

Key to the Plan of Umbar (only the major streets and courtyards shown)

1. Temple of the Lord of the Dark, within the former Citadel.
2. Temple guesthouses.
3. Temple Square.
4. Great Harbour *or* Chief Haven, with numerous quays and warehouses.
5. Great Bazaar (guardhouse and auction hall in centre).
6. River Bahar *or* Barduin.
7. Grand Axis, broadest, straightest and most ancient street.
8. Former Royal Palace and Gardens (now headquarters of the First House).

Umbar was surrounded by an ancient and immensely strong wall, with towers and gates, first built by the Númenoreans in the Second Age and repaired many times since. It was further protected by a wide ditch, filled with water from diverted streams, and the Citadel, set on a rocky hill above the Bahar, and now taken up by the Great Temple.

Bridges:-

9. King's Bridge (ruin). 10. Brothers' Bridge. 11. Old Bridge. 12. Seven Bowed Bridge.

The Ten Houses, their Chiefs and badges:

- I – Zishâd 'Hard-Hand' (stylised face with curling moustache).
II – Baron Melkômîr (red scorpion).
III – Kephâd 'the Wily' (crossed *kesdars*).
IV – 'Boss' Namâkh (horned skull impaled on a sword).
V – Lord Gimilbâr (the 'Brothers' Knot').
VI – Baron Khârion (entwined serpents).
VII – Adra 'the Ruthless' (fist holding a sheaf of arrows).
VIII – Lord Kiblis (ship of war surmounted by a crown).
IX – 'Prince' Zalkhis (golden trident).
X – Zaiblan 'the Black' (the 'Black Hand').

The numbers assigned to the Houses did not imply their relative importance. They were merely the numbers of the Wards of The City they control, labelled thus since ancient times. Thus the First House controlled the First Ward. This contained the ancient royal palace and 'Double Throne' of Angamaitë and Sanghyando, but though the First used it as their headquarters, they did not claim descent from the former kings.