

NORTHWESTERN MIDDLE-EARTH Map Set



Based on J.R.R. Tolkien's THE LORD OF THE RINGS™

INTRODUCTION

Nothing helps you familiarize yourself with a strange or fanciful land like a good map. A broad, colorful picture, a map offers an incomparable image. Neither text nor pictures provide as much information on a single page. Besides explaining spacial relationships between places, a map can even suggest the nature of cultures, weather, and landscapes.

J.R.R. Tolkien recognized the value of maps and took special care to coordinate his stories with a bit of solid cartography. His maps, and the more detailed versions drawn by his son Christopher, illustrated Middle-earth in a brilliant fashion. They form an integral part of stories like the *The Hobbit* and *The Lord of the Rings*.

In keeping with the Tolkien tradition (as well as our own love for maps), ICE produces carefully crafted maps to accompany its Middle-earth adventure game products. These view-style renderings make ideal role playing accessories. Besides adding flavor to the adventure game experience, they provide a wonderful foundation for campaigns based in Tolkien's world. Each map depicts everything a traveler needs to know about a given area: including natural features, such as glaciers, hills, rivers, and swamps, as well as artificial structures like roads, trails, towns, citadels, and campsites.

USING THIS WORK

Northwestern Middle-earth Map Set contains the campaign maps particular to the most famous region of Lindor, the area depicted in *The Hobbit* and *The Lord of the Rings*. Printed at a uniform scale, these maps fit together to form a mosaic of all of the area between the broad plains of central Mordor and Rhovanion to the mist-enshrouded islands off the coast of Lindon. Should you want to create a single map, we include instructions for cutting and fitting the pieces together. Simply refer to the brief text on the back of each face for specific guidelines regarding where and how to place the piece in the cartographic puzzle.

Note that, with a few exceptions (e.g., sites in the Shire, Dunland, or Rohan), all of the map labels are rendered in Elvish. Most appear in Grey-elvish, or Sindarin. If you own the companion guide, ICE's *Northwestern Middle-earth Gazetteer*, you can readily translate each term. If not, you should refer to the works of Professor J.R.R. Tolkien, the posthumous publications edited by his son Christopher, or one of the better secondary works such as *The Complete Guide to Middle-earth* (a 1978 Ballantine Book) by Robert Foster or Karen Wynn Fonstad's *Atlas of Middle-earth* (a 1991 offering from Houghton Mifflin Co.).

TIPS FOR REMOVING AND CUTTING YOUR MAPS

As noted, you can remove your maps and use them to create large mosaic covering all of northwestern Endor. First, you'll need to remove the staples that bind everything together. Then, trim off the white, unprinted margin that surrounds each page. Make sure the borders are all removed before you try piecing things together. Next, read the instructions on the back of each map. You'll see that, in most cases, the artwork on the edge of one map provides a better fit than the artwork on an adjoining map. Finally, put your maps together by overlapping the adjoining faces. The results should be pleasing enough to make you forget that you just cannibalized a fine publication.

Note: The inside of the back cover of this product contains advice and hints on how to piece the map together. Please review the hints before piecing the map together.

MAP INDEX

Page numbers below are for the maps. Map descriptions and cutting/fitting instructions can be found on the back of each map.

Note: Some maps are printed at more than one scale and thus have more than one page reference; the descriptions and cutting/fitting instructions will only be found on the back of one of these maps.

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CREDITS

Color Maps & Text : Peter C. Fenlon, Jr.

Computer Scaling and Water-fills: Terry K. Amthor, Tom Graves, Liz Leonard.

Black and White Maps: Peter C. Fenlon, Jr. and Richard Britton.

Project Specific Contributions: *Series Editor:* Jessica M. Ney-Grimm;

Content Editor: Pete Fenlon; *Pagemaking & Layout:* John Curtis; *Cover Graphics:* Terry K. Amthor.

ICE Staff — Art Director: Jessica M. Ney-Grimm; *Color Processing & Design:*

Terry K. Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Pete Fenlon; *CEO:* Bruce Neidlinger;

Customer Service: Heike Kubasch, David Platnick; *Production:* John Curtis, et al; *Shipping Staff:* David Morris, Daniel Williams.

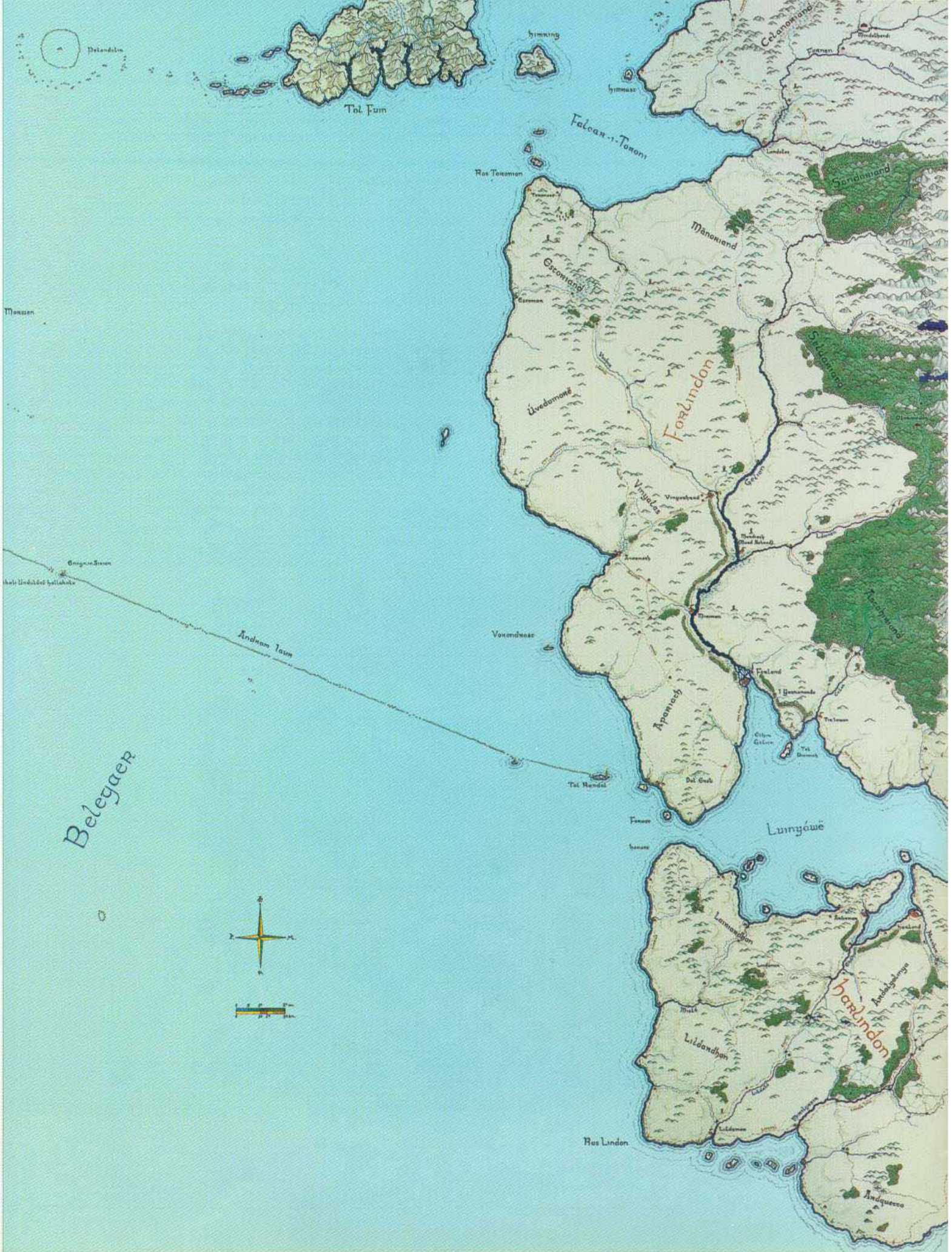
This work is dedicated to Olivia H. Johnston.

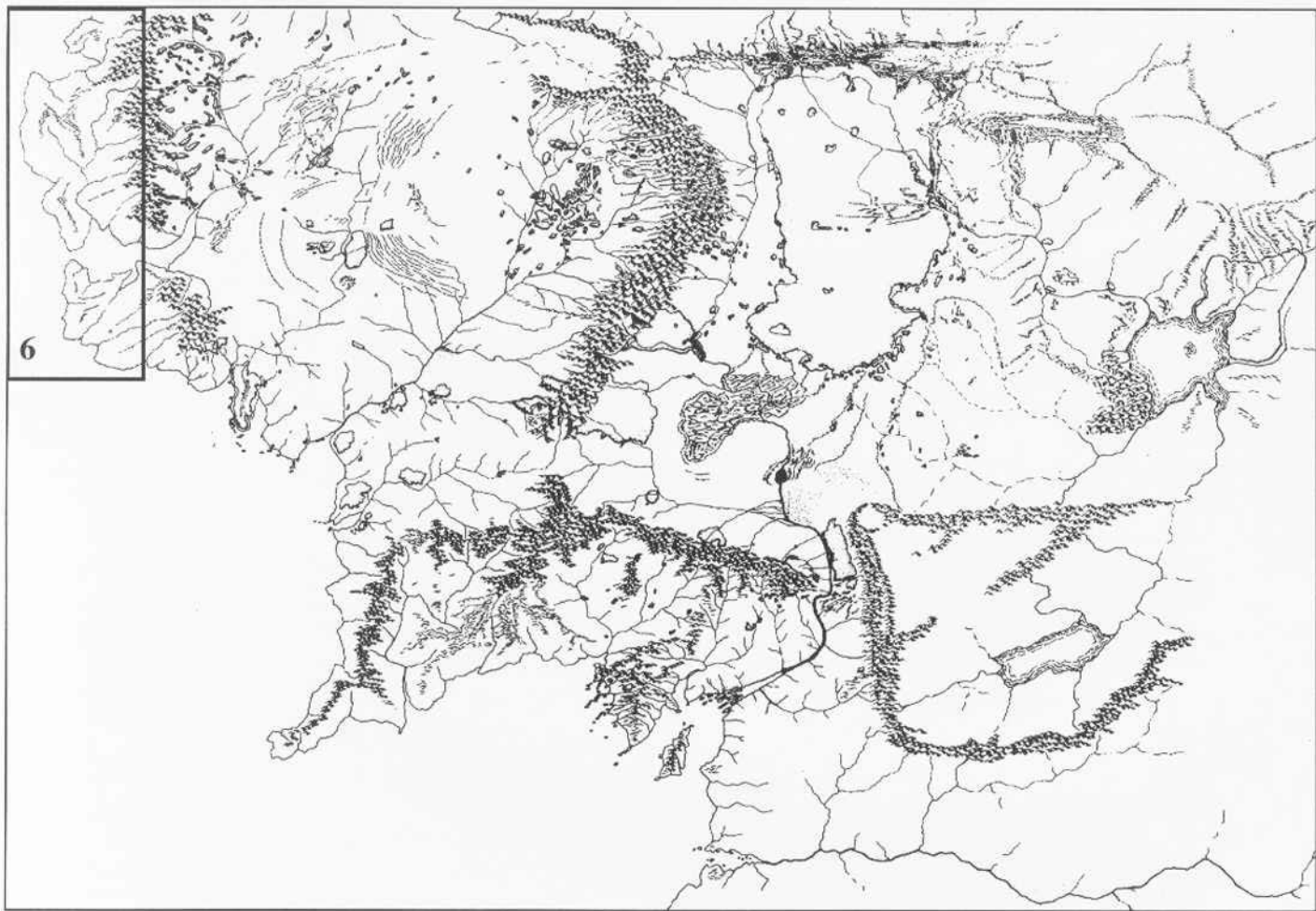
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Produced and distributed by
IRON CROWN ENTERPRISES, Inc.
P.O. Box 1605, Charlottesville, VA 22902
First U.S. Edition, 1994

ISBN1-55806-170-3

Stock #4001





MAP 6
LINDON

Map 6 details nearly all of Lindon (Q. "Place of Music"), the lands west of the Blue Mountains (S. "Ered Luin"), as well as the islands off the western coast of Middle-earth: Himring, Tol Fuin, Tol Morwen, etc. This region comprises what was once eastern Beleriand; however, most of that storied land sank beneath the Belegaer (S. "Great Sea") at the end of the Elder Days. While the cataclysm that marked the last hours of the First Age created some shifts in the land mass, many of the subterranean features retain their ancient, dry-land character. For instance, the rocky reef called the Andram Iaur (S. "Old Long-wall") is all that remains of the escarpment the Eldar named the Andram.

Note that, while most of Harlindon (S. "South Lindon") lies in the southeast portion of the map, parts of eastern Harlindon are on maps 4 and 14. The same is true of Outer Lindon (Q. "Róna lindon"), which stretches across maps 2 and 14 (and includes the Grey Havens).

CUTTING AND FITTING THE MAP

Map 6 adjoins the following maps:

To the West — None.

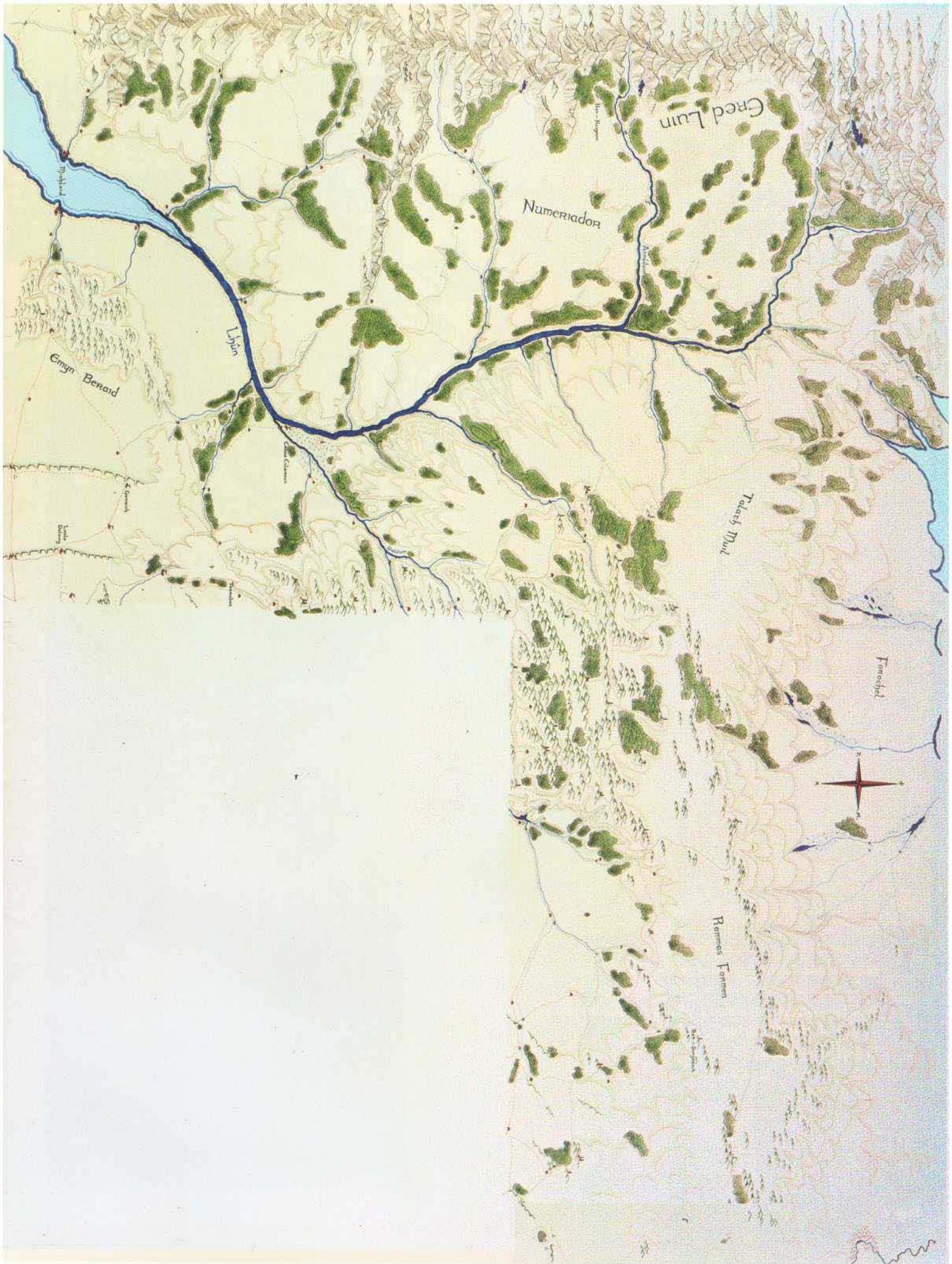
To the South — None.

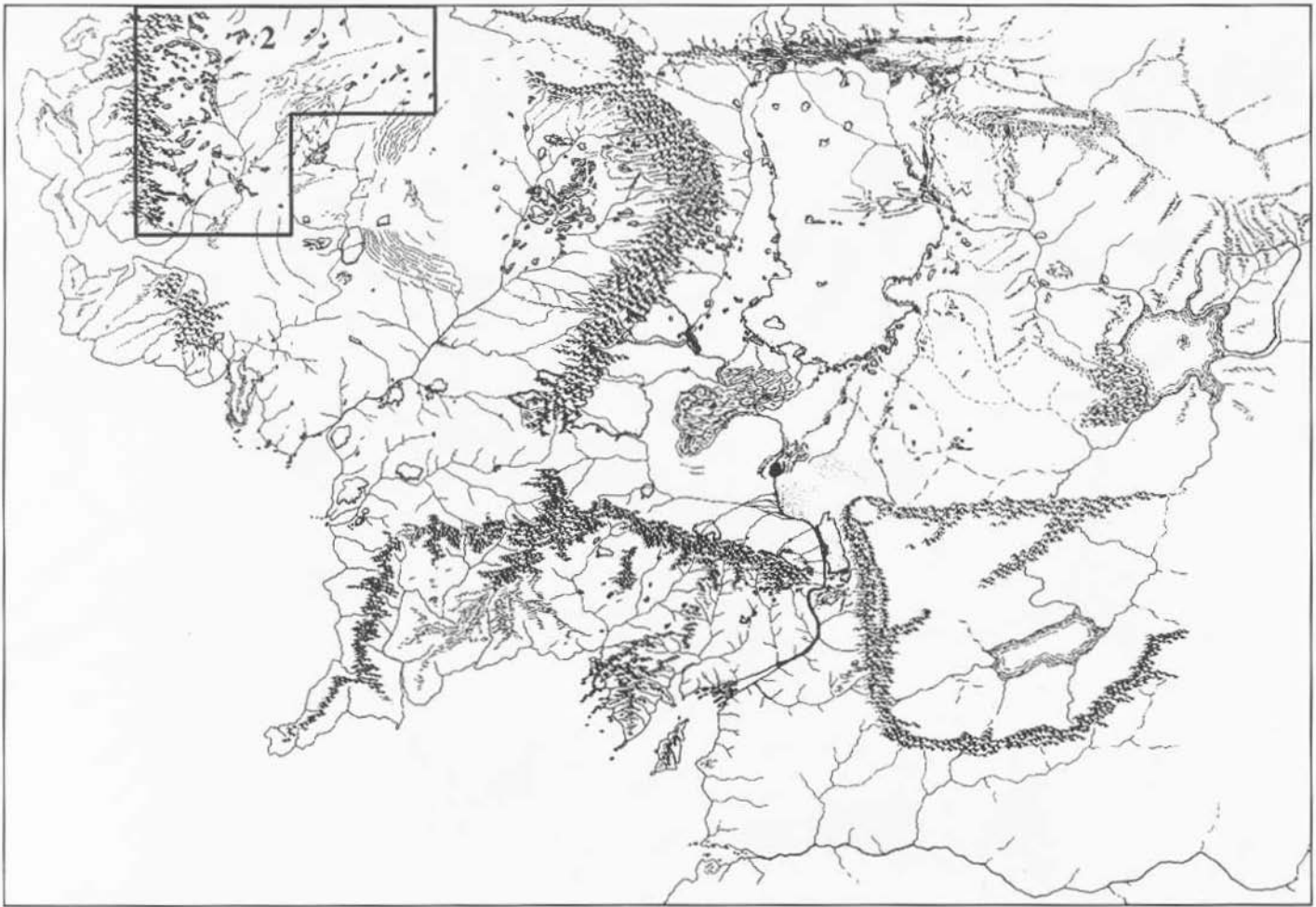
To the Southeast — Map 4 (Minhiriath & the Eriadoran Coast).
Where the maps overlap, place the edge of Map 6 on top.

To the East — Map 14 (The Southern Blue Mountains). Where the maps overlap, place the edge of Map 14 on top.

To the Northeast — Map 2 (Numeriadon & the Northern Blue Mountains). Where the maps overlap, place the edge of Map 6 on top.

To the North — None.





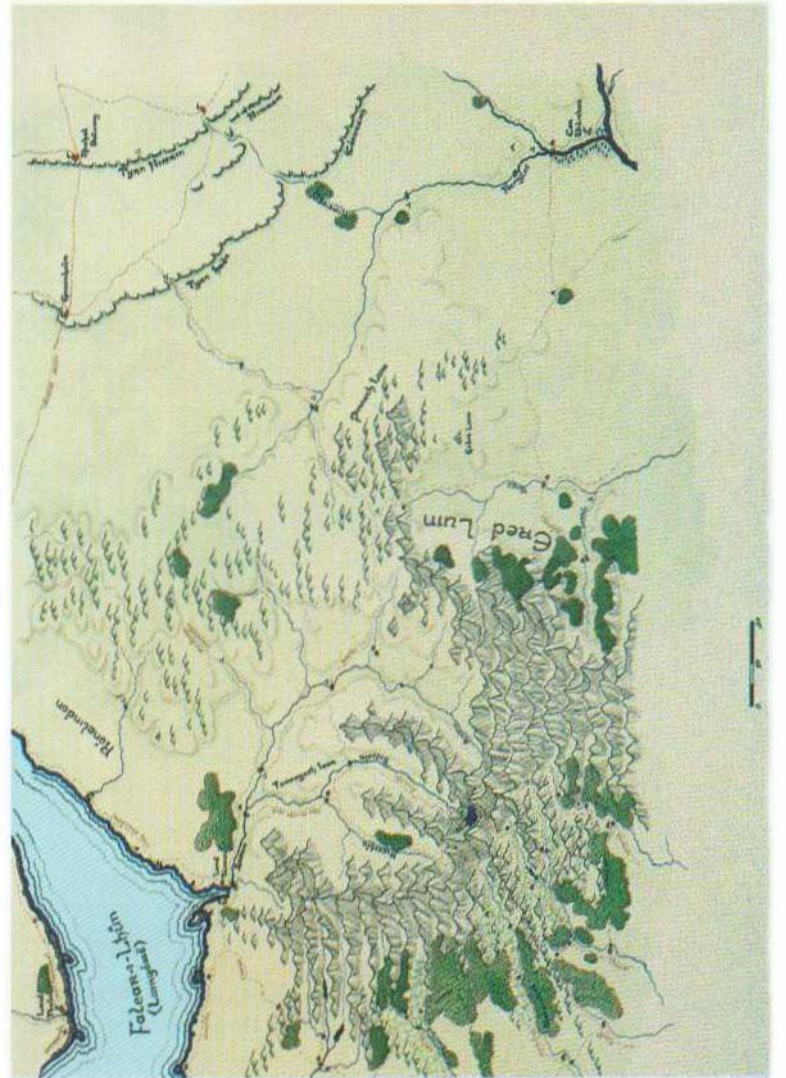
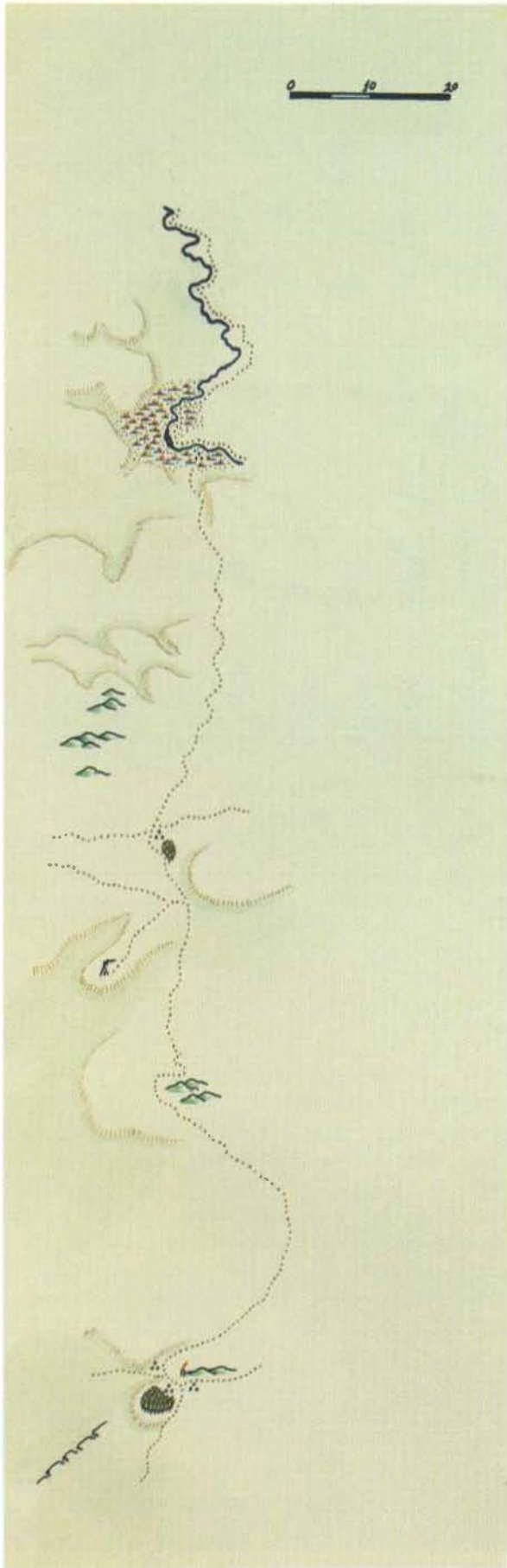
MAP 2
NUMERIADOR & THE NORTHERN BLUE MOUNTAINS

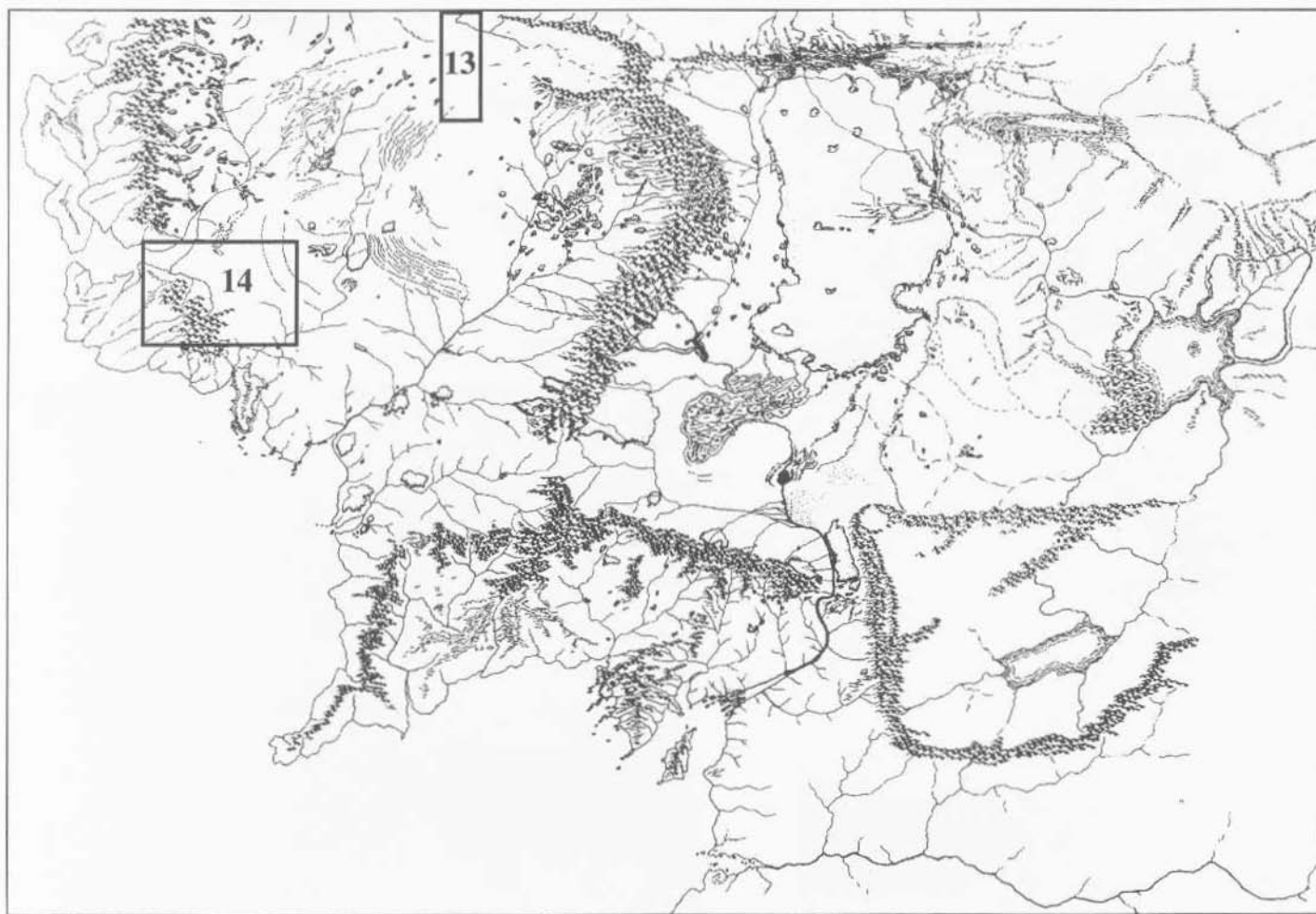
This L-shaped map details the northern portion of the Blue Mountains (S. "Ered Luin") and the westernmost portion of Eriador (S. "Empty Land"). The headwaters of the Blue River (S. "Sir Lhûn") lies in the northwestern segment, the Grey Havens (S. "Lond Mithrin") lie the southwestern segment, and the Oiolad (S. "Everlasting Plain") and northern Arthedain are situated in the northeastern segment. Numeriador (S. "West Eriador") comprises the area between the Lhûn and the Blue Mountains.

CUTTING AND FITTING THE MAP

Map 2 adjoins the following maps:

- To the West* — Map 6 (Lindon). Where the maps overlap, place the edge of Map 6 on top.
- To the South* — Map 14 (The Southern Blue Mountains). Where the maps overlap, place the edge of Map 14 on top.
- To the Southeast* — Map 3 (Arthedain, Cardolan & Rhudaur). Where the maps overlap, place the edge of Map 2 on top.
- To the East* — Map 13 (Oiolad). Where the maps overlap, place the edge of Map 13 on top.
- To the North* — None.





MAP 14
THE SOUTHERN BLUE MOUNTAINS

This small, rectangular map details most of the southern portion of the Blue Mountains (S. "Ered Liun"), the southern part of Outer Lindon (Q. "Rónalindon"), and the westernmost portion of the Shire (of Arthedain). Note that a small part of eastern Harlindon (Q. "South Lindon") appears in the southwestern corner of the map.

CUTTING AND FITTING THE MAP

Map 14 adjoins the following maps:

To the West — Map 6 (Lindon). Where the maps overlap, place the edge of Map 14 on top.

To the South — Map 4 (Minhiriath & the Eriadoran Coast). Where the maps overlap, place the edge of Map 14 on top.

To the East — Map 3 (Arthedain, Cardolan & Rhudaur). Where the maps overlap, place the edge of Map 14 on top.

To the North — Map 2 (Numeriadon & the Northern Blue Mountains). Where the maps overlap, place the edge of Map 14 on top.

MAP 13
OIOLAD

This narrow piece-map details part of the cool, remote grassland called the Oiolad (S. "Everlasting Plain"). This area comprises part of the traditional frontier between Arthedain (Q. "Realm of the Edain") and Angmar (Q. "Iron-home").

Note: Use the instructions below for the Map 13 found on pages 25 and 26 (not the Map 13 on the backside of this page).

CUTTING AND FITTING THE MAP

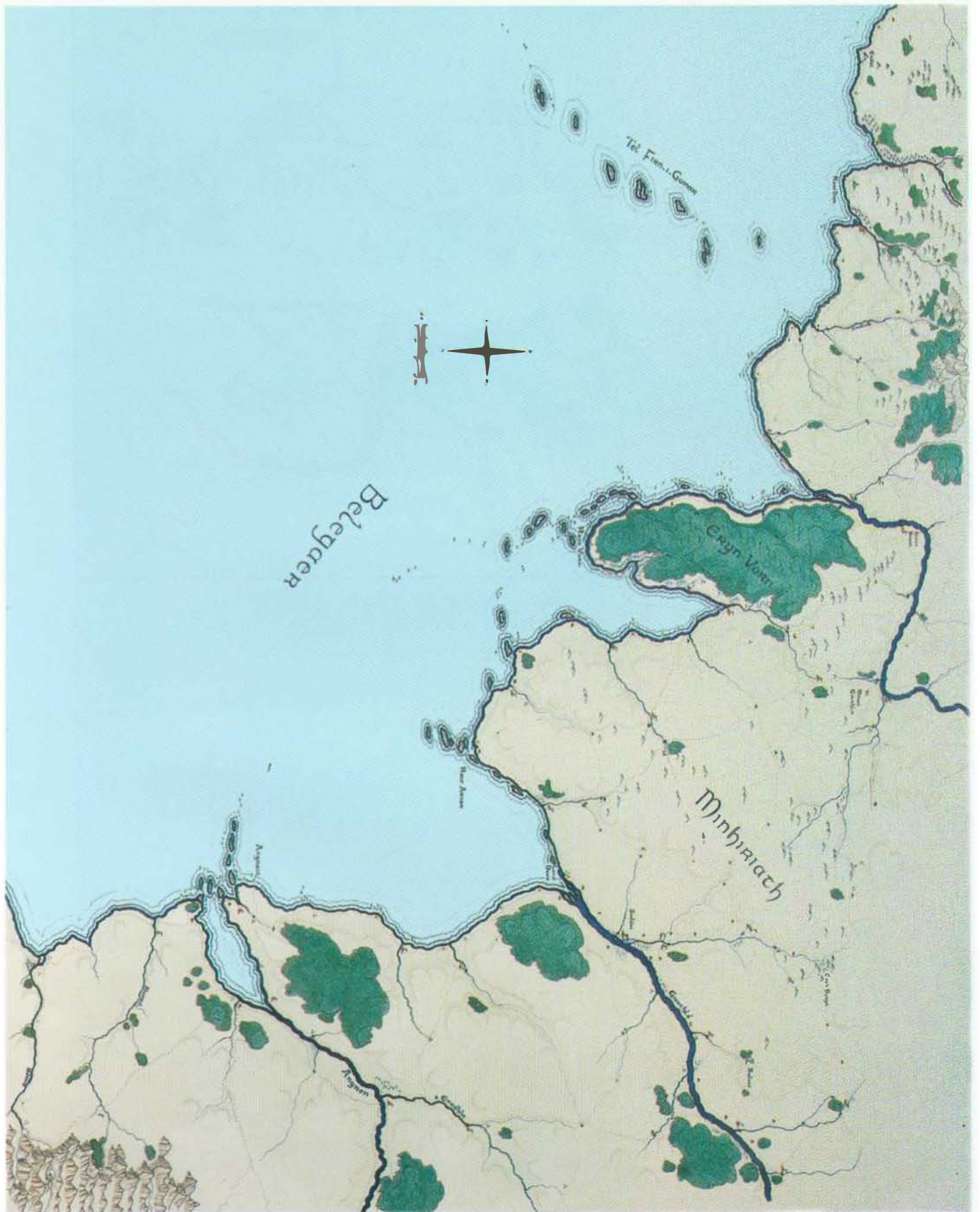
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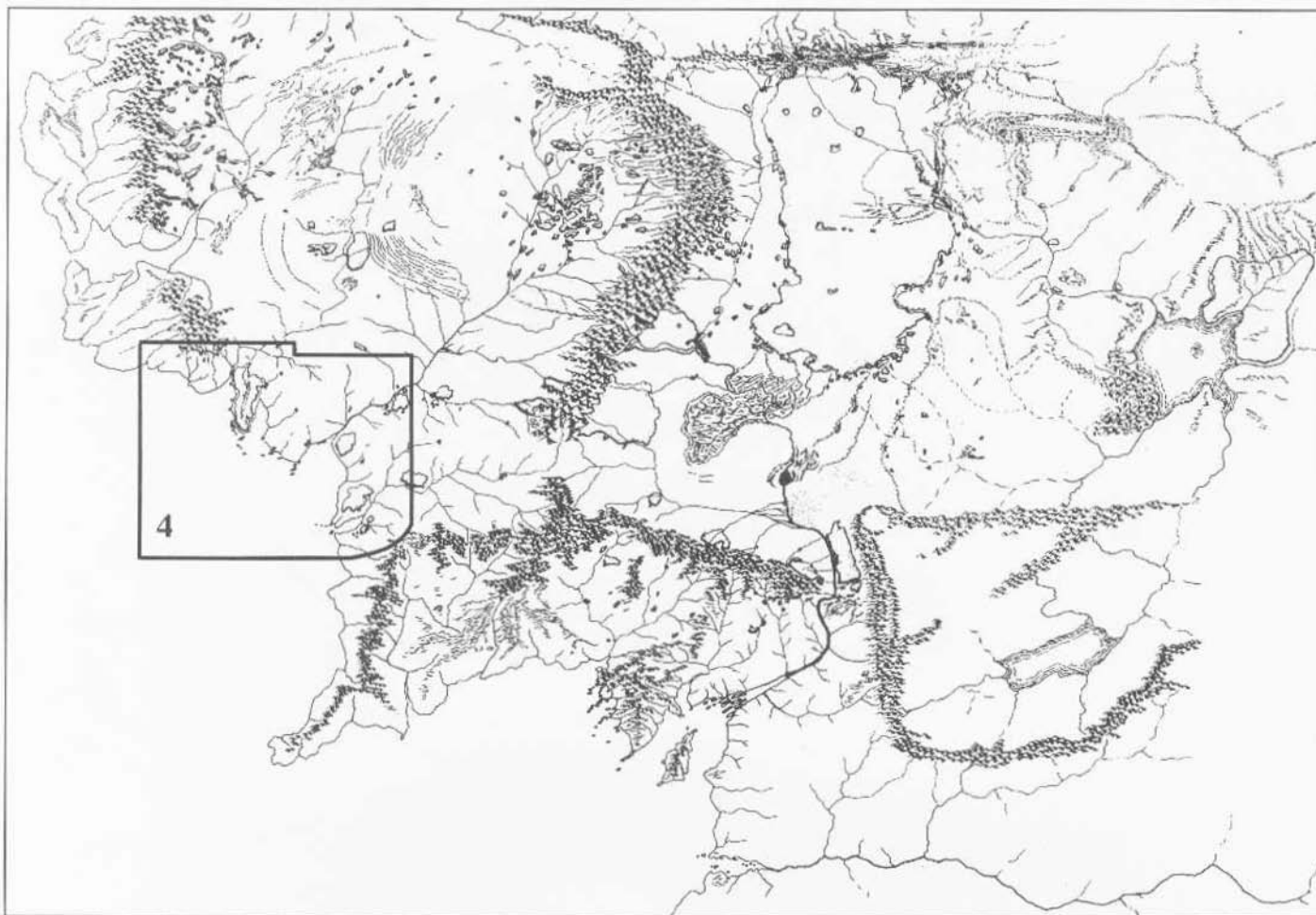
To the West — Map 2 (Numeriadon & the Northern Blue Mountains). Where the maps overlap, place the edge of Map 13 on top.

To the South — Map 3 (Arthedain, Cardolan & Rhudaur). Where the maps overlap, place the edge of Map 13 on top.

To the East — Map 1 (Angmar & the Northern Misty Mountains). Where the maps overlap, place the edge of Map 13 on top.

To the North — None.





MAP 4
MINHIRIATH & THE ERIADORAN COAST

Map 4 details the coastal portion of Eriador (S. ≈ "Empty Land"). It includes Minhiriath (S. "[Region] Between the Rivers"). The Black Woods (S. "Eryn Vorn") lie in the northwestern segment, as does the southernmost tip of the Blue Mountains (S. Ered Luin"). The Belegaer (S. "Great Sea") occupies the southwestern segment. Enedhwaith (S. "[Place of the] Middle-folk") and the mouth of River Isen (Angren) appear in the southeastern segment.

CUTTING AND FITTING THE MAP

Map 4 adjoins the following maps:

To the Southwest — None.

To the South — Map 15 (Andrast & the Western White Mountains).

Where the maps overlap, place the edge of Map 15 on top.

To the East — Map 5 (Rohan & the Southern Misty Mountains).

Where the maps overlap, place the edge of Map 4 on top.

To the Northeast — Map 3 (Arthedain, Cardolan & Rhudaur).

Where the maps overlap, place the edge of Map 4 on top.

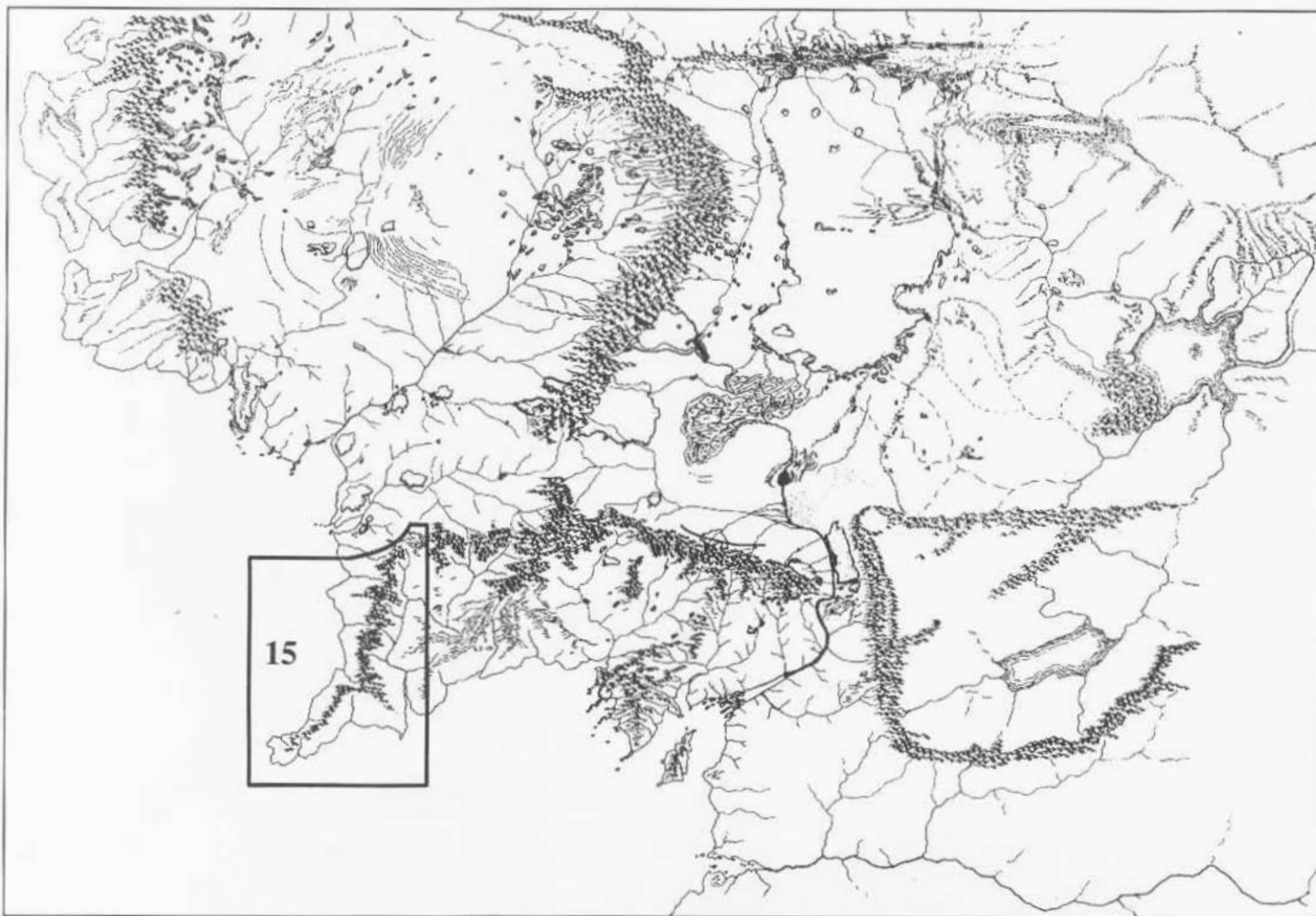
To the North — Map 14 (The Southern Blue Mountains). Where

the maps overlap, place the edge of Map 14 on top.

To the Northwest — Map 6 (Lindon). Where the maps overlap, place

the edge of Map 6 on top.





MAP 15
ANDRAST & THE WESTERN WHITE MOUNTAINS

Map 15 details the westernmost reaches of Gondor (S. "Stone-land"), the great south-western spur of the White Mountains (S. "Ered Nimrais"), and southern reaches of the ancient Drûg-lands ("Old Pûkael-land"). It includes the western edge of the Anfalas (S. "Long Coast" or "Long-shore") region, as well as the lower Lefnui Valley (S. "Nan Lefnui"). Rugged, windswept, Andrast—the "Long-cape"—lies in the southwestern part of the map.

CUTTING AND FITTING THE MAP

Map 15 adjoins the following maps:

To the West — None.

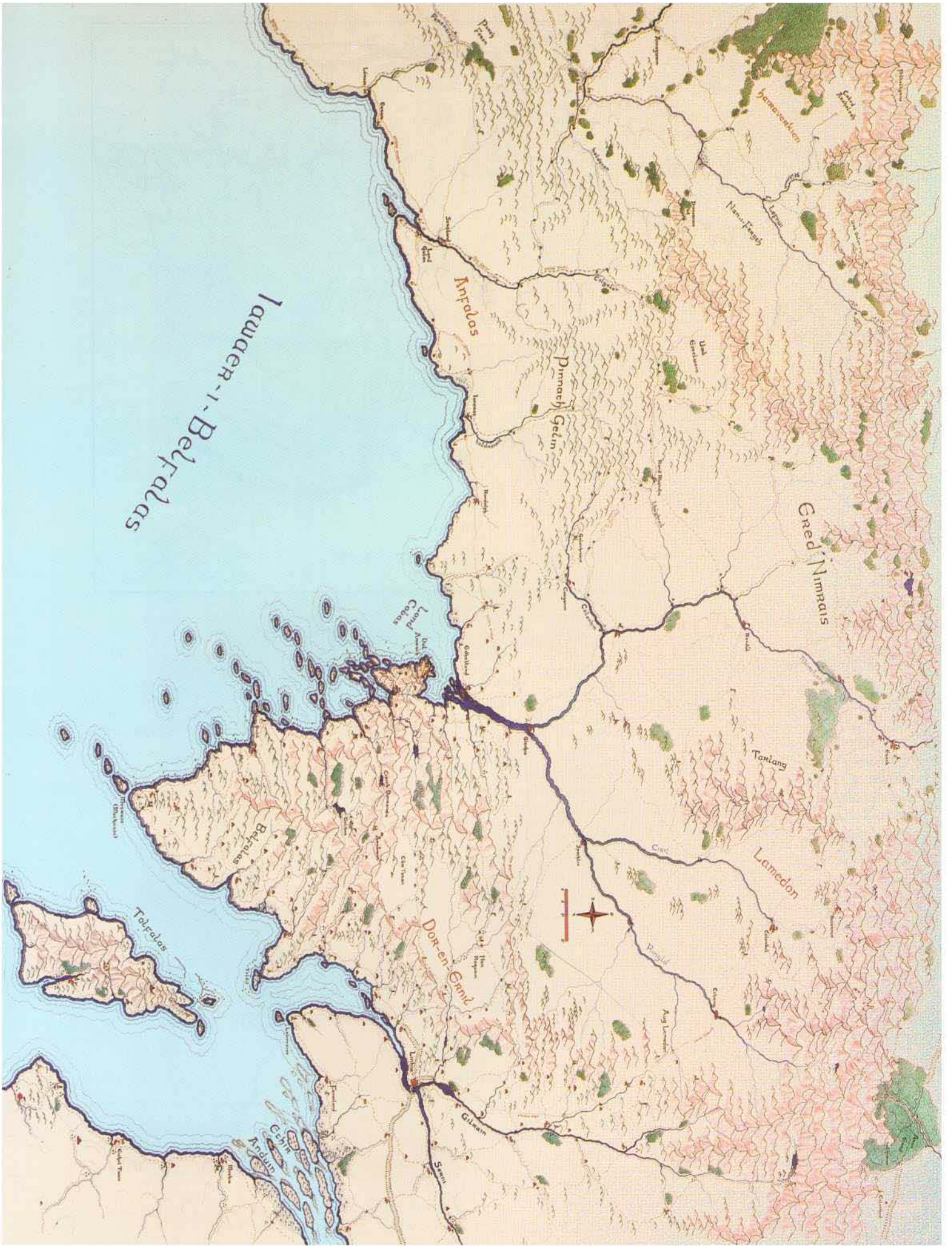
To the South — None.

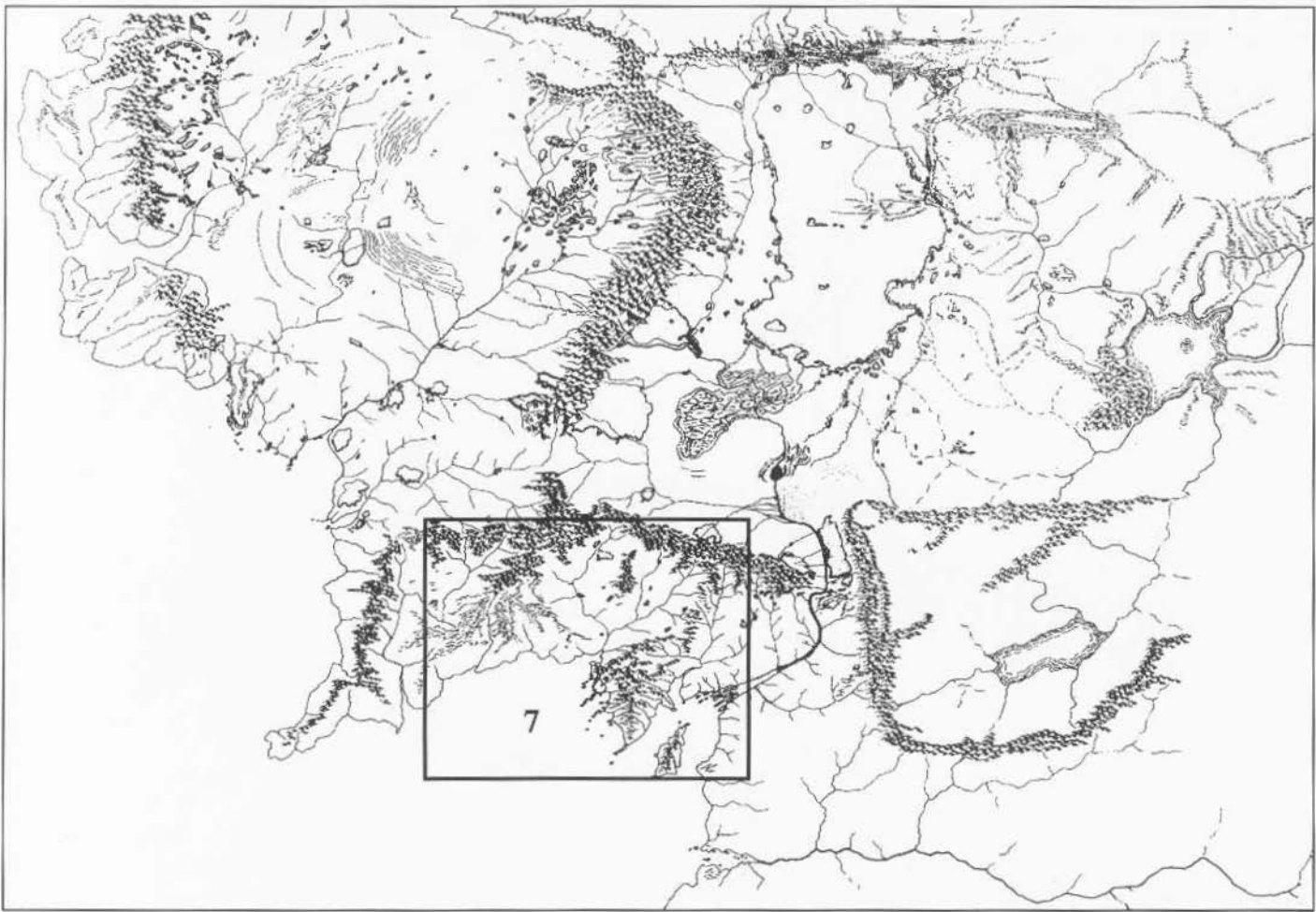
To the East — Map 7 (Southern Gondor & the Central White Mountains). Where the maps overlap, place the edge of Map 15 on top.

To the Northeast — Map 5 (Rohan & the Southern Misty Mountains). Where the maps overlap, place the edge of Map 15 on top.

To the North — Map 4 (Minhiriath & the Friadoran Coast). Where the maps overlap, place the edge of Map 15 on top.

Note: See pages 16, 17, and 19 for a larger scale (1"=20 miles) view of the Andrast area. Pages 16 and 17 constitute a "center spread."





MAP 7

SOUTHERN GONDOR & THE CENTRAL WHITE MOUNTAINS

Map 7 details the heartland of Gondor (S. "Stone-land") and the central White Mountains (S. "Ered Nimrais"). It includes Anfalas (S. "Long Coast" or "Long-shore") in the West, Lamedon (S. ≈ "Land of the Tongue") and Belfalas (S. "Coast of the Powers" or "Great-shore") in the middle, and western Lebennin (S. "[Place of] Five Rivers") and Tolfalas (S. "Coastal Isle" or "Shore-island") in the East. The Mouths of the Anduin (S. "Ithir Anduin") appear in the southeastern segment. Note that the upper Lefnui Valley (S. "Nan Lefnui") lies in the northwestern portion of the map.

CUTTING AND FITTING THE MAP

Map 7 adjoins the following maps:

To the West — Map 15 (Andrast & the Western White Mountains).

Where the maps overlap, place the edge of Map 15 on top.

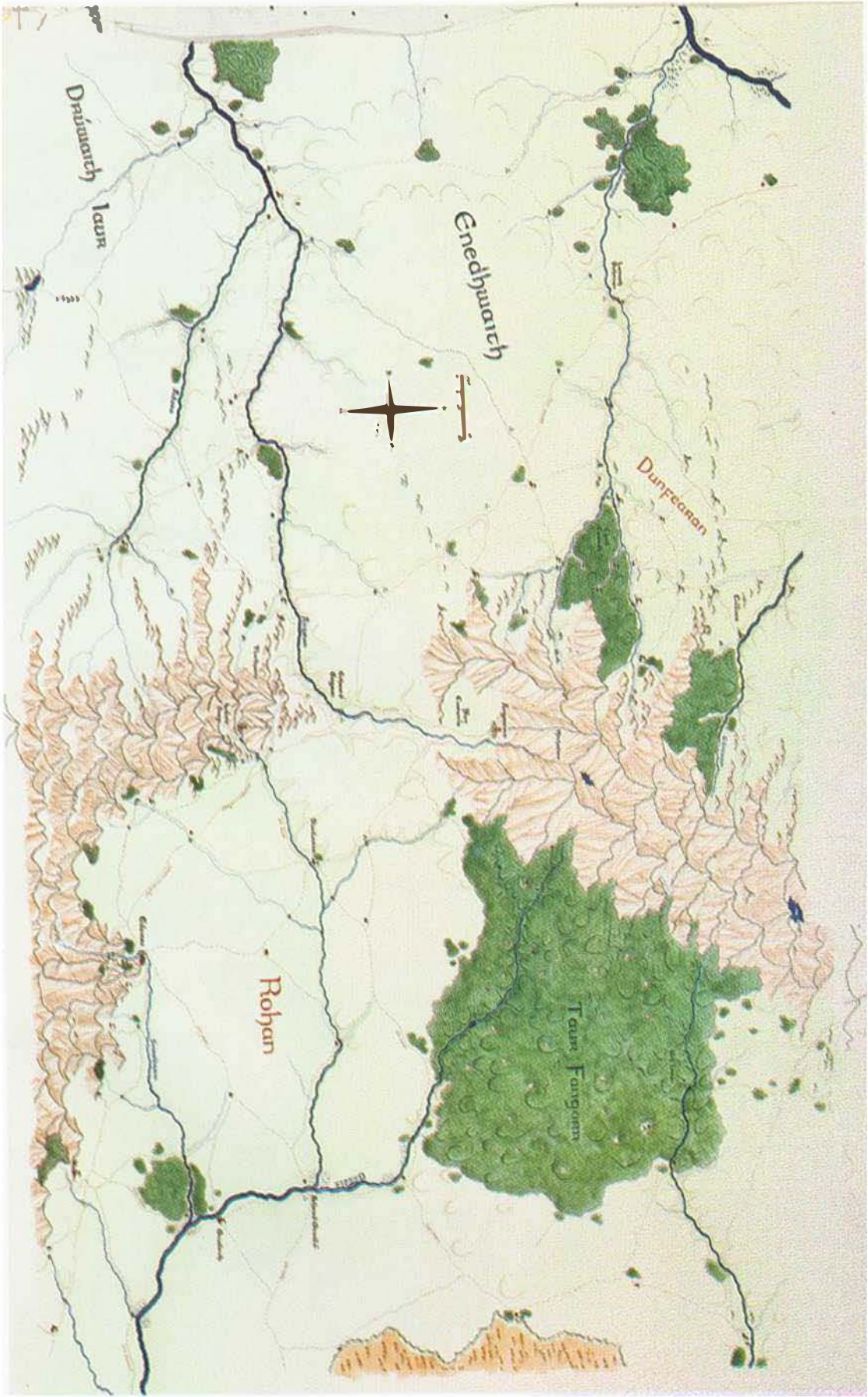
To the South — None.

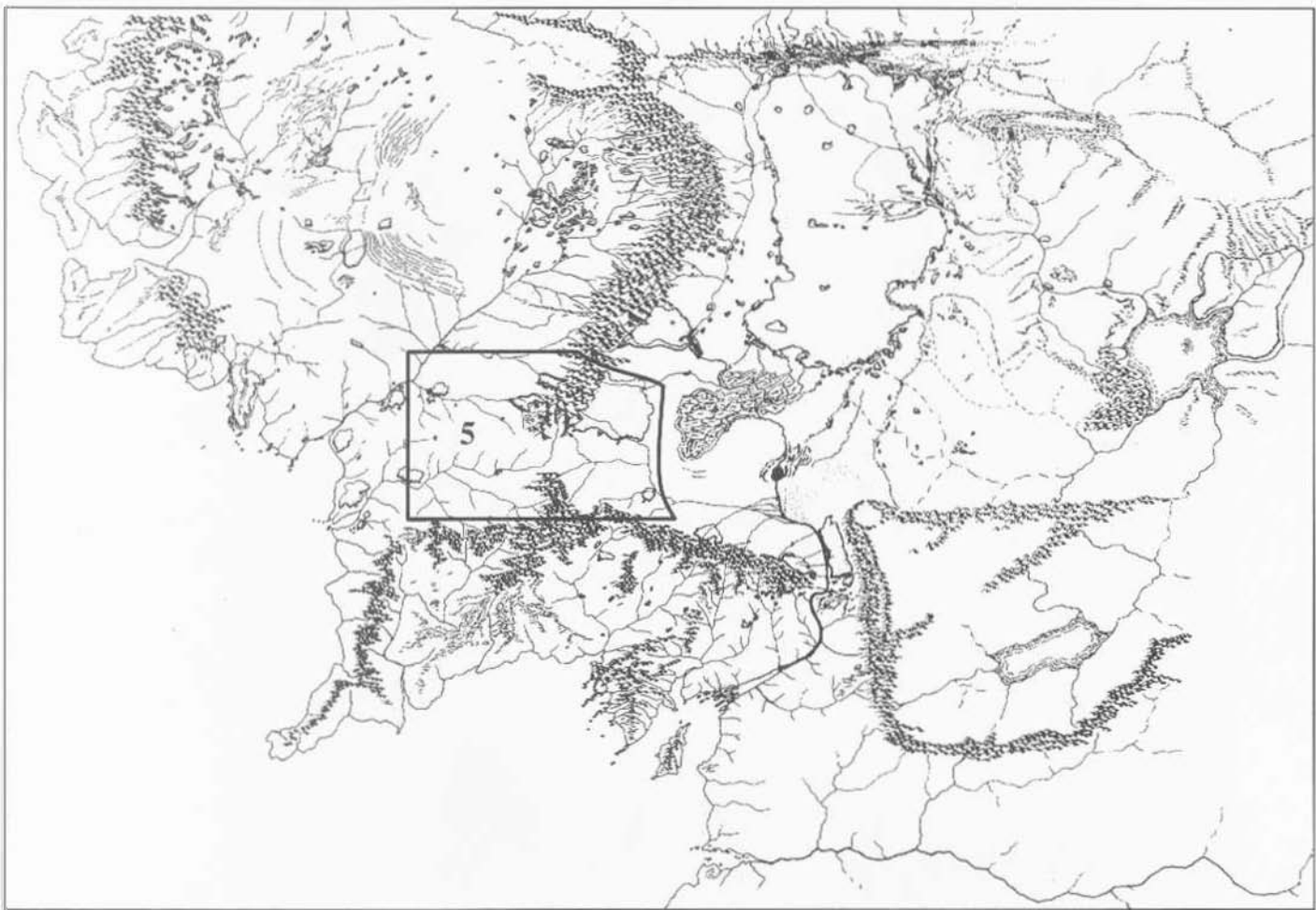
To the East — Map 8 (Ithilien & Gorgoroth). Where the maps overlap, place the edge of Map 7 on top.

To the Northeast — Map 9 (Lower Onodló & East Minnet). Where the maps overlap, place the edge of Map 9 on top.

To the North — Map 5 (Rohan & the Southern Misty Mountains). Where the maps overlap, place the edge of Map 7 on top.

Note: See pages 15 and 18 for a larger scale (1"=20 miles) view of the Southern Gondor & the Central Misty Mountains. If detached, these two pages form one, continuous map.





MAP 5
ROHAN & THE SOUTHERN MISTY MOUNTAINS

This roughly rectangular map details the southernmost portion of the Misty Mountains (S. "Hithaeglir"), the northern edges of the White Mountains (S. "Fred Nimrais"), and the lands in between the two ranges. Dunland (D. "Dunfearan") lies in the northwestern segment. The great forest of Fangorn (S. "Treebeard") stands in the northeastern quadrant. The West-march of Rohan, the area between the rivers Angren and Adorn, occupies the southwestern segment. Both the Westfold and the West Emnet of Rohan appear in the southeastern segment.

CUTTING AND FITTING THE MAP

Map 5 adjoins the following maps:

To the West — Map 4 (Minhiriath & the Eriadoran Coast). Where the maps overlap, place the edge of Map 4 on top.

To the Southwest — Map 15 (Andrast & the Western White Mountains). Where the maps overlap, place the edge of Map 15 on top.

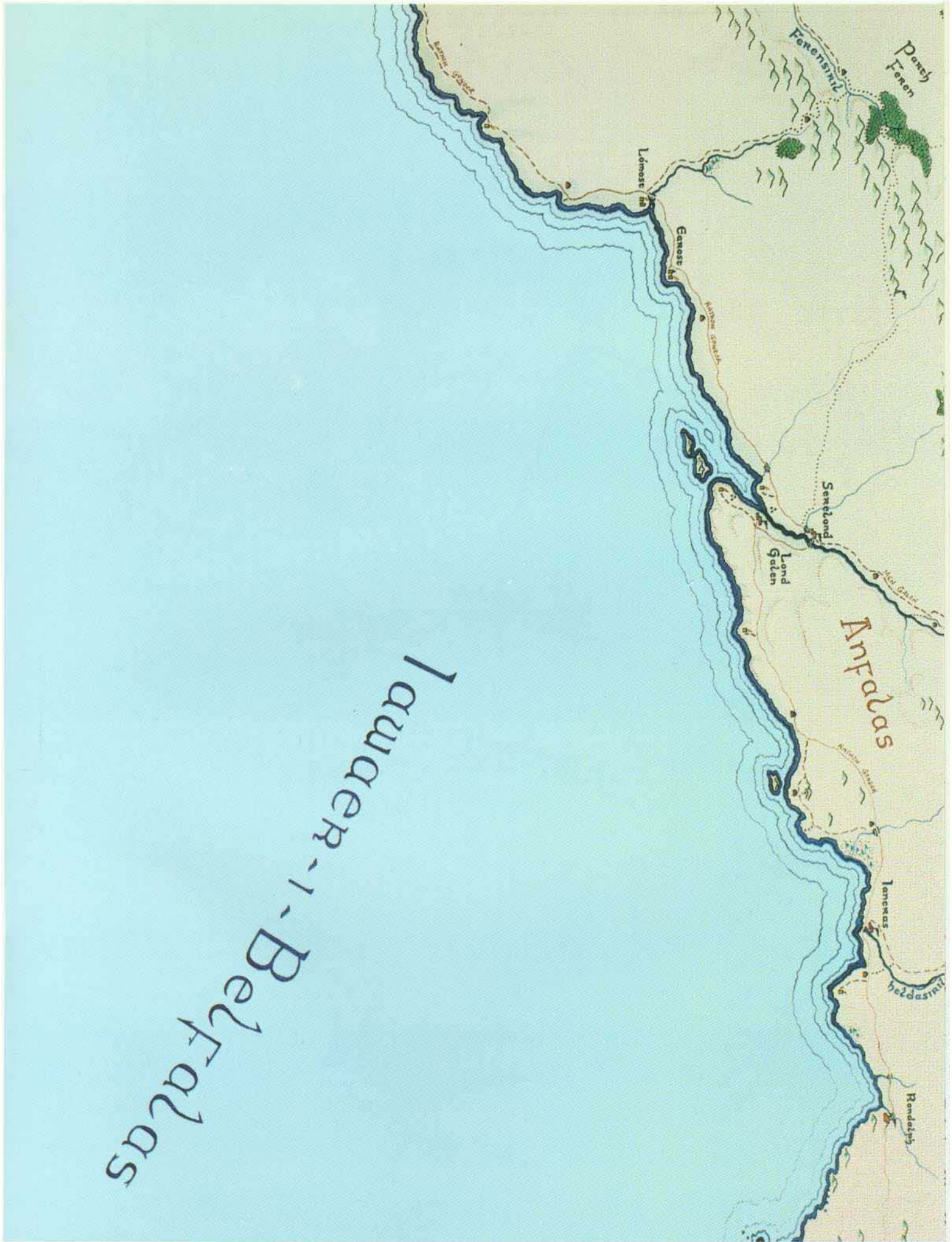
To the South — Map 7 (Southern Gondor & the Central White Mountains). Where the maps overlap, place the edge of Map 7 on top.

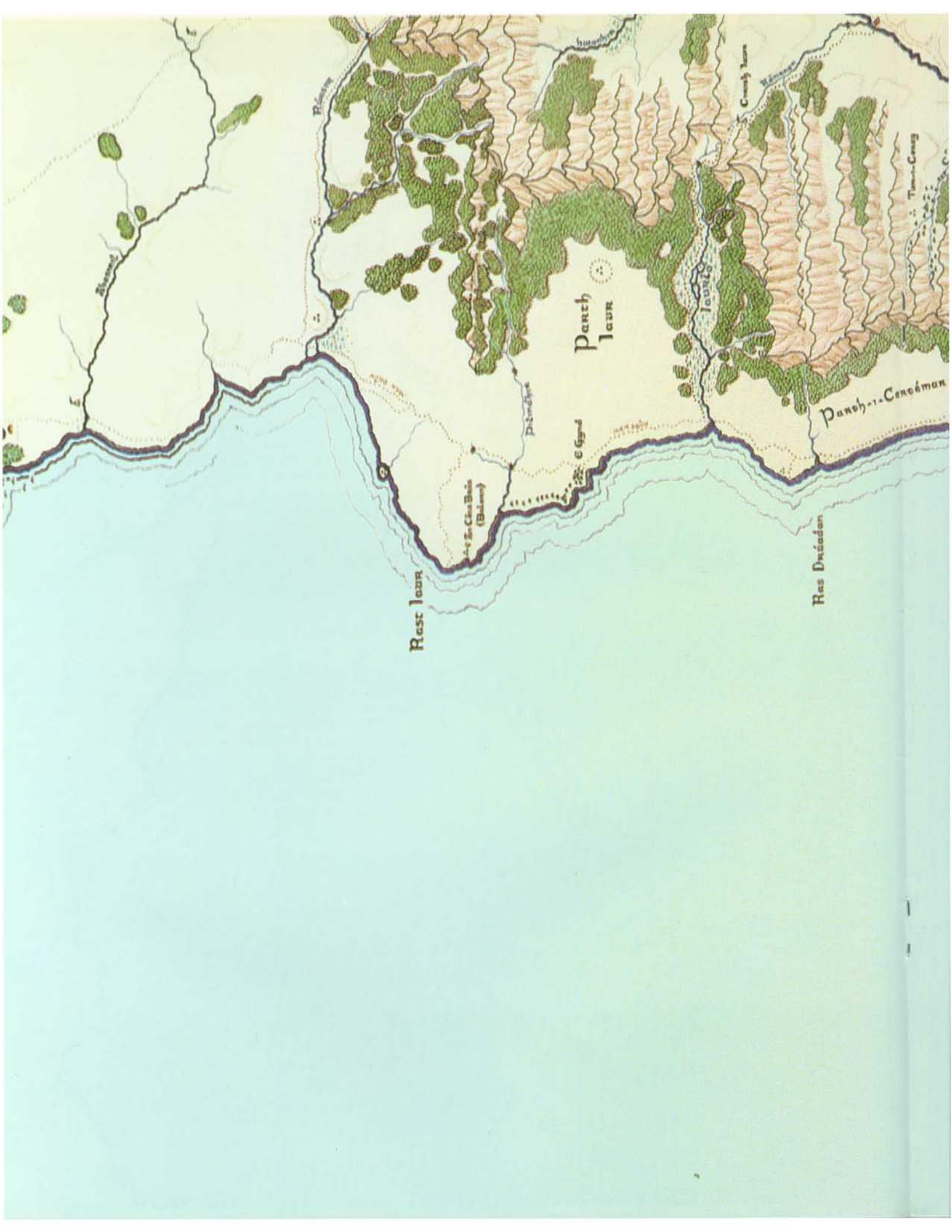
To the East — Map 9 (Lower Onodló & East Emnet). Where the maps overlap, place the edge of Map 9 on top.

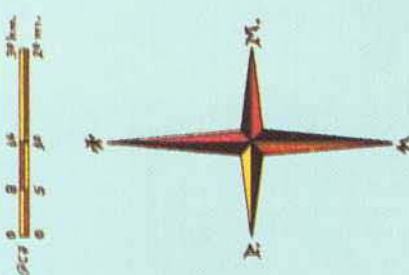
To the Northeast — Map 10 (Lórien & the Central Misty Mountains). Where the maps overlap, place the edge of Map 10 on top.

To the North — Map 3 (Arthedain, Cardolan & Rhudaur). Where the maps overlap, place the edge of Map 3 on top.

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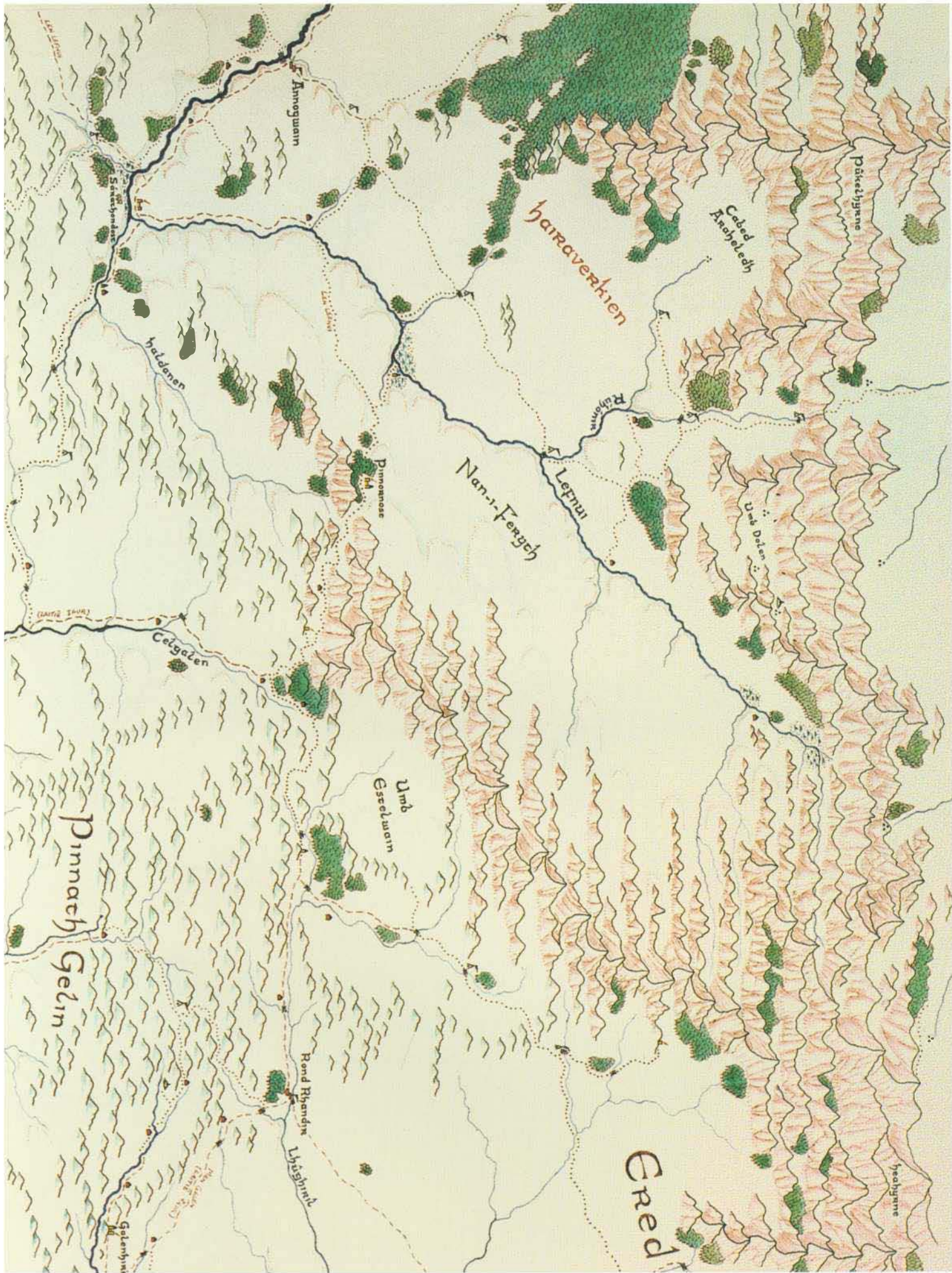
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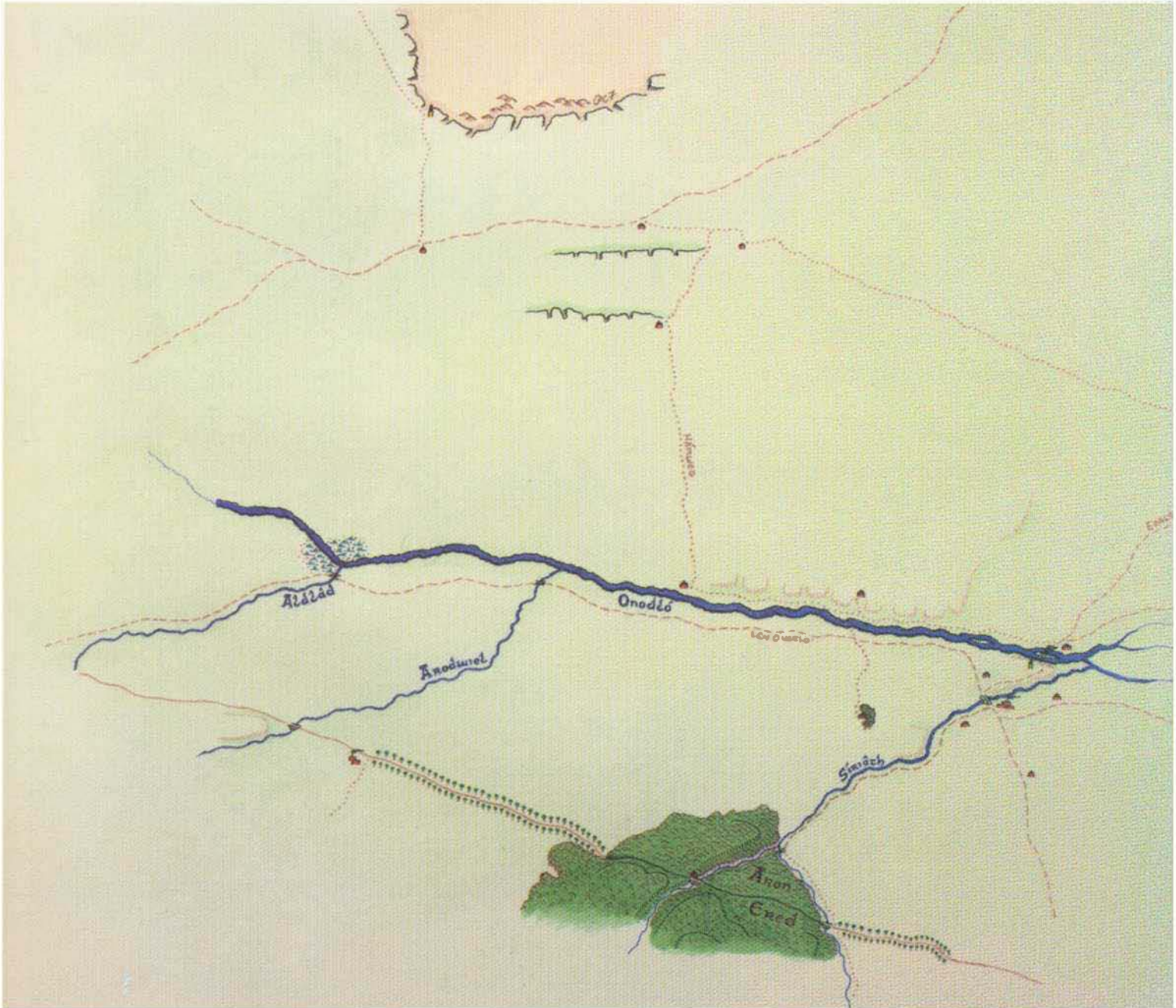
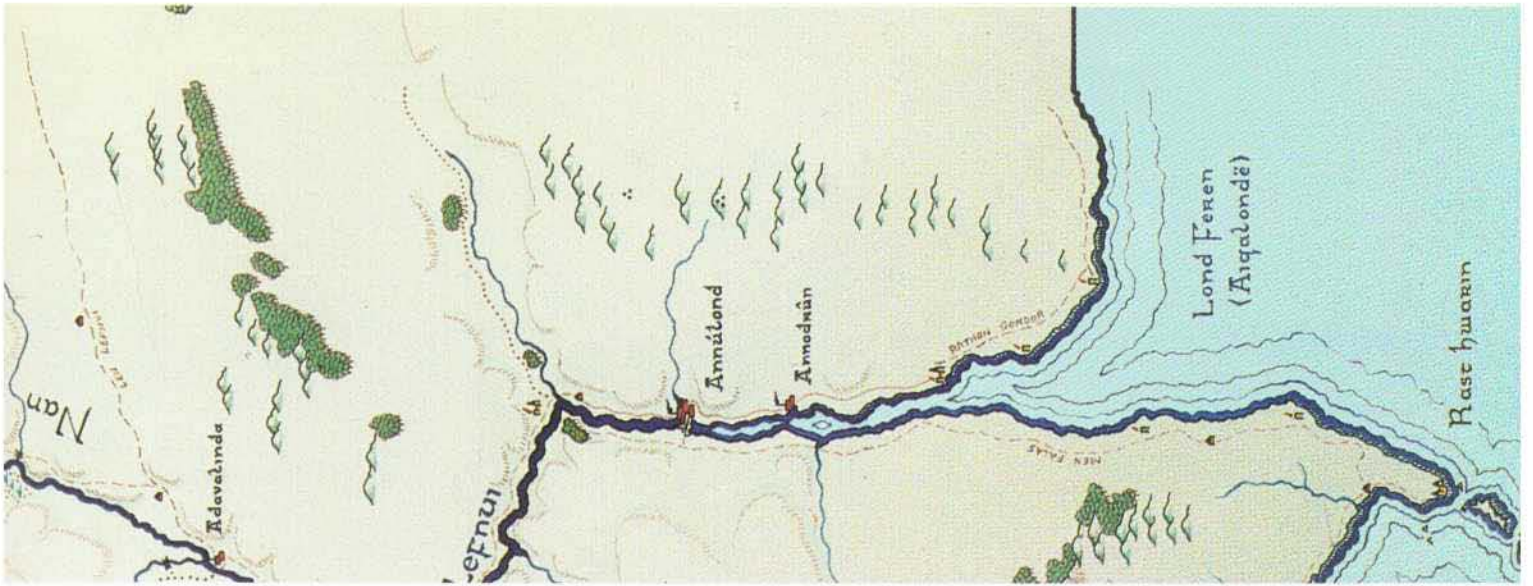
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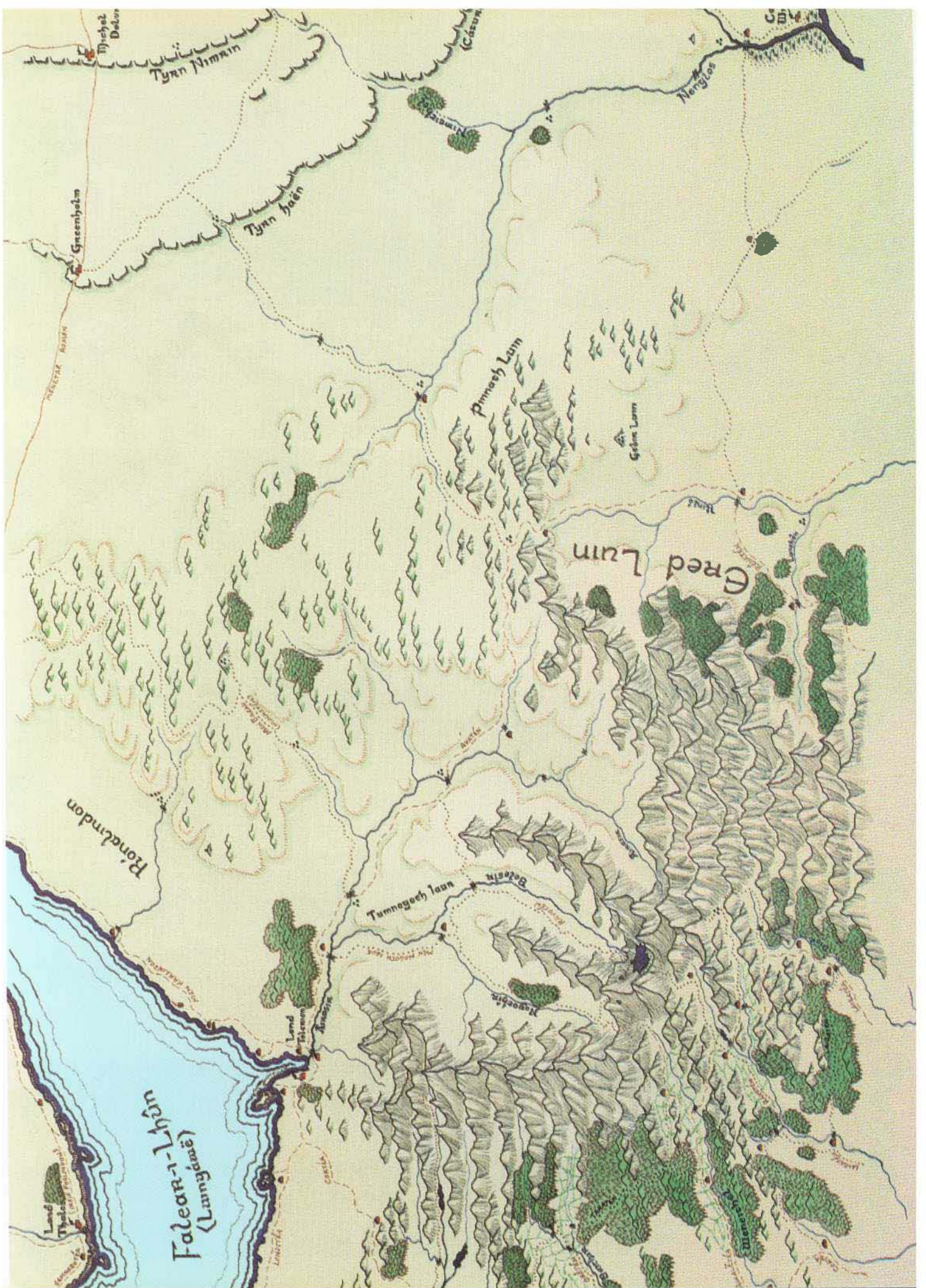
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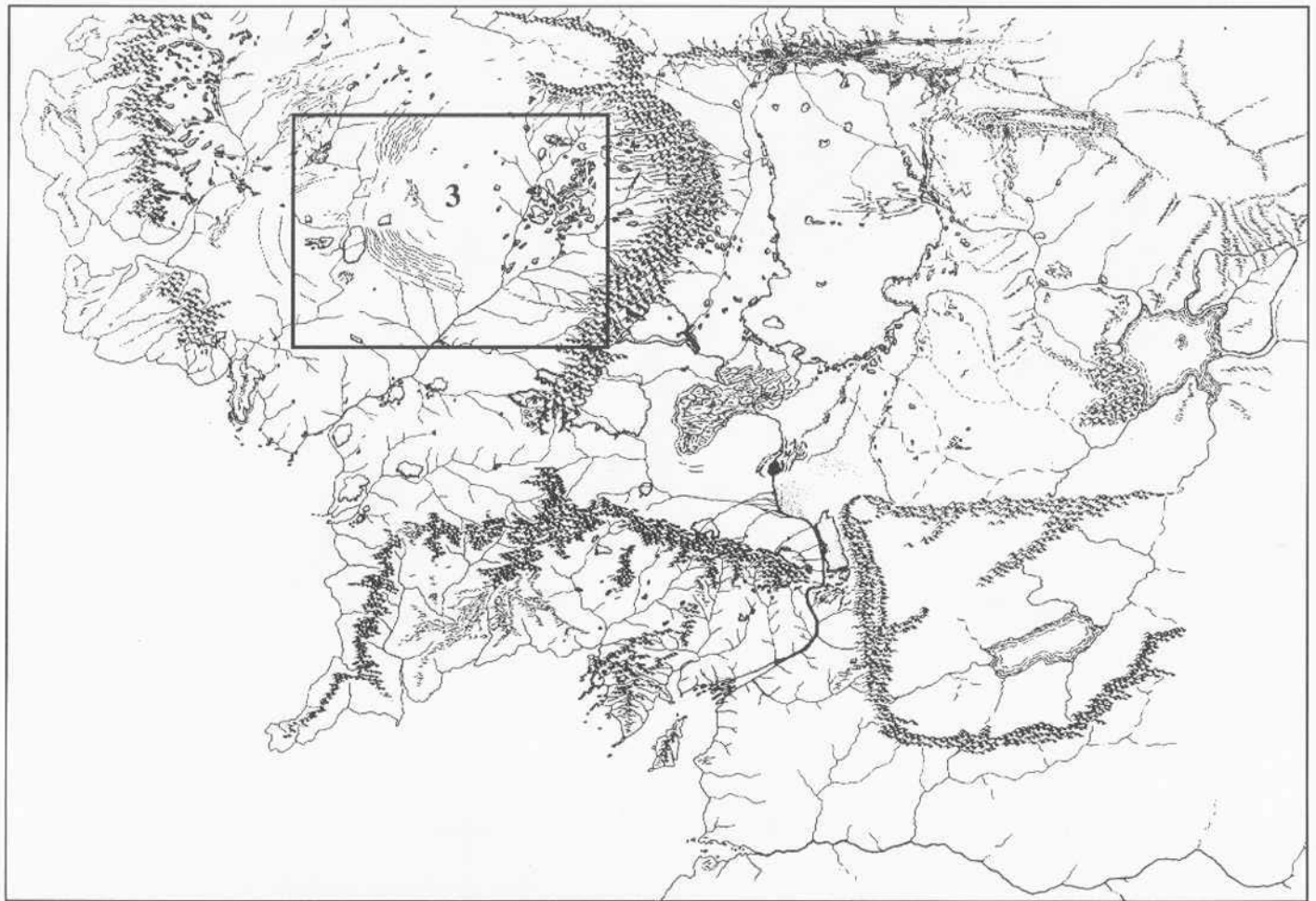
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MAP 3
ARTHEDAIN, CARDOLAN, & RHUDAUR

Map 3 details the central portion of old Arnor (S. "Royal Land" or simply "Kingdom"). Lake Evendim and the rest of the heartland of Arthedain (Q. "Realin of the Edain") lies in the northwestern segment. The Old Forest (S. "Taur iaur"), Barrow-downs (S. "Tyrn Gorthad"), and the northern part of Cardolan (S. "Red-hill Land") occupy the southwestern segment. The Trollshaws (S. "Pinnath Tereg") and Eitennmoors are situated in the northeastern segment, while Eregion and the West-gate of Moria (Kh. "Khazad-dûm") appear in the southeastern segment.

CUTTING AND FITTING THE MAP

Map 3 adjoins the following maps:

To the West — Map 14 (The Southern Blue Mountains). Where the maps overlap, place the edge of Map 14 on top.

To the Southwest — Map 4 (Minhiriath & the Eriadoran Coast). Where the maps overlap, place the edge of Map 4 on top.

To the South — Map 5 (Rohan & the Southern Misty Mountains). Where the maps overlap, place the edge of Map 5 on top.

To the East — Map 10 (Lórien & the Central Misty Mountains). Where the maps overlap, place the edge of Map 10 on top.

To the Northeast — Map 1 (Angmar & the Northern Misty Mountains). Where the maps overlap, place the edge of Map 1 on top.

To the North — Map 13 (Oiolad). Where the maps overlap, place the edge of Map 13 on top.

To the Northwest — Map 2 (Numeriadon & the Northern Blue Mountains). Where the maps overlap, place the edge of Map 2 on top.



Oiolad

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Cn Gredonach

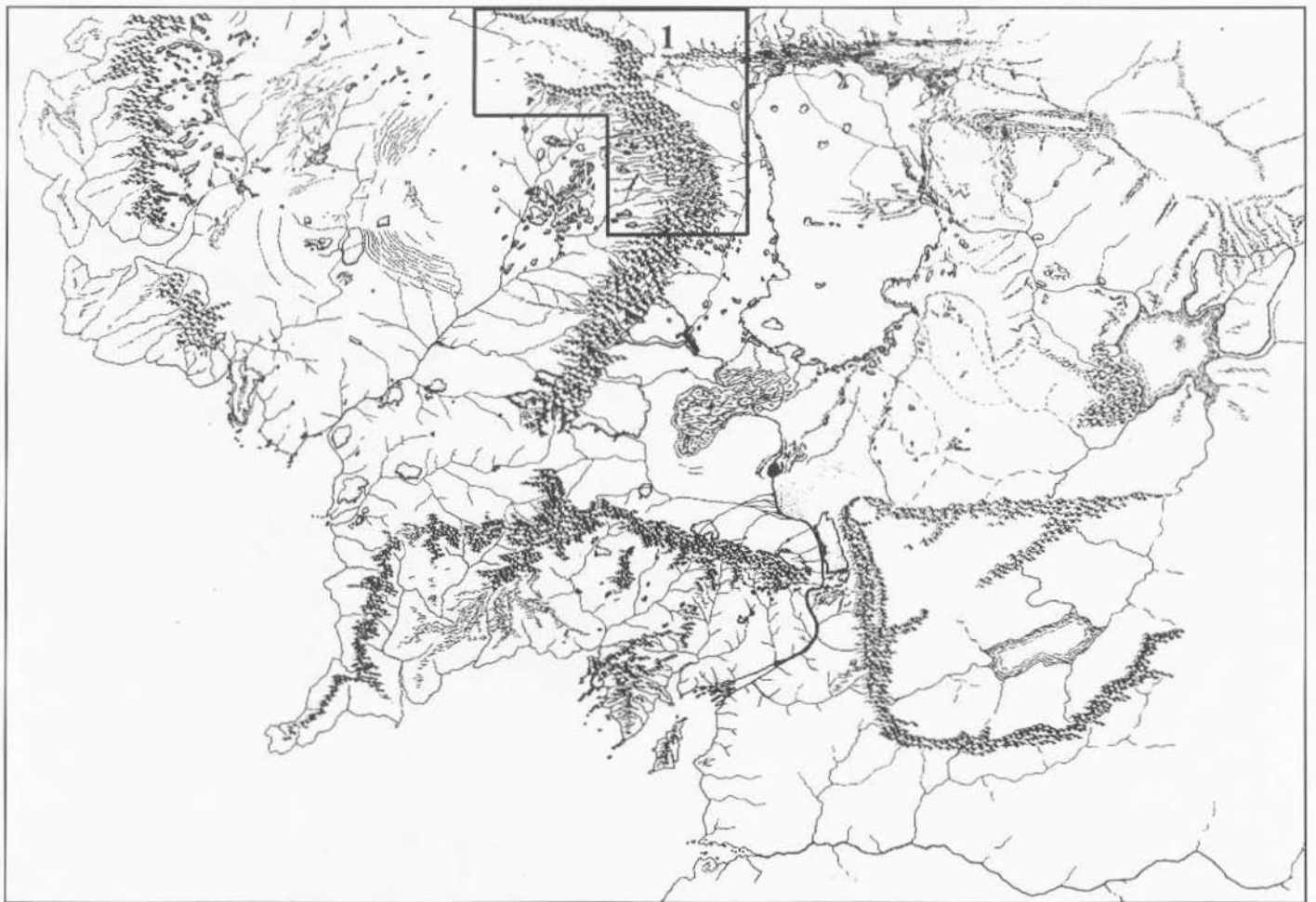
Eacgion

Archedan

Shine

Cardan





MAP I
ANGMAR & THE NORTHERN MISTY MOUNTAINS

This L-shaped map details the northern portion of the Misty Mountains (S. "Hithaeghir") and the westernmost portion of the Grey Mountains (S. "Fred Mithrin"). Angmar (Q. "Iron-home") lies in the northwestern segment, the Vales of the Anduin (S. "Rónen-in-Anduin") dominate the northeastern segment, and the High Pass (S. "Doncirith") and Coldfells (S. "Pinnath Aegring") are situated in the southeastern segment.

CUTTING AND FITTING THE MAP

Map I adjoins the following maps:

To the West — Map 13 (Oiolad). Where the maps overlap, place the edge of Map 13 on top.

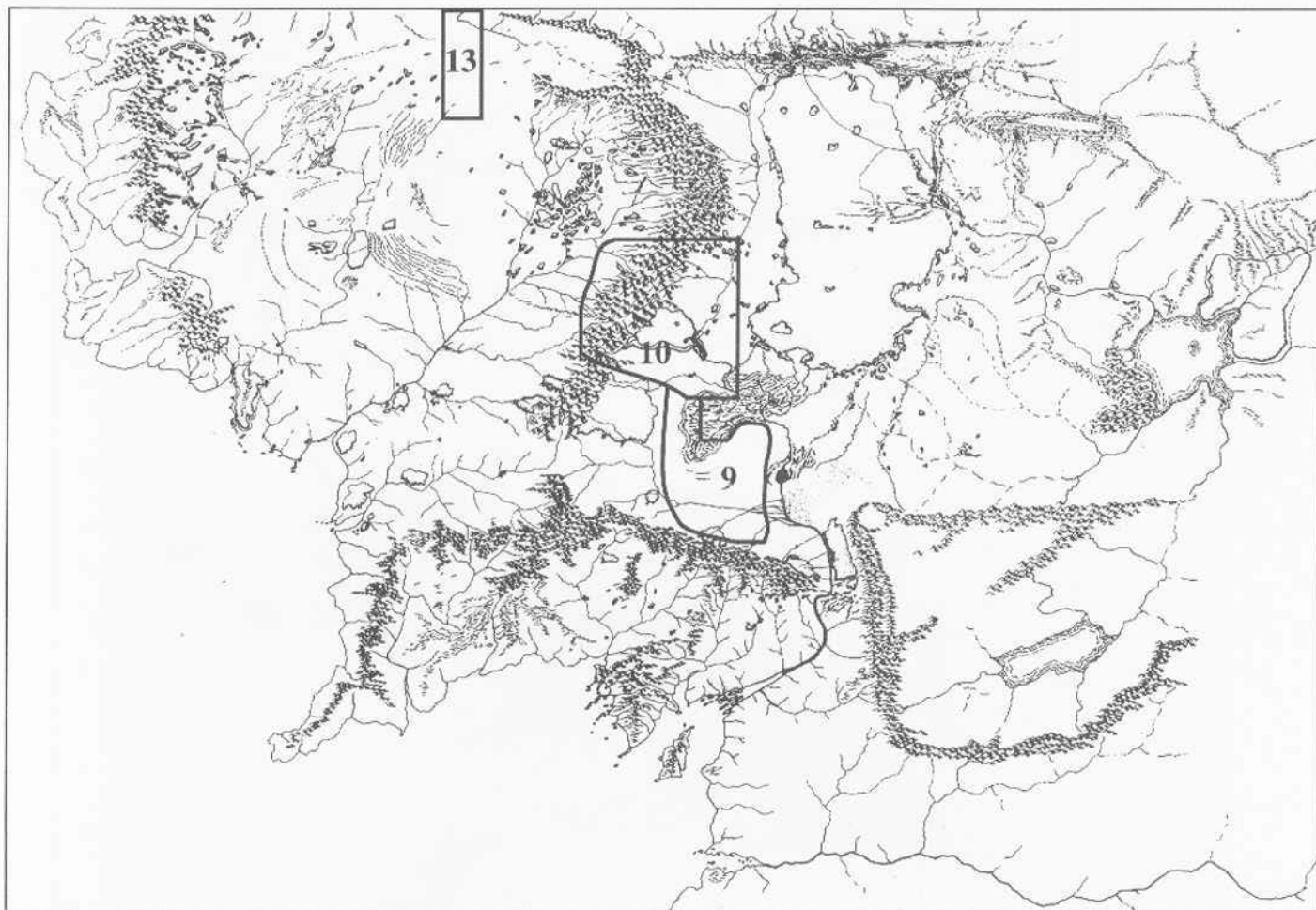
To the Southwest — Map 3 (Arthedain, Cardolan & Rhudaur). Where the maps overlap, place the edge of Map I on top.

To the South — Map 10 (Lórien & the Central Misty Mountains). Where the maps overlap, place the edge of Map I on top.

To the East — Map 12 (Northern Mirkwood). Where the maps overlap, place the edge of Map I on top.

To the North — None.





MAP 9
LOWER ONODLÓ & EAST EMNET

This oddly-shaped piece-map focuses on the central portion of the East Emnet of Rohan, the grassy reaches near the eastern border of the Riddermark. It details all of the lower Entwash Valley (S. "Nan Onodló"), save the swampy, inland delta called the Mouths of the Entwash (S. "Ethr Onodló").

Note that Fírien Wood ("Aron Fíed"), the forest on the border of Rohan and Gondor, lies on the southern edge of this map. The western Wold occupies much of the northern neck of the map.

CUTTING AND FITTING THE MAP

Map 9 adjoins the following maps:

- To the West* — Map 5 (Rohan & the Southern Misty Mountains). Where the maps overlap, place the edge of Map 9 on top.
- To the South* — Map 7 (Southern Gondor & the Central White Mountains). Where the maps overlap, place the edge of Map 9 on top.
- To the East* — Map 8 (Ithilien & Gorgoroth). Where the maps overlap, place the edge of Map 9 on top.
- To the Northeast* — Map 11 (Southern Mirkwood). Where the maps overlap, place the edge of Map 9 on top.
- To the North* — Map 10 (Lórien & the Central Misty Mountains). Where the maps overlap, place the edge of Map 10 on top.

Note: See page 19 for a larger scale (1"=20 miles) view of the Wold area.

MAP 10
LÓRIEN & THE CENTRAL MISTY MOUNTAINS

This oddly-shaped map details the central portion of the Misty Mountains (S. "Hithaeglir") and the forest-realm of Lórien (S. "Dreamland"). You can see the Gladden Fields (S. "Loeg Ningloron") in the extreme northeast corner of the map. The lower Anduin Valley (S. "Nan Anduin") runs through the southeastern segment. Both the East-gate and West-gate of Moria (Kh. "Khazad-dûm") appear in the southwestern segment.

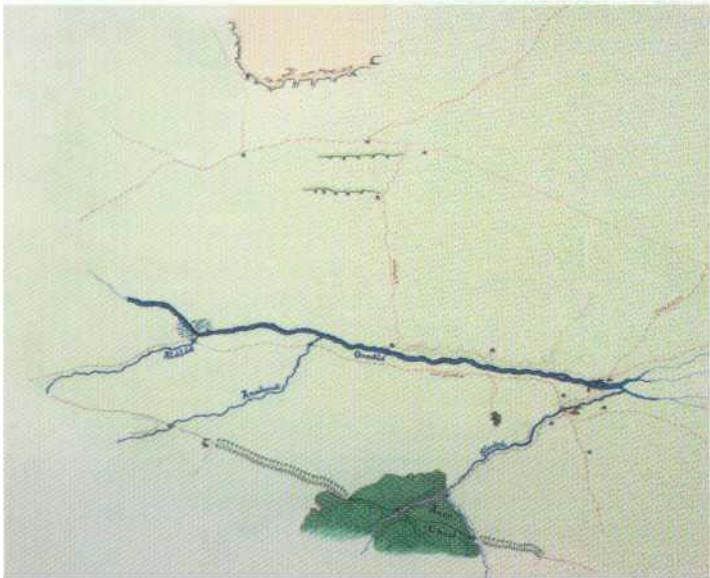
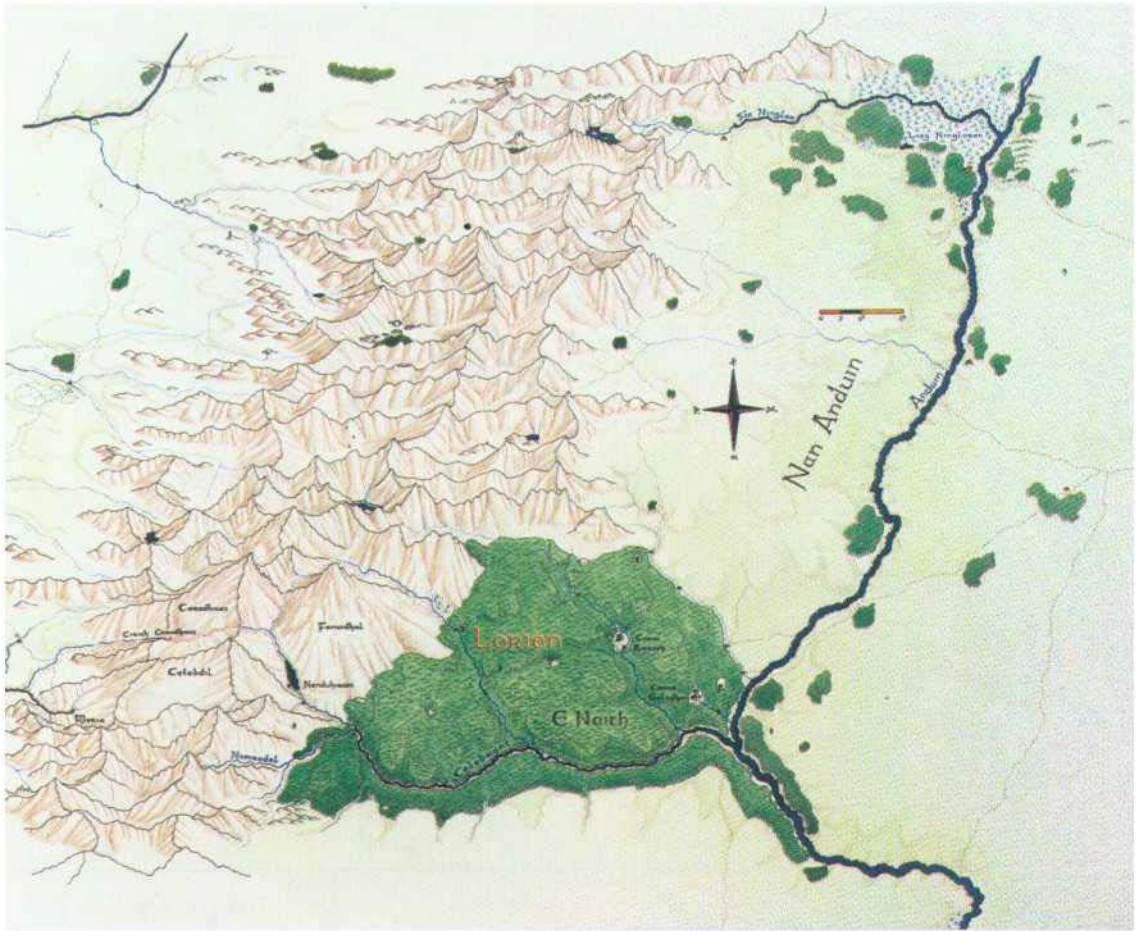
CUTTING AND FITTING THE MAP

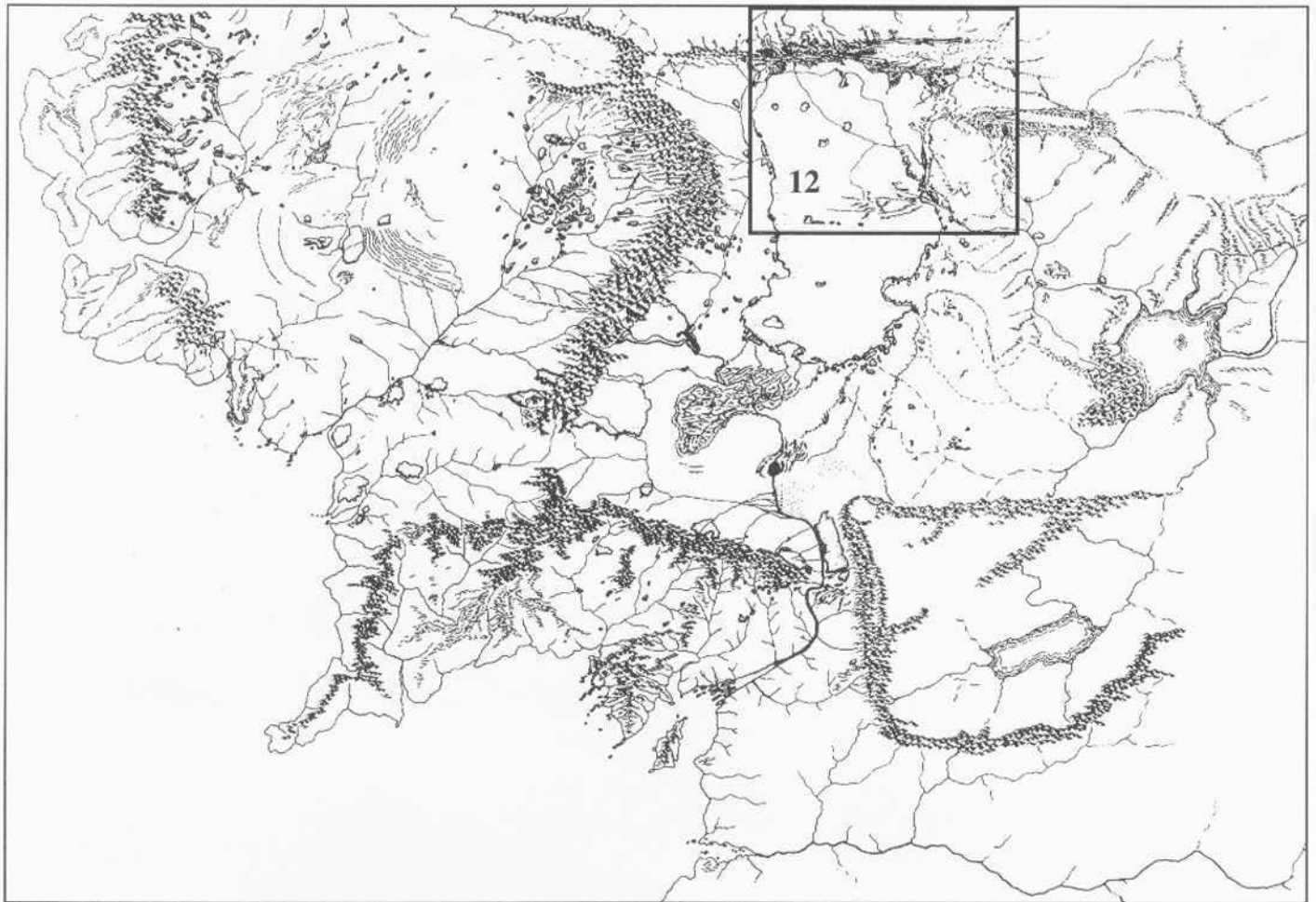
Map 10 adjoins the following maps:

- To the West* — Map 3 (Arthedain, Cardolan & Rhudaur). Where the maps overlap, place the edge of Map 10 on top.
- To the Southwest* — Map 5 (Rohan & the Southern Misty Mountains). Where the maps overlap, place the edge of Map 10 on top.
- To the South* — Map 9 (Lower Onodló & East Emnet). Where the maps overlap, place the edge of Map 10 on top.
- To the East* — Map 11 (Southern Mirkwood). Where the maps overlap, place the edge of Map 10 on top.
- To the North* — Map 1 (Angmar & the Northern Misty Mountains). Where the maps overlap, place the edge of Map 1 on top.

MAP 13
OIOLAD

See page 6 for description and cutting/fitting instructions.





MAP 12
NORTHERN MIRKWOOD & THE GREY MOUNTAINS

Map 12 details the eastern portion of the Grey Mountains (S. "Ered Mithrin"), the westernmost portion of the Iron Hills (S. "Eryn Engrin"), and all of northern Mirkwood (S. "Taur-e-Ndaedelos"). The upper Anduin Valley (S. "Nan Anduin") runs along the western map edge. Lake-town and Long Lake (S. "Annen") appear in the southeastern corner of the map.

CUTTING AND FITTING THE MAP

Map 12 adjoins the following maps:

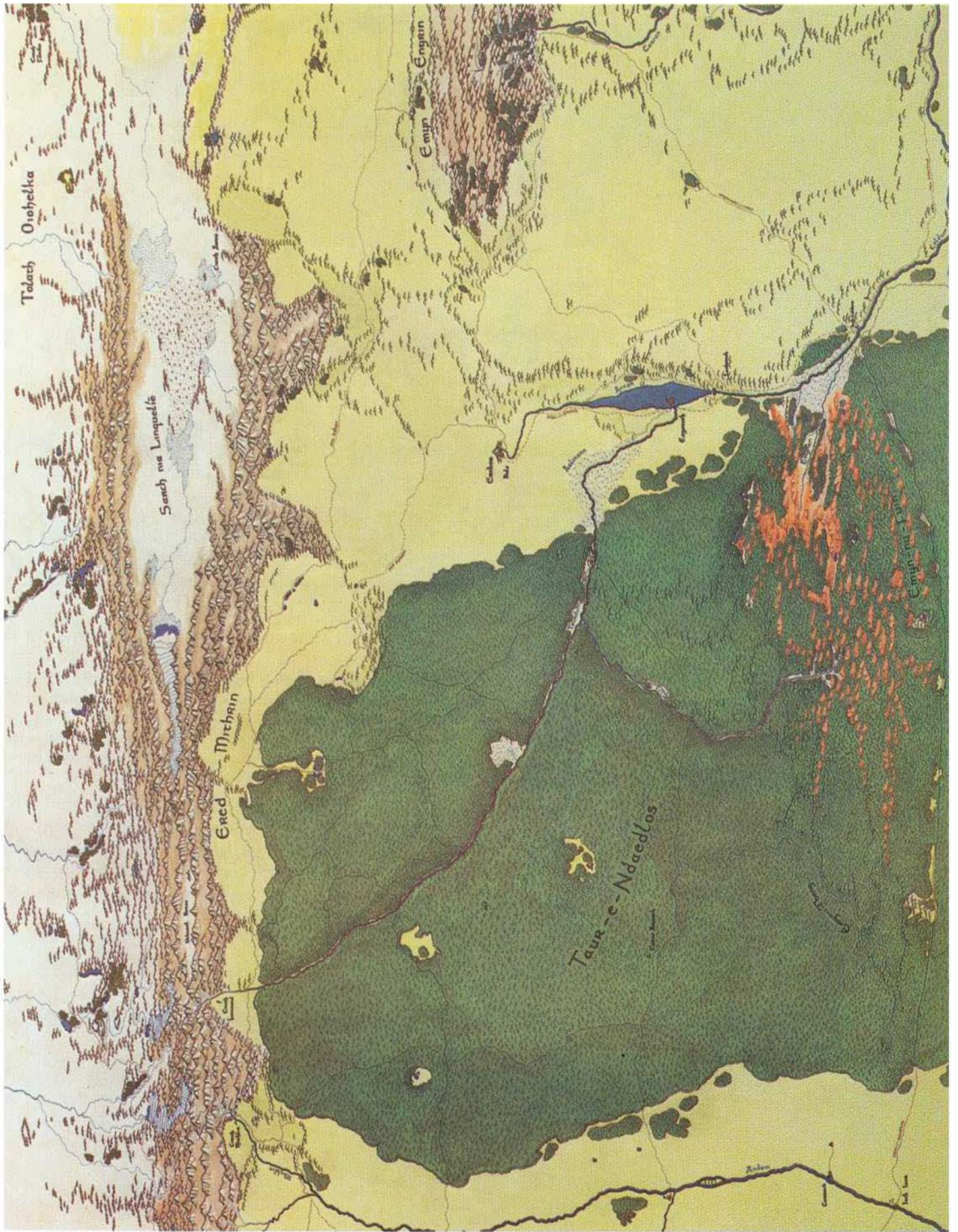
To the West — Map I (Angmar & the Northern Misty Mountains).

Where the maps overlap, place the edge of Map I on top.

To the South — Map 11 (Southern Mirkwood). Where the maps overlap, place the edge of Map 11 on top.

To the East — None.

To the North — None.



Tolach Oiohelka

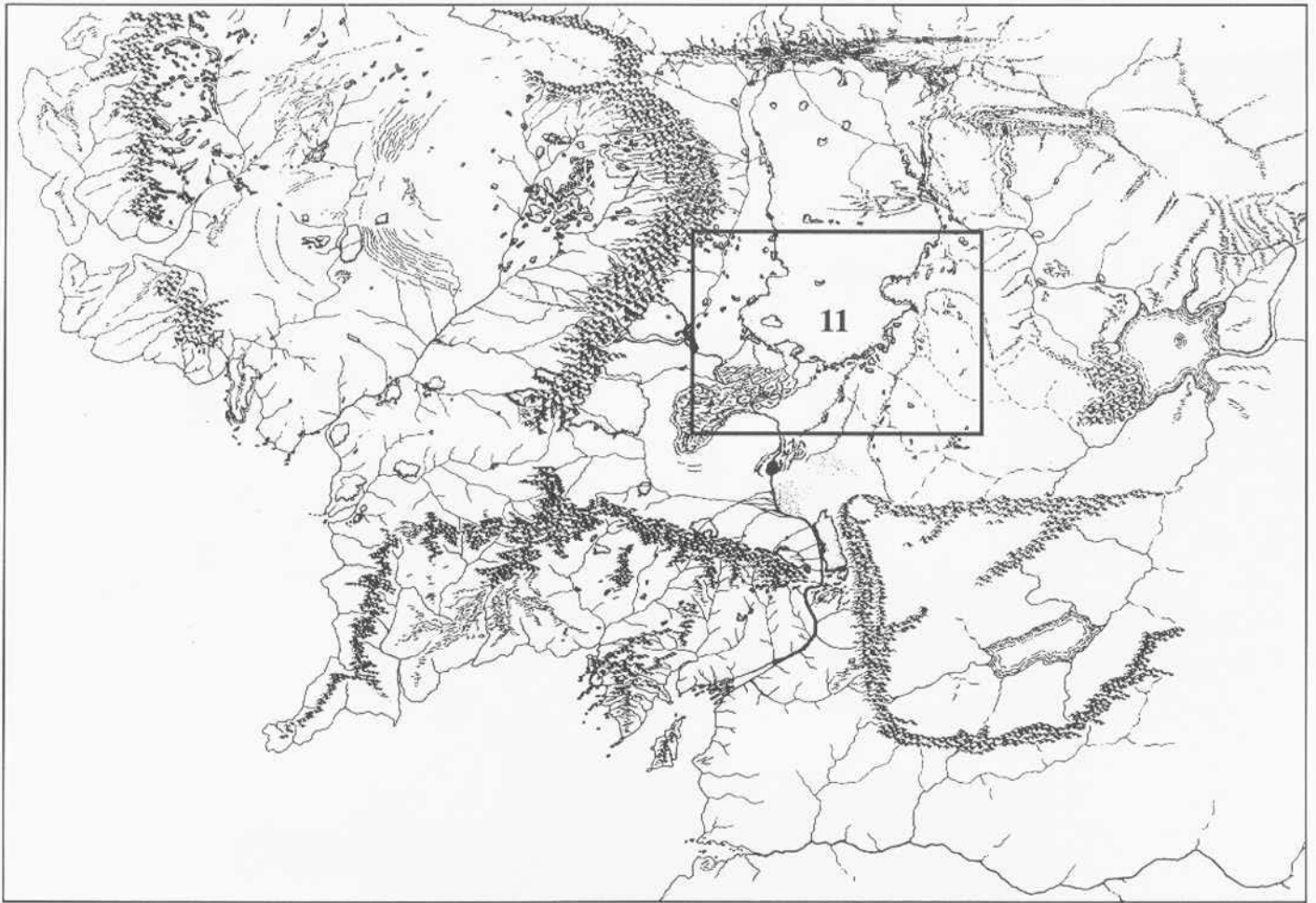
Emyn Engain

Sanch nua Linquelle

Emyn-nu-Taur

Taur-e-Ndaedlos

Kollon



MAP II SOUTHERN MIRKWOOD

Map II focuses on southern Mirkwood (S. "Taur-e-Ndaedelos") and the surrounding areas of southwestern Rhovanion. The Brown Lands ("Dor Firnen"), the Wold, and the northern Hidden Hills (S. "Eryn Muil") all appear in the southwestern corner of the map. The infamous Hill of Sorcery (S. "Dol Guldur") rises out of the dark woodlands of southwest Mirkwood.

CUTTING AND FITTING THE MAP

Map II adjoins the following maps:

To the West — Map 10 (Lórien & the Central Misty Mountains). Where the maps overlap, place the edge of Map 10 on top.

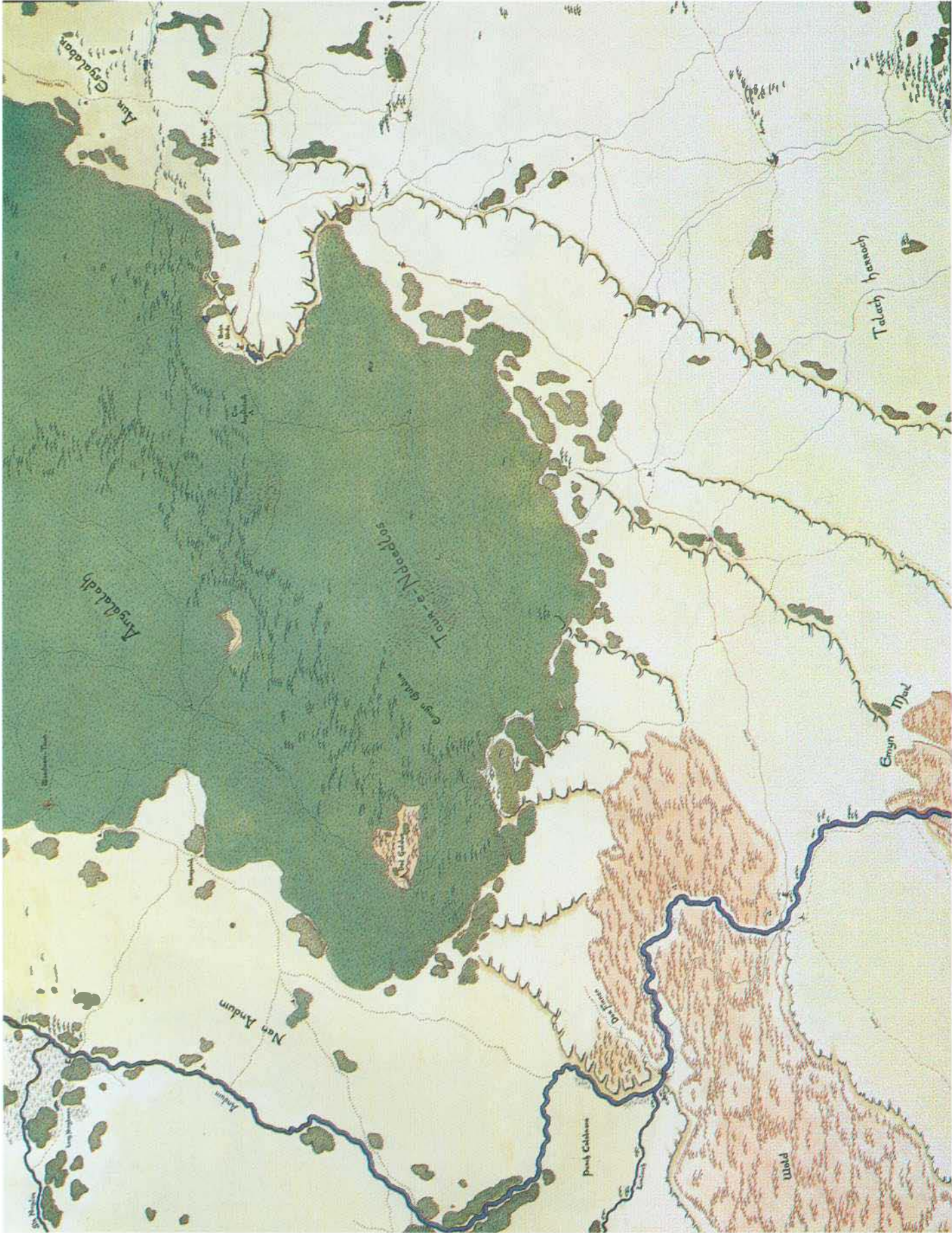
To the South — Map 8 (Ithilien & Gorgoroth). Where the maps overlap, place the edge of Map 8 on top.

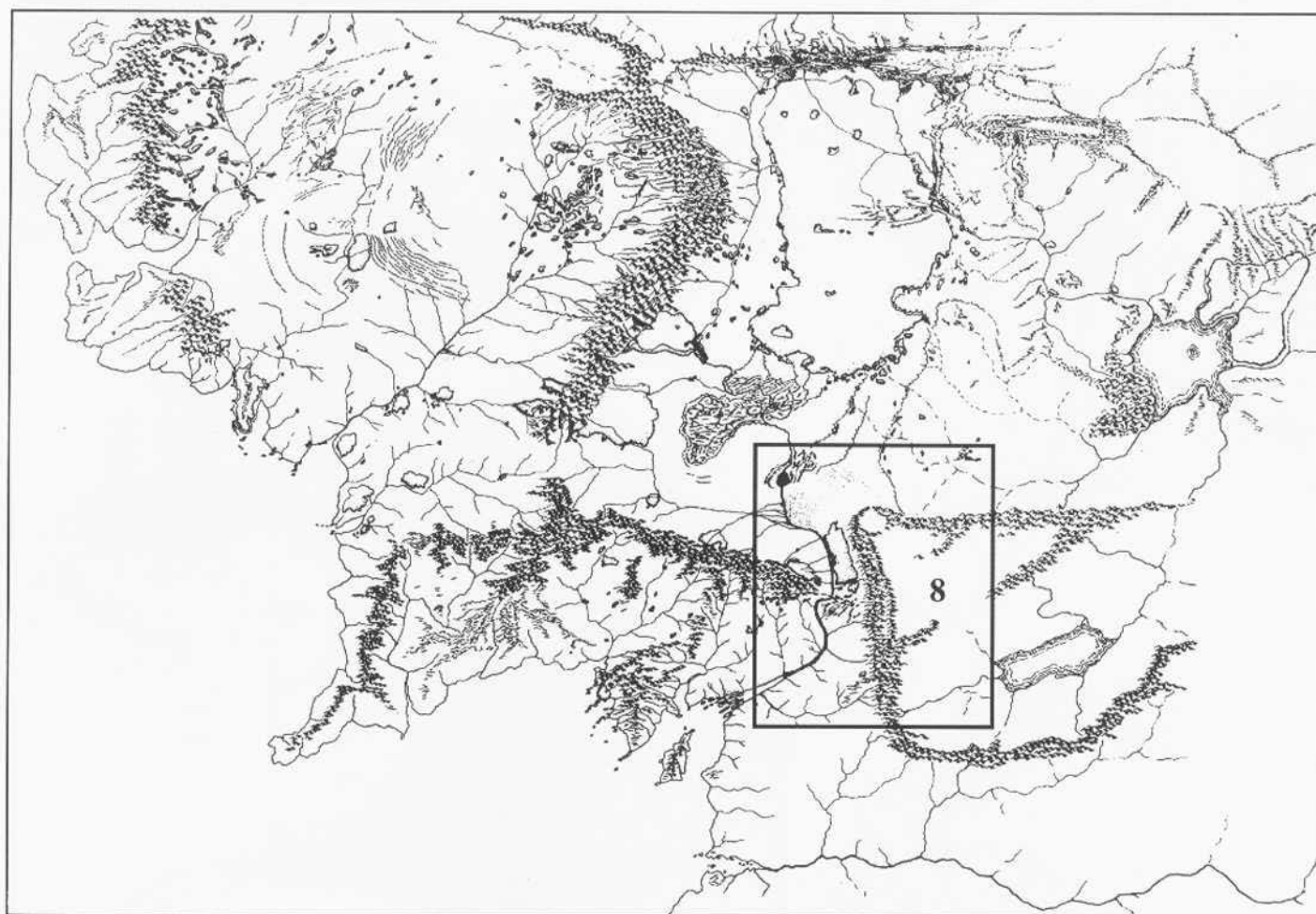
To the Southwest — Map 9 (Lower Onodló & East Emnet). Where the maps overlap, place the edge of Map 10 on top.

To the East — None.

To the North — Map 12 (Northern Mirkwood). Where the maps overlap, place the edge of Map 11 on top.

To the Northwest — Map 1 (Angmar & the Northern Misty Mountains). Where the maps overlap, place the edge of Map 1 on top.





MAP 8
ITHILIEN & GORGOROTH

Map 8 details easternmost Gondor (S. "Stone-land"), which includes eastern Lebennin (S. "[Place of] Five Rivers"), Ithilien (S. "Land of the Moon"), and Anórien (S. "Land of the Sun"). This map also encompasses western Mordor—Udûn, Gorgoroth, and western Núrn—and the easternmost part of the White Mountains (S. "Ered Nimrais"). Note that the lower Anduin Valley (S. "Nan Anduin")—from the falls of Rauros to the edge of the Anduin Delta—cuts across the western portion of the map. The Dead Marshes (S. "Loeg Fírn") and Wetwang (S. "Nindalf") appear in the northwestern quadrant, while Barad-dûr (S. "Dark Tower") and Mount Doom (Q. "Orodruin") lie in the northeastern section of the map.

CUTTING AND FITTING THE MAP

Map 8 adjoins the following maps:

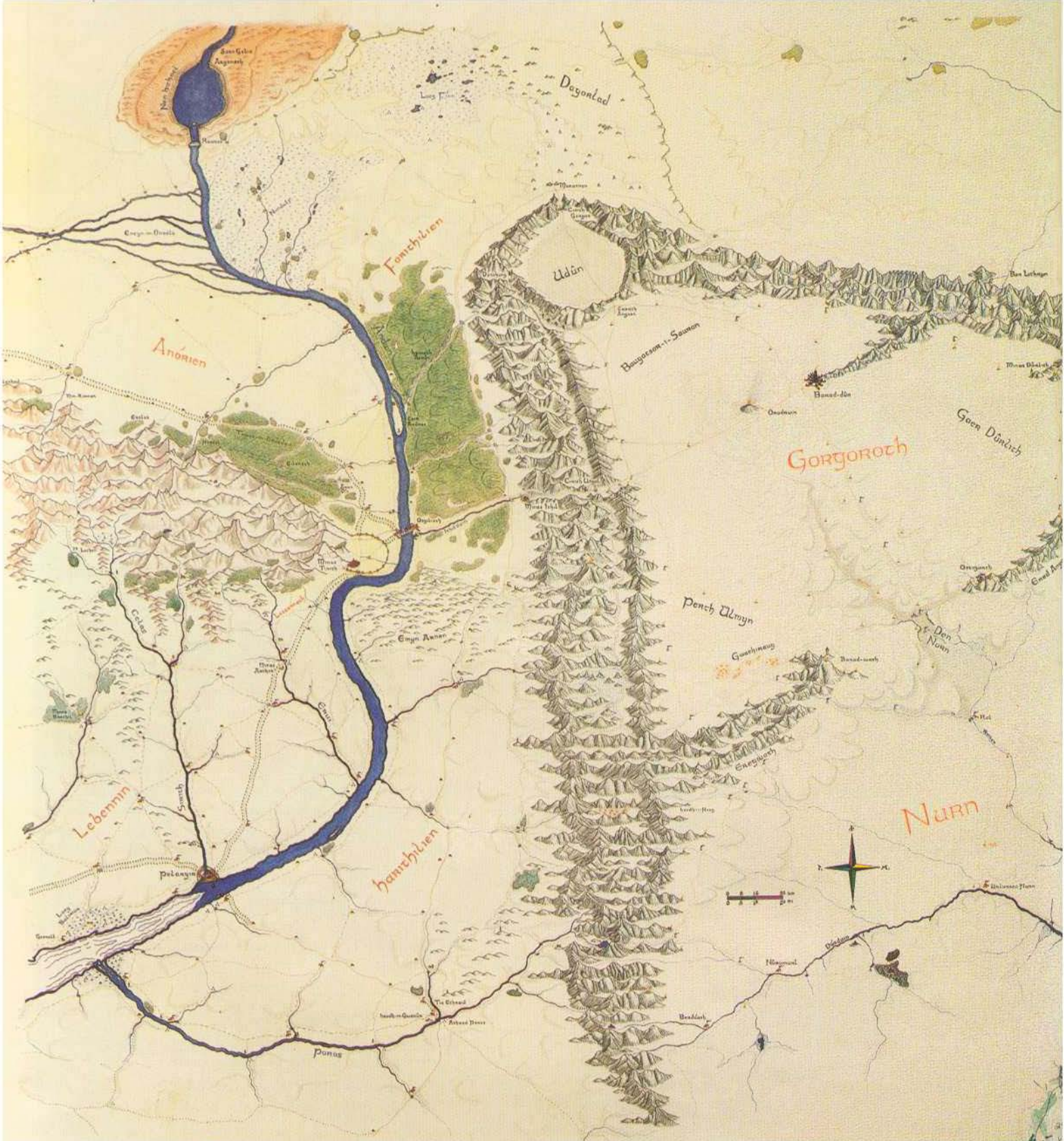
To the West — Map 7 (Southern Gondor & the Central White Mountains). Where the maps overlap, place the edge of Map 7 on top.

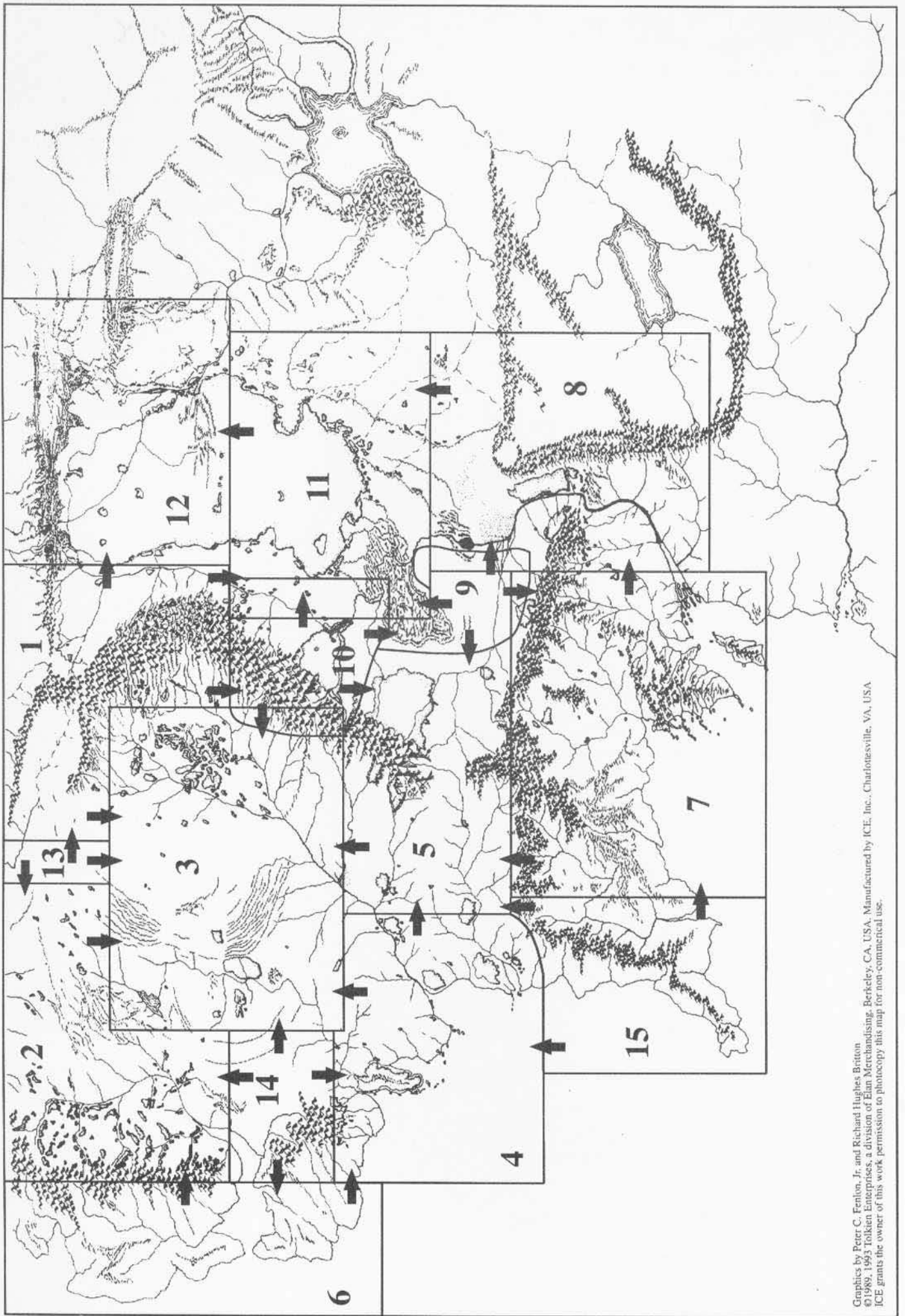
To the South — None.

To the East — None.

To the North — Map 11 (Southern Mirkwood). Where the maps overlap, place the edge of Map 8 on top.

To the Northwest — Map 9 (Lower Onodló & East Emnet). Where the maps overlap, place the edge of Map 9 on top.





Graphics by Peter C. Fenlon, Jr. and Richard Hughes Britton
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The arrows indicate which map goes on top of which map. The arrow points to the map on the bottom. We have found that it is easiest to piece the maps together in the following order: lay down #3; place #2 over #3; place #5 over #3 and #5; place #4 over #3 and #5; place #6 over #2 and #4; place #14 over #2, #3, #4, and #6; place #10 over #3 and #5; place #1 over #1, #2, and #3; slip #11 under #1 and #10; slip #12 under #1 and #11; place #7 over #5; place #15 over #4, #5, and #7; slip #8 under #7 and over #5, #7, #8, and #11; slip #9 under #7 and over #11; slip #13 over #1, #2, and #3; slip #14 over #3 and #5; place #10 over #3 and #5; place #1 over #1, #2, and #3; slip #11 under #1 and #10; slip #12 under #1 and #11; place #7 over #5; place #15 over #4, #5, and #7; slip #8 under #7 and over #5, #7, #8, and #11.



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1-55806-170-3 ICE1500

Produced and distributed by
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Charlottesville, VA 22902 USA