Erain (Deadman's Dike). Like the Barrow Downs, many of these ruins are haunted. After the fall of the North-kingdom (in Third Age 1974), the Witch-king claimed Fornost as his capital and brought many evil and fell things to dwell there. Even after the Witch-king was driven out, the next year, many unnatural things remained.

Weather Hills (Eryn Sul)

The Weather Hills are a barren, rocky collection of uneven hills and plateaus. Few trees grow on the hillsides, and most of the rain runoff pools into the Midgewater Marsh, to the west of the hills.

In the days of the Kingdom of Arthedain, the Weather Hills were the eastern border. Never populated, these hills were fortified against the realms of Rhudaur and Angmar.



The Lone Lands

The Lone Lands are the name of the uninhabited hills and woods between the Weather Hills and the Hoarwell River. These lands are lightly forested, rough, and with few trails.

Midgewater Marshes

Between the Forest of Chetwood and the Weather Hills is a lowland depression called the Midgewater Marshes. Waters from the Chetwood and the Hills drain into this land, making it damp and swampy in places. No large Predators live in the Marshes, but many rodents, birds, and irritating, biting insects do.

At the far south end of the Weather Hills lies the greatest mound of the chain, Weathertop (Amon Sul). Weathertop was the lynchpin of Dunedain defense against Angmar and Rhudaur. On top of this hill, over 1000 feet above the surrounding countryside, lies the ruins of the Tower of Amon Sul. This great keep once guarded the Great East Road and was home to the *palantir* of Arnor.



MINHIRIATH, SOUTHERN ERIADOR

Literally, 'the land between the rivers'. Minhiriath is the name of the region between the Brandywine River (Baraduin) to the northwest and the Greyflood (Gwathlo) to the southeast. It stretches from the Sea eastward to the Hoarwell River (Mitheithel). Once part of Arnor, later it was synonymous with the kingdom of Cardolan.

West of the Old South Road, Southern Eriador is a land of rolling plains and meadows. To the east of the Old South Road, the land gradually raises into the South Downs (Tyrr Gorthad) and into Eregion (Hollin). During the Second Age, the Numanoreans built havens in Minhiriath, at the mouth of the Greyflood, called Vinyalonde (later Lond Daer Ened), and at Tharbad, where the Old South Road crosses the Greyflood. Once heavily forested, the Numanoreans consumed most of the woods for their many fleets during the Second Age.

During the time of kingdom of Arnor, Minhiriath was heavily populated, with most folks living along the Brandywine and Greyflood. Large farms and herds dotted the countryside. The Wars of Angmar and the Great Plague devastated the land, with the vast majority being killed.

Lond Daer Ened was deserted at the end of the Second Age, but Tharbad continued as a major trade city throughout the first half of the Third Age. Over the second half of the Third Age, Tharbad had declined to a small town, like Bree. It was finally destroyed in a flood in TA2911.

PLACES OF INTEREST

Andrath

The 'Long Road'. Andrath is the name of the section of the Old South Road that climbs from the lowland plains of Minhiriath to the higher country at Bree. Uninhabited due to its proximity to the Barrow Downs, its name comes from the lack of amenities found on it, as well as the climb northbound travelers must endure.

Eryn Vorn

An untamed forest in the peninsula of the same name. The forest is home to deer, bears, and wild boar.

The Eryn Vorn is also home to Wild Men related to the Druedain of the White Mountains. These tribesmen live by hunting and spear fishing, and guard their home fiercely, and those few who know of its existence give it a wide berth.

Lond Daer Ened

Once the harbor of Vinyalonde, built by the Numanoreans in the early Second Age, Lond Daer Ened is now only submerged ruins, and fallen towers and battlements.

Located at the mouth of the Greyflood river, the ruins have been abandoned since the Downfall of Numanor.

South Downs

A low line of hills stretching southeast from Bree, towards Eregion. The South Downs are barren, with few trees. Tall grasses and rocky outcroppings are the dominant features. During the reign of the kingdoms of Cardolan, these downs were occupied by

herdsmen. Depopulated by wars and plague, no one now lives in the South Downs, but some bandits do have holds here.

Tharbad

The oldest city in Eriador, Tharbad was built as a Numanorean haven in the mid-Second Age. It was the center of Numanorean culture in Eriador until Elendil and the exiles landed in Lindon. Tharbad prospered as a trading center throughout the first half of the Third Age.

After Cardolan fell in the Northern Wars with Angmar, and after the Great Plague, Tharbad was greatly reduced in population and importance. It was finally destroyed in the floods after the Fell Winter of 2911.

After 3000TA, when Saruman began uniting some Dunlending tribes against Rohan, and war was on the horizon, many Dunlendings migrated north, across the Greyflood, to avoid the conflict. These 'Southrons' as the Bree-men called them, were the more civilized of their brethren. They began to set up communities on the north side of the river, along the Greenway and river bank. It is conceivable that a settlement was founded near the ruins of Tharbad.

Greyflood River (Gwathlo)

The greatest river west of the Misty Mountains, the Greyflood marked the old south boundary of the kingdom of Arnor. A wide, fast moving river, the Greyflood is fed by many tributaries, including the great rivers Hoarwell, Loudwater, and Swanfleet. It is also very deep south of the Swanfleet tributary. The river is impassible, except for the ford at Tharbad.

ECONOMY

TRADE

Very little trade occurs in Eriador, there are just too few settlements, and what few there are do not produce much more than they need to survive.

In Minhiriath, a small barter economy exists. The Men of Minhiriath, and the surrounding villages and farmsteads will trade amongst themselves their surplus, and they hold quarterly fairs for such goods. Some innovative merchants will brave the Greenway north, passed the Barrow Downs, to trade with the Men of Bree, and even occasionally with the Dunlending tribes across the river.

The Druedain of Eryn Vorn do not trade with outsiders. They are a closed community, with little contact even between villages. What little contact there is between Druedain villages, it is usually of religious or symbolic importance.

The Dunedain of the North are too small and secretive of a society to have any large scale trade. The Dunedain have a symbiotic relationship with the Wandering Companies and the Elves of Rivendell, but no true trade exists.

FARMING, FISHING, HERDING AND HUNTING

The Men of Minhiriath farm along the riverbanks of the Greyflood, as well as fish. Many villages further north of the town have extensive herds of sheep, which graze the empty plains.

The Druedain hunt the animals of their forest for food, and also use the bones, sinew and hides for tools, weapons, and shelter. The Druedain do not farm.

The Dunedain of the North do not live in Eriador proper, they live in The Angle of Rhudaur. No large scale food production is carried out by the Dunedain in Eriador.

The Rangers of the North, while on patrols through Eriador, live off the land. Rangers will eat herbs and roots they find, kill game, and even fish.

MINING

No mining is done in Eriador. The hills and downs of the region are mineral poor.

THE PEOPLE OF ERIADOR

The Dunedain of the North

Dunedain of the North (Dunedain)
Skills: Armed Combat +2, Ranged Combat +1, Ride +1, Survival +1, Track +1
Languages: Sindarin, Westron

The Dunedain of the North are the remnants of the nobility of Arthedain. While they no longer live in Eriador the Rangers of the North still patrol these lands, protecting the inhabitants from Bandits, Orcs, Trolls, and other fell things.

The Dunedain are the descendants of the first men that crossed the Blue Mountains into Beleriand during the First Age. Called the Edain by the Elves, they fought against the forces of Morgoth alongside them.

After the War of Wrath, when Beleriand was sunk beneath the waves, the Edain were given the Island of Numenor by the Valar.

Because of their closeness to the Undying Lands of the Uttermost West, the Numanoreans (as they were now called) grew in stature, mind, lifespan and spirit. They became much like the Elves in thought and deeds. Their kings, in fact, were descendants of Elros Halfelven, brother of Elrond.

Throughout the Second Age, the Numanoreans sailed to Middle-earth, building havens and colonizing it. They assisted the Elven king Gil-galad in the War of Elves and Sauron, in SA1700. Near the End of the Second Age, the Numanoreans actually assaulted Sauron, in what is now Umbar, and forced him to surrender.

Sauron soon corrupted many of the Numanoreans, however, creating a schism between the Faithful (those with allegiance to the Valar and Elves) and the Kings Men (those who sought to rival the Valar, under Sauron). Most of the faithful fled to Middle-earth, to the havens of Pelargir, Belfalas, and Tharbad. Umbar, and the havens south, were loyal to the Kings Men. At the end of the Second Age, the Numanorean king led an armada to assault Valinor. The backlash was terrible. Numenor was sunk by the Valar in their wrath, killing all on the island. Only Elendil, with his sons Isildur and Anarion, and nine ships of Faithful, survived.

After the fall of Numenor, the remaining Faithful Numanoreans were called the Dunedain (Men of the West).

Like their Gondorian cousins, the Dunedain of the North are tall, with most men averaging 6'4". They have dark hair and grey or light eyes.

Once, the Men of Numenor lived lives three times longer than other Men of Middle-earth, and the kings of Numenor lived five times longer. Now, however,

after millennia of being sundered from the West, the Dunedain are lucky to live 120 years. A Dunedain man will remain strong of body and mind until about his 110th year. At that time, before his mind and body fails, he will chose to die.

Most of the men of the Dunedain of the North become Rangers of the North. These Men patrol their former kingdom, waiting for the day they might reclaim it. The Rangers are secretive with outsiders. Few, if any, of the Middle Men of Bree-land or Tharbad realize that these wanderers are the descendants of the Sea-kings of old. Other than themselves, only the Elves, and the very wise, know their heritage.

The Men of Minhiriath

Men of Minhiriath (Middle Men)
Skills: Craft +2, Debate +1, Observe +1, Sea-Craft (River Boats) +1, Swim +1
Languages: Dunlending, Westron

The Men of Minhiriath ('Southrons' to Bree-folk) are a mix of Edainic and Dunlending blood. Dunlendings have migrated north over the Greyflood river since TA3000, merging with the few remaining Edainic Men of Minhiriath. The Men of Minhiriath live near the ruined town of Tharbad, as well as in several villages along the Greenway.

Men of Minhiriath share a resemblance to the Dunlendings. They tend to be shorter, with men averaging 5'8" tall, with darker complexions, and darker hair and eyes.

Druedain of Eryn Vorn

Druedain of Eryn Vorn (Wild Men)
Skills: Ranged Combat +1, Stealth +1, Survival +1, Track +1
Edges: Night-eyed, Woodcrafty
Languages: Druedain

The Wild men of Eryn Vorn are akin to the Druedain of the White Mountains. They are a primitive fisher folk, shunning all others.

The Druedain are short and stocky, with ungainly features. They are stumpy (some four foot high) but very broad, with heavy buttocks and short, thick legs; their wide faces have deep-set eyes with heavy brows, and flat noses, and grew no hair below their eyebrows, except in a few men (who were proud of that distinction) who grew a small tail of black hair from their chin.

Their features are usually impassive, the most mobile being their wide mouths; and the movement of their wary eyes could not be observed, save from close at hand, for they were so black that the pupils could not be distinguished. In anger, their eyes glowed red. Their voices are deep and guttural, but their laughter is a surprise; it is rich and rolling.

In peace they often laugh at work or play, when other Men might sing. They can be relentless enemies, however, and once aroused their red wrath is slow to cool. They fight in silence, and do not exalt in victory, not even over Orcs, the only creatures for whom their hatred is implacable.

The Wandering Companies

Wandering Companies (Noldo Elves)
Skills: Language +1, Lore +2, Perform +1, Ranged Combat +1, Run +1
Languages: Quenya, Sindarin, Westron

The Wandering Companies of Elves are some of the last Noldor Elves in Eriador. Unlike their brethren in Lindon or Rivendell, these noble Eldar wander the woods, plains and dells of the Shire, Minhiriath, Rivendell, and even occasionally northern Eriador.

Once part of Gil-galad's kingdom, they drifted apart after his kingdom ended, at the end of the Second Age. Unwilling to sail to the West, these Elves travel the hidden paths that cross the lands that once belonged to Elves and later the Dunedain.

Like the Dunedain Rangers, they seek to hold back the encroaching evils of the Shadow.

It is unclear how many Wandering Companies there are. What is clear, however, is that these remnants are some of the most powerful beings left in Middle-earth, some being old enough to remember the Wars of Beleriand, or the War of the Last Alliance. These parties strengths are not measured in numbers, but rather the power they wield.



