

Player Positions

The following is a brief overview giving an idea of the historical background, as well as the identity, alignment, and character of the 25 individual Nations present in this scenario of ME-PBM. More details of the individual peoples and characters can be found in the sources cited previously.

Each Player will be assigned one Nation as his position. As such, he becomes the 'power behind the throne' or the 'author' of his Nation's actions. The Player will decide what individual actions his characters will take and what course of action his Nation will follow.

Normally, Player positions will be assigned at random when the game is filled. If you have a preference, however, please state it when you register. In order to accommodate all Player requests made, we strongly suggest at least 8 different choices be given.

The Free Peoples

Woodmen The Woodmen nation is composed of both the Woodmen and the Beornings of Mirkwood. The Woodmen are a loose collection of hunter/gatherers tribes who live in or below the trees of the great forest. The Beornings are closely related to the Woodmen, although their elder roots are distinct, and a select few can shape-change. The Woodmen numbers are few, generally preferring to blend in with their environment rather than placing a burden upon it. Their clans/tribes prefer small centers of population and hold several sites as holy. The Woodmen, loosely led by Beoraborn and Waulfa, possess skilled leaders with great insight and wisdom and deft agents with speed and cunning. The scattered population of the Woodmen presents difficulty in coordinating plans, but they are fierce warriors, effective in almost any terrain, and have rich resources at their disposal.

Northmen The Northmen nation is composed of both the Lake-men and Dalemen of Rhovanion as well as the Dorwinrim near the Sea of Rhûn. Their cultures are similar since they are all skilled diplomats and merchants, and influence much of the mercantile trade in western Middle-earth. The Northmen aspire to control vast markets and acquire considerable wealth. Their numbers are not vast, but their Population Centers are much larger than their neighbors. The Northmen possess adequate and well-provisioned armies, and also possess a navy at the Sea of Rhûn. Led by Eoder and Gaerandil, the Northmen represent a significant power waiting to be awakened.

Éothraim The Éothraim nation includes the more sedentary Gamuz peoples as well as their own plains-riders who reside in the vast plains of Rhovanion and near the eaves of Mirkwood. A loose collection of semi-permanent clans, led by Wírdiks and Márcared, the tribes of the Éothraim control considerable territory. While they have chosen to establish few permanent settlements, these ancestors of the Riders of Rohan are capable of placing roots when need dictates. One-on-one, the riders of the Éothraim have few equals anywhere in Middle-earth. Their forces enjoy the mobility of cavalry and are masters of working with the wild horses of the region. Although their dispersed forces and sparse settlements inhibit their power, the Éothraim possess considerable numbers of troops and have steady clan leaders.

Arthedain The last independent kingdom of the former realm of Arnor, the nation of Arthedain, still represents a significant force in the region. From the hills of northern Eriador and led by King Argeleb II, the knights and mages of Arthedain have withstood the evil forces of Angmar for over 300 years. The power and influence they wielded long ago is no more, yet the memory of former glory remains and serves as a beacon for the people of Arthedain. The blood of the Dúnedain runs rich in the veins of the powerful within Arthedain and many of the heirlooms of ancient Númenor still reside there. Numerous well-fortified towns support the remaining population and a variety of resources are still abundant in the region. Gifted with few but excellent leaders, the well-provisioned armies of Arthedain are formidable. Lately, to bolster their flagging recruitment, mercenaries have been hired to swell the ranks.

Cardolan The glory of Cardolan has long passed. However, the largest region of the former realm of Arnor still wields much influence and employs numerous swords in central Eriador. The blood of the Dúnedain is rather thin in Cardolan. Consisting of several cooperating fiefdoms, loosely led by Hallas, Cardolan seeks to be reunited and restored nation once again. The armies of Cardolan are adequate, but lacking in discipline, and consist of large numbers of mercenaries hired to provide quantity if not quality. The numerous towns and settlements of Cardolan help establish their influence over the strategic region of Eriador and much of their strength lies in the considerable resources available in Eriador for any expansion plans. A good navy is also anchored and ready to oversee the extensive coastline and numerous rivers within Cardolan.

Northern Gondor Although no longer the dominant force in western Middle-earth, the nation of Northern Gondor still controls a huge domain extending north from the White Mountains, east from the Gap of Isengard, west from the land of Mordor (with outposts still evident in Rhovanion), and south of Mirkwood. The blood of the Dúnedain runs richest

there and the leaders of Northern Gondor are well-seasoned veterans of both foreign and internal conflicts. Led by King Tarondor, their armies are well-provisioned and supplied and have begun to reach their former proportions. Many strong cities and fortified towns are scattered across this vast realm and several navies help maintain Gondorian interests along the Anduin and a route to the sea. The source of greatest concern for Northern Gondor is not their own might, but rather the extensive realm they must protect and the many enemies that reside on their borders.

Southern Gondor The numerous lands and fiefs of Southern Gondor are considered allied with their cousins to the north. However, the recent Kin-strife has strained relations and estranged some of the powers of Southern Gondor, and many powerful Men within the nation ponder their own right to rule all of Gondor. Their realm consists of the lands south of the White Mountains and north of Near Harad. Led by Prince Celdrahil, the forces of Southern Gondor are not to be taken lightly. Numerous well-fortified towns dot a countryside rich in natural resources. A formidable army, in terms of numbers, training, and provisions, and powerful navies that patrol the sea regions south of Gondor and up the Anduin delta, provide considerable deterrent to the other major powers in the region. The mages of Southern Gondor are very talented and exhibit the presence of Elvish blood mixed with that of their Dúnedain ancestors.

Dwarves The descendants of the Seven Fathers, known among themselves as the "Khazad", are scattered from one end of Middle-earth to the other. The largest settlement of the Dwarven nation is centered at Moria, led by Bain I, but there are enclaves to be found in the Blue Mountains, the Grey Mountains, the Iron Hills, and the hills near the Sea of Rhûn. The rise of the Dwarves as a power has been prevented primarily by the isolation of their forces and has been further hampered by the slow growth of their population. A stout and sturdy race, the Dwarves are blessed with some of the most formidable warriors, pound for pound, to be found in all of Middle-earth. The Dwarves were little affected by the Plague, and most of the Dwarven population are trained warriors. Thus, the Khazad are capable of presenting a large, well-provisioned, well-led army to their enemies. In matters other than military, however, the Dwarves are less-skilled. Although their settlements are usually strong and well-fortified, Dwarves have limited resources, other than metals, with which to barter for badly needed products.

Sinda Elves The nation of the Sinda Elves consists mostly of Silvan Elves (Wood-elves) who are led by their Sindar brethren. The Sinda Lords Thranduil and Amroth effectively lead the disperse forces of the Wood-elves resident in northern Mirkwood and in Lórien. The armies of the Sindar are not numerous but they are effective, possessing fine-quality weapons and superb leaders. The forces of the Sindar exhibit the normal Elvish traits and are quite adept at moving and fighting in their natural terrain - the forest. Skilled mages and numerous agents also keep them well-informed about their surroundings and their neighbor's activities. Although their settlements are few and far between (they possess harbors as far away as the Sea of Rhûn and the Great Sea), they are well hidden and protected.

Moldo Elves Arguably, the Moldo Elves are individually the most powerful of Eru's Children. However, there are now so few of them that their potential to control events is not what it once was, even though it is still significant. The Moldo Elf nation consists mostly of Wood-elves and a few Sindar Elves who are led by their Sinda and Moldo Lords, Círdan and Elrond. Residing in the westernmost parts of Middle-earth, they survey and consider the changing world from the Grey Havens and Rivendell. By no means strong by military standards, the Mordor still can bring to bear a well-trained, well-armed, and well-led army to force their demands. Premier mages and ancient artifacts allow them considerable knowledge of their surroundings, including the affairs of other nations. Well-protected by magical and natural forces, the settlements of the Moldor are perfect havens to launch activities at almost any point in northwestern Middle-earth. Their ships are extremely swift and protect their coasts by means other than sheer numbers.

The Dark Servants

Witch King Led by the Lord of the Nazgûl, the Witch King, the nation of Mûrazór is one of the most feared in Middle-earth. From his realm of Angmar in the far north, Mûrazór influences many of the events that transpire in Eriador and the Grey Mountain region. Surrounded by competent leaders and skilled emissaries, the Witch King can send forth his armies to battle with considerable confidence. His main problem is that many of his troops are so poorly trained and so often ineffective that their sheer numbers are sometimes all that makes the difference between victory and defeat. Powerful mages and ancient items of power contribute much to the fear felt in the presence of the forces of the Witch King.

Dragon Lord Led by the Second of the Nazgûl, the Dragon Lord, the nation of Khamûl is one of the most extensive of the Dark Servants in Middle-earth. From his main fortress in southern Mirkwood, the Dragon Lord influences many of the events that transpire in Rhovanion and the Misty Mountain region. Surrounded by a variety of competent emissaries and skilled mages, the Dragon Lord can manipulate the affairs of the region

almost at will. His agents frequently infiltrate his adversaries' settlements. Because of the numerous military forces in the area, however, the Dragon Lord has not yet openly displayed his growing armies. The Dragon Lord does not like to operate near bodies of water, maintains no navies, and does not bother to maintain vigilance over the nearby Anduin river.

Dog Lord Led by the Third of the Nazgûl, the Dog Lord, the nation of Dendra Dwar is both deadly and growing. From his main fortress inside Mordor, the Dog Lord prepares his forces for their rightful ascendancy in Ithilien and Rhovanion. Numerous dark mages and skilled agents are in the Dog Lord's service, but his greatest potential lies in the able commanders that handle his growing military might. The forces of the Dog Lord are aptly named because many of his troops ride the infamous war-dogs and war-wolves that Dendra Dwar breeds and trains. This ferocious cavalry rides as one of the premier mounted forces in northwestern Middle-earth. Until recently, the resources available within Mordor were sufficient for the Dog Lord's purposes. However, the need for more canine-mounts and other war materials has forced Dendra Dwar to look beyond his current haven and consider extending his domain's boundaries.

Cloud Lord Led by the Fourth of the Nazgûl, the Cloud Lord, the nation of Jí Indûr is probably the most mysterious and secretive of all the Dark Servants. From his main fortress in southwestern Mordor, the Cloud Lord's minions perform the most delicate of 'extractions' and arrange the most unobtrusive of 'accidents'. As a result of the exploits of his highly-skilled agents, Jí Indûr also influences and oversees much of the trade and commerce that passes through Harondor. His knowledge of the affairs and plans of his neighbors has allowed the Cloud Lord to begin preparing his forces, both military and arcane, in preparation for his own plans of expansion and domination.

Blind Sorcerer Led by the Fifth of the Nazgûl, the Blind Sorcerer, the nation of Akhórahil represents one of the most dangerous collections of mages and artifacts among all the Dark Servants. From his main fortress in southeastern Mordor, the Blind Sorcerer's adepts prepare for the inevitable expansion of his domain into Harad and Khand. Akhórahil possesses one of the richest regions from which to operate and controls one of the few navies serving the Dark Servants. Although lacking individuals skilled in the more subtle means of persuasion, the Blind Sorcerer is surrounded by crafty mages and well-supplied forces, and his armies and navies are swiftly rising to become a force with which to be reckoned.

Ice King Led by the Sixth of the Nazgûl, the Ice King, the nation of Hoarwáth represents a formidable and growing force among the Dark Servants. From his main fortress inside Mordor, Hoarwáth's adept mages and skilled agents have permitted the Ice King to maintain constant vigilance and influence over the Ithilien region, while at the same time remaining undetected. The Ice King's armies are growing, and pressuring these neighbors is the next step in the plans for expansion that Hoarwáth prepares. The rich and poorly defended lands outside his realm are an attractive goal, for the resource-poor lands of Mordor will not continue to support the growing might of the Ice King.

Quiet Avenger Led by the Seventh of the Nazgûl, the Quiet Avenger, the nation of Adúnaphel wields the most well-rounded force among all the Dark Servants. From her main fortress southwest of Mordor in Near Harad, Adúnaphel's learned mages and numerous diplomats and military commanders execute the dire whispers of the Quiet Avenger throughout the region of Harondor and Harad. The people at Adúnaphel's disposal are not the best-trained nor the most skilled. However, the delicate position of her realm places great emphasis in balancing the many neighboring forces and in keeping events happening as the Quiet Avenger desires. The location of Adúnaphel's stronghold provides her with a rich source of supplies and good potential for further, although controlled, expansion.

Fire King Led by the Eighth of the Nazgûl, the Fire King, the nation of Ren the Unclean wields the most dedicated force among all the Dark Servants. From his main fortress inside Mordor, the Fire King's adept mages and numerous agents and military commanders maintain constant pressure and vigilance on the Gondorian towers that surround Mordor and the region of Ithilien. The armies of Ren are very dedicated, although not the most skilled, and are represented by a diverse mixture of races and peoples. His reliable servants have enabled the Fire King to begin preparing his forces, both military and arcane, in preparation for his own plans of expansion and domination.

Long Rider Led by the Ninth of the Nazgûl, the Long Rider, the nation of Úvatha controls one of the most extensive realms belonging to the Dark Servants. From his main fortress near the Sea of Rhûn, the Long Rider's minions infiltrate and pressure many of the peoples that inhabit Rhovanion and the region of Khand. The skilled agents of the Long Rider are able to exert considerable influence on mercantile operations throughout these regions. Also, the vast realm of Úvatha is patrolled by the superior cavalry that serve as the bulwark of his armies. Perhaps not as highly regarded as some riders, the mounted forces of the Long Rider are numerous, well-provisioned and quite capable of

carrying out the planned expansion of the Long Rider's domain. The rich lands found in his realm provide a strong potential for this growth.

Dark Lieutenants The nation of the Dark Lieutenants represents a strategic center of power for the Dark Servants. From their main fortress inside Mordor, The Mouth of Sauron (Úrzahil) and The Warlord (Gothmog) initiate and control events that influence much that transpires in all the regions surrounding Mordor. While the forces that constitute the armies of the Dark Lieutenants are not well-skilled, the extremely-seasoned commanders of the Dark Lieutenants are probably the most capable leaders to be found anywhere in northwestern Middle-earth. Their presence makes their armies a formidable force. Surrounded by wise mages and powerful artifacts, the Dark Lieutenants' power is rapidly rising and rivals the forces of any of the other Dark Servants.

The Neutrals

Corsairs The nation of the Corsairs consists primarily of descendants of the Dúnedain rebels who fled from Gondor in the wake of the Kin-strife of T.A. 1432-47, and their Black Númenórean cousins who resided in Umbar prior to the arrival of the rebels. Led by the exceptional Sea-captain Angamaitë and the powerful Teldúmeir, the Corsairs have effectively established themselves as a dominant force in the Bay of Belfalas and along the southern coasts. The vast navies of the Corsairs are feared by all and equalled by few. The strategic location of the Corsairs affords them a region that has both plentiful resources and ready access to the vital nearby river valley and the Great Sea. Along with a few mages, the skilled diplomats and agents of the Corsairs wield their powers to much effect throughout the neighboring regions and manage to keep the forces of the Free Peoples and the Dark Servants in check.

Haradwaith The nation of the Haradwaith consists mainly of the peoples who occupy the semi-arid lands south of Mordor, called Harondor, with their greatest settlements being along the seacoast and rivers. Led by Haruth Raman and Carlon, the Haradwaith regard the Belfalas area to be their own and contest other rival navies for right of passage. The lands about Harondor provide bountiful resources and afford considerable protection from their powerful neighbors. Surrounded by powerful realms of the Free Peoples and the Dark Servants, the Haradwaith nation utilizes their strategic location and resources to thwart these foreign influences. While their main strength lies in their military might of both armies and navies, they possess individuals with skill in the arcane, as well as the more subtle, arts.

Dunlendings The nation of the Dunlendings encompasses the large region south of the former realm of Arnor in central Eriador. Consisting of several cooperating clans, loosely led by Enion and Eribhen, the Dunlendings seek to be reunited and restored to the lands of their forefathers. Possessing neither valorous nor skilled warriors, the armies of the Dunlendings rely primarily upon their charismatic leaders and sheer numbers to win the day. However, their forces are accustomed to fighting in all types of terrain (the rougher the better) and possess a wide variety of troops to suit their varied styles and expertise. While few of the Dunlendings aspire toward the arcane arts, the few that have reached considerable skill. Surrounded by powerful adversaries, the Dunlendings have quietly reinforced their armies and plan to return to the days of old when their people were powerful and influential.

Rhudaur The glory of Rhudaur has long passed, but the eastern region of the former realm of Arnor still wields some influence and employs numerous swords in northern Eriador. The blood of the Dúnedain has almost vanished in Rhudaur. Consisting of several cooperating fiefdoms, loosely led by Arfanhil and Broggha, Rhudaur seeks to be a reunited and restored nation once again. However, some factions favor the policies of the Dark Servants and others the policies of the Free Peoples. The considerable natural resources of Rhudaur are of interest to both sides. While the armies of Rhudaur are adequate to defend their borders, they are lacking in discipline and consist of large numbers of mercenaries. The military commanders of Rhudaur possess some skills in subterfuge and magery, as well as a keen interest in ancient artifacts. This broad spectrum of tools allows the leaders of Rhudaur to balance the strong influences of their neighbors with their own interest in expansion.

Easterlings The nation of the Easterlings refers to the collection of peoples who occupy the north central region of Middle-earth. This region encompasses part of Rhovanion and all the lands south to Khand. This diverse nation includes the tribes of the Sagath, Logath, Asdriags, Muriags, and the Variags. Loosely led by Tros Hesnef in the north and Úvatha II in the south, the Easterlings represent a nation with great potential but numerous pitfalls to overcome. The greatest strength of the Easterlings lies in their fierce and brave warriors, especially their much-feared cavalry. Competent commanders and numerous warriors make this mobile threat very real indeed. Additionally, their skilled mages and adequate agents help make up for the lack of political envoys, and the abundant availability of resources provides the Easterlings with a rich base for growth. The most difficult barriers to be overcome in the Easterling's plans of conquest are the lack of central command and the dispersal of their forces over much of Middle-earth.