

Beyond White and Darkness: Forodwaith

*"To corrupt or destroy whatsoever arose new and fair was ever the chief desire of Morgoth; and doubtless he had this purpose also in his errand: by fear and lies to make Men the foes of the Eldar, and bring them up out of the east against Beleriand. But this design was slow to ripen, and was never wholly achieved; for Men (it is said) were at first very few in number, whereas Morgoth grew afraid of the growing power and union of the Eldar and came back to Angband, **leaving behind at that time but few servants, and those of less might and cunning***." --Silmarillion Pg. 169**

https://tolkiengateway.net/wiki/Eastern_Orcs

After the Rise of Witch King timeline, and during the War of the Ring period, Angmar's Remnants are the Misty Mountains. There is currently no faction that utilizes Angmar's building system that makes canonical sense during the WOTR.

The faction presented is an extension of the idea that there were still evil forces in the Northern Waste, Forodwaith, Underdeeps, East, and in the Red Mountains (Orocarni). This faction plan is for Angmar to switch on maps in a similar fashion to Arnor/Gondor.

The faction exemplifies a united and pocketed remnant of forces that would come together for self preservation (much like the Misty Mountains). This faction is made up of evil Morgoth worshipping men from the east as well as those who still held the philosophy of dark worship--and followed Fankil, the tyrant of Palisor.

In this scenario the remnants of the realm have rallied under Fankil during Sauron's defeat and absence from the world. Like the Misty Mountains, the northern portion of the Orocarni would be filled with orcs, trolls, and other agents loyal to Fankil in a similar fashion to Angmar.

After the Second Age and Sauron's defeat, Fankil spent his time renewing his ties among the hosts of the east that had forgotten the ancient dark ways. Gaining a sizable population, Fankil and his forces were forced into the North by the Rhunic kingdoms. Now in the far northern parts of the Orocarni and down below the valleys, Fankil has gained a sizable force ready to sow discord and continue Morgoth's iron will.

The general premise is that there had to be some remnants of Morgoth worshippers in the east and Fankil is a named character who represents one of the servants of Morgoth that were sent into the east. The Northern Waste is a realm of evil, so it would stand to reason that if the dragons invaded the Orocarni, then many evil forces had to as well. Thus this is where Fankil comes in, for when Sauron wore the One Ring, he could do nothing but lie and wait--now his time has come at last during Sauron's absence; but can Fankil's improved forces be enough to stand against the Dark Lord and the Free Peoples?

A very special thanks to Tolgayurda who helped design the powers, hero abilities, building structures abilities/units, and collaborated with dkbluewizard to form a great faction for the Edain Mod.

This is a revamped overhaul of the Angmar faction. This copy keeps Fankil as the leader of the faction, and places him during the time of the WOTR on the Northern parts of the Orocarni.



1. Buildings:

All exterior buildings send tributes to interior buildings that grant level up and resources exactly like the original Angmar faction.



- A. **Main Base:** The faction starts with a regular Angmar base.
 - a. Citadel: Just like Angmar.
 - i. *Fankil- Former Servant of Morgoth (support, central hero/Ring Hero)*
 - ii. *Nimruphel - Vampiric Huntress (scout hero)*
 - b. Hall of Evil (Hall of the King's Men): Just like Angmar's structure with a few tweaks.
 - i. *Osgan - Umlí Chieftain (tank)*
 - ii. *Gormuk Underdeep Orc Captain (building destroyer) Building Rank 2*

- iii. *Thrall Masters: Summon Orc swords, Wolf Riders, Spearmen, or Ax Throwers*
- iv. Umlí Swordsmen Warriors (elite Low Men, replace Carn Dum Swords)
- v. Umlí Spears (elite spears replace Carn Dum Spears)
- vi. Umlí Bows (elite bows replace Carn Dum Bows)
- vii. The Ice Guard (Replace Shadow Guard of Angmar, heroic unit, humans that can ride horses or fight on foot--a weaker Shadow Guard since these men are from the east)
- c. Northern Pit (Wolf Pit): Like the Angmar structure but NO WEREWOLVES.
 - i. Direwolves
 - ii. Northern Bears (Function like Beornings but can't transform into humans).
- d. Temple of Shadow: (Much like Temple of Twilight but with a twist). Able to decommission units inside.
 - i. *Storlaga (versatile hero acts like Gulzar)*
 - ii. *Dungeon Master (?) (hero/unit interferer) - A Shadow Spirit like creature that interferes with units.*
 - iii. Soul Collectors (Like Sorcerers but a heroic unit with heroic powers)
- e. Forgotten Crypts (Like Barrow Wight Lair): Reduces armor and damage of enemies.
 - i. May recruit Shadow Spirits, Wights, or something else from the Underdeeps
- f. The Dark Forge: Enables after central spell to research Dark Iron Blades, Ice Arrows, Dark Iron Armor, Ice Shots and economic upgrades before.
- g. Smelter: Economy building same as before.
- h. The Mill: Economy building. Model of Angmar's mill.
- i. Battle Tower (same as Angmar)

B. Settlements

- a. Lossoth Longhouse: New igloo model. Economy building.



- b.
 - i. *Jaakko - Lossoth Rebel (hero killer)*
 - ii. Lossoth Raiders (elite spearmen/archers)*
 - iii. Lossoth Scouts (light cavalry, three men on sled)*
- c. Hillmen Villages: Same model of Angmar's.



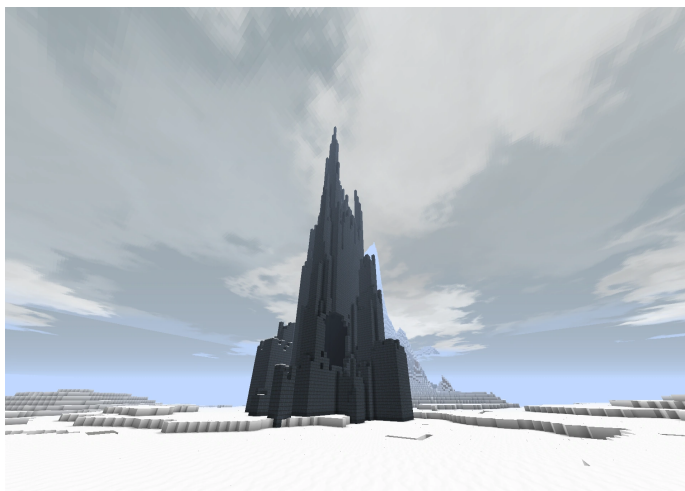
- d.
- e. Underdeep mines (This looks more evil)



- f.
- i. Wicked Dwarf Miners (Siege unit)
 - ii. Wicked Dwarf Battering Rams
 - iii. Wicked Dwarf Artillery

C. Outposts

- a. Northern Stronghold (upgrade "sight of Morgoth" for vision, a cold drake for guarding etc?)
- An icy stronghold in the north that Forodwaith draws troops from.



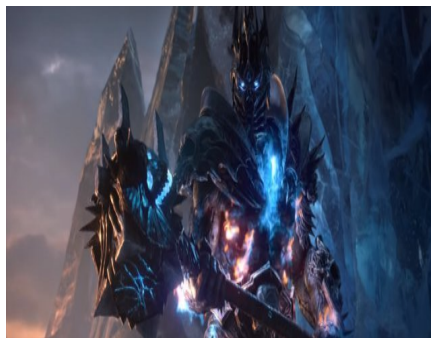
- b.
- i. Orgash - Northern Troll (mass slayer)
 - ii. Snow Trolls (elite cavalry)

- iii. Snow Troll Catapult (siege)
- iv. Hill Trolls (elite swordsmen)**

2. The Spellbook (D->Defensive, O->Offensive, 1,2,3,4->Tiers, C->Central Spell):

- D1: *White Wolves*: Summons a wolf lair nearby allied exterior buildings for guarding, uncontrollable.
- O1: *Over the Mountains*: Nullifies the sight of enemies and reduces their armor for 15 seconds with frozen effects.
- D2: *Snow Blind*: Target building is disabled and becomes immune to standard and elemental damage.
- O2: *Fell Wind*: Same
- C: *Rebuilding the Temple (P.S.)*: Base buildings get armor bonus with visual recovery. Lowers the spellbook timers by 15%.
- D3L: *Ancient Witchcrafts from the Underworld (P.S.)*:
 - Forgotten Crypts each release a wight for patrolling the base outside.
 - Torturing Dungeons have a spell that provides a skeleton inside for defense.
 - Sealed Chambers is able to use a magical frost spell from Witch King that freezes nearby enemies with ice.
- D3R: *Allegiance in Dark*: Summons Wicked Dwarves from their mansion to target any eco building for a time. They can collect gold from dead enemies.
- O3L: *Endless Land*: Enables to use the following spells that have objects and weather effects depending on territory as the new spellstore feature.
 - *Consuming Lost*: Enemies in the target area lose damage and begin to fight each other under the mountains.
 - *Vast Niveous*: Lossoth troops gain speed bonus and significantly increase the timers of enemy hero skills.
 - *Dwellings on Foothills*: Low Men battalions deal more damage and enemy units can not use skills or formations on target area.
 - *Dark Huorn Allies*: Summons a couple of Evil Huorns on target area--like Old Man Willow.
- O3R: *Necromancy from Underdeeps*: Enemy units on target area turn into wights permanently.
- D4: *White Winter*: Enemy units map-wide lose velocity with driving snow. Out of control Wargs attack from the edges of the map (think like the White Wolves that plagued the Shire in T.A. 2911)
- O4: *Dragons of North*: Summons three cold drakes for a time.

3. Heroes:



Fankil was the leader of the forces at the Battle of Palisor. He came to live among the men of the east in Palisor. There he mingled Goblins and Dwarves in order to estrange them from the elves. Eventually the Battle of Palisor was fought and the result was a stalemate where Men, Dwarfs, and Elves would all be divided. Fankil retreated to the far north in the Second Age and hid. Eventually after Sauron's defeat, Fankil came forward and began implementing his master's will. Now, he seeks to conquer the east and eventually take middle earth for himself.

Level 1: *Lust for Power* (Passive ability): Fankil draws strength from his soldiers, gaining increased damage the more troops that are nearby

- At least 5: +20% damage
- At least 15: +40% damage
- At least 25: +60% damage
- At least 35: +80% Damage
- At least 45: +100% Damage

Level 2: *Ice Lord*: All enemies nearby will passively lose 20% armor and damage. The active effect of this ability is a small snowstorm which doubles the passive effect for a short time. Activate with the left click. /Passive and Active ability./

Level 4: *Blood and Iron*: For a short time, Fankil's attacks unleash a torrent of blood, damaging all enemies in the vicinity. This damage is increased by Lust for Power, but every strike also harms those giving strength to Fankil.

Level 7: *Cruel Assault*: Fankil marshals his men's entire remaining strength for a final attack. Allied units in target area gain triple damage, +25% movement speed and are invulnerable for 30 seconds. When this effect expires the units that were in the target area instantly die.

Level 10: *Raiment of Ice: Shockwave of Ice and Shadows*, which deals heavy damage and throws back surrounding units in a wide radius. It also imprisons enemy heroes in a wall of Ice for a short time. Left click to activate

Nimruphel- (Vampire Huntress) is a handmaiden to Fankil. She is his eyes and serves him in hopes to revitalize her race.

Level 1: *Disappearing in Shadow*: Significantly lowers the sight and movement speed of enemies in vicinity with shadow effects for 15 seconds. At level 5, gains 10% velocity herself.

Level 1: *Whispering Wings*: Summons a group of vampire bats for revealing territories with minor debuff.

Level 4: *Irresistible Scent*: Flies next to the target unit in a medium vicinity. Even if the target survives, carries her blood mark for a time.

Level 7: *Bloodfest*: Recovers her health by drinking blood of killed enemies for 30 sec.

Level 10: *Lifesaving Bite*: Converts target unit into a vampire permanently.

Gormuk - This Underdeep Orc is the grim commander of the orcs. He leads orcs to tunnel over the ground and serves Fankil in hopes to spread his forces across the earth.

Level 1: *Shattering Strikes*: For 15 seconds, deal 10% more structure damages that increases 1% with every orc battalion limited to 30%.

Level 3: *Underdeep Strength (P.A.)*: Lowers the armor of buildings with every hit. Starts from 10% to 30% by 1%.

Level 5: *Miners from Below*: Target enemy building is surrounded by 5 orc miners for 15 sec.

Level 7: *Underground Tunnels*: All buildings in the target area suffer the same (or ?% rate) damages simultaneously for 15 sec.

Level 10: *Foundations Gnawed (P.A.)*: Doubles the duration of skills and quantity of miners.



Storlaga is an evil creature who was a Boldog of the First Age who was one of the very first Orcs from the twistings of Melkor. He serves Fankil and is the primary inculcator of the worship of Morgoth. He is second only to Fankil himself!

Level 1: *Udun Acolytes*: Storlaga summons a group of his orc acolytes who ignite themselves with unholy flame. Any enemy unit who comes near the acolytes will suffer fire damage. Left click on the desired target area.

Level 3: *Spreading the Fire*: Storlaga causes his acolytes to explode, dealing heavy damage to any units near them. Left click to activate.

Level 5: *Wraith Mutate*: Storlaga enters the wraith world and moves with great speed. Works exactly like Sauron's Wandering Shadow.

Level 7: *Unholy Ritual*: Storlaga sacrifices all of his acolytes in order to summon shadow spirits. Left click to activate.

Level 10: *Melkor's Eyes*: Allows Storlaga to steal a power from a hero.

The Dungeon Master is an evil shadow servant who serves Fankil. He is a renowned torturer with unique weapons. He forces the prisoners to confess what they know and allows Soul Collectors to eat the hearts of their hostages.

Level 1: *Expected Prisoners*: Enemy units are stopped by a strike for 15 seconds when a dungeon is nearby. If a heroic battalion is closer, the prisoners go to the dungeon and are decommissioned for gold.

Level 3: *Torturing Weapons (P.A.)*: Deals damage with special blades that lowers the sight of enemy heroes to be blind until they are killed and can revive. The units lose movement speed after every hit till crippling.

Level 5: *Confession Methods*: Target hero suffers a bleeding strike for a short time and reveals main base for 15 sec. Nearby heroes are demoralized with the method.

Level 7: *Hostage*: Target hero stuns with a strike and units nearby can not attack for 15 sec. If a heroic battalion is in the area, the duration is doubled and reduces armor.

Level 10: *Deepest Dungeon*: Summons the darkest dungeon from underground that disables to use the last skill of nearby enemy heroes until it is destroyed.

Osgan - Umli Chieftain his people and him live in the hillmen villages in the North. Having sworn allegiance to Morgoth long ago, this Umli tribe festered in the north worshipping Morgoth. Now Fankil has enlisted the chieftain of these tribes to go to war with him once more.

Level 1: *Gathering Call*: Accompanied by 5 east men when their village is nearby that lowers ranged attack to him. His followers can join to fight melee attacks. The quantity is upped by 1 for each level.

Level 3: *Fanatic of the Dark (P.A.)*: Takes no elemental and magic damage in the base. If there is a village nearby, he gains an armor bonus for 30 sec.

Level 5: *Thralls of Chief*: Target village can recruit Low Men troops 25% cheaper but 15% slower. The troops have more health than regular ones with a thrall.

Level 7: *Wild Stand*: Cannot be knocked back for 15 seconds on openfield. During this time he does not take any siege and ranged damage. If a village is nearby, the duration lasts in 30 seconds and when his health bar is finished, he continues to fight for a short time.

Level 10: *Shelter in the Cold*: Summons a village as a shelter on target area that slowly heals him and his people. His skills can be cast on it. (limited to 1)

Jaakko - Lossoth Rebel a tribal leader with ties to a Forodwaith tribe that allied with Morgoth during the early days of the First Age. This tribe has long stayed the allies of Goblins and other forces that brought them power, goods, and slaves. Jaakko is a natural ally to Fankil.

Level 1: *Rebellion in Snow (P.A.)*: Weakens enemy heroes nearby Longhouses as armor and sight.

At level 5: *Cooperation with Underdeeps (P.A.)*: Additionally weakens enemy units nearby Longhouses with underdeep orcs.

At level 10: *New Chieftain* (P.A.): Grants 15% armor and damage nearby Lossoth Raiders. Himself can not knock back and gains 15% armor bonus nearby Longhouses.

Level 1: *Toggle Weapon*: Spear/Bow

Level 4: *Informative Strike*: Deals good damage to target hero and source building that reveals the closest one on the map.

Level 7: *Driven by Deepest* (P.A.): Gains permanent 15% damage bonus against heroes when underdeep orcs are nearby.

Level 10: *Flourished Outlands*: His people and himself gains gold for killing enemy heroes with their wealth, can not suffer elemental and magic damage on opponent bases and openfield for 30 seconds. His followers earn experience much faster during that time.

Orgash - is a Northern Troll, and is one of the strongest warriors of the Northern territories. He is a butcherer and naturally allied with Fankil.

Level 1: *Massive Roar*: Battle cry that fears enemies and, himself and nearby all monsters to crush units for 15 seconds. Duration is increased by 2 seconds every level.

Level 3: *Hammer of Wasteland* (P.A.): Gains standart damage boost when nearby a base and outpost. When he is not near a base or outpost, his sight and skill damages are increased.

Level 5: *Leap*: Iconic.

Level 7: *Inspiring Rage*: (requires Massive Roar's activation) Converts nearby unfriendly trolls temporary. Snow and Hill Trolls smash enemies with every hit. Lasts 30 sec.

Level 10: *Wrath of the Mountains*: Instead of earthquake, strikes to the ground that summons an avalanche on target area.

4. Ring Hero:

Fankil is the central hero and ring hero for the faction. He has forgone any direct assault upon Middle earth-fearing the Free People's or Sauron's wrath. Thus, if Fankil finds the One Ring, he takes it without question and unites all of the evil in the north to his banner and launches a full scale assault upon middle earth. Fankil will automatically take an icy demonic form and will wear the One Ring out in the open. Fankil, like his former form, would wield a mighty hammer in homage to the First Dark Lord.

Level 1: *Freezing Aura*: Grants Fankil improved damage and armor, all enemy buildings training units or producing resources are 50% slower, and any units who attack Fankil will receive revenge damage.

Level 3: *Cold Roar*: Fankil's demonic roar freezes everyone within range with fear and drains their spirit. Armors are reduced by 25%.

Level 5: *Shadow Breath*: A breath attack that damages all in the vicinity.

Level 7: *Flight*: Winged jump much like the Balrogs.

Level 10: *The Ice Lord*: Like Saruman's Lightning ability, but instead he continually dumps ice (avalanches) on the enemy.

NOTES: The pictures above were kindly borrowed just for aesthetics and are the property of their respected mods/owners.

NOTE that many of the evil heroes' names can be changed and so too could their backgrounds--but Fankil makes the most sense being the central Ring Hero. Being an ex-servant of Morgoth who brought men, goblins, and dwarves under him--it is only natural that he be the leader, since he could still manifest in different forms like a typical Maia and he is canonical to the statement in the Silmarillion on pg. 169.

Whether you agree or disagree with this proposal, I hope you consider allowing Angmar to switch out and have a new unique force set during the time of WOTR. This would add yet another unique faction and would not interfere with any AI or current factions planned.

I thank you for the time in reading this and hope you implement something new even if it isn't based on Tolgayurdal or my ideas. Thank you and goodluck with all your endeavors. --dkbluewizard and Tolgayurdal.