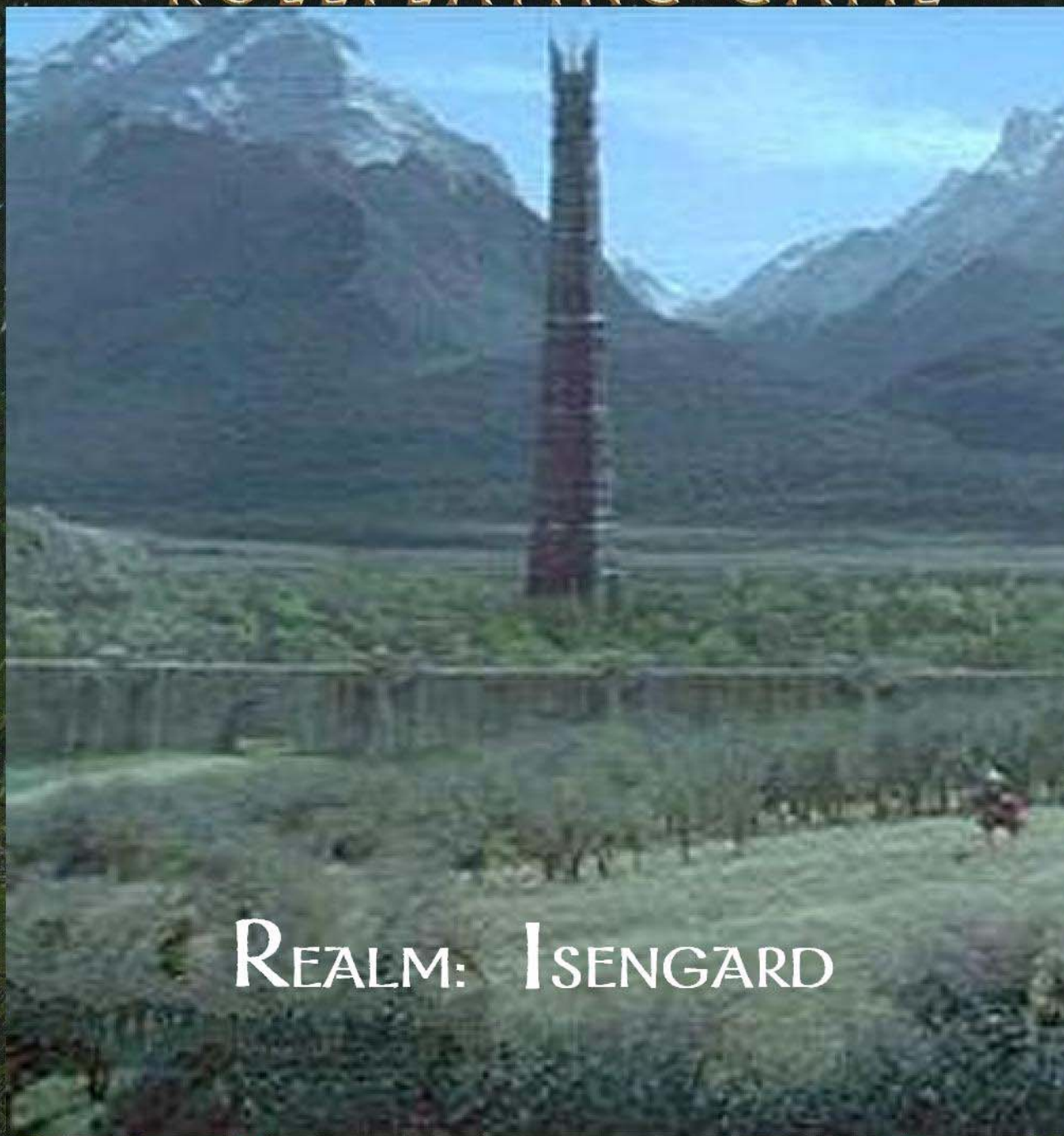


THE
LORD OF THE RINGS
ROLEPLAYING GAME™



REALM: ISENGARD

OVERVIEW

Situated at the southern end of the Misty Mountains, at the foot of Mount Methedras, Isengard lies amid the Wizard's Vale or Nan Curunir (Sindarin for 'Valley of Saruman'). This is just north of the Gap of Rohan. The region is named for the River Isen, which flows down from the Misty Mountains, out through the Gap of Rohan, and out to the Sea.

Isengard was once Gondor's northernmost outposts, built as a line of defense against Dunlending invasions and Orc incursions from the Misty Mountains. Orthanc itself was built in the Numenorean mode and is nigh indestructible, while the surrounding wall was of slightly later and more modest construction, although still impressive. One of the four *palantiri* of the South was placed here, where it remained until the War of the Ring.

Even after the former province of Calenardhon was ceded to the Eorlings, and became Rohan, Isengard remained part of Gondor and under the control of the Dunedain of the South, until Saruman was allowed to take up residence there about 250 years before the War of the Ring.

In TA2758, the Steward of Gondor gave the Wizard Saruman the keys to Isengard, naming him the warden of the fortress. When the desire for power corrupted Saruman, he turned Isengard into his own private domain, vastly expanding its underground storerooms into barracks, treasuries, armories, and prisons, the better to house his army of Orcs, half-orcs, Wargs, and Dunlendings. The green plain encircled by the Walls of Isengard was paved over, and all the woodlands for many miles

about were destroyed for firewood or out of sheer malice. Soon a constant pall of smoke from underground fires hung over Isengard.

After Saruman abandoned Orthanc at the war's end, King Elessar took back possession of the tower, having already regained the *palantir*. King Elessar also appointed the Ents guardians of the new forest, the Watchwood. Thus, at the beginning of the Fourth Age, Isengard has become a black tower (Orthanc) standing in a great circular pool, surrounded by a forest of transplanted trees watched over by an Ent or two.

A well paved highway leads south out of the Vale. At this time, Saurman's territory is marked by a tall black pillar on which a great stone rests, a White Hand that points north to Saruman.

RING OF ISENGARD

Surrounding the Tower of Orthanc is a circular wall of stone, cunningly fitted together without gap of weak points, nearly 20 feet tall and 4000 feet in diameter. Climbing the wall is a Virtually Impossible task (TN 25). The Ring of Isengard encompasses more than a square mile of land.



THE VALLEY

Nan Curunir is a sheltered valley, open only to the South, through which the River Isen flows. Prior to the War of the Ring, the land is fair and green, for the Isen is fed by many springs and lesser streams flowing from the foothills of the Misty Mountains, and the land is very fertile.

By the time of the War, Saruman had despoiled the land. While his slaves tilled enough farmland to feed his people, most of the valley becomes a tangle of weeds, thorns, and brambles, and all of the trees are felled.

The Ring is only broken in two places: by the feet of Methedras, which intersects it in the north, and the Gate into the Ring, in the south end of it. The Gate in the south curtain wall is of iron, and leads into an arched tunnel that runs through the wall, before reaching a second gate. The Ring houses numerous guard chambers, armories, stables and storerooms.

The walls encircling Isengard were destroyed by the Ents during the War of the Ring, and the underground chambers were flooded through their diversion of the Isen into the circle, although Orthanc itself escaped harm.

THE INNER COURT

When a person emerges from the Gate Tunnel, he can see that Isengard is hollowed, like a shallow bowl. Prior to TA3018, within the Ring are numerous gardens, trees, and ponds.

After TA 3018, when Saruman's corruption was complete, and he prepared for war against Rohan, the trees and gardens were torn up, the roads were paved with dark, heavy flagstones and lined with pillars instead of fruit trees, all of which are joined with heavy chains. Eight avenues converge on the central tower, like spokes of a wheel



Within the circle of Isengard are houses for thousands—workers, slaves, servants, and warriors—and stables for wolves and Wargs who serve as the Orc's steeds in battle. In many places, Saruman drove deep shafts through the earth down into caverns that lay beneath Isengard, and roofed them with low mounds and stone domes 'so that in the moonlight the Ring of Isengard looked like a graveyard of unquiet dead'. Inside these caverns, Saruman built treasuries, storehouses, armories, smithies, and great furnaces that created much pollution.

ORTHANC

The Central structure of Isengard is Orthanc, a tower formed of four pillars of black rock stabbing skyward 500 feet above the plain that surrounds it. The building has a single entrance, which faces to the east. A flight of 27 steps leads up to it

The tower is pierced with windows all about it. All of these are set above ground level and are well protected. There is a single balcony that hangs out over the entrance. From here, Saruman can come forth and speak to those standing on the stairs below.

At the top of the tower, the tips of the four pillars of black rock are carved into vicious horns reaching towards the sky. The only access to the tower's top is by a narrow stairway literally thousands of steps high, which runs through the interior of the tower.

Saruman himself lives in the tower, along perhaps a few of his most trusted servants. Many chambers in the place are dedicated to housing his plans for war.

LOWER STORIES

Orthanc is a mighty fortress, but the Dunedain who built the tower also valued comfort. There are many chambers within Orthanc, including comfortable living quarters, guest quarters, kitchens, halls and libraries.

SARUMAN'S CHAMBER

Saruman had what Gandalf referred to as a 'High Chamber'. This room, located many stories above the balcony, is also where Saruman kept the *palantir*.

THE SUMMIT

The summit of the tower is also Saruman's prison. It is accessible by a narrow staircase of 'many thousand steps' that leads from Saruman's High Chamber directly to the roof.

If Saruman successfully uses a Spellbinding spell against a target, and the victim is brought to the pinnacle of the tower, the runes carved there continually cast counter spells on him, effectively preventing the use of magic. The runes automatically counter spell any of the following spells: *Animal Messenger, Bane-spell, Beast Speech, Beast Summon, Blade Preservation, Break Binding, Command, Crafting-spell, Create Light, Display Power, Enslave Beast, Evoke Awe, Farspeaking, Guarding-spell, Imitation-spell, Kindle Fire, Lightning, Mind Speech, Opening-spell, Quench Fire, Resist Fear, Shadows and Phantoms, Shatter, Shutting-spell, Slumber, Spellbinding, Spoken Thoughts, Sundering, Veil, Victory-spell, Voice of Suasion, Voice of Command, Wizard's Fist, Wizard's Guise, Wizard's Hand, Word of Command.* The effective Bearing of the runes is 26. The counter spells contained in these runes are designed not to interfere with Saruman's magic.



THE ARMIES OF ISENGARD



After TA 2953, Saruman began to make himself a power, a rival unto Barad-dur and Sauron. To this end, he brought Orcs, Men of Dunland, and Half-orcs in to his service. For 64 years, he slowly built up his armories, filling his storerooms with swords, armor, and siegecraft. When finally Saruman emptied the pits of Isengard against Rohan, a force of some ten-thousand marched out. Saruman's standard is a White Hand on a Black Field.

ISENGARD
Ring of Isengard Protection: 10 Structure: 20
Ring Gates Protection: 7 Structure: 6
Tower of Orthanc Protection: 14 Structure: 200
Tower Door Protection: 14 Structure: 10

URUK-HAI WARRIORS (25 units)

Size: 25
Strength: 7
Toughness: 7
Mobility: 8
Moral: 32

Well disciplined, with a hate for Men, these fierce troops are armored head to toe in steel, with broad swords and long pikes.

ORC WARG-RIDERS (10 units)

Size: 10
Strength: 5
Toughness: 5
Mobility: 13
Moral: 15

These Orcs ride into battle upon their fell steeds, wearing leather armor and wielding scimitars.

ORC FOOTMEN (10 units)

Size: 20
Strength: 5
Toughness: 6
Mobility: 7
Moral: 25

Armed with scimitars and armored in chain, these troops support the Uruk troops.

DUNLENDING FOOTMEN (20 units)

Size: 8
Strength: 5
Toughness: 5
Mobility: 7
Moral: 14

These Wild-men, with a hatred for the Rohirrim, are armed with axes, broad knives, and clubs.

HALF-ORC ARCHERS (10 units)

Size: 10
Strength: 5
(Can attack at Range)
Toughness: 6
Mobility: 7
Moral: 16

Bred in the pits of Isengard, they carry long bows like unto Men and are armored in chain.

