

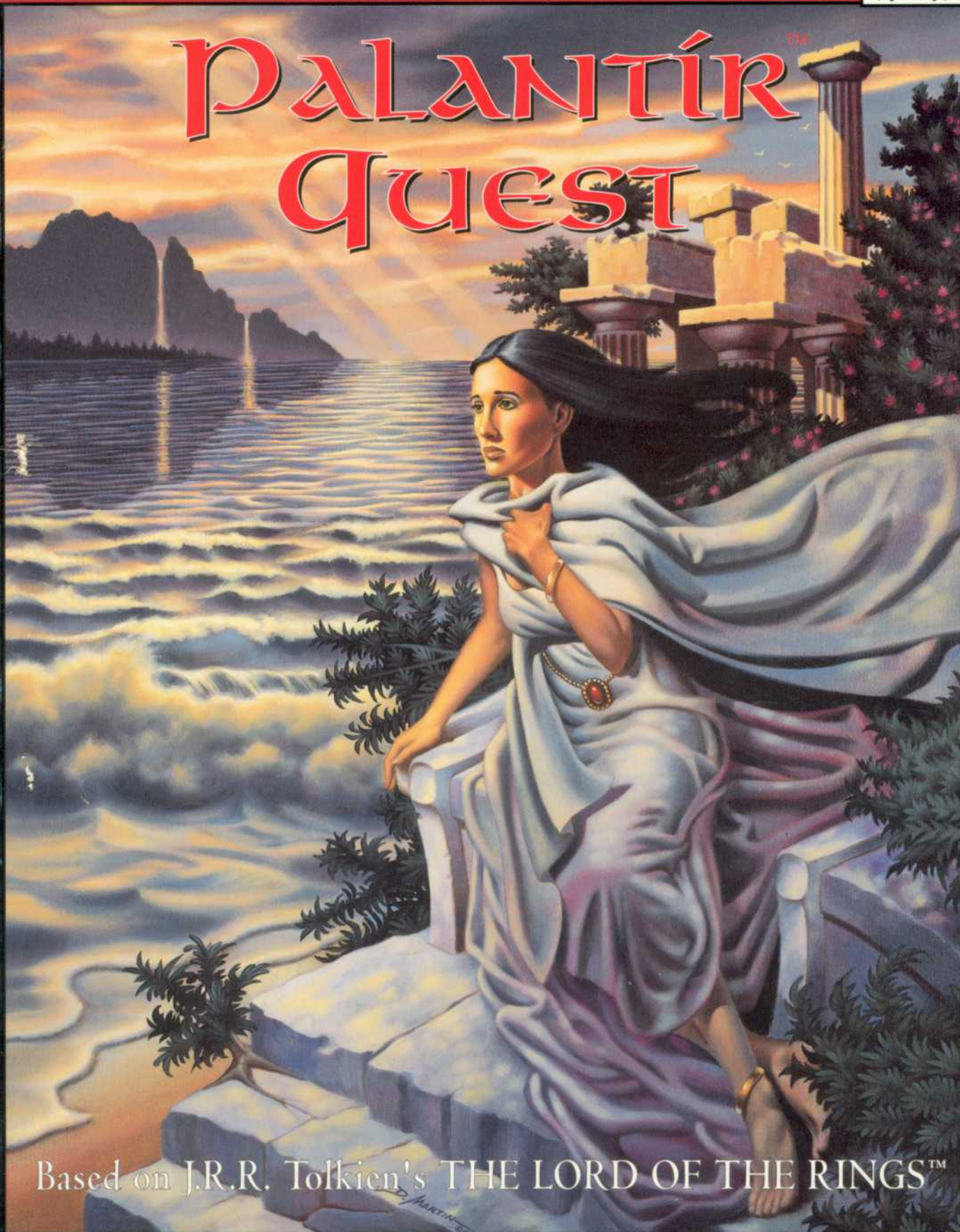
#2009



Adventures

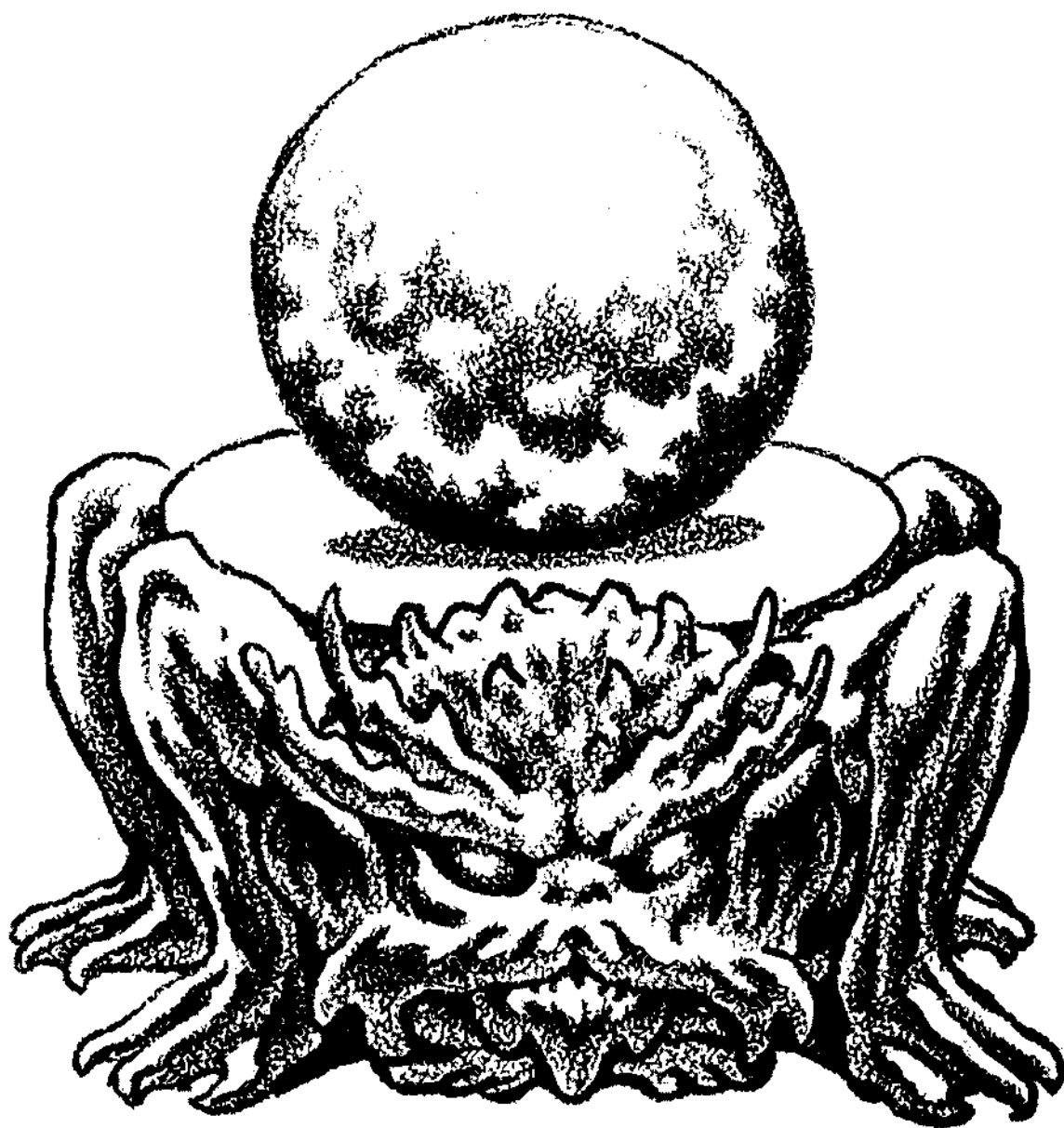


PALANTÍR Quest



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

PALANTÍR QUESTTM





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Come autumn, the Elda season of *quellë*, she hangs as a mist over Lake Evendim. In winter, she storms as a wind through the Twilight Hills, and, with spring, unfurls her petals as a starflower in the highlands. Less frequently, she walks in Elvish form, dreaming of the Arthadan lords and ladies who dwelt in Annúminas, remembering their songs, their tales, their gallantry. In solitude she muses, Linuilë, the spirit of Nenuial.

One day, the day when enchantment has faded from Middle-earth by more than a measure, a day distant and yet approaching, she will return to the West, the Lands Undying, unreachable to those who sail the bent seas of Arda. And when she goes... who then will recall the poetry, the song, and the palantir-granted wisdom of the court of Elendil?

I.0 GUIDELINES

Fantasy role playing (FRP) is akin to a living novel where the players are the main characters. Everyone combines to create a story which is never short of adventure. They help forge a new land and strange new tales in which the characters are forever immortalized.

I.1 THE ADVENTURES SERIES

The *Adventures of Middle-earth* series is designed for Gamemasters who wish to run linked scenarios or extended campaigns set in J.R.R. Tolkien's Middle-earth. Each module in the line presents an exciting epic, complete with specific coverage of each adventure site and the people and things encountered throughout the saga.



I.2 ADAPTING THIS MODULE

Like the rest of the Middle-earth Series, this module contains game terminology and references based on the *Middle-earth Role Playing (MERP)*, *Rolemaster (RM)*, and *Lord of the Rings Adventure Game (LOR)* fantasy systems. However, the module is adaptable to most other major FRP games. Statistics are expressed on a closed- or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

I.2.1 CONVERTING HITS AND BONUSES

Bonuses: When converting percentile values to a 1-20 system, a simple rule is: for every +5 on a D100 scale, one gets a +1 on a D20.

Hits: The concussion hit numbers found in this module represent tolerance for general pain and system shock: the effect of bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures here are less important than those used in game systems where death occurs as a result of a character exceeding his or her available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Dungeons & Dragons*), simply double the number of hits your characters take or halve the hit values found in this module.

I.2.2 CONVERSION CHART

If you play something other than *MERP* or *Rolemaster* or *LOR* and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

I-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	3	2





2.0 INTRODUCTION

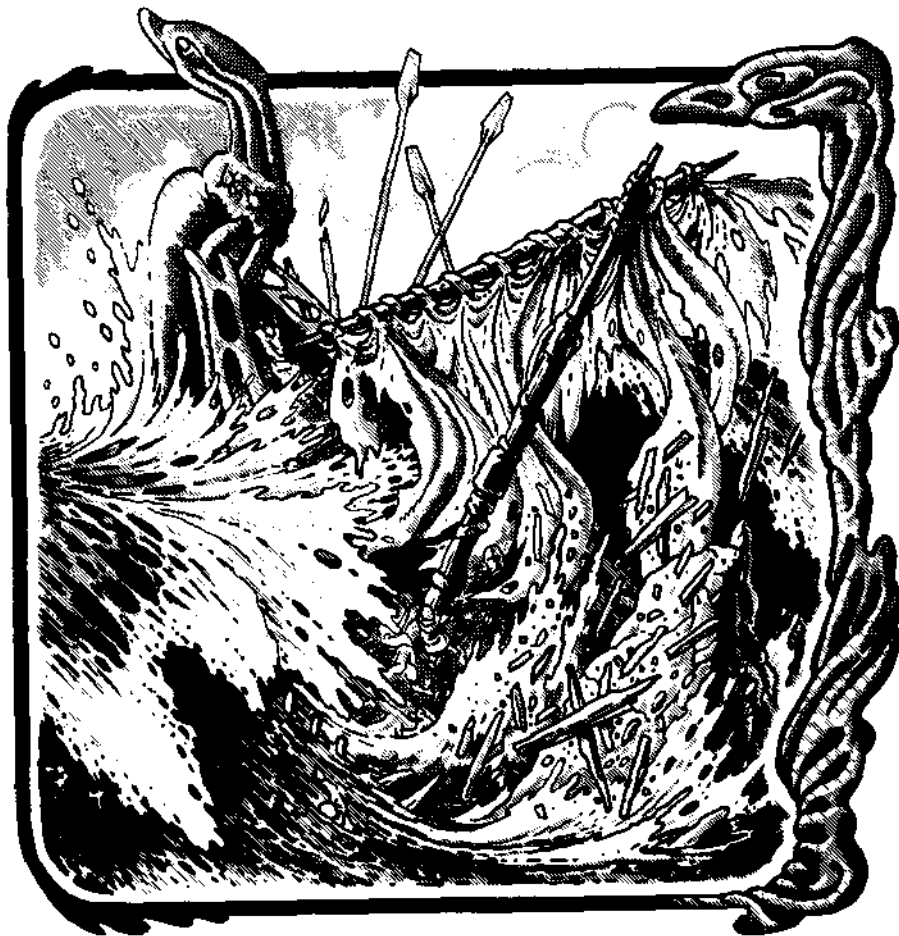
Seldom has the Royal Court at Minas Tirith been in such turmoil. The King's Seer has witnessed strange portents and signs in the great Seeing-stone or palantír, and rumors say that he suspects the mirages to be created by another of the Stones lost many, many years ago. The recovery of a palantír would be a great triumph for the evolving and reunited Kingdom.

The possibility that a forgotten Seeing-stone may resurface to play another part in Middle-earth's history is not the only news disturbing the Gondorian courtiers. The sorting and tidying of Minas Tirith's badly kept records has produced an interesting parallel find: a reference to a powerful, but lost, seer's spell capable of locating such an artifact as a palantír.

Unfortunately, this golden apple of opportunity contains a dark worm. A traitor and a spy in the King's Court panders to the ear of a terrible and evil master who has an interest in mighty enchantments and ensorcelled articles.

This module in the *Adventures of Middle-earth* series provides a framework for a grand campaign. Its scenarios are linked by the long-term directives of player characters and non-player characters alike. As the PCs complete each stage of the palantír quest, their actions, discoveries, and motives propel them into new adventures, giving the players an opportunity to write their characters into an epic tale as well as many short stories.

*The shipwreck of
Arvedui Last-king*



2.1 HISTORY OF THE PALANTÍRI

Of the many things of power and beauty wrought by Fëanor and his kin in Eldamar, the palantíri (Q. "Far-seer"; sing. "palantír") especially served as foci for great events throughout the history of Middle-earth. It is not known how many were created in ancient days, but only seven ever arrived on the shores of Endor. These were originally a gift from the Elves of Aman to Amandil of Andúnië, leader of the Faithful of Númenor. The Stones were brought to Middle-earth by Elendil the Tall.

Elendil established the realm of Arnor, while his sons, Isildur and Anárion, travelled farther south and founded the neighboring realm of Gondor. The palantíri were placed so that contact could be maintained between all parts of the two Kingdoms. Three of the Seeing-stones were located in Arnor: at the capital Annúminas, within the tower of Amon Sûl, and atop Elostirion in the Tower Hills. The Master Stone, possessing the greatest power of the seven, was placed in Gondor at Osgiliath, while the others rested at Minas Ithil, Minas Anor, and the tower of Orthanc.

Upon the death of Elendil, the Stone at Elostirion was entrusted to the Elves of Mithlond. This was appropriate, because this stone could look only west to the Master Stone at the tower of Avallónë on Tol Eressëa. Eventually, the Elostirion Stone was taken across the sea with the Ringbearers at the end of the Third Age.

The palantír of Osgiliath fell into the Anduin and was lost in T.A. 1437 when the capital was burned and ransacked in the midst of the Kin-strife. This was the first of several tragedies to befall the palantíri and those who guarded them.

After the death of King Eärendut, Arnor was divided into the three realms of Arthedain, Cardolan, and Rhudaur. The Annúminas palantír was retained by Arthedain and moved to Fornost for safe keeping. The possession of the Amon Sûl Stone was disputed between the three realms, because the tower was situated on their common border point. The Stone was eventually moved to Fornost following the destruction of the tower of Amon Sûl by Rhudaur in T.A. 1409.

In T.A. 1974, the Witch-king launched an attack upon Arthedain, and King Arvedui was forced to flee with the two palantíri. He took refuge in the Blue Mountains and then with the Lossoth people of the Far North until the minions of the Witch-king had been driven from his lands. Unfortunately, he was shipwrecked and drowned in the Bay of Forochel in T.A. 1975 while attempting to return to his Kingdom; the palantíri were lost with him.

The Ithil-stone was taken by Sauron in T.A. 2002 when his forces attacked the city. This Stone, along with those at Minas Anor (re-named Minas Tirith in T.A. 2002) and Orthanc, played a prominent part in the War of the Ring that swept Middle-earth towards the end of the Third Age. Abuse of the Ithil-

stone, Sauron was able to ensnare the Istar Saruman and deceive the Steward Denethor II. The Dark Lord's trickery led to the downfall of the former and the death of the latter. However, Aragorn II overcame Sauron's will when he used the Orthanc-stone and thus was able to make informed decisions that swayed the tide of battle in Gondor's favour.

The palantíri look like dark crystal spheres that seem to flicker with a dim inner light. Their size varies from one foot in diameter up to dimensions so great that a man alone cannot lift them. Due to the skill of their creators, the palantíri are virtually indestructible. However, intense enchanted heat may shatter them.

The palantíri were created with invisible, conceptual poles running through them. These must be aligned correctly with the center of the earth before the powers of the Stones can be utilized. Using the Stones, the initiated can gaze over long distances and view scenes far removed from their own location. No sound is transmitted by the Stones, but a viewer can see into any place that is lit, transmitting the image with the same clarity as would be witnessed if he were actually present there. The palantíri are regarded as one of the greatest secrets and, indeed, among the most precious treasures in all Middle-earth.

2.2 AN OVERVIEW OF THE QUEST

This section provides the GM with an overview of the setting and events that constitute the tapestry upon which the palantír quest will be woven.

2.2.1 TALE OF THE TWO STONES

For many centuries after the shipwreck of King Arvedui, the lost palantíri of Amon Sûl and Annúminas lay forgotten in the depths of the Bay of Forochel. However, over the years, the Stones were carried into shallower waters by freak currents and the constant movement of the ice-pack. There they were miraculously recovered by the fishermen of a solitary people known as the Lossoth.

The Lossoth became enamored of the great Stones: their cold eyes were transfixed by the occasional flickering flame deep within the hearts of the mysteriously beautiful spheres. A chamber was erected on a slender rocky peninsula of the Ice Bay, and the newly found treasures were placed within. There, the snowmen revere the Stones, seeking a sign of blessing before the hunt.

By chance, the Lossoth have positioned the larger Stone of Amon Sûl so that its poles are almost correctly aligned. Thus, someone using another Stone may receive unsolicited images from the Amon Sûl Stone by chance. This never happened at any time during the Third Age, since Sauron dominated the palantíri until his passing. However, at the dawn of the Fourth Age, the way has opened for users of a Stone in the South to receive vague images from the Amon Sûl palantír.

The Court Seer of Minas Tirith has received several stray images in the city's palantír, and the occurrence has provoked the interest of several factions who would like

to recover the Stones. One of these factions is the Royal Court. It is toward the Court that the PCs will be drawn, with an eye to taking a hand in this exciting state of affairs.

2.2.2 THE SEER'S TALE

With the downfall of Sauron and the coming of the new Age, King Elessar has created the position of High Seer in the Royal Court. Not since the days of the Kings of Arnor has the profession of wise and knowledgeable advisors been held in such esteem. The newly appointed Royal Seer is a respectable old Dúnadan man named Tarquillan. His main duties of office are the surveying of the palantír and the reorganization of the books and scrolls of Minas Tirith.

Tarquillan's first task upon appointment was to align the former Orthanc-stone in place of the old Anor-stone in the White Tower. Use of the Minas Anor palantír was found to be distressing for it displayed an image of the burning hands of Denethor II, the last ruling Steward of Gondor. It took several months to attune the Orthanc-stone precisely to its new location. However, it was found to have a relatively long range of vision having previously been positioned halfway between the Stones of Arnor and Gondor.

TARQUILLAN'S STORY

It was a few weeks after the palantír had adjusted to its new environment that I first discovered a strange disturbance that seemed to emanate from the North. I had just been observing the rebuilding work at Tharbad when my concentration lapsed into questioning just how far away the Stone could see. Picking up my train of thought once more, I began to move the point of vision further North. I had just glimpsed an ancient fortress perched upon a jagged outcrop when I suddenly observed a dark and clouded scene. After a few seconds, the vision receded and I lost my concentration as the strain of using the Stone caught up with me.

Over the following days, I searched intently for the same vision, for it had me intrigued. On several occasions I observed the same brooding, lightlessness that I had originally witnessed, but was unable to interpret what the Stone was showing.

Eventually, the King himself came to observe the strange scenes. Being of Isildur's line, his command over the Stone is unsurpassed, but even he could not understand or interpret the flux of strange shadows.

The matter was discussed at great length in Court, and many agreed with my theory that the disturbances could be due to the presence of a misaligned palantír, perhaps one lost in ages past. Being particularly well acquainted with the history of the palantíri, the King suggested that one of the lost Stones of Arnor might have re-emerged somewhere on the Northern shores of Middle-earth. If this should be the case, then the King is determined to have the artifact reclaimed. Not only is it his by right, but it would also be of great use in the rebuilding of the realm.





Tarquillan

I continued to observe the strange vision, but to my frustration I failed each time I attempted to locate its source. After a few weeks had passed, I grew weary from intense use of the Stone and was forced to give up the task for the sake of my health. The excitement in Court waned and, with so many other matters at hand, the King disappointedly accepted that the palantír question would have to wait until a less busy time.

It was a mere ten days before a second great discovery was made and a mood of excitement spread through the Court once more. Aided by my assistant, Elegar, I returned to the seemingly endless task of reorganizing the books and scrolls of the White Tower. These had been kept in such a poor state that even Gandalf had experienced difficulty in his research with them. During the restoration work that we carried out on the bookcases, several scripts and records were found to have fallen into cavities behind the shelves. It seems that many of these now-recovered scripts had been lost since not long after the Tower was built in the year 1900. Apparently, when the Tower was rebuilt in the year 2698, the bookcases were not replaced with new ones and thus the scripts were not found. Most of the newly recovered scripts were of a mundane nature, but we did discover two fascinating and important works whose import had long been forgotten.

The first of these was a small, red leather-bound book that describes a method of "shrouding" the palantíri. This is a forgotten method of covering the Stones in order to prevent their misuse by unauthorized viewers.

The second turned out to be more valuable than its title suggested. Entitled "Diary of Mistan: Royal Advisor to King Valendur of Arnor," it contained a detailed account of the life of a Royal Advisor who lived in the early Third Age. Within the neatly written and carefully preserved pages, I came across reference to an ancient seer's spell located in a text in the Terindasam i Rynd Perinaith Aran (S. "Oval Room of the Royal Library"). To my disbelief, the diary told that the spell could be used to locate items of great power. This, I realized, could be the key to the recovery of the palantíri that were lost in the North and which explain the visions that have plagued my use of the Tirith-stone.

2.3 INTERESTED PARTIES

In addition to the Royal Court, there are three other parties with an interest in the lost palantíri. Most prominent of these is the Sorcerer Taladhan and his minions. The others include the Lossadan people, who hold the palantíri, and the Order of Journeymen Jugglers—a sinister society of smugglers.

2.3.1 THE ROYAL COURT

The fact that the palantíri rightfully belong to Arnor and Gondor is sufficient reason for the Royal Court to be moved to recover them. In addition, the Stones would be of great use in improving communications within the



newly reunited Kingdom. Furthermore, following the War of the Ring, the King realizes the danger that would exist if a palantír were to fall into evil hands.

Nevertheless, with rebuilding the realm stretching his men to their limits, King Elessar cannot afford to send a large force to recover the artifacts. Instead, a party of well-trusted subjects, acting with stealth and secrecy, is summoned to carry out this important task.

2.3.2 TALADHAN

From a hidden tower, deep in the heart of Greenwood the Great, a powerful magician named Taladhan rules a small enclave of evil troops. He wishes to broaden his influence. Due to the Elven presence in the Greenwood, Taladhan builds his power using trickery and espionage. Having learnt of the palantíri through dealings with Saruman, he realizes the benefits of such devices and is keen to acquire one. Knowing that Gondor's lords are sure to be searching for such items as they attempt to regain some of the glories of the past, Taladhan has placed a spy in the King's Court.

2.3.3 THE LOSSOTH

The Lossoth held possession of the palantír since finding glassy orbs in the Ice Bay of Forochel, some years following the shipwreck of King Arvedui in T.A. 1975. The Stones are now worshipped by the Lossoth as

mysterious treasures from the depths of the life-giving sea. Perhaps not surprisingly, the Lossoth are loath to let anyone near their prizes; the snowmen desire only to keep the orbs and seek blessing from them before hunting. Their pride, coupled with their natural solitary and suspicious outlook, make a friendly reception to palantír seekers unlikely.

2.3.4 THE ORDER OF JOURNEYMEN JUGGLERS

Being a covert smuggling organization, the Jugglers have a purely financial interest in the palantíri. They become interested in the Stones much later than the other factions when they are paid by Taladhan to transport the orbs through Gondor. However, upon learning the value of the Stones, the Jugglers take a more active interest; this will complicate the PCs' task considerably.

2.4 GAMEMASTER'S NOTES

This section provides the GM with information about the structure of this module and some guidelines on player character generation.

2.4.1 USE OF THIS MODULE

To aid GMs in the task of presenting a complex plot to their players, *Palantír Quest* is divided into sections, each detailing a stage of a lengthy journey that the characters undertake. Thus GMs may treat the main plot as a series of adventures linked together by character motivations and discoveries. The links between adventures form a rigid framework, but there is plenty of scope for free and undirected role playing within the adventures. Additionally, there are planned and random encounters that are unrelated to the main plot and which may be used as the GM wishes.

Since details of the main plot gradually unfold with progressive adventures, it is recommended that the GM read the whole module before presenting it to the players. To aid presentation and to help create an atmosphere befitting of Tolkien's world, this module contains descriptions—highlighted by a grey screen—which may be read aloud directly to the players.

Some of the adventure locations may be familiar, since they are reproduced from ICE modules previously released. However, most of the inhabitants and events at these locations are unique to this module. Nevertheless, GMs may change locations or details of adventures as they see fit. Extra adventures may be added to the campaign by use of other ICE publications. *Arnor*, *Minas Tirith*, *Riders of Rohan*, *Thieves of Tharbad*, and *Mirkwood* may be of particular value. However, *Palantír Quest* is complete within itself and can be used to run a campaign without any additional modules.

2.4.2 TEMPORAL SETTING AND CHOICE OF PCS

Due to the detailed history of the palantíri, this campaign should be set in the early years of the Fourth Age. Strictly, the time should be before F.A. 15, when King Elessar rides North to reside by Lake Evendim and to resurrect Annúminas. GMs wishing to set the campaign later than this date should change the location of the ancient seer's spell and thus replace Section 6.0 that details the PCs' visit to Annúminas.

In order to have the party arrive at the Bay of Forochel during the winter months, the campaign should begin in Minas Tirith during the fall. A possible time line for the whole quest is given in Section 16.0. Remember that some flexibility should be allowed—don't adhere to the time line at the expense of excitement or suspension of disbelief. However, the time line should be used to order the relative timing of events.

Since the campaign takes place during the age of men, and is of importance to the Crown, the party should be composed mainly of loyal men and women of Gondor. However, different cultural backgrounds might add flavor to a group—after all, it is fashionable to have Hobbit friends these days. There are also many Dwarves involved with the rebuilding work in Minas Tirith. Elves are unlikely to undertake such a quest at this time, although perhaps a Silvan Elf from amongst Legolas' followers in Ithilien may provide an exception.

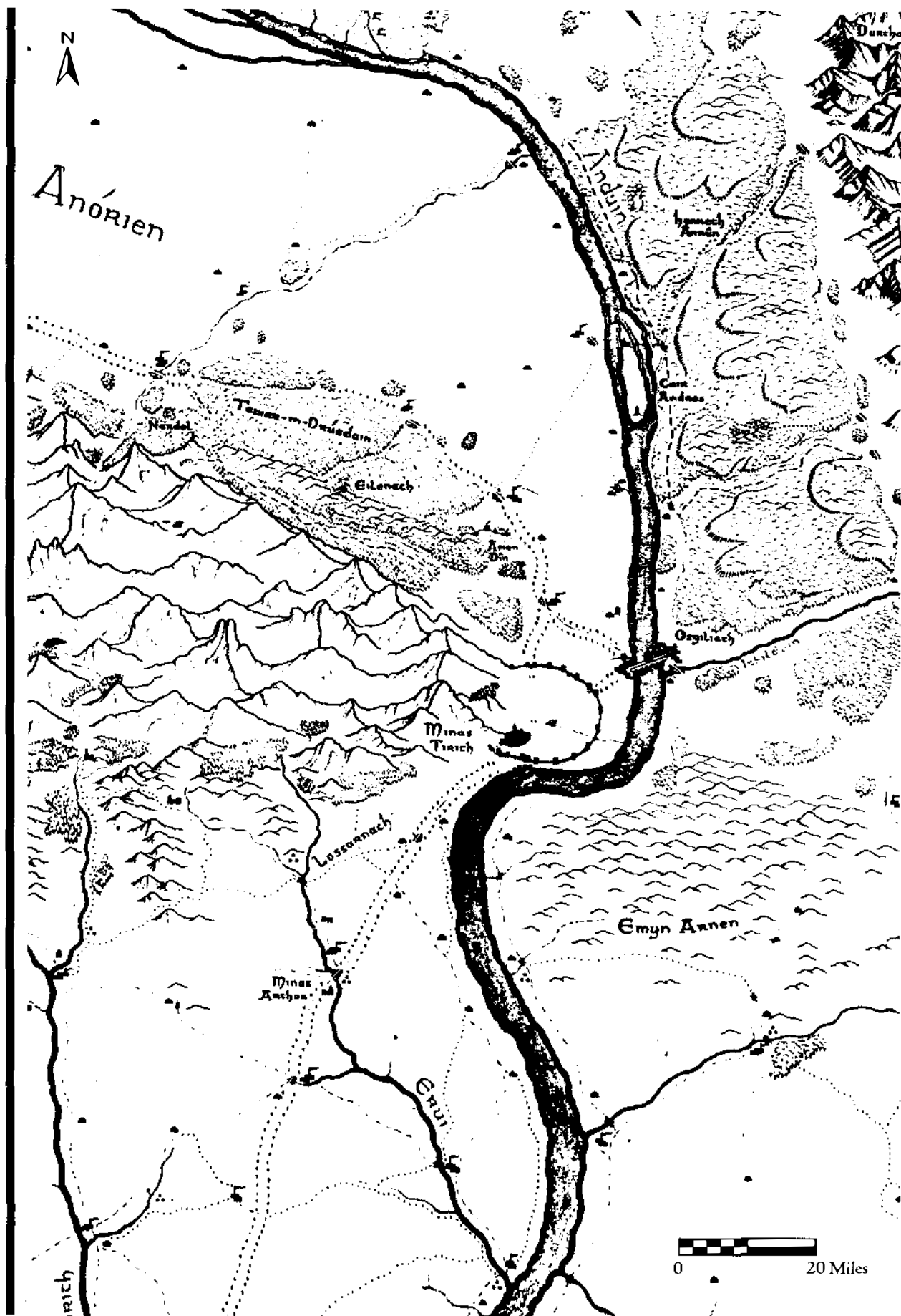
Typically PCs should begin the campaign at around Level 4, but this must be modified according to the size of the party. As characters will rise in level in the course of the campaign, so do the levels of the adventures that the PCs will experience. GMs may wish to award a pre-set, minimum number of experience points for completion of each section. Remember that the range of situations facing the characters will be diverse: a broad selection of professions is encouraged within a party.

A selection of possible starting characters is given in Section 16.0. GMs and players should freely change the names and/or sexes of these starting PCs, if they wish. Many players will want to generate their own characters for a quest as long as this one. However, starting PCs may still adopt the backgrounds given for the pre-generated adventurers.

Another table in Section 16.0 gives statistics for PCs to be used as replacements for any that die or must retire from play. These characters are designed to fit plausibly with the current location of the party and the current situation of the plot.

The GM should have little trouble with PCs deviating from the directions necessitated by the plot. If this occurs, however, it is a simple matter to invoke "official guidance" from Minas Tirith. The adventurers may also need this if they find themselves unable to unravel a crucial mystery. Such guidance can come through any of the King's loyal subjects the PCs meet along the way. An emphasis on speed should ensure that PCs are conservative in their wanderings.





3.0 MINAS TIRITH

3.1 CITY OF KINGS

Minas Tirith sits in the lap of Mount Mindolluin at the eastern end of the Ered Nimrais (S. "White Mountains"). The city provided the focus for the final battle between the Free Peoples and the evil armies of Sauron. The monumental confrontation was the most significant event in the history of the great capital whose tall towers and vast walls have stood defiant through many hard times.

With the arrival of the Faithful in Gondor in S.A. 3320, Kings Isildur and Anárion jointly ruled from the capital Osgiliath. They desired their own cities and began work on them as soon as they were able. Isildur built Minas Ithil, and Anárion built Minas Anor. However, with the fall of Minas Ithil in T.A. 2002, Minas Anor was renamed Minas Tirith (S. "Tower of Guard") and has remained such ever since.

Minas Tirith has undergone considerable architectural modification throughout its history. It took sixty-five years to complete the building of the Outer Wall: a time span justified by its subsequent success in withstanding the tides of evil that have swept Middle-earth since the beginning of history. Originally, the principal building of the city was the Citadel of Anárion, completed in S.A. 3420. However, in T.A. 1900, King Calimehtar built the equally impressive White Tower atop the Hall of Isildur. This was then rebuilt in T.A. 2698 by the Steward Ecthelion I.

In T.A. 420, King Ostroth was inspired to further improve Minas Anor and, to this end, erected the Noeg Echor around the Pelennor Fields. It consisted of a mighty ditch reinforced with wooden supports and boasting an earthen dike on the Pelennor side. This wall was designed to give defenders a tactical advantage. In T.A. 2951, with Sauron declaring himself "King of Men," work began on the Rammas Echor (S. "Great Wall of the Outer Circle") which consisted of a formidable barrier of solid stone that surmounted the earthen wall of the Noeg Echor. This was to undergo frequent alterations throughout the next half-century, and it was re-built in T.A. 3018 in anticipation of the great threat from Mordor.

Minas Tirith, in addition to its physical alterations, has seen many other changes. From T.A. 1432 until T.A. 1447, the Kin-strife raged throughout Gondor with the Prince-President of Minas Tirith playing an important role as King Eldacar's Spymaster. Two-hundred years later, the Great Plague took its terrible toll on the people of the South Kingdom. Minas Tirith suffered badly, losing the King, Telemnar, along with his wife and four children. Following the Plague, King Tarandor moved the capital from Osgiliath (harder hit by the disease) to Minas Tirith (then called Minas Anor) in T.A. 1640, and the city entered a new Golden Age.

One of the most dramatic events that Minas Tirith survived was the death of King Eärnur at the hands of the Witch-king of Angmar in T.A. 2050. This brought the

line of the Kings of Gondor to an end, and an age of Ruling Stewards began with Mardil. It lasted until T.A. 3019 when Aragorn II, being of the line of Isildur, was crowned King after the defeat of the forces of Sauron.

3.2 THE FOURTH AGE

Minas Tirith at the beginning of the Fourth Age is a very different place from the city that toiled under Ruling Stewards and the threat of the Dark Lord in ages past. The air of apprehension that hung over the whole of Gondor throughout the latter days of the Third Age has been dispersed by a fresh wind carrying promise of health and prosperity. Many people flock to the city, and the economy of Minas Tirith expands with each passing month. Old trade routes that were closed because of the War have been tentatively reopened, and merchants are eager to compete for a share in the new-found wealth of the capital. Children play in the streets in ever increasing numbers as the wedded couples of the city find joy in bringing young ones into a brighter world.

All is not golden, however: the War of the Ring took a great toll in lives. Many brave men were killed, and the work force of the city is depleted. Lack of labor slows rebuilding, and the dearth of young men leaves the army a reduced force. Minas Tirith may be the focal point of the new Age, but the King has interests in the whole of the reunited Kingdom of Gondor and Arnor. Money from his treasury has been invested in restoring significant places in the northern realm such as Tharbad. Within the encompassing burden of responsibility borne by the King for his domain, Minas Tirith cannot receive as much attention as its inhabitants might like.

Even so, Minas Tirith at the dawn of the Fourth Age is a city full of opportunity and wonder. Numerous mercenaries are employed to dispatch remaining evil troops and minions of darkness, and there is plenty of work for traders and soldiers alike. Minas Tirith enters the Age with great hopes for the future.

3.3 PEOPLE OF NOTE

KING ELESSAR

Known amongst the Dúnedain as "Aragorn," the current King of Gondor was the most eminent of the men that took part in the War of the Ring. Son of Arathorn, he was the second of the Dúnedain to bear the name Aragorn (S. "Royal Tree"), his namesake having been killed by wolves in T.A. 2327.

He was raised at Imladris by the Half-elf Elrond who revealed to him that he was a direct descendant of Isildur and thus had a right to the Crown of Gondor. Keeping this fact hidden from others, he served both Thengel, King of Rohan, and Ecthelion, Steward of Gondor, during his younger years.

Elessar learned the ways of the wild during his time as chieftain of the Rangers of the North. The Rangers were Dúnedain that remained in the North after Arthedain's





King Elessar

fall in order to maintain a covert watch upon the land. In T.A. 2956, he met the Istar Gandalf and became great friends with the elderly mage. Aragorn was to assist Gandalf on many a task, not least on the thirteen-year intermittent search for Gollum.

His first major involvement in the War of the Ring was under the pseudonym of "Strider" when he led Frodo and his Hobbit companions from Bree to Rivendell. Aragorn then became a prominent member of the Fellowship of the Ring, eventually leading the company after the fall of Gandalf in Khazad-dûm. Later he fought in the Battle of the Hornburg, and subsequently formed a close friendship with Éomer of Rohan.

After consulting the palantír of Orthanc, Elessar formed his battle plans which led to victory over the armies of Sauron. With trusted companions, he passed through the Paths of the Dead, calling upon the ghosts there to fulfill their debt to the Kings of Gondor. With the spirits at his command, he defeated the Corsairs at Pelargir and sailed north to turn the tide of battle at the Pelennor Fields.

During the closing days of the War of the Ring, Elessar led the force that triumphed against Sauron's hordes at the Morannon Gate. He then returned to Minas Tirith and claimed the crown of the reunited Kingdoms of Gondor and Arnor, taking the name "Elessar Telcontar." In the last joyous days of the Third Age, Elessar married Arwen, daughter of Elrond and Celebrian, thus uniting the Kingdom in a symbolic as well as political way.

TARQUILLAN, THE ROYAL SEER

Tarquillan is a noble Dúnadan of the purest blood. He was born in Dol Amroth in T.A. 2930, the only son of a respected councillor. Having been lured to the post of soldier on board the ships of the mighty Dol Amroth navy, he became disillusioned when he was caught in the blast of a backfiring cannon during a skirmish with Corsairs in the Bay of Belfalas. The hot powder spewed by the blast cost him his eyesight and his enthusiasm for a military life. After retiring from the navy, he grew interested in more esoteric matters and started a life-long pursuit of arcane knowledge.

In T.A. 2973, Tarquillan left Dol Amroth for Minas Tirith in order to further his studies. By now an accomplished, but unknown seer, he gained entry to some of the more exclusive libraries of Minas Tirith and came under close scrutiny by a society of mages and seers calling itself the Blood Ring. This powerful, but covert society noticed the blind student due to his need for a reader at the libraries. He held their awed attention with his incredible memory—a virtue needed for a man to enter the seer's profession with no means of recording his research.

Tarquillan studied in relative obscurity for another nine years while, unbeknownst to him, the Blood Ring carefully charted his progress. In T.A. 2982, the secret society openly contacted him and offered him full membership and unrestricted access to some of the most coveted libraries in all of Gondor. Tarquillan accepted and rose to a respected position within the Blood Ring's council.

Throughout the War of the Ring, Tarquillan advised the society's members to maintain a low profile, for at this time Denethor frowned upon such practitioners. Their caution was effective and procured the survival of the society through the tumult of the War.

When Elessar took the throne, the Blood Ring was quick to recommend the creation of the office of Royal Seer. The King, having an empathy with such matters and being very busy with the duties that the aftermath of the War made necessary, gladly granted the position. Tarquillan was the natural choice, and the blind seer took command of the palantír at Minas Tirith. Tarquillan has an extraordinary skill. He is able to "see" the scenes presented by the palantír, not visually, for he is blind, but as "mental" images. The phenomenon is remarkable, and it is testimony to the power of the Stone that it can bypass the realm of usual, everyday senses in order to pass information to one lacking sight.



ELEGAR

Orphaned while a small child, Elegar was reared by a cruel uncle in a small village close to Greenwood. His kinsman denied the lad roof and board so soon as Elegar could wield a sword. He joined the forces of the Necromancer in Dol Guldur as a young mercenary. A man of mixed descent, his heritage weighted by a fair proportion of Dúnadan blood, Elegar was charming, but ruthless during his relatively short martial career. At the age of 20, he was noticed by Taladhan, then a highly placed member of the Dol Guldur elite. Taladhan saw Elegar's potential as a spy and trained him accordingly throughout the next decade.

At the end of the War of the Ring, when Dol Guldur fell, Elegar followed Taladhan back to Sarn Goriwing, a secret tower deep in the heart of Mirkwood. There, Elegar continued absorbing the art of espionage until the end of the Third Age.

With the dawn of the Fourth Age, Taladhan formulated plans to obtain one of the great palantíri. He groomed Elegar for a role in the heart of Minas Tirith's Royal Court. In F.A. 2, after some instruction in lore and enchantments, Elegar travelled to the capital city in order to provide a constant ear for Taladhan in the affairs of those most likely to know of that which so preoccupied him.

Elegar obtained a position in the Rynd Permaith Gwain (S. "New Halls of Books"), becoming an accepted figure there by virtue of his charm and wit. After only a few months, Elegar met the Royal Seer Tarquillan and recognized an opportunity to further Taladhan's interests. Being blind, the seer required a staff person of the libraries he visited to read to him, and Elegar took this opportunity to gain Tarquillan's favor with his honeyed voice and pleasant manners.

Elegar was unsurprised when he was granted the position of Assistant to the Royal Seer in F.A. 4. Since his appointment, Elegar has provided Taladhan with much information about the workings of the Royal Court. Some of his gleanings have caused the King minor difficulties, since Taladhan sells them to the highest bidder. However, little of great importance has passed into the sorcerer's hands, and nothing at all has been heard about his main interest until now.

LORD CARONDOR

Fine court clothes cannot hide the grim features of the King's Lord Chancellor. Carondor is a Dúnadan of the North and was for many years one of the most respected Rangers of the northern lands in the years before the War. His friendship with Elessar is of long standing; Carondor is older than his King and taught him many of the pathways of Eriador when Aragorn assumed his responsibilities as a young chieftain. He was one of the thirty Dúnedain who passed with the Grey Company through the Paths of the Dead and went to do battle at the Pelennor Fields and the Morannon Gate.



Lady Gilorwen

Lord Carondor has proven to be an excellent choice for the post of Lord Chancellor; although accustomed to the wilderness, he has adapted quickly to the protocol of court life and conducts proceedings with great authority. During the King's many absences, the Lord Carondor shoulders royal responsibilities in a most proficient manner.

Now an old man, even by Dúnadan standards, Carondor wears the dark green of his earlier days, but the fit of his clothing is more dashing and the ornament more elaborate. A keen eye will spot a silver cloak-clasp, shaped like a six-pointed star, that the Lord Chancellor always affixes to his garb.

LADY GILORWEN

A middle-aged Dúnadan of wealthy background, Lady Gilorwen refused to take refuge in the hills during the War of the Ring, instead serving in the Houses of Healing. She was widowed when her husband, a captain of a mounted regiment, was killed in the Battle of Pelennor Fields; she has not since remarried.

Lady Gilorwen holds the position of Mistress of the Hall of Guests, which is situated in the High Court. The luxurious rooms of the Hall are spotlessly clean, and the establishment features comfort and ease due entirely to the Lady's magic touch.

Lady Gilorwen is tall and slim. She sweeps her long chestnut-colored hair back from her face and pins it in an elegant coiffure atop her head. She is charming, if sometimes over talkative.



3.4 THE BEGINNING

SETTING THE SCENE

This section provides the GM with information necessary to start the quest. It touches on the PCs' summons to the Royal Court and describes a few of the possible approaches to the city for adventurers who must travel to it. Extensive narrative brings to life the PCs' journey through the city to the Seventh Level. It is designed to be read aloud to the players and should give them a vivid taste of Minas Tirith. Italicized text provides small interludes that may be used to heighten the experience of their walk.

STARTING THE PLAYERS

Minas Tirith provides the setting for the beginning of the palantir quest, where the PCs learn of the task ahead. The adventurers are summoned to Minas Tirith to meet with Tarquillan, the Royal Seer. They receive passes to the highest level of the city and are welcomed at the Hall of Guests. The PCs should be informed that their presence is required by the Royal Court in order to discuss a matter of great importance.

Characters who are not initially part of the main PC group should meet the rest of the party before travelling through Minas Tirith in order to make the GM's role easier. When the party reaches the Hall of Guests, they are greeted as important visitors and entertained while Tarquillan makes ready to see them.

APPROACHES TO THE CITY

Three, well-maintained, stone-paved roads and the waters of the Anduin provide the main routes for travellers seeking Minas Tirith.

From the North, the Men Aran brings visitors from the province of Anórien and the grassy plains of Rohan. This road sweeps by some of the finest scenery in Endor. The gleaming peaks of the Ered Nimrais (S. "White Mountains") contrast strongly with the deep and forbidding Tawar-in-Drúedain, the forest home of the reclusive Woses. Visible from the tree-lined road are several of the ancient beacon towers used to signal the Riders of Rohan.

From the South, the Rathon Gondor stretches from Dol Amroth in Dor-en-Enril to Minas Tirith, passing through Linhir and Pelargir on its way. The avenue is flanked by fruit trees, and marble mile stones mark distances. In past centuries, guard stations, situated at twenty-mile intervals and well garrisoned, made the road safe for wayfarers. The practice was abandoned as Gondor dwindled, and the current manpower shortage makes it impossible.

From the East, the Men Romen from Rhûn and the Harad Road from Umbar and the South funnel into the Men Giliath, the avenue connecting the rubble of Minas Morgul (once the fair, moon-city Minas Ithil) to Minas Tirith. The Men Giliath passes through the ruins of Osgiliath, the old capital of Gondor, and affords travelers a river crossing. Once within the bounds of the Rammas Echor, the route changes its name, becoming the Arnal Pelennor. It leads to Minas Tirith's Great Gate.

The wide, navigable waters of the Anduin provide a cheap and easy route to Minas Tirith. Those bound for the city can easily obtain passage by ship or boat from Pelargir and arrive swiftly at Harlond, just three miles from the city gates.

All travellers to the city must cross the Pelennor, the large expanse of fertile farmlands surrounded by the Rammas Echor (S. "Great Wall of the Outer Circle"). Thriving homesteads, fields under cultivation, and orchards dot the rolling expanse of knolls and hillocks. The three routes from North, South, and East converge before the city gates.

JOURNEY THROUGH THE STREETS

The Great Gate of Minas Tirith is a mighty vision of marble and steel, formidable even when viewed against the cold stone of the massive Citadel Rock that towers 700' above it. Patrolling the 40' wide and 80' tall archway, guards permit no wheeled vehicles into the city. One must hire a hand-cart called a "Ullam" in order to transport goods into the capital. A standing guard is posted beside the gate, a warrior in the company dressed in the colors of Gondor. The soldiers check all traders and levy taxes accordingly. Inside the gate, the city proper—its squares, houses, halls and mountains, in contrast to the exterior view of the massive Outer Wall—surrounds the new arrival. Basking with activity, the streets are thronged with people.

You must go on and head for the Lesser Gate that leads to the next level of Minas Tirith. The route leads past the Orrery House, a workshop that specializes in timepieces and navigation equipment. Outside of its finely etched bronze doors one of the craftsmen of the House displays, with the "Orreries" after which it is named. These are complex clockwork models that depict the movement of the Sun and Moon across the sky and which are the pride of many a nobleman's manor place.

The first Lesser Gate, like all of the others, is designed to bridge the height difference between the levels of the city. Within its walls the structure has two short, curved ramps which meet at either entrance and so form an oval shape. The roads are inclined up towards the higher level, and one must travel in a clockwise direction around them. (Think of a roundabout or a circle on a slope.) In the center stands a tower containing a lift used to move heavy goods. You pass through the gate and emerge on the Second Level of Minas Tirith.

The road curves to the north now and you pass under the Citadel Rock. The passage is lit by lamps which cast wild shadows on the cold stone walls. Moments later you emerge into the open air once more.

The PCs enter a lively area in which a local game is being played by a group of men. It involves hitting a ball as far as possible with a bat swung in one hand. The adventurers may join in if they wish. Simply have each roll on the Hard column of the Movement/Maneuver Table with addition of his or her total Strength bonus. The result on the table is the distance in feet of the hit. After three rounds, the winner is he who has hit the furthest distance. A hamper full of game pies awaits the winner.

You travel along the Second Level and pass a building undergoing refurbishment. Outside the scaffolded structure, aspiring artists of the existential variety are painting, sculpting, and drawing. Their works depict visions of the War of the Ring and the suffering it caused. The artists serve as the memory of the city, and they keep the horror of more violent ages alive as a constant reminder of its bloody history. Minas Tirith may have left the War behind, but its people have not forgotten.

After this somber interlude, you pass through another of the Lesser Gates and emerge on the Third Level. Traversing the streets, you notice an unusual structure on your right. It seems to be constructed from the skeletons of three large tile kilns. Upon enquiring of some passers-by, you discover that it is called "The Chimneys" and is recognized as a major cultural attraction. The Master of the Chimneys presents many artists, musicians, and actors from all over the realm for the pleasure of the wealthier citizens of Minas Tirith. Even now, you hear the strains of a romantic ballad sounding within the building. Doubtless some accomplished singer from afar is performing for a party of the nobility and, by the sounds of the applause, pleasing them greatly. The applause coming from The Chimneys will fill your ears as you once again enter the tunnel that cuts through the Citadel Rock.

Have the PCs make a Perception roll. It is Hard (-20) to notice the golden medallion that lies near the edge of a drain grating in the tunnel. Those who attempt to retrieve it must make a Medium (-5) maneuver in order to avoid knocking it into the sewers, because it is precariously balanced on the edge of the grating. The medallion was dropped by a nobleman on his way to a recital at The Chimneys, and he will pay 10 gold pieces for its return (handing it to any city guard will suffice). Whatever the PCs decide to do with it, the medallion is engraved with a representation of the Sun and allows the wearer to see in all but absolute darkness as if it were daylight. It does not allow the wearer to see in complete darkness: there must be some light, however faint.

Nearing the gate to the Fourth Level, you notice a striking building on the left. It is a miniature replica of a much larger edifice that once stood in Amonienos on Numenor. Its white stone walls are outlined with cornices, arches, and pilasters at the structure's corners, all of black granite. The effect is striking, unlike any of the surrounding halls or lodges. A sign proclaims it to

be "The House of Gold and Silver," the most highly regarded gold workshop in all of Minas Tirith. Items of great beauty are created within this place, and it is here that the Istari, Gandalf, found Isildur's Scroll: the work that contained valuable details about the One Ring.

The Fourth Level welcomes you with the smell of newly baked bread as you pass through the gate. It is baking day for the families of this quarter, and the heady aroma of yeast and flour teases your nostrils until you pass under the Rock once more. The hum of domestic life surrounds you until you near the next gate, but this pleasant air of normality does not stop you from noticing the magnificent Minas Tirith Glassworks. It is the finest in all of northwest Endor. Perfect crystal lamps hang in rows inside the columned arcade running the full length of the display rooms. Large windows feature incredible feats of glasswork, including swords, goblets, bowls and even a risebush, complete with thorns. You feel tempted to stay and admire these wonders before passing through the gate to the Fifth Level.

Because the Levels are arranged in concentric circles, your journey through each one becomes progressively shorter. You pass the Rynd Permaith Gwain (S. "New Halls of Books") and marvel at its size. This is the smaller of the two main libraries of Minas Tirith, the other being the Rynd Permaith Iaur (S. "Old Halls of Books"), located elsewhere on the Fifth Level. The building was designed to showcase the Stonewright Tradition of the mid-Third Age, boasting blind colonnades, arches, rounded chambers, and pillared doorways. What secrets must lie within its walls! Passing under the Rock once more, you approach the last Lesser Gate, its ramp leading to the Sixth Level.

In the tunnel, there has been a leak from the water supply above. As a result, a large, muddy puddle covers a ten-foot portion of the road. It is a Medium (+0) maneuver to jump over the dirty water. Any characters with muddy feet will not be allowed to walk across the High Court on Level Seven until they remove their footwear or clean it.

Walking along the road on this level, you pass a house bearing the sign "Termbarel the Ratter." The residence is the home of the only rat catcher in Minas Tirith. It is a somewhat rare, but a common profession and such an odd house should be located on the Sixth Level. Rumor has it that the Royal Court granted the location under some very peculiar circumstances. Perhaps you will hear the tale in full during your stay in the city.

The entrance to the Seventh Level is a guarded door that lies beneath the Citadel Rock. Once more, you enter the tunnel and soon find the entrance to the sloping passage that leads up to the High Court. The sound of clanging upon metal echoes in the confined space, and the guards inform you that it originates the craftsmen's work in the House of Ringing Sounds.





Lord Carondor



The establishment is the great armory that lies on the Sixth Level, just the other side of the tunnel. After checking your passes, the guards allow you to proceed along the E Tárië (S. "Royal Tread").

You feel a sense of unease walking under the seven great portcullis of the Royal Tread—all of the Kings and Stewards of Gondor have done so before you. A breeze tickles your face—soon you will emerge from this lamp lit road. A short set of stairs ends the Royal Tread, and you ascend onto the High Court. It is magnificent: before you, the spire of the White Tower reaches for the sky, its marble shimmering against the majestic backdrop of the White Mountains; behind, the High Hall and the Tower of Anáron keep watch over the city.

The White Tree grows on the center island in the Place of the Fountain, and a slight breeze makes its silver leaves rustle in time to the sound of the falling water. Statues of Anáron and Isildur stand to your right and left respectively, forever reminding Minas Tirith of its origins and ancestry. Behind the statue of Anáron, the Upper Barracks house the First and Second Companies of the Citadel Guard; and beyond Isildur's statue lies the Hall of Guests. From the latter building, a richly dressed man approaches. He bows to you and says: "Welcome to the High Court. May it please you, I must check the soles of your shoes."

This is not a joke. One is not permitted to wear shoes with nailed soles in the High Court, because the Court is paved with perfect white stone. Nothing must mark it, and the PCs will be told to remove any unsuitable footwear. The request also applies to anyone who stepped in the puddle, regardless of nails.

WELCOMING

After his somewhat unusual greeting, the stranger will introduce himself as Lord Carondor (see Section 3.3). He leads the adventurers to the Hall of Guests and is shortly joined by Lady Gilorwen and Elegar. The Lady allocates each of the PCs a luxurious room and insists that they rest for a while. Lord Carondor explains that the King is not currently in residence and that their important business will be dealt with by Tarquillan the Royal Seer in any case.

3.5 AN AUDIENCE WITH TARQUILLAN

After refreshment has been provided in the Hall of Guests, Elegar calls upon the PCs and accompanies them to the White Tower to meet Tarquillan. The meeting takes place in the Library on the fifth level of the tower (see Section 3.7). Here Tarquillan introduces the PCs to the nature of the palantíri and informs them of the task ahead. Lord Carondor also attends to ensure that all runs well and that the adventurers understand the importance of keeping their task secret.

Elegar seems a charming, witty fellow, and the GM should role play him accordingly. He is smartly dressed, sporting a stylish waistcoat, tight-fitting breeches, and soft leather ankle boots. Being of mixed blood, he is fairly small and has a light, nimble build.

Due to Tarquillan's blindness, the PCs may at first be uncomfortable in his presence. However, the old seer is friendly and informal, his demeanor setting most visitors at ease. He possesses a tall, noble build, but wears a simple pale grey robe and a pair of leather sandals.

After introductions, Tarquillan asks the PCs to swear secrecy and then proceeds to tell his tale (see Section 2.2.2). He describes some of the history of the palantíri and the manner in which they are used (see Section 2.1). Should any of the PCs request it, Tarquillan (aided by Elegar) will take them to the seventh floor and show them the Orthanc palantír. However, Tarquillan will not demonstrate the use of the Stone.

Once the PCs understand the importance of the palantíri, Tarquillan sets forth his instructions. First, the adventurers must travel to the ancient ruins of Annúminas in old Arthedain. The seer believes that the library ruins in the ancient capital city are the most likely site for the forgotten tome of spells. There is a lesser chance that the spell folio rested in a book-hall in Fornost Erain and a remote chance that it might be found in the rubble of Osgiliath. However, Tarquillan believes the adventurers should comb Annúminas first.



GM Note: GMs who prefer greater complexity and ambiguity should make the location of the lost spell less certain. Perhaps Mistari's diary was damaged, and the identity of the King he served unclear due to missing pages. In which case, there would be little reason to believe Annúminas to be the most promising start for a search. Osgiliath, Tharbad, Fornost Erain, and even Cameth Brin would be equally probable locations. However, the GM who chooses to propagate this ambiguity must prepare for the adventurers to search these alternate locations. It is beyond the scope of this module to describe five ruined cities. The GM will need to be inventive.

In Annúminas, the PCs must seek to enter the Rynd Permaith Aran, the Royal Library, and find the arcane seer's spell located in a text entitled "A Treatise on Subtle Magiks" shelved in the Oval Room. The spell must be utilized to reveal the location of the lost Stone. The PCs should then retrace their steps as far as Tharbad to report their findings and acquire men or equipment as necessary. After that, the task is simply to recover the palantír and bring it to Minas Tirith.



GMs should note that Tarquillan expects to recover only one of the lost Stones and would not be surprised if the adventurers find none at all. The PCs will set out hoping to recover one palantír—if they are lucky, they may return with two of these great Stones.

At the beginning of the quest, Tarquillan cannot be specific about the PCs' rewards for returning the Stones: such will be decided by the King's discretion. However, the seer assures the PCs that the benefits will be great indeed: gold, land, titles, or even some personal item greatly desired.

AIDS

The PCs will be given any basic equipment they require, including rations and mounts. They will be supplied with a scroll (to give to Commander Cilis at Tharbad) entitling them to supplies and men, if they are able to locate the palantír. Tarquillan insists that they visit the Commander at Tharbad on their way to Annúminas, so that the interests of the crown may be protected by military force if necessary. Most important, Tarquillan will give the PCs a large and elaborate iron key. It is the master key to the library that once stood in razed Annúminas and will open any door remaining within the ruins. (For some important facts about this key, see Section 3.6.)

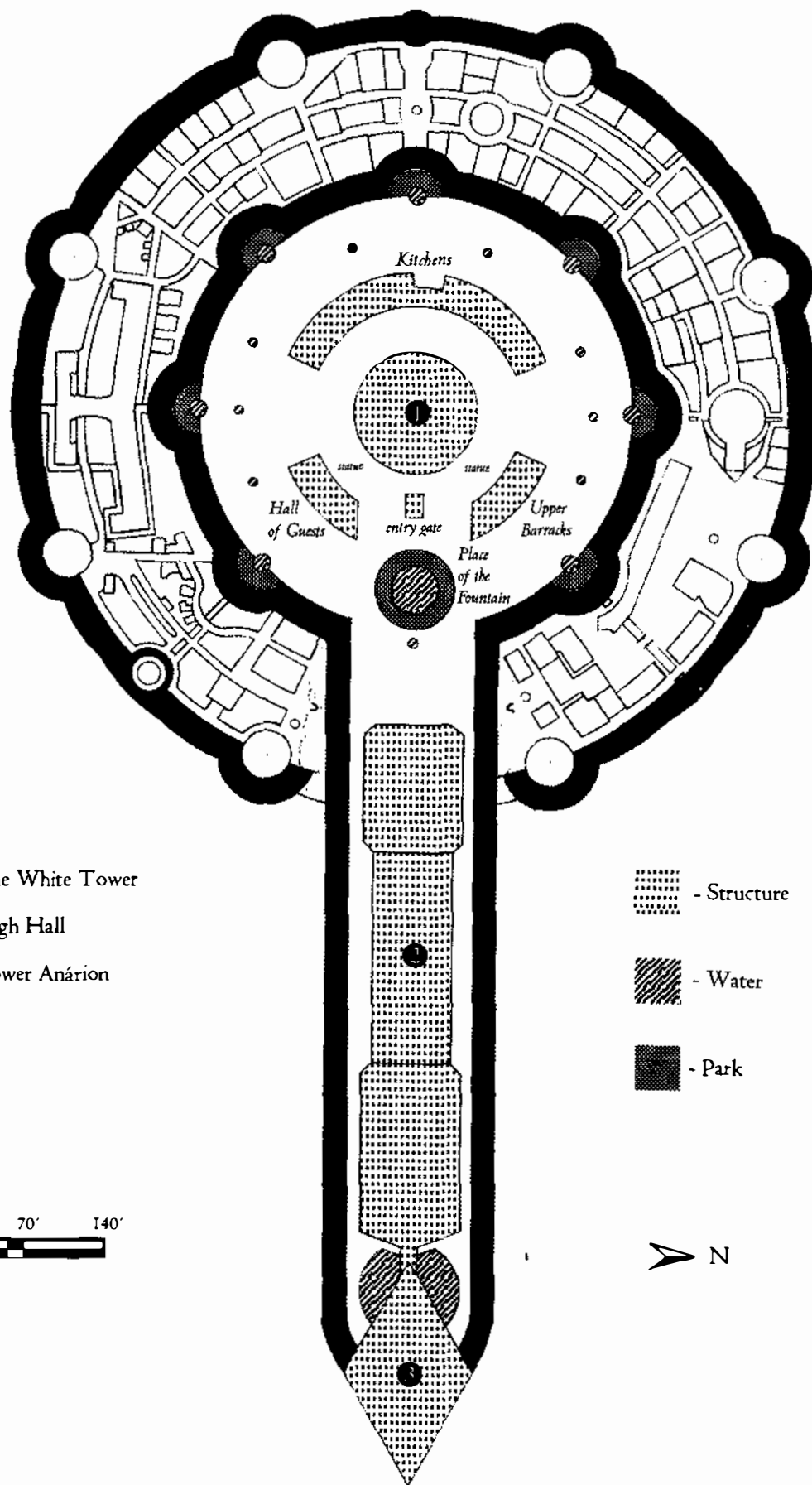
3.6 A SPY IN THE KING'S COURT

Unbeknownst to Tarquillan, the PCs, the King, and the rest of Minas Tirith, Elegar is a spy for the Sorcerer-seer Taladhan. He has been waiting for news of the lost palantír since his appointment to Court. He is familiar with all of Tarquillan's research on the palantíri, because he is the one who scribes notes for the blind seer. Using a magic mirror that hangs in his room, he has talked with his master in Greenwood about the new developments. Seeing this as his great chance to obtain a palantír, Taladhan sent Elegar a minute, but powerful, scrying device to place on the Annúminas library key. The device is undetectable and has an almost unlimited range. Although it confers no visions, it enables Taladhan to hear all that the adventurers speak aloud. Using the knowledge thusly gained, Taladhan plans to permit the PCs to locate the palantír and then beat them to it while they return to Tharbad to collect men for their recovery attempt. It is vital that the PCs do not lose the key!

THE KEY

The key to the Royal Library at Annúminas was one of many precious articles saved from the destruction of Fornost in T.A. 1974. It was entrusted to Elrond of Imladris, who kept it until the defeat of Sauron, when he returned it to King Elessar upon his coronation. The key is made of simple iron—it measures about 6 inches long. Its haft ends in a large cluster of precious stones in the shape of a rose. The scrying device attached to the key by Elegar is fashioned of pure ruby and is completely unno-

*The palantír of
Minas Tirith*



1 - The White Tower

2 - High Hall

3 - Tower Anárion

- Structure

- Water

- Park

0' 70' 140'

N

ticeable among all the other jewels. It is also undetectable by magic. The ruby is securely joined to the key and will not fall off.

3.7 SELECTED LAYOUTS

The High Court of Minas Tirith and the White Tower are the locations where the PCs will spend much of their time while visiting the city. Accordingly, these sites are briefly described below.

3.7.1 THE HIGH COURT

The White Tower. Erected upon the Hall of Isildur in T.A. 1900 and rebuilt in T.A. 2698, the Tower is also known as the Tower of Ecthelion.

Entry Gate. This gate leads from the Royal Tread.

Hall of Guests. The Hall of Guests serves as a preliminary welcoming house for important visitors.

Upper Barracks. The Upper Barracks house the First and Second Companies of the Citadel Guard.

Kitchens. These serve the Upper Barracks and the Hall of Guests.

Statue. Depicts Anárion, the founder of the city, mounted on a horse with his spear held aloft to the East.

Statue. Portrays Isildur: Anárion's brother and co-founder of Gondor.

The Place of the Fountain. The famous White Tree grows on an island in the center of the white marble fountain.

The High Hall. The King normally resides here. The Royal Court meets before the throne to discuss important matters of state.

3.7.2 THE WHITE TOWER

The PCs will not be permitted to roam the tower at will. They meet the Royal Seer in the library and may be conducted by him to the chamber of the palantír to see the Stone there.

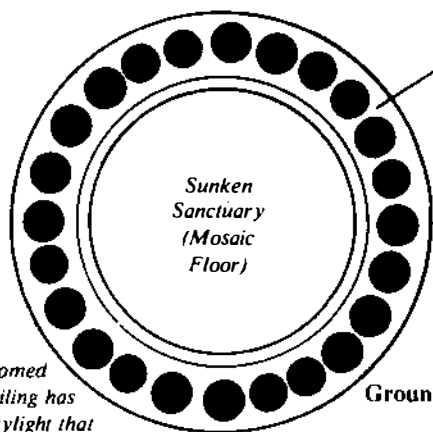
ROOMS OF NOTE

The Library. The library is a large circular room with four broad pillars in its center. Two house stairwells, and the others contain hearths and chimneys. Between the pillars, the Royal Seer has stationed his desk and reading tables. Around the edge of the room, there are grand bookcases reaching from the floor all the way to the high ceiling. There are hundreds of books, most of which are on the floor at the present time due to the Royal Seer's current task of reorganization. An elaborate metal staircase on rails allows access to the upper shelves. The library is dark and musty. The narrow windows let in just enough light to enable one to read the titles of the books; to peruse the pages, one must take the book to one of the lamps standing on the central tables.

Chamber of the Palantír. After T.A. 1900, this small, dome-shaped room was used to house the palantír of Minas Tirith. However, it currently contains the old Orthanc-stone. The Stone is set in a wide silver dish that, due to treatment, has taken on a black hue. The chamber is made of dark stone, and the only light source is from a simple lamp hung in the center of the ceiling. The only other furnishing is a small stool that may be moved around the pedestal upon which the palantír rests. For a description of the palantír, see Section 2.0.



Elegar

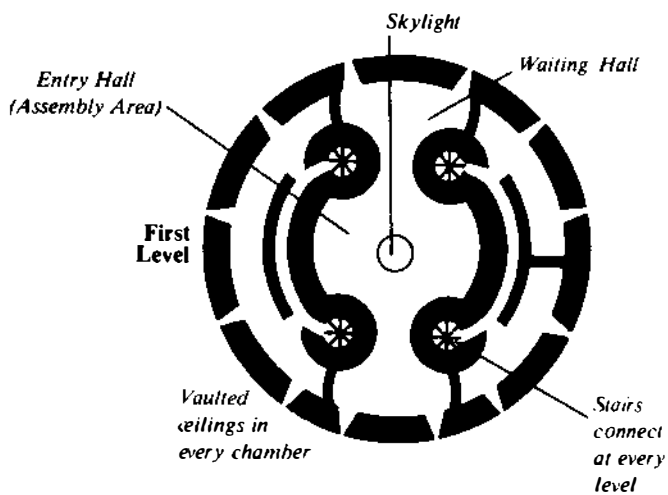


Ground Level

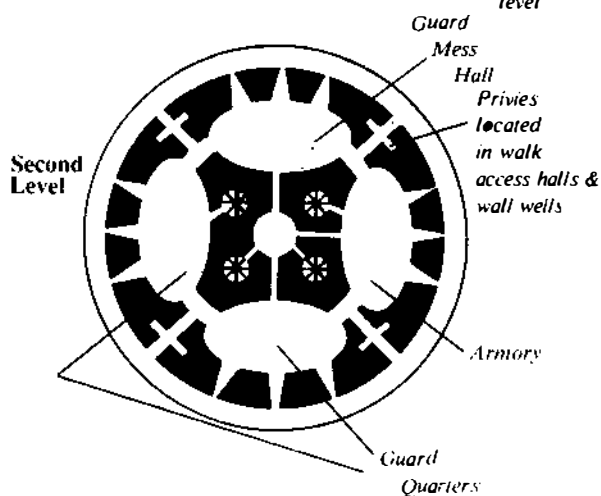
Domed ceiling has skylight that permits viewers to look down from 1st floor into chamber.



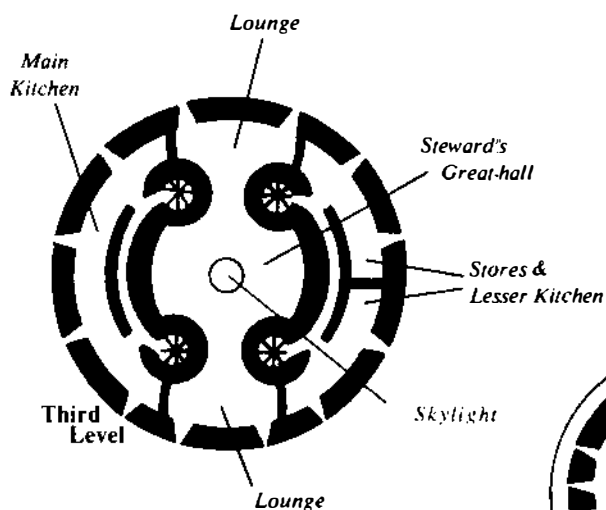
Column Detail



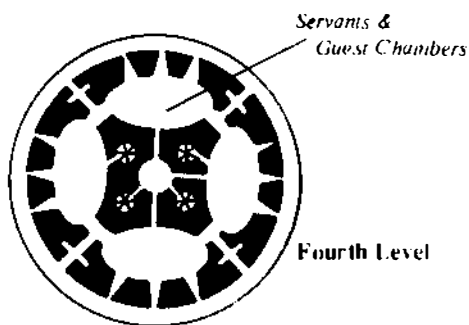
First Level



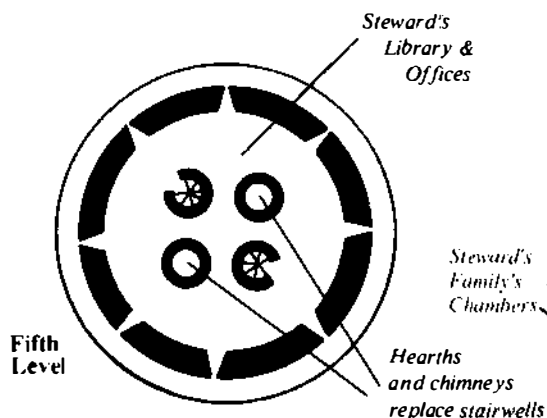
Second Level



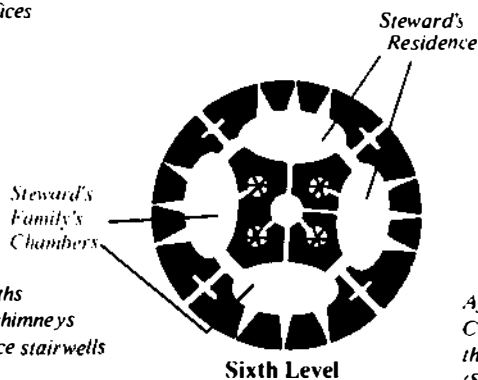
Third Level



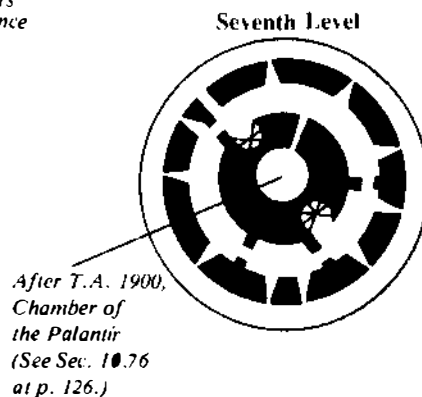
Fourth Level



Fifth Level



Sixth Level



Seventh Level

4.0 THE JUGGLER'S HALL

On their journey north towards Tharbad, the PCs travel across the grassy plains of Rohan, heading for the Gap of Isen which separates the White Mountains from the Misty Mountains. As they approach the Gap, the PCs pass the mouth of a valley known as Deeping Coomb. Here the adventurers are encouraged to relax from their travels and enjoy some entertainment at the Juggler's Hall.

4.1 HISTORY OF THE JUGGLER'S HALL

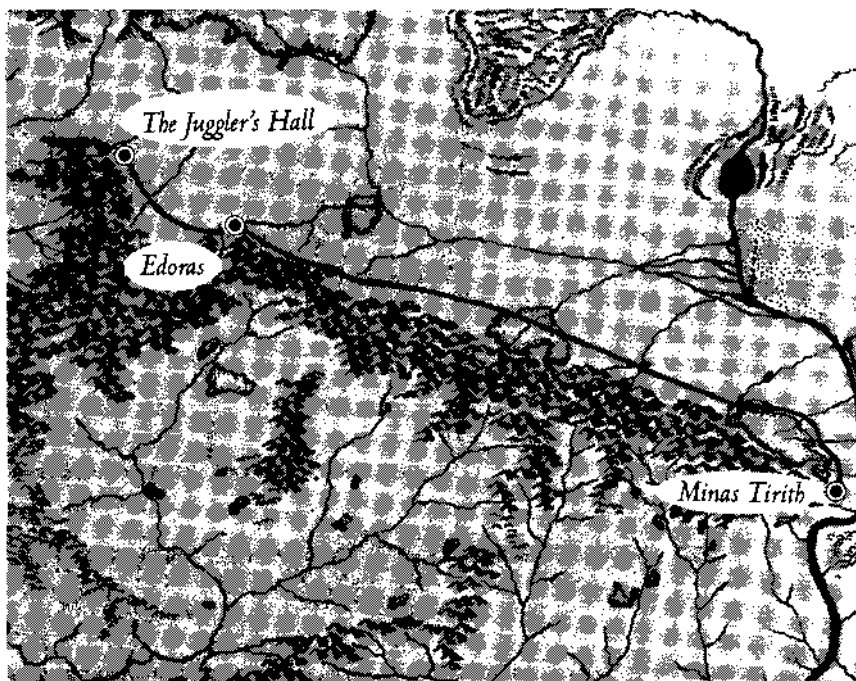
The Juggler's Hall is home to singers, actors, storytellers, and of course jugglers. It lies in a low pass between the White Mountains and a strange bluish outcrop known as the Gaestende (R. "Ghost-end"). The pass is appropriately named the Juggler's Close and is situated on the eastern side of the Deeping Coomb.

The Hall is now a large, two-storey structure housing an impressive stage, a library, and a school. However, the original building on this site was a long wooden house erected by a bard called Godrinc Slawsun (born T.A. 2803), a notable entertainer in the time of King Walda of Rohan. Within his simple home, Godrinc entertained friends with songs, stories, and his amazing juggling act. He eventually was recognized as the first Master Juggler of the Close.

As his fame grew, Godrinc became acquainted with many travelling entertainers, most of whom were keen to learn his tricks. The abundance of impromptu students sparked in Godrinc the idea of establishing a formal juggler's school. He built the Juggler's Hall which stands today on the site of his original home.

In T.A. 2851, Godrinc died in an Orc ambush, falling at the side of his close friend King Walda. The whole of his estate and the title of Master Juggler was inherited by his wife Eyfura to whom he had been married for only three years. Eyfura was a clever and extremely well-organized woman: she formed unusual plans for the future of the Juggler's Hall—plans which came to involve much more than mere entertainment. By remodeling the teaching program at the Hall into a long, rigorous schedule involving increasingly dubious assignments, Eyfura gradually transformed suitable apprentices into expert thieves and smugglers. By T.A. 2870, a secret society had formed under her leadership, calling itself the "Order of Journeyman Jugglers."

Until her death in T.A. 2981, Eyfura's Order grew steadily, as did her wealth. Many of her Journeyman travelled away and set up new schools all over Gondor and Rohan until eventually a whole guild of entertainers was formed.



Many of the guild members are honest folk, being members of the Order who have not and never will progress to the special training. With a few exceptions, the shadowy Journeymen of the society are culled from those entertainers actually trained at the Juggler's Hall. The most prominent members of the Order are the twenty-four Jugglers who, together with the Master Juggler, form the Master's Circle. This elite group meets every moonless night in an ancient Daen Coentis cavern set high in the White Mountains overlooking the Juggler's Close. In this secret cavern, known as the Chamber of the Awful Stair, grand schemes are woven, involving illegal trade, politics, fraud, and occasionally entertainment.

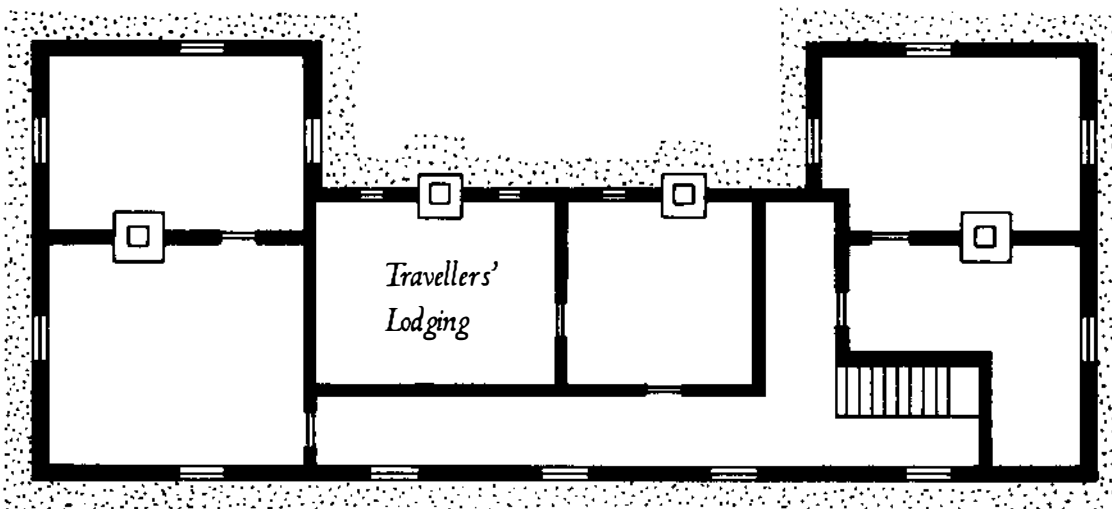
The progression of the title of Master Juggler takes a novel form. Upon the death of a Master Juggler, the title passes to the deceased's husband or wife. The new Master Juggler then marries a younger partner who eventually receives the title on the Master's death. Thus the leadership of the Order alternates between males and females, and every Master Juggler marries twice.

The system of succession has yet to fail and will not do so unless the Master and his or her spouse die together. As such, the Order of Journeyman Jugglers has existed for over two hundred years. The present Master is Sunlending Mardsun, an extremely able and, if necessary, ruthless leader who ensured the Order's survival through the War of the Ring.

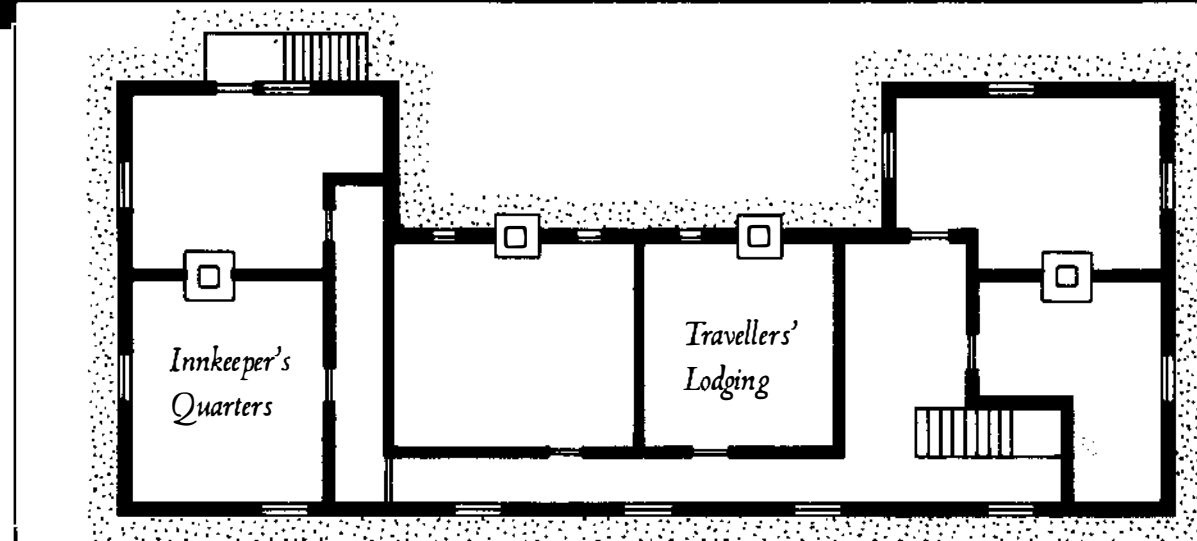
4.2 JOURNEY TO THE DEEPING COOMB

The journey from Minas Tirith to the Deeping Coomb consists of nearly 455 miles of good roads and should take the party about 10 days of travel. Given that the characters acquire mounts at Minas Tirith, this time frame assumes a 9 hours on horseback each day at a speed of approximately 5 mph.

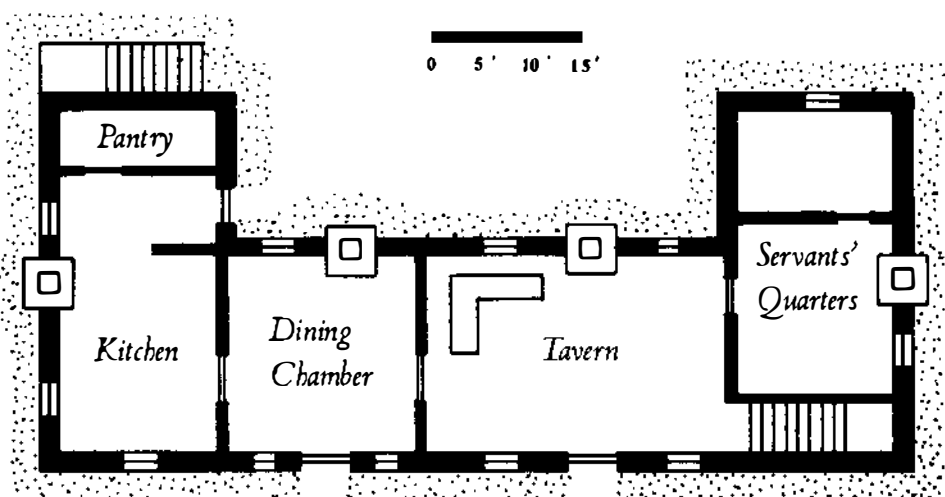
*Journey:
Minas Tirith to the
Juggler's Hall*



Third Floor



Second Floor



Ground Floor

The initial leg of your journey follows the Men Aran, the road which runs north out of Minas Tirith and then bears west-northwest at the edge of the White Mountains. The first day you skirt the Tawar-in-Dottedam and ride onto the open plains of Anorien. Beacon towers of Gondor stand in the foothills like great stone sentinels to mark your progress.

The Men Aran melts into the Great West Road which is wide and tree-lined. Many small inns and houses, lying at the side of the road, provide welcome relief as each day draws to an end. The spectacle of the White Mountains to the south is a constant vision of grandeur, making the early morning starts a little more bearable. After a few days, you enter the Firten Wood with the anticipation of a good meal from the Inn of Greys (a tavern of some repute that lies at the Mering Stream bridge near the edge of the wood). However, a pall of smoke rising high in the air ahead does not bode well for the peace of your afternoon.

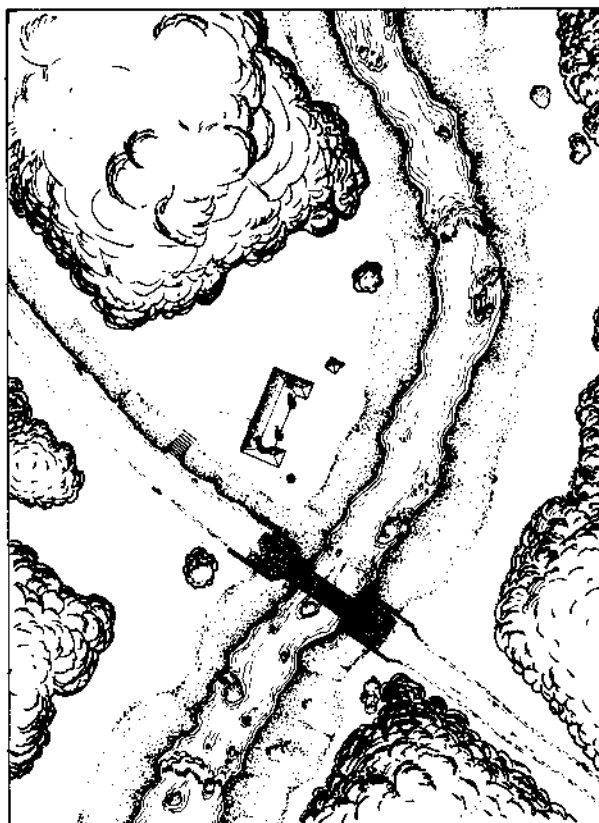
TROUBLE AT THE INN OF GREYS

The Inn of Greys has some unwanted customers. Three nights ago, two local rogues visited the Inn to meet a client who wanted to hire their band for some highly illegal smuggling activities. The contact never arrived, so the bandits made the most of the occasion by imbibing far too much ale. This they did with a skill born of frequent practice. Feeling happy and rambunctious after a liquid hour, they proceeded to cause a serious amount of disturbance in the taproom. The landlord, Arleg, decided that the two drunks were not the kind of custom that an inn of repute should encourage: he clubbed them senseless and tossed their unconscious bodies out the door. In his fervor, Arleg broke the arm of one of his victims. The man in question was not pleased and swore revenge while he lumbered back to the bandits' lair in the early hours.

The bandits, being the sort to grow immoderately angry, mounted up and rode toward the Inn with malice in their hearts. The PCs arrive on the scene after the bandits have killed a stable boy (the others escaped into the woods) and set the stables on fire. The Inn, being built of stone, is fairly immune, but the inside furnishings are aflame. The bandits attack anyone who attempts to escape from the inferno and display all the symptoms of enjoyment. (The numbers and statistics for the bandits are given in the tables in Section I6.0, as are those for the staff of the Inn of Greys.)

Have each PC make Medium (+10) perception (hearing) rolls—success indicates that the character has advance warning before walking into the bandits' view. In the ensuing combat, a wandering minstrel called Turibor arrives on the scene. He was awakened by the commotion from his afternoon nap in the forest. He will side with the PCs, and the GM should endeavor not to have him killed.

After the battle, Turibor asks the adventurers if he may accompany them for a few days on their journey north. He is travelling through Rohan to see a play at the "Juggler's Hall." He mentions that the Hall is a fine place to visit



Terrain: the Inn of Greys

and, indeed, invites the adventurers to watch the dramatic production with him. The GM should present Turibor as an honest fellow traveller, using him to nudge the PCs into trying the Juggler's Hall for a meal and a night's repose. (Turibor's stats can be found in Section I6.0.)

Passing out of the wood, you witness a mounted hunting party pursuing two wild boar across the plains. The skill of the riders more than hints that you have arrived in Rohan and now travel across the Eastfold. The road winds through fields of horsegrass and white clover as you pass by the town of Aldburg. The peaks of the White Mountains grow sharper as you travel westwards.

You stop briefly in Edoras, home of the Horse Lords, and obtain new mounts, a generous gift from Rohan to the envoys of the King. The horses are well-trained, but retain the spirit of the wild ones you see galloping the plains as you take to the road once more. The fresh, cool breeze that plays across the huge tracts of grassland stirs up complex patterns in the blanket of small yellow-petaled flowers populating the fields at this time of year. Rohan seems to possess a serenity not to be found anywhere else in northwestern Middle-earth. Savouring this peaceful vista, you continue through the Westfold and enter the Deeping Combe, the place where the Juggler's Hall shines like a beacon to all travelling artists, inviting them to come and meet those of similar ilk.



4.3 THE NPCS

This section describes the main NPCs with whom the characters may interact while visiting the Juggler's Hall. It includes information on the actors who take part in the play which has attracted Turibor's interest. (The statistics of all of these NPCs can be found at the back of the module in Section 16.0.)

Other NPCs at the Hall are detailed in Section 10.0. It would not damage the plot if the PCs met some of these personalities, but they should not become too involved with them at this early stage.

VACROS

Vacros is an Easterling. He was born among the Logath near the Sea of Rhûn. He left his family in T.A. 3002 to escape the extreme poverty of his tribe and to see more of the world. After wandering Rohan for a number of years, he was employed by Saruman's captains as a mercenary recruiting officer. Performing well as a judge of rare qualities (such as loyalty) in mercenary bands, he rose to the post of Mercenary Captain in the White Wizard's hierarchy. In this capacity, he came to have a close working friendship with Taladhan (see Section 14.3.1)—a relationship that was to prove an important factor in the Sorcerer's choice of Vacros for the role he now plays.

Vacros fought for Saruman at Helms Deep, but fled at the coming of Gandalf amidst the rout of the Orcish host. After witnessing the fall of Saruman, he travelled slowly home to the Sea of Rhûn. By pure chance, a few months later, he encountered Taladhan on the streets of Esgaroth. Realizing the advantage in having an old friend in his employ, Taladhan offered Vacros a position in his elite band. Vacros, nearly destitute by this time, accepted straight away.

When the PCs arrive at the Juggler's Hall, Vacros is present as a fellow guest, busily acquiring smuggled weapons for Taladhan's troops. Vacros originally knows nothing of the characters or their quest, but will be informed of these facts by Taladhan soon after the PCs' departure from the Hall. Vacros will not play a large role in this scenario, but the party should remember his face for future reference.

Vacros possesses a slight build (5'9") and boasts dark hair and a small goatee beard. He is wiry, but surprisingly strong. Contrary to his past record, he is loyal to Taladhan out of gratitude for his current position. His wits are sharp and his sense of humor large, if a little morbid. His laugh fits him for a life-long career as a jailor or inquisitor in a cruel tyrant's dungeon.

THE MASTER JUGGLER

Sunlending Mardsun has been Master Juggler for 18 years. He has proven a good leader of both the entertainment order and the rather more covert smuggling organization. He came to the Hall twenty-three years ago as a

wealthy wine merchant and met his future wife Marigild, the then Master Juggler. They courted and married after he had started his initiation into the affairs of the less savoury side of the Juggler's Hall. Sunlending continually looks to further the interests of the Order—this characteristic will cause a complication later in the plot of the palantir quest when he desires to keep the Stones for himself.

Sunlending is a tall man of mixed blood. He is of Dunnish extraction mingled with traces of Dúnadan and Northman heritage—as indicated by his height and heavy build. He has fair hair and a public image to match. However, he is ruthless when it comes to affairs of the Order of Journeyman Jugglers and will not hesitate to eliminate any strong competition or obstacle.

PILKUN VALERAN

Pilkun Valeran is the stage name of the leader of a fringe group of actors known as the "Wandering Conscience Company." Pilkun formed the group with the high artistic ideal of reinterpreting many of the classical historical plays in such a way as to "demonstrate the inherent weaknesses of man"—a self-invented phrase that he always uses before the start of all of his very controversial dramas. His philosophy of art is not universally appreciated to say the least. Pilkun has survived three assassination attempts by various ultra-conservative groups and is considering hiring a contingent of bodyguards in order



Vacros



that he may continue his artistic crusade. His company is fifteen strong and consists of outcast wandering minstrels and budding entertainers considered too errant by the drama schools they have previously attended.

Pilkun is dedicated to his art. He wears bright costumes and calls most people "m' dear." Even given his eccentricities, he is a clever man who has written some ingenious interpretations of traditional thespian material. He will disclose his real name to no one—a practice that provides amusement at the after-performance parties, when the members of the company speculate on what Pilkun's true name might be. Pilkun (or "Pilkie" to his friends) is worried about the possibility of sabotage during his performance at the Hall, and his concern provides the motivation for the adventure detailed below.

DARTEL KARAN

Unlike Pilkun, Dartel does not use an alias. Dartel Karan is his true name. He too is an actor, but he leads a far more sombre company than does Pilkun. Dartel heads the "Brotherhood Company": very traditional men and women who believe in reproducing faithfully all of the classical plays for the moral development of the people. Dartel is almost fanatical in his artistic conservatism and will go to any lengths to decry the activities of Pilkun and his "Wandering Conscience Company."

In fact, unknown to Pilkun, it was Dartel who hired the assassins for two of the attempts on his life. Dartel first encountered Pilkun in Edoras many years ago while the latter was onstage reciting a comical interpretation of the Oath-taking of Cirion and Eorl. This blasphemous act so incensed Dartel that he climbed onstage and beat Pilkun

about the head with a haunch of beef. As Dartel was dragged away screaming obscenities, he swore that he would follow Pilkun and rid the world of such a thespian monster. The onlookers ascribed his behavior to artistic stress but, unfortunately for Pilkun, Dartel intended every one of the bruises raised by his beating.

Dartel has followed Pilkun religiously ever since, "purifying" the places where the Wandering Conscience Company has played with highly traditional interpretations. Dartel aims to go one better at the Hall; he intends to sabotage Pilkun's production and to kidnap his principal players at a vital moment in order to make Pilkun renounce his blasphemies and revert to the "true representation of history in the acting profession."

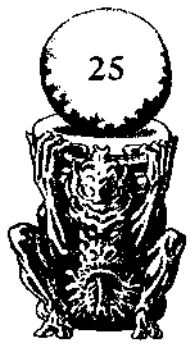
Dartel is at the older end of middle age. A purebred Northman, he is stocky with severe features. He dresses conservatively and runs his company like a school. Dartel is normally very quiet, but will speak out loudly about artistic matters that conflict with his traditional conceptions: the man is the actor's equivalent of a holy mercenary and should be role played with this in mind.

4.4 THE SETTING

The Juggler's Hall lies approximately four miles off the Great West road. It sits amidst a landscape dominated by huge mountains and numerous copses of pine trees. The rich greens and browns of the countryside provide a strong contrast for the polished copper roof of the two-storey, creamy granite Hall.

The Hall is composed of a ring-shaped building that houses the audience and the stage, and an L-shaped wing containing a library, kitchens, and offices. Stairs from the outside of the Hall lead to the first floor of the ring where the audience sits and is afforded a good view of the stage area. Access to the lower level of the ring is possible only through the main L-shaped wing, and none but resident artists and guests are ever allowed into this part of the building.

The Master Juggler has quarters on both storeys of the ring. A walkway gives him access directly from the second floor of the ring to the library and office on the second level of the L-wing.





THE LAYOUT OF THE JUGGLER'S HALL

1. **Main Entry.** A peculiar and heavy, stone-faced door serves as the main entry. It is usually guarded by two students or a Journeyman attendant. When locked (90% of the time), it is Extremely Hard (-30) to open. Only the attendant and the Master Juggler have keys. The entry hall is decorated with tapestries depicting theatrical scenes. Rugs from the East cover the floor.

2. **Classrooms.** The Master and his Journeyman assistants teach students of the school in these quiet halls.

3. **Meeting Room.** The room is fitted with lamps, braziers, and a yew table to seat twelve. Richly carved panels cover the walls.

4. **Store Rooms.** Costumes, props, equipment, and various odds-and-ends are stored in these cool chambers. The musty smell of old clothes and echoes of encores and ovations give the store rooms a special place in the hearts of all who have trodden the boards at the Hall.

5. **Dining Room.** The large oak table accommodates twelve to fifteen people and is often used for post-performance celebrations.

6. **Kitchen.** A 50'-deep, stone-lined well occupies the middle of the room. A rear door permits the cooks (who are students) to gather wood or meat from the smokehouse (located 100' up the hill).

7. **Dressing Area.** Here performers prepare before going onstage. Anyone of an artistic bent will feel the excitement that thickens the air in the dressing area.

8. **Stage.** A trap-door in the center of the stage opens onto a crawl space below. The crawl space leads to smaller trap-doors in the floors of the classrooms and store rooms. Exits at the front and either side of the stage let actors and stage hands move freely.

9. **Master Juggler's Parlor.** In his parlor, the Master Juggler relaxes, reads, and greets guests.

10. **Secret Door.** This stone-faced panel slides open, permitting passage into the store room behind the meeting room (#3). It is Very Hard (-20) to detect.

11. **Master's Bedchamber.** A huge pair of desks, an armoire, and a large bed dominate the chamber. Rich tapestries (spoils of the illegal trade that passes through the Hall) adorn the walls. (See Section 10.4).

12. **Secret Door.** The door is of stone. It opens onto a secret store room (#14), which in turn opens onto the drinking hall (#15).

13. **Bridgeway.** This arched, wooden walk connects the Master's bedchamber with the library.

14. **Secret Store Room.** Here the Master secures a small treasury. 100 gp in gems rest in a small iron chest (locked and Hard (-10) to open). Two staves are enclosed in wood cases set against the wall. One is of black oak (+4 Channeling spell adder) and creates a mist upon command (3x/day; duration 12 minutes; 25' radius; visibility for all but holder down to 5' which yields -50 to perception). The other is of ironwood (x3 Essence multiplier) and casts +10 Lightning Bolts (3x/day; range 30'). A blue

leather book contains a detailed history of the formation of the Order of Journeyman Jugglers. It would be very damaging to the Order if this book were to find its way into official hands. (See Section 10.4.)

15. **Drinking Hall.** Students relax in the drinking hall. A wide variety of wines, beers, and spirits are served by an attractive young barmaid (a student).

16. **Gaming Room.** This airy hall is designed for gambling and games of skill. Visitors tend to lose terribly at the card games, because many of the resident students have tricks up their sleeves.

17. **Wine Room and Caretaker's Office.** Wine and beer are stored in racks along the walls. The Journeyman assistant in charge of monitoring the evening's festivities uses and guards this room.

18. **Library.** Histories, song-books, and tomes on entertainment line the shelves. (See Section 10.4.)

19. **Office.** Here the Master keeps track of his student's (and minion's) progress. (See Section 10.4.)

20. **Viewing Areas.** Guests watch the stage from these upper level seats.

21. **Outer Stairs.** Provide access to the viewing area.

22. **Courtyard.** Extra seating may be placed here for popular shows.

23. **Palisaded Walkway.** The walkway runs around the edge of the lower level of the ring. Here honored guests and students bring their chairs and watch the stage.

24. **Quarters.** These chambers house students, Journey-men, and honored guests.

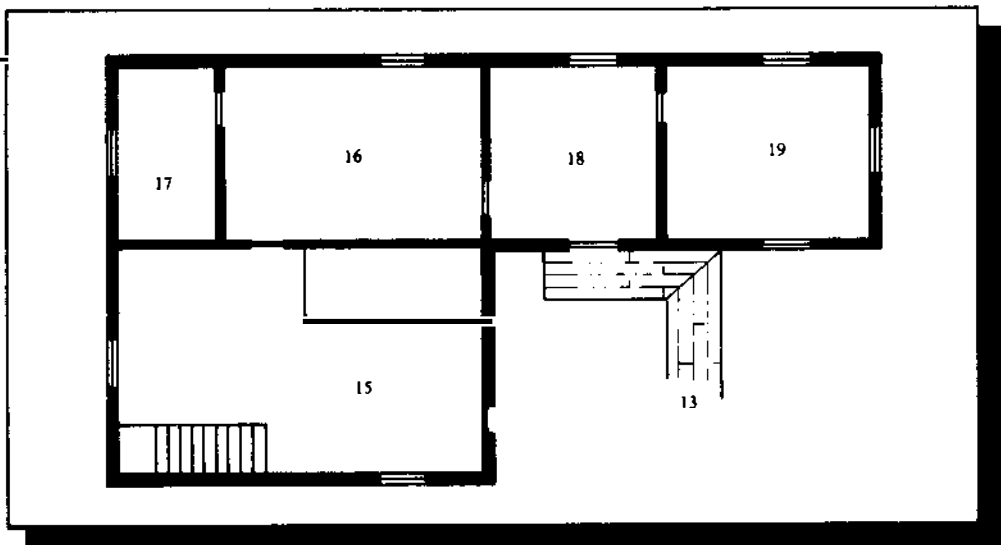
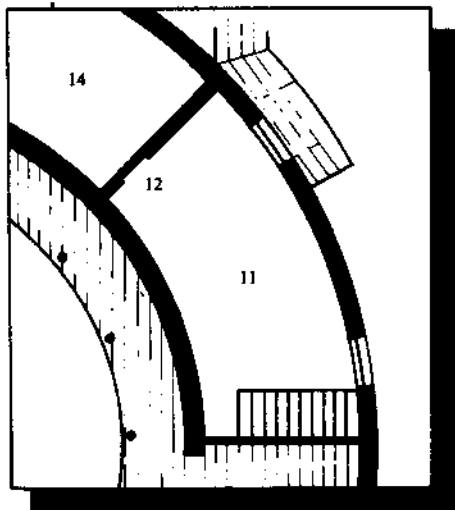
4.5 THE ADVENTURE

4.5.1 THESPIAN INTRIGUE

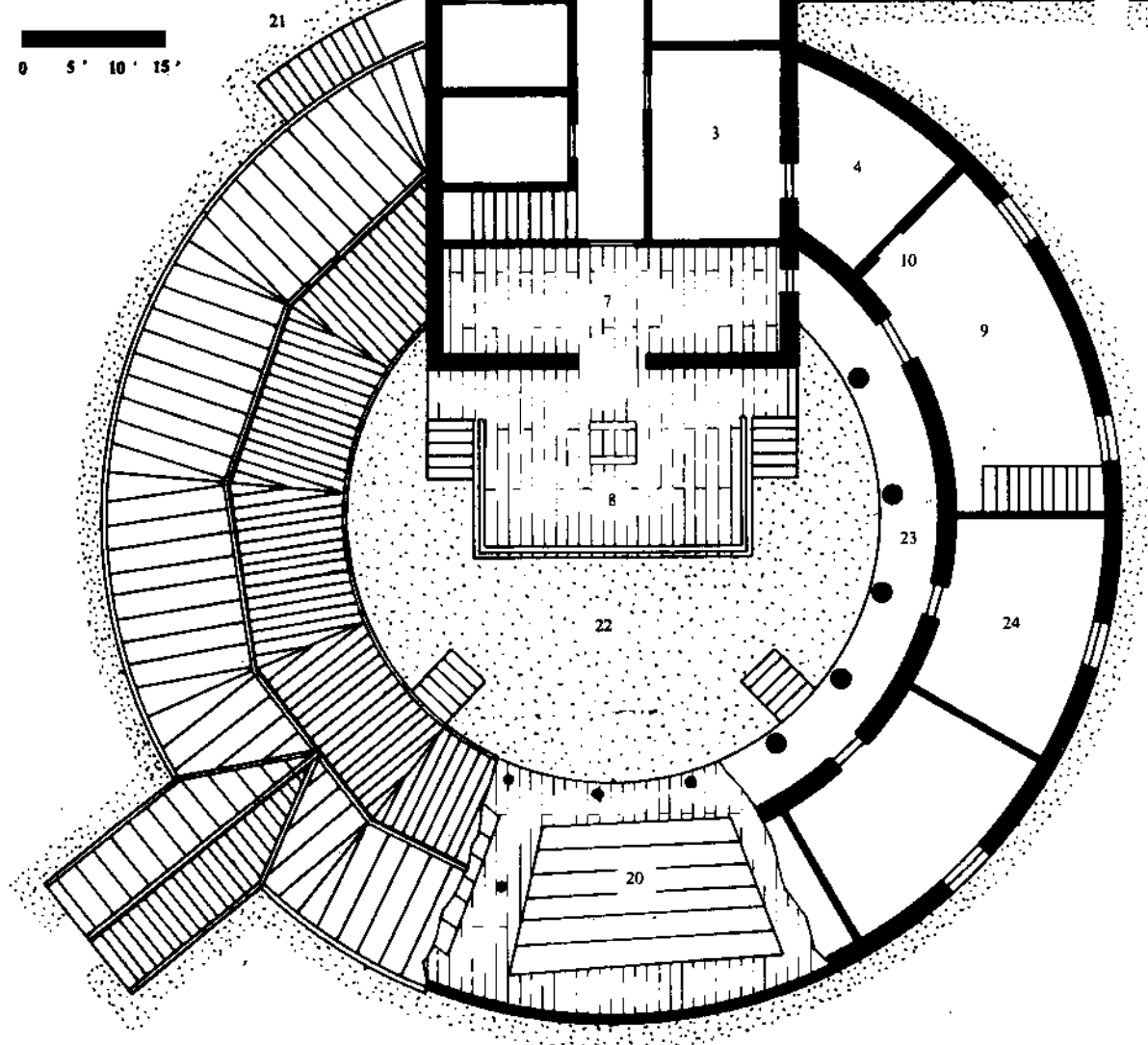
When the weary PCs arrive at the Juggler's Hall, they will undoubtedly wish to rest and watch the play currently being presented by a visiting company. Unfortunately, they may well end by being a part of it! Pilkun, feeling very nervous about sabotage to his performance, approaches the adventurers and requests their help. He asks two things: 1) that they act as guards at various important positions around the Hall's stage; and 2) for this night only, that they actually act in his play! (Some of his actors have terrible cases of first-night nerves due to the possibility of Dartel's presence.)

What a chance for any artistically inclined PC to make his or her name on the stage of one of the greatest theaters of the day! In payment, Pilkun will give 10 silver pieces (Pilkun is very wealthy) and the pick of his huge wardrobe to each character who agrees to help.

If the adventurers enquire why Pilkun does not ask the Jugglers for protection, he informs them that it is the custom of the Hall to give a visiting company uninfringed use of the stage area. The Jugglers refrain from setting foot anywhere near the stage during the performance, because it is believed to visit bad luck upon the guest company. All stage technicalities are performed by the actors who are not in the current scene.



0 5' 10' 15'





Dartel

The important areas to guard are the backstage and beneath-stage areas. The GM should encourage every PC to either act or guard—they should all have a chance for some excitement this way! Guards will be asked to keep any encounters as quiet as possible so as not to disturb the play. Actors will be given a choice of characters to play (this is role playing within role playing!). The choices are as follows:

King Valacar. A solemn man who started all of the trouble of the Kin-strife by his marriage to a non-Dúnadan woman.

Vidumavi. The wife of King Valacar and the seed of the Kin-strife.

A Prophet. He comes to pronounce doom on the marriage of Valacar and Vidumavi.

A Priest. He speaks at the funeral of King Valacar.

Castamir. Known as the Usurper and generally considered the villain of the story.

Castamir's Sons. Leave for Umbar at the end of the play, swearing vengeance on Eldacar.

Eldacar. The King who followed Valacar. The hero of the story. He is deposed by Castamir, but returns to win his kingdom back.

Orendil. Eldacar's son. He is captured and executed by Castamir.

Messengers. Various extras.

Nobles. Various extras.

Soldiers. Various extras.

These characters, where referred to in section 4.5.4, appear in bold type to aid the GM in telling the players whose characters play these roles what is expected of them in each scene.

4.5.2 SABOTAGE!

Pilkun has good reason to worry. Dartel really means business this time. His vendetta is not so much personal as artistic, so he wants to discredit Pilkun as an actor. Actually wounding his foe would merely be an added bonus. Even so, Dartel has arranged several dangerous incidents with which all the actors, PCs included, will have to cope. Dartel's company has been entering the Hall in ones and twos for the past week, and most have bribed or mugged their way into places where they can do a lot of damage to Pilkun's performance. A list of their actions follows. The actual timing of these events is pretty much up to the GM, but some ideas detailed in Section 4.5.4 would fit well within the script. The GM is encouraged to use more of these events during the play as he or she sees fit.

The maneuvers needed to dodge or stay upright in the event of one of Dartel's sabotage attempts will have a direct effect on the acting maneuvers needed to cover up the attempt. If the moving maneuver succeeds, the actor will make an easier acting roll than if he or she had failed. For example, it is easier to act one's way out of a sandbag falling nearby than to act one's way out of a sandbag



landing on one's head! In the script in section 4.5.4, where maneuvers need to be made, suggestions are given for the severity of acting rolls for cases of failure and success of the maneuver. If the GM decides to spice things up with extra sabotage, he or she must decide the severity of any required acting rolls (see section 4.5.3).

- 1) The trapdoor in the stage has been sawn right through, and anyone stepping on it has a 60% chance of stepping through the weakened wood. NPC actors may break various limbs (thus giving the eager adventurers more chances to act!), while PCs will suffer a 15' fall (+15 Fall/Crush), landing on the hard floor of the crawl-space below.
- 2) During the performance, one of Dartel's company climbs to the roof of the stage area and drops heavy sandbags on the actors below. These missiles hit 30% of the time, delivering a +40 Fall/Crush to the unfortunate victim. The victim does receive a perception roll (Very Hard, -20) to notice each falling sandbag and, if successful, may make a Medium (+10) maneuver to avoid it. Or course, if hit, the actor's acting roll will be harder than if the bag missed!
- 3) Several of the false daggers used in the play have been replaced by real ones! There is a 30% chance that any given dagger is real. Resolve all hits normally with these daggers.

- 4) One of Dartel's company hides in the crawl-space under the stage and squirts oil from a water-skin through the gaps in the floorboards. The GM may determine which areas become slippery as is convenient (or amusing!). Anyone stepping on an oily patch must make a Hard (-20) maneuver (they are acting, remember) in order to stay on his or her feet. Whether the PC makes this roll or not, an acting roll is required to cover up the slip. Of course, if the actor fails the maneuver roll and falls, then the acting roll is harder! Any characters who are patrolling the area may catch the oil squirter before he does any damage (or encounter him while he is doing it).
- 5) An actor from the Brotherhood Company comes onstage in a ridiculous outfit (jester or similar) and says something utterly out of place in the current scene. He continues to make stupid and unrelated comments and will not leave the stage. One of the characters must be ushered onstage to "act" him off.
- 6) The curtains are controlled by a pulley mechanism. This has been tampered with. At unsuitable moments, the curtains drop; when they are meant to drop, they fall only halfway. To sort this mess out, an adventurer (the actors won't do it: it's far too high, and they have no knowledge of "mechanical things") must climb up to the pulleys above the stage and try to unravel the knots. Unfortunately, one of Dartel's men is hiding there in the darkness—he tries to knock the PC down onto the stage. All combat in the rafters should be modified by at least -40: the combatants are trying to hang on to rope ladders. Each combatant should make a Hard (-10) maneuver each round in order to retain his or her grip on the ropes.
- 7) Rotten eggs are thrown from the audience by Dartel's company. The throwers have an OB of 45, but the eggs do no physical damage. They do, however, have a detrimental effect on acting. Dodging an egg requires a Medium (+0) maneuver roll, and if anyone is hit, then the actor has his or her acting rolls modified by -10 until the egg is cleaned off. The effect is cumulative, and the throwers have an unlimited supply of eggs for the duration of the play.
- 8) A strong, glue-like substance derived from tree-sap has been smeared on the chairs, tables, and door handles of the set. This can be used by GMs as desired to cause a great deal of embarrassment and amusement.
- 9) A member of Dartel's company is a Mentalist. He sits in the audience casting spells on the actors in an attempt to disrupt the performance. He has 24 PP and can cast 1st through 5th level spells from the Mind Attack list (Mentalist base list). Stunned characters have all acting rolls modified by -30.

4.5.3 THE AUDIENCE

Audience response is the key to resolving the unusual events plaguing Pilkun's play. Acting maneuvers made throughout the drama should be modified by the guidelines presented below. The quality of the acting under fire will be judged by both audience and critics, determining whether the play is a success or a failure.

The mischief caused by Dartel and his men cannot go completely unnoticed by the audience. Unless they are covered up by inspired improvisation, the mistakes that are bound to occur will have a bad effect on the "Audience Appreciation Level" (AAL). This starts at 50 and can reach 100 or plummet to 0 according to the events onstage. The GM must keep track of the AAL at all times.

Each event not in the normal scope of the play (any of the above listings) merits an acting roll by the affected actors (be they PCs or "real" actors). In Section 4.5.4, which details the script of the play, we suggest the difficulties of any required acting roles. If the GM decides to add any additional "events" to the play, he or she should determine the difficulties of the roles depending upon what happens and when. A sandbag falling on the head of someone in the middle of a love scene is likely to require a roll on the Very Hard column of the Movement/Maneuver table. Someone slipping on oil in a battle scene may merit only a roll on the Medium column.

Having determined the column to use, the GM should total modifiers based on damage taken, the number of eggs dripping from the actor, any heckling or noise from fights with Dartel's men backstage, distractions specifically caused by the tree-sap glue or the Mentalist's spells and, of course, the actor's acting skill. By far the most important modifier is that based upon what the PCs actually do when something strange happens onstage. Just ask the acting player what his or her character does or says when the event happens and award a modifier according to how inspired his cover-up attempt is! This can be the most exciting part of this adventure interlude, so try to encourage some real thespian improvisation! It is this adlibbing that may save the play, since PCs with little or no acting skill will find things difficult. The GM should allow a reasonably generous modifier based on good role playing. These modifiers are summarized in the chart below.

Source	Modification	Notes
Acting skill	Variable	
Damage	-10 to -30	Hits taken (Fall/Crush Attack Table)
Damage	Variable	Specific Wounds
Stunned	-30	See (9) in 4.5.2
Eggs	-10 x #eggs hit	See (7) in 4.5.2
Spells	Variable	See (9) in 4.5.2
Noise	-10 to -30	From (6) in 4.5.2
Glue	-5 if stuck	See (8) in 4.5.2
Heckling	-(100-AAL)/5	Current audience reaction
Adlib	Variable	Bonus up to the GM. Very important!





Pilkun

Having totalled the appropriate modifiers, the actor should roll on the appropriate column. The result is the number to which the GM must roll equal or less than in order for the AAL to increase by 5. If the GM rolls over the number, the AAL decreases by 5.

At any time, an AAL of 0 means that the audience boos the company off the stage and leaves, while an AAL of 100 means that the audience immediately rushes the stage in a frenzy of hero worship and adulation. If the play ends naturally, then the AAL should be added to an open-ended roll on the Hard column of the maneuver table, and the result is the number which the GM needs to roll under in order for the critics to like the play.

If the play is reviewed favorably, the PCs can expect a reward from Pilkun. He will offer each of them some minor irem from his personal collection plus 20% of the coinage paid by the audience to divide between themselves. The coinage available for will come to (AAL)% of 400 gp (those who walk out before the end of the play are traditionally given a full refund). If the critics don't like the play, Pilkun will pay the PCs only 10% of the takings, in addition to the agreed upon fee, and sadly depart.

4.5.4 THE SCRIPT

The play is divided into two acts of four scenes each. It is a condensed version of a traditional historic representation of the Kin-strife of Gondor and has incensed Dartel due to its seeming sympathy with Castamir the Usurper in several pieces of dialogue. It is not necessary that the GM be familiar with the history of the Kin-strife; all he or she need know is what is happening in each scene so that acting PCs can be told what is expected of them. The notes for each scene are divided into three distinct paragraphs. The first gives a brief outline of the plot, the second provides the GM with information about what each actor in the scene should say, and the third details any out-of-the-ordinary occurrences caused by Dartel's attempts to sabotage the play.

The GM should note any inspired improvisation by players for the purpose of experience point awards, since this is a very tough role playing challenge! It is more fun for the players if the GM makes them act in "real" time: all "umms" and "errs" taken as actually being uttered onstage! This should bring out the best in your players if nothing else does! To be fair, the GM should work hard too, acting out any roles that are not taken by PCs. This can be an enjoyable and unusual interlude, if everyone is willing to immerse themselves in this thespian situation.

Remember that all acting rolls should be resolved using the modifications and audience effects guidelines detailed above. The difficulties of the acting rolls should be taken as the column to use on the movement/maneuver table; the values in brackets that accompany them are included merely to give an idea of how hard the roll actually is and should not be considered as a modifier to the acting roll.

ACT I

Scene 1

This scene is a distant precursor to the Kin-strife and depicts the marriage of **Valacar**, heir to the throne of Gondor, and **Vidumavi**. **Vidumavi** is not of Dúnadan blood, and her heritage is the root of the trouble to come. A **Prophet** interrupts the wedding to pronounce doom upon the descendants of **Valacar**.

The **Priest** performs the wedding ceremony and orates in grand style speeches such as: "Shall you take this man to be..." **Valacar** and **Vidumavi** must respond in the appropriate places. The **Prophet** bursts in and gesticulates wildly while he dramatically pronounces a terrible future as a consequence of this "impure" union. **Valacar** protests strongly, while the **Priest** insists that the "heathen" **Prophet** leave.

The **Prophet** walks across the trapdoor of the stage three times during his speech, and the GM should refer to (1) in Section 4.5.2 to determine if it gives way. Also, two or three eggs are thrown at various characters—see (7) in 4.5.2. If the **Prophet** falls through the trapdoor, all other characters onstage, must make Medium (+0) acting rolls (don't forget all acting rolls have an effect on the AAL). Eggs finding their target require a Medium (+0) acting roll by the afflicted actor. Missed eggs require an Easy (+20) acting roll from the character to which the egg flies closest (GM's choice).



Scene 2

The court of King **Valacar**. The King is old, and his wife is dead. His son, **Eldacar**, is a young man being groomed for the throne. There is trouble brewing in the South, and **Valacar** is worried.

Messengers arrive throughout this scene bringing bad news from the South. They tell of feuds and banditry. They predict that trouble will worsen. **Valacar** questions them on loyalty to the King in the South and wonders aloud if the Prophet was right after all.

This apparent weakness in the King that **Pilkun's** adaptation portrays will infuriate **Dartel's** men. Many eggs fly: about 3 toward every character onstage (see (7) 4.5.2). The curtain falls halfway down between the **Valacar** and the **Messengers** during the scene. Any PCs guarding backstage will be encouraged to climb into the rafters to get the saboteur down (see (6) 4.5.2). Missed eggs require Easy (+20) acting rolls from actors (GM's discretion which). On-target eggs require Medium (+0) acting rolls. When the curtain falls prematurely, both **Valacar** and the **Messenger** to whom he is talking should make Hard (-10) acting rolls.

Scene 3

The funeral of King **Valacar**. The **Priest** conducts the service, and the **Prophet** enters again to remind everyone present of his pronouncement.

Valacar need only lie on an altar. The **Priest** describes the great qualities **Valacar** possessed and gives a dramatic account of his various hunting trips. The **Prophet** enters and talks of a "noble man" who will come to right the wrong that **Valacar** has brought to his kingdom.

The noble man to whom the **Prophet** refers is none other than the traditional villain **Castamir**. **Dartel's** men fume and drop two sandbags from the stage roof in an attempt to hit the **Priest** (see (2) 4.5.2). The **Priest** must make Medium (+0) acting rolls for each bag that misses and Hard (-10) acting rolls for each bag that hits. At the GMs discretion, the **Mentalist** in the audience (see (9) 4.5.2) attempts to disrupt **Valacar's** "corpse" in an attempt to make the actor move and ruin the scene. If the "corpse" is affected by any of the spells, he must make a Hard (-10) acting roll in an attempt to stay still. Remember modifications due to stun effects.

Scene 4

This scene depicts the fall of **Osgiliath** to the forces of **Castamir**. **Castamir** captures **Orendil**, **Eldacar's** son, and the palantir of **Osgiliath** is lost in the waters of the **Anduin**.

Castamir demands the surrender of a few last companies of **Soldiers**. The **Soldiers** make speeches about freedom and loyalty to the King. The scene ends with a battle in which **Castamir** personally kills the last of the resisting **Soldiers**.



The battle onstage will be a little too realistic tonight, because some of the stage weapons have been replaced by real ones. See (3) 4.5.2. **Castamir** wounds the last **Soldier** twice, and then the **Soldier** slashes **Castamir**. Finally, **Castamir** skewers the **Soldier** and kills him. During the fight, oil is squirted through the floor (unless the man responsible has been found), making footing difficult for the active actors (see (4) 4.5.2). If the stage gets oily, characters failing to stay upright must make a Medium (+0) acting roll. Those staying vertical must make an Easy (+20) acting roll. Those stabbed with a real knife must make a Hard (-10) roll if a critical is scored or a Medium (+0) roll if only hits are delivered (real injuries look impressively realistic to the audience!).

The scene ends with the line, "Your Majesty King **Eldacar**, the palantir is lost, your son is captured. We must flee for our lives." This is ironic given the PCs quest and the fact that, as the line is spoken, **Dartel** kidnaps the actor who plays **Orendil** and holds him in one of the backstage rooms!

INTERVAL

This would normally be a time to relax, but not tonight! **Dartel** has kidnapped the actor who plays **Orendil** and is holding him in one of the backstage rooms (GMs discretion which). The PCs have 15 minutes (90 rounds) to rescue the actor, otherwise one of them will have to take his place in the next scene. This will not be pleasant for the reasons given in Act 2, Scene 1.

*Scene from the
progressive play*



Dartel and his men will fight until obviously bettered, but will threaten to harm the actor if anyone tries to rescue him. This is not an empty threat. The PCs have few options: they can break the door down, use the crawl-space from under the stage to access the small trapdoor in the room, or one of them can rapidly learn some lines!

ACT II

Scene 1

The execution of **Orendil**. **Castamir** executes **Eldacar's** son in front of many **Nobles**.

Orendil makes a righteous speech tinged with great sorrow before being beheaded. **Castamir** reposes by saying his doom was inevitable since he comes from a cursed family. The **Nobles** add comments to support **Castamir** as appropriate.

Unfortunately for the actor playing **Orendil**, the hooded executioner is one of **Dartel's** more extreme followers! He tries to kill the hapless, bound actor playing **Orendil** with his axe! His skill with his weapon is reduced (OB 15, DB 5, AT 2), because, to steel himself for this stunt, he has drunk too much ale. The acting will have to be rather impressive to cover up this blunder! At the GMs discretion, someone may discover the bound and gagged actor who usually plays the executioner before the imposter lets loose with the axe, and some extra **Nobles** might be rushed onstage to remove the imposter before it's too late. If the false executioner attacks **Orendil**, Very Hard (-20) acting rolls will be required in order to get the imposter offstage. If the imposter is discovered before he gets a chance to attack **Orendil**, Hard (-10) rolls will be required by all onstage.

Scene 2

Castamir is now King, and this scene is set in his court. **Castamir** the Usurper is unpopular with the land-owning **Nobles** because he cares only for the navy, and neglects agriculture and the land in general. Many **Nobles** arrive to complain.

The **Nobles** complain about the lack of storage space for crops, about the quality of the tracks that lead to market, and about taxes. Initially, **Castamir** is rude and declares the **Nobles** to be "unpatriotic" and uncaring about urgent naval and foreign affairs. Eventually, due to **Pilkun's** interpretation, he becomes more sympathetic towards the gathered **Nobles**.

Dartel's men have smeared glue on **Castamir's** throne. See (8) 4.5.2. **Castamir** must stand up for part of the scene, and it takes a 3rd Level RR to break free. The motion is accompanied by a loud tearing sound. The situation requires a Medium (+0) acting roll by **Castamir**.

Scene 3

This scene depicts **Eldacar's** return from exile and his mustering of an army to overthrow **Castamir**. **Eldacar** meets with bands of soldiers in **Ithilien** and tries to convert them to his cause.

Eldacar sounds righteous and stirred for battle. He points out the unfair taxes, the destruction of fair **Osgiliath**, and the evil of **Castamir** in turning man against man. The **Soldiers** cheer a lot and talk tough about what they will do to **Castamir** and his men.

In the middle of the scene, one of **Dartel's** actors wanders on-stage in a jester's suit and says: "Have you seen my **Oliphaunt**?" (see (5) 4.5.2). He will need to be "acted" offstage, and **Hard** (-10) acting rolls will need to be made by everyone in this endeavor.

Scene 4

This is the last scene. It depicts the final battle between **Castamir** and **Eldacar**: the Battle of the Crossings of **Erui**. The play ends with **Castamir's sons** swearing revenge on the "evil" **Eldacar** and fleeing to **Umbar**.

Castamir pours scorn on **Eldacar** for his accursed ancestors, while **Eldacar** swears vengeance for his son's death. The **Soldiers** jeer at one another before the final battle. **Castamir's sons** make a speech about the "injustice" of **Eldacar's** attack and swear to return in vengeance.

This final scene is almost blasphemous to **Dartel's** traditional ears. **Eldacar** *evil*? As many eggs as the GM wishes can be thrown while **Castamir's sons** speak (see (7) 4.5.2). Real knives may still be undetected and therefore in use during the battle at the GMs discretion (see (3) 4.5.2). Some members of the Brotherhood Company in the audience (8 of them) may rush the stage and start a fist fight. Missed eggs will mean Easy (+20) acting rolls for **Castamir's sons**, and on-target eggs will require Medium (+0) rolls. Hits with real knives that cause a critical will require a **Hard** (-10) acting roll, and blows that cause only concussion hits require a Medium (+0) roll. In the event of the fist fight, all actors should make Very Hard (-20) acting rolls.

4.6 GAMEMASTER'S NOTES

4.6.1 EVENTS AT THE HALL

Although the Thespian Intrigue scenario detailed above is unrelated to the main plot, it is essential that the adventurers visit the Juggler's Hall. The meeting with **Turibor** provides the PCs with a good excuse for such a visit.

Once at the Hall, some of the PCs should observe **Vacros** shaking hands with **Sunlending** in a business-like fashion; the two of them have just completed a deal involving some smuggled weapons. **Vacros** may draw attention to himself by way of his disturbing laugh. However, the PCs should be given no grounds to become suspicious of him. It is merely desirable that the PCs remember **Vacros's** face and connect him with the Juggler's Hall after they encounter him later at the Bay of **Forochel**.

4.6.2 UPPER LEVEL ROOMS

Note that there is restricted access to many of the upper level rooms in the Juggler's Hall. Four of these chambers in particular (#11, #14, #18 and #19) are relevant to the adventure in Section 10.0, and it would be best if the GM prevented the PCs from exploring these spaces at this stage. Further descriptions of the rooms are given in section 10.4.

4.6.3 SUGGESTED NEW CHARACTERS

Should it be necessary to introduce a new PC after the events at the Hall, Turibor is an excellent candidate since he has already made contact with the party. Alternatively, the PCs may be introduced to a dancer (a Dervish) known as Katrisel who has been performing before the Jugglers. She has travelled widely in the North and will be leaving for Tharbad at the same time as the PCs. If *Rolemaster Companion II* is unavailable for details on the Dervish character profession, the GM may use the Scout profession instead. Turibor's and Katrisel's statistics are given in section 16.6.2.

4.6.4 EXPERIENCE POINTS

The GM should award experience points for all the usual things (combat, travel, etc.), but must certainly award a bonus for good acting and improvisation. The GM may base this on the rolls that are made for each piece of acting or, as we recommend, he or she may just award points in a subjective fashion corresponding to how well the players are able to cope with the stress of being onstage.

4.6.5 ENCOUNTERS

In addition to the encounter at the Inn of Greys, the GM may wish to use the Master Encounter Table in Section 16.0 to enhance the journey to the Juggler's Hall.



5.0 THARBAD

The adventurers' journey takes them to Tharbad. This once great city lay in ruins at the turn of the age, but King Elessar has decreed that it is to be restored and resettled. To reach their destination, the PCs travel through the breathtaking scenery of the Gap of Rohan and experience some of the prejudices remaining in Dunland.

5.1 HISTORY OF THARBAD

The city of Tharbad is built upon an island in the River Gwathló just a few miles south from where this great river is formed by the merging waters of the Rivers Glanduin and Mitheithel. Situated in the midst of a flat and somewhat desolate area of southern Eriador, the location of Tharbad is nevertheless of geographical significance. It lies squarely on the route taken by travellers from northern Eriador heading south to the Gap of Isen and beyond. Furthermore, despite its distance of 190 miles from the sea, Tharbad is the most northerly point of the River Gwathló which can be reached by ocean-going ships. Both waterborne and wagon-borne trade converge in the city.

Tharbad has a long and detailed history, dating back to the Second Age. During this long time span, the city has witnessed extremes of both grandeur and decay.

Tharbad is traditionally considered to have been founded in S.A. 880 when Aldarion the Crown Prince of Númenor built a watch tower on the site of a native Eriadoran village on the River Gwathló. Over the next 1100 years, the settlement was used by Númenóreans as a base for trade and exploration into the interior of Middle-earth. At the end of the war between the Elves and Sauron in S.A. 2000, an amphibious assault by Tar-Minastir's Númenórean army on the Gwathló river near Tharbad significantly contributed to the destruction of the Dark Lord's forces.

The settlement began to grow and prosper in S.A. 2000, when it became an important haven for Númenóreans emigrating to Middle-earth to escape the changing religious mood of their great island-home. Eventually, after the destruction of Númenor in S.A. 3319, Tharbad became a prominent city in the newly founded realm of Arnor.

Ironically, even with the sundering of Arnor in T.A. 861, and all the trouble that followed, Tharbad thrived as a center of trade for many years. Its prosperity was worn away over a period of nearly a millennium by internal strife and intermittent warring between Cardolan, Arthedain, Rhudaur, and Angmar. In T.A. 1636, the Great Plague struck and destroyed the last flicker of spirit remaining in its populace.

In T.A. 2052, the Gondorian garrison withdrew and many people went with it, leaving Tharbad an empty shell. The city endured, a gaunt specter of its former glory, until the Fell Winter of T.A. 2912 when terrible flooding destroyed both of its Great Bridges and flattened its decaying halls, mansions, and hovels. Tharbad was abandoned and left to crumble around the bandits that comprised its sparse population for the next century.





Early in the Fourth Age, King Elessar sent a force to drive the bandits out and to begin rebuilding the city. The Old South Road was reopened and, gradually, Gondor began to breath life back into the wasteland that Tharbad had become. There are currently many soldiers in Tharbad and nearly as many carpenters. Under the watchful eye of Commander Cilis, one of the original company sent to rid the city of rogues, restoration progresses well.

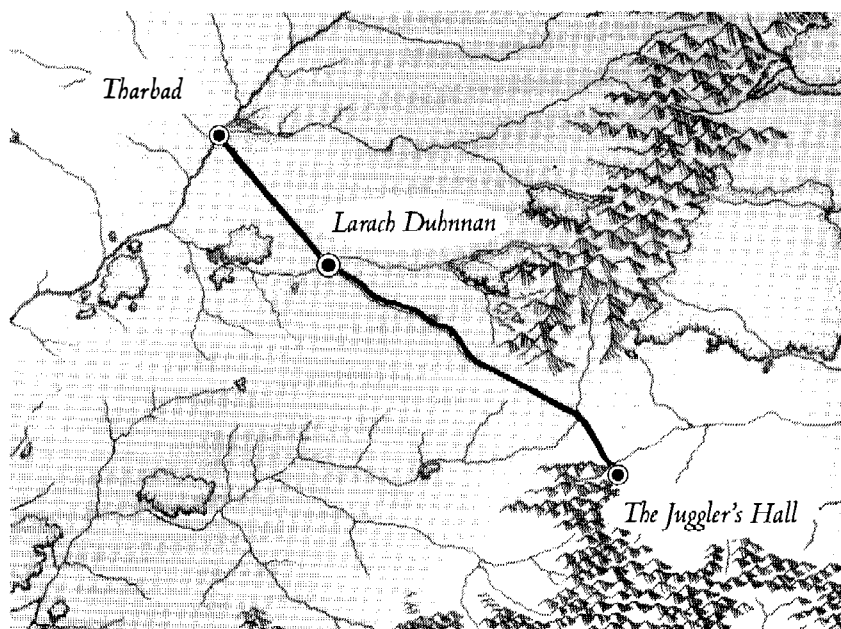
Two new bridges have been erected on the foundations of the old Iant Formen (S. "North Bridge") and Iant Harnen (S. "South Bridge") which were destroyed in the floods in T.A. 2912. The new spans are almost exact copies of the originals, a feat due to the extraordinary skills of the head engineer, Hearon. The Rammas Nín (S. "Water Walls") that protects the city from the surrounding marshes has been repaired and reinforced, and extensive embankments now surround all parts of the city. In addition, flood gates have been added where Tharbad's chiraint (S. "Canals") meet the River Gwathló. Encouraged by the progress on public works, private entrepreneurs are building homes, shops, and inns in the city. The foundations for a few manor houses have been laid to accommodate new lordships granted by the King.

5.2 JOURNEY TO THE GWATHLÓ RIVER

The journey to Tharbad from the Juggler's Hall is about 321 miles and should take the PCs approximately 7 days assuming a 9-hour travelling day and a speed of 5 mph.

Departing the excitement of the Juggler's Hall, you leave the Deeping Coomb behind on your way to the Gap of Rohan. The 15 mile stretch of road runs through the shadows of the mountains rising on your left. These diminish into foothills as you ride north.

*Journey:
The Juggler's Hall to
Tharbad*



Rohan's Gap is a grassy doorway between the White Mountains and the Misty Mountains; on a clear day, it affords wayfarers a superb view of the plains of Rohan to the east and the flats of Dunland to the west. The sheer scale of the landscape is an integral part of its magnificence. Flowing swiftly through the Gap are the sprightly waters of the River Isen. Allowing your gaze to follow the course of the river north, you spy the pinnacle of the mysterious tower of Isengard.

Ahead, the road meets the Isen at a point where the river widens, and a natural ford has been formed. Here, the river splits into two shallower arms and passes around a large eyot, covered in smooth stones washed from the great heights of the Misty Mountains.

As the PCs cross the great fords, a Hard (-10) perception roll will reveal a nugget of gold amongst the pebbles on the eyot. The nugget will be worth 5-50 gold pieces when sold. If the adventurers wish to waste a lot of time searching for more gold, merely increase the difficulty level by one each time they look until none is found and then tell them they are wasting their time.

As the Gap recedes in the distance, Dunland greets you with a cold wind from the west. The road ahead is called the Tiar Hariar and leads in a northwesterly direction, affording over your right shoulder a view of the Misty Mountains, the long range marching away to the northeast. The mountaintops are shrouded in mist, and the southernmost of the great peaks, Methedras, casts a forboding shadow across the stepped plateaus that rise towards the foothills.

The road traverses lowlands carpeted by short grass. The turf is brown-hued due to the time of year. Although Dunland was once covered by vast tracts of forest, there are few trees in existence now. The few remaining grow in small copses—there are no solitary silvan specimens. Your attention is torn from the countryside as you round a small hill: an overturned covered cart lies in the road, and a man seems to be trapped beneath one of the wheels.

Enmity exists between the Dunlendings and the Rohirrim of Rohan. Unfriendly since long before Dunmen served in Saruman's armies to assault Helm's Deep, the two peoples harbor a hatred that has endured the oath of peace sworn by Dunnish chieftains after the War of the Ring. Raiding is rare only because of the reduced numbers of tribesmen who roam the hills in the Fourth Age. The few remaining clans live in secretive, xenophobic communities, mainly in the Westmarch between the Rivers Isen and Adorn.

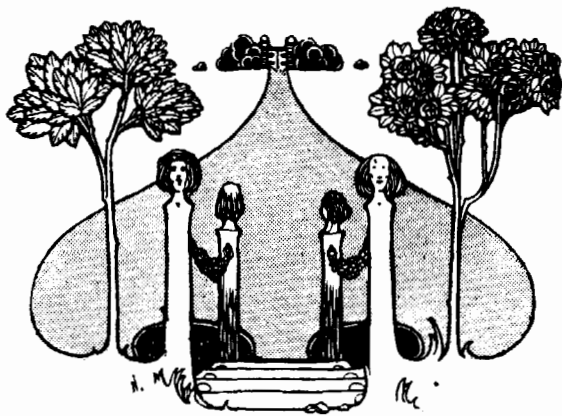
However, Old Dunfearan (Dunland) harbors several aggressive Dunlending bands who seek opportunities to act on their ancient grudge against Rohan. The Eriadoran man trapped underneath the wheel of his cart owned two Rohir horses, and these fine beasts attracted the attention of just such a group of Dunlendings. They attacked the lone traveller, beat him with the flats of their swords,

threw him back in his cart stunned, pushed the vehicle over, and stole away with the horses and other valuables. The man's name is Delnen. He was on his way to Tharbad to offer his services as a laborer. He is badly bruised and has a broken leg. He tells the PCs that his attackers were headed towards a copse of trees about ten miles farther along the road.

The Dunlendings responsible will be busy cooking Delnen's horses when (and if) the PCs arrive at the copse of trees. The band is currently examining Delnen's possessions. These consist of a variety of work clothes and a good selection of picks and shovels. An undiscovered purse inside the pocket of a large overcoat contains 15 gold pieces. As there are six Dunmen, the thieves are likely to stand and fight against a party of lesser strength, but will flee if outnumbered. (The statistics for the Dunlendings can be found in Section I6.0.)

Delnen is very grateful if the adventurers retrieve his possessions, but he is unable to reward them because he will need all his money in order to replace his horses. He asks the PCs to accompany him as far as Larach Duhnnan. He cannot fend for himself with a broken leg and has no means of pulling his cart.

The GM should position this event wherever he sees fit on the road. Halfway between the Gap and Larach Duhnnan would be ideal.



Five days after setting out from the Juggler's Hall, you pass through Larach Duhnnan, once a bustling trade-town in the heart of Dunland. It is located where the road crosses the shallow waters of the Dunstream. The village is surrounded by a low embankment and has a commanding view of the area. An old clan-hold glowers atop a hill west of town, and a small amphitheater lies beside it providing a place for the village folk to speak their minds. Larach Duhnnan contains many taverns considering its size—reflecting the major pastime of Dunlending warriors. The Red Wyrn Inn looks welcoming, whereas the Dripping Spear appears decidedly rough.

The characters may rest in Larach Duhnnan awhile. If they are very noticeable, a fight is likely, particularly in one of the rougher taverns. Typical prices in Larach Duhnnan are as follows.

Beer/Ale	½ cp	Pint
Brandy	1 cp	Half-pint
Cider/Mead	½ cp	Pint
Wine	1 cp	Pint
Light Meal	¼ cp	Cheese, soup, bread
Normal Meal	½ cp	Meat soup or pie, bread, potato
Heavy Meal	1 cp	Mutton and vegetables, bread, soup, pastry
Week's Rations	5 cp	Normal spoilage. 18 lbs
Trail Rations	7 cp	Preserved 1 week. 14 lbs
Great Bread	2 gp	Preserved 1 week. 4 lbs
Waybread	45 sp	Preserved 1 month. 4 lbs
Poor Lodgings	½ cp	Communal sleeping
Average Lodgings	1 cp	Separate bedding
Good Lodgings	3 cp	Separate room
Stable	1 cp	1 week for 1 mount including fodder

Leaving Larach Duhnnan, you descend slowly from the plateaus into a large flood plain: the Gwathló basin. Spanning the great river that dominates the plain is your journey's destination, the city of Tharbad. Approaching from the east, you observe the marshy inland delta called the Nin-in-Eilph where the Glanduin joins with the swiftly flowing Mitheithel just north of town. Many marsh-dwelling birds circle the reeds hunting for fish. There are no trees, but the sedges and grasses are lush.

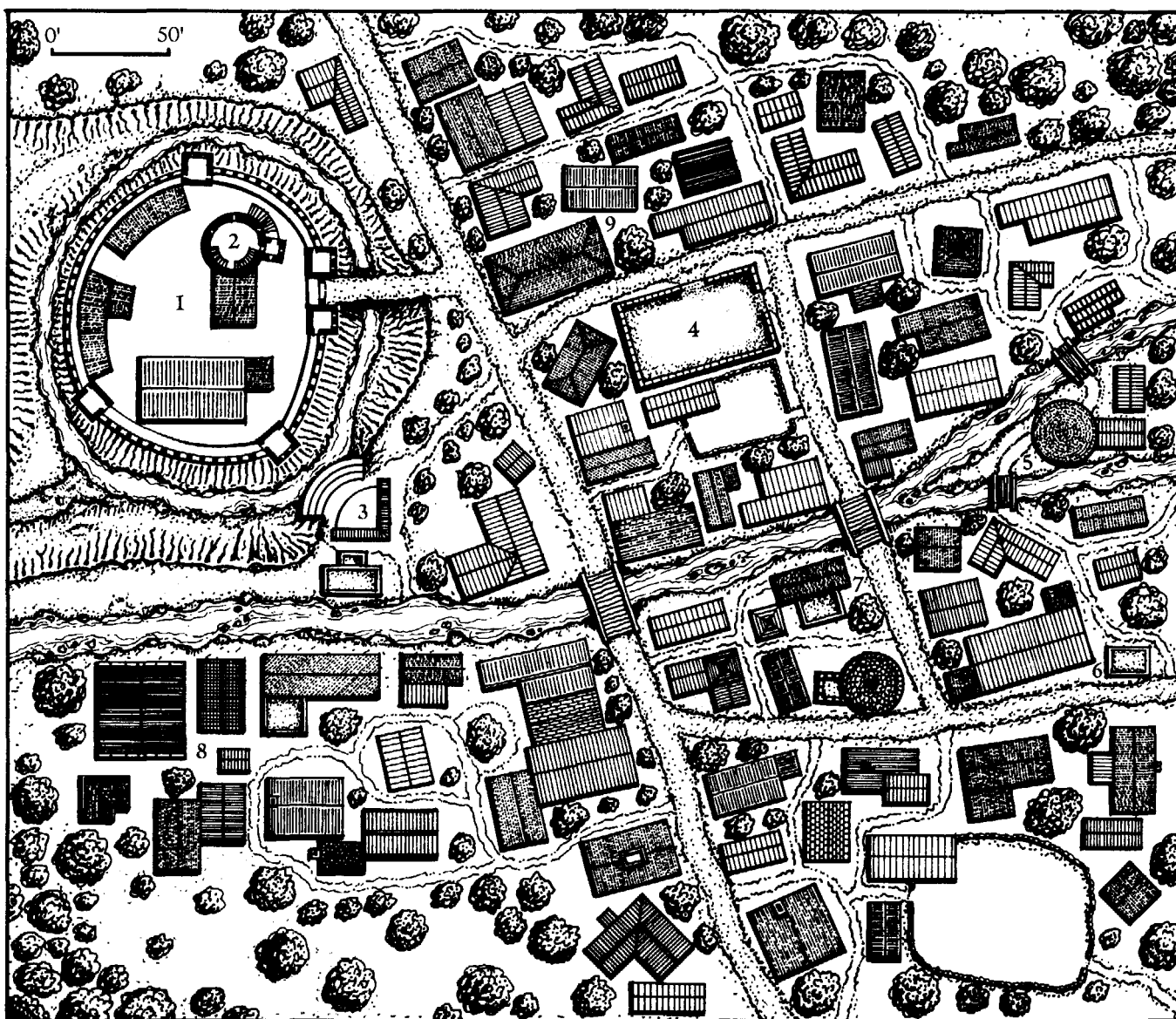
Tharbad rises on both sides of the Gwathló and includes an island mid-river. Two impressive bridges built of freshly quarried stone join the island to the north and south banks. For all its new found splendor, much of the city is still in ruins. The huge dike that holds the marshes at bay has been repaired, as has most of the south gate—the Annon Harn. A raised causeway made of close-packed stone chips leads to the Annon Harn, where you enter the city.

5.3 PEOPLE OF NOTE

COMMANDER CILIS

Despite having only one arm, Commander Cilis is an imposing man. He stands 6'6" tall and inhabits a huge frame. He is of mixed Dúadan/Northman descent. The Commander treats his military duties in a particularly formal fashion. Nevertheless, he displays a light-hearted demeanor upon occasions of revelry and often reveals a





Larach Dubnman

Before the War of the Ring, Cilis rose to the position of Drill Sergeant at Minas Tirith. He fought in the Battle of the Pelennor Fields during which he was struck by a poisoned blade. His whole left arm was amputated to save his life. Despite this loss, he marched with Aragorn to do battle at the Morannon Gate, where he proved even more lethal to his foes.

A fine soldier, Cilis is also a keen scholar and a shrewd businessman. These qualities were instrumental in his appointment to the post of Commander in Tharbad. His understanding of economic principles has been a necessary asset in his current duties. As soon as the dikes surrounding the city were restored enough to ensure protected building area, Commander Cilis established farms and ale-houses in the name of the crown. Hence food is cheap in Tharbad, and most of the laborers' wages are recycled into the city funds by way of beer consumption.

HEARON, THE CHIEF ENGINEER

A short, fair-haired Gondorian in his middle years, Hearon possesses a strong technical knowledge of engineering. He was born and reared in Dol Amroth where he became Docks Master as a young man. He has since travelled greatly and gained a wider experience of engineering problems. Before working as a military engineer in Minas Tirith for several years, Hearon spent two years in Esgaroth. There he learnt the use of piled foundations for avoiding settlement in soft soils and is applying this technique to great effect in Tharbad. He has had marvellous success with the Great Bridges and is currently reviewing the plans for the rebuilding of the docks.

5.4 THE SETTINGS

LARACH DUHNNAN

1. Old Clan Hold. Before the War of the Ring, this fortress housed Clan Feargan. Many of the clan's warriors kept order in the town. Now, with the decline of tribal structure and changing times, the hold is used primarily as a storehouse and jail.

2. Tower. The head of the Feargan Clan once lived in the tower—now only felons are housed within its walls.

3. Amphitheater. The people of the village gather to hear speakers and to voice their opinions on nearly anything. Dunmen remain a vocal bunch, even in the Fourth Age.

4. Market. Leather products and foodstuffs are the most common goods available for barter. The market can become very rowdy at midday.

5. Observatory. Once owned by an astronomer of mixed descent, the observatory is now inhabited by twins who are the main source of knowledge concerning Larach Duhnnan and the surrounding lands. The pair have many informants and sell information in a politically neutral fashion to any who can pay.

6. The Red Wyrn Inn. A homey establishment. The food is hearty and the beds clean, but the ceilings are smoke-stained and the quilts patched.

7. Herbalist. Two old Dunnish men dwell within. They have a wide variety of herbs collected locally and a few rarer selections from the south coast purchased from travelling merchants.

Available herb codes (see *MERP*, pp. 256-7) include t-T, t-S, m-T, m-S, but nothing with a "Difficulty of Finding" higher than 6. The rarer herbs have code t-O and a "Difficulty of Finding" less than 7. All their herbs are in prepared form and ready to use (no Herb Lore rolls necessary).

8. Warehouses. A few local farmers and merchants store goods in the village, but most of the old warehouses are skeletal frameworks of rotting timber. They have stood unused for many years. After dark, shady deals are struck within their shadows, and it is wise not to enter the area at night.

9. The Dripping Spear. As its name suggests, the Spear is not the place for a quiet night with a friend or two over ale. Young warriors gather at the Dripping Spear to drink, fight, and harass strangers. The Spear is a favorite haunt of those who have just concluded nocturnal business among the remains of the warehouses.

THARBAD (EARLY FOURTH AGE)

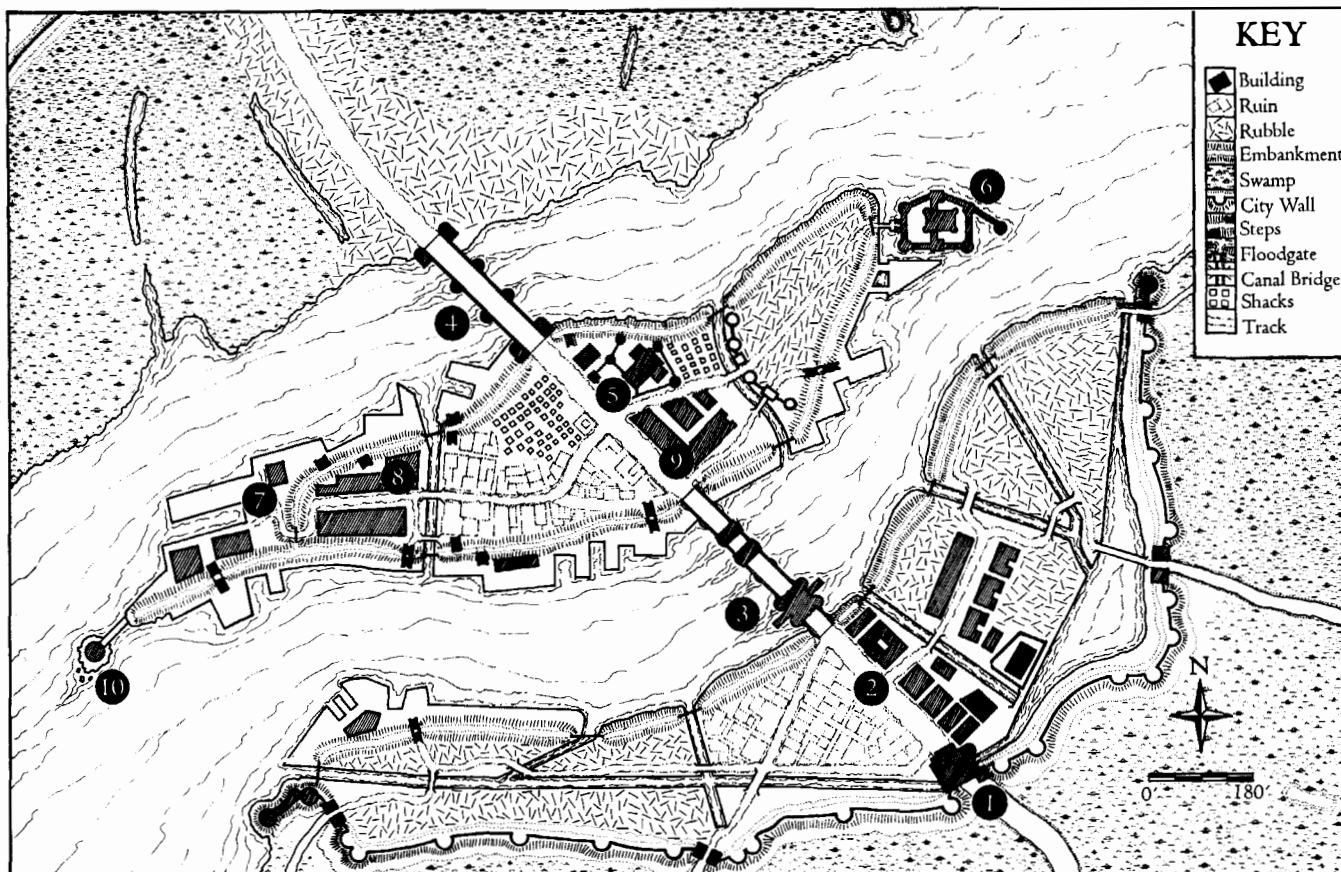
1. Annon Harn (S. "South Gate"). The impressive gate has double 30'-high portculli and is adjoined by a small barracks housing 30 men.

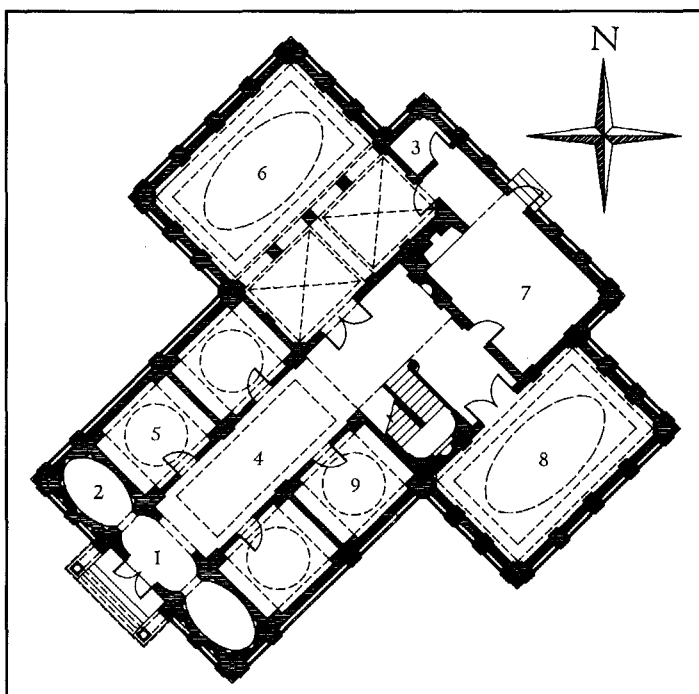
2. Old Bank of Cardolan. A two-storey stone building that survived the wreck of Tharbad. It is now used as Hearon's site office on the South Bank.

3. Iant Harnen (S. "South Bridge"). Recently rebuilt in its original style, including a gateway on the south side and two bridge houses.



Tharbad





Old King's House

4. Iant Formen (S. "North Bridge"). Although ready for use, the finishing touches are still being made to this span.

5. The Old King's House. A cross-shaped structure recently rebuilt upon the repaired foundations of the King's old residence. Now home to Commander Cilis and Engineer Hearon.

6. Fortress Ruin. During Tharbad's plague years, the ruin was home to a band of thieves and brigands. Hearon's next main project is the restoration of the fortress to house the city's main garrison.

7. Main Docks. The restoration of the main docks is not yet complete, although some quays have been finished to accommodate the larger ships bringing stone from Gondor.

8. Warehouse District. Large stocks of building materials are stored here, some in permanent wooden warehouses, but most in temporary structures.

9. The Lost Horse. This ale-house, established by Commander Cilis in the name of the crown, is packed full of laborers after sundown. Given the mix of different peoples present in Tharbad, trouble is by no means rare.

10. Beacon-tower. When completed, the tower will provide a permanent light for ships sailing up the Gwathló by night.

THE OLD KING'S HOUSE

1. Entrance Hall. Many plans and drawings depicting current building work adorn the walls.

2. Guardrooms. Two guards sit near a small brazier in which a fire burns.

3. Privy.

4. Hallway. The floor is polished wood, and three unidentified portraits salvaged from the ruins of Tharbad hang on the walls.

5. Servants Quarters. The three servants employed by Commander Cilis and Hearon have rooms here.

6. Dining Hall. Commander Cilis entertains his few guests in the dining hall. A large oak table occupies the room, and a generous hearth occupies the northwest wall. Paintings depicting life in Minas Tirith occupy the walls.

7. Kitchens. Servants prepare the Commander's meals.

8. Commander's Office. Commander Cilis conducts the rebuilding of the city from his office. Charts and plans lie scattered on the desk, and a tapestry depicting the victory at the Morannon Gates hangs on the northeast wall.

9. Engineer's Office. Here, Hearon pours over the plans drawn by his team of architects. The room contains two large drawing boards and jumbled drawing equipment.

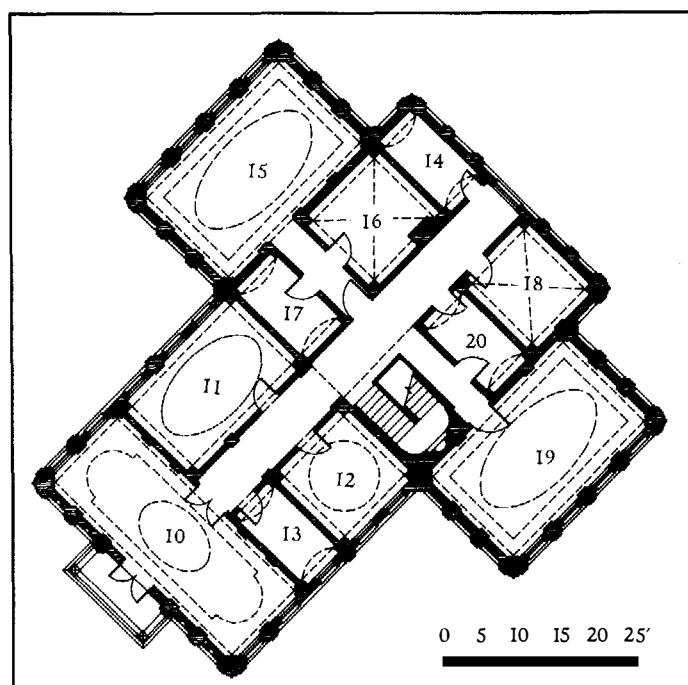
10. Parlor. Comfortable, yet sparsely furnished, the chamber contains many chairs to accommodate the informal meetings Commander Cilis holds with representatives of his work force.

11. Hearon's Quarters. After a hard day's work, Hearon retires here to read. A few books lie on the floor by his bed; their topics are history and philosophy.

12. Guest Rooms. These two guest chambers contain beds and simple bureaus. Commander Cilis always offers his visitors these rooms should they need to stay longer than a day.

13. Library. Only a small library, the main texts are concerned with engineering and military tactics.

14. Bathing Chamber. Hearon and any guests share this room. Its facilities are unsophisticated; water must be boiled in the kitchen for bathing.





King's Suite

This wing of the building is kept ready to house the King, should he decide to come and view the restoration of Tharbad.

15. **Bedroom.** A beautiful mirror found in the ruins of Tharbad complements the highly polished appointments.

16. **Study.**

17. **Bathing Chamber.**

Commander's Suite

18. **Sitting Room.** Sturdy oak furniture and paintings of the White Mountains dominate the room.

19. **Bedroom.**

20. **Dressing Room.** On a small table, there is a brush the commander uses to brush his beard every morning.

5.5 MEETING WITH COMMANDER CILIS

On their way to Annúminas, the PCs stop in Tharbad to meet Commander Cilis (as instructed by Tarquillan). They carry with them a scroll addressed to the Commander. The scroll informs Cilis of the adventurers' task and instructs him to give them supplies, as required, and a company of 20 men once the Stones have been located. It also encourages the Commander to counsel the PCs, when necessary, and assure that the interests of the crown are not compromised.

Two guards stand on duty at Tharbad's South Gate, but do not impede any of the traffic passing through the entrance. Should a PC inquire, he or she will be informed that Commander Cilis' residence is the old King's House located on the island on the right-hand side of the main road.

Passing through the Annon Harn, you discover one of the largest building sites in the kingdoms of the Dúnedain. North of the road looms a stone manor house flanked by servant's wings, stables, buttery, and several cottages. Two men are settling a sapling tree into a hole they dug themselves, and gardeners till a border farther along the avenue. The city will not be without foliage when the public works are finished.

Restoration on the south side of the road is much less progressed. Men balance precariously on huge wooden frames from which large weights are suspended for ramming wooden piles into the mud below. You pass an old stone building, one of only a few to survive the floods. A keen eye may spot the finely engraved words "Bank of Cardolan" above its double oak doors.

The road rises to the top of a new embankment designed to protect the southern part of the city from the river. Before you is the impressive Iant Harnen, the South Bridge rebuilt as a replica of the original Númenórean span which once straddled the waters here. Crossing the bridge, you observe ocean-going ships sailing upriver with yet more stone, while to the north small boats cluster around flood gates being constructed at the entrance to one of the city's many canals.

On the island, many temporary wooden shacks cluster amongst the ruins of old town houses. These harbor the large contingent of laborers who have come to seek work from all corners of the land.

Eventually you arrive before a large new building with a high, stone, perimeter wall. The presence of several guards suggests that this is indeed the old King's House wherein resides Commander Cilis.

The PCs should approach the guards and request an audience with Commander Cilis. The royal seal on the scroll carried by the adventurers should sufficiently convince the guard that the Commander has fairly important guests.

The party is led through a paneled hallway and up a short flight of stairs to a comfortable sitting room. Here they are requested to take a seat and await Commander Cilis.

When Cilis arrives, he greets the party warmly and shakes hands with each member (right-hand only!). After reading their scroll, the Commander offers the adventurers fresh mounts and rations for their journey to Annúminas. He also provides rooms for the night and places at his table for an evening meal. With regard to the acquisition of men, Commander Cilis explains that, had



Cilis



he any spare, he would send a contingent with them to Annúminas, but since the mission is still speculative at this stage he will leave the party to journey north alone.

However, if the adventurers discover the location of the palantír, Commander Cilis will give the party an escort of twenty men plus any equipment required for its recovery. He emphasizes that even if the PCs feel they do not require any assistance, they must report back to him after visiting Annúminas in order to deposit the library key and send word of their progress to Minas Tirith.

Savvy adventurers may wish to know more about the present state of Annúminas. Commander Cilis led a small sortie to the ruined city two years ago and did not encounter any inhabitants. He can inform them that the library was a small building set in the grounds of the Royal Halls on the south side. The Commander expresses his doubts whether there are any books left in the library, since it is no more than a moss-covered ruin. However, none of his men actually entered the crumbling structure.

GM Note: *GMs who elected to make the location of the seer's spell ambiguous will need to make adjustments here. The PCs will be asking about other ruined cities in addition to Annúminas. They may inquire about the remains of an old library in Tharbad itself. If the GM wishes to funnel the adventurers to Annúminas while leaving the results of the trip unknown, Cilis should reassure the PCs that the library in Tharbad was utterly destroyed. He might have similar information about the book-halls of Fornost or Cameth Brin. Less obviously, he could simply*

Hearon



present his knowledge of Annúminas while stating that he has not visited the other sites in question. The PCs are more likely to visit first the area about which they have some information.

On the other hand, GMs who are enjoying designing ruined cities (perhaps have already had a stab at Osgiliath when the PCs visited the old capital) should permit Cilis to reveal sketchy descriptions of libraries in all the sites in question, including Tharbad! Descent into the flooded underchambers of the Tharbad book-hall offers a wide scope for excitement, as would a visit to the undead-haunted vaults of Fornost or the Orc-infested hill of Cameth Brin.

At the close of the interview, Commander Cilis introduces the party to Hearon, the Chief Engineer. Hearon invites the PCs on a tour around Tharbad led by himself. This is a good opportunity for the GM to adlib some meetings with the multi-cultural work force enjoying a well-earned drink in the cool evening air.

At dinner that evening the Commander recounts histories of Tharbad and Annúminas (see Sections 5.I and 6.I). Of course, the main topic of conversation is likely to be the restoration work in Tharbad.

5.6 GAMEMASTER'S NOTES

5.6.1 ENEMY MOVES

Two days after the PCs left the Juggler's Hall, Vacros stayed the night in the small town of Dunlostir on his way back to Greenwood. There he was contacted by Taladhan.

The nature of this contact is somewhat unorthodox. Taladhan sends commands to Vacros while the latter is dreaming in his sleep. The process by which the sorcerer conveys his instructions is aided by a small red silk cushion upon which Vacros always sleeps.

Taladhan informed Vacros that he will soon be required to go and capture an item of great power. In preparation, he must travel to Tharbad and there gather a company of men for the task. Since competent folk are required, a high wage should be offered. The weapons recently obtained from the Jugglers may be used to equip them. Taladhan also described the adventurers to Vacros and told him to avoid them.

5.6.2 SUGGESTED NEW CHARACTERS

Commander Cilis might send one soldier with the party to guide them directly to the library at Annúminas, if a new character is needed. He is a young man named Rogan who originates from Linhir, but has travelled much in the North since being posted to Tharbad two years ago.

6.0 THE ROYAL LIBRARY OF OLD ARNOR

The first stage of the PCs' task is almost complete. After a brief excursion to aid some unusual travellers, they continue north to arrive at the ruins of Annúminas. Amidst its crumbling stones, the adventurers must confront verminous intruders and locate the library, before venturing inside to find the precious spell.

6.1 HISTORY OF ANNÚMINAS

The city of Annúminas was founded as the consequence of a great catastrophe. Its citizens lived in relative tranquility for several hundred years before deserting their marble halls, tree-lined courtyards, and flowering gardens when the rumbling of further disaster grew ominous.

In the Downfall of Númenor, S.A. 3319, Elendil the Tall escaped with the Faithful to Middle-earth and established the realm of Arnor in the land of Eriador (S. "The Empty Land"). For his capital, Elendil chose a site on the southern shore of Lake Evendim, close to Elven friends in Lindon, but amongst highlands which resembled those of the beloved Land of the Star. Here the Dúnedain built the exquisite city of Annúminas (S. "Sunset-tower"), a wonder of graceful colonnades, balustraded stairways, grand boulevards, and elegant fountains.

During the first 150 years of their history, the Dúnedain of Annúminas battled the Hillmen and Trolls of the nearby Trollshaws, driving them eastwards to expand the boundaries of the kingdom of Arnor. At the end of the Second Age, the Arnorians, together with their brethren from Gondor, formed an alliance with the Elves and marched upon the Gates of Barad-dûr. The war lasted eleven years, but the Dark Lord was overcome and his armies destroyed or scattered. Tragically, the warriors of Annúminas travelled home without King or direct heir. Sauron took Elendil with him as he passed into shadow, and two years later in the Gladden Fields Isildur and his eldest sons were slain on their way north to the throne.

In T.A. 10, Elendil's grandson Vandalil received the scepter of Annúminas. The first years of his rule were peaceful ones. The North Kingdom waged only philosophical debates, while battles raged in Gondor. The men of Arnor became insular, and a rigidly-classed society grew within their kingdom. In the Royal Court sat the King and his nobles. An increasingly influential gathering of mystics and seers, including the Guardians of the Palantíri, advised the monarch and his council. Artists and lesser officials were next in the social ranking, with common soldiers and unskilled workers at the bottom.

The prophecies of the seers led to the deserting of Annúminas. Since the day of Elendil's fall, many woeful predictions were heard concerning the future of the northern realm. The forecasts of ill tidings grew darker, and the King spent more and more of the year in the



*The ruins of
Annúminas*



fortified city of Fornost Erain. The precise date on which Annúminas was shorn of its role as the realm's capital is forgotten. However, the deed had certainly occurred by T.A. 850, at which time Eärendur, the tenth King of Arnor, sat on the throne.

The woeful predictions of the Seers were proved correct by the remaining events of the age. Eärendur was the last King of Arnor. Upon his death in T.A. 861, the kingdom was divided into the three lesser states of Arthedain, Cardolan, and Rhudaur, which battled amongst each other intermittently over the next thousand years. The disunity of the Dúnedain and the rise of the Witch-king of Angmar in T.A. 1276 led to the fall of all three realms. Annúminas was razed in T.A. 1409 during one of Angmar's numerous invasions. Arthedain, with the more defensible Fornost as its capital, survived until T.A. 1975 when a final battle scourged the land.

6.2 JOURNEY TO ANNÚMINAS

It is about 400 miles to Annúminas from Tharbad, but the road is not as well-maintained as those routes previously travelled by the PCs. Given a 9-hour traveling day, it should take the adventurers 10 days to reach the ruined city.

*Journey:
Tharbad to
Annúminas*

For the first 80 miles out of Tharbad the road runs through the Gwathló basin, remaining flat and straight. With fresh horses, you make good time, and the countryside flashes by.

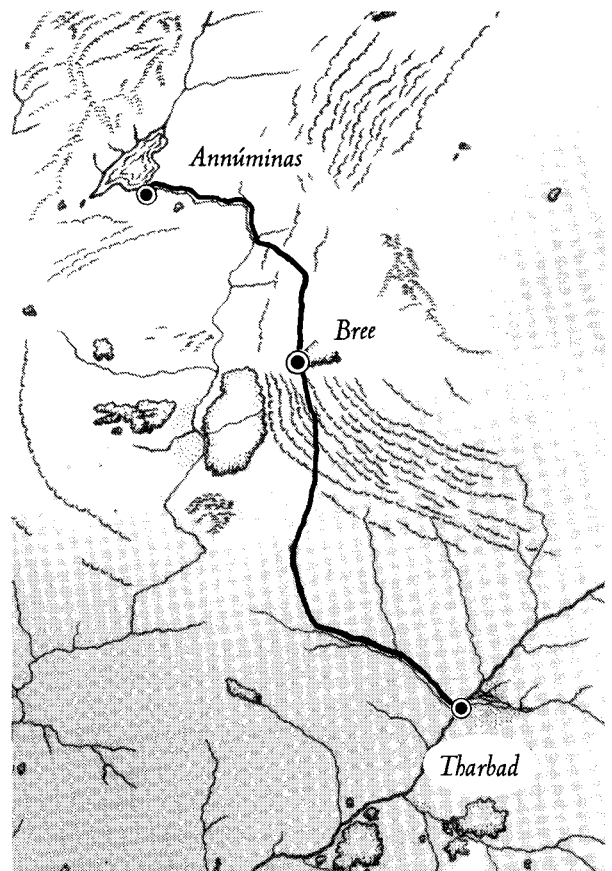
On the second day, you reach a small settlement which has developed around a fork in the road. To the northwest lies the Shire and the Gulf of Lhûn beyond, but you turn due north and head for Bree. After a twisting climb out of the village, the road once more traverses a plateau.

As dusk falls on the third night, you reach a small woodland. The trees should provide good cover for your campsite.

Should any of the PCs venture just a little way into the woods, they will find the barest remains of a large bungalow. The ruins are quite uninteresting apart from an intricate mosaic floor in what was once the entrance hall. The mosaic depicts a man hunting a nimfiara (S. "White Hart"), a rare type of deer found in northwestern Middle-earth. Nimfiara are larger than elks and exceptionally strong, possessing much-prized silver pelts. They are reputedly mystical beasts; their horns are rumored to produce a potion which retards aging.

The mosaic is slightly damaged with several loose pieces scattered around the main picture. It is Hard (-10) to refit the pieces in order to comprehend the picture (suitable skills are Stone Crafting and Tactical Games). To recognize the nimfiara requires a Medium (+0) roll (suitable skills are Fauna Lore, Alchemy and Region Lore).

Leaving the wood behind, you enter more desolate terrain. This is not country to travel alone—a wayfarer needs companions to avoid being dwarfed by the enormity of the sky and the endlessness of the turfed expanses. After a day's journey, the road rises consid-



erably, cutting through a series of ridges that run from the northwest to the southeast. Clouds begin to gather overhead, and the rumble of thunder can be heard in the distance. The air is oppressive. You notice standing stones and strange monoliths littering the downs to the west. Strange, unnatural hillocks deform these western ridges. As you contemplate the scenery, a small figure runs across the hills waving its arms frantically and shouting in a high-pitched voice.

6.2.1 A CRY FOR HELP!

The ridges the PCs see to the west are those of the Tyn Gorthad (S. "Barrow-downs"). The area is much revered by the Dúnedain, because the unnatural hillocks observed by the adventurers are the Great Barrows in which Kings of Men have been buried since the First Age. However, since around T.A. 1636, the Barrow-downs have been a place of dread: the Witch-king of Angmar summoned a plague of wights from shadow to haunt the tombs.

During the day the downs are relatively safe. Wights are creatures of the shadow-world—they go blind under the sun. At night, however, there is a high chance of falling afoul of these undead.

The figure running toward the adventurers is a young Hobbit named Ilberic Brandybuck (see section 6.3.1). He is in great distress, because he has lost his friend Posco Bolger on the downs and it is close to nightfall. Ilberic pleads for the PCs' help. The two Hobbits ventured

curiously into the downs in emulation of Meriadoc Brandybuck, who once did so. Ilberic left Posco to clear away their picnic while he climbed atop a hillock. On his return Posco was missing.

Posco had noticed a barrow door standing ajar and foolishly ventured inside. The young Hobbit was captured by the two *frigyrdain* (minor wights) haunting the barrow—he is being prepared for ritual killing. The barrow was opened by a group of treasure-seekers who plundered the burial mound. The thieves slew the two wights (at the cost of two of their companions), but stole virtually all of the treasure within the tomb. Due to the grave robbers' greed, the *frigyrdain* re-coalesced within the barrow. (In order to completely destroy a Barrow-wight, it is necessary to break the spell laid upon its barrow. This involves slaying the wight and then freely leaving the treasure at the barrow entrance. A few token items may perhaps be taken. However, takers must beware; among such treasures lie cursed articles. Those who possess them transform into minor wights.)

Ilberic leads the PCs a few miles to the site of the Hobbits' picnic. It requires a Medium (+0) perception maneuver to notice the open door on the Ravanor family barrow. Once inside the mound (see Section 6.4.1), the PCs may be attacked by the wights at any time (Lvl 10; Hits 85; AT No/I; DB 65; OB +80bs/paralysis upon touch/Fear at 10th lvl in a 15' radius, those failing their RR must flee screaming for 1 round/5% failure). Minor wights appear as dark shadowy mannish forms; they take Large creature criticals, cannot be stunned, and do not bleed.

6.2.2 FROM BREE TO ANNÚMINAS

Soon after their adventure in the Barrow-downs, the PCs reach the town of Bree. This is the last significant settlement before Annúminas.

Rejoining the road once more, you continue north. On your right, the turf-covered downs give way to a patchwork of farmers' fields. These abut a large hedge and ditch surrounding the town of Bree. Soon, you find yourselves before a pair of huge gates. Passing between them, you seek out the Prancing Pony to sample its ale—a brew supposedly blessed by a Wizard! The Hobbit who brings your mugs also sets a lavish luncheon before you: crusty bread, a soft and pungent cheese, cranberry scones, smoked trout, sausage links wrapped in bacon, baked pears drenched in cream, and gingered carrots. Fighting the urge to nap after the meal, you take to the Greenway once again.

Bree is the principal settlement in Bree-land and is home to both Men and Hobbits. The town is situated on the west flank of Bree Hill and possesses a ditch and hedge surrounding it on all sides other than the one facing the Hill. The Great East Road runs through town, entering and exiting through the only two gates in the hedge. Without doubt, the most famous building in Bree is the ancient Prancing Pony Inn.

The road you follow is the great tree-lined highway once known as the Old North Road. Its stones are overgrown by grass and weeds, hence its current name: the Greenway. In spite of its state of disuse, the road still affords wayfarers greater ease of movement than would traveling cross-country. Hawks circle overhead for the 50 miles that you travel due north.

You eventually turn northwest along a lesser road leading to Annúminas. The way descends gradually into a natural basin. Two days' travel take you across a stream and through a small, sagging village named Rood. You now ride due west alongside the Brandywine River, and your camp each night is disturbed when the bank of the waterway comes alive with small creatures. Rats are caught searching through your packs and clothes, and you are glad when a line of trees on either side of the way heralds the beginning of the so-called "King's Road" and the end of your journey. Lake Evendim sparkles in the sun ahead, and the ruins of great Annúminas lie by its shores to the southwest. Turning south at the lake, you cross a decaying bridge and enter the crumbling remains of a city that was once one of the most resplendent in Middle-earth.

Annúminas has lain in ruin for hundreds of years, and the crumbling buildings are home to many wild animals. Feel free to utilize the encounter tables in Section 16.0 to present the PCs with a varied selection of encounters as they proceed towards the library. A map of Annúminas can be found in Section 6.4.2.

6.3 THE NPCS

ILBERIC BRANDYBUCK

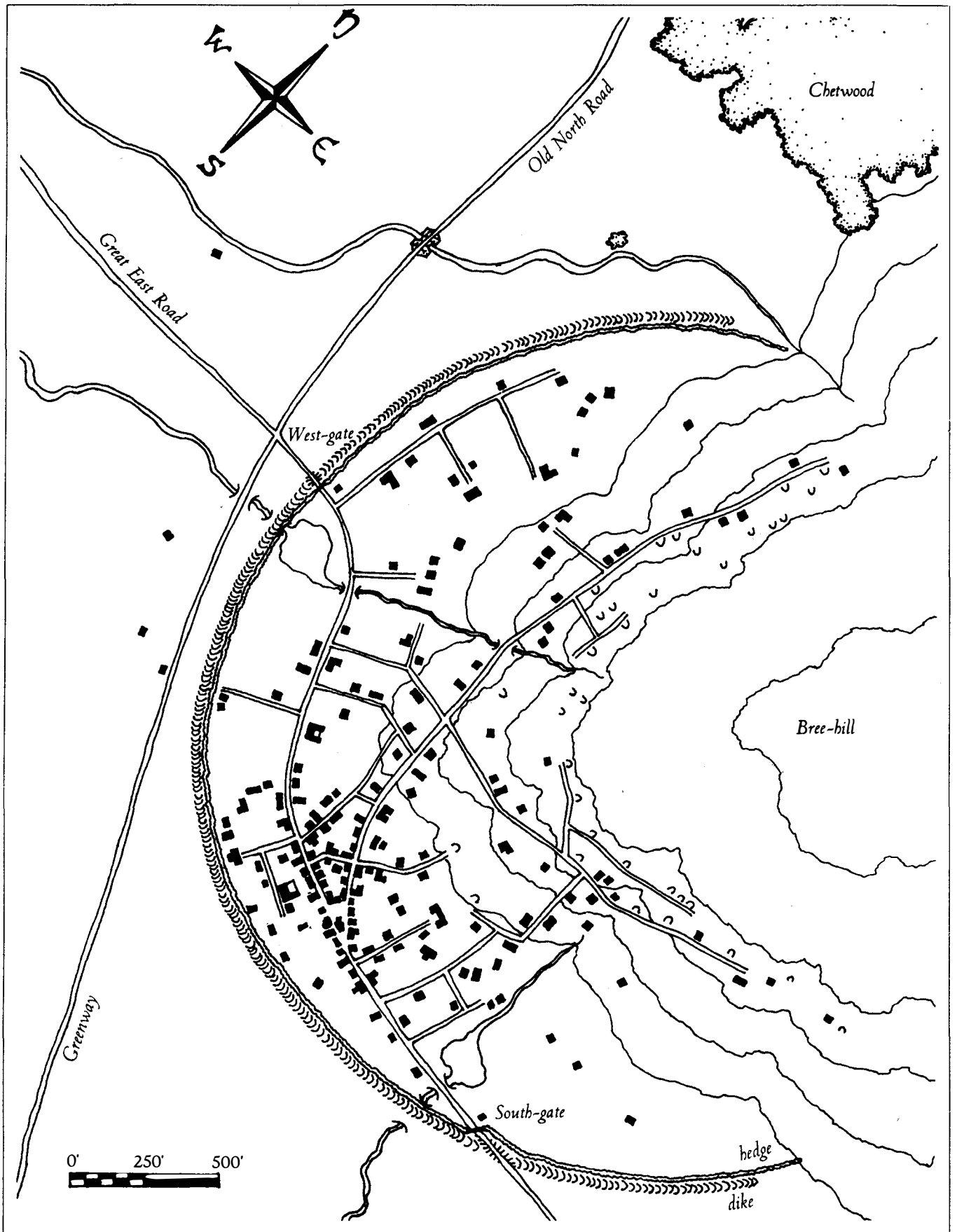
Ilberic is second-cousin to Meriadoc Brandybuck, a renowned Hobbit who was one of the Fellowship of the Ring. Above average height for a Hobbit, at 4'4", Ilberic can pass as a very small man. He has black curly hair surrounding a friendly face with a ruddy complexion. He owns a small farm in the Shire, but often leaves it in the care of his wife to explore the lands bordering the Wilds. The inquisitive spirit of the Brandybucks is very apparent in Ilberic—he often roams the countryside for days on end with his friends. He longs to travel even farther afield like his relative Meriadoc.

THE TROLL CLAN

A clan of Trolls (Tereg) bearing the name of Súmoth were forced to leave their lair in the Blue Mountains due to lack of food (travellers) in the winter months. The clan consists of five mature Trolls—Grâg, Scrâg, Brâg, Drâg and Râg—and two young Trolls—Bog and Nog. Drâg and Râg are female, while the others are male. Grâg leads the bunch due to his cleverness and cunning.

The Tereg have, thus far, eaten three Northmen (as well as keeping a fourth prisoner alive for later meals, at the GMs discretion—see section 6.6.2), who were unlucky enough to be camping in the library ruins when the Troll clan arrived. The Trolls are now in the process of





deciding where to go next. As might be expected, this will take some time; the young ones play with the Northmen's bones, while the adults "debate" (a process involving shouting and fisticuffs).

LINUILĒ

Linuilē hangs as a mist over Lake Evendim, storms as a wind through the Twilight Hills, or unfurls her petals as a starflower in the highlands more often than she walks in Elvish form through the ruins of Annúminas. She is a Maia, the water spirit of Nenuial, and her desire to roam the haunts of Men fades with every year that passes in the Fourth Age. Before long, the Lady of the Lake will belong to legend only, her face forgotten, but her mystery faintly preserved in the scent of the breeze or the glimmer of moonlight on water.

As the last echoes from the Third Age die, Linuilē strolls the shores of Nenuial, remembering the Arthadan lords and ladies who dwelt there, bidding farewell to the ghosts still alive in her memory.

The Maia is unlikely to seek the company of the adventurers when they arrive in Annúminas. Her thoughts are all of the past and scarcely coherent; solitude is her most welcome solace. However, the PCs may spy her in the distance, walking the beach below, perched on a stone in ruins afar, or swimming the chill waves of Lake Evendim. Her tresses are long and black; her face pale, beautiful, and closed; and her raiment gauzy and wind-blown. (The Maia appears on the cover of this module.) The one encounter possible is a meeting in the dream world. The chaotic visions of sleep are akin to Linuilē's current diffuse awareness and draw her toward mortals as nothing else can.

If you wish the adventurers to have a brush with Linuilē, the following text is a sample of the dream they might experience while camped anywhere within 30 miles of Lake Evendim's shores.

You stand on a bluff above Lake Nenuial. The wind whips your cloak from your shoulders; its heavy fabric tugs at the pin securing the garment. The sky is overcast, and the hills on the far side of the water blur on the hazy horizon. Your eyes strain to catch sight of the turret marking your family's holdings. Is that flash of red the banner flying from its spire?

A pair of cool hands slide up your neck, across your cheeks, and over your eyes. "Never pin thy gaze to earth, fair traveler." Her voice is soft and musical. Gently, you remove her hands and turn around. Tall, slim, grey-cloaked, grey-eyed, and serious, a proud Elven lady stands before you. "The winds, the waters, the fires of the sun, the light of the stars, the chill of the moon—fasten thy being to their passion, and thee shall never want."



The lady's garments flush green as spring grass, and the high bluffs under your feet transform into a woodland glade dappled by sunlight, carpeted with starflowers. Music, lively and clear, dances on the air. "The season of Gwirth turns the year, and blood of life must mingle with starshine, turbulence, and wonder." She catches your left hand, while an Elven lad clasps your right. You are part of a ring dance, circling round and round the blossom-strewn lawn, limbs light and body urgent.

The foliage of the trees overhead changes to lucent water, its blue and fluid reaches shot by golden rays of brightness. You swim far below the waves, unworried, undrowning, enfolded by liquid as though in the womb. The lady reclines by your side, her glorious hair her only cloak, her remote eyes garment enough for her being. "Ocean and sea and glacier; rivulet, stream, and waterfall; zephyr, breeze, and blast; snow and rain and hail; these are my far marches, and they form my source. A lake is but a gathering of waters from elsewhere; a lake is but illusion; this lake is myself." She is veiled by a passing school of silver fishes, and when they swim away she is gone.



Ilberic Brandybuck



Ruins of Annúminas

6.4 SELECTED LAYOUTS

6.4.1 THE BARROW

The barrow is the burial site of House Ravanor. They were a family of nobles who graced the court in Fornost Erain during the reign of King Eärendur of Arnor. The barrow was built to house the bodies of Lord and Lady Ravanor and their ten children. Unfortunately, the Lord and his Lady came to rest there alone, since the splitting of Arnor resulted in the barrow being classed as the property of Cardolan.

1. Entrance. Two very old stone pillars provide a frame for the slightly open door. The lock has been smashed open with a heavy weapon, and the mechanism hangs out of the door on twisted metal.

2. Antechamber. The antechamber has a hard-packed earthen floor and a domed ceiling. The dome was painted with pictures of the sea, and the sails of ships are barely visible by torchlight. The air is damp, and the chamber claustrophobic.

3. Lord Ravanor's Tomb. An elaborate stone sarcophagus rests in the center of this hemispherical room. Its lid lies on the floor, broken into five pieces, and a skeleton dressed in rich rags reclines on its side within the sarcophagus itself. The walls of the tomb are painted with representations of the sun and the moon, but have been scarred by weapons brandished in melee.

4. Lady Ravanor's Tomb. Much the same as Lord Ravanor's burial place, apart from the state of the skeleton. It lies in many pieces strewn across the floor. It is Very Hard (-20) to spot the brooch resting at one edge of the room. It is embossed with the seal of the Ravanor family and is worth 140 gold pieces (more to an official Herald).

5. Hobbit. Posco lies unconscious in this room. His hands clutch a jeweled necklace (worth 190 gp), and his face is a deathly white. 20 gold pieces lie scattered on the floor. Two wights preside over the scene, singing eerily.

6. Damp Room. The skeleton of a foolish adventurer adorns the floor of this cold, damp chamber. No clothes or equipment are apparent.

7. Damp Room. The skeleton of another foolhardy treasure-seeker sits against the wall. It has a dull and tarnished copper ring on its left hand. The ring is a x2 Essence multiplier. It also casts *Bladeturn I* (Closed Essence list—Shield Mastery) once per day.

8. Cold Room. A bundle of clothes lies in the center of this room. They once belonged to the skeletons in the damp rooms (#6, #7). Within the bundle are a few assorted broken weapons and 4 arrows. One is normal, two are magic (+10 OB), and one is a +15 arrow that slays undead.

6.4.2 THE RUINS OF ANNÚMINAS

1. Royal Halls. Stone foundations peeking from the turf indicate where the palace once lay. A fragment of one wall—hollowed by arched niches harboring broken statuary—still stands. Linuilë frequents the royal lawns where lie the ruins of halls, star-tower, and library.

2. King's Star-tower. A half-ring of stone remains from the royal observatory. It provides a sheltered camp site.

3. Royal Library. Tumbled marble stones, tilting columns, and ragged walls are all that remains of the upper floors of the library. Its underground chambers—a secret unpenetrated by most marauders—are largely intact.

4. Common. The green is choked with brambles.

5. Street of Terraces. Weeds spring from the cracks between the flagstones.

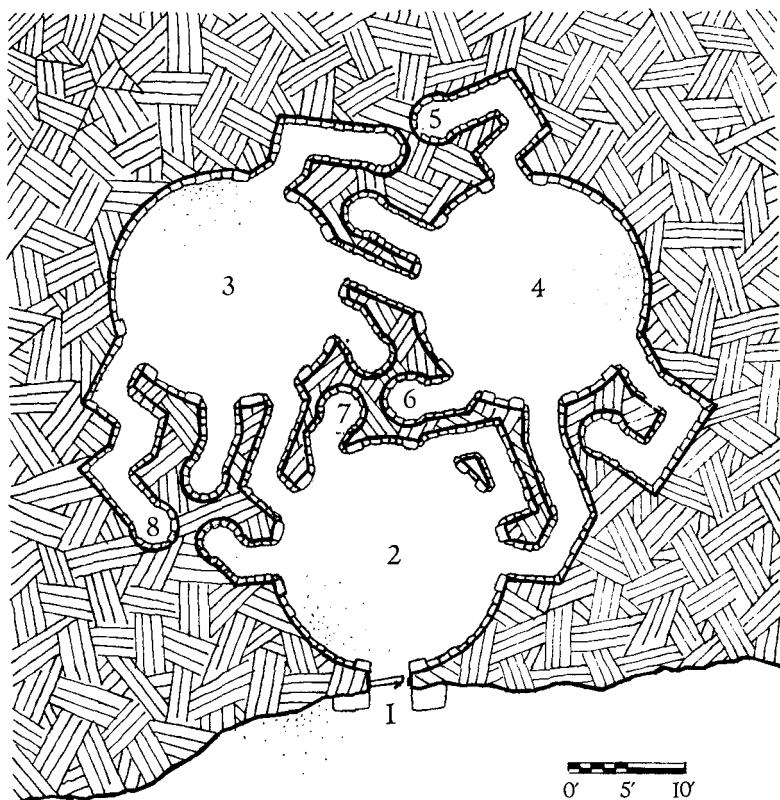
6. Old Quarter. In the years that elapse between the ending of the Third Age and the beginning of the restoration of Annúminas, the old quarter will house fisher folk for a time. However, these simple men and women have not found refuge among the ruins as yet. None of their shanties clutter the weed-choked gardens or grass-grown plots surrounded by foundation walls.

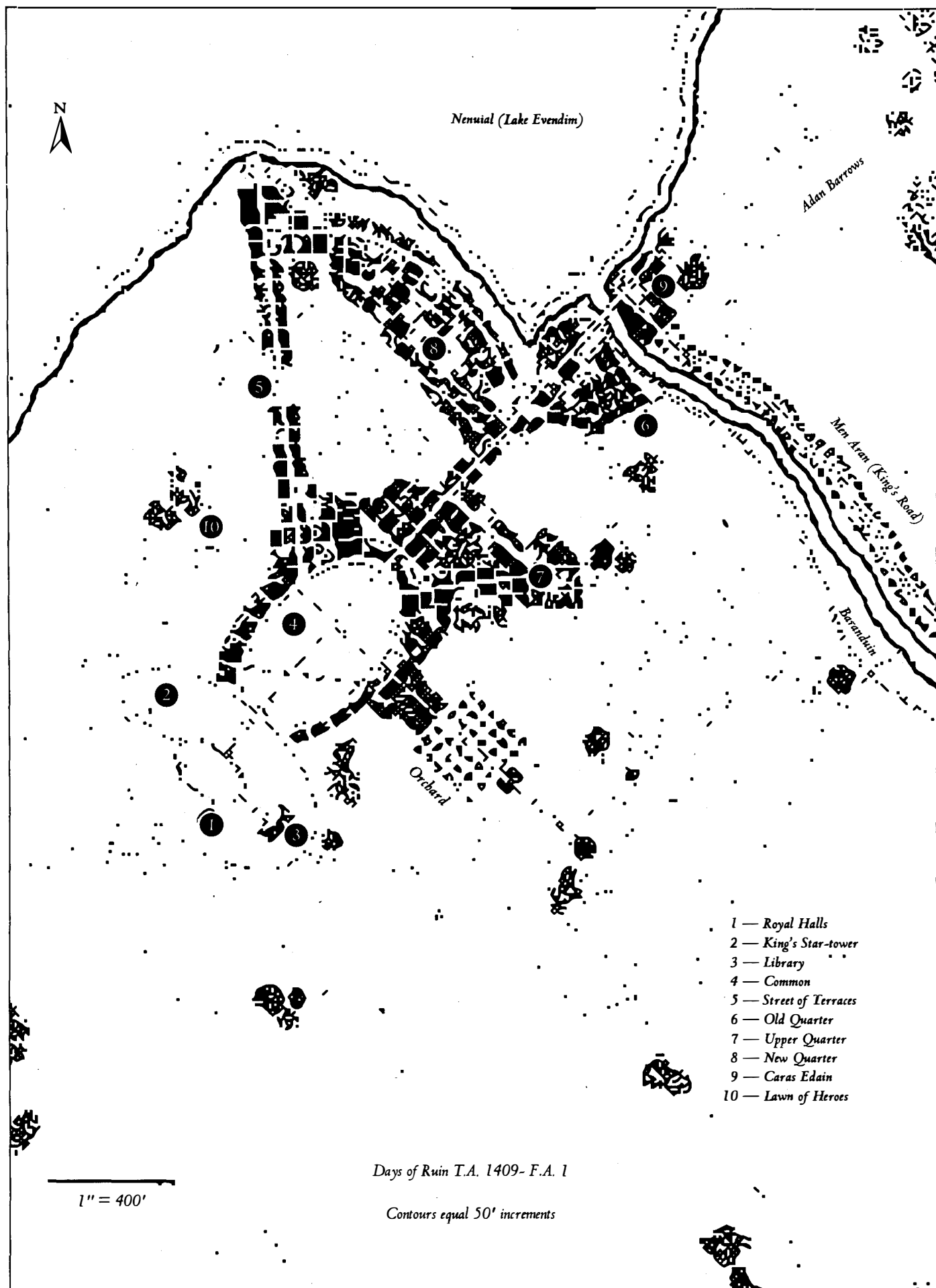
7. Upper Quarter. The foundations have disappeared completely, leaving a wild meadowland dotted by trees.

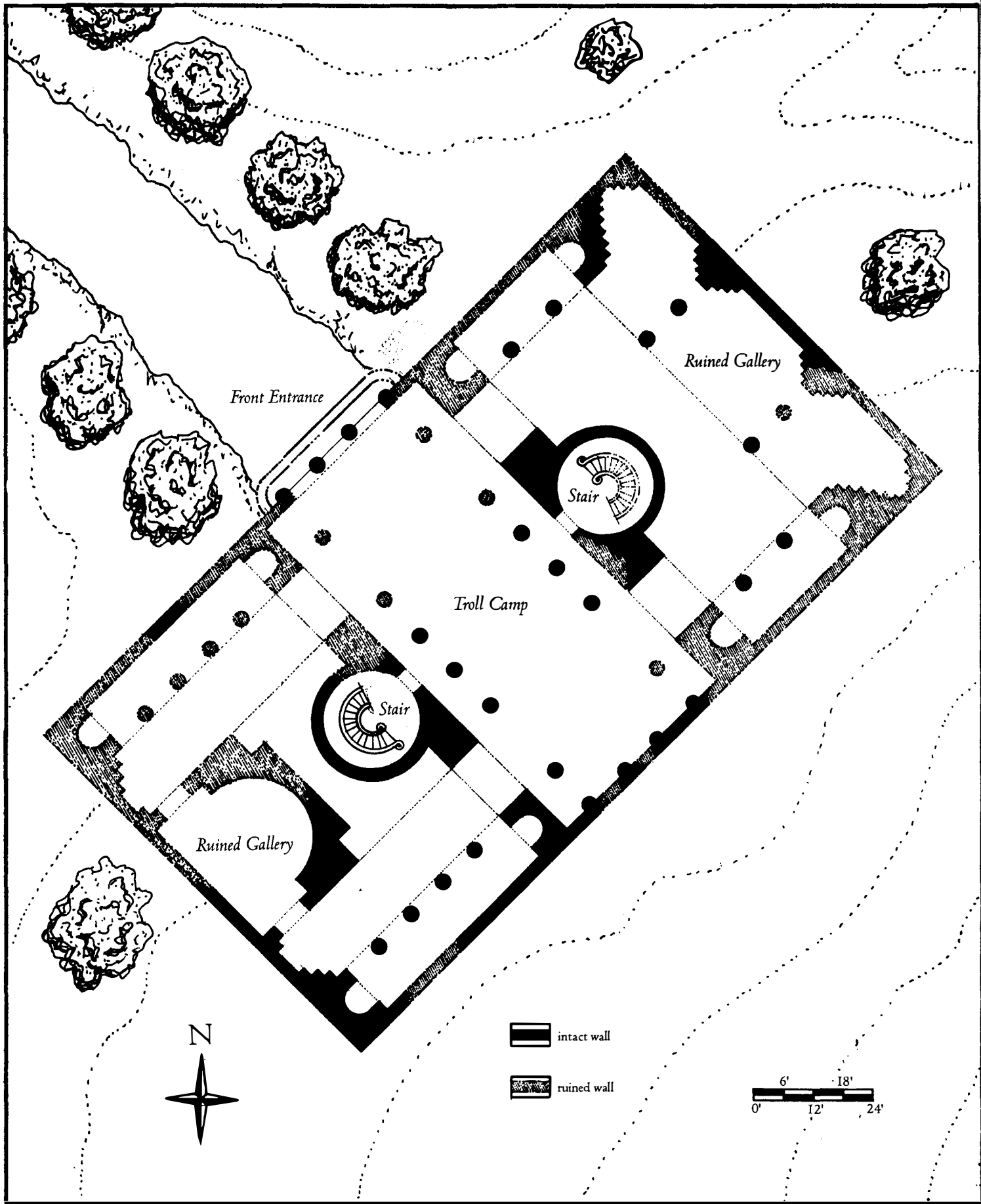
8. New Quarter. Many of the crumbling walls still stand. Occasionally thieves take shelter in the roofless structures.

9. Caras Edain. Nothing remains of the inns that once welcomed visitors to Annúminas. Many will be rebuilt in the coming years.

10. Lawn of Heroes. Several of the barrows are haunted by ghouls.







6.4.3 THE ROYAL LIBRARY AT ANNÚMINAS

A vast pile of carved marbles, quarried stone, and worked metals, the physical structure of the royal library once rivalled the value of the knowledge stored within. In the days since the capital was moved to Fornost Erain and Annúminas abandoned, its crumbling walls and fallen pillars evoke little save memory and grief. The grandeur of the towers, the buttresses, and the echoing halls has fallen into ruins overgrown by brambles, mosses, and grass. One precious floor beneath the earth has survived the pillage of Orcs, outlawry, and time. A small fraction of the original collection of tomes, scrolls, and artifacts remains intact within the fastness of this concealed stronghold.

The trampling of Cardolan and the fall of the tower of Amon Sûl provided an insufficient, yet crucial, warning to the forces in Annúminas of the carnage to come. The city would fall, yet time remained to salvage a few treasures from the wreck. The most valued records and documents were removed from their ordered resting places to occupy the largely vacant shelves of the buried lowest floor of the library. Hasty but deadly traps were contrived and armed to protect the wealth so carelessly assembled. Then the last, brave, hopeless men turned to fight and fall to the hordes of the Witch-king.

THE BURIED LOWEST FLOOR

1. Entry Stair. A massive staircase of white marble winds down into a sunken circular chamber constructed from the same material. No roof shelters the stone, and tangled vines grow from between the cracked paving. The foundation of the stair has been deliberately weakened, and the entire structure will collapse if more than the weight of three men is placed upon it. Any falling with the stair are subject to a "C" crush critical. This trap is Very Hard (-20) to detect and Sheer Folly (-50) to disarm. Any intruders reaching the floor are immediately incinerated by a +10 *Fireball* (Mage base list—Fire Law) set off by their presence in the room. Double doors on the west wall (lock: Sheer Folly, -50) lead into the White Room (#19).

2. Entry Stair. Identical to its sister stairwell (#1), except that the stair is no longer intact. The weight of more than three men on the floor will cause the walls to cave in, burying those present in the room while delivering 2-3 "B" crush criticals to each (Extremely Hard, -30, to detect and Sheer Folly, -50, to disarm). Double doors on the south wall (lock: Absurd, -70) open into the Chamber of the Veils (#25).

3. Central Dome. Archways from both entry stair chambers provide access to this magnificent vault. No doors impede passage into it, but portculli (weighing over a ton) are poised to crash down should anyone pass under the arches, delivering 1-3 "C" puncture criticals to those pinned beneath (Medium, +0, to detect and Extremely Hard, -30, to disarm). Black marble clothes the columns, walls, and dome of this underground space. Mithril gilds the cornices and the capitals of the columns and traces the

outline of fantastic beasts on the shadow of the dome. A pool, once a fountain, displays a naked youth frozen in the triumph of an athletic victory. At his marble feet, the stilled waters remain strangely clear. All of this wealth remains unseen since the twisted brackets wrought for jewelled lanterns are empty.

4. Hallways. Four great halls of silver-veined white marble flow from the central dome. Ornate pilasters, elaborate pointed arches, and graceful statuary adorn their echoing lengths. Pointed vaults, textured by marble vines, resist the mass of earth sleeping above. Yet darkness dulls the luster of the polished stone. The light in which the east and west gardens (#5, #7) gleam has no foothold elsewhere...

(a) West Hall. Four statues, distributed in the niches of the hall, appear to be men garbed in full plate armor. Each carries a great sword. They are actually stone golems (Lvl 6; Hits 100; AT Pl/I9; DB 40; OB 100th) who will attack anyone entering the hall, ceasing only when destroyed.

(b) East Hall. The entire area following the three descending steps is inscribed with a rune affecting only those who intend to damage or steal portions of the library. Individuals in this category must save vs. a *Fear* spell (Mentalist base list—Mind Control).

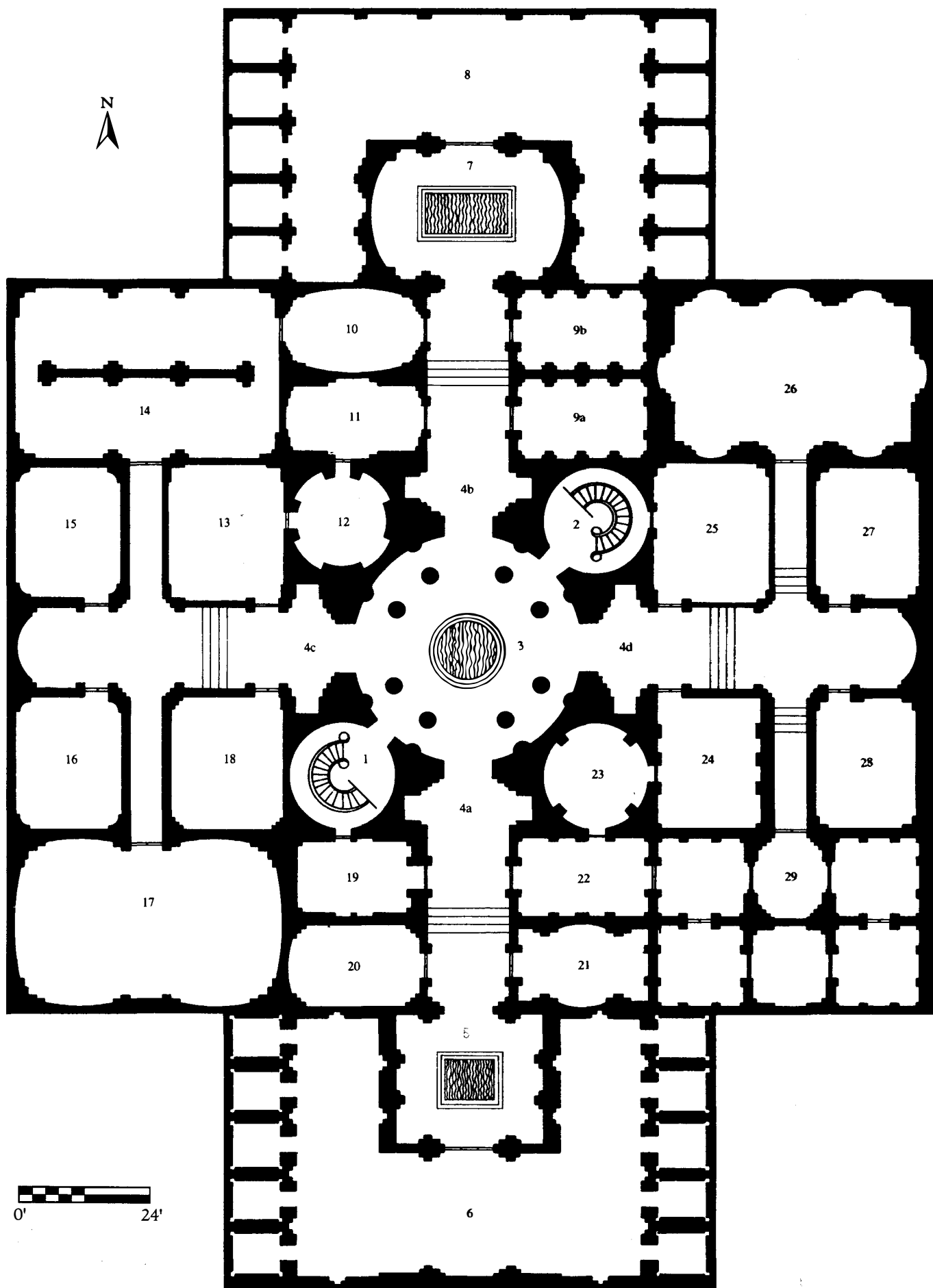
(c) North Hall. All individuals entering this hall must save vs. a *Hallucination* spell (Mystic base list—Confusing Ways). Those who fail to save must vanquish their imaginary foe before proceeding further.

(d) South Hall. Each individual entering the hall sets off a *Whirlwind* (Mage base list—Wind Law) that lasts for 10 rounds, injuring any lingering in or passing through its area of effect.

5. West Garden. Blue marble pilasters stretch up to support a sculptured frieze of the same material. Springing from the upraised arms of the dancers portrayed, an arching skylight of broken glass allows the filtered rays of the sun or moon to illuminate the alabaster walls. Rainwater, captured by a discolored marble basin, gilds the stone limbs of two nymphs cavorting in the memory of fountain spray. Prolific greenery has overflowed its stone urns to flood the courtyard. Anyone moving across the area is subject to 6-12 attacks on the *Grapple Table* by this hostile foliage. Prolonged occupation of the area invites further attacks.

6. The Blue Vault. Three massive stone doors guard the way into this chamber. Carved in bas relief upon them is a map of Númenor. The middle and the right doors have fallen from their hinges, irreparably skewing the map, and immovably blocking the way. The left door still functions, but is locked (Extremely Hard, -30) and trapped (Sheer Folly -50). If the trap is triggered, all within the adjacent garden must save vs. *Fire Nerves* (Evil Magician base list—Physical Erosion). Behind the doors lies a chiselled vault of blue porphyry. Receding moldings, carved into the walls, ornament and structure the space.





Small reading rooms, furnished comfortably with expensive tables and chairs (the lamps are missing), open off of the north and south walls. Originally, thousands of tomes resided in this vault. Time has leached most of them from their haven, yet a fraction remain to gather dust in safety. Pressed between covers of ivory, leather, or jade, the gilded pages recount the lore of Númenor, its geography, its peoples, their customs and history.

7. East Garden. Jade pillars climb jade walls to thrust at the sky, visible through the broken panes of the skylight. A reflecting pool, filled with rainwater and lilies, sketchily mirrors the green splendor surrounding it. Pale ferns, contained within their jade urns, emit noxious fumes. All who enter the garden must save vs. poison or succumb to slumber lasting 6-12 hours.

8. The Rose Vault. Three stone doors guard the threshold of this chamber. A carved jungle of foliage adorns their surfaces. They are not trapped, but the correct sequence of inanimate leaves and petals must be identified and touched to unlock them (Absurd, -100). Within, pale wine porphyry rises from the polished floor in pilasters and buttresses to tint the high, corbelled arches of the ceiling. Herb lore, detailing the cultivation, harvest and medicinal use of these magical plants, reposes within the tomes housed in this vault and the adjacent reading rooms.

9. The Oak Libraries. A pair of chambers paneled entirely in oak, each is secured by coffered oak doors, double-locked (Very Hard, -20) against invaders.

(a) The books in this room explore the evolutionary development of the beasts and monsters of Middle-earth. Their various physical and magical characteristics and abilities are also enlarged upon.

(b) The ecological and environmental aspects of animal life are treated in the texts of this room.

10. The Oval Room. Double oak doors (lock: Sheer Folly -50) sparkle with sapphires inset to form a rune, *Inner Thoughts* (Seer base list—Mind Visions). Those failing to save, upon learning of their comrades true intentions, may well fall to quarreling if self-interest is the primary motivator. Within the room, pale cream stone undulates in frozen waves around the walls and skims the curved ceiling. The lore of the Seers dwells in the books here: histories of famous people, who invented or extended the spell lists; detailed instructions concerning specific spells; and a rune book, containing runes for each spell found on the base Seer lists. Opposite the double oak doors stands another set (lock: Absurd, -70) providing entry to the Gallery of Mirrors (#14).

11. The Green Room. Emeralds trace a rune in the double doors (lock: Extremely Hard, -30), requiring viewers to save vs. *Blinding* (Cleric base list—Channels). Smooth walls, interrupted by niches and clad in green porphyry, give the room its name. The books contain Animist lore, including a rune book with runes for each spell on the base Animist lists. Locked doors (Absurd, -70) on the west wall open on the Indigo Dome (#12).

12. The Indigo Dome. A crystalline dome, deep blue in tint, rests upon worked mithril walls. Astrologer lore, including a set of Astrologer runes, fills the books. The northern doors are faced in mithril, and locked (Absurd, -70).

13. Chamber of Mystery. An amethystine rune, *Fumble* (Mystic base list—Confusing Ways), adorns the doors onto the North Hall (#4c). They are locked (Sheer Folly, -50). Purple stone inlaid with white wood ornaments all surfaces. The chamber's books contain the lore, spells, and runes of Mystics.

14. The Gallery of Mirrors. Two runes ornament these black, iron doors: *Limb Pain* and *Break Limb* (Sorcerer base list—Flesh Destruction). An Absurd (-70) lock further secures them. Inside, every surface of the room is covered



Ruins of the
library



with mirrors. Even the books are bound with mirrored covers, making identification of subject material difficult. Over half display a rune from the Mind Destruction (Sorcerer base) list on the title page, to distress incautious readers. Among these is a book of runes which includes all of the spells from the base Sorcerer lists.

15. The Grey Room. The doors are secured by a *True Lock* (Open Essence list—Unbarring Ways). Inside, slate floors and granite walls are softened by gray velvet hangings. Leather-bound books preserve obscure and unique facets of Alchemist lore.

16. The Red Room. Two swords are carved in the lintel over the stone doors (lock: Extremely Hard, -20). Tapestries portraying sheets of flame hang from the walls. The books, bound in gold-plated iron, preserve weapon lore on their brilliantly illuminated pages.

17. Chamber of Serpents. Two large stone snakes circle the pillars on each side of the doors. They come to life and attack anyone attempting to pick the locks (Very Hard -20) or to force the doors open (Lvl 8; Hits 120; AT PI/17; DB 40; OB 90Mbi/70LGr). Bookshelves, set into the walls, hold tomes containing medicinal lore; remedies and procedures for disease, injury, poisoning, and innumerable other difficulties are detailed therein. The carved stone ceiling appears to seethe with a mass of entangled serpents. Mosaics on the floor mirror the the snakes, adding color to their undulations.

18. Chamber of Dancers. Mosaics inlaid on the ceiling portray Númenóreans swaying in a circle dance. Shelves hold books documenting the customs, dances, and rituals of the folklore of Eriador. The double oak doors onto the North Hall (#4c) have been forced open, and many books stolen or destroyed.

19. The White Room. White marble statuary occupies the shallow niches placed around the ivory chamber. Porcelain bookshelves hold tomes of stone lore. Many types of stone are listed and the methods employed to work them are exhaustively described. The double doors onto the West Hall are carved of marble, portraying a procession in bas relief on their surfaces (lock: Sheer Folly -50).

20. The Crystal Chamber. White marble veined by traceries of gemstone lines the interior of the room. Books, bound in pearl-studded covers, record the intricacies of gem lore. Marble doors protect the chamber (lock: Extremely Hard, -30).

21. Chamber of the Sun. A crystal globe, golden and scintillating, set into the ceiling, its topaz rays reaching for the corners, gives the room its name. Illustrated books explain the nature of earth lore, dwelling especially on the composition of mountains. Oak doors secure the chamber (lock: Very Hard, -20).

22. The Ice Chamber. Hewn of bluish-white translucent stone, the documents stored here are bound within the same substance. Catalogued on these unadorned pages are the locations and characteristics of every star observed

during the past millennium. The double doors on the south wall lead into the Galleries of the West (#29), and those on the east wall lead into the Star Dome (#23). Both are locked (Sheer Folly, -50) and subject those who meddle unsuccessfully with the lock to a *Shock Bolt* (Mage base list—Light Law) at +20 OB.

23. The Star Dome. All surfaces are faced in blue-black stone. The dome is encrusted with thousands of large, clear gems. (A fraction of them, whose identity varies over time, glow to represent the star configurations present in the sky, moment by moment.) The stone doors to the west and south are locked (Sheer Folly, -50) against intruders. This is one of the few chambers in which one can see without bringing a light source; the artificial stars provide soft illumination.

24. The Chamber of Silence. The floor is thickly carpeted in blood red wool, and the walls and ceiling are covered in carmine sponge baffles that swallow sounds almost before they are born. The bookshelves are cased in scarlet quilting and hold books describing the history and mechanics or lens-grinding as it was practised in assembling the great telescopes through which the learned observed the stars. Crimson stone doors guard the chamber (lock: Very Hard, -20).

25. The Chamber of Veils. Aquamarines, flowing in abstract curves, spangle gossamer veils that screen creamy stone walls. Leather-bound books, brightly illuminated and illustrated, reveal the lore of the sea and its creatures to the reader. Locked stone doors in the north wall lead to an entry stair (#2). Similar doors connect to the South Hall (#4d).

26. The Chamber of Clouds. Three steps in a side hall leading to double oak doors connect the South Hall (#4d) with this chamber. The lock is Very Hard (-20) and trapped; setting off the trap requires all in the side-hall to save vs. *Forgetting Song* (Bard base list—Controlling Songs). Those failing will forget the immediately previous hour. Oak paneling and shelves cover the walls. A painting of clouds supporting fantastic castles occupies the ceiling. Page upon page of music preserves the songs and ballads of Arnor.

27. Chamber of Trees. The walls and ceiling are carved to represent a glade in the forest. Racks in the center hold detailed political and geographical maps of Arnor. Oak doors secure the room (lock: Extremely Hard, -30).

28. The Silver Room. A mirrored dome distorts all below in its concave surface. Black wood, engraved with silver, supports racks of geographical maps of all Middle-earth. Black wood doors (lock: Extremely Hard -30) connect the room to the South Hall (#4d). An unsuccessful attempt to pick the lock sets off a *Shock C* (Mentalist base list—Mind Attack), directed at the individual fiddling with the lock.

29. Galleries of the West. Three steps initiate a side-hall leading up to double mithril doors. They are locked (Extremely Hard, -30), and those who meddle with the

lock unsuccessfully are subjected to a *Holy Shout* (Cleric base list—Channels). The author of the trap was a religious man possessing considerable awe and reverence for the Valar. Similar persons remain unaffected by the shout. Beyond the doors lie a series of connecting chambers. Patterns of blond wood cover the floors and walls. Elaborate scrollwork and engraved mithril further beautify the rooms. The doors dividing the galleries swing freely on their hinges, unlocked. The books, resting within the shelved walls, carry the lore of Aman. Tales such as the *Ainulindalë* and the *Quenta Silmarillion*, as well as accounts from Elvish travelers, reside between the covers of precious wood.

There is a 10% chance per hour of encountering one of the ghosts of the librarians who were trapped here, still hiding books and setting traps when the library fell. The entry stairs were sealed hurriedly as the hordes of the Witch-king swept into the city, condemning the scholars below to a miserable death. (The ghosts have the following statistics: Lvl 3; Hits 50; AT No/1; DB 30; OB 40MBa/40da/drain 3 CO/rd 10' R.)

6.5 ADVENTURE IN THE RUINS

This section details both an unexpected encounter within the tattered walls of the library and the location and use of the spell which the adventurers seek.

6.5.1 ENCOUNTER IN THE RUIN

Unbeknownst to the PCs, a clan of Trolls has taken refuge in the ruins of the library; they currently live in the very same ruined hall that contains the entry stairs leading to the lower chambers of the library. They have built a bonfire between the crumbling walls. The Trolls will probably observe the PCs entering the city, because they keep their eyes continuously open for dinner. The adventurers almost certainly have a fight on their hands, if they intend to gain entry to the library's lower level. The Trolls are holding a captive named Matorn whom they plan to roast and eat very soon. Details on Matorn can be found in Section 6.6.2, since he may be used as a new character should the PCs suffer any casualties in Annúminas. For information on the Troll clan, see Section 6.3.2, and, for their statistics, see the tables in Section I6.0.

6.5.2 DISCOVERY OF THE SPELL

The spell lies within the Oval Room (#10) of the Royal Library in a book entitled "A Treatise on Subtle Magiks." The PCs have a considerable advantage in tackling the complex locks that guard library's rooms, since they have the master key. However, the spells and runes that were created to protect the books still exist and provide formidable challenges. Entry to the still-intact lower floor of the library is achieved via the pair of stair wells descending from the above-ground ruins. The steps no longer exist in one of these wells, so rope will be a necessary tool, if the adventurers decide to enter there. The steps in the other well are trapped.

THE SPELL

Once the book containing the spell has been located, any one of the PCs may sit down and read the text. When the adventurer begins reading, the GM should read aloud the highlighted text below. All of the imagery presented is a result of the spell. The mage who wrote the spell spent a lot of time creating it, and the magic takes the form of a dream or trance. Note the italicized text when dealing with each incident in the dream.

For the purposes of all movement and maneuver rolls, the PC is considered to be wearing his or her normal armor and equipment. Failure results in a brief blackout in the dream followed by a continuation as if the roll had been successful. However, failure of any of the rolls means that the PC will take the indicated critical upon waking from the spell-induced dream. The adventurer's body will jerk upon failure of a roll as if he or she actually felt a fall or blow.

As you finish reading the final line, the faces of your comrades blur and fade. Dark clouds pass before your gaze, and then trees and hedges rush by. The magic is working—in a rather strange way.

You are riding a black horse across a field containing a large ironwood tree. The sky is pale red and filled with purple clouds. Your horse passes under the eaves of the tree, and a low-hanging branch threatens to knock you from your seat.

Have the PC make a Medium (+10) riding maneuver. Failure yields a "B" impact critical upon waking.

The majestic tree dwindles in the distance, and a tall, green hedge looms in front of you. Your mount slows his gait. A light rain begins to fall. Can you stay in the saddle when your horse jumps the hedge?

Clearing the hedge requires a Hard (-10) riding maneuver. Failure yields an "A" shock critical upon waking. (Substitute an impact critical if RMCIII is not available.)

In mid air, your surroundings blur. When the shock of landing jolts your thighs, you are no longer riding a horse. A desert with great dunes stretches for miles in every direction. The beast you bestride is sand-colored and has two large humps on its back. The sky is slate-grey, and white sunlight beats down upon your head. Thirst withers your throat, and you crave water. On the sands ahead, a water-skin lies in the path of your swaying camel. Gripping your mount with your knees, you attempt to lean down and grab the water-skin before you rush past it.

Retrieving the water-skin requires a Very Hard (-20) riding roll. Failure yields an "A" heat critical on waking.





The water is sweet in your mouth. It drips down your chin, tracing a line of coolness along your neck. You shut your eyes with pleasure and open them again to see that the scenery has changed. You ride a great oliphaunt through dense jungle. The air is hot and humid. Brightly colored birds fly from tree to tree while you crash through vines and bushes. Your massive mount breathes heavily and gives forth a loud roar upon entering a clearing with a large waterfall at its further end. Without stopping, the beast plunges through the spray while you attempt to hold on.

Staying on the oliphaunt requires a Medium (+10) riding roll. Failure yields an "A" unbalancing critical on waking.

The chill water splashing against your skin becomes a freezing wind. You are crossing a snowy waste aback a large white bear. Snowflakes begin to fall heavily as you traverse a plain encrusted by ice. Out of the haze, there appears a large chasm before you. Its steep sides glisten and grow blue with shadow far below. You tremble as the bear races towards the ravine.

Clearing the crack without falling from the bear's back requires a Hard (-10) riding roll. Failure yields a "D" shock critical upon waking. (Substitute an impact critical if RMCIII is not available.)

Oliphaunt of the spell

The chasm behind you, the bear slows its pace. You hear waves in the distance, crashing rhythmically on a rocky shore. Your mount lopes steadily toward the water. A pebbly beach swings into view. A craggy peninsula extends into a cold northern sea, and the bear runs straight onto the promontory. The beast stops before a cave delved into a tor at its farther end. As ocean spume fountains around you, an old man with a grey-streaked, black beard emerges from the cave holding a scroll. He smiles, hands you the parchment, and says:

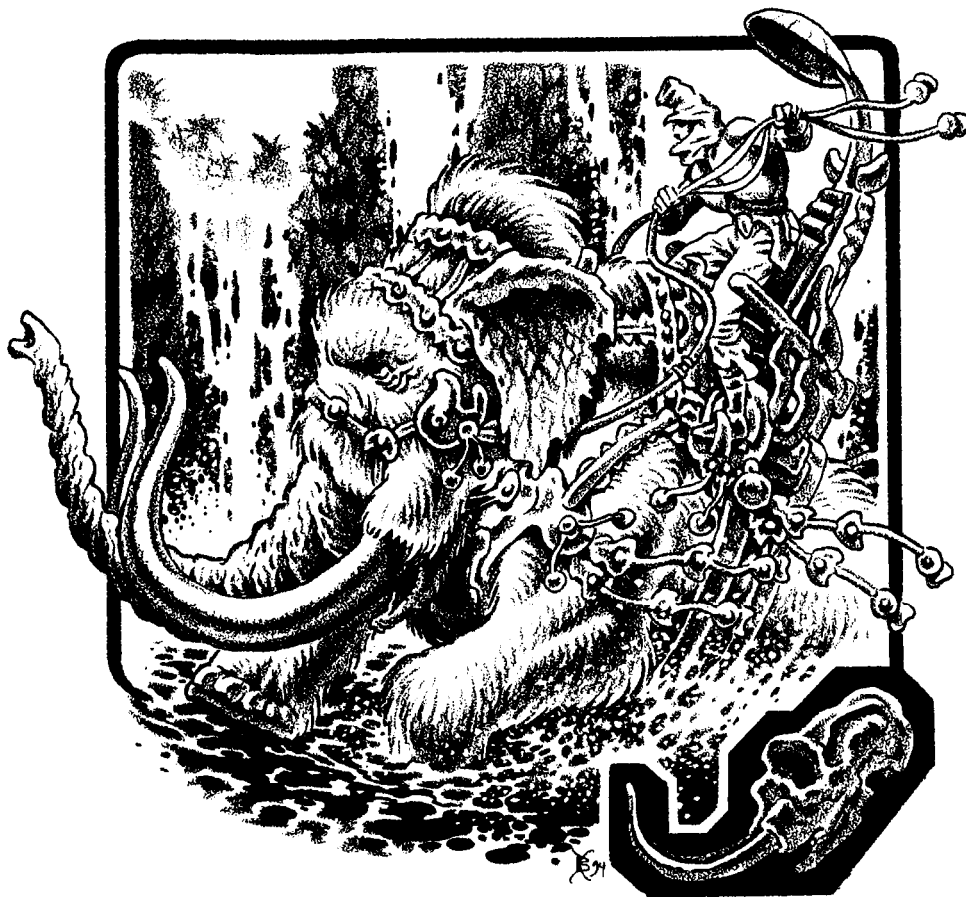
"To this location you must travel again, but next time in the waking world. I now command you to awaken from your dream."

As the old man utters these words, the scene grows cloudy, and you open your eyes to see your friends gathered around your prone form in the Royal Library of Annúminas.

The GM should now roll all of the incurred criticals and apply them in the order that they are given above. This is rather severe, but there is no knowledge without a price! The PC will not go unrewarded however. He or she may increase his or her riding skill by 3 skill ranks and may also increase his or her potential Empathy stat by 2 as a result of the experience.

It may interest the GM to know that the old man in the dream was called Lyrith; he was the author of the spell. The spell is a simple runic inscription in Westron and vanishes from the book's page after having been read.

The adventurers now have two clues: the old man's suggestion that they must return to the frozen land, and the scroll which will still be in the hand of the PC dreamer when he or she awakes! The scroll contains a small amount of Sindarin and Quenya (mainly Sindarin) scribed in Fëanorian Tengwar letters (See top of next page.).



բայ՝ ի Դ ի՞նչ Երեւոյ Շարժ ի ջրաջ յնչ յ ԼՇՂ՝ Եջ-Գջ-Կոյն ԵջճՇ

Should any of the PCs be familiar with the Tengwar (academic or intellectual characters are likely to be), then they will be able to decipher the scroll to reveal the following:

*bëa in atta serni elgath o arnor iaur
i helka pher-echor-gaer forochel*

Any PC with a rank of at least 4 in Sindarin or 7 in Quenya will be able to translate this. If the PCs are unable to decipher the runes or the Sindarin, remind them that they are in a library! What better place to tackle an unknown language! Appropriate books can be found in the Oval Room. The GM may let the PCs find the right books or might even have the players actually decipher the runes and Sindarin using the guidelines given in *Appendix E* of Tolkien's *The Return of the King* and ICE's *Middle-earth Campaign Guide* respectively. Once deciphered, the scroll reads:

*The two forsaken Stones of old Arnor lie
at the frozen Bay of Forochel*

The literal translation, from the Sindarin, for those GMs who wish to have the players actually decipher the scroll is along the lines of: "Be the two Stones forsaken of Arnor old (at) the frozen half-encircled-sea (of) Forochel." The players will have to interpret the resulting message a little if the GM chooses to let them decipher it for real.

It should now be clear to the PCs that there are two Stones to be recovered, and this should cause great excitement. A quick look at a reasonable geography book (the Chamber of Trees, #27, is the best place for this) will indicate that a solo recovery mission is out of the question. They must return to Tharbad for help.

6.6 GAMEMASTER'S NOTES

6.6.1 ENEMY MOVES

Vacros arrives in Tharbad a few days after the party leaves and easily acquires work as a laborer. Mixing with the other workers, he picks out suitable individuals to form his company. This is comprised mainly of Easterlings, since Vacros prefers to work with those of his native land.

Through the use of the scrying device hidden on the library key, Taladhan hears everything that the PCs say, thus learning of the location of the palantíri. He begins to formulate plans for the recovery of the great Stones.

Taladhan contacts Vacros, informs him of the location of the Stones, and instructs him to acquire a ship and make ready to leave for the Bay of Forochel.

Looking ahead, Taladhan realizes that he does not himself have the resources to transport the palantíri all the way to Greenwood. This problem, coupled with the fact that the Stones are too large and cumbersome to be transported covertly, forces him to seek the assistance of an experienced smuggling organization. Taladhan decides

to ship the palantíri from the Bay of Forochel round to the coast of southern Gondor. From there, the Stones will be moved up the river Lefnui and into the care of the Journeyman Jugglers. The Journeyman will be responsible for smuggling the Stones across the mountains (or through the Gap of Rohan) and delivering them to Taladhan's minions in the Wold.



*Adventurer swooning
on the library floor*

6.6.2 SUGGESTED NEW CHARACTERS

Character deaths are more likely in this part of the quest than in any of the earlier scenarios. The Troll clan's prisoner is a possible candidate for a replacement character. His name is Matorn, and he is a Northman who was returning from a gold prospecting trip in the Blue Mountains with a group of friends. All but Matorn became Troll food. Another possible candidate is a travelling Illusionist called Berillan who is on her way to visit the Old Seer's Observatory at Malborn High near Fornost. The PCs might meet her on the road after leaving Annúminas.

6.6.3 EXPERIENCE POINTS

In addition to all the usual experience point awards, the GM may wish to award a bonus of 5000 XPs to each PC for completing the first major part of the quest. (Similar set bonuses will be common throughout the quest. The GM should adapt the size of bonuses to suit his or her campaign.)





7.0 THE DOCKS OF THARBAD

Reporting back to Commander Cilis, the PCs are urged to venture to the Bay of Forochel by ship. However, before they depart, their ship is sabotaged by Vacros' men.

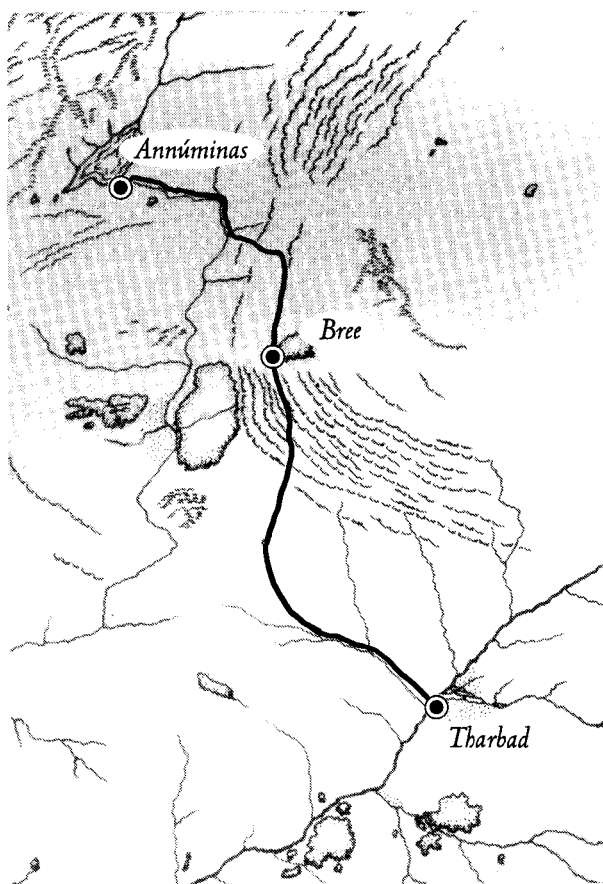
7.1 RETURN TO THARBAD

The route back to Tharbad is the same traveled by the PCs when they sought Annúminas, but in reverse. Given the adventurers' desire to reach the Bay of Forochel without delay, they may cover the distance in just 8 days. The quicker journey can be achieved by riding 10 hours a day at an average speed of 5 mph.

GMs would do well to allow the pacing of the campaign to quicken here. A fast trip to Tharbad, uninterrupted by side ventures or unusual encounters will allow momentum to build toward a satisfying crescendo in the lands of the Lossoth. Of course, campaigns vary—if yours requires some variation on the journey from Annúminas to Tharbad, do use the Random Encounter Table in Section I6.0.

The adventurers may be drawn into events transpiring in Bree. The town's streets are haunted by night. Eerie wails, ghostly apparitions, and spooked watchmen bewilder the local shirriff. In fact, the greedy treasure-seekers who plundered the Ravanor barrow (see Section 7.3.1) are falling victim to the cursed swords they appropriated from the stolen riches. With every passing minute, the

Journey: Annúminas to
Tharbad



thieves move closer to the world of shadows. When they reach it, the men will be men no longer; their cursed blades are transforming them into wights. Do the PCs care to intervene?

7.2 ADVICE FROM THE COMMANDER

To report to Cilis, the PCs must re-visit the Old King's House. They should deposit the library key with the commander, to be returned to Minas Tirith together with news of the location of the palantíri. Cilis suggests to the adventurers that they write a letter to Tarquillan detailing their success thus far (appropriate skills are Administration or Tale Telling).

Wise PCs will discuss with Cilis their plans for the venture to Forochel. The commander has a wealth of information on the North. Foremost in his descriptions of the area is the harsh, dangerous climate of the ice bay. He emphasizes that the PCs must start as soon as possible in order to reach the bay before mid-winter. He urges them to go by ship and offers to acquire one on their behalf. He warns the adventurers that there is a high chance of stormy seas in late fall. However, the journey across land to the Forochel is even more perilous.

Commander Cilis introduces the PCs to Sergeant Amferen Sandir (see Section 7.3), the leader of twenty men who have been selected to accompany the adventurers on their quest. (The PCs may not wish for an escort to the Bay of Forochel, but Cilis strongly urges them to take one. It is a Very Hard (-20) Leadership maneuver to convince the commander that the escort is unnecessary.) Sergeant Sandir has orders to give the PCs full cooperation, unless the lives of his men are put to unnecessary risk.

Once it is decided that the PCs will travel to the Forochel by ship, Cilis requests that Harbormaster Garadyl Trannon (see Section 7.3) join the planning session. Garadyl informs them that the only ship in port suitable for the journey is the *Evenstar*. Should the Commander requisition this vessel, it could be made ready to sail in two days.

Commander Cilis will indeed requisition the *Evenstar* on behalf of the PCs. Furthermore, he will see to it that there is cold weather clothing and adequate rations for every man aboard.

Bringing the meeting to a close, the commander recommends that the PCs enjoy their brief stay in Tharbad and offers them free drinks in *The Ship's Anchor*. The *Anchor* is a new ale house near the docks on the north side of the island.

7.3 THE NPCS

AMFEREN SANDIR

Amferen Sandir holds the rank of sergeant in the troops garrisoning Tharbad. Several of the soldiers under Amferen have been selected to join the twenty who will accompany the PCs to the Bay of Forochel. The sergeant was chosen to lead the support crew, because he sizes up tactical

situations quickly and inspires loyalty in those under his authority. Amferen stands 6'1" tall and sports jet black hair. His demeanor is quiet, somewhat solemn, until he quaffs a flagon or two of wine: then it is difficult to remember that this man is usually restrained and introspective!

HARBORMASTER GARADYL TRANNON

The harbormaster was born on the banks of the Gwathló and knows its waters well. He worked as a ferryman and secured his present post soon after Cilis and his retinue came to Tharbad. The commander depends heavily on Garadyl's knowledge of the Gwathló and its floodplain: he would hate to lose the harbormaster's expertise. Garadyl is 58 years old and 5'9" in height. He has a slight limp due to arthritis and dresses in a baggy white shirt and brown leather trousers. He is enthusiastically friendly to all and sundry.

GRALLON

Grallon is an Easterling mercenary in the temporary employ of Vacros. He has been paid well for his services and will leave for his home by the Sea of Rhûn after his escape from Tharbad. Grallon is relatively short at 5'9". He has shoulder-length black hair and lacks a sense of humor.



Amferen Strathe

7.4 SABOTAGE!

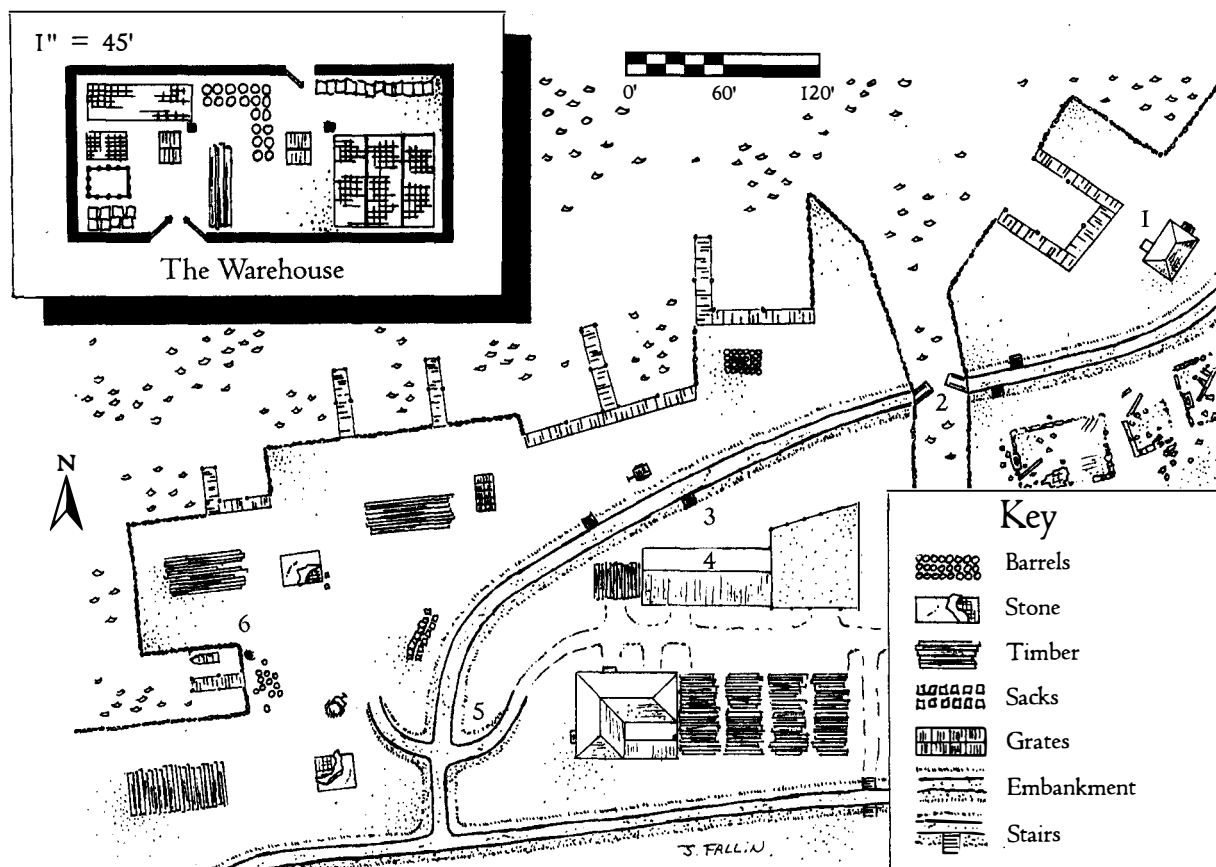
Vacros experienced difficulty obtaining a ship to carry him to the Forochel. Many vessels are needed in Tharbad to transport building materials, and most ship owners are reluctant to hire their boats out to speculative individuals when there is guaranteed money to be made with industrial transport. Vacros eventually managed to find transport, but the delay was such that he left for the Bay of Forochel only two days before the PCs arrived back at Tharbad. Vacros deemed his time-loss serious enough to station some men behind to sabotage the PCs' ship—thus giving him more time to recover the Stones without interference.

After Vacros leaves, his hirelings, under the guidance of an Easterling called Grallon, skulk around the docks planning their assault on the PCs' ship. On the night the adventurers return from Annúminas, the Easterling and his ruffians sneak aboard the *Evenstar* and set fire to her. The PCs are enjoying a few mugs of beer in a dockside ale house called *The Ship's Anchor* (#1 on the map of the dock area). As they converse informally with Commander Cilis or the Harbormaster, a dock guard sprints in and exclaims that the *Evenstar* is on fire. When the PCs rush out into the night, three figures can be seen climbing the embankment and then making their way southwestward along it. The GM should inform the PCs that they might still catch the arsonists, if they hurry. Should the PCs require encouragement, Cilis or Garadyl will provide it.

The aim of this interlude is to provide the PCs with a clue which may be of use later in the campaign. Ideally, the adventurers will not catch Grallon and his men. The

arsonists have a 300' head start, and the PCs must climb to the top of the embankment in order to follow them. The highlights of the chase are as follows:

- Grallon's men run along the embankment until they reach a flood gate which is slightly open (#2 on the map). They jump the gap and continue. The gap is 15' and the PCs must make a Very Hard (-30) movement maneuver to clear it.
- When Grallon and his men climb down the embankment on its inner side (#3 on the map), one of the arsonists draws a short bow and shoots two arrows at the PCs before climbing down after his comrades. The range is 120', and the archer's OB can be found with the other relevant stats in Section I6.0.
- The pursued arsonists enter a warehouse (#4 on the map) by the back door and make their way quickly to its front door. They have previously rigged traps to delay pursuers, and these may trouble the PCs. A sandbag, triggered by a trip wire, drops from the ceiling as the first PC enters. The wire is Hard (-10) to spot, and the bag is Very Hard (-30) to avoid, if triggered. The bag delivers a +30 Medium Fall/Crush attack.



Docks of Tharbad

- Grallon releases four ferocious glutani penned here in a cage before hurrying to the front door and slamming it behind him. Glutani are vicious wolverine-like creatures. These are primed to attack the first moving thing they see. Unfortunately for the PCs, this happens to be them! The glutani are enraged by their time in the cage; their blood lust prompts them to stalk the adventurers without pause. The glutani have the following statistics: Lvl 4; Hits 50; AT No/3; DB 50; OB 50MBi/45MCI. The beasts will fight to the death.
- Grallon and his men run over the ramp that crosses the embankment just outside the warehouse (#5 on the map). If the PCs are following reasonably closely (unlikely), the arsonists will push a large cart of hay from the higher mid-point of the bridge towards the adventurers. It is a Light (+10) maneuver to get out of the way. Anyone failing receives a "B" impact critical.
- The arsonists run to the nearby dockside and rendezvous with a man who sits by a small fire guarding a small escape boat (#6 on the map). When the adventurers reach the dock, Grallon and his men will already be sailing away. From the boat, one of the arsonists takes aim at the PCs with a heavy crossbow (range: 200').
- The fire by which the boat guard sat is still burning when the PCs arrive on the dock. A Medium (+0) perception roll reveals a document burning merrily in its flames. If the adventurers retrieve the it straight away, they will find the folder to be a badly burned concert program with the picture of a building on its page. A Hard (-10) mnemonics roll (use total Memory stat bonus, if *RMCI* is unavailable) will reveal that the building is none other than the Juggler's Hall. The program was obtained by Vacros on his recent visit there. On its reverse side is a rough sketch map of the docks—Vacros marked the map to indicate ideal places to set up traps, including the locations through which the PCs have just passed.
Three, round, wooden balls unconsumed by the fire also serve as a clue (they are juggling balls), if the PCs let the program burn or fail to notice or identify the building on its cover.

7.5 GAMEMASTER'S NOTES

7.5.1 ENEMY MOVES

VACROS SETS SAIL

Due to delays in finding a ship, Vacros departs Tharbad the day before the PCs arrive from Annúminas. The vessel he finally acquires is the *Grey Swan*. He has a good crew and 40 Eriadoran mercenaries recruited from Tharbad in the last few days.

TALADHAN RETHINKS HIS PLANS

Meanwhile, brooding in Sarn Goriwing, Taladhan sought a vision to confirm the sense of victory growing in his dark thoughts. The results did not conform to his expectations. After obtaining the location of the palantíri from the PCs, he thought all his schemes would unfold smoothly. Taladhan's vision casts serious doubt on the success of the sorcerer's endeavor. He saw a meeting of the Journeyman Jugglers in a high chamber within the peak of a snow-topped mountain. The Jugglers discussed their intention to steal back the palantíri once they had completed the delivery of the Stones, thus giving them the Seeing-stones and the gold that Taladhan paid to smuggle his prize over the mountains.

Taladhan's vision was quite correct. Even as the sorcerer roamed the future with his mind's eye, Sunlending (the Master Juggler) made arrangements for the Master's Circle to meet in the High Hall of the Chamber of the Awful Stair: a secret cavern high in the White Mountains where the illicit Order has met since its formation. After learning how much Taladhan was prepared to pay to have a consignment of goods smuggled across the White Mountains, Sunlending decided that the unknown goods must be very valuable indeed. He proposes that the Jugglers deliver the consignment as arranged, but steal it back once payment has been received. Then, Sunlending intends to sell the goods to the highest bidder.

Not to be outdone by the crafty Jugglers, Taladhan has developed a complicated, yet subtle plan to thwart the double-crossers. He cannot afford to go into open combat with the smugglers—their numbers are too great. Instead, he intends to arrange the creation of two fake palantíri to be stolen by the greedy Jugglers. Originally Taladhan wanted to have the Stones delivered to his minions in the Wold on the west side of the Anduin River. Now he plans to inform the Jugglers that the consignment should be delivered to bandits at a different location in the Wold, where they will be stored for a while. Taladhan is sure that the Jugglers will take this opportunity to steal the Stones. However, by the time the Jugglers return to effect the theft, Taladhan will have switched the Stones for the fakes. The sorcerer hopes the Jugglers will think they have succeeded, thereby ridding him of their attentions forever.

7.5.2 SUGGESTED NEW CHARACTERS

If the party has any casualties for which to account as they set sail from Tharbad, the following two characters may be used as replacements.

Tharanon, a soldier and one of the force Cilis sends with the PCs, is an adventurous, impetuous man. He is bored of overseeing building work and is looking forward to some real soldiering.

A young stowaway thief named Chapster may be found hiding in a barrel after the *Evenstar* sets sail. He was intending to steal some purses and escape in the *Evenstar's* dory.

8.0 THE ICE BAY OF FOROCHEL

The PCs travel through perilous seas to arrive at one of the most inhospitable places in Middle-earth. While the weather is unfriendly, its impersonal hostility pales beside the aggressive reception the PCs receive from a certain treacherous Easterling and his men.

8.1 HISTORY OF THE BAY

In the tales of the Dúnedain, the Bay of Forochel is renowned for the shipwreck of King Arvedui in its waters. The disaster took the King's life and the palantíri of Amon Sûl and Annúminas in T.A. 1975. Arvedui was returning from exile after having been driven from his homeland by the Witch-king's armies. The two palantíri were thought to be lost—indeed, they were irretrievable until, many centuries later, freak weather conditions and ice movement brought the Stones into shallower waters where they were claimed by Lossadan fishermen (see Section 2.2.1). It is to this ill-fated bay that the PCs now travel with the hope of recovering two of the greatest treasures ever known to the descendants of the Númenóreans.

8.2 JOURNEY TO THE BAY

The journey to Forochel should take about 21 days assuming a speed of 4.25 knots (5 mph) and little extreme weather. The *Evenstar* will travel near the coast, well within the waters of the continental shelf defined by the ancient drowned coast of Beleriand. The ocean is part of the Belegaer (S. "Great Sea") which separates Endor from blessed Aman in the West.

The *Evenstar* leaves Tharbad with sailors still repairing the fire damage resulting from the efforts of the saboteurs. The smell of burnt wood fills your nostrils as the banks of the Gwathló River slip by.

Some hours later, sea birds settle on the masts. As your vessel passes the town of Sudúri, you realize that the mouth of the river approaches. Farther downstream, where the Gwathló merges with the sea, groups of people are visible climbing the ruins of an ancient town on the coast. The captain says that the tattered walls once protected the port of Lond Daer and, for the first time in over 1000 years, a storm has shifted the sand off of the ruins. Rumors travel fast, and many adventurers scour Lond Daer's remains, hoping to find an entrance to chambers below the sand said to contain great treasure. This may be a location of interest when your commitments to the King are fulfilled!

Further information can be found in ICE's realm module *Arnor*.

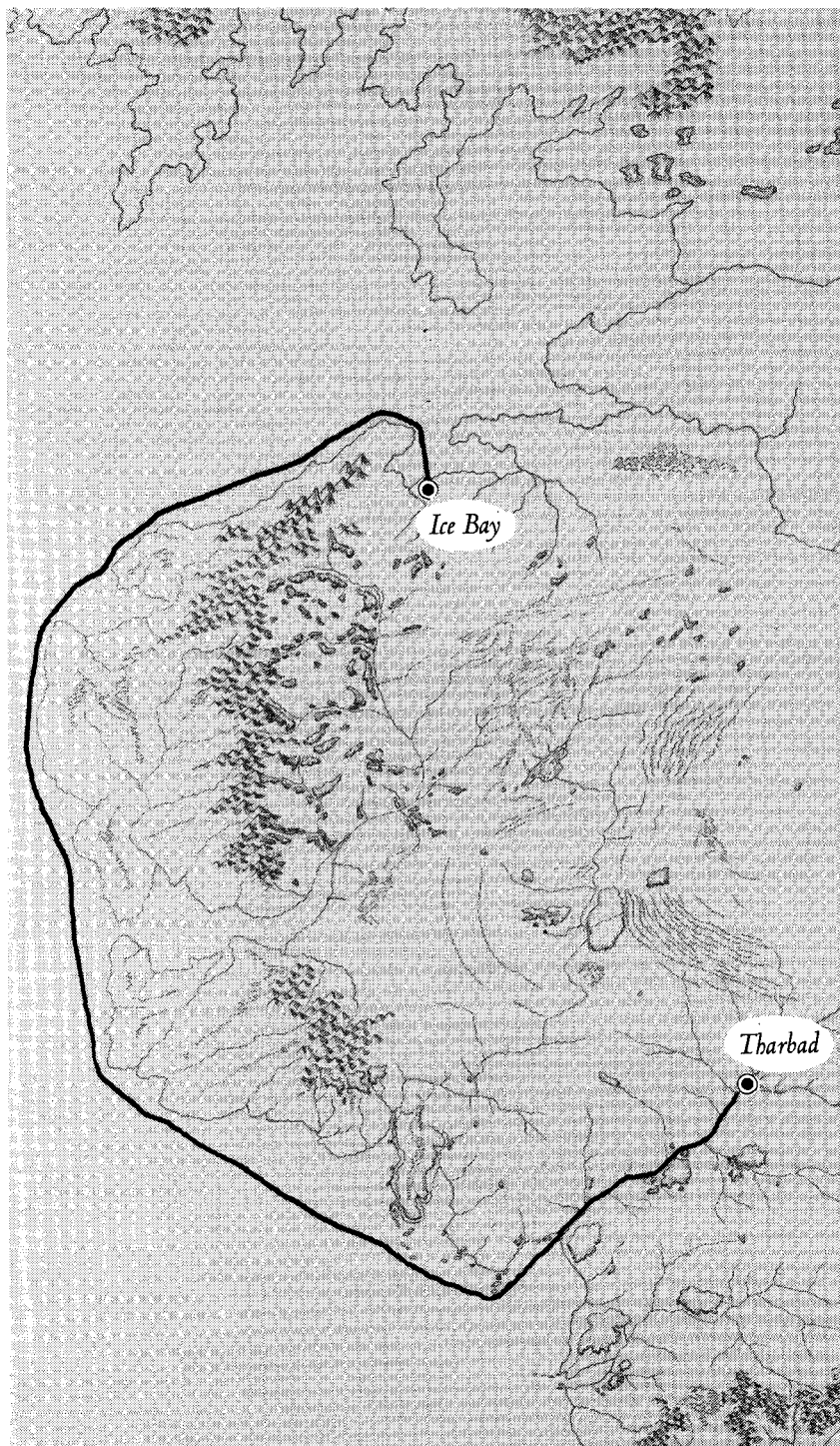
Moving into deeper waters, the *Evenstar* rounds the string of islands sitting off the southern tip of Rast Arnor and sails westwards. The captain maneuvers against a strong southeasterly current and guides the ship safely through the rocks that create perilous navigation around the Rast Vorn promontory. The





60

birds on the mast leave to fly shoreward as the *Evenstar* maneuvers farther from the coast in preparation for the main stretch of the voyage. As the land begins to lose detail with distance, the waves pitching the deck beneath your feet seem suddenly larger. The ocean's a vast expanse of water. Will you ever see home again? Or might some monstrous horror from the seabed drag the *Evenstar* and all aboard down to a watery grave? The captain's shouts and the salt tang of the breeze soon rouse you from your melancholy. Why not go help the sailors tie the spare sail down?



Seasickness is common. Checked for it every day; each PC should make a 4th level RR with his or her total Constitution bonus as a modifier. A modifier should also be taken from the weather chart below.

Roll	Waves (Wind Speed)	Sickness Modifier
01-08	Calm (0-1 mph)	-0
09-24	Rolling Waves (2-7 mph)	-5
25-69	Choppy Waves (8-15 mph)	-10
70-81	Rough (16-30 mph)	-15
82-93	Very Rough (31-60 mph)	-20
94-00	Storm (61-72 mph)	-30

Failure results in a -25 penalty to actions for 1 day, a -10 penalty the next day, and a -5 penalty the day after that. Results are cumulative.

Twelve days into the journey, after sailing along the coast of Harlindon, the *Evenstar* crosses the mouth of the Nen Lhûn. The spires of the mysterious Elven port of Mithlond are lost in the distance, but the waves of the gulf boast a richer shade of green-tinted blue. Is it due to the northerly climate? Or might the vivid hue stem from Elven influence?

Captain Kisenan steers through the strong current spewing from the mouth of the River Lhûn and continues north. The air is noticeably cooler, and you spy no ships even though you travel an established, if little used, trade route. The sailor in the crow's nest reports no sea life or birds, and the captain seems uneasy. Even though the weather is cold and the sea colder, a diving whale, a school of fish, jumping porpoises, or a lone albatross should be somewhere in sight.

Later, as the *Evenstar* leaves the Forlindon coast behind, the captain's fears are realized. The sky darkens, and the sea begins to show white tips on the waves. The sails are struck, and all loose items secured. You have just finished roping the barrels of fresh water to the ship's railings when the first peal of thunder splits the air.

A storm is approaching. Take note of the sickness modifiers from the weather chart above. Unbeknownst to the PCs, this storm cripples Vacros' ship (see Section 8.5).

When the storm hits, the *Evenstar* is engulfed by a watery hell. The sea rages, the ship pitches violently, waves foam across its deck, thunder peals incessantly, and vision is reduced to a few short feet. Two of the crew are swept overboard, and the captain fights at the helm. After hours of struggle, the ship enters the shelter of the leeward side of an island just north of Forlindon.

You pass the night anchored in a natural bay. As dawn breaks, the captain informs you that the damage is not too bad, but will take a day to repair. He suggests you go ashore while the work progresses. (This should help with the seasickness.) Gazing at the pebbled beach from deck, you realize that the island might be none other than the legendary isle of Himring. Exploration of a site from the First Age of Middle-earth is certainly not something to be missed!

8.2.1 DIGRESSION ON THE ISLE OF HIMRING

The shoreline of the Isle of Himring boasts 500' cliff faces, the bluffs stretching around the island with only occasional small beaches at their base. Atop the cliffs, the terrain is rolling, rising to a peak in the south. It requires a Very Hard (-20) perception roll to spot the ruins of a tower at the summit of the peak.

A Medium (+0) perception (sight) maneuver reveals pieces of driftwood on the beach. A Hard (-10) lore maneuver (Flora Lore, Biochemistry, Engineering, Appraisal, Woodcrafts, Horticulture, Crafting or Foraging) allows successful PCs to learn the perhaps curious fact that the wood is well-seasoned and has recently been broken from a larger structure. The timber was originally part of Vacros' ship, the *Grey Swan*. The vessel was severely damaged in the storm and nearly went down with all aboard before limping into the Bay of Forochel. The problem will force Vacros to take desperate measures when the adventurers arrive (see section 8.5).

PCs wishing to explore the island may spot a steep natural pathway ascending from the beach. (The observation requires a Hard, -10, perception roll.) The trail is quite steep, requiring climbing skills in two spots (two Medium, +0, climbing maneuvers). In the hills above the cliffs, the PCs must walk along a treacherous, narrow ledge, exposed to high winds (requiring a Hard, -10, maneuver—balancing skills are appropriate here). Finally the adventurers ascend a long scree slope (a Hard, -10, climbing maneuver). Approaching the top, the path widens and the PCs may realize that there was once a road leading all the way to the summit.

Eventually the adventurers arrive before to the ruins of the ancient Himring fortress (see Section 8.4.2) within which resides the ghost of Uldor the Accursed.

HISTORY OF THE HIMRING

Himring (S. "Ever-cold") is so ancient that it has long been forgotten even in old sailors' tales. The island is the remains of the Hill of Himring, once the tallest of a group of hills on the northern boundary of eastern Beleriand. However, at the end of the First Age, with the changing of the shape of Arda, most of Beleriand (S. "Balar-land") sank below the Belegaer (S. "Great Sea"). Originally Himring possessed a broad, flat, treeless summit, but the island now displays a more angular structure due to several large landslides during several thousand years weathering.

In the First Age, the Noldo Elf Maedhros, eldest son of Fëanor, built a tall fortress on the summit of the Himring. There it occupied a key position in the defences of Beleriand, overlooking Ard-galen (S. "Region-Green") towards Angband (S. "Iron-prison"), the domain of Morgoth. Himring became the chief meeting place of the



seven sons of Fëanor where they discussed their differences with the Houses of Fingolfin and Finarfin and their undying oath to reclaim the silmarilli (Qu. "Jewels of Silima").

In the Dagor Bragollach (S. "Battle Quick-Flame"), the fourth great conflict of the First Age, Maedhros performed deeds of unsurpassed valor while rallying his people at the Hill of Himring. For some time, he held back the Orc armies attempting to advance. The great worm Glaurung eventually forced passage through Maglor's Gap, allowing the Orcs to overrun East Beleriand. Nevertheless Himring was not captured.

Within Himring, Maedhros forged a military alliance between Men, Elves, and Dwarves to assail Morgoth. In the resulting fifth battle of Beleriand, the Nirnaeth Arnoediad (S. "Tears Unnumbered"), the Elves and their allies took a crushing defeat due to the treachery of the Easterlings of Ulfang. After the battle, Maedhros fled to Ossiriand (S. "Seven-rivers-land"), and Himring lay deserted.

The fortress on Himring included eight towers rising from a mighty, circular keep. The seven outer turrets, representing the seven sons of Fëanor, circled around a central spire, signifying their father. The encircling keep was symbolic of their unity, forged in their oath to wreck vengeance on any who should withhold a silmaril from

Tol Himring

*Journey:
Tharbad to the Ice Bay*



their possession. Maedhros' chambers lay in the lower levels of the keep; his capture by Morgoth and subsequent travail on the face of Thangorodrim (S. "Mountains of Tyranny") engendered in him a dislike for high places.

8.2.2 ARRIVAL AT THE ICE BAY

After your adventure on the Isle of Himring, Captain Kisenan sets his ship in a northeasterly course, heading for the mainland shore. Within a day, the desolate coast of northern Endor appears on the horizon. The captain turns the *Evenstar* to port, sailing parallel to the shoreline.

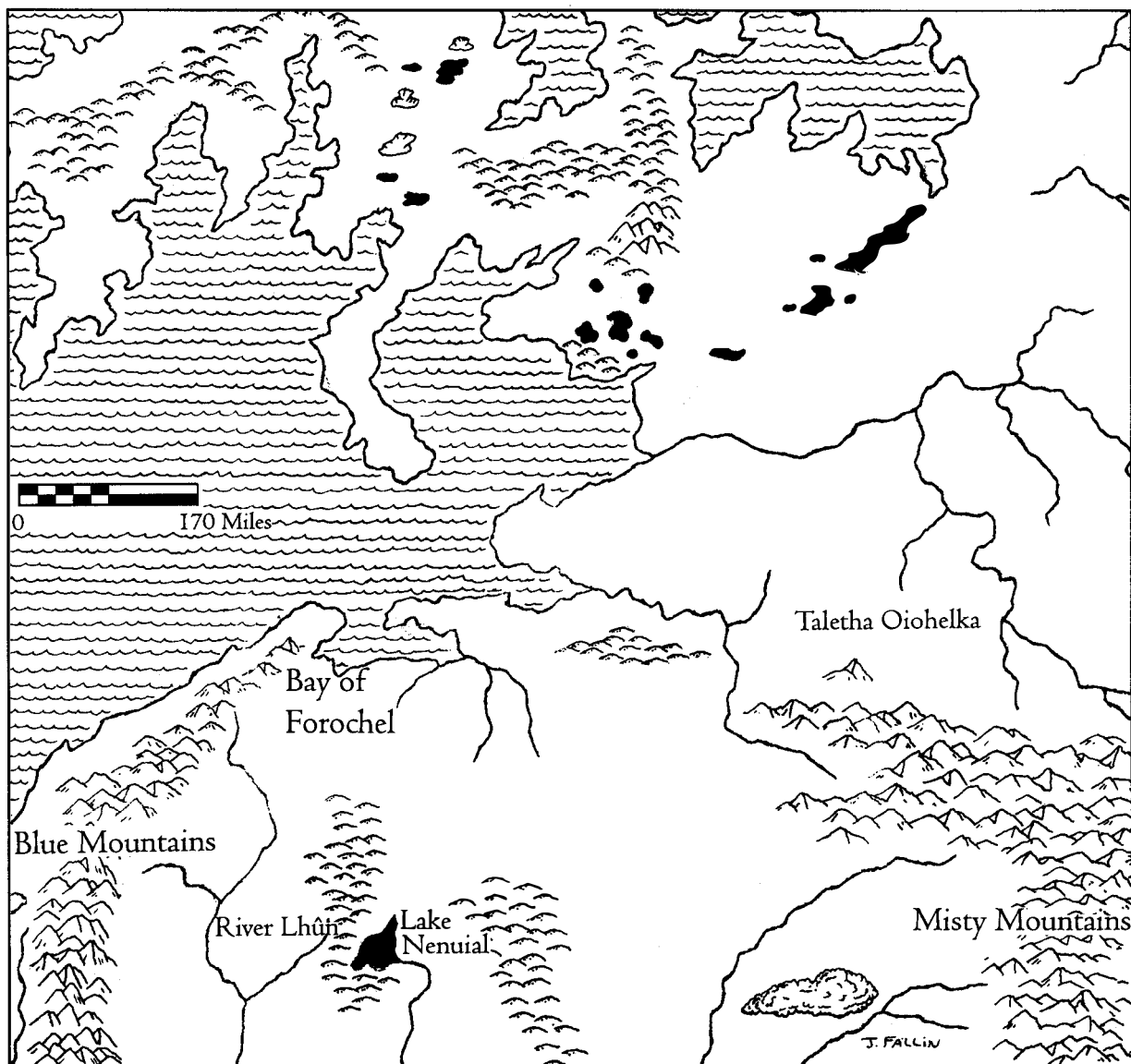
For five days, the *Evenstar* follows the grim coastline, staying close enough to land to keep it in sight, but at a distance sufficient to avoid treacherous rocks. On the sixth day, the ship gradually turns starboard, passing around a large headland. A bitterly cold wind blows from the north, and all aboard wear their warmest clothes.

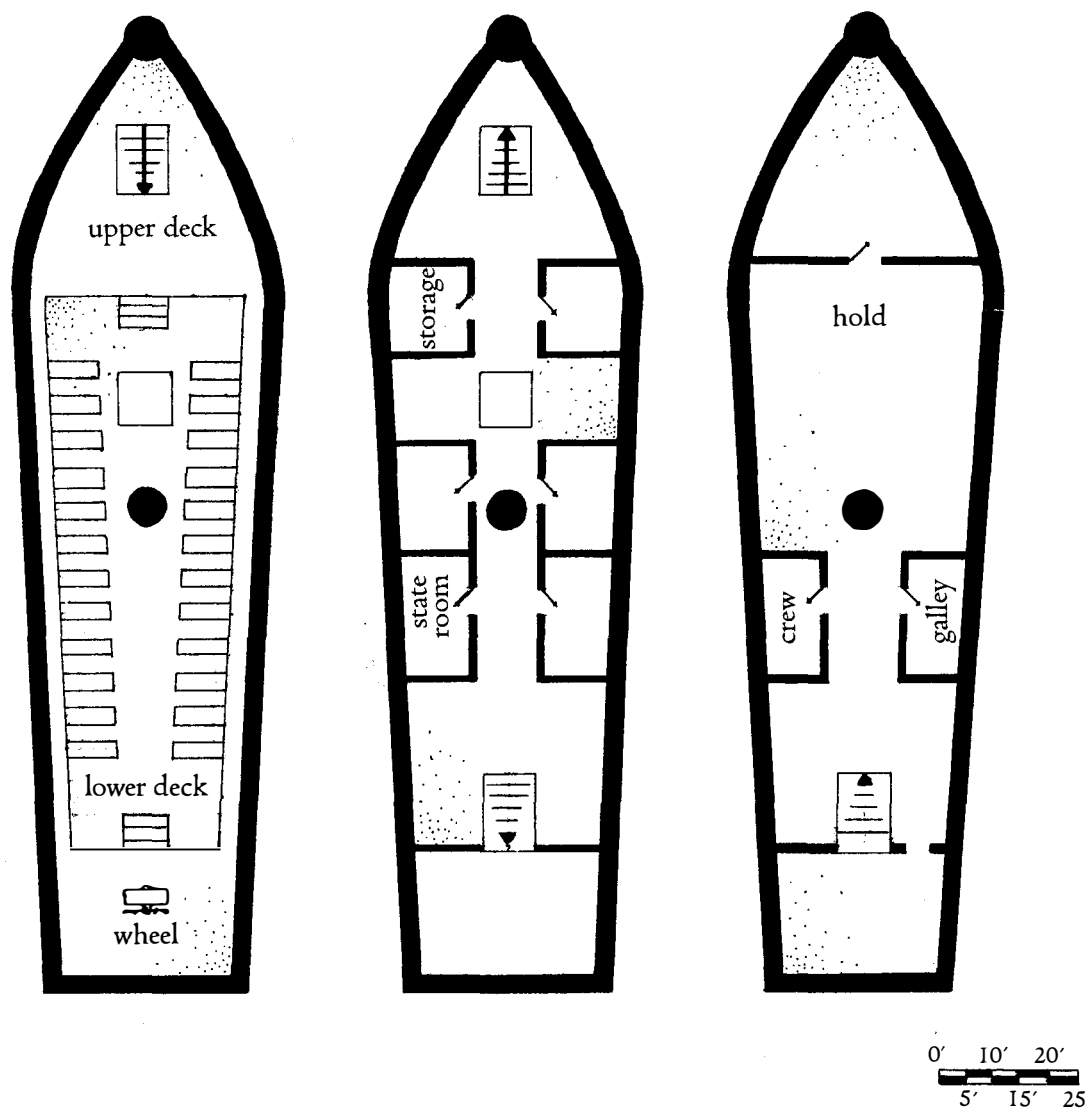
Across the deck, the loud, booming voice of Captain Kisenan shouts that you have now entered the Ice Bay of Forochel. He beckons you below deck and shows you a tattered old chart of the area. The chart indicates that the bay is a full 100 miles long, and the captain suggests that he simply follow the shoreline until you see something worth investigating.

An hour later, a large, white expanse of solid ice blocks the *Evenstar's* farther passage west. Turning to port, the captain sails in close to the southern shoreline of the bay, and you gain your first true view of the Forodwaith.

A snow-covered plain stretches toward the horizon, where it meets the white reaches of the overcast sky. Leaden waves crash against a boulder-strewn beach. This land seems a world apart from the green lushness of your home. How can the Lossadan peoples survive in such frozen terrain?

Terrain:
Forochel Region





The Evenstar

After sailing east for a couple of hours, the *Evenstar* passes a slender rocky peninsula. This headland is instantly recognizable to the PC who read the spell in the library of Annúminas. It is a Medium (+0) perception maneuver to spot a possible landing site just half a mile to the east, where a small dory could be put ashore. At this point, none of the sailors have any desire to set foot on the frozen coast, and Sergeant Sandir sees no need for his men to assist the PCs.

8.3 THE NPCs

ANDRA KISENAN

Andra belongs to the Shipmasters' Guild of Pelargir. The guild matches its members with merchants and others requiring professional helmsmen; Captain Kisenan is one of the best. He registered with the guild when he was 22 years of age; at 47, he is one of its longest standing members. Andra is a short, stocky man descended from the common folk of Gondor. He has dark red hair and a ruddy complexion. He is an excellent navigator, seldom bothered by weather or sea conditions. He always wears a favorite dark green surcoat when on board ship, since he

believes it to be lucky. Unbeknownst to him, the surcoat is magical and renders the wearer buoyant in all liquids. Andra has never had cause to discover its properties.

THE GHOST OF ULDOR THE ACCURSED

Son of Ulfang the Black and brother to Ulfast and Ulwarth, the Easterling Uldor took service with Caranthir, the fourth son of Fëanor, during the First Age. However, Uldor was secretly allied with Morgorth and during the Nirnaeth Arnoediad (S. "Tears Unnumbered"), the fifth battle of Beleriand, he led his people in a betrayal of the Noldo warriors.

Uldor ensured the late arrival of the eastern army to the conflict with false warnings of a sortie from Angband (S. "Iron-prison"). Then Uldor led his brothers in an attack upon the rear of the Noldor, swinging the tide of battle against the Elves. It was cold comfort to the Elves that Uldor was slain by Fëanor's second son Maglor—their defeat effectively destroyed all opposition to Morgoth's forces.



Andra



The treachery of Uldor condemned his spirit to forever wander the shadows of Middle-earth, barred from passing beyond the circles of the world as do most Men. His ghost haunts the ruins of Himring. Ironically Uldor's people had been promised these lands by Morgorth for their assistance in the battle. However, they were betrayed by the Black Enemy and given the less desirable territories of Hithlum (S. "Mist-shadow") as their reward.

Uldor may be encountered in the lower levels of Himring's keep, floating above the flooded floors. He challenges any who try to enter his dwelling, cursing the name of both the Elves and Morgorth.

Uldor's stats are given in Section 16.0. However, note that his sword passes through living flesh, causing no wound, but reducing the temporary Constitution stat (by 1 for "A" crits, and by 5 for "E" crits). Furthermore, Uldor can be harmed by an Elven-forged weapon only (or one which slays undead); such weapons will deliver an additional Holy critical. Uldor will not enter any of the tower rooms, for Elven magic is still strong within them.

8.4 THE SETTINGS

8.4.1 THE EVENSTAR

Built at the turn of the age, the *Evenstar* is an adapted coastal patrol vessel capable of travel in the high seas. Seventy feet long with a beam of twenty feet, she has a single mast with a square sail. Should the wind drop, the *Evenstar* may be propelled by a team of 48 rowers.

She is a very maneuverable, strong ship, boasting a fast turn speed on a radius of just 170 feet. Her maximum sail speed is 9 knots, but a speed of 5 knots is the norm.

The *Evenstar* has a cargo capacity of 30 tons, may carry up to 75 crew, and is armed with two ballistae.

8.4.2 THE RUINS OF HIMRING

Above ground little remains of the formerly 900' tall fortress of Himring. Not even the works of the great Noldor could survive seven thousand years of weathering in the harsh environment of sea, ice, and wind. A huge pile of grey boulders stretches 500' north of the foundations; the residue of the keep, a circular stone fringe, its highest portions merely 20' tall, encloses blunted stubs of the eight towers. The tumbled stones are impressive simply due to the extent of the ruin.

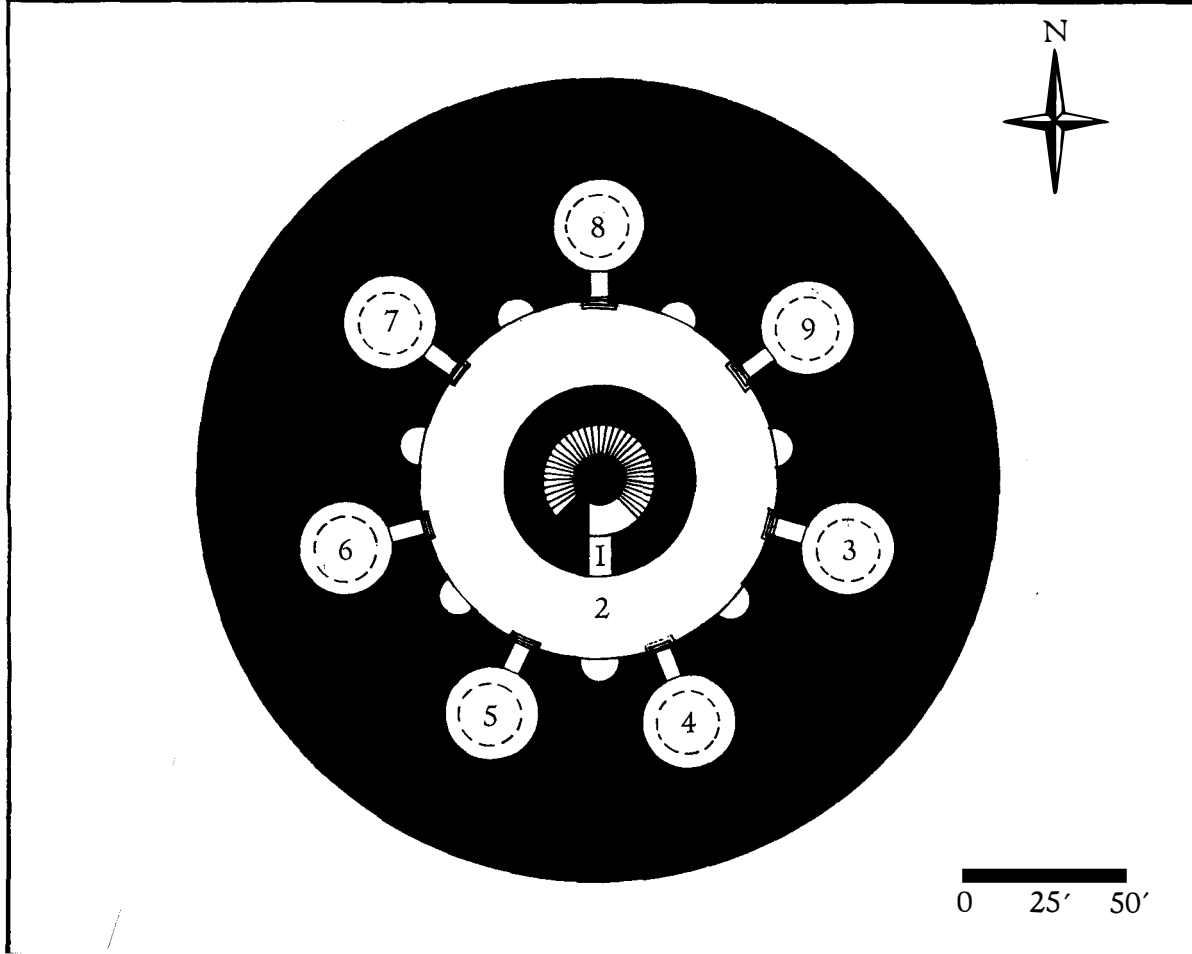
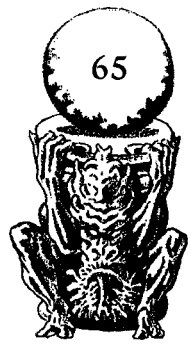
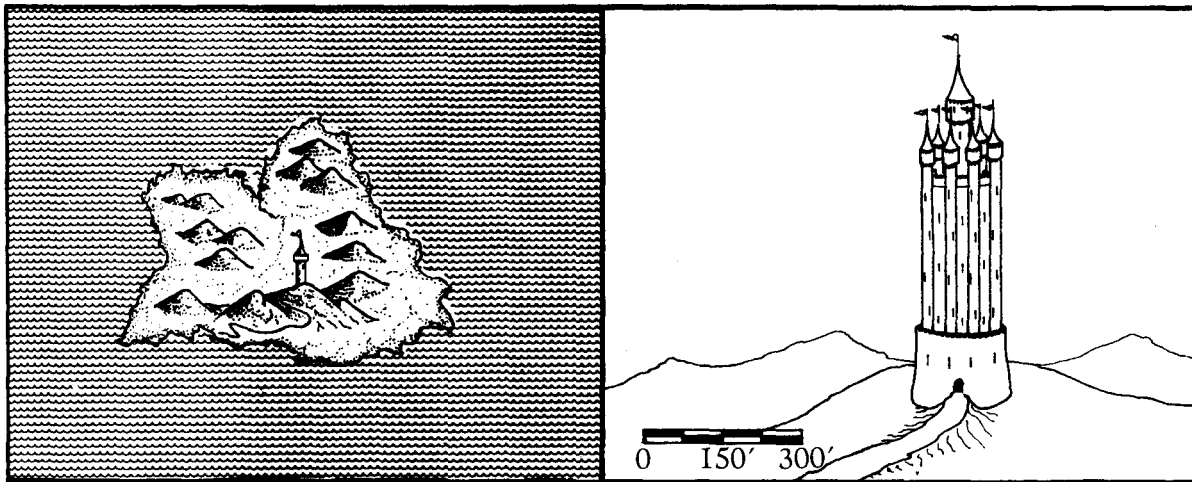
Inside the outer wall of the keep, rubble covers the ground between the inner towers. It is possible to reach the central spire. This requires an Easy (+20) climbing maneuver. The bottom 50' of the central tower is intact, and one may ascend the spiral stairs within to obtain a distant view of the *Evenstar* from the topmost step. None of the seven lesser towers have entrances on the ground level.

There is an alternative to climbing the stairs of the central tower. A locked eog door in the tower leads to the lower levels of the fortress. The door's lock is Absurd (-70) to pick; however, it may be possible to break the hinges from their crumbling stone surround. (Such an attempt requires a 10th level RR, with a Strength bonus modification, to do so.) A 15' wide staircase spirals 50' into the depths. The air is chokingly stale, and all who descend are afflicted by the strong odor, leaving them at -10 to all actions for 5 minutes.

1. Stairs. The bottom of the stairs is knee-deep in cold water.

2. Lower Chamber. Surrounding the stairwell is a large circular chamber whose walls are pierced by seven monstrous portals. Water seeps into the chamber from the 40' ceiling on the south side. Consequently the whole chamber is flooded to a depth of two feet. The water is icy cold and hinders movement and maneuvers (-10). The walls and doors are overgrown with colorful mosses. Their phosphorescence once illuminated the chamber brightly; now they glow but dimly. Hidden by the moss, vivid mosaics depict the plants and animals of Valinor. Each portal boasts double stone doors reached by circular steps emerging from the water. The ghost of Uldor haunts this drowned chamber.

3. Armory. The armory doors are Very Hard (-20) to unlock. The chamber once contained a large and varied collection of weapons; it was virtually emptied before the fifth battle of Beleriand. A few items remain upon the racks within: 5 Elven long knives (+5 OB); 2 normal shields (+10 due to design) bearing the emblem of Maedhros (an iron hand clutching a green jewel); a +15 hand axe forged by the Dwarves of Nogrod; a +15 magic Elven spear which has triple range and delivers an additional cold critical; a +20 magic Elven longbow which fires every round without penalty and once a day fires a Holy arrow delivering double concussion hits (the bow is currently stringless); and a +20 mithril long sword of Elven design which allows the bearer to cast *Haste III* once a day and slays Orcs.



Fortress Himring



4. Storeroom. The doors to the chamber are unlocked. It once contained ordinary household supplies; none remain.

5. Music Room. The doors are Very Hard (-20) to unlock. Inside, a strange ceiling composed of many hexagonal sections, each rising to a different height, increases the sound quality of any musical instrument played within. Unperished by time, several instruments await discovery: a mithril flute (x3 multiplier for Bards, +30 music skill); a left-handed violin fashioned from a rare red wood of Ossiriand; a large harp of pure gold; and an untuned harpsichord.

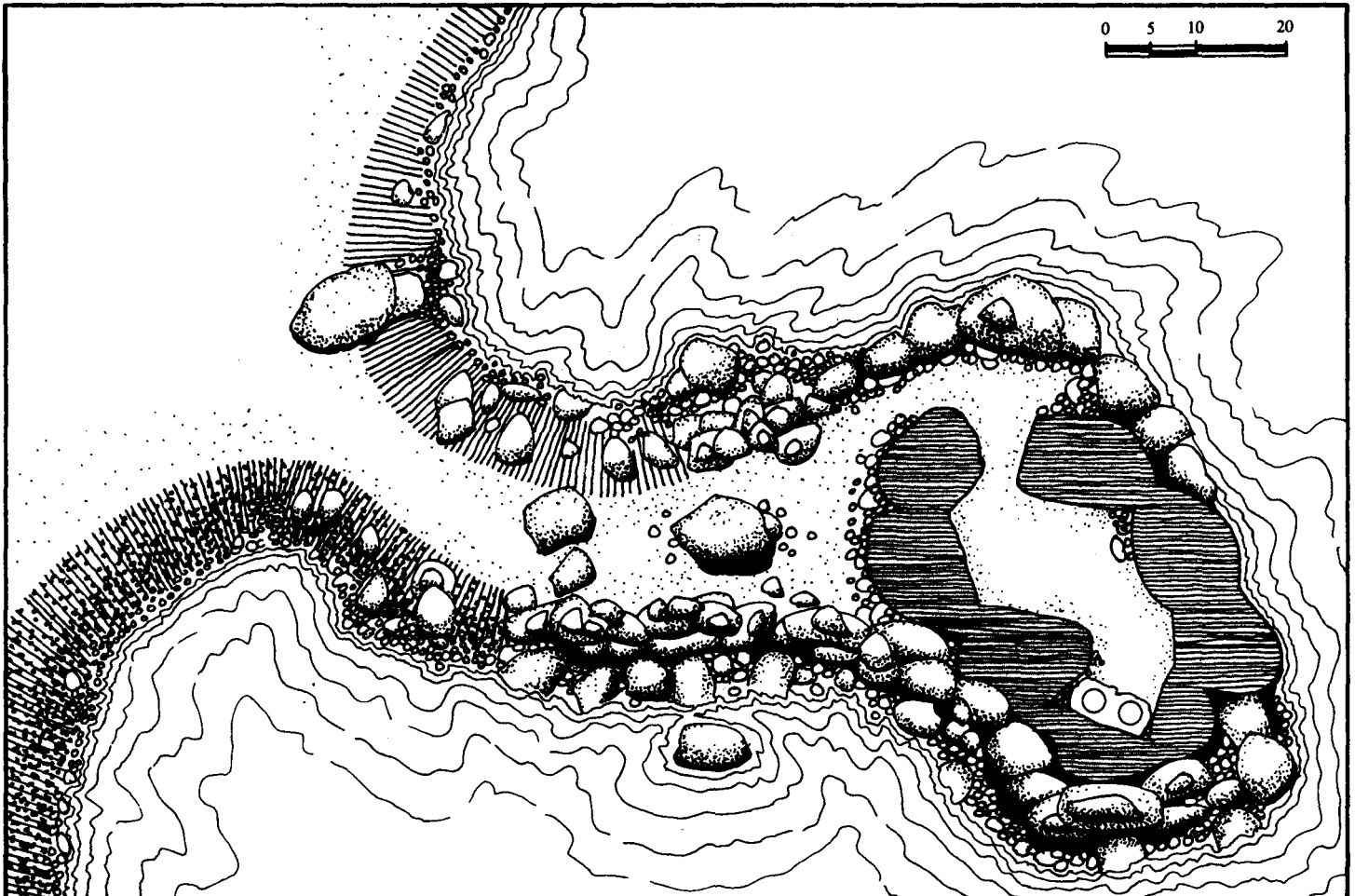
6. Drawing Room. The doors are unlocked. No furnishings remain. A mosaic cornice ornaments the upper portions of the walls. It depicts a variety of fountains surrounded by shrubbery. Oak wainscoting clothes the lower walls. One panel can be opened to reveal a secret stairway in the wall. It is Hard (-10) to spot this opening. The narrow stairway winds upward, leading to a small empty chamber above the study (#7). Similar stairways from the study and the concordance (#7 and #8) give access to the hidden chamber. Another stairway ascends inside the wall of the tower above; after 20', the way is blocked by fallen stone.

7. Study. The door is Absurd (-70) to unlock. The room is dominated by a desk and chair ornately carved from mallorn wood. The maps, charts, and plans that once

carpeted the desk and nearby side tables have turned to dust with the years. The sagging remains of a large elaborately framed canvas hang on one wall. The paint is black with age, but a fabulous rendition of Tirion (Qu. "Great Watch-tower"), the Elven city of Eldamar in Aman, is dimly visible. A glass paper weight which glows brightly on Elvish command lies on a corner of the desk. The desk's central drawer is locked, but is Easy (+20) to pick. A set of keys to all lower level rooms lie at the back of this drawer. At the far end of the room stands a large wardrobe; within hangs a solitary cloak of Elven design. It is made of heavy white fabric and gives an additional +20 DB to the wearer. It is Hard (-10) to spot the opening in the back of the wardrobe, which leads to a secret stairway (see #6 above).

8. Concordance. The lock is Sheer Folly (-50) to pick and delivers an "E" electricity critical upon failure. Inside, the sons of Fëanor once held council. The chamber is dominated by a large circular eog table around which rest seven grand upright armchairs, also forged of eog and engraved with mithril runes. Upon the center of the table sits an angular piece of dark rock within which a variety of rare metals are imbedded. Three flickering red flames spurt from the rock illuminating the room with a powerful aura. At the center of the far end of the room is a bust of Fëanor sculpted from white stone. On either side of the bust hang time-ravaged paintings of Formenos (Qu. "North-cita-

Site of the palantiri



del," the fortress of the House of Finwë in northern Valinor) and the Two Trees of Valinor. Everyone who enters the room receives a +5 bonus to his or her temporary Presence stat; Elves may add +10. It is Very Hard (-20) to discover the false wall in the entrance passage to the room, behind which is a secret staircase (see #6).

9. Practice Room. The room is unlocked. Here Maedhros spent many hours practising his swordsmanship. The chamber contains no furniture, but two full sets of plate armor stand on either side of the entrance. Each protects its wearer as AT 20 with +20 DB, but encumber as AT 15. However, the armor was forged to fit Maedhros, who was 7'8" tall. There are many deep cuts in the oak floor boards. Battle scenes are portrayed by mosaics covering the entirety of the walls. At the far end of the room hangs an enormous 12' two-handed sword with which Maedhros sometimes practiced for his entertainment. It weighs 105 lbs. and can only be wielded by someone with a Strength bonus of +20 or greater; even then, the weapon can be swung but once every two rounds unless the wielder has a Strength bonus of at least +40. The sword delivers double concussion hits, gives an additional crush critical (of one less severity), and slays Trolls.

8.4.3 THE SITE OF THE PALANTÍRI

The palantíri rest in the crudest of structures on a slender, rocky peninsula protruding into the Ice Bay of Forochel. The pile of boulders guarding the Stones was once a natural breakwater; the Lossoth built an earthen walkway to provide access. Later the Snowmen stacked and balanced huge rocks to create the rough mound which protects the precious Stones from the wind and weather of the cold north. Some of the rocks were carved out to enlarge the irregular chamber.

Visitors to the site cannot see the mound's entrance from the shore. To reach the chamber, one must traverse the finger of land which stretches 80' from the coast and spans from 10 to 20 feet in width. Halfway, one must scramble over two large boulders. From there, the adventurer veers to the left to arrive at the 5' wide by 6' high entrance. This rough doorway (unbarred) sits in a defile between the high rock wall on the left (the other side of which is a sheer 30' drop to the freezing water) and the great cairn-like mound on the right.

THE CHAMBER

The chamber itself is narrow, only 15' wide. Deep, chiselled troughs down the right-hand wall indicate the work necessary to carve a room of this size. The palantíri sit at the far end upon a large slab of marble that casually rests on a 3' high pile of fist-sized rocks. Two bowls have been gouged from the marble to cradle the Seeing-stones. Here the room is but 10' across. The three walls immediately around the orbs are carved with curious pictographs punctuated by holes drilled deep into the seemingly solid rock. These form a 2' band of illustrations beginning 3' above the chamber floor.



The chamber of the palantíri

The palantíri are not the same size. The smaller Annúminas-stone (1' in diameter) can be lifted by one man. The larger Stone of Amon Sûl (2' in diameter) would require three or four individuals to move it. Both Stones, having been crafted from a special crystal, have a density of 180 lbs./cu. ft. This means that the Annúminas palantír weighs just over 94 lbs. (around 43 kgs.) while the Amon Sûl Stone weighs in at 754 lbs. (about 342 kgs.).

The marble stand appears to have been hastily constructed, but actually conceals a clever mechanism. Each of the palantíri sits atop a carefully set trigger device. Lifting or jostling a Stone will set off a barrage of 15 crossbow bolts fired through the holes in the rock (anyone by the altar takes 3-15 +100 heavy crossbow attacks). These bolts are carved from bone and have serrated tips promising to horribly mangle anxious interlopers. Anyone below the 3' point will escape harm. Moving the globes simultaneously (Extremely Hard, -30) is the only sure method of removing them from the chamber without getting perforated.

Fortunately for the PCs, some mangling has already occurred; the adventurers will find a pair of very messy corpses before the altar. These are two of Vacros' men who attempted to retrieve the Stones. The trap cannot reset on its own, and only 5 bolts remain to be fired. The presence of the freshly killed bodies should give the PCs a disturbing clue as to what awaits them both inside and outside the chamber.

8.5 CONFLICT IN THE BAY

The storm that forced the *Evenstar* to shelter alee the famed Isle of Himring severely damaged Vacros' vessel, the *Grey Swan*. The *Swan* sustained damage to its hull below the water line, and Vacros' men bailed day and night until their arrival in the bay to keep the ship from sinking. It was clear to Vacros that the *Swan* could not make the return



journey. In a flash of perhaps dubious inspiration, Vacros decided to allow his ship to fill with water, finding a watery resting place on the floor of the bay. He plans to ambush the PCs and steal the *Evenstar*, thus completing his mission and leaving the adventurers stranded in the bargain.

Vacros' men manned all six dories aboard the *Swan* and rowed ashore as their ship sank in the icy bay. They made a brief excursion to the nearby Lossadan village of Culsee to get supplies, but ended by destroying the settlement and most of its inhabitants, because the Lossoth were reluctant to help them in any way. They then returned to the bay to hide and await the the adventurers' ship. Vacros' men all wear white garments acquired in Tharbad.

To make his task easier, Vacros intends to wait until the PCs emerge from the palantíri chamber, before surrounding them and taking the Stones. This tactic is motivated by the fact that the two men sent in to get the Stones before the arrival of the *Evenstar* did not return from their errand. Some of Vacros' men will use the dories from the sunken *Grey Swan* to take the PCs' ship by force while the adventurers are ashore attempting to recover the palantíri.

Vacros' men have a three to one numerical advantage and good camouflage which gives them the element of surprise. They aim to take the *Evenstar* with minimal structural damage (after all, it is their ticket out of

Forochel!). Only the PCs that Vacros recognizes from the Juggler's Hall and any characters who join them in the palantíri chamber will be spared death: due to his sadistic nature, Vacros allows these few to live. Their fate is not a desirable one. After making a patronizing speech, in which he thanks the PCs for their help in obtaining the Stones, Vacros leaves the adventurers to their fate in the Forochel, departing with his men on board the *Evenstar*. He takes much (or even all) of the adventurers' equipment, leaving them to brave the northern wastes with virtually no hope of survival.

The stats and numbers of Vacros' men can be found in Section I6.0.

8.6 GAMEMASTER'S NOTES

8.6.1 ENEMY MOVES

Vacros is a good leader and should easily succeed in his plan. The GM is warned that Vacros' success is crucial to the plot of the campaign: the ruffian should obtain both Stones and leave the PCs stranded in the Ice Bay. This does not mean that a fair fight won't ensue, merely that Vacros must win.

8.6.2 SUGGESTED NEW CHARACTERS

A lucky sailor named Sallan may have survived Vacros' attack on the *Evenstar*. He is a young Northman who joined the crew voluntarily when he heard of the voyage.

His naiveté frequently leads him into situations he doesn't understand and for which he lacks the necessary coping skills. Thus far, cheerful ignorance has always brought him out alive.

Alternatively, the GM may wait a short while to replace a lost character. The PCs meet a young Lossoth named Franard early in their adventures in the Forodwaith. Franard is an ideal candidate for a new PC and is detailed in Section 9.0. He may well be instrumental in saving the PCs' lives.

8.6.3 EXPERIENCE POINTS

The GM may assign a reward of 1000 XPs to each player character for the (very) temporary recovery of the Stones. Do not neglect the travel points for the journey, since it is likely to be a great learning experience for any PC.

North Bear



9.0 RETURN TO CIVILIZATION

As the *Evenstar* sails from the Ice Bay with Vacros and the palantíri aboard, the PCs find themselves in a serious predicament. They are stranded in the frozen North with little food and no knowledge of the surrounding terrain (except that it's cold!). In the long run, they may hope to re-visit to the Juggler's Hall and pick up the trail of the palantíri. Now they must struggle to survive and attempt to return to civilization.

9.1 SURVIVAL IN THE WASTES

The adventurers' main concerns, as they travel across the frozen wastes, will be food, warmth, and shelter. However, they have the additional challenges of determining which route to travel and avoiding the predators of the Forodwaith.

9.1.1 FOOD

The PCs start with any rations they carried from the *Evenstar* for their brief sojourn on the peninsula where the palantíri were located. Since their journey south may take several weeks, they will have to search for additional food. This is a scarce commodity in the northern wastes, and only those with years of experience (such as the Lossoth) forage successfully with ease. In the winter months, smaller animals hibernate and vegetation is locked beneath the snow and ice. Plants exposed temporarily by the fierce winds boast few leaves or berries. (There is a 5% chance that the area travelled in a day may contain evergreen nuts or berries, but it requires an Absurd (-70) foraging maneuver to find them.) The PCs must almost certainly look to the larger beasts to provide their daily food, although they may find themselves to be the hunted as well as the hunters.

If any of the adventurers possesses fishing skills and can locate a river, then ice-fishing will produce a welcome catch. Should a boat be found or made, then a fishing trip in the bay, before setting off across the land, might result in a load of fish sufficient for weeks (if smoked). The excursion also has the potential to be frightening; remember the tales of the Demon Whale and the Fell Turtle!

Trap-building skills may be useful in the hunt for big game. However, the PCs will be moving south and should not retrace their steps north; traps rigged near camp and left overnight are unlikely to be very productive. Furthermore, the traps must be large enough to accommodate wolves, losrandir, or wild cats and thus may take some time to build.

9.1.2 WARMTH

If Vacros is in a sporting mood, he may ensure that the PCs have adequate clothing before abandoning them in the Forochel. However, night in the frozen wastes sees the temperature fall as low as -60°F (-50°C); extra protection may be required, especially in the event that someone suffers hypothermia or frostbite. Furs should be obtained after the first successful hunt (using skinning skills from *RMCI* if available).

It is essential that the PCs make a fire every evening to provide warmth for the night. This necessity means they must set aside time each day to search for firewood, unless they carry it with them. If the adventurers do not possess flint, steel, and tinder, and possess no other means of starting a fire, then suitable materials must be sought. A geology or stone lore maneuver could be made to determine the suitability of different rock types for producing sparks. The Lossoth start fires by striking pyrites on iron and letting the sparks fall upon dried moss or wood shavings.

Each of the PCs risks hypothermia (developing an abnormally low body temperature), depending on his or her garments. Some form of hood or cap (or both) is essential to prevent the large loss of body heat that normally occurs from the uncovered head. Adventurers also run the hazard of frostbite (destruction of tissue by freezing). Fingers, toes, ears, cheeks, and nose are particularly vulnerable to frostbite and should be well-protected. Damage from hypothermia and frostbite can be healed by warmth, if treatment is started soon enough. If frostbite is allowed to persist, then gangrene (the death and decay of tissue) may set in, requiring amputation!

Elves can withstand extremely low temperatures and so will not experience the above problems.

9.1.3 SHELTER

It is essential that the PCs find shelter each night: their chances of surviving without it are very low. If a cave cannot be located, then a bivouac must be constructed. In general, the better the accommodation the PCs can find at night, the greater will be their progress the following day.

The adventurers may also be forced to seek shelter during the day, if the weather becomes too severe. Even the Lossoth fear "sudden ice," which can sand the skin off a bear in a matter of minutes.

Venturing into caves may often prove to be a dangerous activity, since very few beasts of the Forodwaith are prepared to share their homes with strangers (unless they've come for supper, of course!).

9.1.4 ORIENTATION

Unless the PCs are completely bereft of any survival knowledge, then it may be assumed that they can guide themselves by the sun when it is out. However, in the midst of a snow storm, it will be necessary to make orientation maneuvers (direction sense is an appropriate skill here).

The PCs may encounter occasional pathways on their journey. However, since these will be covered in snow, it will be necessary to make tracking maneuvers to follow them (see Section 9.1.6).

9.1.5 HERBS

Several rare and valuable herbs grow in the frozen wastes. However, many are difficult to find, and searching will take time. The difficulty level given below is a guide to how hard the herb is to find.





Name (Difficulty)	Location	Form	Effect
Elendil's Basket (3)	Heath/scrub	Root	Purifies water. Slows poison x10 for 12 hours.
Naza (9)	Waste	Leaf	Universal antidote. Immediate effect.
Jojojopo (4)	Mountain	Leaf	Cures frostbite (2-20 hits equivalent).
Oiolossë (8)	Freshwater	Clove	Lifegiving for Elves (within 7 days).
Olvar (6)	Saltwater	Flower	Lifekeeping (2-20 days).
Kathkusa (3)	Waste	Leaf	x2 Strength (1-10 rds), +10 OB, x2 hits.

recognize the pathway. If no path is crossed, then traveling in the desired direction is a Light (+10, not snowing) or Medium (+0, snowing) maneuver.

Further details on these rare and helpful herbs can be found in *Middle-earth Role Playing, 2nd Edition* (p. 256-257).

Poisons found in the region include brithagurth (lvl 2), a fish containing a black venom which causes hardening of tendons in 1-4 appendages; and carcalen (lvl 4), a moist cave moss embodying a nerve poison (victims failing RR by 01-50 lose use of 1-2 extremities for 1-100 days; with a failure of 51-100, the nerves in the extremity are reduced to useless pulp; failure of +100 results in death).

9.1.6 ALL IN A DAY'S JOURNEY

The following guidelines may be used to determine the PCs' progress each day. However, GMs should evaluate several things—their own level of ease with arithmetic, their players' degree of trust in their GM, and their players' tolerance for long calculations—before they decide what methods to use for determining the success or failure of the adventurers in the North.

GMs with players who trust them and who hate doing lots of arithmetic might consider using a more narrative approach to survival in the frozen wastes. Use the *MERP* rules (or your house rules) to handle hunting, foraging, travelling maneuvers, and campsite maneuvers. And encourage the PCs to take appropriate measures to protect themselves against the cold. But use your own judgement to assess whether or not their precautions (successful or not) are sufficient.

This less "number-intensive" approach can be slightly modified for players who feel more secure with using a defined game system (rather than GM discretion) to generate results. Note the precautions the PCs take to fight the cold. Note their success or failure in starting a fire, hunting, finding shelter, and any other relevant factors. Then assign a difficulty level to travelling that day. One player should roll for the group. The GM finds the result on the standard Maneuver Table and uses it to guide his or her description of the events of the day and the distance traveled.

GMs who like numbers and who have players who like numbers can use the method described below.

WEATHER

From the appropriate section of the Master Climate Table (Section 16.2) determine the day's weather (temperature and precipitation).

PATHFINDING

To simplify matters, one tracking maneuver should be made each day. Using the chart below, determine if the PCs will cross a path that day. If so, then it will be Hard (-10, not snowing) or Very Hard (-20, snowing) to

If the PCs have already found a path and are travelling along it, then it is a Medium (+0, not snowing) or Hard (-10, snowing) maneuver to stay on the path. If the maneuver is failed, then the next day the PCs can be considered to recross the path and have another chance to recognize it.

Region	Chance of a Path
Within 20 miles of Forochel	25%
Frozen Tundra	2%
Foothills of Ered Luin	35%
Rammas Formen	40%

	Not Snowing	Snowing
Following no path	Light (+10)	Medium (+0)
Finding a path (if it exists)	Hard (-10)	Very Hard (-20)
Following a path	Medium (+0)	Hard (-10)

NOURISHMENT

From the chart below, establish a "food factor" based on the previous night's meal.

Hot Meal (adequate portion)	1.25
Cold Meal (adequate portion)	1.00
Hot Meal (inadequate portion)	0.90
Cold Meal (inadequate portion)	0.75
No Food	0.50
No Food (two consecutive nights)	0.25

If *RMCV* is available, the GM may incorporate the starvation/dehydration critical system to cover the "food factor." The above system is presented as a useful tool in dealing with all aspects of basic survival.

WARMTH AND SHELTER

From the chart below, establish a "warmth/shelter factor" based on the previous night's accommodation.

Cave	Fire	Adequate furs/skins	1.0
Cave	Fire	Inadequate furs/skins	0.9
Cave	No fire	Adequate furs/skins	0.7
Cave	No fire	Inadequate furs/skins	0.4
Bivouac	Fire	Adequate furs/skins	0.9
Bivouac	Fire	Inadequate furs/skins	0.8
Bivouac	No fire	Adequate furs/skins	0.6
Bivouac	No fire	Inadequate furs/skins	0.3
No shelter	Fire	Adequate furs/skins	0.4
No shelter	Fire	Inadequate furs/skins	0.3
No shelter	No fire	Adequate furs/skins	0.1
No shelter	No fire	Inadequate furs/skins	0.0

CLOTHING

Decide how adequately each of the PCs is dressed and assign them a "clothing factor" from the chart below.

Body Cover	Head Cover	Hands/Face/Feet Cover	Clothing Factor
Adequate	Adequate	Adequate	2.0
Adequate	Adequate	Inadequate	1.6
Adequate	Inadequate	Adequate	1.4
Adequate	Inadequate	Inadequate	1.0
Inadequate	Adequate	Adequate	1.0
Inadequate	Adequate	Inadequate	0.8
Inadequate	Inadequate	Adequate	0.4
Inadequate	Inadequate	Inadequate	0

A relevant, successful hostile environments maneuver automatically gives a character adequate cover on one area (Head, Hands/Face/Feet or Body). Three successful rolls will give adequate protection to all areas.

FROSTBITE AND HYPOTHERMIA

Each day, every member of the party (except Elves) should roll to determine his or her degree of frostbite. Everyone begins at 0% and increases his or her level by 10% upon failing a frostbite roll. However, if the sum of an individual's "food factor" and "warmth/shelter factor" is less than 1.5, then increase the level of frostbite by 30% for a failed roll. A character's frostbite percentage should be subtracted from all movement, maneuver, and combat rolls. The percentage levels represent the following degrees of frostbite/hypothermia:

10%	Mild frostbite
20%	Mild hypothermia
30%	Medium frostbite
40%	Bad hypothermia
50%	Severe frostbite
60%	Mild gangrene
70%	Severe gangrene (amputation)
80%	Death

The frostbite roll consists of the following: (Temporary Constitution Stat + Temperature) x Food Factor x Warmth/shelter Factor x Clothing Factor - Existing % Frostbite + open-ended D100 roll.

The roll is failed if the total is less than 101.

Example: The Mentalist Eroch has Constitution of 75 and is well-protected by his heavy robes and several layers of animal skins. His hands, face, and feet are adequately protected, but he refuses to wear any head covering. Last night, Eroch slept in a bivouac with an ample covering of animal furs, but no fire. He ate an adequate portion of cold wolf meat. Today the temperature is -15° and Eroch already has mild hypothermia (20%).

Eroch's "food factor" is 1.0.

His "warmth/shelter" factor is 0.6.

And his "clothing factor" is 1.4.

Thus his frostbite roll bonus total is

$([75-15] \times 1.0 \times 0.6 \times 1.4) - 20 = 30$.

Eroch rolls 66, giving a total of 96, and so fails the roll. The sum of his "food factor" and "warmth/shelter factor" is 1.6. Therefore his frostbite level only increases by 10% to a case of medium frostbite.

Had Eroch only eaten a small portion of cold wolf meat last night, his "food factor" would have been 0.75 giving a frostbite roll bonus of 18. However, on failing this roll, his frostbite level would have increased by 30% to a case of severe frostbite, since his "food factor" and "warmth/shelter" factor would have summed to only 1.35.

It is much harder to decrease levels of frostbite. A character must spend two days and nights with all factors at their maximum level and also successfully pass the frostbite rolls, in order to decrease his or her level by 10%.

DISTANCE TRAVELLED

Have each character add his or her Constitution bonus to his or her base movement rate and subtract the level of frostbite. Then take the lowest of the individual values as the party's base rate. If this value is less than or equal to zero, then the critical individual is so badly affected by the environment that he or she cannot move. (It will take at least two days for him or her to recover.)

Multiply the party's base rate by the lowest of its member's "food factor," "shelter factor," and the following other factors if appropriate:

- x2.....if the adventurers are following a path
- x0.75.....if the predominant gradient is uphill
- x0.75.....if it is snowing
- x1.5.....if the party has acquired a sledge
- x1.2.....PC makes a relevant, successful region lore roll.

Divide the result by 5 to give the total number of miles travelled in the day.

Example: Eroch has a base movement rate of 50'/rnd, a Constitution bonus of +10, and a frostbite level of 20%. After each member of the party has calculated his or her base rate, it is found that Eroch is the slowest at $50+10-20=40'$ /rnd, and thus this is taken to be the party's base rate. The party follows a predominantly uphill path all day and it is snowing. Hence the adventurers manage to walk $40 \times 2 \times 0.75 \times 0.75 \div 5 = 9$ miles in the day.

9.2 BEASTS OF THE FORODWAITH

WHITE WOLVES

Huge and dangerous, the white wolf is northerly kin to the terrible dire wolf and distantly related to the common grey wolf. White wolves (S. "Drauglos") have thick, oily fur and enormous paws concealing claws they use to obtain a grip on snow and ice and to rend their prey. They are true denizens of the North and can survive in temperatures as low as -60°F (-50°C).

SNOW TROLLS

A breed of Wild Troll, the Snow Troll is comfortable in cold climates. The gaunt creatures are slightly less aggressive than their warm-weather counterparts, perhaps as a consequence of the temperature. They possess whitish grey hides, blue eyes, and turn into pillars of ice when caught by the sun. If the pillar survives the day without melting, or being otherwise destroyed, it returns to Troll





form with the night. Snow Trolls are solitary by nature and avoid any encounters in the depths of winter. The lure of spring influences them to hunt food. Any creature bigger than a rabbit is appealing prey to the Snow Troll, and wary outdoorsmen know to keep a sharp eye open for these creatures when the worst of winter passes.

ICEDRAKES

The terrible Icedrake is kin to the Cold-drake, the oldest of the Dragons. They are wingless, but agile and armed with long, steely claws. Their bite can crush a warrior in plate armor, while the lash of their powerful tail could fell a woolly mammoth. Unlike true Cold-drakes, Icedrakes are expert swimmers and frequently hunt prey in and under the water. They can spew forth great quantities of water and ice that, while being no match for the Firedrake's awesome breath, can be a powerful weapon should the need arise. They live near glaciers and ice flows.

NORTH BEARS

Found only in and around the Ice Bay, these huge, pale, white or grey bears are solitary hunters. Called Megliformen by the Elves, the north bear is an excellent swimmer. Its food consists of seals and fish, along with berries when weather permits. Wise adventurers will avoid these creatures: their superb sense of smell enables them to track prey up to 2 miles away.

LEAF-EATERS

Caru (Du. "Elk"), losrandir (S. "Snow-wanderer"), and moose roam the more southerly parts of the Forochel, providing food for many predators. The unique combination of climates along the fringes of the bay results in an abundance of berries and leafy plants that grazers find appetizing in late spring, summer, and early fall. Even in winter, some herds refrain from migrating south, honing instead their skills at locating greenery beneath the snow and scrapping this chill covering away with their hooves. The most common species is the losrandir, and the Lossoth people rely upon the beasts for meat and leather.

SEA CREATURES

Many creatures inhabit the seas off the northern coast of the Forochel. Most, like the seals, sea lions, and schooling fish, are harmless. However, a few terrorize Lossadan fisherfolk and any others who brave the waters patrolled by these monstrosities of the deeps. The demon whale measures up to 70' in length and boasts 5' teeth capable of shredding steel or bending mithril. Sailors love to tell stories of these cetaceans, but rejoice that the monsters roam only northern waters.

Fell Turtles, giant snapping turtles that grow as large as 50' in length, occasionally visit the bay. Their presence is always marked by a general uneasiness in the aquatic life, because they prey relentlessly upon all that swims until their huge appetites are satiated. After swallowing its fill, the beast heads for deeper waters, only to return when hunger flares again. Even a demon whale is loath to tackle a fell turtle (S. "Aeg-crúmor") when it comes to feed in the Forochel.

9.3 THE NPCS

TRIMANI

Trimani is an elderly wiseman of the Lossoth of Lucun. He resides in the "muldakut," the only permanent building in the village, and holds the responsibility for the upkeep of this special whale-bone residence. Trimani has long served as his clan's law maker, possessing the last say in disputes amongst the Lossoth of Lucun. He is growing senile and despite his wisdom he suffers from confusion frequently. Some of his clan have begun to question his judgement.

The old man spends most of his days in a room at the front of the muldakut, huddled over a small fire. It is unlikely that he will survive many more winters.

LUFSEN

Lufsen is tall for one of the Lossoth, standing 5'9". His build is burly, and he is a formidable warrior. He holds the position of Ulmeyn (La. "Hunt-leader") in the clan of Lucun, and deservedly so. None can match him in spotting obscured tracks, sensing a weather change, or building an ice hut with speed. Despite his prowess, Lufsen is a mild-mannered, even-tempered man who values tradition. He is one of the few who hunted alongside Trimani in days gone by, and the Ulmeyn retains a great respect for the old man.

CULNUN

A young man from the village of Lucun, Culnun is impetuous by Lossadan standards. He is slight, nimble, and compensates for a lack of muscle with precision and raw courage. Wielding his bone spear and primitive bow, the youth is becoming a skillful huntsman. Last winter he single-handedly slew a north bear, despite Lufsen's instructions to await help before following the beast's tracks. The three-inch scar across Culnun's face is testimony to the fight put up by the bear.

Culnun has adopted a hunting dog as a personal companion, an eccentricity frowned upon by the Lossoth.

FRANNARD

Frannard is merely seventeen years of age, but tragedy has already entered his life. He returned from an illicit scouting trip (checking rumors about the tracks of a snow demon—which proved to be merely prints from a migrating herd of losrandir) to find his family and clan dead, gruesomely murdered by Vacros and his henchmen. Young Frannard is the sole survivor of the now-empty village of Culsee.

Frannard stands 5'8" tall and has keen blue eyes and long blonde hair. He carries a wooden spear, a bone gutting knife, and is acquainted with the basic skills of a hunter. While holed up in the family ice hut during long winter storms, Frannard acquired the fundamentals of the Westron tongue from his grandfather. The unusual old man traded every summer with the Rivermen of the Lhûn in his youth.

THUIDIMER AND GALARIKS

These two Northman brothers ply the waters of the River Lhûn between the small village of Caras Celairnen and the northerly settlements in the Ered Luin (S. "Blue Mountains"). They are wary of strangers, trusting no one but each other. Both thoroughly enjoy their nomadic lifestyle.

Thuidimer is the elder of the two, and his blonde hair is thinning. Galariks is taller than his brother and boasts a short temper. Both have blue eyes, long beards, and dress in furs and leather breeches. Like other Rivermen of the North, they speak a rough dialect of Westron containing much river-slang and crude curses.

KÉNWĒ FORYAREN

Standing 6'8" with dark hair and piercing grey eyes, Kénwē Foryaren is one of the last remaining Noldo Elves in Middle-earth. He wields a Holy sword of white adarcer and carries a longbow named Cúlossë. In the Wild, he dons an archer's helm and wears a silver-white cloak over grey leather armor.

Among his kindred, Kénwē is young: he was born merely one hundred years before the end of the Third Age in Harlindon. Wanderlust lured him from his home, and Kénwē traveled to Imladris where he joined the Dúnadan Rangers of the North. Under "Strider's" orders, he travelled throughout northwestern Endor, from the shores of Gondor, to the shadows of Mirkwood, to the peaks of the Misty Mountains, and down into the dark tunnels of Moria.



Well-acquainted with King Elessar, Kénwē will aid anyone in service to the crown. The Noldo is a skilled hunter, lethal with his long bow at any range. Tracks a month old or more are an open book to his discerning eye, and the rare herbs filling his belt pouch are regularly restocked by his own expertise. The Elf can build an ice hut, skin a losrandir, or wrestle a spawning salmon to shore as quickly as the most able Lossadan. Kénwē is also a formidable fighter, a fine athlete, and an excellent horseman.

GONDRING THE WORM

For centuries, Gondring (S. "Stone-cold") the Icedrake made her lair in the northern mountains of Angmar. She left the Hithaeglir when the Witch-king's realm collapsed and the numbers of Orcs and Snow Trolls diminished (her primary food supply). She removed to a cavern close by the Ice Bay of Forochel and dines on the herds of deer and elk which roam the North. Like other Icedrakes, Gondring is at home in frigid waters and often hunts seals or larger fish in the bay.

Gondring is 25' long, including her tail. Her translucent scales change color with her surroundings. Formidable claws grace her steely forearms and powerful hindlegs. Her large, green eyes mesmerize her foes. Although she cannot fly, Gondring moves at incredible speeds sliding through the ice and snow or swimming underwater.

Wise and subtle with age, Gondring is less eager to swallow alive the Men, Elves, or Dwarves unfortunate enough to come her way; she prefers to manipulate them into performing deeds that bring forgotten knowledge, ancient treasure, or meatier prey into her control. Despite her indirect methods, she is powerful enough to destroy a party of adventurers in seconds. The equivalent of a tirrim (company) of warriors, Gondring is also a potent seer. Her spells ensure that the Icedrake knows of all events occurring in the Forochel.

9.4 THE SETTINGS

9.4.1 THE LOSSADAN VILLAGE OF LUCUN

Situated on the bend of a small river, the village of Lucun includes eight snow huts clustered around a sacred whale-bone house known as the "muldakut." Every fifth year, during the summer months, when the Lossoth live in tents, the population of Lucun swells considerably: the village is one of the five sites where the annual mid-summer "muldak" is held. Lossoth from all of the Forochel come to trade, to arrange marriages, and, most importantly, to celebrate a hunting ritual. Grum, a foul-tasting beverage distilled from crushed roots and berries, flows freely. Singing and dancing continue late under the mid-night sun of the season.

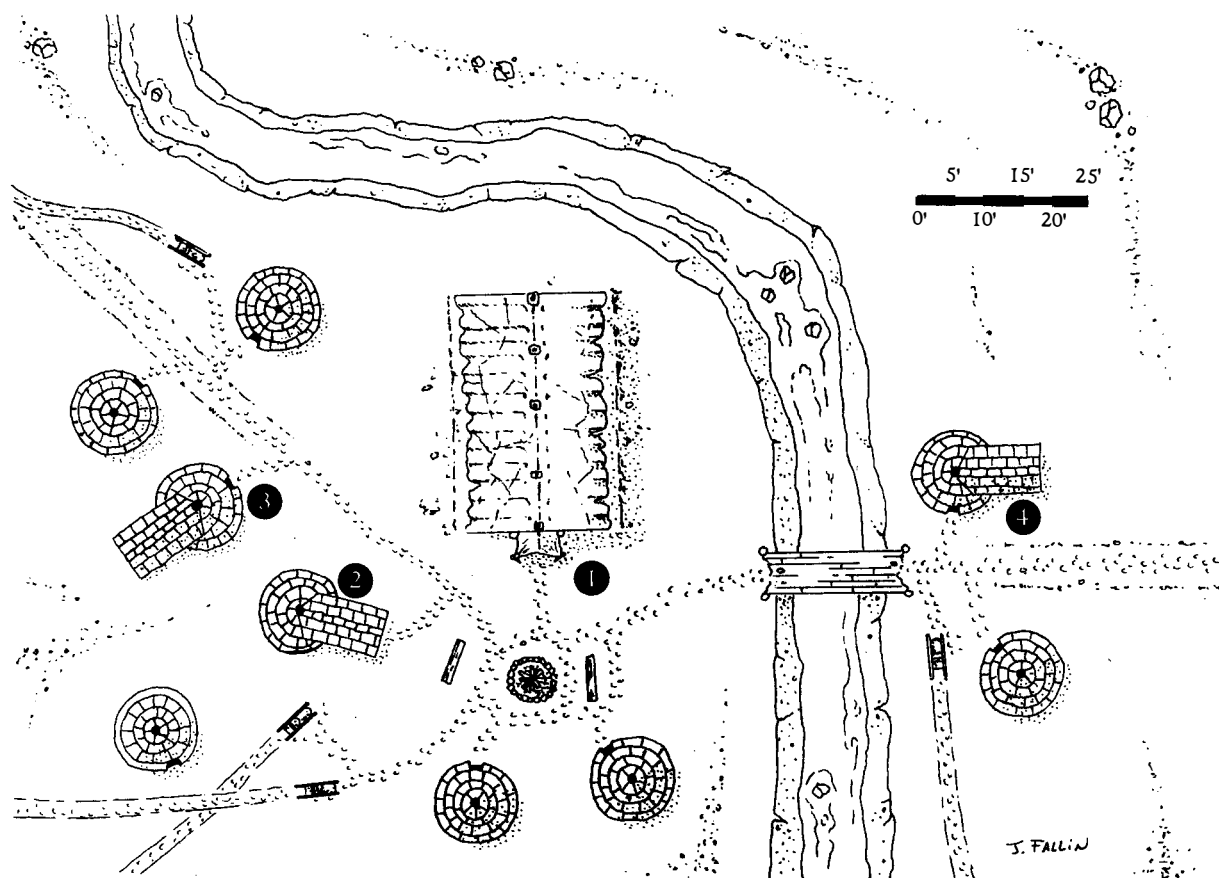
A typical snow hut standing in Lucun during the nine cold months of the year contains a sleeping board, storage chests, a food table, a drying rack, and perhaps a hide-covered seat for visitors. Notable individuals have additional possessions.



Lufsen



Lossadan village



I. The Muldakut. The sacred house possesses a whale-bone frame supporting a solid layer of sod and a thick tarp of tanned whale-hide. The focal point of the muldakut festival, the muldakut contains an impressive array of hunting prizes. Furry, white bearskins are draped on the walls between huge moose antlers. Obscure items include a couple of teeth from a demon whale and a shield of the royal house of Arthedain (very rusty, but +15 magic). In the middle of the hut, some distance from the supporting bone columns, gapes a large fire pit. Small hatches in the roof above can be opened to release smoke when the pit is in use.

During long winter storms, the Lossoth of Lucun tend to gather here rather than in their snow huts. The entrance consists of double doors which may be barred from the inside. During summer months, the doors are usually left open. Near the entrance is a small fire pit and several comfortable hide seats. At the back of the muldakut, two small rooms are created by animal skin hangings. One is Trimani's sleeping quarters; the other serves as storage.

2. Lufsen's Hut. Contains a collection of hunter's bows, a vicious hunting knife made from the jaw bone of a white wolf, several pieces of broken sledge, and miscellaneous junk.

3. Culnun's Hut. The interior is dominated by the pelt of a large north bear (head still attached). In an extension section of the hut rests Culnun's sleeping board with a carved wooden basket at its base for the hunter's companion hound. When Culnun returns from the hunt, his bone

spear and primitive bow (-5 short bow) hang from pegs beside the sleeping board.

4. DogHut. The clan's hunting dogs shelter from the cold nights in a hut reserved for their use. The hut has a strong doggy odor, and much of the snow around it is stained a pale yellow color.

9.4.2 A BEAST LAIR

This cave system was once used by minions of the Witch-king of Angmar as a secret lookout post. It is now inhabited by a family of north bears.

I. Entrance. It is Very Hard (-20) to perceive a small engraved symbol just inside the 8' high entrance, which identified the cave to spies of Angmar.

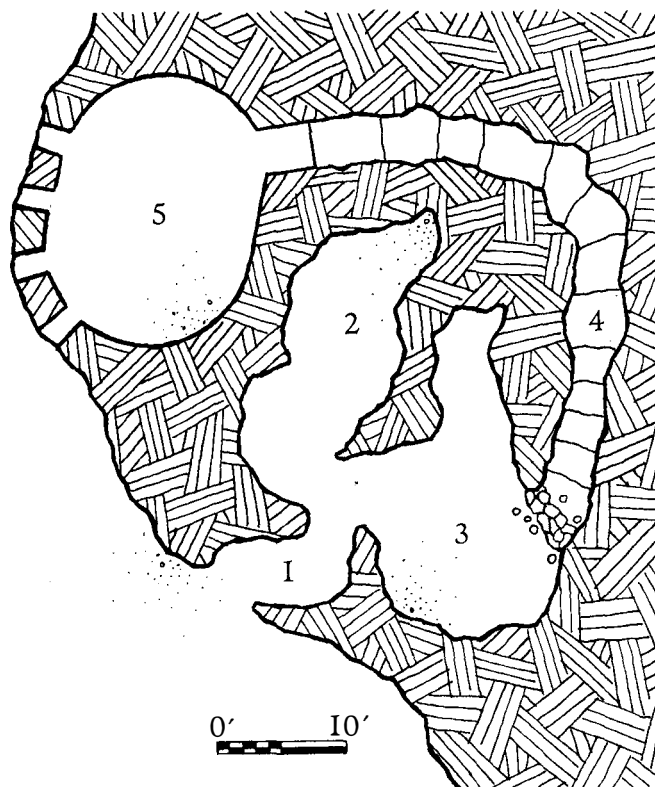
2. Left Chamber. Inhabited by two adult north bears and their young cub. Against the lefthand wall rests a large chest; it is unlocked and filled with rocks barely covered by a thin top layer of silver and copper pieces. Removal of all the rocks reveals two large bolts which fasten the chest to the floor, rendering it impossible to move. It is a Very Hard (-20) observation to notice the wire attached to the lid of the chest which runs through a small hole in the wall behind. Opening the chest releases the tension in the wire, causing a bell to chime in the spying chamber (#5). It is an Absurd (-70) perception maneuver to hear the bell.

3. Right Chamber. At the back of this chamber, several animal hides are neatly arranged around a pile of firewood. A pair of fur mittens, a leather helm, flint and steel, a small

oil lantern, some trail rations (1 week), and a small back-pack containing a purse with 30 gp are scattered across the skins. Some shredded heavy winter clothes and the gnawed bones of the last unfortunate victim who attempted to shelter in the beast lair litter the front of the chamber. A +10 non-magic short sword and a broken shield lie amongst the debris. It is Hard (-10) to see that part of the righthand wall is comprised of medium-sized stones which can be removed to reveal a stepped passageway beyond (#4).

4. Stairway. A stepped passageway twists up to the spying chamber (#5). If more than 180 lbs are applied to the sixth step, it collapses into a 30' pit below. Current victims are protected from the 6" metal spikes at the bottom of the pit by the tumbled skeletons of previous visitors. The top of the stairway is blocked by double iron doors. The lefthand door possesses a small hatch which can be opened only from the other side. The righthand door bears a simple message inscribed in Black Speech: "Don't turn the handle; just push." Turning the door handle locks the doors and sends a portcullis hurtling down from the ceiling above the penultimate step of the stairway.

5. Spying Chamber. This chamber was permanently manned during the Witch-king's campaign against the Dúnedain of the North. The walls were carved to form an oval-shaped room, and four spying windows have been created by tunnelling through the coarse-grained rock.



Beast lair

Troll cave

On the righthand wall, a bell (see #2) hangs over a large cabinet. Within the cabinet are eight unlabeled, tightly sealed glass jars: four contain healing herbs, and four contain poisons (see Section 16.0 for specific possibilities). The cabinet also contains candles, lanterns, oil flasks, maps of northern Eriador, and several journals (in Black Speech). Next to the cabinet rest four sets of primitive skis in a rack. Pegs hold four pairs of trousers fashioned from white leather and four parkas also of white leather. Beside one of the spying windows stands a simple telescope, which may be wheeled to any of the windows. The chamber also contains a large pile of animal hides, a stack of fire-wood, and a pile of cooking pots.

9.4.3 TROLL CAVE

1. Entrance Cave. This simple cave is warm, dry, and well-protected from the wind: it's a good place to shelter for the night!

2. Passageway. One must scramble over several rocks in order to move along this passage, which is rarely used by the Trolls. Much unwanted debris has been discarded on its floor.

3. Back Cave. This small cave is referred to as the "sulking cave," since the young Trolls are sent here when they misbehave (or annoy mama or papa). The walls of the cave are covered in carcalen moss, a nerve poison, (see Section 9.1.5) which the Trolls have learned not to consume.

4. Main Cave. Home to five mature Trolls and three infants of the species. The floor is strewn with bones, knives, clubs, animal hides, and simple pots.





9.4.4 GONDRING'S CAVE

1. Small Entrance Cave. The rock in this room contains tiny crystals which refract all light into the seven colors of the spectrum.

2. Main Cave. Huge icicles, sparkling with a tint of blue, hang from the high ceiling. A large boulder conceals the main entrance. Unless one stands close to it, the boulder is barely distinguishable from the surrounding walls. In the small side chamber, next to the main entrance, a pile of treasure contains jewelry, precious stones, small trinkets, and several thousand gold pieces.

3. Platform. Gondring lies coiled on her platform most of the time. Her gaze sweeps continuously over the main cave. A +20 mithril sword, a sapphire ring (x4 Channeling multiplier), and a magical amulet (see Section 9.5.4) rest between the Icedrake's body and the cavern wall.

9.5 ENCOUNTERS IN THE FROZEN WASTES

On their journey across the Forodwaith, the PCs may encounter beasts, Lossoth, and possibly an Elf. Some will be helpful, most will be dangerous, and a few may be both.

Several possible encounters are detailed below. These scenarios may be included or omitted by the GM as he or she sees fit. Additional encounters can be obtained from the Master Encounter Table in Section 16.0. However, the most important challenge in the North to be faced by the adventurers is their attempt to leave the area for more southerly climes!

Gondring's cave

9.5.1 DIRECTION OF TRAVEL

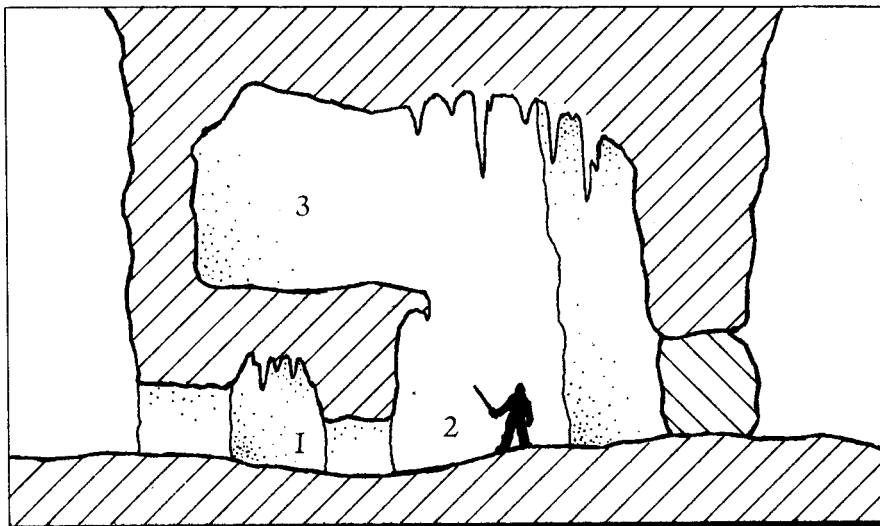
Traveling overland, there are three broad routes that the PCs might follow to return to civilization. They may head southeast towards the Mitheithel (S. "Grey-spring") River, due south over the Evendim Hills to Annúminas, or southwest to the River Lhûn and the Blue Mountains. Pursuing these directions, they may attempt to move along existing tracks and paths or simply tramp crosscountry on a compass setting.

If the adventurers are unlucky or unskilled, they may wander aimlessly. To determine how well the PCs plan their route, use region lore, geography, direction sense, map reading and mnemonic skills for the appropriate maneuvers. Whichever route they eventually choose, the survival parameters in Section 9.1 can be used to determine whether or not they complete their journey.

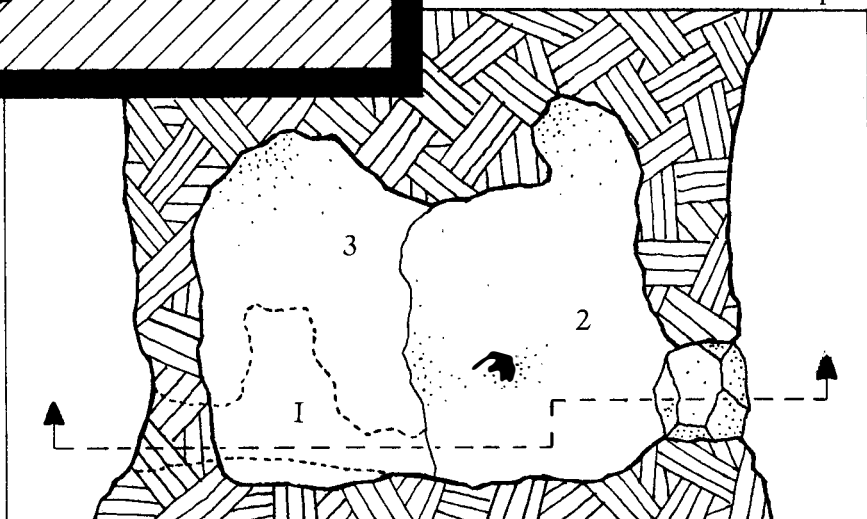
9.5.2 JOURNEY DOWNRIVER

Perhaps the quickest route south available is by raft down the Lhûn. Its northern tributaries are frozen solid by late fall. However, the strong current of the main waterway keeps the ice at bay until mid-winter, and its northern extent lies only 65 miles from the southwest corner of the Ice Bay.

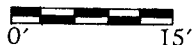
The Lhûn basin is rich in woodland, providing resourceful adventurers with an abundance of materials for raft-building. Construction of such will require the use of wood crafting, rope mastery, or engineering skills.



Cross-section



Floorplan



J. FALLON



Once aboard, PCs should make good time on the fast-flowing winter currents. An average speed of 5 mph should be attainable. Challenges while afloat include rapids, sandbars, cross-currents, and driftwood which are respectively Hard (-10), Medium (+10), Very Hard (-20), and Hard (-10) to negotiate (boat pilot is an appropriate skill for maneuvers). If temperatures are very low, parts of the river may be iced over. Portaging or ice-breaking will be required for further progress south.

The guidelines provided in Section 9.1 may still be applied to the river journey. However, temperatures are likely to be significantly higher than in the open wastes.

After a couple days' journey downstream, the PCs are passed by two Rivermen, Thuidimer and Galariks, returning from a late-season trip up the Annúduin to trade with the Dwarves of the Blue Mountains (see Section 9.3.5). Should any of the PCs be experiencing a seriously bad state of health, the brothers grudgingly give limited assistance. They have a few basic herbs, for which they would be willing to trade (see Section 9.1). Advice on how to repair or build a better raft will be given freely, but in a patronizing manner.

9.5.3 THE LOSSOTH OF LUCUN

On their journey across the northern wastes, the PCs pass close by the Lossadan village of Lucun. Should they need assistance (or merely experience a moment of loneliness or curiosity), the adventurers will no doubt visit the site. Their arrival provokes a hostile reaction.

The Lossoth are an insular people, content to live quietly in their inhospitable land of ice and snow. They have little contact with outsiders, since they are entirely self-reliant and do not engage in war or territorial disputes. Sticking to traditional ways, they congregate in hunter-gatherer societies, cooperating in order to survive. They have no code of laws: each Lossadan knows his or her place in the clan, and crime is rare.

Nevertheless, the PCs' arrival in Lucun may stir the steadfast men of the North to violence. Angered and saddened by the murder of their kin in Culsee, the clan of Lucun remains unaware that that two rival groups of southerners arrived on the shores of Forochel. Knowing only that barbaric outlanders slew an entire village of Lossoth without provocation, they assume the PCs were among Vacros' men and so take them captive.

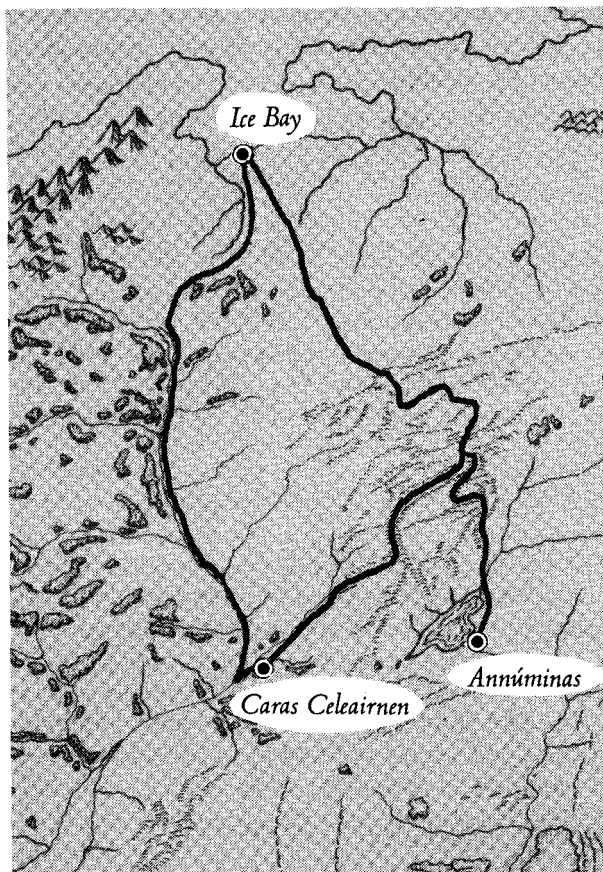
The adventurers are dumped in a snow hut, bound and gagged, while the Lossoth debate their fate. Culnun, whose sister lived in Culsee, demands that the PCs forfeit their lives, a view taken by several others as well. Lufsen, the Ulmeyn, retains an open mind and insists that the prisoners be kept alive until Trimani passes judgement. This may take several days, for the old man meditates on his verdict until he is sure of its justice. Ultimately, the PCs' fate may rest with Frannard. He tracked his family's slayers to the peninsula of the palantíri, arriving there in time to witness Vacros' ambush of the adventurers. Much depends on his ability and desire to convey the truth to the easily confused Trimani. Several scenarios may develop:

- (1) The PCs escape their prison, steal food and equipment from the Lossoth of Lucun, and flee.
- (2) Culnun persuades many Lossoth to disregard Lufsen and Trimani, with the result that the PCs are sentenced to death.
- (3) In the night, Culnun alone attempts to kill the PCs.
- (4) Frannard conveys the PCs' innocence to Trimani, and the old man finds enough strength to assert his authority. The PCs are freed and perhaps given food and assistance.
- (5) The Lossoth choose to avoid the issue and merely allow the PCs to return to the wastes unaided.

Frannard may assist the PCs in any of the first three scenarios. If required he may become a new member of the party (see section 9.6.1).

9.5.4 A FAVOR FOR GONDRING

In their efforts to escape the harsh Forochel nights, the PCs may stumble into the cave of the Icedrake Gondring (see section 9.3.7). When the adventurers enter through the small back entrance of her lair, Gondring lies upon the raised rock bed above them. She is motionless, and it is Very Hard (-20) to spot her (with further penalties for lack of lighting).



*Journey:
The Ice Bay to
Caras Celeairnen
or Annúminas*



Once the PCs have entered the main cave (perhaps tempted by the treasure), Gondring slides down from her raised bed to trap them. She greets them as if they are expected guests. Should the adventurers attack her, she demonstrates her overwhelming offensive and defensive superiority, but avoids death-dealing counterattacks.

Gondring is prepared to dicker with the PCs. She has become aware of a family of Snow Trolls newly ensconced in a cave just a half mile away. If the adventurers agree to lure the Trolls to her lair, thus providing the Icedrake with a tasty feast, she will spare their lives. To ensure that the adventurers keep their promise, she insists that the largest (most meaty) PC stay with her as hostage.

If the PCs are faithful to their word, Gondring is faithful to hers. In addition to letting the adventurers leave unharmed, she gives them a token of goodwill: a gold amulet housing three ice-cold diamonds, which gives the wearer, and all friends within a 10' radius, an additional +15 on their RRs versus all three realms of magic.

9.5.5 ASSISTANCE FROM KÉNWË FORYAREN

No matter what route the PCs travel, there is a chance of encountering Kénwë Foryaren. Such a meeting may be determined randomly, or GMs might use the Noldo Elf as a lifeline to adventurers in distress. Kénwë carries a varied selection of valuable herbs (see Section 9.1.5) and possesses excellent foraging ability. He will aid the PCs in any way he can and may even accompany them on their journey for a while.

Kénwë Foryaren

9.5.6 FURTHER ENCOUNTERS

The beasts of the Forochel are many and varied. Encounters with some (losrandir, snow hares, white foxes, fish) should provide the PCs with much-needed sustenance, while encounters with others (white wolves, snow lions, Cold-drakes) merely put the adventurers in peril of their lives. There is a chance (30%) that any cave entered by the PCs contains a hostile inhabitant: Snow Trolls, an Icedrake, Ice Orcs, or north bears. Details of a Troll Cave and the home of a north bear family are given in Sections 9.4.4 and 9.4.2 respectively.

9.6 GAMEMASTER'S NOTES

9.6.1 SUGGESTED NEW CHARACTERS

His entire village murdered by Vacros' men, the young Lossadan Frannard is seeking vengeance on the ruthless Easterling. Knowing that the PCs were innocent of the destruction of his family and friends, Frannard may strike a deal with them. In return for helping the outlanders escape alive from the frozen wastes, the PCs must assist Frannard on his quest for revenge.

9.6.2 EXPERIENCE POINTS

The PCs will travel a considerable distance in very hostile conditions; travel points should be significant.

10.0 RETURN TO THE RIDDERMARK

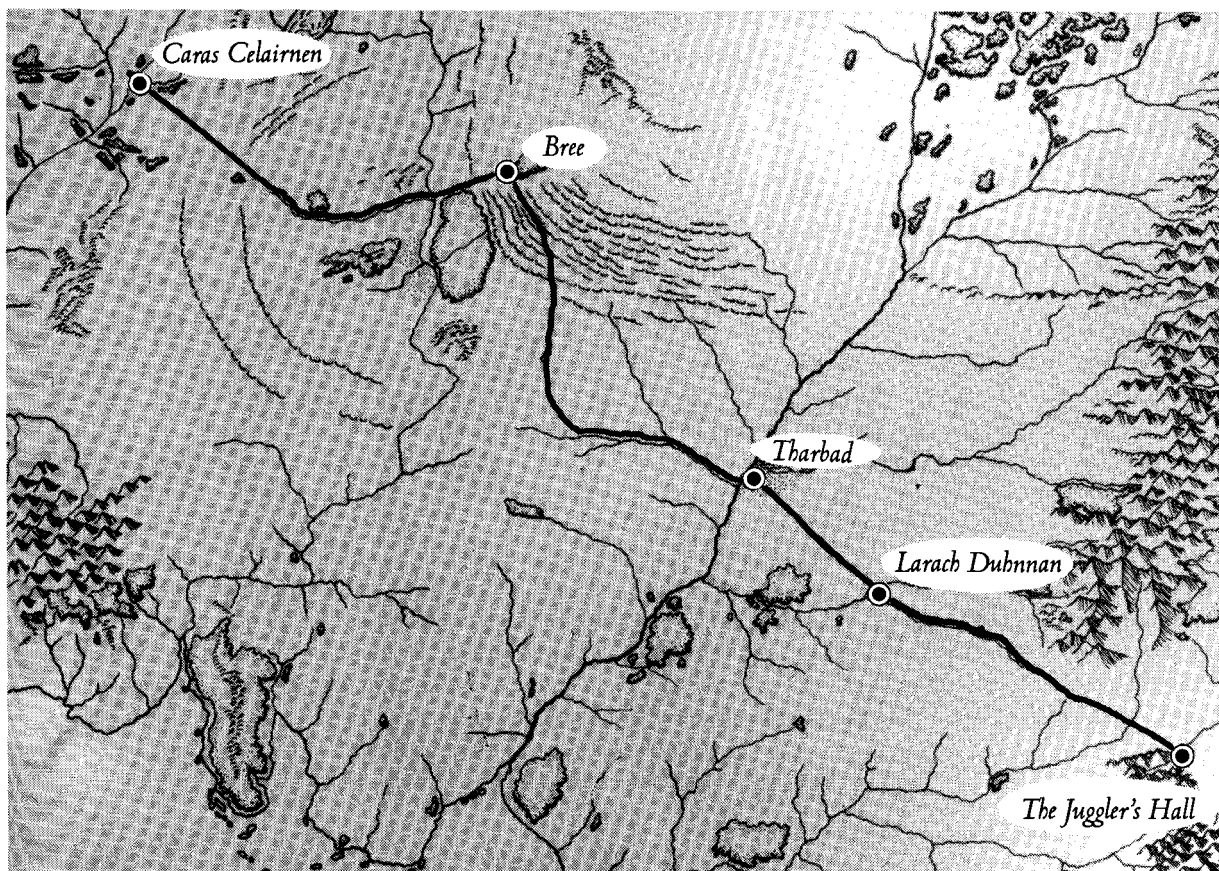
Having survived the perilous northern wastes, the PCs must dig deep into their inner reserves and push on quickly to the Juggler's Hall. There are many questions to be answered, and the link with the Jugglers is the only lead the adventurers have. Where is Vacros taking the palantíri? What is the connection between Vacros and the Jugglers? How do the PCs get back on the trail of the stolen Seeing-stones?

10.1 THE JUGGLERS' INVOLVEMENT

Once the location of the palantíri became known to Taladhan, he approached the Journeyman Jugglers with the proposal that they covertly bring the Stones across the Ered Nimrais (see Section 6.6.1). The Jugglers operate a smuggling route from the south coast of Gondor up the River Lefnui and across the White Mountains to the Deeping Coomb. Taladhan has used their services in the past and knows them to be proficient in their chosen work.

Nevertheless, the details of the sorcerer's consignment were quite extraordinary and aroused the suspicions of Sunlending, the Master Juggler. Taladhan desired that two large heavy cases, whose contents were to remain unknown, be transported all the way to the Wold. He





Journey:
Caras Celairnen to
Tharbad to
the Riddermark

further insisted that the Easterling Vacros accompany the cases at all time. Sunlending first thought to turn down the job. Upon learning that Taladhan was prepared to pay 100 gp up front, with 200 gp more on delivery, he struck a deal.

The Jugglers held a meeting in the Chamber of the Awful Stair (as noted in Section 7.5) and planned to steal Taladhan's consignment once they were paid for its delivery. Originally they had planned, after delivering the consignment, to follow Taladhan's minions and ambush them as they attempted to cross the Anduin River. However, news that Vacros bore changed their minds. After a rendezvous with six of the Jugglers at the mouth of the Lef nui River, the Easterling informed them that the consignment was now to be delivered to some bandits in the Wold, who would hold the goods in storage for a while. Despite some annoyance at the alteration, the Jugglers merely stipulated that they be paid as agreed/on delivery. News of the change in delivery point moved along the smuggling route in advance of the consignment, and the Jugglers reformulated their plot. They decided to return en masse to the bandits' lair to steal the goods the day after delivery.

Taladhan, of course, had foreseen the Juggler's original plans and changed the delivery point in order to thwart them. He has no intention of leaving the palantíri with the bandits in the Wold. The Seeing-stones will be transported straight to Sarn Goriwing, and fakes left in their place.

As the PCs approach the Juggler's Hall, they are only a few days behind the palantíri. Vacros was initially blessed by the weather, and the *Evenstar* sailed to Gondor with little delay. However, a series of storms blew in while the Stones were carried across the White Mountains. The route the Jugglers take is known as the Awful Path: it is comprised of tunnels and hazardous trails atop mountain ridges. With heavy cargo and driving rain, progress over the mountains was very slow.

10.2 JOURNEY BACK TO THE JUGGLER'S HALL

Most of the journey back to the Deeping Coomb should be familiar to the PCs. Emerging from the sparsely populated northern hills, they would do well to head for Bree, where they may to acquire horses. From there, the trip to Tharbad is 221 miles and could be accomplished in 4 days riding good steeds for 12 hours each day.

Their greeting in Tharbad is not as warm as on previous occasions. Even though Commander Cilis is a war-hardened veteran, he is bitterly angered by the news of his lost men. The PCs are offered fresh mounts and trail rations, but no other assistance for their journey back to the Hall. They are not encouraged to dwell long in Tharbad.

The adventurers have traveled the road to the Hall in reverse. As they move south along its length, make use of the Master Encounter Table to enliven their journey. The PCs may reach their destination in 5 days by riding 12 hours a day on good horses.



In total, the journey from the Ice Bay to the Juggler's Hall will require 42 days at the least. If the PCs travel the whole distance to Bree on foot, then the time taken should be a minimum of 63 days.

10.3 THE NPCs

BERGRAND

The oldest member of the Journeyman Jugglers, Bergrand was once a close friend of Sunlending's deceased wife, Marigild. He remains an active speaker in the Master's Circle and assumes the role of Master of the Hall whenever Sunlending is absent. Bergrand is held in high esteem by all. Not only is he a stirring orator and a brilliant playwright: he initiated many performers into the shady Order of Journeyman Jugglers.

For a man of his age, Bergrand is in good health. He is meticulous about his posture, rigorously holding his shoulders square and walking with a firm stride. He has thinning grey hair, a pair of copper-rimmed spectacles, and wears a long flowing black gown. To visitors he displays a charming demeanor, but he is known by the students at the Hall to be a hard and rigorous taskmaster.

MARODWYN

Sunlending married the beautiful Marodwyn upon the death of the former Master Juggler, Marigild. The Rohir maid was but seventeen years old on her wedding day, and although now approaching middle age she remains almost as stunning as she was when Sunlending met her. Marodwyn has kept herself in trim condition with the daily exercises required by her dancing profession. Many men still mistake her for a young, sprightly twenty year old, but perhaps some are misled by her flirtatious manner.

As is typical of a prospective Master Juggler, Marodwyn possesses a darker side. Indeed, some of her secrets would terrify even her fellow Journeyman. Unbeknownst to Sunlending, Marodwyn has acquired a set of scrolls that were once the property of Eyfura, the founder of their Order. The scrolls are inscribed with cruel spells (**RM**: four Evil Magician lists: Darkness, Dark Contacts, Physical Erosion, Dark Summons; **MERP**: Essence Perceptions, Light Law, Direct Channeling [reversed], Blood Ways [reversed]). Marodwyn is learning the incantations with vigor, and she is eager to use her new-found power to promote her position within the Master's Circle. Given time, she will become an extremely dangerous lady.

FOLRIC

Thirty years old, with light-brown hair and a cheeky smile, Folric is an honest Juggler. Son of a rich Rohir landowner, he came to the Hall seeking a life on the stage. The Jugglers accepted him as a member of the guild, because he is a talented singer. However, in light of his father's position, it was decided that Folric should not take the special initiation tests.

Folric has begun to suspect that there is more to the school of Jugglers than meets the eye. He has enough wit to keep his mouth shut and his eyes open. According to his friends and teachers, the young man's focus is solely on singing and the further training of his voice.

Folric is likely to befriend the PCs and could prove to be a valuable ally should they find themselves in difficulties.

DERELON

A keen student, Derelon is not a particularly good actor, but shows great promise as a sneak, a thief, and a rascal. His training is not complete: he lacks the subtlety required to become a full member of the Order. It will be several years before he learns that the Jugglers are more than a school for entertainers with a strange branch of study that includes lessons in pickpocketing, eavesdropping, lockpicking, scam creation, and moving without a sound. Should he be put in a tight spot, Derelon is quick to draw his rapier, which he handles with skill.

Derelon has long, dark hair (which he pulls to the back of his head and secures with a leather thong) and dresses in expensive clothes. He is a loud, boisterous fellow with a sizeable ego. He doesn't handle an abundance of drink well, and this limitation often leads to unruly scenes.



Marodwyn

RÉMAHILD

Tall, with long blonde hair, the elegant Rémahild is the most gifted student at the Hall. She is an exceptional actress and could one day become renowned for her artistry in a cultured city such as Minas Tirith.

Rémahild is of pure Rohir ancestry. She was born and reared in the Westfold town of Dunlostir. Her family was poor, and she lost her father in the War of the Ring. She remains unacquainted with the unsavory side of the Journeyman Jugglers.

A month ago Rémahild turned down an offer of marriage from Derelon. The pair had been courting for nearly a year, but the maid's doubts about the young man's integrity shadowed much their acquaintanceship. Derelon's attempt to hit her—after one of his drinking binges—was all the excuse Rémahild needed to repulse her suitor. When the PCs arrive at the Hall, she is attracted by the natural allure clinging to strangers and seeks further conversation with the adventurers. Rémahild's behavior is sure to infuriate the young Derelon.

10.4 THE SETTING

The text below gives further details for some of the important rooms in the Juggler's Hall (specifically #11, #14, #18, and #19) which were previously described in Section 4.4.

11. Master's Bedchamber. A thick, comfortable carpet covers the floor of this large room, and, though the walls are bare stone, they are adorned with rich tapestries of mountain scenes. A pair of huge desks dominate the chamber: one is placed along the outer wall, the other against the surround of the stairs down to the Master's parlour (#9). Other items of furniture include a generous bed sporting brass posts at each corner, an armoire, a chest of drawers, a small dressing table, and two bedside tables. It is Very Hard (-20) to detect the stone-faced panel (#12) which opens into the secret store room (#14). The mechanism for opening the panel is operated by a lever at the back of the armoire.

14. Secret Store Room. In addition to locked chests, this room contains a small table, two chairs, a set of shelves displaying expensive crystal and tableware, and several paintings. On the table sits a lantern which may be lit to illuminate the dark chamber. The contents of the shelves are worth 2000 gp in total and include cut-glass vases, silver candlesticks, golden goblets, enameled plates, and crystal bowls.

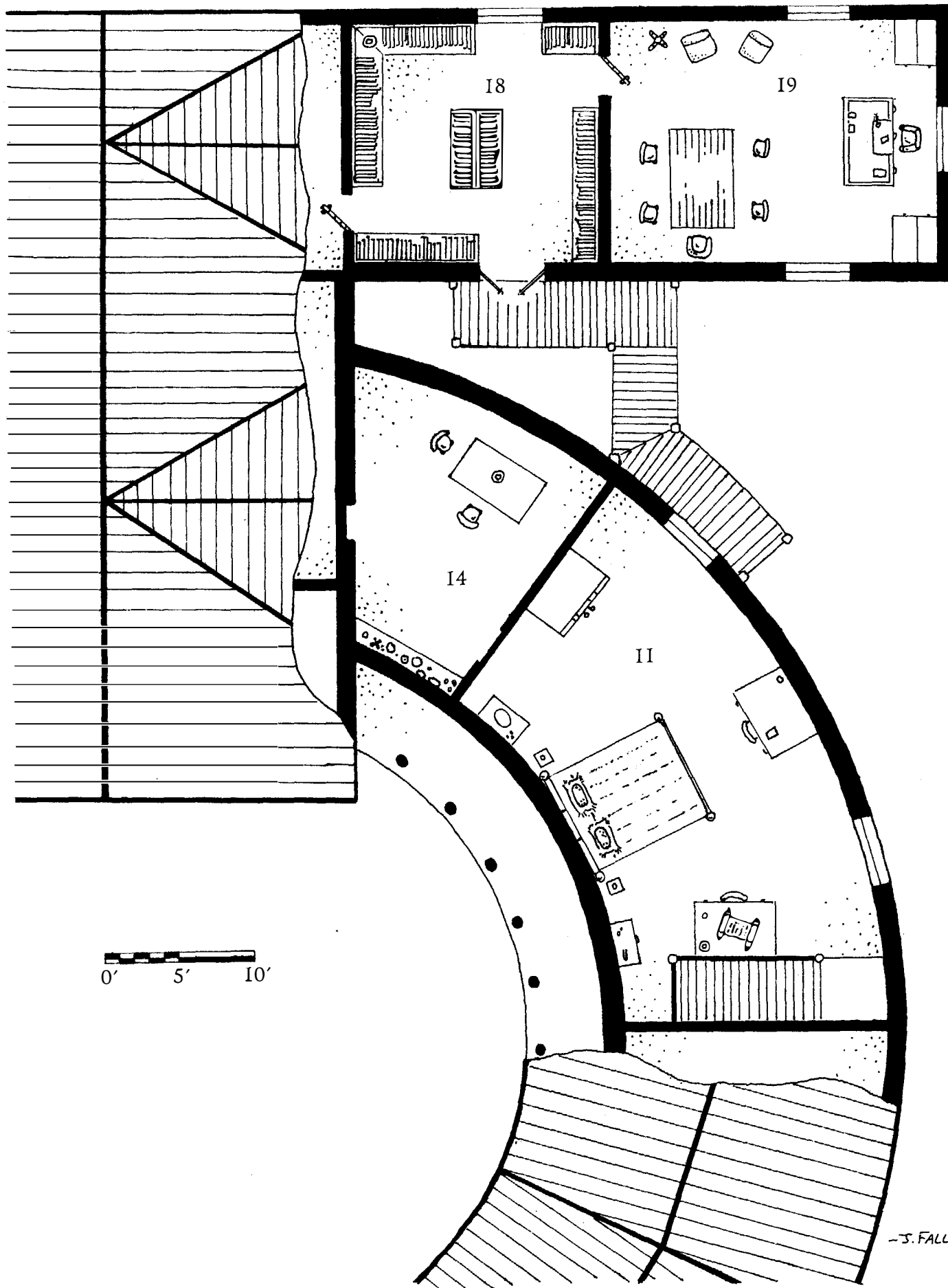
18. Library. A single window and the glass door to the bridge-walk (#13) provide the only sources of light for this dimly lit room. Against all four walls and in the center of the chamber, robust oak bookcases hold histories, song-books, and tomes on entertainment. Notable



Folric

authors include Godric Slawsun, Sunlending Mardsun, Bergrand, and Dartel Karan. It is Extremely Hard (-30) to discover a false compartment in the small bookcase between the window and the office door. It contains a complete collection of Evil Magician spell lists. The door to the room is usually locked and Very Hard (-20) to pick.

19. Office. A small meeting table for five persons stands near the door, while the far end of the room is dominated by a grand leather-topped desk with brass handles. The desk is surrounded by four wooden cabinets within which the Master stores records of his student's and minion's progress (see section 10.5.2). Two comfortable chairs rest next to the coat rack by the door. Portraits of previous Master Jugglers hang on the red cedar walls. The door to the room is usually locked and Extremely Hard (-30) to pick.



10.5 DISCOVERY OF ILLICIT ACTION

10.5.1 ARRIVAL

When the PCs arrive at the Hall, they will find it much less lively than on their previous visit. Sunlending and the majority of the Jugglers are in the Wold delivering the palantíri, and Bergrand has been left in charge of the Hall. Other prominent personalities who remain include Marodwyn, Folric, Derelon, and Rémahild..

No play, singer, musician, acrobat, or marionette exhibition is scheduled for the week when the PCs arrive. They will need to create a solid excuse for visiting the Hall. If they can convince Bergrand that they are genuine theater fanatics, the students put on an impromptu show. Otherwise, they may find themselves observing the students' lessons!

Of course, the PCs might try to gain entrance to the Hall by forceful means. However, Bergrand and Marodwyn are able guardians for the interests of their Order. Formidable potential foes, they possess considerable magical skill. Direct attack is unlikely to gain the PCs access to the key rooms on the top floor of the Hall. A sneaky, subtle approach should be more rewarding.

10.5.2 INVESTIGATIONS

While staying at the Hall as guests, the PCs should attempt to gain the information they require by snooping around the private rooms in the building. The Master's office and library are normally closed to visitors, as is the Master's bedroom. Bergrand spends much of his time in the office during the day, but leaves it when he goes to teach. He carries one of the two sets of keys to these rooms and always locks the library and office doors whenever he departs. The other set of keys is usually carried by Sunlending; in his absence they have been left in one of the desks in the Master's bedchamber.

The bedchamber is occupied by Marodwyn at night, and there is a 20% chance that she may return there during any hour in daytime.

If the PCs break into the office, they find crucial information within the drawers of the desk and cabinets. A large cloth-bound book, kept in the top righthand drawer of the desk, records all financial transactions made by the Journeyman Jugglers. A recent entry indicates the receipt of 1000 gp for a consignment itemized as "Two large cases (goods unknown) + Vacros." A further note indicates an expected future receipt of 2000 gp plus the unknown goods! In addition, if the PCs can recall the date of their first visit to the Hall, they will find Vacros' name recorded in connection with the smuggled weapons he acquired on that day.

One of the drawers of the cabinets contains a collection of rough maps. The uppermost is a map showing the location and route to the bandit's lair in the Wold. This was drawn by Vacros, at the Jugglers request, during the transportation of the Stones. The handwriting on the map

is identical to that on the sketch map which the PCs may have recovered in Tharbad (section 7.4). Attached to the map is a list written by Sunlending. It names the 30 Jugglers accompanying him on the operation at the bandit's lair.

Other drawers of the cabinets contain further evidence of the Jugglers' illicit activities. These include records of student progress, lists of members of the secret Order, and records of the meetings of the Master's Circle.

10.5.3 NEGOTIATIONS

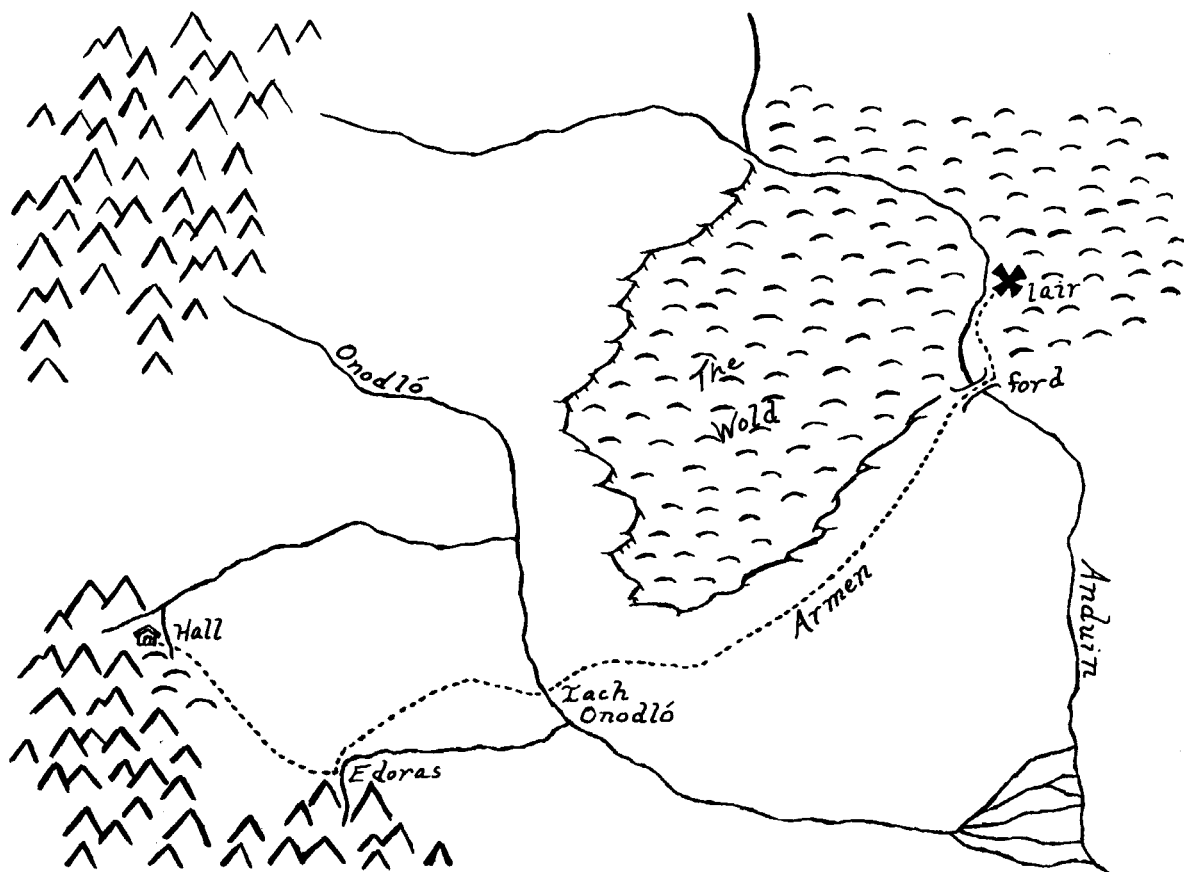
Alternatively, the PCs may learn news of the palantíri by becoming part of an elaborate scheme belonging to the power-seeking wife of the Master Juggler. Marodwyn has some grand designs for the future of the Journeyman and is impatient in to inherit the position of Master Juggler. She holds little love for her husband and is plotting his downfall. The PCs' arrival at the Hall provides an excellent opportunity for his removal.

Should the adventurers ask questions about Vacros openly, or be caught snooping, Marodwyn may suspect their interest in the Juggler's current escapade. Approaching them in secret, she proposes a deal. She will inform them of Sunlending's latest smuggling exercise, and give them directions to the bandit's lair, in return for the murder of her husband!

In approaching the adventurers, Marodwyn takes a risk. She must reveal the nefarious deeds of her husband, but conceal the whole truth about the Order of Journeyman Jugglers. The right proportion of deceit is necessary to her success. She describes Sunlending's smuggling as a limited operation led by a cruel and greedy man. She portrays herself as innocent, uninvolved and, until recently, unaware of her husband's activities. She claims Sunlending has grown mean and twisted, of late, presumably because of his illicit business. Marodwyn adds that he is disliked by the members of the Hall, and that most of the Jugglers are opposed to the unlawful activities. With tears spilling down her cheeks, Marodwyn recounts tales of other women with whom Sunlending keeps company and laments that her husband treats her so unkindly. She hates to wish for his death, but believes murder is justified to save the school and herself from the man's increasingly evil schemes.

It is sheer folly (-50) for the PCs to perceive that Marodwyn is lying. Roll for each of the PCs and give favorable modifications depending upon how much has been uncovered about the Jugglers' illicit activities.





Vacro's map

10.6 GAMEMASTER'S NOTES

10.6.1 SUGGESTED NEW CHARACTERS

Folric is an excellent candidate for a replacement character. He may take the PCs' visit to the Hall as an opportunity to sever his links with the crooked school. Should Folric assist the adventurers, he may insist that they take him on board regardless of whether a new character is required.

Alternatively, the PCs may become acquainted with Bowlin, a Dwarf from Gimli's people in the Glittering Caves. Anticipating a fight at the bandit's lair, the adventurers might ask the Dwarven warrior to join them when they encounter him on their way to the Wold.

10.6.2 EXPERIENCE POINTS

Points should be awarded for the tactfulness and efficiency with which the PCs conduct their investigations at the Juggler's Hall. An added bonus of 1000 XPs might be given for picking up the trail of the palantíri.

10.6.3 FUTURE ADVENTURES

If the PCs leave the Hall, having negotiated with Marodwyn and without unveiling the Juggler's darker side, then the Order of Journeyman Jugglers will survive. The situation provides a good opportunity for future adventures once the palantíri quest is complete. It would be intriguing to pit the PCs against Marodwyn at a later date.

11.0 SEARCH IN THE WOLD

The adventurers again sense the completion of their task as they travel to the last-known location of the palantíri. This time, they may even manage to keep the enchanted orbs! Despite their success, a nasty surprise awaits when they return victorious to Minas Tirith.

11.1 A TWIST IN THE TALE

As detailed earlier (in Section 7.5), Taladhan foresaw the Jugglers' treachery. In a dream, he overheard the plot devised by the Journeyman at a meeting in a high tower contained within an immense cavern. He learned that the double-crossers intended to steal back the palantíri after they had delivered the orbs into Taladhan's hands. The vision was accurate. The suspiciously large sum of money that Taladhan offered the Jugglers to smuggle the Stones over the White Mountains was enough to convince them that the cargo was extremely valuable and thus worth keeping in addition to the delivery money.

Taladhan originally intended to have the palantíri brought to a spot on the west bank of the Anduin River about 5 miles north of the southern edge of the Wold. After his premonition, the sorcerer changed the delivery site to a location 50 miles farther north on the east bank. The change was initially made to hinder any ideas the Jugglers had of sending an advance force to scout the area. Then, Taladhan evolved his master plan. He decided that

the best way to foil the greedy Jugglers would be through trickery rather than force of arms. Taladhan instructed Elegg to covertly order two replica palantíri from the Glassworks of Minas Tirith. The terms palantír and Seeing-stone were to be avoided; rather Elegg was merely to describe the products wanted: two orbs of translucent black glass, one a foot in diameter, the other two feet across. Since knowledge of the palantíri is extremely limited at this time in history, a description of their exterior appearance is unlikely to attract attention. The very few people who have heard of the Stones tend to think that they exist only in myth.

Taladhan hopes to fool the Jugglers by letting them steal the fakes, instead of the true palantíri, thus ridding him forever of the rogues' attentions. Unfortunately for the PCs, the introduction of the replicas will add a wholly unknown and extremely troublesome element to their quest; they too may mistake them for the real thing!

The fakes were created in the Minas Tirith Glassworks which lie on the Fourth Tier of the city. From there, they were shipped, by water and land, to Lake-town. Taladhan arranged to have the false orbs pass along the Old Forest Road (see Section I 3.6.1) where he ambushed the wagon carrying them (thereby avoiding revealing himself as the receiver of the delivery and avoiding the shipping costs as well!) and brought the fakes to his tower, Sarn Goriwing. The journey to Sarn Goriwing from the ambush point was slow due to the size of the glass spheres and the increasing Elven presence in the Greenwood (not to mention marauding giant spiders). However, they arrived safely at the tower. There, Taladhan wove subtle enchantments to render the false glass spheres more like the palantíri in their appearance. The enchantments were mainly cosmetic, conferring no powers upon the fakes, the exception being a spell which toughened the glass spheres and allows each to be dropped twice without breaking.

The enchantments complete, the fakes were transported to the newly arranged rendezvous in the Wold. As soon as the real palantíri were delivered and the Jugglers had departed, the Stones were swiftly taken north by Vacros into Greenwood and on to Taladhan's tower. The fakes were left in their place in anticipation of the return of the treacherous Journeymen.

Upon the Jugglers' return, the adventurers arrive at the bandits' lair in the hope of recovering the palantíri. The simultaneous presence of a band of Orcs, who are interested in the contents of the large wooden cases, contributes to a very interesting situation indeed!

I 1.2 TRAVELLING TO THE WOLD

The journey to the Wold takes about 6 days, assuming a mounted speed of 5 mph over the 375-mile distance and a 12 hour travelling day. (The adventurers should be hurrying now. They are nearing their goal and cannot want to be denied the Stones again.) The PCs are not far behind the Jugglers and arrive just before these rogues attempt to steal the fake palantíri.

The first day's journey brings back memories as you retrace your steps between the Juggler's Hall and Edoras. Whereas Rohan was in the midst of autumn when you last traveled this terrain, the first stirrings of spring now green the cold-bleached grasses and soften the arc of the sky with mare's-tails. The snow in the mountains is melting, and the rivers are swollen. Old men wander the foothills to the south, hoping to find gold in the sediment washed down from on high. Deer graze in complacent herds. Edoras surges with Rohirrim preparing to leave their winter homes for mountain chalets or summer-long tent-living while following their beloved horses. You cannot linger and stop only to refresh your mounts and reprovision your supplies.

Leaving Edoras, you head northwest towards the Iach Onodló: the bridge that spans the River Entwash. Late on the second day after leaving the Juggler's Hall, you near the swollen waterway. The ground is spongy, soaked by spring flooding. The bridge still stands, however, and provides the only way to cross the turbulent waters.

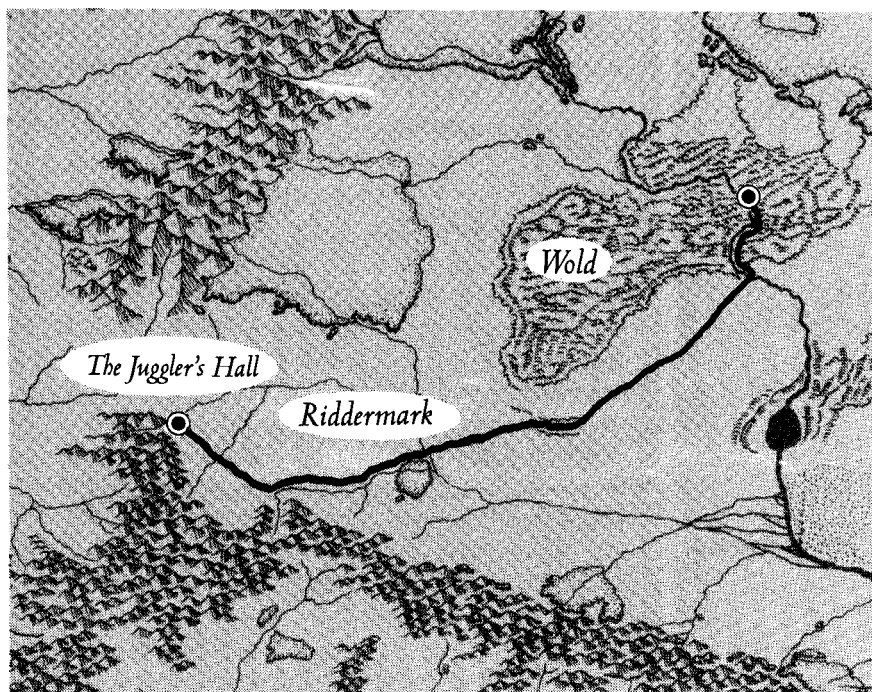
The old bridge stands, but it is far from safe. The overfull river has severely weakened the piers supporting the span, and this has not gone unnoticed by two large Forest Trolls named Gule (Gûga) and Drudge (Drûdâg). In an incredible piece of brain-work, they have decided to hide under the bridge until a decent-sized meal arrives. When dinner crosses the Entwash, the pair intends to ram the bridge piers with their stony shoulders, thereby dumping their prey into the water. The brilliant part of their trap is a crude net woven from rope and positioned across the river downstream. The Trolls hope to pull in the net and their victims after these unfortunates have drowned or ceased struggling due to exhaustion.

It is Extremely Hard (-40) to spot the Trolls; they are well hidden, and it is late afternoon when the PCs arrive, the low sun casting deep shadows under the bridge. (Forest Trolls can operate in diffuse sunlight



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the Riddermark
to the Wold*





without being turned to stone.) When at least three of the PCs stand on the span, the Trolls strike. The bridge collapses, sending all characters on it into the waters below. Each receives a +20 Fall/Crush attack from falling masonry and is carried swiftly downstream to the net. As each PC hits the knotted ropes, there is a 5% cumulative chance that the strands will break.

Once the bridge is down, the Trolls charge to the net, one on each side of the river. They are big and heavy enough to wade the raging stream, unaided if necessary. Any PCs not in the river may attack the Trolls (Lvl 7; Hits 70; AT RL/12; DB 20; OB +70ba).

Characters in the water may drown and must make swimming maneuvers. At least 1 skill rank is needed to avoid automatically commencing to drown. The difficulty of the swimming maneuver corresponds to the armor worn by the character with an additional -10 penalty due to the swollen state of the river. (Plate=Absurd, Chain=Extremely Hard, Rigid Leather=Very Hard, Soft Leather=Hard, Heavy Clothes=Medium.) Three maneuvers must be made before the net is reached; failure on any of them means a loss of 25 temporary Constitution points (recoverable at the rate of 2/hour). If any character reaches 0 points, he or she loses consciousness. If still in the water, the unconscious character loses 30 points/round until dead (death ensues when the total passes a negative value equal to the normal temporary Constitution stat).

It is Sheer Folly (-60) to climb out of the river before hitting the net, because the current is so strong. However, it is only Very Hard (-30) to climb out at the net, so long as a Hard (-15) maneuver is made to avoid getting entangled in the rope (contortions skill is suitable for escaping entanglement). Partially drowned characters operate at a penalty to all actions equal to the number of Constitution points lost.

Iach Onodló

No character will drown, if he or she is conscious when reaching the net: it is easy to keep one's heads above water with the aid of the ropes. However, partially drowned characters will be thoroughly exhausted and unable to fight when and if the Trolls drag them out of the water. Should they survive this extremely nasty encounter, all those PCs still on the west bank will have to figure out how to cross the now-bridgeless Entwash!

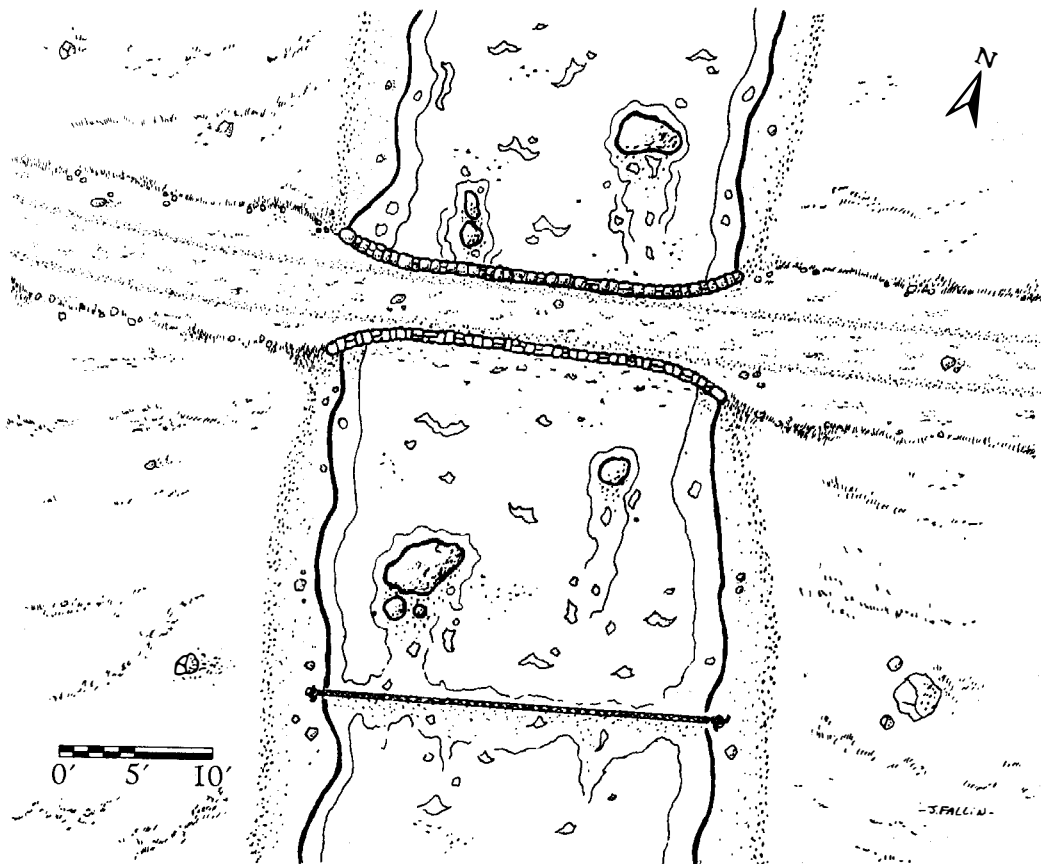
On the far side of the river, the ground slopes away to the east. You skirt the southern edge of the Wold, heading for great Anduin, the river that cuts through the semi-arid downs below the forest of Greenwood. The road you follow is called the Armen and runs all the way to the South Undeeps, the broad ford where you must cross the Anduin and push into the Wold.

The lowlands ahead afford a view of a distant band of men travelling the same road. These must be the Jugglers on their way to deliver the palantíri to their mysterious employer. They are a good two days ahead.

Three days later, the Armen joins a north-south route that follows the west bank of Anduin. You stand at a junction, the Wold to your left, the Eryn Mui to your right. Clumps of tough bog-grass grow around the base of a small abandoned tower that guards the crossroads. Suddenly, a figure appears on the parapet, crying: "I can bear it no more!"

She is the ghost of a Rohir woman whose lover was killed during an Orc raid on the tower in T.A. 3001. The tower was their home, and she threw herself from its roof two months after her mate's death. Her ghost does not speak or answer questions, but jumps from the tower's blind side before anyone can reach her. No body can be found on the ground. However, if anyone digs in the area where the body should lie, a skeleton is uncovered. It wears a silver amulet around its neck. The skeleton belonged to the distraught woman, and her amulet allows its wearer to remain completely calm in all situations. Fear, surprise, and anything that affects demeanor does not affect the wearer. The wearer's calmness may cause a 4th level Fear effect in all foes viewing the wearer in situations in which any sane individual ought to be terrified or awed. The Rohir woman did not know of the powers of the amulet.

The tower has three levels. The ground level contains nothing. The middle level holds merely burnt furniture. Here, a Very Hard (-20) perception (sight) maneuver will reveal a loose stone behind which lies a pure white Holy dagger that slays Orcs. The top level is open to the sky, and a skeleton lies on its stones. The bones are the remains of the Rohir woman's lover. Should



lover. Should the PCs bury the two skeletons together, the ghost will rest. (The GM may award a special XP bonus for this.) Gripped in the skeleton's hand is a war mattock with a red-wood shaft. It is a +20 weapon that also allows the wielder to knock down any non-magic door with one blow.

A short way north brings you to an impressive ford. The river is shallow and wide, very wide, pouring across a level shelf of sedimentary rock before sweeping into narrows downstream. The water's surface shimmers like silk and curls in lacy froth around your horses' knees. Wild persimmon trees on the east bank hang down their branches to display their unripe green fruit for reflection.

The main road continues to the distant and exotic East, unknown lands beyond the Sea of Rhûn. A narrower, winding path follows the bank of the river north. You turn aside onto the more difficult trail, traveling toward the ruins where the Jugglers are to deliver the palantíri which were stolen from you in the Ice Bay of Forochel.

By mid-morning on the last day of your journey, you reach a small ruin which was clearly used as a campsite the previous evening. Even an untrained tracker can establish that a large group of men stayed the night and headed back in the direction from which they came: the north. Clearly the Jugglers have delivered the Stones and are retracing their steps to reclaim their booty. They cannot be far now. This is your chance to obtain your prize and win the honor and riches the King will surely bestow when you return to Minas Tirith with his ancient heirlooms.

A good tracking maneuver at the small ruin can establish further details of the comings and goings there. A group of ten Jugglers stayed the night at the ruin after having delivered the Stones. As the stars wheeled overhead, they were joined by another twenty Jugglers, who entered the camp in twos and threes from all directions. In the morning, the group headed north to attack the bandits. An extremely good tracking roll will reveal that three Jugglers left the main group, traveling east (see Section II.5.1).

II.3 THE NPCs

JUANGERT FERILLÓT

Although Sunlending is present to lead the Jugglers in the Wold, his righthand man Juangert Ferillót coordinates the group's tactics. His discretion directed that reinforcements join Jugglers after the delivery of the palantíri, and he will specify who scouts the bandits' lair where the Stones now rest and who sneaks in to make the theft. Juangert is a full member of the Order of Journeyman Jugglers and is well versed in subterfuge.

Juangert hails from the far lands of Olyas Kriis. Chy blood runs in his veins, and he possesses the creamy skin, almond-shaped eyes, and kinky hair of that kindred. He

is of medium height, 5'10", and wields a strange weapon called a pelarn. (It resembles a short lance with a slightly enlarged boss. It attacks as a spear with a +10 modification. The two-handed pole arm has a +15 bonus when used to parry due to its boss.) The pelarn is a family heirloom from the Utter South where it is commonly used by warriors.

ANGRUS

A large man, with a full reddened beard, Angrus leads twenty bandits who live by harassing traffic on the Anduin. Angrus possesses a powerful personality, a booming voice, and a great bastard sword, which he wields with ferocity. He needs these attributes: his men are a troublesome bunch, mainly thieves, cutthroats, and brigands.

Angrus fought as a mercenary several years and has experienced two stints in jail. He is well content with his career as a bandit and with his small band of men, since the prosperity of the Fourth Age brings much trade down the river and into his hands.

NAGAN

Nagan leads a small bunch of exceedingly vicious Orcs who scavenge in the Wold. The Uruk fled Dol Guldur in T.A. 3019 when it was cleansed by Galadriel. Settling on the Wold as his home away from home, he gathered other fleeing Orcs under his banner. The band shelters in chalk



Angrus





*Bandits' lair and
surrounding terrain*

caves by day and emerges at night to hunt travelers and treasure. Thus far, Nagan has done well. His successes have emboldened the Uruk chieftain, and now he plans to take the obviously valuable contents of the cases guarded by Taladhan's men guard.

II.4 THE SETTING

The action takes place in a small valley overlooking the Anduin. Ruins of an old house lie in front of a cave which is home to Angrus and his bandits. There is more to the terrain than meets the eye, because a narrow passage at the back of the bandit's lair descends to an underground river flowing through a series of limestone caverns.

Millennia ago, the limestone chambers were home to a strange group of cave dwelling people known as the Gondrim (S. "Stone-people"). All knowledge of the peculiar tribe is now lost, and the only trace of their existence is the burial chamber of one of their Kings. The tomb lies on an island in the midst of a large underground cavern, through which the PCs are likely to pass after having recovered the palantíri.

II.5 UPS AND DOWNS

II.5.1 FOUR-WAY FIGHT!

Four factions, all with differing aims, confront one another in the Wold. GMs should be prepared to keep their eyes and ears open as the conflict unfurls.

Nagan



THE FOUR ADVERSARIAL FORCES

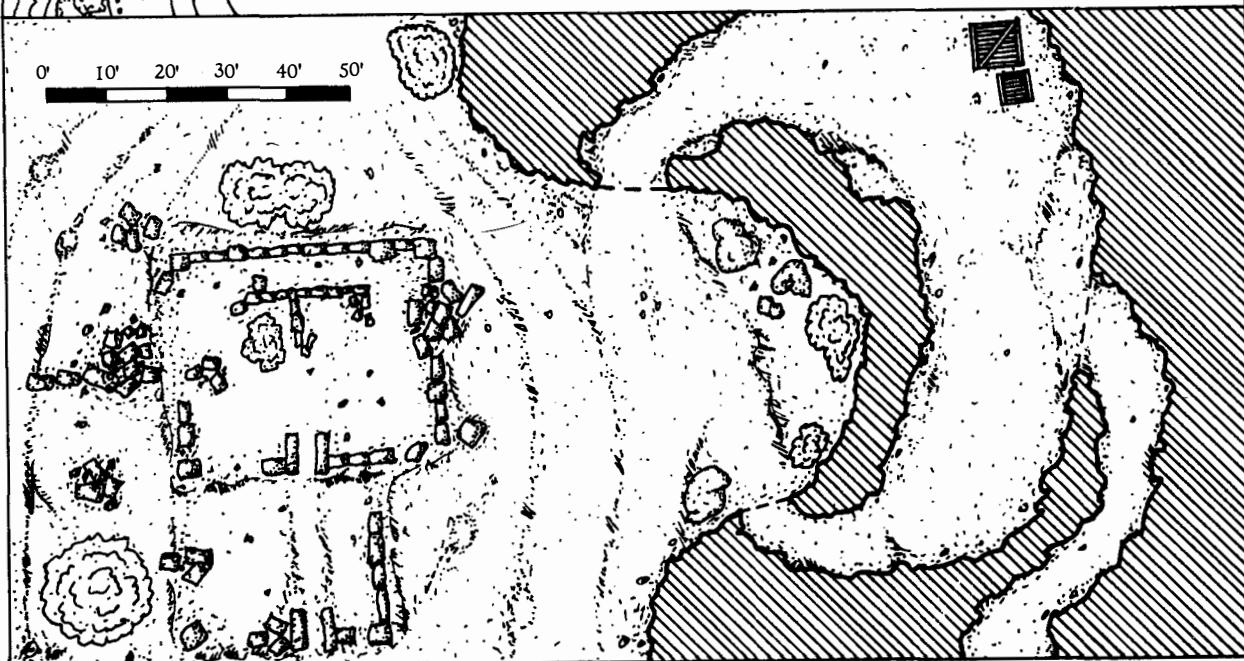
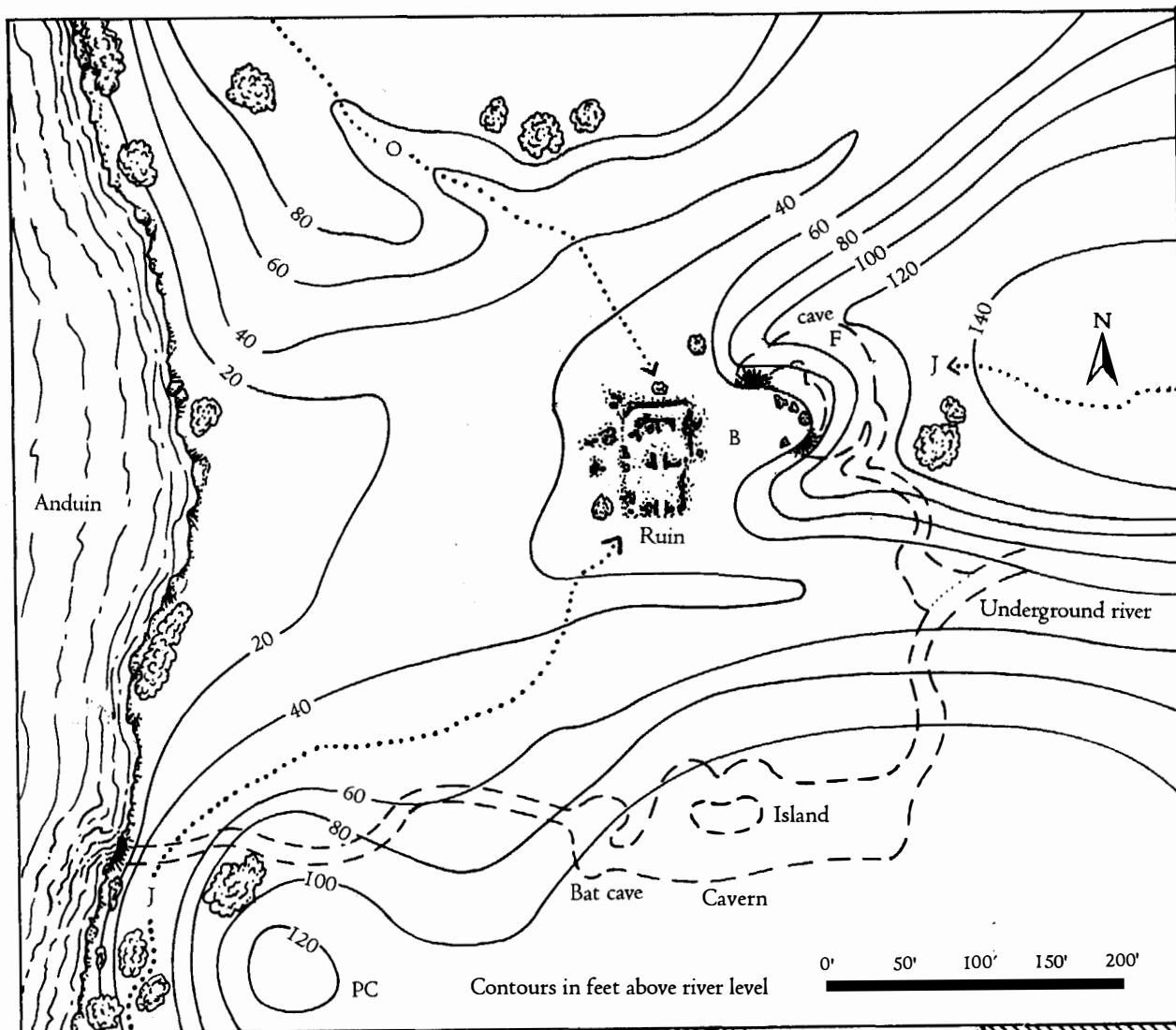
- (1) The PCs. They are here to claim the palantíri for the King. They suppose that the bandits don't expect the Juggler's return. The adventurers are prepared to fight both.
- (2) The Bandits. Angrus and his men have been hired by Taladhan to substantiate the sorcerer's grand plot. They expect a fight and are being well paid for their services. However, Angrus is deceived concerning his appointed adversaries: Taladhan led the bandits to believe the Jugglers are less numerous and dangerous than is so. The rogues anticipate overwhelming the Jugglers easily when they return. Furthermore, the bandits are not expecting the advent of the PCs or the Orcs.
- (3) The Jugglers. The Jugglers journeyed to the Wold in two groups. Sunlending, accompanied by Vacros, led ten men who carried the palantíri to the bandits' lair. Unknown to both Vacros and the bandits, an additional twenty Jugglers, led by Juangert, traveled to the Wold in advance and hid while the smaller group delivered the Stones. Retreating a few miles after the delivery, Sunlending's Jugglers met with Juangert's and all stole quietly back towards the ruins the following morning. The Jugglers know nothing of the PCs or the Orcs.
- (4) The Orcs. These scavengers are present to grab whatever they can get. Their main targets are the cases in which sit the fakes, but they'll be happy to abscond with anything valuable or useful. Nagan saw the Jugglers delivering the cases to the bandits and deduced that something of value was up for grabs. The Orcs know the bandits will fight to retain their goods, but have not anticipated the Jugglers' return and do not expect the PCs to arrive on the scene.

THE COURSE OF THE CONFLICT

At dusk, the PCs approach the bandits' lair by way of the narrow path along the east bank of the Anduin. Ahead, the Jugglers prepare to commence their attack. Three Jugglers have climbed to a vantage point above the bandits' cave, while the rest cluster on the path just out of sight of the lair (see the map). Meanwhile, unaware of the Jugglers' presence, Nagan's Orcs gather on the north side of the ruin, ready to pounce.

The bandits have not spotted the Orcs, but ready themselves for the Jugglers. Ten bandits lie well hidden amongst the ruins, while the other ten stand just inside the cave entrances.

As the PCs move forward, it is Very Hard (-20) for them to perceive the Jugglers on the path before them. (Close to the Jugglers position, the PCs view is obscured by the brow of a hill.) The course of the battle hinges upon whether or not the PCs spot the Jugglers. Both possibilities are described below.





An underground
discovery

The PCs Perceive the Jugglers

If the PCs spot the Jugglers, they have the option of leaving the path and climbing to a vantage point overlooking the lair. This requires Medium (+0) climbing maneuvers and Light (+10) stalking maneuvers. If a stalking maneuver is failed, the adventurers will be immediately spotted by the three Jugglers above the cave. If a climbing maneuver is failed, the PCs must remain on the path. Should this occur, the PCs must either wait until the Jugglers have moved or else attack them (in which case, proceed along lines similar to those described under *The PCs Do Not Perceive the Jugglers*).

Once they reach their vantage point, it is Very Hard (-20) for the PCs to see the Orcs gathering and Extremely Hard (-30) to notice the three Jugglers. However, they have gained a decided advantage: their foes diminish one another's forces while the PCs observe and suffer no casualties. Fighting initially breaks out amongst the ruins, and the Jugglers have the upper hand by weight of numbers. After a short time, some of the bandits leave the cave to assist their fellows in the ruin. At this point, three things happen:

- (1) The Orcs attack
- (2) The three Jugglers above the cave bombard the bandits with rocks and missiles.

(3) Having now revealed their position, the three Jugglers shout to their colleagues and point towards the PCs' location (unless of course the PCs have already joined the fray). Eight Jugglers move towards the PCs. If the PCs decide to charge down the hill and meet the advancing Jugglers, they gain +10 OB for their first strike (due to the slope). The battle now rages with all four factions involved. (Go to Climax.)

The PCs Do Not Perceive the Jugglers

If the PCs do not spot the Jugglers on the path ahead, then the Jugglers hear the PCs coming, hide, and let the adventurers pass before them. The terrain is littered with many small caves, ruts, gullies, and large boulders, making it Extremely Hard (-30) for the PCs to see the concealed Jugglers.

(1) Should the PCs fail to spot the Jugglers, the hidden rogues do not ambush them, but permit them to attack the bandits first. Hence, the PCs proceed towards the lair and attack as they wish. If the PCs pass through the ruins, some of the bandits make surprise attacks on them. Once fighting begins between the PCs and the bandits, the Jugglers and the Orcs attack simultaneously (by coincidence). A four-way fight ensues. (Go to Climax.)

(2) Should the PCs notice the hidden Jugglers, then the Jugglers attack them. Juangert shouts orders, causing eight Jugglers to stay and engage the PCs while the remainder charge the bandits' lair. As these Jugglers assail the bandits, the Orcs swarm down from their hill. The three Jugglers above the cave aim their fire at the Orcs. If the PCs are able to defeat the eight Jugglers, then they may join in a four-way battle at the lair.

CLIMAX

As battle progresses, an opportunity arises for the PCs to break free and enter the cave through the smaller entrance guarded by two bandits. The GM should attempt to manipulate all of the PCs into the lair.

Several Jugglers and Orcs follow the adventurers, and then the three Journeymen above accidentally cause a landslide. Huge rocks and boulders plummet down the cliff face, totally blocking both cave exits. A final conflict takes place inside the dark cavern, around the cases containing the fake palantíri.

II.5.2 ESCAPE

Provided that the PCs won the battle, they are now in possession of what they should believe to be the true palantíri. However, they are faced with the problem of escaping from the blocked cave with their prizes.



It would take many hours for the PCs to dig their way out. They should be encouraged to explore the narrow tunnel leading from the back of the cave. The passageway, little used by the bandits, twists and turns downward to a small cavern, about 20' lower than the lair. Here two boats are moored in a underground river. The water is cold and flows swiftly; it requires a Medium (+0) maneuver to board the boats.

After 100' the river widens to fill a magnificent limestone cavern. Formed by the dissolution of rock, its roof is 50' high. Torchlight catches glistening beads of water dripping from large stalactites hanging from the vaulted ceiling. At one end of the cavern, stalagmites project upwards from a small island.

While passing the island, it is Hard (-10) for the PCs to perceive that amongst the natural beauty of the calcium carbonate columns rests a flat man-made structure. Those who venture on to the islet notice the top of the burial site. The entrance to the tomb is a large flat stone slab requiring at least four men to move. The slab forms part of the roof of a single sunken chamber, and the PCs should be able to slide it horizontally, making just enough room for a man to climb through the crack. The floor of the chamber is 30' below, and on it rests the stone bier of an ancient Gonadan King. The corpse lies on its back, eyes staring upward to the ceiling. It is garbed in a simple white robe. To observers above, the King appears to be carved from stone. Should one of the PCs be lowered on a rope, he or she will quickly establish that there is a real body present. Across the chest, with both hands, the royal corpse grasps a single grey-stone sword which rests lengthwise on his body. No other items are located in the chamber.

The walls of the tomb are perfectly square and pocked with small 1" diameter holes (about 50 holes on each wall). It is Sheer Folly (-50) to climb the walls. Should anyone wish to take the sword, he or she must peel back the King's fingers which grasp the hilt tightly. Any shift in the sword's position is followed immediately by the shattering of the four walls of the chamber, revealing a stone golem behind each (see Section 16.0). The four stone warriors are 10' tall and charge the thief as he or she attempts to escape. The golems will not damage the King's bier.

Should the thief escape with the sword, he or she obtains a great prize, but not without its shadow. The sword is forged of simple grey stone. The weapon is heavy (7 lbs.) and magical (+15 OB, +10 DB). It delivers an additional crush critical and gives the wielder automatic initiative twice per day. However, it is cursed: should the wielder come within 100' of any pure stone statue (portraying man or animal), the statue comes alive and attacks the wielder for 1-50 rounds.

Leaving the large cavern, the PCs hear the shriek of bats as the river flows swiftly into a small cave. The still-dark air surges with small flying creatures, and the PCs are deafened by the beating of bat wings. Each PC takes 1-10 bat attacks as the adventurers pass through the cave (see Section 16.0 for stats).

After another 300', the underground river emerges from a narrow entrance beneath a sheer rock face. The PCs have reached the Anduin and should be encouraged to keep their boats, since the river provides a quick and easy route back to Minas Tirith.

II.6 GAMEMASTER'S NOTES

II.6.1 ENEMY MOVES

The GM should refer to the relative timeline in Section 16.0 to gain a clearer picture of the activities of the NPCs in *Search in the Wold*.

Before the Jugglers delivered the true palantíri to the bandits' cavern, a group of Taladhan's Half-orcs arrived at the lair with the fake palantíri and the balance of the Jugglers' payment. The Half-orcs were led by the Easterling Shakal Draik (see Section 14.3).

When the Jugglers and Vacros arrived, the Half-orcs hid with the fake Stones in the cave. Vacros ensured that the transfer of the true palantíri proceeded in a dignified manner. Shakal and Angrus met with Vacros, Sunlending, and two other Jugglers in the ruin. The packing cases changed hands, and the Jugglers were paid their due. Vacros bid Sunlending farewell and shepherded the true Stones into the cave as the Jugglers departed.

Suspecting that the area was watched by other Jugglers, Vacros stayed with the bandits until nightfall. Then, while the Journeymen gathered at their campsite to the south, Vacros, Shakal, and the Half-orcs switched the real Stones with the fakes and left for Sarn Goriwing. Angrus and his bandits remained on guard by the fakes in order to convince the Jugglers that they were stealing the true palantíri.

II.6.2 SUGGESTED NEW CHARACTERS

Because the PCs will, in all likelihood, be returning to Minas Tirith with what they believe are the palantíri, it would be inappropriate to introduce new characters at this stage. New characters should be introduced in Minas Tirith after it has been established that the PCs' quest is incomplete.

II.6.3 EXPERIENCE POINTS

It is recommended that the GM award a bonus of 10,000 XPs for the recovery of what the characters believe to be the true Seeing-stones, but then retract 80% of that bonus when they find out that what they have recovered are fakes. They should regain this 80% when they recover the real Stones (in addition to a bonus for achieving their goal).

II.6.4 ENCOUNTERS

The GM should utilize the encounter tables in Section 16.0 to enhance the journey and should apply XPs as the encounters dictate.



*Journey:
the Wold to
Minas Tirith*

12.0 THE FOURTH TIER

Upon returning to Minas Tirith, the PCs learn that the palantíri they've recovered for the King are fakes. They have not completed their quest. The adventurers are led to make enquiries in the city, where they discover some surprising facts!

12.1 TARQUILLAN'S DISAPPOINTMENT

When they report to Tarquillan, the PCs are enthusiastically welcomed by the blind Seer. He runs his hands over the false Seeing-stones and chants softly. Then he calls Elegar to his side, and the two converse in whispers for a time. At last, Tarquillan turns to the adventurers, his face ashen: "These are not the palantíri of Annúminas and Amon Sûl. They are not even palantíri. They are fakes."

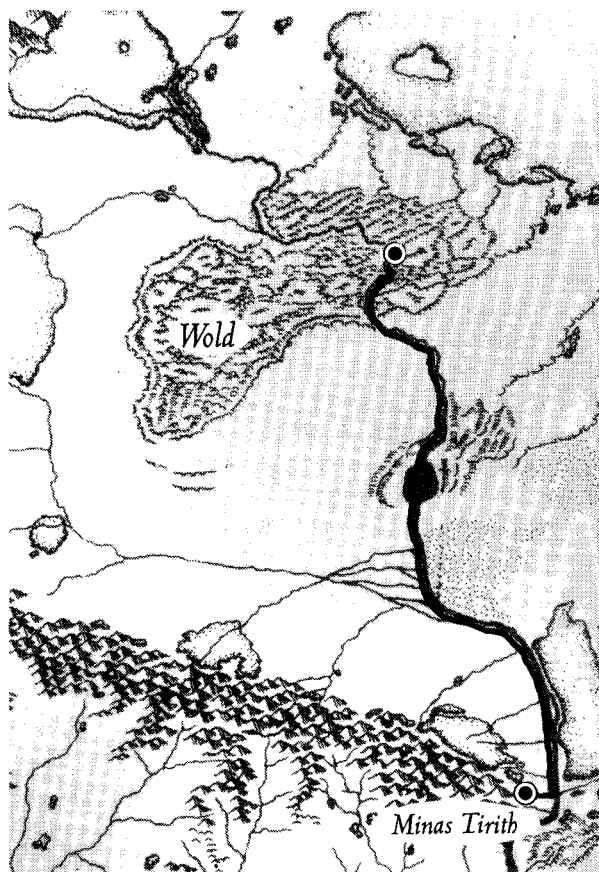
The information should come as a shock to the PCs. Tarquillan summons guards, who arrest the adventurers upon suspicion of stealing the real palantíri. The PCs are taken to the ground level of the White Tower and questioned at length. After a few hours, it is determined, through intense cross-examination and the use of subtle magic, that the adventurers are innocent. They are released, and Tarquillan apologizes. The Seer implores them to investigate further. Elegar is secretly pleased, but slightly apprehensive. Although he has covered his tracks well, he did not expect the PCs to get this far.

12.2 RETURN TO MINAS TIRITH

By far the best route to Minas Tirith with the fakes is by boat down the Anduin. The following text provides a description of such a journey. However, if the GM wishes, he or she may allow the PCs to travel overland. The GM will then need to create an account of their travels as appropriate.

The journey by boat is around 350 miles and should take about 7 days (allowing for intervals when the boats will have to be portaged). This assumes a 14-hour travelling day and a river speed of approximately 5 mph.

The Wold recedes into the distance at your backs, and a light mist descends to blanket the evening. The river bank slips swiftly past. Your eyes alight on your precious cargo, and a feeling of pride fills your hearts. The night is peaceful, if a little damp, and you wake to the sound of water lapping against the sides of your vessel. Upstream from the rapids of Sarn Gebir, you must leave the river, carrying the boats along a portage-way that runs some distance from the Anduin. When the path returns at last to the river bank, your arms and legs are weary. Relinquishing the weight of the boats to Anduin, you gratefully tumble aboard. The roar of the rapids still fills your ears—the white froth of the last of the tossing water is a mere hundred yards upstream.



Some hours later, a pair of huge stone figures, stationed on opposite banks, loom out of the haze. You are passing between the Argonath, the Pillars of the Kings. Fashioned in the likenesses of the two founders of Gondor, Isildur and Anárion, they are mighty reminders of the power of the Númenóreans who sailed from Westernesse to Endor and built their kingdoms in its broad lands.

The river flows relentlessly onward, and soon you enter a vast basin named the Nen Hithoel. The Anduin widens into a lake surrounded by steep hills, and you feel small and isolated as you drift south amidst the echoes of bird cries and sloshing waves. Ahead, flanked by the hills of Amon Hen and Amon Lhaw, the peak of Tol Brandir cuts the current in two before it plunges in a roar of spray over the great falls of Rauros. You row for Parth Galen, a gentle sloping lawn on the lake shore under the watch of Amon Hen and before the terrible falls of Rauros. From here, you must carry the boats down a winding stair that descends to the bottom of the falls.

There is a 10% chance per round, if the PCs linger at Parth Galen, that they are attacked by a Watcher-in-the-Water recently arrived in Nen Hithoel (Lvl 20; Hits 200; AT RL/11; DB 40; OB 150HGr/150HPi; delivers 1-5 HGr per round; if successful, followed by HPi next round). The monster is extremely hungry and retreats only if severely wounded. The GM may adapt the drowning guidelines from Section 11.2 in case any character is dragged

underwater to the creature's beak. It is *Extremely Hard* (-30) to spot the few coins that lie amongst the rocks at the shore of Parth Galen: three gold pieces minted in Moria and worth 6 gp each (due to their size and purity). Boromir dropped them as he helped the Fellowship drag their boats ashore at this very same spot many years ago.

The stairway is extremely difficult to negotiate while loaded down with the boats and your cargo. Several stumbles and one near fall mark your descent, but you reach the bottom bearing only minor bruises. From Rauros, your way lies past the mouth of the Entwash River. Many small channels carry the Onodló into the Anduin, and the water swirls with tricky undercurrents. To the east stretch the marshes of the Wetwang. Gnarled trees extend crooked roots and limbs from the river bank as if to beckon you into the treacherous wetlands.

Beyond the Onodló delta and the swamps, the Anduin flows between the green vales of Ithilien and the fertile pastures of Anórien. Your boat darts southward as the river gathers itself for a last mighty rush to the sea. The island of Cair Andros separates the Anduin into two distinct waterways for 20 miles. The beacon-tower on the fortified island stands only 50 miles from Minas Tirith. Could it signal that your quest is nearly at an end? The ruins of the citadel—visible for miles—now serve as a nesting place for many species of bird; the twittering of hatchlings provides a welcome change from the monotonous lapping of water against the bilge.



You disembark at the ruins of Osgiliath. The weighty crates holding the palantiri seem to cling to the earth, resisting your efforts to lift them. The overland route through the Pelennor Fields to Minas Tirith is nearly 20 miles, but the sight of the city's walls in the distance gives you strength enough to reach its Great Gate.

12.3 THE NPCs

VILIARITH TREYAN

Viliarith, a warrior in the City Guard, has held a post at the Minas Tirith Glassworks for over four decades. At 65, he has barely attained the middle years of life as measured by the Dúnedain. His hair is thick and black, and his limbs hale as those of an Eriadoran half his age. Viliarith remains fascinated by the Glassworks: familiarity has not engendered contempt in his breast, rather the reverse. The skill of the craftsmen and the beauty of their products never cease to amaze him. He requested the Glassworks post two weeks after joining the City Guard and has never regretted his decision. He occupies a small office (just inside the main doors and to the left), adorned with an exquisite collection of glassware. Over time, the craftsmen have bestowed many an elegant bowl or lamp upon the guard in recognition for his dedication to his post and his appreciation of the artistry of glassmaking.

SHORRIE RALLON

Shorrie leads a select and expert band of thieves who perform practically all of the high risk burglaries in Minas Tirith. Shorrie is a man of mixed descent (Eriadoran heritage diluted by Easterling blood), who learnt his subterfuge skills from a wily rascal in Pelargir. He hand-picked his men, approaching rogues all over Gondor to form his elite coterie. He hoped to create the most able group of crooks in the realm, and his aspirations have seen fruit. There is no building, other than those of the royal enclave, that his robbers cannot enter and exit undetected.

12.4 THE SETTING

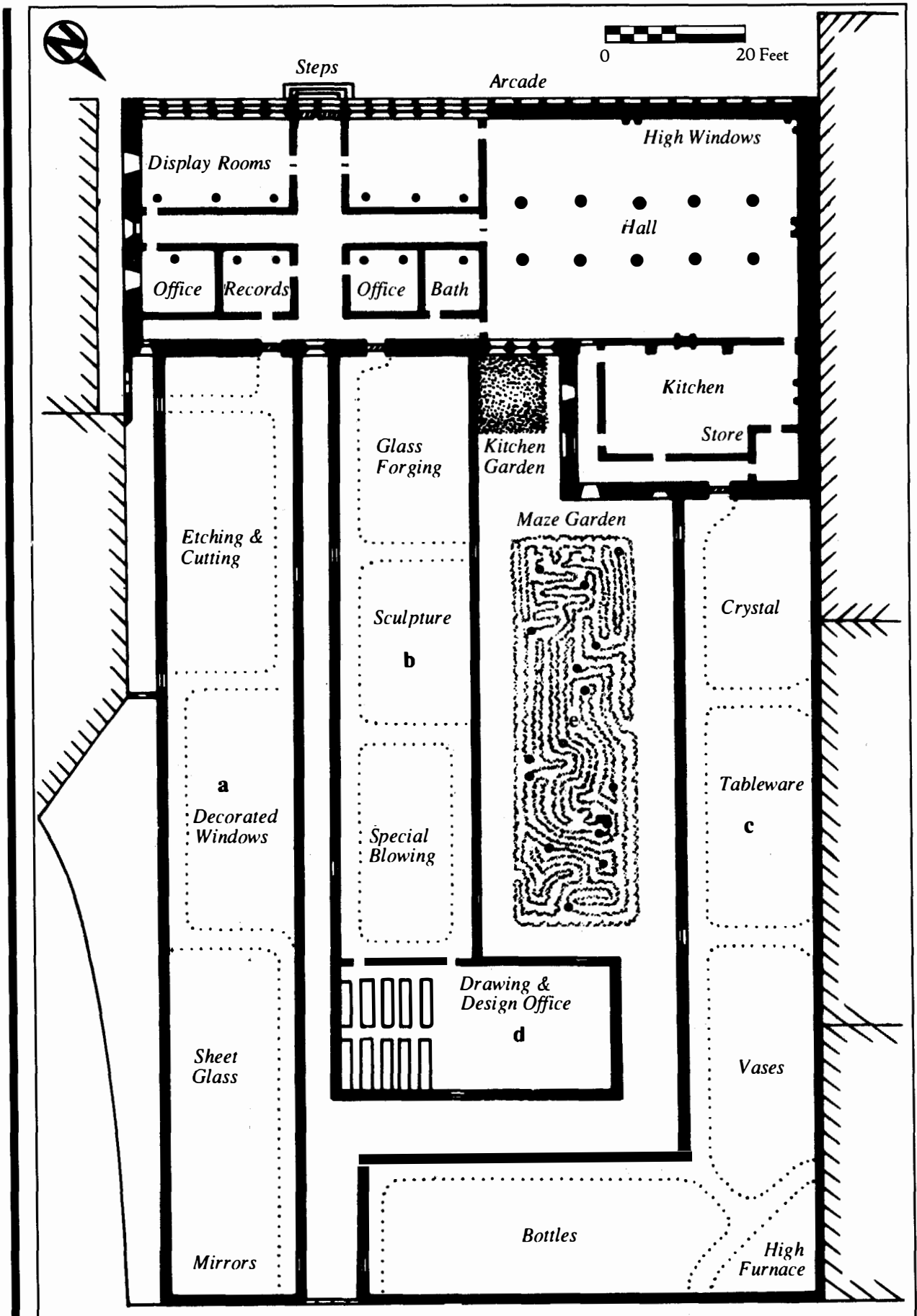
12.4.1 THE GLASSWORKS

Close by the gate between the fourth and fifth circles of the city stands a structure whose colonnaded facade masks fiery workshops where glass is created and shaped. Since the departure of the Elven Mírdain of Eregion, the Glassworks of Minas Tirith have been revered as the finest glazier's atelier in the whole of northwest Endor. Hundreds of men and women are employed in the glass foundry, making every kind of vitreous creation, both the common and the rare, as well as the occasional absurdity.

The Glassworks are the pre-eminent workshops of the Glassmakers' Fellowship. Raw materials are brought from distant places, since the artisans command high prices for their top-quality goods. Sand from shores south of Pelargir, limestone from the western extremities of the White Mountains, and colored stones and other materials from



Shorrie Rallon





lands north and east provide the media for the Glassmakers' of ten stunning artistry. Handed down from Númenórean times, the techniques employed are ancient, the exquisite craftsmanship self-evident in even the humblest bottle or hand-cut window pane. Despite the care each piece receives, the Glassworks are famous for their prodigious output of fancy tableware and domestic ornament: vases, cups, goblets, sculptures, gewgaws, candleholders, crystal, and stained glass windows.

An arcade of columns, each hung with a perfect crystal-glass lamp, stretches across the facade of the Glassworks. Windows are positioned at two levels, the lower on either side of the door, where they illuminate display rooms. Higher windows, on the right, cast light into the feasting chamber. The lofty front portion of the building—the Hall—is constructed of fine stone, as is its lower annex at the rear, housing the kitchens. Three long wings, each comprised of workshops, extend back from the Hall.

The simple, peaked, vaulted roof of the Hall is supported by the buttressed walls and a double row of cylindrical columns. Display rooms and a grand feasting apartment comprise the main chambers, and within them the columns are faceted with mirrored panes. The display rooms are sparsely appointed, furnished primarily with glass cabinets displaying the finest wares of the Works. The articles exhibited include a sword and shield said to be highly enchanted, a ewer and bowl, a threadwork rose bush, a simple clockwork toy of colored glass, a set of seven decanters and seven goblets, the effigy of a former Princess, and a distorting mask used to hide the Princess' disfigured face during her funeral.

Behind the display rooms runs a high-vaulted corridor with a floor of glass paving stones, each colored and ground to a sand-like finish. Off the corridor lie four square rooms: two offices (both austere furnished in black wood and bronze), a records chamber, and a bathroom. Each of these rooms is lit by skylights and lamps set within prisms of the great supporting pillars which reach to the roof of the building.

The offices contain two desks, an assortment of low cabinets and scroll racks holding business records, and two scribe's tables. Older records, including all manner of sales ledgers and shop drawings of the magnificent articles produced over the years, are stored in the neighboring chamber, which is staffed by a senior clerk and his four subordinates. Both of the offices boast elegant glassware worth a considerable amount.

GM Note: Each desk features a locked, concealed bronze compartment which guards petty cash (up to 250 sp). The locks are Very Hard (-20) to pick.

THE FELLOWSHIP HALL

The feasting chamber, Fellowship Hall, is magnificent, as befits the home of a respected sodality of the Fourth Tier. Its floor is comprised of crystal clear glass sheets, highly polished and supported by a framework of gilded iron struts. Seven steps of glass, each one color of the

rainbow, ascend through the entranceway. A multitude of lamps are lit beneath the floor during feast times. Lanterns set in pillars high above provide additional lighting.

A mural dominates the chamber. The work is entitled 'Mistress of the Red Tower,' after its central character's dwelling place beside the Anduin in northern Anórien. A vast painting of Minas Tirith, measuring seventeen feet wide, eight tall, and said to be the finest depiction of the city ever painted, hangs over the fireplace on the east wall.

Many concealed cupboards, containing the numerous place settings required when the Hall is filled by merry-makers, are tucked within its sturdy walls. The plates, cups, and cutlery are wonders of the glazier's art, all edged with gilt and set with roundels of colored glass in vibrant hues. It seems as if the varicolored petals of a garden of exotic blooms have been scattered on the table when a feast is in progress—even Elves find comfort dining in these surroundings.

THE WORKSHOPS

The three long, low workshop wings which extend from the remarkable Hall of the Glassworks are divided by usage into separate areas patronized by scores of artisans according to their specialties. The first (#a) is the manufactory for the simplest products. Sheet glass is turned out for use in windows and cabinets. Embellishment of this basic product results in stained glass and decorated windows, etched and cut glass, and silvered glass (for mirrors).

The central workshop (#b) holds the main glass forge. Crude materials are treated with secret processes which transform them into the various types of glass used in the Glassworks. Glassblowers and glass sculptors, who make figures and ornaments, work near the forge.

Attached to the central workshop is a separate room (#d) that incorporates the drawing and design office (whose completed volumes are stored in the records chamber). General supplies, tools, colorings, paint, gold leaf, and the like are stored here under appropriate security. Clerks, artists, scribes, and handymen work in the office.

The final workshop (#c) is also the biggest. Skilled workers weave and meld glass thread. Apprentices and the lower journeymen labor beside them, making everyday bottles, vases, and tableware (stemmed glasses, jugs, bowls, platters, beakers, and carafes). These products travel all over northwest Middle-earth, always highly prized and priced. Naturally, there are also masters working in each of these specialties, creating brilliant versions of the commoner pieces which are churned out in greater numbers.

Between the workshops lies a hedged garden (#e). The plantings take the form of a maze, its plan sketched and bushes emplaced some four hundred years ago. The walls are of a dense, privet-like shrub which displays white florescence in Nórui and dark red-brown berries in Urui. The hedges form a perfect backdrop for dark granite



pedestals located within the maze. Each pedestal bears a delicate example of the glassmaker's art canopied by a protective crystal dome. The wall-hedge is said to be magically shielded, and visitors who wander the maze are rarely unimpressed.

12.4.2 SHORRIE'S HIDEOUT

A. Entrance. These are the only doors to the warehouse. They are locked and Hard (-10) to open.

B. Avenue of Crates. The packing crates contain exotic varieties of wax and special coloring materials. Shorrie's men topple the crates in an attempt to crush unwelcome visitors. It is a Medium (+0) maneuver to avoid the crates. All those who fail to avoid them receive a "C" impact critical.

C. Trigger Point. When the PCs reach this point, one of Shorrie's rogues pushes the huge hook (#D), used for lifting crates and wax, along its ceiling runners directly towards the adventurers. Since the warehouse is dark, the PCs can only hear the screech of the hook on the runners. As it looms out of the darkness, both an Easy (+20) perception (sight) maneuver and a Medium (+0) moving maneuver are required to avoid it. Those failing either receive a +60 Fall/Crush with the maximum of a "Large" result.

D. Hook. The hook is used to move the huge blocks of wax around the warehouse.

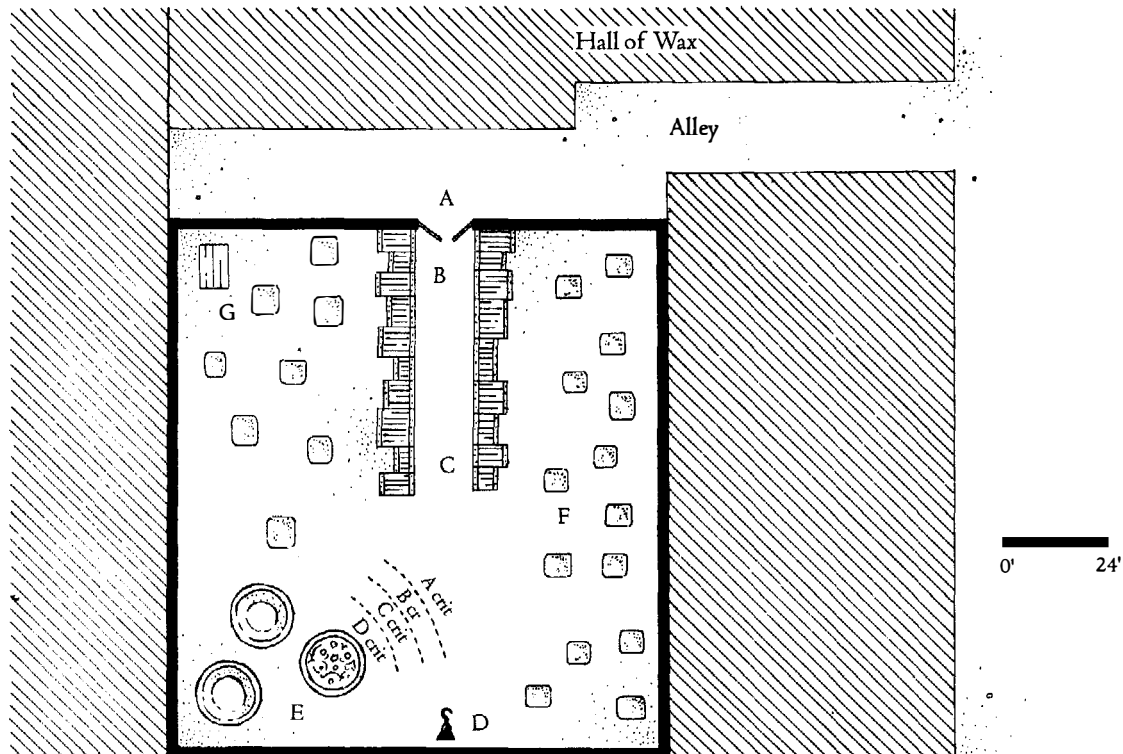
E. Cauldrons. Wax was melted in these large, blackened cauldrons before the Halls of Wax were fitted with more permanent facilities. Unfortunately for the PCs, two of

Shorrie's rascals have filled one with wax and heated it to boiling point. When the adventurers reach a suitable spot, the pair tips the cauldron, pouring boiling wax over a large section of the floor. All in range automatically take a heat critical of severity "B," "C," or "D," depending on their distance from the cauldron (see plan). As the wax sets, burned PCs incur a -10 penalty to all actions until the wax is peeled and scraped off.

F. Blocks of Wax. Five of Shorrie's bandits hide among these blocks of wax. They attack the PCs when the opportunity arises.

G. Table. Shorrie stands beside the table with two of his scoundrels, if the PCs make it this far. He and his companions will fight to the death. Upon the table rests the Glassworks' order book: one of its pages bears the written destination of the fake palantiri. Under the table lies a chest which is locked and Hard (-10) to open. The lock is trapped with a needle which dyes the skin of the afflicted person black, in a two-inch radius around the puncture, for two weeks. (Shorrie has a friend at the Houses of Healing who informs him of any black-handed people who seek a cure. Needless to say, such people usually receive attention, but not the sort for which they might wish!) The chest holds articles belonging to nobles of Minas Tirith. Shorrie has not yet been able to sell the stolen goods. None are magical, but all are valuable; the original owners would be glad of the return of their possessions (see Section 12.6.3).

Shorrie's Hideout



12.5 ENQUIRIES IN THE CITY

After it is established that the PCs unknowingly brought the fake palantíri to Minas Tirith, Tarquillan and Lord Carondor hold counsel with the adventurers in the White Tower. Lord Carondor questions the PCs on specific details of their travels, attempting to unravel the mystery of where the real Stones now lie.

Tarquillan examines the fakes closely and remarks that the Stones have been crafted with great skill indeed. Thinking aloud, he asks: "Where could such items have been fashioned?"

This is an opportunity for a PC to recall (all the way back from his or her first visit to the city, Section 3.0) that the greatest glass makers in Middle-earth are located in Minas Tirith itself. Should the adventurers fail to remember this fact, then Lord Carondor, or Tarquillan himself, will have to assist them. The PCs should begin their enquiries at the Glassworks.

Elegar, in disguise, ordered the fakes from the Minas Tirith Glassworks approximately four and a half months ago. When they were completed, the false orbs were sent to a resident of Esgaroth going by the name of the "Green Man" (for further details on the passage of the fakes, see Section 13.6.1). Two days after the fake palantíri were conveyed from Minas Tirith, beginning their long journey to Lake-town, the master of the Glassworks and three craftsmen (all of whom worked on the fakes) were cruelly murdered as they slept in their beds. Additionally, the order book of the Glassworks was stolen. Elegar arranged for the killings and the theft of the book to cover up the destination of the fakes.

The guardsman Viliarith (see Section 12.3) was severely wounded while attempting to tackle the thieves who stole the book. He considers the murders and the theft to be a personal failure and bereavement. He is the first person that enquiring PCs encounter when they visit the Glassworks. The guardsman is healed of his hurts, but bears a terrible scar down the left side of his face. His left eye is covered by a black patch. Viliarith tells of the murders and the night of the burglary with no small amount of remorse and anger.

Savvy PCs should realize they must recover the order book. It was taken by the expert band of thieves under Shorrie Rallan's leadership. Shorrie inflicted the terrible slash disfiguring Viliarith's face. He and his rogues were employed by Elegar to eradicate all knowledge of the fake Stones and their destination. Elegar paid them a large sum of money and allowed them to keep the order book, because it contains detailed descriptions of valuable pieces of glassware and, more importantly, the names and addresses of those who own them.

There are very few clues concerning the whereabouts of either the rogues or the book. Viliarith recalls little of the night, since he was knocked out and nearly killed when Shorrie's band broke into the Glassworks. A few possible leads the PCs may follow are listed below.

- (a) Viliarith took a careful inventory of all of the display rooms after the burglary and found that a small glass figure of a hawk was taken in the raid. The PCs may try to acquire the figure on the black market and thusly gain another line leading to the thieves. There are several inns frequented by black market fences: all are located on the first level of the city. Appropriate skills for the venture are leadership, public speaking, and trading. (If *RMCII* is available, several other skills are pertinent: bribery, streetwise, interrogation, and surveillance.) If the PCs are not discrete in their enquiries, or fail badly on any appropriate maneuvers, Shorrie and his men are likely to learn of their interest and attempt to kill them.
- (b) If the PCs speak with the guards who investigated the break-in, they will be shown some fragments of wax which were found crushed into the floor at the Glassworks. The guards have no idea what significance, if any, the fragments have. The wax came from the sole of Shorrie's boot and provides a clue as to the whereabouts of the thieves' hideout. If the PCs do not realize the significance of the wax, Tarquillan casts *Vision Behind* and *Vision Location* (See base list, Past Vision) to determine its importance (see below).
- (c) The only other clue is the theft of some expensive glassware from a nobleman's residence on the night before the PCs conduct their investigations. It seems probable, after questioning, that only someone with specific knowledge of the address would have suspected the presence of such a unique piece. The culprits were seen running towards the southwestern end of the Second Tier of the city.

By piecing together the above clues, the PCs should establish that Shorrie's hideout is near the Hall of Wax on the second level of Minas Tirith.

Shorrie is displeased that his band were seen when they performed the burglary mentioned above. He is worried that the City Guard might storm his hideout, but will not evacuate the warehouse due to the large amount of valuable stolen goods still in his lair. Shorrie's hideout is located in a warehouse serving the Hall of Wax. Blocks of wax are stored on its precincts, and one of the Hall's scribes, a petty thief himself, permits Shorrie's men to stay unmolested. The rogues will fight to the death to save their reputations and their business: Shorrie knows that he will never be able to run such a covert operation again once his identity is revealed.

If the PCs recover the order book, they will learn that they must travel to Esgaroth in search of a person going by the name of the "Green Man." Unfortunately this client's specific location within Lake-town is not recorded. The PCs may receive substantial rewards upon restoring the stolen goods as yet unsold by Shorrie.





12.6 GAMEMASTER'S NOTES

12.6.1 ENEMY MOVES

Luckily for Elegar, he is not implicated in any way by the PCs' discoveries. The charms he wears upon his person (bestowed by his master) ensure no magical detection or divining will reveal his role. When the PCs leave for Esgaroth, Elegar is troubled. He informs Taladhan of their approach. The sorcerer arranges a "reception" for the adventurers in Lake-town and also strengthens his garrison at Sarn Goriwing.

12.6.2 SUGGESTED NEW CHARACTERS

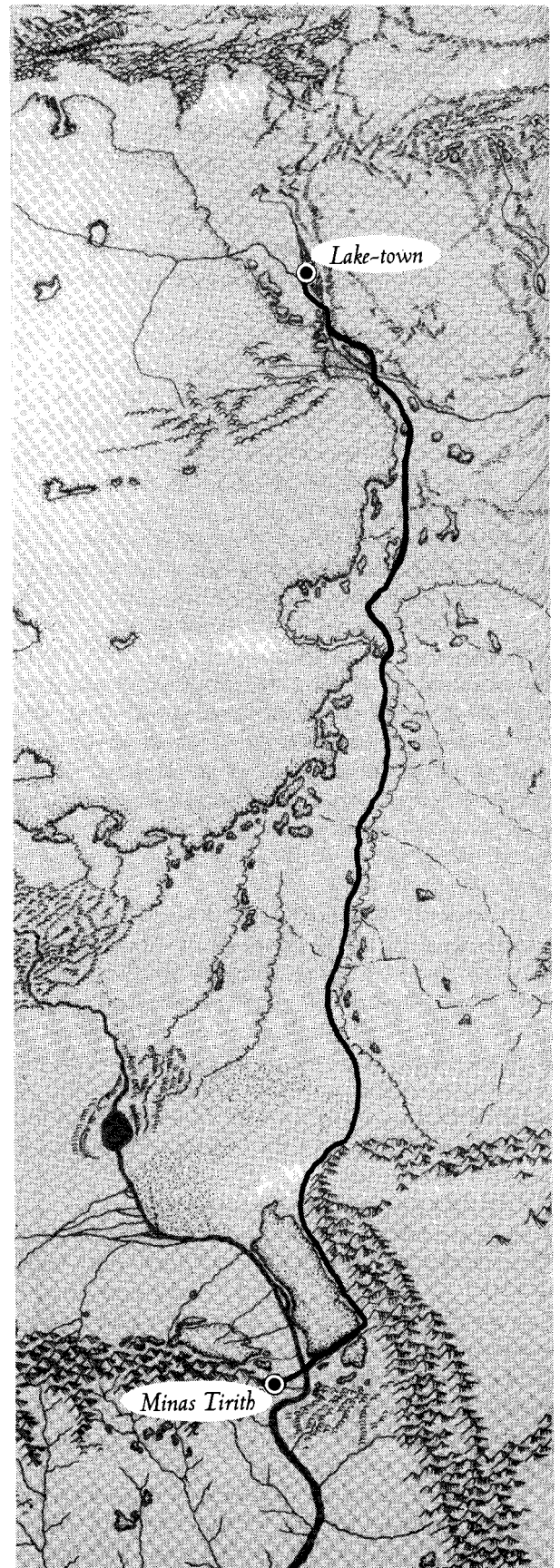
Minas Tirith is a large city, and folk of all skills throng its streets. Most character professions should be available. Any of the starting characters for the campaign, detailed in Section 16.0, who were not previously assigned to a player, might now appear as replacement PC. Alternatively, either of the individuals below might arrive in the adventurers' ambit.

Solorion Marhir is a young Dúnadan who came to Minas Tirith at the behest of his father to seek an honorable post with the City Guard. Freed of parental restraint, Solorion allowed himself to be distracted by the excitement of the city's bustling variety. He has forgotten entirely the purpose for his visit and currently serves patrons in a tavern. The ramshackle youth would jump at the chance of joining a group of real adventurers. Solorion has difficulty concentrating, and he daydreams often.

Mindiel Narnor is a beautiful young Gondorian planning to leave the city due to the death of her mother. She is independent and won't tolerate being patronized by men. Her mother was beaten by her father and died while under treatment in the Houses of Healing. Mindiel goes wild with lethal intent should any man attempt to harm either herself or another woman.

12.6.3 EXPERIENCE POINTS

The GM should award XPs to the adventurers upon the destruction of Shorrie's band and the return of the stolen goods in his lair (equal to the gp value of the returned goods, perhaps). Part of the withheld XPs of section 11.6.3 may be restored at this point, since the PCs now have a lead. A bonus may be bestowed on any character who recalled that Minas Tirith possesses a renowned Glassworks.



13.0 LAKE-TOWN

With haste the PCs travel to Lake-town seeking the "Green Man," their only lead to the palantíri. Lake-town is a thriving port of trade: among so many, how can the adventurers locate this mysterious fellow who operates under an alias? Perhaps his involvement in unlawful activities will draw the PCs to him.

13.1 ESGAROTH PAST AND PRESENT

Defying the waters of the Long Lake, Esgaroth, or Lake-town, stands on pilings close to the western shore. The town has a long tradition of commerce and trade due primarily to its key geographic location. Few markets in Middle-earth offer such a wide variety of goods and crafts. Strong, well-designed tools fashioned by the Dwarves of Erebor or the Iron Hills and exquisitely stitched tapestries from the Elves of Greenwood can be found together with merchandise shipped from Rhûn up the Celduin River or carted from the Anduin along the Men-i-Naugrim.

Lake-town has flourished for hundreds of years. However, it was rebuilt in T.A. 2941 after its docks and halls were destroyed by Smaug's fiery breath. The great Worm might still be a foe to fear had it not been for the keen eye of Bard the Bowman, the hero who slew the beast.

During the War of the Ring, no attack threatened Esgaroth. However, many townsmen gave their lives in defense of their brethren in Dale. A great battle lasting three days raged at the foot of the Lonely Mountain. Sauron's Easterling allies seemed assured of the victory, until men of Esgaroth joined in the rout of the enemy following the dark Lord's demise.

In the more hospitable climate of the Fourth Age, trading in Lake-town is more frenetic than ever before. Many small ships swarm around the bustling docks, delivering their cargo to numerous warehouses; the town's main streets turn into a maze of market stalls during daylight hours.

The sheer competitiveness of trade in these prosperous times has led the governing body of Lake-town to make a significant change to the way in which business is conducted. The community has traditionally been a center of free trade without the influences of powerful guilds. True enough, the town does have several Edfréaharan (Rh. "Associations"), but these are unlike traditional guilds. They are merely voluntary associations of craftsmen and merchants, which exist mainly for social purposes. Real power lies in the hands of the elected Master and his fellow citizens of the Umanathrain (Rh. "Council of Men"). This body is generally comprised of merchants, warriors, landowners, and citizens of good standing.

The Umanathrain has recently established tariffs known as Gastgiban (Rh. "Import Taxes"). The purpose of Gastgiban is simply to protect the interests of local merchants and tradesmen. The tax takes the form of a small charge payable on all goods brought into the town by outsiders. (Only native townsfolk are exempt from the

tax.) The Gastgiban are felt to be unfair by foreign merchants, but the tariffs are not severe enough to deter them from trading in Esgaroth. A few opportunistic merchants seek ways to avoid the tax.

Fourth Age Lake-town has a lively, rowdy nightlife. As dusk falls, taverns, pleasure houses, and festival halls fling open their doors to eager townsfolk and travellers alike. Parties of ten spill out onto the narrow streets, which come alive with drink and song. As the merriment continues into the early hours, dark shadows begin to creep the back streets. Esgaroth is not without crime. Muggings, murders, and robberies are not rare, especially in the wild, western side of town.

13.2 JOURNEY TO THE LONG LAKE

The journey to Lake-town is 900 miles. If the PCs are able to increase their speed to 6 mph, and travel on average 10 hours per day, then the gruelling trek takes some 15 days.

You leave Minas Tirith at the crack of dawn, once more pursuing the palantíri. The emphasis now is on speed, and Tarquillian has provided you with the finest horses in the city. With a strong wind at your backs, you make excellent progress; the Pelennor flashes past.

Reaching the ruins of Osgiliath you stop to water your horses in the Anduin, and then press on. There may be many leagues ahead, but your mounts are eager to gallop, inspiring you to continue for as long as the light holds.

East of Anduin, you enter green and tangled Ithilien, known as the garden of Gondor. The road is long and straight, passing through a vale flanked by picturesque woodland. Wild flowers spring from the lush green turf which nestles at the roots of oak and ash. Your senses are tantalized by the joyous sound of birds singing and the sweet scents of flowers and shrubs rising from wide glades amongst fir and cedar. It is a pity you cannot tarry in idyllic scenery, but the importance of your task forces you ever forward.

Mid-afternoon the PCs come upon a cart with a broken front axle. The vehicle blocks the road. Its owner, a wiry old man named Thumpel (who was travelling to Minas Tirith to make a home there), is hurriedly collecting his personal possessions which are scattered across the dirt. Thumpel is in a state of despair: his horse is loose, and there is no way he can fix the axle. He begs the PCs for assistance. Should the adventurers spare time to help the old man, he rewards them with a small, finely-decorated, silver tankard. Thumpel claims that Elven wine tastes particularly good when drunk from the vessel. In fact, any semi-spell user drinking Elven wine from the tankard triples his or her power points for the following day.

Late in the day, the road begins to rise ever more sharply until you reach a crossroads surrounded by a ring of trees. The avenue, that in days gone by linked the towers of the Sun and the Moon, intersects the





The Morannon

famous highway connecting Gondor to the foreign lands beyond Rhûn to the north and east and to the southern climes of Far Harad. Placed on a dais of freshly quarried marble, in the middle of the crossroads, rests the old King's head spotted by Frodo and Sam on their way into Mordor.

The black, jagged peaks of the Ephel Dûath loom beyond the crossroads. Thank the Lords of the West that the Dark Lord has fallen! Had you passed this way a few years earlier, your journey might have ended in one of Barad-dûr's sorcerous cells.

Turning northward, you follow the road as it skirts the edge of the menacing crags. Your eyes are continuously drawn to the grim, steep slopes. Sauron may be overthrown, but the chilling remnants of his former domain leave passersby feeling uneasy at heart.

Some days later, the trees thin and then cease altogether. Ithilien is behind you, and the terrain is bare save for bleached grasses and twisted shrubs. To the northwest, marshes and wasteland stretch towards the Emyr Muil. Your route swings east, and you enter an increasingly desolate plain. Large slag heaps blemish the north side of the road, and to the south the toppled ramparts of Cirith Gorgor oppress wayfarers with their foreboding presence. Colors grey, and a cloying silence numbs the air.

You have reached the Morannon Gate, scene of the last great battle of the War of the Ring. The gate to Mordor lies in ruin, its vast iron doors broken, and the Towers of the Teeth fallen. Little has changed since Sauron's minions faltered and fled, and the stench of battle still hangs in the bogs and mires. You spy the two great hills of blasted stone and earth where the Captains of the West stood defiantly in the face of the Dark Lord's superior might. There, in the hour of doom, all fear turned to hope, and as the Ringbearers completed their quest the battle was won.

The GM might like to add an adventure within the ruins of the Morannon Gate. See ICE's Teeth of Mordor for reference.

As you turn north once more, the Morannon receding in the distance to the south, your mounts seem to gain an extra strength. Like the beasts, you too experience relief at leaving the shadows of the cruel bastions. Nevertheless, the land remains desolate. The stony plain known as Dagorlad was also ravaged beyond recovery by war in ages past.

There is no direct road from Morannon to Greenwood, but by heading north and slightly to the east the PCs reach a long escarpment which stretches for many tens of miles in the required direction. Following this for five days may be tedious, but they should make good speed. The land gradually turns from semi-desert into open heath. Rare stretches of woodland dot the surrounding plain. The adventurers cross just two streams and two roads. The Master Encounter Table may be used if action is desired.

After five seemingly endless days, the escarpment at last peters out. You reach the Men-in-Araw at a small bridge over a shallow stream. The road climbs from the stream to an elevated plain bestowing upon you an impressive view of Greenwood the Great. Like a green ocean, the forest stretches to your left as far as the eye can see.

The road you travel is well worn, and you pass several travellers as the day unfolds. At the second of two hamlets, you arrive at a junction and take the lesser road to Lake-town. The track initially heads east to skirt the eaves of Greenwood. Wayfarers throng the route, and late in the third evening you encounter a large caravan of wagons heading north.

The owner of the caravan is a merchant from Gondor named Irazil, and he is very pleased to meet the PCs. Irazil has heard rumors of strange Orc-like men distressing travellers close to the Old Forest Road. He leads a large caravan loaded with expensive goods destined for Lake-town. He hopes to hire extra men for protection during the last leg of his journey. He offers the adventurers each one silver piece per day for

their services, but it would be foolish for the PCs to oblige: doing so would add 2 days to their journey. However, since the day is drawing to a close, the PCs may share a campsite with the caravan folk for the night.

During the evening, the adventurers have the opportunity to pit their wits against the mercenaries in a dice game. The game being played is called "Copper Mine." Each player takes turns throwing two dice (preferably 10- or 20-sided) together. He or she then throws a third die and attempts to score between the values of the first two dice. With success, all other players give the winner 1 cp. Upon failure, the player must give 3 cp to the player on his or her left. The GM can adjust the stakes as he or she sees fit, according to the number of players

If they don't play dice, the PCs may sit around the campfire drinking, telling tales, or even keeping watch. The night passes without any trouble—Irazil has been overly cautious; none of Taladhan's Half-orcs venture this far from Sarn Goriwing.

The next morning you reach the Old Forest Road where it emerges from Greenwood and crosses River Running at the south end of a marshland. A small jetty has been built in the river here, and several men are loading goods onto a small boat.

The men work for Rathumus Felamar (the Green Man). A tall fellow (Golantir, Felamar's son) oversees their labor. They are transferring goods which arrived overland and are to be shipped upstream to Lake-town. When the PCs arrive, they should have no reason to be suspicious of the laborers; the men aren't actually doing anything illegal at the time. Should the PCs inquire after the Green Man, the men merely shrug and get on with their work.

You ford the river and continue north. A stretch of forest on your left edges close to the road. On the last day of your journey, you encounter River Running once more and follow its banks for some miles. Away to the west, mountains peak above the trees of Greenwood. Eventually you cross the river again. The roar of the falls at the southern end of the Long Lake sounds faintly in the air, a sure sign that Esgaroth is not far.

You travel along the west bank of the lake and catch a glimpse of a small town which seems to float on the water. Wading the Forest River, you notice rotten pilings protruding from the waters on your right: the disintegrating wood is all that remains of Lake-town after its destruction by Smaug. Finally, cresting a low rise, you obtain a full view of Lake-town. The whole town rests on a huge wooden platform supported by a truss of piles and beams. Boats swarm its docks, and a long queue of wagons crowds the bridge from shore to town.

13.3 THE NPCs

RATHUMUS FELAMAR (THE GREEN MAN)

Now a rich and prosperous merchant living in Lake-town, Rathumus Felamar is none other than the "Green Man," a notorious cat-burglar who once plundered the houses of the wealthy in Pelargir. For fifteen years, the Green Man climbed the roof-tops pulling off masterful burglaries, all planned with elaborate detail and executed to perfection. Rathumus was without doubt a brilliant

thief; the guards of Pelargir never found any clue to his identity, except for his infamous calling card: a stick-drawing of a green man.

Rathumus' roof-top career was ended by an innocent collision with a barrow-boy in the streets of the city. The burglar broke a foot in the accident and consequently lost his great agility.

Soon after, Rathumus moved to Minas Tirith where he used his acquired riches to establish himself as a successful merchant. However, as the War of the Ring approached, Rathumus, who held no illusions about the security of Gondor, moved north to Esgaroth.

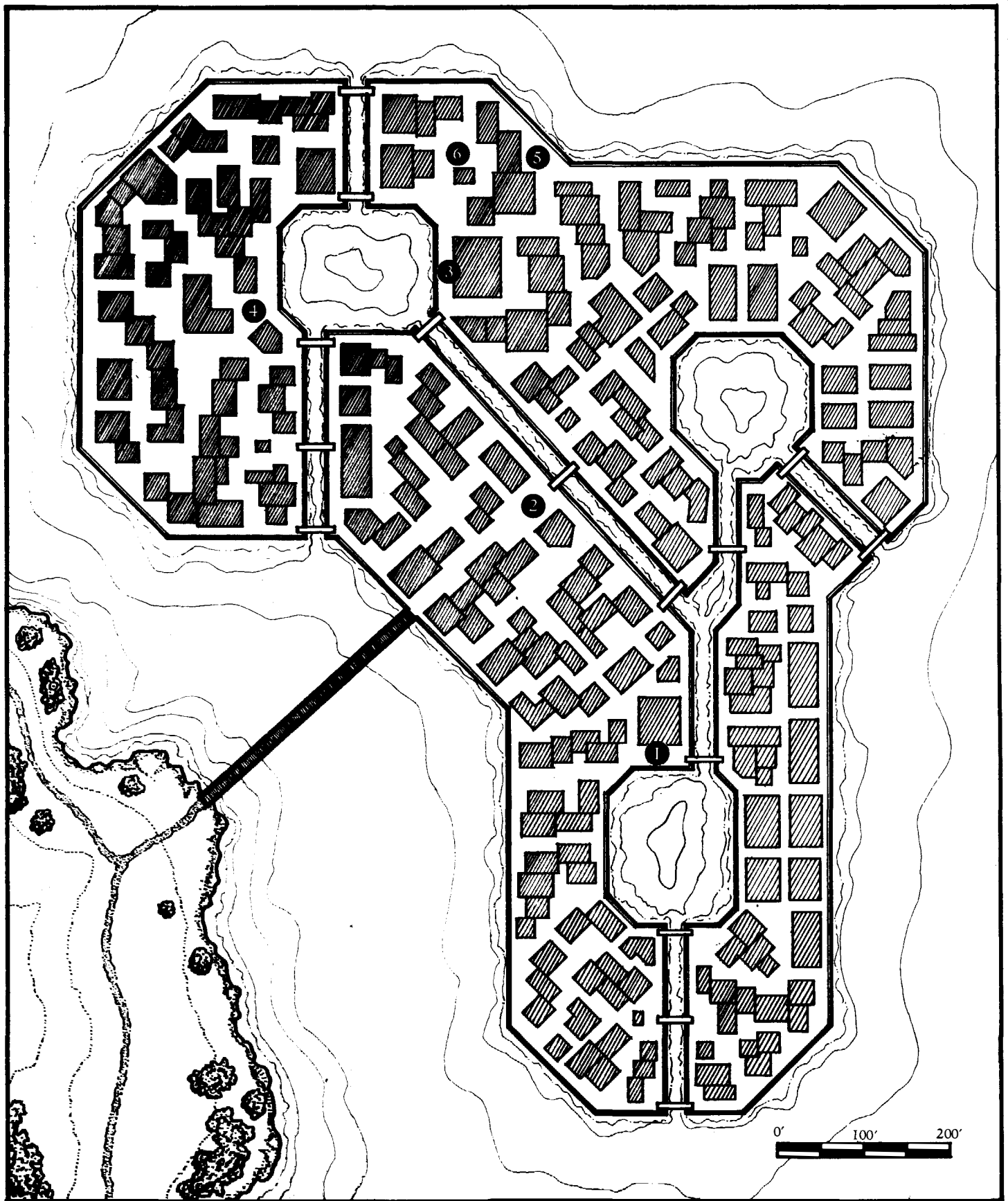
Rathumus' business has flourished. Due to the large increase in trade with Gondor, his knowledge of the South Kingdom is a great asset. However, since he is not a native, all goods that he trades are subjected to the Gastgiban tariffs. Annoyed by these depredations, Rathumus has established a means of smuggling goods into the town.

Rathumus is now 60 years old. Of mixed blood, he is greying and walks with a stick. His limp is the result of his injury, not his age. Without doubt a genius, he also bears a presumptuous streak and even displays a portrait of himself dressed in burglar's attire in his private study. Except when conducting business, Rathumus tends to be reclusive, spending little time with anyone but his son Golantir. This young man is the only child from Rathumus' brief marriage to Alisobel of Pelargir, who died of fever just 3 years after their wedding.



Esgaroth





GOLANTIR FELAMAR

Although noticeably taller than Rathumus, Golantir shares his father's looks. His lean build and jet black hair closely resemble those of the infamous Green Man.

Golantir conducts much of his father's business and does so with ability. He is quick to see a profit and quicker to bring such opportunities to fruition. His fellow merchants carry grudges for some of Golantir's sharp dealings, but cannot help respecting his acumen. Like his father, Golantir is clever, somewhat arrogant, and a very capable swordsman.

EURIC

Northman ancestry is very apparent in this merchant from Lake-town. Euric has blonde hair, deep blue eyes, and stands 6" tall. He wears a soft-leather breastplate over a full-sleeved white shirt, topped by a finely stitched deerskin cloak. A wide-brimmed hat shades his face.

Euric has served on the Umanathrain in Esgaroth for the last two years. This is quite an achievement considering he has yet to reach thirty years of age. He is an astute young man; he conducts trade meticulously and honestly. Sharp, witty, and good-humored, Euric is well liked by most in Lake-town.

KÓRI

Owner of the reputable alehouse Kóri's Dory in the center of Lake-town, this unforgettable Dwarf is renowned for his pervasive, if sometimes crude, sense of humor. Kóri has travelled from Utter North to Utter South, recklessly ventured into absurd danger, fought in deadly battles, and always emerged laughing.

Now in semi-retirement from his adventurous days, Kóri found his own kin in Erebor far too sombre. The Dwarf chose to spend some of his fortune establishing a popular alehouse in lively Esgaroth. It is noted by the townfolk that no trouble ever occurs at Kóri's place: it is well known that the Dwarf possesses a huge battle axe and can wield it to lethal effect. Kóri is 4'7" tall and sports a long, black beard.

EUDESUNTHA

This crazy, senile old woman of Lake-town owns a shabby rundown stall, which doubles as her home, close to Lake-town's Great Hall. It is difficult to say whether she's a beggar, a market trader, or a mystic. She certainly displays goods for sale, but such articles are junk—rusted tools, burnt pots, and threadbare carpets. Occasionally she offers herbal remedies and potions prepared by her own hands: the mixtures taste of rotten apple and do not perform as promised. Most often, Eudesuntha resorts to reading the palms of passersby, solving mysteries and predicting the future, guided by the lines in wrinkled skin.

In some communities Eudesuntha would be cast out as a witch, but the Lake-towners consider her to be a harmless, well-meaning charlatan. It entertains them when folk from afar visit the woman for advice. Strangely, Eudesuntha often foretells events or reveals hidden knowledge accurately.

13.4 THE SETTING

13.4.1 ESGAROTH

1. Barracks.

2. **Master's Residence.** The current Master of Lake-town is Theudelinaf (12th level), a warrior of great renown in these parts. Theudelinaf is hospitable to fellow Northmen, but dislikes foreigners. He finds men of Gondor tolerable, but despises Easterlings.

3. **Great Hall.** Several times each year, the Master of the town holds great feasts here.

4. Kóri's Dory.

5. Rathumus' House.

6. Eudesuntha's Shack.

13.4.2 KÓRI'S DORY

1. Taproom.

2. Cellar.

3. Kitchen.

4. Front Door.

5. Side Door.

6. Back Door.

7. Kóri's Room.

8. Washroom.

9. Bedrooms.

13.4.3 THE HOUSE OF RATHUMUS FELAMAR

1. **Entrance Hall.** One guard keeps watch.

2. **Main Hall.** Perhaps the most impressive chamber in the house, the hall rises two storeys, and a crystal chandelier hangs from its high ceiling. The room is dominated by a grand, 8'-wide staircase carpeted in red and flanked by elaborately carved bannisters. A glass-fronted cabinet containing curios and a coat rack wrought from a rare tropical wood stand on either side of the front door.

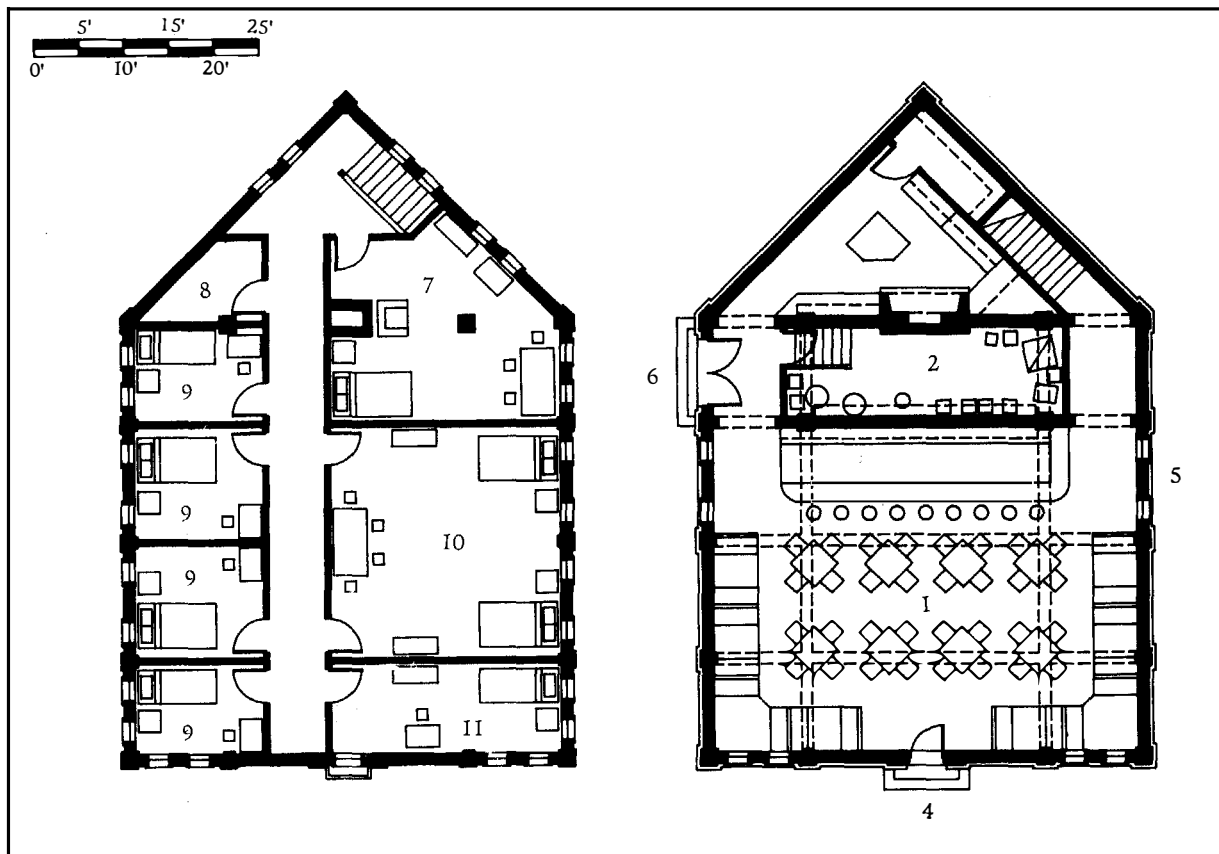
3. **Parlor.** The spoils of the Green Man's successful rooftop career are evident in the parlor. Rare antiques, unusual curio cabinets, renowned paintings, silk-upholstered furnishings, and woven wool rugs comprise the treasures appointing the spacious chamber. Its eastern wall is dominated by a large fireplace. Above the fireplace, framed in gold, hangs a priceless rendition of Minas Tirith, the work of Vorondil, the Third Steward of Gondor.

4. **Kitchen.** The kitchen is well-equipped, and many a banquet has been prepared in its kettles and ovens. A large stove is built into the north wall. Beneath the window on the east wall stand a sink and baking table. In one corner,





Ale House



a hatch opens onto a dumb-waiter (see #5). Double doors on the west wall give access into a well-stocked food cupboard. It is Extremely Hard (-30) to perceive that the back wall of the cupboard is really two large doors which swing open to reveal a secret room under the stairs. The cupboard wall bears shelves full of staples which separate in two as the portal opens. The secret room contains a trap-door to the lake below. Four men work here when goods are smuggled.

5. Dumb-waiter. The miniature elevator was originally installed so that the master of the house could be quickly served from the kitchen while working in his study. There are exterior hatch-doors to the dumb-waiter in the kitchen (#4), the study (#12), and the storeroom (#6). On the inside, the dumb-waiter has cage-doors which obviously open to the north and south, but in addition there is a door which opens to the west. This is the only entrance to the secret store (#13). The contraption is operated by a pulley system turned by a brass handle in the kitchen. It has a capacity of 400 lbs.

6. Storeroom. In addition to functioning as a cold room for kitchen supplies, the storeroom also serves as a cellar and box room. A wine rack, several bits of junk, and old boxes fill the corners. No smuggled goods ever rest here, but an empty crate which previously contained illegal merchandise has been carelessly deposited amidst the clutter. It is Hard (-10) to notice the small painting of a green man on the crate. Two men guard the exterior door which provides access to Rathumus' warehouse.

7. Music Room. Both Rathumus and Golantir are musically gifted. The room contains a variety of musical instruments, several of which have come from exotic lands.

8. Dining Room. An oval, mahogany table with matching chairs and sideboard fill the room. The table remains continuously laden with silverware, cut-glass serving dishes, and an immense gold-plated tureen—as though guests were expected within the hour for dinner. Richly embroidered satin curtains shroud the window, and a tapestry depicting the Sealord's Tower in Pelargir graces the south wall.

9. Landing. Red carpeting and an elaborate bannister follow the entire extent of the landing which serves the upstairs bedrooms. The walls are less ornately adorned. A handful of modestly framed watercolors suffices. The seascapes are signed by Alisobel Felamar, Rathumus' deceased wife; they depict ships and unusual weather at the shore.

10. Bedroom. A single guard sits on a chair and peers out of the window.

11. Rathumus' Bedroom. Appointed exotically, tapestries portraying onion-domed fantasies populated by doe-eyed women cover the walls while large silk cushions lie in heaps on the floor. A bed big enough for four, boasting a headboard inlaid with jade, tiger's eye, lapis lazuli, and gold, dominates the chamber. A dressing table holds several drawers full of ladies' jewelry. The solitary pillow on the bed, and the lone wardrobe of men's clothing suggest a single male occupant to the room.

12. Study. Rathumus' private study contains a bookcase, two leather-bound armchairs, and a large desk. A decanter of wine stands on a small table next to the dumb-waiter, and a large reinforced-steel chest rests next to the desk. The chest is locked, and Rathumus possesses the only key. It is Sheer Folly (-50) to pick the lock, with failure resulting in a "D" electricity critical. The chest contains 2000 gp, gems worth 500 gp, and a bag full of the Green Man's former burglary equipment.

A cleverly designed light cross-bow (+10 OB) hangs on the wall. It is very light (3 lbs), and all ranges are doubled. It has an attachment for shooting a line, and it can be folded.

Above the desk hangs a portrait of the Green Man in his dark green burglar's attire. In the picture, Rathumus has his balaclava off and looks very much like his son does now, except for being noticeably shorter. The painting is entitled *The Green Man* and is signed 'Alisobel Felamar.'

13. Secret Store. The only entrance to the store is through the dumb-waiter (#5). There is enough room for two people only to stand in here, the rest of the space is full of boxes and crates marked with small green men. These are stacked up to the high ceiling which has been raised into the attic above. The smuggled merchandise includes weapons, armor, clothing, jewelry, herbs, wine, and expensive ornaments. The GM may pick the herbs from codes m-F and m-D (see *MERP* herb tables). The herbs are in prepared form.

14. Balcony. The balcony is reached through a pair of glass-paned doors at the top of the stairs. It is manned by two guards.

15. Washroom.

16. Golantir's Room.

17. Servants' Room.

18. Spare Bedroom. The door from this room into the theater simply has a wardrobe placed in front of it. The door may be opened four inches from the other side before it hits the wardrobe, then it is necessary to push hard. However, if care is not taken, the wardrobe will topple over noisily.

19. Theater Auditorium. The door from the theater is locked and rusted. It is Extremely Hard (-30) to pick the lock, unless it is oiled. Once oiled, the lock becomes Hard (-10) to pick.

13.5 INVESTIGATIONS IN ESGAROTH

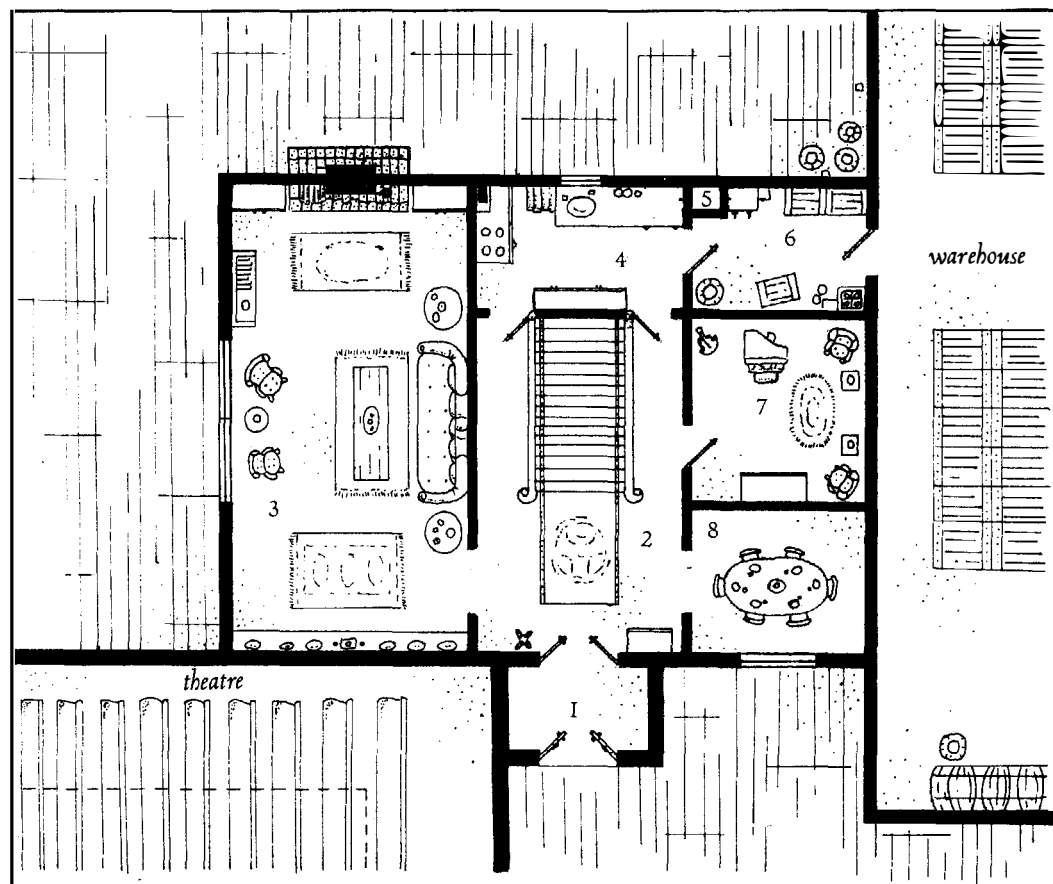
13.5.1 ARRIVAL

Visitors to Esgaroth arriving overland enter the town by way of a bridge from the western shore of the lake. Administrative buildings stand at the far end of the bridge where guards inspect traffic and collect taxes on goods when applicable.

This is an excellent opportunity for the PCs to learn of the Gastgiban. A large sign close to the inspection point indicates the rates charged on various goods (see table below). A young guard named Authari questions the PCs about their business in Esgaroth and whether they intend to sell any of their belongings. If asked, Authari speaks openly about the Gastgiban, explaining how the tariffs are applied and what purpose they serve (see Section 13.1).



Merchant's House:
lower floor





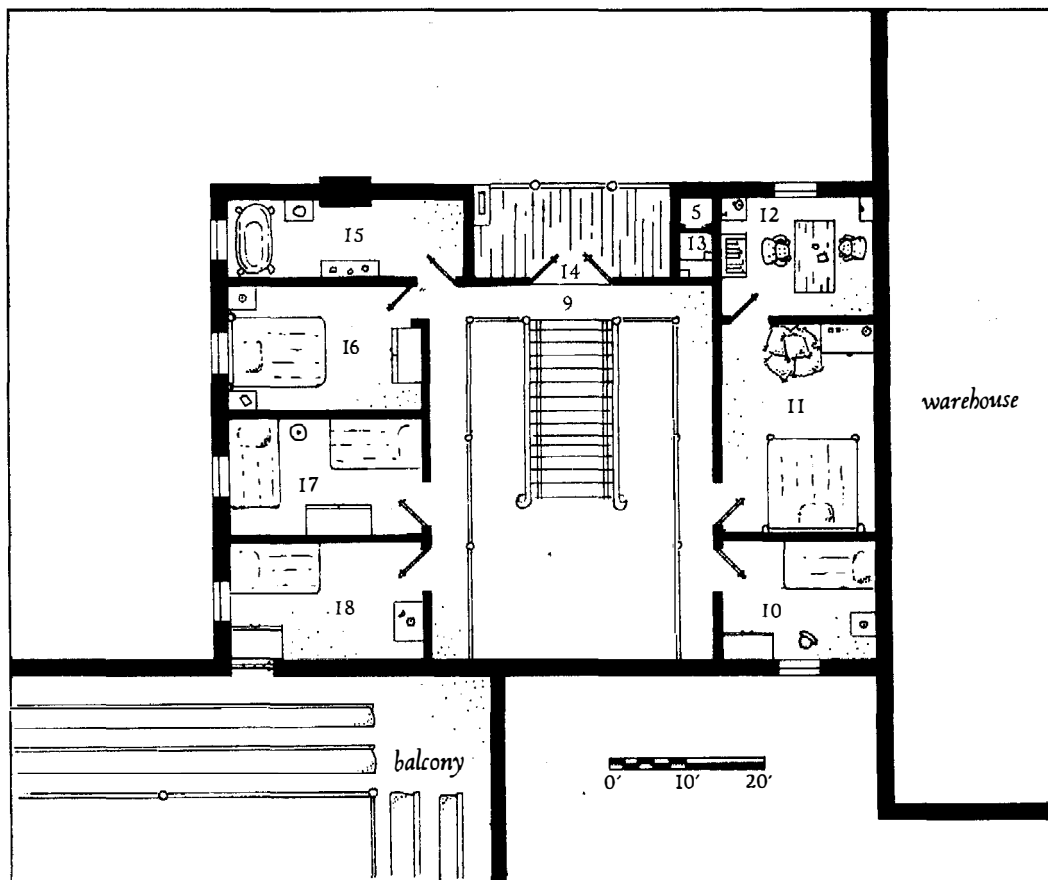
Good	Quantity	Tax
Food	per 20 lbs	2 tp
Spices	per 20 lbs	1 sp
Wine	per barrel	1 cp
Beer	per barrel	10 tp
Clothing	per 10 items	2 cp
Armor (leather)	per full suit	2 cp
Armor (metal)	per full suit	5 cp
Weapons (small)	per item	1 cp
Weapons (large)	per item	2 cp
Animals (small)	per beast	1 cp
Animals (large)	per beast	5 cp
General Utensils	per item	1 tp

All luxury or valuable goods are subject to a tariff officer's evaluation.

13.5.2 LEADS TO THE GREEN MAN

Since the Green Man is known only by the name Rathumus Felamar in Esgaroth, the PC's inquiries for him meet nothing but blank looks. Fortunately, events conspire to provide the adventurers with an opportunity to investigate the illegal tariff-evasion practiced by Rathumus. Chance combined with the PC's determination leads them to the very man they seek.

*Merchant's House:
upper floor*



There are two avenues whereby the adventurers may be channeled to visit the Felamar residence and snoop around its premises. The local merchant Euric is seeking to hire some honest folk for just such a purpose. Or a suspiciously cheap purchase might send astute PCs to follow up on information obtained from a store or market-stall owner.

A MEETING WITH EURIC

As the PCs mingle with the crowds, a young boy named Goti approaches to exchange a few words with them. He says that a gentleman in an ale house wishes to discuss some business which could be to their benefit. Goti instructs them to seek a finely dressed Northman waiting at Kóri's Dory. Before the adventurers have a chance to ask questions, Goti disappears amidst a throng of street urchins.

The unknown gentleman is a young merchant named Euric. He has recently become suspicious of the trading activities of Rathumus Felamar and intends to hire some honest folk to investigate the matter. He is acting with good intention and according to the law of Esgaroth, but, due to his position as a member of the Umanathrain, Euric wishes to remain inconspicuous should anything go wrong. (Hence the discreet introduction.) Euric wants a competent, trustworthy group to investigate Rathumus, and he deems the PCs suitable.

When the PCs arrive at Kóri's Dory, Euric is sitting alone at an isolated table by a window. Following a warm greeting, he calls Kóri over and orders a round of ale. Arriving with foaming tankards, the cheerful Dwarf suggests to the adventurers that his inn is a fine establishment and an excellent place for visitors to Esgaroth to stay.

Getting down to business, Euric explains his suspicions about Rathumus Felamar and makes the PCs a proposition. He offers them 10 gp each in return for evidence or information relating to the surmised illegal dealings. Euric expects it will be necessary for the PCs to snoop around Rathumus' house, and so provides them with some information about the building.

In addition to the front door, there is likely to be an entrance into the residence from the adjacent warehouse which is owned by Rathumus. However, from walks past the house, Euric has established that the warehouse and indeed the house itself are heavily guarded. Euric suspects that there may well be a third entrance

into the residence through the theater on its west side. He has researched the history of the playhouse and discovered that for many years Rathumus' home was inhabited by the owner of the theater. Thus he suspects that there may be an interior connecting door which would provide an ideal entrance for the PCs. Euric endeavors to answer any questions the adventurers pose as well as he is able.

A CHEAP PURCHASE

Should any PC consider making a purchase in Lake-town, the vender attempts to sell the adventurer imported goods which are remarkably cheaper than those made locally. Savvy PCs may deduce, or the seller may let it slip, that the goods are being sold illegally, the Gastgiban unpaid. It is Very Hard (-20) to interrogate the vender, but, if successful, the PCs will learn that the goods were obtained from a warehouse near the theater. The name of the tall man who distributes them is unknown to the trader.

13.5.3 ASSASSIN

After learning from Elegar that the PCs have traced the fake palantíri as far as Esgaroth, Tarquillan prepared a deadly welcome for them. At no small expense, he hired an expert assassin named Azzad. Azzad has traveled all the way from Riavod on the Sea of Rhûn to carry out his task. He is a Variag native to in Khand and holds life cheap.

He strikes on the PCs' first night at Kóri's Dory (or wherever). If any adventurers survive, and the assassin is not apprehended, he attempts to pick off the remaining PCs one by one, as they enter side streets alone in the course of their investigation. Even daylight does not give him pause. A really interesting situation develops if Azzad follows the PCs into the Green Man's house and attacks them there.

Should Azzad fail in his task, he promptly takes his own life, falling on his sword or taking poison.

13.5.4 TARIFF EVASION

Rathumus conducts a simple, but effective smuggling concern which enables him to pass his most valuable merchandise into Esgaroth without having to pay the Gastgiban. Typical of his style, the whole operation runs like clockwork, and many precautions have been taken.

Most of Rathumus' trade comes from Gondor and arrives by way of caravan, traveling along the Men-in-Araw around the south edge of Greenwood. When the caravans reach the small jetty on the Celduin, the goods are unloaded and complete the last stretch of the journey to Lake-town by boat (except for a short portage around the Long Lake waterfall). The work at the jetty is efficiently overseen by Golantir who sorts the merchandise into cheap or bulky goods for which tariffs are paid and valuable goods which are smuggled into the town. Boxes to be smuggled are discreetly marked with a small pinstick-drawing of a green man.



Euric

The smuggled merchandise is brought into Esgaroth late at night on silent long-boats. However, rather than being unloaded on a remote dockside where there is a chance of being seen, the boats are steered under the huge wooden platform upon which the town rests. The narrow vessels just fit through a gap in the truss structure near the back of the Rathumus' house.

The merchandise is then passed up through a huge trap door which lies directly beneath the large staircase in the hall. From there it is easily moved to an ingenious hiding place developed by Rathumus. Even if the city guard raided his home, they would never find the illegal goods which are hidden in a secret store accessible only by climbing through the dumb-waiter which operates from the kitchen (see Section 13.4.3).

The whole process runs very smoothly; the route was designed to minimize physical labor: the secret door to accessing the space beneath the stairs is in the kitchen. And the dumb-waiter is situated close to the back entrance to the warehouse. When it comes time to distribute the illegal goods, they can be easily mixed with the other articles in the warehouse.

Not a man to take too few precautions, Rathumus has the men who work in the warehouse double as guards, posting them at various locations in his home. One uses his key position on the balcony to signal the all clear to approaching boats laden with smuggled goods.

*Eudesuntha*

13.5.5 SEARCHING RATHUMUS' HOUSE

Details of Rathumus' residence, including the locations of guards, are given in Section 13.4.3. Euric's hunch that there is an entrance to the house through the theater proves to be correct. The main entrance to the playhouse is on its south side. The double doors open onto a chamber filled with rows of wooden benches facing the stage. A determined lady at the doors insists that the PCs buy tickets, even if there is no performance at the time they visit. The GM may wish to throw the adventurers a red herring by putting the remnants of one of the companies from the Jugglers Hall (section 4.5) on the schedule. (They could even witness Dartel finally ruining Pilkun.) Climbing a short flight of stairs, the PCs attain a balcony where cushioned benches provide more luxurious seating. A small curtain conceals part of the wall. Behind the curtain is a door to the Green Man's house.

By entering through the theater, the PCs reach the second storey of the house without disturbing any guards. However, there exist other individuals to be encountered. Rathumus employs a cook and a cleaning girl, both of whom live in the residence. Rathumus himself spends most of his time in his study or the parlor. Golantir roams the entire house more frequently, visiting all downstairs rooms and his upstairs bedroom.

For the PCs to uncover the smuggling activities, they must discover the room under the stairs or, even better, the secret store. However, it is more important for the PCs to unveil the Green Man. They should achieve this if they reach Rathumus' study and see the painting on the wall. Alternatively, they may overhear a conversation between two guards who are expressing their ideas on the fate of their colleagues (the ones ambushed in Greenwood) and mention the Green Man several times.

It is likely that violence erupts during the house-break. Golantir and his father will fight to the death, but should the odds turn against them the guards flee. The PCs need to capture the Green Man alive in order to establish his connection with the palantíri.

If captured and questioned, Rathumus explains how he was hired simply to receive two large boxes from Minas Tirith and make sure, without fail, that they were sent down the Old Forest Road to Maethelburg. He describes his client as a tall, mysterious man clothed in black and confesses that the fellow gave him the creeps. Rathumus does not know the name of his patron: he was simply a stranger who paid a lot of money for a simple task. Rathumus is quite concerned about the men who accompanied the cases. They have not returned yet from Maethelburg. The black-robed gentleman had warned that opening the boxes meant certain death. Rathumus guesses that his men must have taken a sneaky look at the contents. This is all Rathumus knows about the palantíri, but he certainly has much to confess about smuggling and cat-burglaries.

13.5.6 UNEXPECTED ASSISTANCE

Pleased to have found the Green Man and gleaned news of the palantíri from him, the PCs may nevertheless be a bit disgruntled that they have discovered little about the Green Man's client. Fortunately, the old woman Eudesuntha witnessed Taladhan's visit to Lake-town and can provide some useful information.

"I knows who you be looking for, I does," she croaks as the PCs pass her tatty stall. If the adventurers oblige her motions towards a begging bowl, Eudesuntha continues: "I knows who he is." (She has a tendency to repeat herself.) "He was terrible, that he was. He deals in evil magic, he does." Four sentences is a lot for Eudesuntha to string together, so she'll probably want further encouragement before she continues.

"His name, it be Taladhan, that it be," she shrieks. "He came out of them woods, he did. Out of them woods."

Should the PCs question how Eudesuntha obtained this knowledge, she replies simply, "I felt it in me bones, I did."



13.6 GAMEMASTERS' NOTES

13.6.1 PASSAGE OF THE FAKES

Once Taladhan formed his plans for thwarting the Jugglers, he put them into action without delay. Knowing that the Glassworks in Minas Tirith were perhaps the only place where he could have fake orbs made quickly and competently, he gave concise instructions to Elegar.

While the PCs were still travelling from Annúminas back to Tharbad, a disguised Elegar visited Ontolin, the Master of the Glassworks in Minas Tirith. There he paid in advance a large, but not excessive, fee to have two glass spheres fashioned promptly. Elegar specified that the spheres were to be delivered to the "Green Man" in Esgaroth and should travel there by the fastest means. For heavy goods, the route comprises a boat up the Anduin, horse-drawn carts around the edge of Greenwood, and then a boat once more up the River Running.

The involvement of the Green Man in the proceedings was a safety-catch arranged by Taladhan due to the risks he perceived in having the Stones made in Minas Tirith. Taladhan had observed the Green Man's smuggling operation using the Forest Orb of Sarn Goriwing (see Section 14.4.1) and considered Rathumus Felamar to be ideal for his requirements.

Taladhan visited the Green Man a few days after giving the alias to Elegar as the recipient of the Stones. Rathumus was asked to receive the Stones and send them immediately on their way through Greenwood to Maethelburg. The ex-thief thought the whole arrangement somewhat bizarre, but was happy to oblige for the sum of 100 gp.

Back in Minas Tirith, Ontolin completed the spheres around the time the PCs were exploring the Isle of Himring. Ontolin hired a reputable courier to take the spheres to Esgaroth with both parties assuming that the Green Man would be well known in the town.

Eighteen days later, the courier arrived at the ford over the Celduin River where the Old Forest Road emerges from Greenwood. He was intercepted by Golantir who convinced the courier that he was an envoy of the Green Man and paid him his due. The courier returned to Minas Tirith, where Elegar saw to it that he met with a suitable accident.

While the PCs were escaping from the Forochel, six of Rathumus' warehouse laborers set off along the Old Forest Road to deliver the two spheres to an address in Maethelburg. Four days down the road, they were ambushed by Taladhan's Half-orcs and brutally murdered.

Taladhan's troops took five days to return to their master, hacking their way through tangled foliage on a narrow and overgrown path. The evil sorcerer spent three intense days casting spells on the fakes. Then, led by Shakal Draik, twelve Half-orcs set off through Greenwood with the false palantíri. They were fortunate on their journey and encountered few Elves. They reached the bandit's lair in just nineteen days.

13.6.2 SUGGESTED NEW CHARACTERS

The PCs should take Eudesuntha's warnings seriously. If any characters were lost in Esgaroth, the remaining adventurers should acquire some new companions before preparing to face Taladhan.

Perhaps they meet Dralin, a Dwarven warrior from Erebor who is always ready for a fight. Alternatively they may ask Totila to join them after meeting her on the road just outside Esgaroth. Totila is a beastmaster and enjoys the continuous company of two large hunting dogs. See Section 16.6.2 for details on these possible new characters.



Fass'elanthir, the tangled fall, located downstream of the Goriwing



14.0 INTO THE FOREST

At last the PCs draw near to the treasures denied them at the Ice Bay of Forochel. Following the route of the unfortunate men employed to transport the false Stones through Greenwood, the adventurers arrive at the spot where Taladhan's troops took possession of the fakes. From there, they proceed to the forbidding tower of Sarn Goriwing to do battle with the terrible sorcerer himself.

14.1 GREENWOOD IN THE FOURTH AGE

After the War of the Ring and with the dawning of a new Age, Mirkwood regains the name it had in the early days of Endor: Greenwood the Great. The last vestiges of evil were driven from the depths of Dol Guldur by Galadriel and the Elven host in T.A. 3019, and the vast forest enjoys a respite from the shadows which troubled its heart for so many years. However, Greenwood is not completely safe (as if it ever was!). Giant spiders prey on stray travellers, and bands of Orcs and bandits glean pickings where they can. Such pockets of darkness are diminishing, as Thranduil's Elven kingdom expands southward.

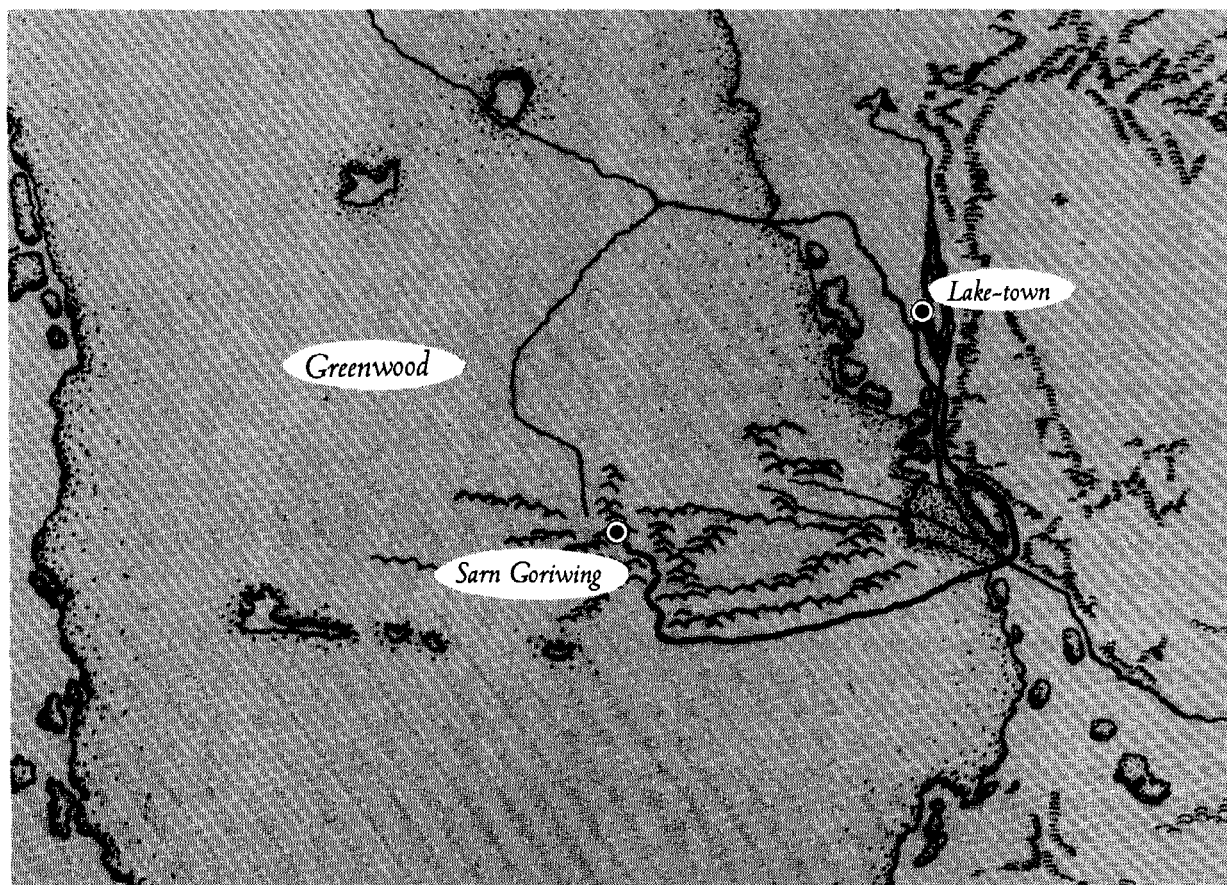
There remain secret and hidden places in the wood, ancient holds that passed out of knowledge long ago. Sarn Goriwing is such a citadel, one of the last footholds of evil left in cleansed Greenwood.

14.2 JOURNEY INTO THE FOREST

The PCs have no idea how far they must travel in order to locate the men who were responsible for the transportation of the fakes from Esgaroth. The GM knows that the journey to the ambush site along the Men-i-Naugrim, a road that cuts Greenwood in two, is 200 miles in length and should take six days, assuming a 9-hour day at 4 mph. Encounter tables should be used regularly, because Greenwood swarms with wild life and is perilous. From the ambush point, the PCs must travel a further 80 miles along a winding northerly path to reach Sarn Goriwing. The trip should take 3 days, assuming a speed of 2 mph over a 12-hour travelling day.

Leaving Esgaroth early in the morning, you travel south along the banks of the Celduin. You head for the river crossing where the great east-west road that cuts through Greenwood meets the waters of the river. The temperature is high, and the land basks in the glory of a warm spring day. Young boys fish in the river, and girls sit on its banks, weaving baskets from the lush reeds that grow near the shore. The heavy, intermittent rain that refreshes the area during spring begins to fall, and water birds preen themselves in the pleasant shower. Small, harmless snakes appear in the grass by the river's edge, attracted by the rain.

*Journey:
from Lake-town into
Greenwood*



After two day's travel, you reach the outlying grove of trees that separates the roadway from the marshes along the edge of the river. Soon the river crossing becomes apparent in the distance. Smoke rises from the ruins lying next to the crossing. Who has kindled a fire amid the tumbled walls?

The fire-makers are a roving band of Northman gypsies. They invite any travellers who pass near them to stay for a meal (such is their custom). They treat the PCs to an excellent, if crude, feast and talk to them about the state of the land in these times. If the adventurers inquire about the passing of the fakes, they hear that a wagon passed through about 2 months ago. The gypsies believe the vehicle was transporting "great glass globes."

If the PCs stay long enough, they are encouraged to visit Fransulf, the Fadar of the gypsy clan. Fransulf sits in a low tent sorting herbs. He offers to prepare herbal remedies for the adventurers (Fransulf has an herb lore skill of +80). The Fadar tells the PCs their fortune whether they want such revealed or not. He draws some strange shapes in the mud and says: "He is waiting. You must be very careful my friends."

If pressed, Fransulf shakes his head and says that he merely repeats what the spirits tell him.

The road enters Greenwood itself, and you pass between majestic trees, along a path about which many a chilling tale has been told in the taverns of Endor. Branches form a complete arch overhead, and the tree trunks stand unnaturally close together. Gloom thickens the air, and you must light torches to see farther than a few paces ahead.

A day passes in this twilight world. With the setting of the sun, the darkness deepens. You are unnerved when you notice the ring of glowing eyes that surrounds your campfire by night. What beasts lurk in Greenwood? Thank Araw that the flames keep them at bay!

Late in the evening of your second day traveling through the wood, you spot movement ahead in a small, shadow-infested clearing. Could it be bandits? You loosen your weapons in their scabbards and creep forward. Four huge, bulbous spiders, each measuring 8 feet across, gather round an inert figure lying prone on a carpet of last year's leaves. The corpse still clutches a sword whose blade is aflame. The fire of the enchanted steel prevents the arachnids from drawing closer to cocoon their fallen foe in cobwebs for later consumption.

All the PCs must make a Very Hard (-20) stalk maneuver or be spotted by the perceptive spiders (Lvl 10; Hits 105; AT No/4; DB40; OBLGr60; if successful—crit scored, then next round is HSt130; Large creatures; Speed F/F). Upon a successful (critical delivered) sting attack, the victim must resist a level 8 poison or he/she is paralyzed for 1 hour + 1 hour for every 5 pounds under 170 lbs body-weight.

The downed warrior is an Elf of Thranduil's kingdom. He was attacked by spiders while carrying a message to Elves dwelling in a newly created haven in southwestern Greenwood. Badly wounded, he died shortly before the PCs arrived. His enchanted sword Lachril (S. "Flamebright") has remained aflame and kept the spiders at bay since his death. The following items rest on his person:

Lacbril. +20 long sword. Flames on command and delivers an additional Heat critical of equal severity. Causes Fear (6th level RR or flee) in animals normally repelled by fire.

Amulet. Depicts a forest with one huge tree towering above all others. It is an official token of Thranduil's guard.

Ring. Obsidian, +15 DB.

While these items might be useful additions to the PCs' equipment, their return to Thranduil would bring the King's gratitude. Any noble or Elvish adventurers should know that the fallen Elf should be cremated and blessed. (Elves are not buried under the dark earth.)

Furry oaks and the strange chap-beech, whose limbs glow like phantasmal arms, flank the track along which you travel. An eerie hissing whispers amongst the papery leaves of the chap-beech trees whenever the wind blows. After three days, you reach a part of the path that shows signs of a struggle. The mud is churned into deep ruts surrounded by irregular crests, while the trees bear scars from weapons swung with desperate force. No tracks extend beyond the site of turmoil.

The churned mud and wounded foliage resulted from the fight that ensued when Taladban's minions attacked and overcame the men transporting the false palantiri through the wood. An Easy (+20) perception (sight) maneuver reveals a broken cart wheel and a few scraps of clothes hidden in the undergrowth. A Medium (+0) perception (sight) maneuver unmasks a narrow track to the north. A Medium (+0) tracking maneuver discloses that a band of creatures arrived from the north and then returned from whence they came. Successive Light (+10) read tracks maneuvers reveal that:

- (A) Those who came from the north attacked a smaller group and then left via the same route by which they arrived.
- (B) They were dragging two heavy, angular items when they departed (packing cases?).
- (C) There are no cart tracks beyond the site of the ambush.

It should be clear to the PCs that the fake palantiri were taken north through the woods.

The path to the north is narrow; the ambushers must have dragged the cases containing the fake Stones, since a cart would never clear the sides of this miserable track. Broken vegetation marks the passage of a large throng. How many foes might you face when you claim the true palantiri for King Elessar? A noxious smell—something like rotten eggs mixed with lemon—recalls your thoughts to the present. The odor seems to rise from pale, elephantine shrubs with enormous white flowers lining the path.





These shrubs are the terrible deadly milk-white trumpet (as a Medium (+0) foraging, herb lore, region lore, or flora lore maneuver will attest). The crushed or broken specimens exude the disgusting smell. The flowers, if examined, release pollen which necessitates a 4th level RR by the examiner. Failure by 01-50 results in blindness for 10-20 hours, by 51-90 results in nausea (-20 to actions) for a week, by 91-00 results in temporary catatonia for 2 days. A Medium (+0) perception (hearing) maneuver or a Very Hard (-20) perception (sight) maneuver reveals several rats busy upon the body of a Half-orc in the bushes. The Half-orc was overcome by the pollen and killed by his companions, because he slowed the ambushers down. If they search the body, the PCs will find signed orders from Taladhan instructing the ambushers on the proper location from which to carry out their attack.

The path winds ever onward, entering some hilly terrain before veering west. As you pass through a small clearing open to the sky, your eyes fall on the vivid petals of a rose bush, in full bloom, adorning the eastern edge of the glade. While you ponder the origins of such a glorious plant, a melodious voice from a nearby tree exclaims, "How wondrous to see a hurried wayfarer who pauses amidst his [her] haste to appreciate a moment of beauty."

The voice belongs to a Silvan Elf of Thranduil's kingdom. His name is Fëabor. He tells the PCs that he has at last located Taladhan's tower after months of searching. He witnessed a force of "ugly men"

Fëabor



transporting two packing cases along this very route some months ago. He also spotted another band carrying similar crates through the wood towards the tower a few days ago, but along a different route.

Unable to ignore any longer the operations of a sorcerer suspected to be the spawn of the now-dead Dark Lord, Fëabor contacted Elves stationed in the area. They attacked the force which bore the packing crates, capturing the smaller of the two, which was taken to a nearby tree-fort. The larger case escaped their grasp and reached the tower. Taladhan's troops have now located the Elven fort and are launching repeated attacks in order to recover the small crate. Fëabor has not seen what the case contains, but speculates that it must be something very valuable.

Fëabor initially spotted the fakes, whose trail the PCs follow. The second band spied by the Elf was transporting the true palantíri from the Wold to Sarn Goriwing. The Elves are now in possession of the smaller Annúminas-stone. Fëabor warns that Taladhan has a considerable force of "ugly men" (Half-orcs) and Black Trolls at his disposal. He suspects that Taladhan is a very powerful sorcerer.

Fëabor is on his way to help defend the Elven tree-fort against Taladhan's troops. He expresses the wish that the PCs come to the aid of the Elves after completing their business at Sarn Goriwing. The defenders of the tree-fort are a small, isolated band and can't last long against such a powerful foe. Fëabor also requests that the PCs send him word if Sarn Goriwing falls. The Elves hope to cleanse the citadel and render it permanently uninhabitable to evil. Fëabor gives directions to both tower and tree-fort.

Following the route described by Fëabor, you press forward through Greenwood. Soon the sound of running water greets your ear, and the black, pointed tower of Sarn Goriwing is visible between the tree trunks. The terrible citadel stands on the brink of a waterfall, isolated from land by dark, cold water. The powerful sorcerer who orchestrated a grand, opportunistic scheme to acquire the palantíri dwells within the chill walls. Also inside lies one of the great Stones denied to you for so long.

14.3 THE NPCs

TALADHAN

As a lad and a young man, Taladhan served as a book-page and then clerk in the old library of Minas Tirith. He was born to a wealthy family and led a mundane life until, in T.A. 2938, at the age of 37, he met a very special visitor to the library: Saruman the White. Saruman had come to conduct research on the Seeing-stones or "palantíri." Taladhan helped the Istar locate forgotten tomes, restore crumbling scrolls, and decipher faded script. Saruman asked the clerk to become his assistant within the year. In T.A. 2953, when Saruman removed to Isengard and began to fortify it, Taladhan went with him and so began his long association with one of the most infamous magicians of Endor.

Taladhan's fate was sealed in the autumn of T.A. 2974, when he gazed into the Orthanc palantír alone. His spirit quailed before Sauron and, from that day, he worked to corrupt the White Wizard to the path of darkness. By



Taladhan is tall (6'4") and emanates an aura of power. He wears black exclusively and possesses long, dark hair. His piercing grey eyes belie his true age (between 119 and 132, depending upon when exactly the GM chooses to set the campaign). The sorcerer has a formidable range of spells (see Section 14.5.I for guidelines on how he deploys them in combat).

FÈABOR

Fèabor is an outcast from Thranduil's kingdom. The supposed cause of his exile is an illicit connection with a high lord's consort. Ironically, Fèabor never set eyes on the lady in question, before he was tried for seducing her! Once he beheld her beauty, Fèabor rather wished he had done the deed of which he was accused. Despite his innocence, he was found guilty and banished. Fèabor believes that he still owes fealty to Thranduil and roams the wood guarding the interests of his King with little or no thanks.

Fèabor is a Silvan Elf with blond hair and blue eyes. His skill with bow and arrow is phenomenal, and he has won many competitions.

SHAKAL DRAIK

Shakal Draik is an Easterling who leads a portion of Taladhan's minions. He encountered Vacros in Lake-town and was hired due to his ruthlessness and unswerving loyalty to those who pay him. Shakal is thin and wiry, but tall for an Easterling (at 5'11").

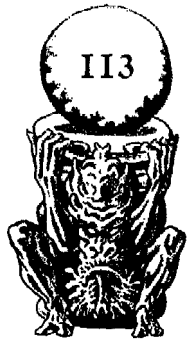
14.4 THE SETTING

14.4.I SARN GORIWING

Sarn Goriwing (S. "Abhorrent Spray's Stone") is a solitary, ninety-foot spire of glassy igneous rock. It is reached only by air across the violent spume of the waterfall that engulfs its foundations. The main gate faces south and is set into a notch in the sloping "back" of the rock, only five feet above the water level.

I. Main Gate. Black iron doors with alternating spiral designs of gold and silver mark this opening. Each door is but three feet wide and only six feet in height. They slide sideways into the rock along metal tracks. There are two locks: (1) two great metal arms which look like the limbs of a dragon are affixed to the back of each door and can pivot and slide into holes in the opposing panel, enabling the claws to lock the doors together and prevent door movement; (2) two huge metal bars which slide down into the wall slots on either side of the doors, precluding any opening. The arms are manually operated by the guard, while the bars are lowered by levers beside Taladhan's bed and throne or by rapid movement across the stone set into the entry hall just inside the door.

2. Entry Hall. This oval chamber is 30 feet long and spans 15 feet at its widest point. The eighteen-foot domed ceiling sparkles with glittering shards of black obsidian. A large, red ruby-and-corundum mosaic of the Lidless Eye dominates the dome's center (it's worth approximately



Sarn Goriwing

T.A. 2990, Taladhan had persuaded Saruman to begin breeding Orcs. In T.A. 3000, the turncoat's labors were crowned with success: Saruman stared into the palantír and was dominated by the Dark Lord.

His task of subversion complete, Taladhan removed to Dol Guldur upon its re-habitation in T.A. 3003. There he remained, serving the Dark Lord, until early T.A. 3019. After participating in the unsuccessful attacks on Lórien, he was forced to flee with the rest of the citadel's forces. He withdrew to an old outpost called Sarn Goriwing (S. "Abhorrent Spray's Stone"), a tower unused and forgotten since the time of the Necromancer.

Taladhan's troops are mostly Half-orcs. He recognizes, due his time with Saruman, that their ambiguous appearance can be useful in subterfuge operations: they can pass as ugly men.



2000 gp). The floor is comprised of red marble octagons circumscribed with enruned black marble. The small gold runes are 6th level *Symbols of Fear* which will not effect Taladhan's household guard, but cause all others failing to resist to flee for 1-10 rounds. The octagonal slab inside the gate is also dangerous, because it can control the bars that block the exit: should more than one cross the stone, or if someone moves across its surface at a rate faster than 3 mph, the locking bars fall. Two 6'x6'x6' guard chambers open directly onto the entry hall. Each is occupied by three Half-orcs. The entry hall is sometimes called the Iant Umarthen (S. "Bridge of the Ill-fated"). It opens onto the tower's third level. The packing case that contained the larger of the two palantíri is here. It is empty.

3. Level One. Located just above the water level at the base of the Goriwing falls, this floor serves as the keep's primary living area. Great windows look north at the cascading Enchanted River (Gulduin), while smaller, magical, transparent stones afford a southerly view of the bottom of the lake upstream above the falls. (Take note in case of any intrepid underwater attacks by the PCs!)

The kitchens and store-rooms are located on the south side of the level and occupy half of the tower's base. A great hall, boasting panelled walls of finely-worked wood, fills the north side. The light entering the vast north windows illuminates this 20-foot high chamber. Rich carpeting sewn from the pelts of bears covers most of the silvery stone floor. Wrought iron fire-pots provide any necessary heating, but generally the Master of the Falls enjoys the cold drafts. Passage to level two is accomplished by way of stairs set into the outer wall on the tower's east side.

The kitchens and store rooms are crude in appearance, being nothing but chambers hewn out of the Sarn and unembellished. Nonetheless, the three wondrous "viewing ports" which gaze north through ninety feet of enchanted rock to reveal the watery world of Taladhan's lake more than make up for the lack of decor.

4. Level Two. This floor is occupied by the throne hall, the tower's ceremonial chamber. Here Taladhan sits in his "living throne" formed of a live tree of perverse nature. The tree itself will grab (Large Grapple +100) and strangle (Huge Crush +100) anyone but Taladhan, unless given specific orders to the contrary. Only the sorcerer seems to be its friend. The tree can also move its branches to shield its foul master, adding +50 to his combat defense and +20 to his RR.

Before the throne sits the Forest Orb, a green viewing stone 3 feet in diameter and set into the blue marble floor. It can rotate to allow the user to view any part of Greenwood, excepting all parts of Thranduil's kingdom. Unfortunately for most, the stone can only be used by the one who sits in the throne. The Forest Orb operates by mental command and can present scenes only as one would view them from a nearby vantage point. It cannot see spaces fully illuminated by the light of day and gives the clearest image at night or in intense shadow. Its user

can focus power and make a mental attack on one trespasser sighted using the Orb who is within 300 yards of the Sarn (usable but three times per day at the user's level). The attack is akin to a *Word of Death*, or optionally a *Word of Sleep*. It is obvious that the Forest Orb is a very primitive palantír. The crude Stone was brought from Dol Guldur by a previous resident of Sarn Goriwing.

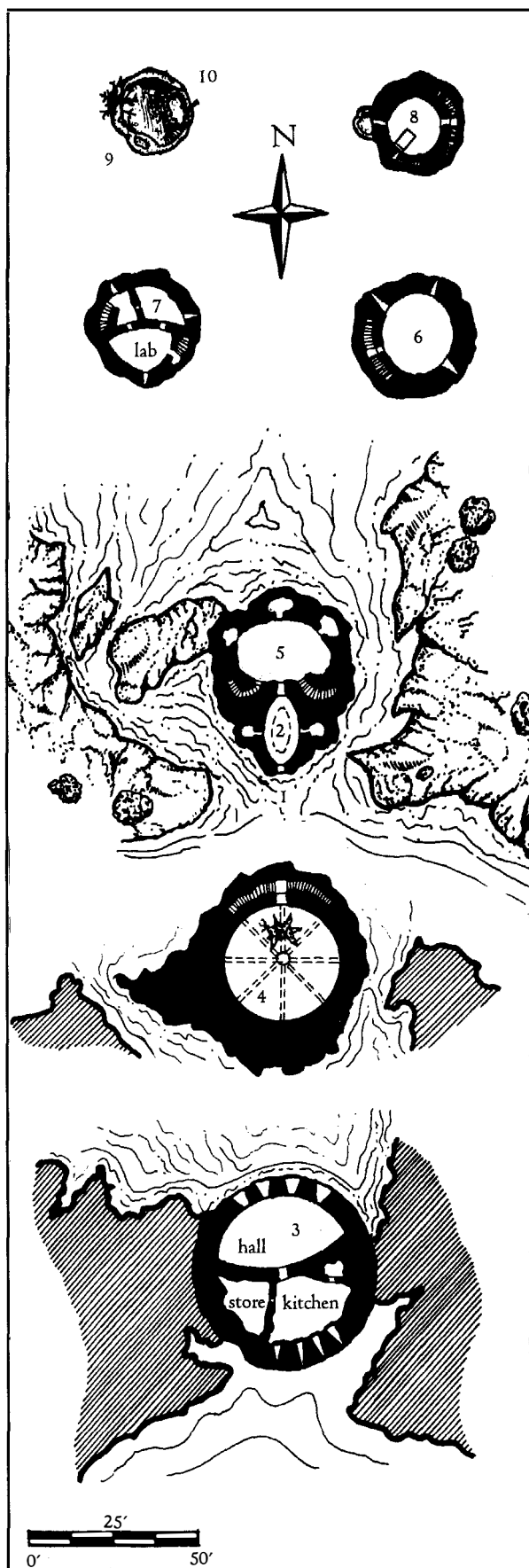
The throne hall has a twenty-four-foot ceiling which is crisscrossed with arches of silvery wood. The floor and walls are of blue marble, the latter hung with tapestries depicting hideous scenes of rotting forest and swamp. A door in the north wall leads to the stair which spirals down to level one or up to level three (the main entry level). Another exit, behind the throne, opens onto a narrow stair which ascends to the sixth level. This course may be taken only if the throne is in its "shield mode," its branches closed, concealing the exit to an outside viewer.

5. Level Three (entry level). The third floor holds a large greeting chamber of black and grey marble with an eighteen-foot ceiling. It possesses three accompanying guard rooms, each set into the exterior tower walls and occupied by three Half-orcs. Three other doors grace the south side of the level: facing them, the center one opens onto the entry hall, the right portal opens onto a stair ascending to level four, and the left enters a stairway to the levels below. The three doors are iron and super-heated (400°F) by way of internal steam shafts leading down to the kitchen.

6. Level Four. Guard halls comprise this level. Here live the majority of the Half-orcs of the garrison. There are no fine furnishings: the sorcerer's minions live in squalor, amidst fetid things and refuse. The walls, ceilings, and floors are of the uncovered stone of the citadel. Wet straw provides bedding, and water troughs abound. The ceiling is fifteen feet high.

7. Level Five. This floor houses the library, study, and laboratory of Taladhan. Entry is provided by a door connecting the exterior wall stairwell with the study. When the door is opened, the stone floor of the study seems to disappear; the phenomenon is only an illusion which dissipates when the door is closed. To stay on the stair contemplating the nature of the floor is unwise, however: two portculli set in the ceiling above and below the stairwell landing drop with amazing speed if the door is held open for more than five seconds. As the portculli drop, the landing "opens up" on a hinge attached to the interior side of the shaft. Anyone atop the landing at this point falls 85 feet into the well of boiling water which provides steam for the Sarn. (+40 Large Fall/Crush for the fall. Victim takes one A-E Heat critical each round immersed, depending on clothing.) Note that the landing is actually a metal-backed slab of relatively thin stone; it feels warm to the touch.

The study occupies a small area on the northwest side of the level. It is graced with a small hearth and great chairs of wood upholstered in wool, as well as a fine oak table. The table is a receptacle beneath its top surface, which lifts



as a lid. Within lies a *Book of Water Law* (contains all runes for all spells on the Water Law list—Mage base), a +3 spell adder for Mages which also casts a +50 *Water Bolt* 3x/day, and a Ring of Fell Creature Control (a x2 Essence PP multiplier that allows the wearer to control one subdued Fell creature—Beast or Turtle—completely, so long as it is within 30 feet). On top of the table rest a set of maps that detail the surrounding area of the wood along with the position of the Elven tree-fort where the smaller palantír is currently located.

There are also many documents that bear the official seal of Minas Tirith—they have obviously been stolen. Accompanying letters and plans clearly bear Elegar's name. A small, red, leather-bound book (previously mentioned in Section 2.2.2) describes a method of "shrouding" the palantíri (it was stolen from Tarquillan by Elegar). A character with a Reasoning of 85 or more will easily comprehend the outline of Taladhan's movements and dealings with the palantíri, should he or she examine the papers. In addition, the terrible truth about Elegar's role of treachery will be apparent after 1 hour of study.

Like the rest of the level, the ceiling is nineteen feet high. The Amon Sûl palantír sits on the floor under the table in a crude stone bowl. It is not aligned: Taladhan is still in the process of fashioning a suitable receptacle.

The library occupies the northeast side of the level, while the laboratory is to the south. To reach the sixth level one must (1) go up the stairs by way of the stairwell off the study, or (2) shimmy up a red-hot (400°F) iron pole set into the exterior wall, behind a panel in the laboratory. The pole extends up into the wall ten feet, where it reaches the secret stair which connects Taladhan's chambers to the throne room.

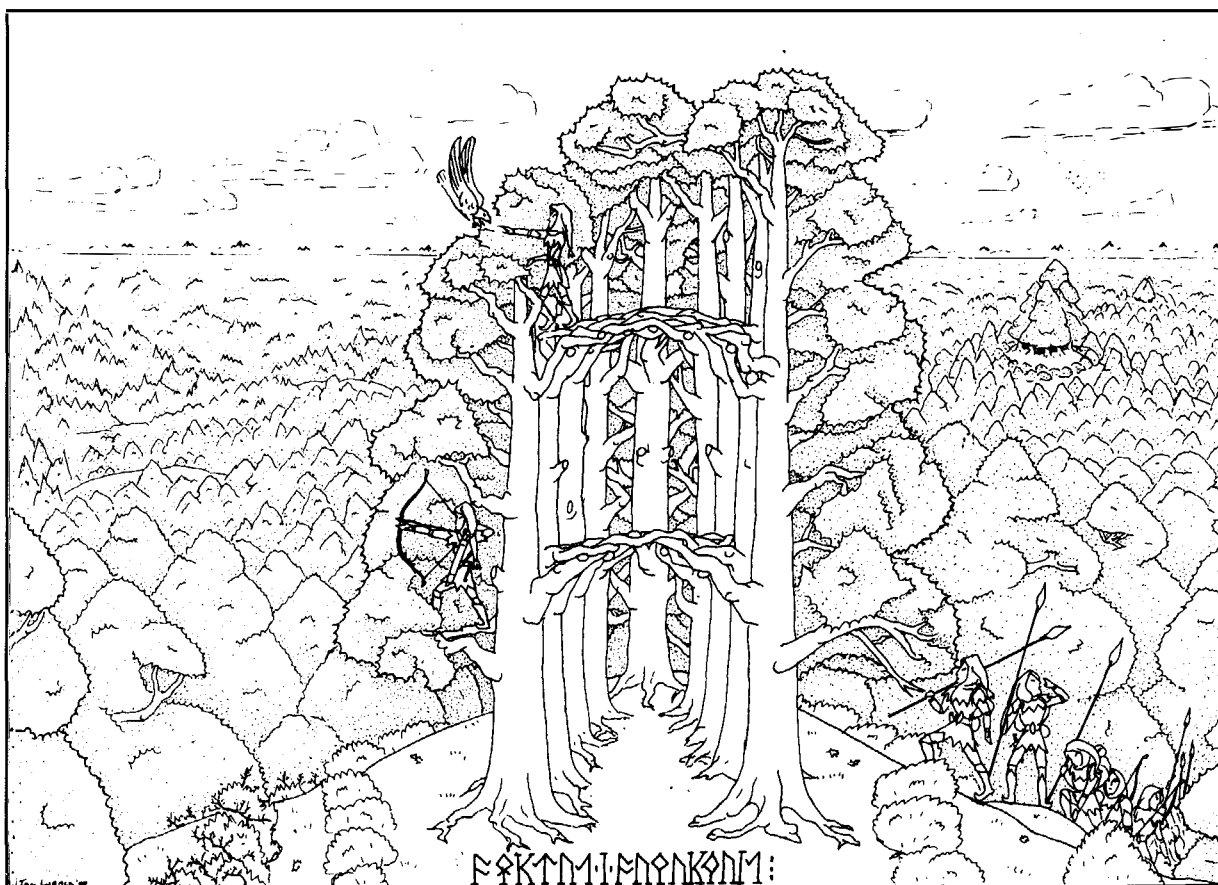
8. Level Six (Taladhan's chambers). The door in the east wall leads onto the main stairwell and to levels five, four, and three below. The secret door behind the headboard of the bed leads to a stair connecting these chambers to both the laboratory and the throne room. A third door, in the northwest wall, opens onto (1) a balcony with a fine down-river view, and (2) a stair winding up through the exterior wall to the roof level and observatory pinnacle.

This latter door is huge, of iron, and fully a foot thick. Nonetheless, the portal is light, because it is hollow. When the door is open, one can see a small, raised rune above the bolt mechanism on its edge; by turning the rune, the inside panel of the door opens to reveal Taladhan's real treasure. Within the hollow door, he keeps 900 gp, 1500 gp in gems, 50 mp, a 15th level *Spell Store* ring, a x4 PP multiplier staff for the Mentalist realm which also casts a +40 *Firebolt* 2x/day, a x3 PP multiplier for the Essence realm which casts *Windrunning* (Open Channeling List—Lofty Movements) 3x/day, a book containing all runes up to level 20 from the Path Mastery list, a pair of mace gauntlets (allow fists to strike as maces), a pouch of *Water Summoning* (gathers up to 1 gallon per day out of the air), and a ring that allows the wearer total mobility in trees (the wearer can leap from tree to tree much the same as might a squirrel).





Elven tree-fort



The great bed pivots, when pushed or upon Taladhan's command, to reveal the secret passage. Anyone beside the bed when it moves could be knocked down as it swings. Beside the bed are stacked a number of tomes on the history of Darkness and the rise of power in Dol Guldur, as well as a pair of chests filled with the sorcerer's clothes. A small *Chest of Curses* sits behind a stone panel set into the wall behind the larger clothing chest. The panel opens manually. Anyone opening the *Chest of Curses* is beset by the 12th level *Wind Curse*—the victim is forever unable to move against the wind, regardless of his or her mode of transport. Should someone attempt to defy this curse, he or she becomes "part of" the wind, moving with the capricious currents for 1-10 days, and then being deposited upon the ground at random (with a fall from 0-100 feet).

9. Roof Level. This open terrace lies 165 feet above the base of the tower. Rimmed by a thick, 4-foot high wall, and paved with smooth black marble, it provides a safe and beautiful vantage point. Small bits of inlaid silver dot the floor, mapping the primary constellations of the heavens. A large "active" tree or Huorn stands guard (Lvl 15; Hits 200; AT Pl/20; DB 10; OB 60HGr/30HCr; Crush takes place after a successful Grapple in the previous round), often taking root in one of the rooting bowls set into the balustrade's surface. Access to the roof is achieved by way of the stairwell which connects Taladhan's room (#8) to the observation pinnacle (#10).

10. Observation Pinnacle. Here one can gaze upon the stars through Taladhan's fine telescope. The enchanted device was devised in Arthedain and stolen in one of the Witch-king's early campaigns. It can (1) cast a Lightning Bolt 300 feet at a target fully within view (with a +70 bonus), or (2) simply act to magnify one's vision.

GM Note: Refuse and waste are tossed into shafts bored in the exterior walls on every floor of the tower except level three. The material is washed downstream by water from the falls which clears the receiving pool. Fresh water is brought in from the lake above. Below the Goriwing, the water becomes strangely enchanted and is dangerous to drink. This is perhaps due to Sarn Goriwing itself, and it was once said that "so long as the tower remains, the waters will be sorrowful."

14.4.2 ELVEN TREE-FORT

There are four distinct levels in the Silvan tree-fort. The ground at the base of the fort is called the "Talma." Two middle floors, or "Telain" (sing. "Talan"), serve as both quarters and work area for the fort's residents. A roof (S. "Galadhrond"; lit. "Tree-vault") closes above the upper Talan and provides an ideal spot for a look-out.

I. The Floor (Talma). Sixteen beautiful oak trees form the structure of the fort. Kept free of underbrush, and ringed with two shrub-walls, the ground surrounding the Talma acts as a pair of natural "baileys." They encircle the trees, which together are analogous to the walls of a towering keep. The prickly hedge-ring that comprises the

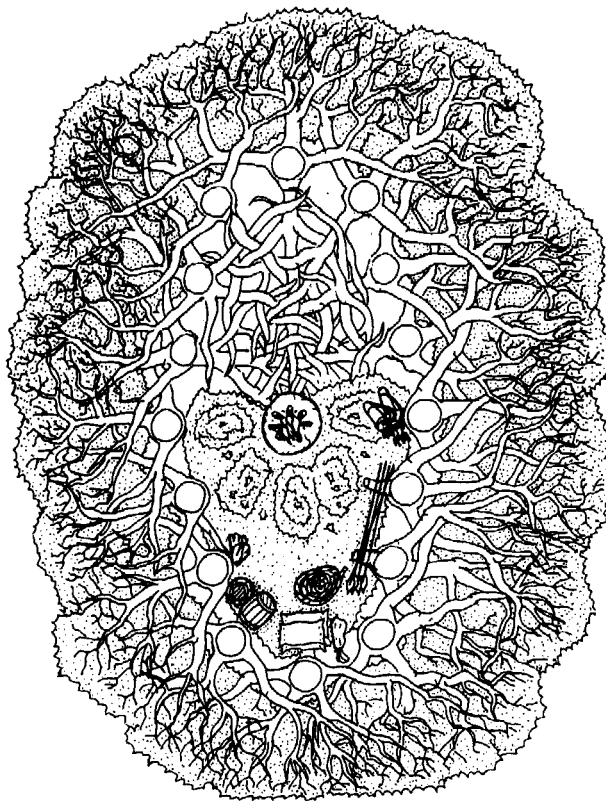
outer shrub-wall wards off animals and makes it virtually impossible for intruders to crawl up to the tree boles without betraying their presence and/or impaling themselves on the sharp thorns. In contrast, the inner row of bushes offers berries to the defenders and acts a deterrent against enemy missiles.

2. The Lower Talan (Núntalan). The lower floor arches about ten to twelve feet above the roots of the trees. Retractable rope ladders enable the Elves enter and exit the fort with relative ease. Some of the Elves, however, prefer to climb up to the lower Talan by way of the outer branches.

Thoroughly intertwined, the branches of the sixteen trees that comprise the fort have been carefully trained to provide a relatively flat surface upon which the leaf-covered floor is constructed. This sturdy, yet comfortable, surface is divided into two areas: the inner chamber, which serves as a gathering room; and the balcony that extends outside of the circle of tree trunks, which is utilized as a defensive hound or rampart.

3. The Upper Talan (Amtalan). The upper Talan is constructed like the lower. The trees' branches have been trimmed and manipulated in order to provide an uninterrupted living space. Ladders join the inner chamber with the lower Talan, which is ten to twelve feet below.

A storeroom, treasury, and armory, the Amtalan is a much more private refuge than the Núntalan. It is the last and best bastion in the fort.



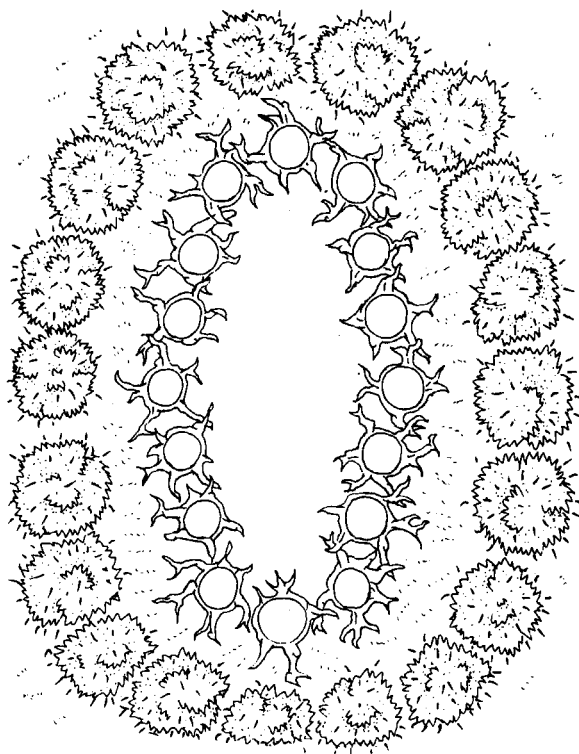
Elven tree-fort: the lower talan

4. The Roof (Galadhron). The tree-fort's thick roof is composed of a web of natural vaults. Thick foliage covers the arching boughs, keeping the rain out and affording the residents shade. In addition, the roof is strong enough to support a half-dozen defenders, although the area is rarely occupied by more than one or two watchmen.

14.5 THE FINAL CONFLICT

The PCs must retrieve the Amon Sûl palantír from Sarn Goriwing. The task is a difficult one, given Taladhan's power and the numbers of his minions. Luckily for the PCs, a fair number of the sorcerer's forces are absent, deployed around an Elven tree-fort 20 miles west of the citadel and attempting the recapture the other, smaller palantír. Only 25 Half-orcs and 2 Olog-hai remain at Sarn Goriwing.

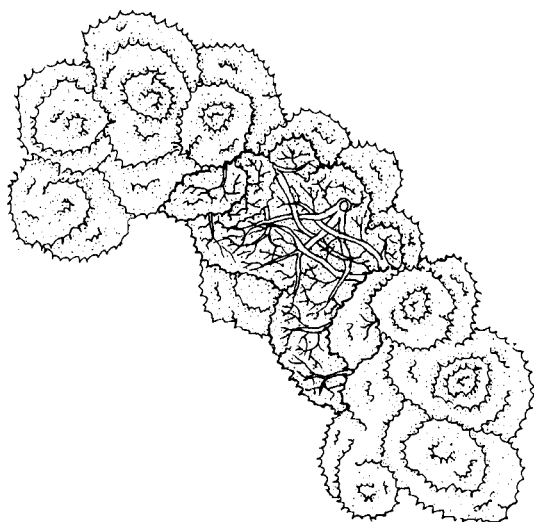
When the adventurers near the tower, Taladhan learns of their approach while viewing Forest Orb (see Section I4.4.I, #4). He attempts to warn the intruders off by using the Orb's powers and the *Lightning Bolt* generated by the telescope located in his observation pinnacle (see section I4.4.I, #10). Because the sorcerer is preoccupied with the aligning of the large Amon Sûl Stone, he prefers to let his minions confront the PCs. Only if 80% of his guard are destroyed will Taladhan personally engage the adventurers.



Elven tree-fort: the floor



Elven tree-fort:
the roof



14.5.I TALADHAN'S TACTICS

The GM should familiarize himself or herself thoroughly with Taladhan's arsenal of spells, the defensive possibilities of his citadel, and the intelligent use of his resources the sorcerer might make. His is a wily opponent, and he doesn't make many mistakes. To be victorious, the adventurers must draw on all of their own cunning and strength.

THE SORCERER'S SPELLS

Taladhan's spell lists are as follows:

Sorcerer Base Lists

Soul Destruction to Level 25
Gas Destruction to Level 20
Solid Destruction to Level 20
Fluid Destruction to Level 20
Mind Destruction to Level 20
Flesh Destruction to Level 20

Seer Base Lists

Mind Visions to Level 20
True Perception to Level 20
Future Visions to Level 20
True Sight to Level 20

Open Essence Lists

Rune Mastery to Level 10
Physical Enhancement to Level 10

Open Channeling Lists

Barrier Law to Level 10
Concussion's Ways to Level 10

The GM should be fairly familiar with Taladhan's options and capabilities. Ideally, he or she should review the sorcerer's available spells before the PCs ever meet him.

THE SORCERER'S TACTICS

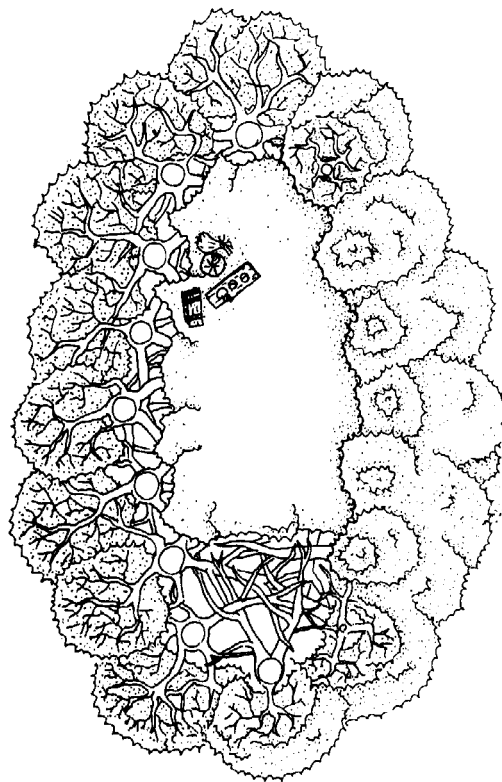
In order to avoid a situation that commonly occurs with intelligent, high level spell users (wherein GMs resort

to exclusively using obvious attacking spells like Fireball), guidelines are presented for spell tactics that reflect that intelligence and experience of Taladhan in combat situations (not to mention his large range of spells).

Because most of his combat spells are ranged at 100 feet, Taladhan tries to maintain this distance as continuously as possible. If encountered at close quarters, the sorcerer attempts to cast some mass effect spells to slow down the PCs while he retreats to range. Such spells as *Vacuum True* (Sorcerer base list—Gas Destruction), *Shout of Panic* (Sorcerer base list—Soul Destruction), *Mass Confusion* (Sorcerer base list—Mind Destruction), or possibly *Word of Pain* (Sorcerer base list—Mind Destruction) or *Break Limb* (Sorcerer base list—Flesh Destruction) would achieve the desired effect.

When at a safer range (90-100 feet), Taladhan uses his staff to attack weapons users with *Lightning Bolts*. If he runs out of these, he resorts to spells such as *Panic* (Sorcerer base list—Soul Destruction) and a very unpleasant form of *Black Channel I* (Sorcerer base list—Soul Destruction), which stops all blood to the victim's hands, rendering them utterly useless and causing the flesh to wither and die in 3 rounds. (Saruman taught him this spell which was designed with the White Hand insignia in mind.)

If Taladhan is cornered in close quarters with a number of PCs, he attempts mass effect spells, such as those listed above. He may try (depending on how desperate he is) to overcast the spells (thus incurring an ESF roll) in order to



Elven tree-fort: the
upper talan

dispatch his foes in as short a time as possible. If he encounters a single or isolated adventurer, he tries to eliminate danger from weapon attacks using *Shatter* (Sorcerer base list—Solid Destruction), and then either disables his opponent with *Mind Break* (Sorcerer base list—Mind Destruction) or, if escape is a priority, he uses *Transferral True* (Sorcerer base list—Soul Destruction).

It is unlikely that the PCs can surprise Taladhan, if he knows that they are in the tower. Use of the True Sight (Seer base) list should enable him to track their progress. Perhaps he might channel the adventurers along a particular route by placing *Barrier Pits* (Open Channeling list—Barrier Law) at strategic places in Sarn Goriwing. Using the Future Visions (Seer base) list, Taladhan could also obtain a few rounds of grace once combat ensued, since he would know what actions the PCs will make in the first round or so. Taladhan should have a reasonable knowledge of the power level (levels) and skills (profession) possessed by the PCs by use of *Mind Typing* (Seer base list—Mind Visions) and *Long Mind Typing* (Seer base list—True Perceptions). The *Awareness* (Seer base list—True Perceptions) spell enables Taladhan to know roughly what the PCs are doing, as well as where they are located in the tower. Using this information he can time his attack precisely.

Taladhan's only weaknesses, like those of most spell users, are physical combat and his finite number of power points. PCs should aim to drain his PPs and then engage him in combat. Discourage retreats that allow Taladhan time to regenerate PPs; such a tactic does the adventurers more harm than good in the long-run. Taladhan would be loath to leave the palantír via retreat; he will do so only if his defeat is immanent. He is vengeful and dogs the PCs for years afterward, if he is allowed to escape (not a bad thing, if you wish to have some thread to follow after the quest!).

14.5.2 AT THE TREE-FORT

Given the information Fëabor imparts to the adventurers, and the plans they probably found in Sarn Goriwing, the PCs should wish to retrieve the other palantír—the smaller Stone held in a besieged Elven tree-fort located 20 miles from Taladhan's citadel. Travel should be fairly quick, due to the urgency of the matter. Six hours hard walking brings the adventurers to their goal.

At the tree-fort, the turn of events is not propitious for the Elves. After attempting to set fire to the fort (and failing, due to the special resin which the Elves use to prevent such tactics), the Half-orcs and Olog-hai fought their way upward. Although the Elves are skilled archers and nimble in the branches, the sheer numbers of their foes have prevailed. Taladhan's minions have gained control of the lower Talan. Currently, the evil horde is threatening the upper Talan, where the Elves desperately attempt a holding action while hoping for the arrival of Elven reinforcements. The palantír rests on the fort's roof.



Taladhan

One Olog and eight Half-orcs hold the Núntalan. Three Trolls and twenty-two Half-orcs remain on the ground, hidden amongst the trees that the surround the fort in order to avoid Elven bow fire. Contact with these troops is likely when the PCs approach the Fort: the sorcerer's minions keep a careful watch for Elven reinforcements.

Combat in the fort itself is tricky. The floors are intertwined branches, creating a dangerous combat arena. Each round, every combatant must make a Perception (balance) maneuver on the Medium column of the Movement/Maneuver Table. The result is the percentage of their OB that is available that round (percentages greater than 100% are treated as 100%). Elves do not need to make this maneuver. The GM may allow PCs to add their Agility bonuses to the maneuver.



If the PCs help the defenders of the fort destroy or drive off Taladhan's minions, the Elves are grateful and award each a silver tree-token which allows the wearer free passage throughout Thranduil's kingdom. The captain of the fort uses magic to determine whether or not the adventurers are lying about their purpose for the palantír. He gives the orb into their hands gladly once satisfied with their intentions and their loyalty to King Elessar.

Galadlin is another Silvan Elf swayed by impulsivity. He is blinded by glory and adores recognition from those with status. He would jump at the chance to accompany the palantíri back to Minas Tirith.

14.6.3 EXPERIENCE POINTS

The GM may award the PCs the balance of the XPs withheld in Section I I.6.3.

14.6 GAMEMASTER'S NOTES

14.6.1 ENEMY MOVES

After accompanying the palantíri to Sarn Goriwing, Vacros departs for Minas Tirith on further business for Taladhan. (He is also to deliver a reward to Elegar.) Thus, the Easterling is absent from Greenwood when the PCs arrive. If Taladhan is slain, Elegar and Vacros grow increasingly nervous as time passes with no instructions from their master. Their unease sets the scene for the intrigue that follows the PCs' return to Minas Tirith.

The evidence the adventurers find at Sarn Goriwing should be enough to convince them that Elegar is a spy and a traitor and should be apprehended as soon as possible.

14.6.2 SUGGESTED NEW CHARACTERS

Marwen is a Silvan Elf of Thranduil's kingdom who is enthralled by the magnificent tales of the world told around Elven campfires. Her impatience with the King's ban on pleasure-parties outside his bounds increases with every hour. She has resolved to travel abroad as soon as the right opportunity presents itself. The advent of a band of adventuring travellers provides just such an opportunity.



15.0 RETURN TO THE KING

The PCs return the true Stones to Minas Tirith and receive the thanks of Elessar and his Royal Court. However, the journey is not trouble free, and upon their arrival the adventurers must break the news about Elegar's treachery. Meanwhile, Elegar and Vacros resort to desperate measures in order to save themselves: they know they could not escape the city without being hunted down. Their perceptions set the scene for the extraordinary events that take place when the palantíri return to the ancient line of the Dúnadan Kings.

15.1 FROM FOREST TO CITY

There are several possible routes by which the PCs might travel to Minas Tirith. They could head west through the forest to the Anduin River, and so accomplish most of the journey by boat. Alternatively, they might retrace their steps to the east and return overland, or follow the southern edge of Greenwood to reach the river.

Whichever route the PCs choose, the first stage involves carrying the palantíri some 80 miles to the Old Forest Road. The grueling trek may take as long as eight days (assuming a speed of 1 mph and 10 hours travel per day). From the Forest Road, an additional 25 to 30 days are required to reach Minas Tirith.

15.1.1 ARACHNID INTEREST!

The sweaty task of dragging and carrying the heavy palantíri through dense foliage is further complicated by the giant spiders of Greenwood. The foul creatures are not unintelligent; a number of them have observed the events surrounding Sarn Goriwing with considerable interest. The objects in the crates are obviously valuable for so many to be fighting over them with such ferocity. Perhaps if they were acquired, the spiders surmise, others might come seeking the treasure, providing regular, plentiful meals to those who await.

Within a day or two of setting off, the PCs encounter (probably at night) a wall of sticky webs blocking their progress. Spiders drop from the canopy behind them and attack. The webs are extremely strong. Anyone caught in them must make a 5th level RR to escape. Failure results in the RR going up by one level for the next attempt to escape. Cutting the webs with weapons is impracticable, because they are very thick and stick to weapons, equipment, and clothes, hindering movement/actions by -20. Cutting passage through the wall of webs would take 30 man-rounds. Anyone cutting webs is very prone to attacks.



Karamar

15.1.2 ILLICIT ENTREPRENEURS!

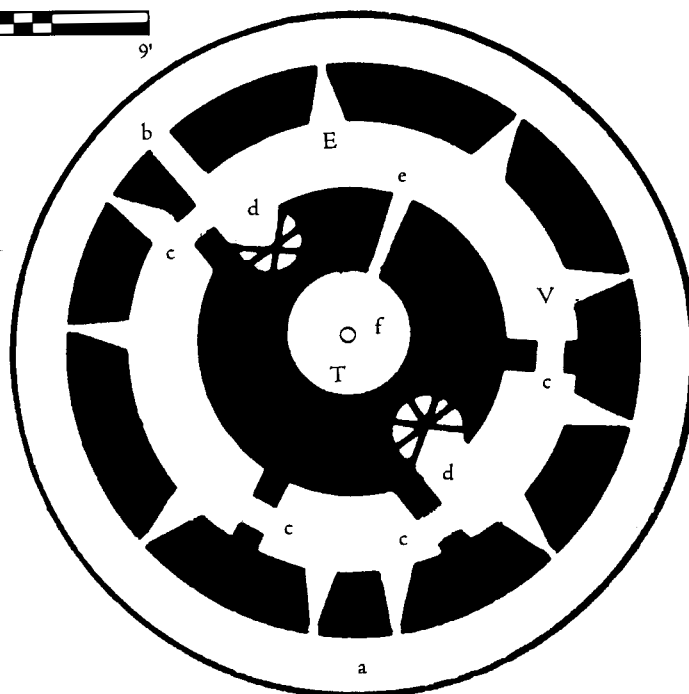
Travelling along the Men-i-Naugrim, the PCs encounter enterprising bandits with an itch to rid wayfarers of their treasures! The rascals are stationed near two hastily built wooden huts positioned on opposite sides of the road. A large pole connecting them bars the adventurers' progress. A band of men, 10 strong, approaches. They are led by short man with a small moustache. He introduces himself as Karamar and announces that he is the official Tollmaster of the road. He requires a toll of 300 gp or half of the PCs' cargo. The man is obviously a crook: there was no toll when the PCs came this way before! Requests for identification are met with a pleasant reiteration of Karamar's demands. His men snigger and brandish their weapons intimidatingly. The adventurers must either pay the scoundrel, give him one of the crates, or (as they should) attack him for the thief that he is. Karamar erected the huts and pole about 45 minutes ago in the hope of conning a few travelers and performing some good old-fashioned mugging on those who see through his story.

15.1.3 OUT OF THE GREENWOOD

The remainder of the journey to Minas Tirith is fairly uneventful. The GM should use the encounter tables and perhaps throw in a few con men to entice the PCs to swap the crates for fake treasures, testing their loyalty and resolve.



Seventh Floor of the
White Tower



15.2 AN AUDIENCE WITH THE KING

Upon arriving at Minas Tirith, the PCs are ushered quickly and quietly to the Seventh Tier. No hero's welcome is forthcoming—the King wishes to keep the recovery of the Stones a secret from the city at large; the entire quest thus far serves as an example of what can happen if knowledge of the orbs' existence falls into the wrong hands.

Lord Carondor meets the PCs at the gate to the Seventh Tier, issues greetings, and promptly takes the adventurers before the King. In his private chambers, Elessar congratulates them warmly and expresses his sincere gratitude for their endeavors. (This meeting may be quite informal: a formal ceremony follows later.)

The King listens with interest for some minutes to the PCs' story before noticing that Tarquillan is absent from the gathering. He holds up a hand requesting the adventurers to pause in their narrative and asks where the Seer may be found. At that moment, a pageboy bursts into the room and blurts out that Tarquillan is being held hostage in the seventh level of the Tower of Ecthelion!

His captors are none other than Elegar and a short man with a small beard who has never been seen in Court before (guess who!). Excited conversation erupts. The King calls for silence and asks the PCs for their assistance. They should realize that the mysterious "other man" is Vacros, if given a reasonable description.

15.3 NPCS

KARAMAR

Karamar is an intelligent, if crooked, man of mixed descent. He roams the Greenwood engaging in smarter-than-average brigandry, cons, and burglaries. He specializes in posing as individuals in places of trust, thereby

gaining access to secure vaults and strongholds in disguise. He occasionally hires the services of other scoundrels like himself when requiring bodyguards or forces to back up his threats. In truth, he trusts only himself. Karamar is short (5'7"). He boasts a dark complexion and a small moustache.

15.4 THE SETTING

SEVENTH LEVEL OF THE TOWER OF ECTHELION

The floorplan depicting the seventh level bears lettered labels indicating specific features of the site and the position of the key individuals in the crisis: Tarquillan, Elegar, and Vacros.

a. Balcony. The balcony runs entirely around the tower.

b. Door. This door provides access to the balcony from the tower interior. It is locked and is Hard (-10) to open.

c. Doors. These doors have all been locked by Elegar and are Very Hard (-20) to open.

d. Stairwells. The doors at the bottom of these (on level six) have been securely barred and cannot be opened.

e. Door. This mithril portal guards the palantir. (See Section 15.5 for details of its lock and trap.)

f. Palantir. This is the Seeing-stone of Minas Tirith. The orb sits in a silver bowl which has been treated to give its surface a dark hue.

T. Tarquillan. Tarquillan lies on the floor, unconscious, bound, and gagged.

V. Vacros. Vacros stands and peers nervously out of the arrow slit.

E. Elegar. Elegar paces anxiously around before his arrow slit. He is trying to decide exactly what to do next.

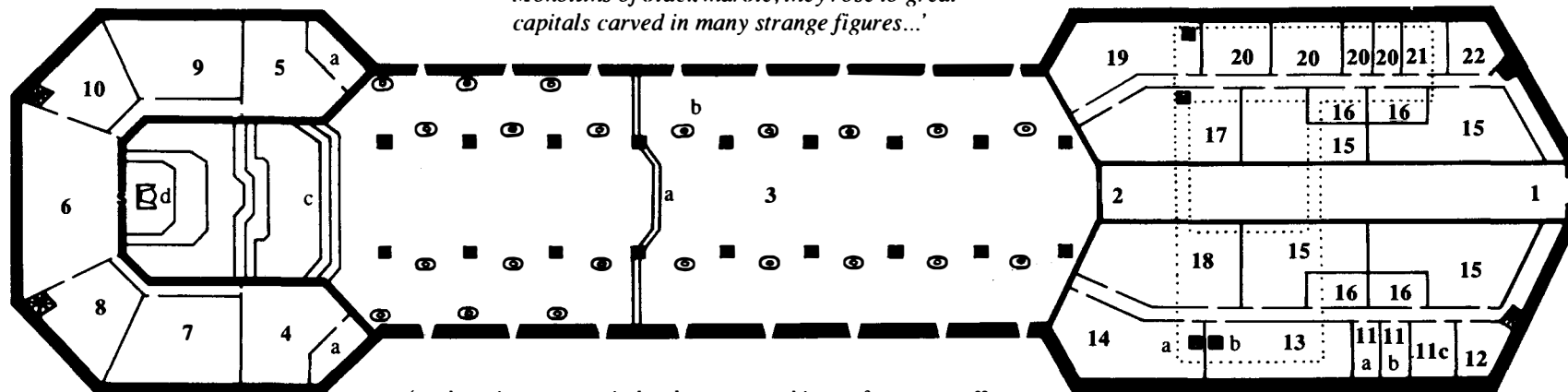
15.5 TRAITORS TURN KIDNAPPERS

Not content with the capture of the two lost palantiri, Taladhan sent Vacros to Minas Tirith upon the Easterling's return from the Wold. His instructions were simply to solicit Elegar's cooperation and with him steal the Seeing-stone of the White Tower!

Elegar craftily obtained work for Vacros in the Tower of Ecthelion as a carpenter. The duplicitous pair spent many days deciding how best to steal the Stone. They drew up a clever plan for their task and awaited Taladhan's approval. No word was forthcoming, and the thieves grew more and more worried as time went by. Repeated attempts to contact the sorcerer left Elegar prey to paranoid fear. When the PCs arrived at the city with the Stones, his nerve snapped. He met Vacros in the White Tower and together they burst in on Tarquillan while he consulted the palantir of Minas Tirith.



Ground Floor



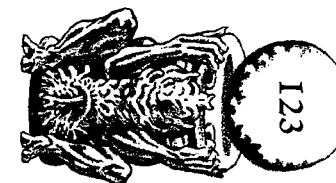
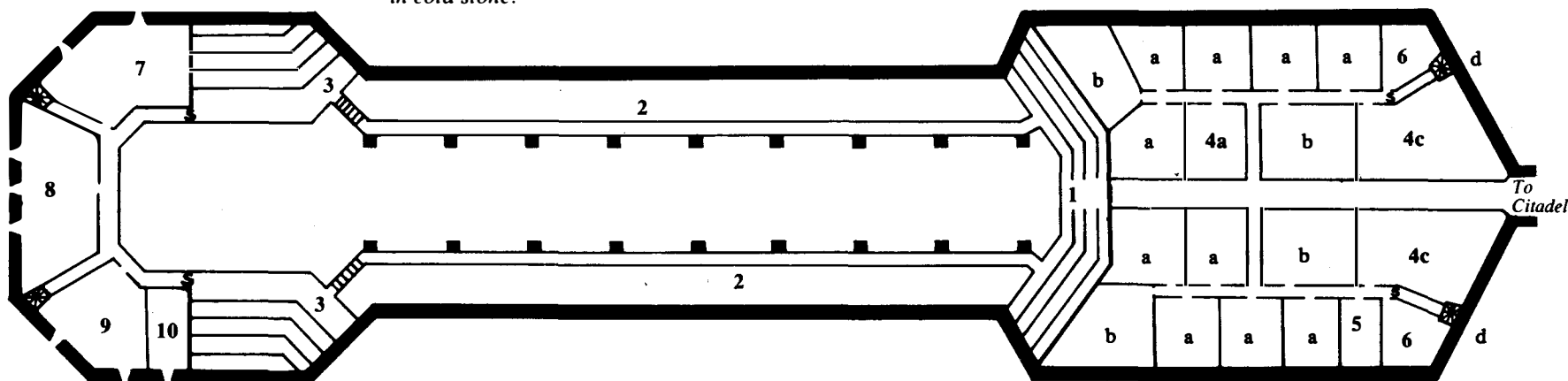
'...a great hall. It was lit by deep windows in the wide aisles at either side, beyond the rows of tall pillars that upheld the roof. Monoliths of black marble, they rose to great capitals carved in many strange figures...'

'a paved passage, long and empty'

'no hangings or storied webs, nor anythings of woven stuff or wood were to be seen in that long solemn hall; but between the pillars there stood a silent company of tall images graven in cold stone.'

'a tall door of polished metal'

Upper Floor





They barred the doors to the stairs and held Tarquillan as hostage, while considering ways to preserve their lives. They know that death is immanent if they surrender and so have no qualms about killing the old Seer. However, they both hope to exchange their hostage, alive and well, for the King's pardon. They won't kill Tarquillan unless they feel they must.

The only way to gain access to the seventh level is via the balcony and the arrow slits overlooking it. The doors to the stairs are securely barred and resistant to all magical attempts to remove or destroy or open them. The traitors monitor two of the arrow slits, so as to be able to see what is happening below. They are protected from missile fire by the balcony and the height of their position.

Tarquillan is bound, unconscious and gagged, in the inner sanctum of the palantír. All walls in the tower are immune to magical breaches and destruction. The PCs must achieve the balcony and then gain access to the outer rooms while preventing the scoundrels from locking themselves in the inner chamber. The stair doors have no locks, but are heavily barred. The absence of locks is a wartime precaution—a lock can be picked by stealth, and thus is more vulnerable to enemy penetration. The door to the inner sanctum is forged of mithril. It is absolutely unbreakable. It does have a lock (Elegar has Tarquillan's key, and the King has another. Elegar does not know this.) The lock is unusual and possesses a dangerous trap which Elegar sets, if forced to retreat to the inner room.

The life of Tarquillan should be the adventurers' primary consideration. Elegar and Vacros will fight to the death since they have nothing to lose. They both receive a +10 bonus to any combat activities: they are desperate and have no way out of their predicament.

The Lock

The lock's keyhole is Very Hard (-20) to find and its mechanism is Extremely Hard (-30) to pick. However, even if it is successfully unlocked, the mechanism remains connected to an enchanted laen thread that draws and stores power from the sky. If the proper key is not employed, this filament delivers a point-blank +90 *Lightning Bolt* every round to anyone who touches the door—regardless of the status of the lock.

15.6 GAMEMASTER'S NOTES

15.6.1 EXPERIENCE POINTS

The PCs have completed the quest and should be awarded an XP bonus Five percent of all XPs gained as a group on the quest might be a suitable amount.

15.6.2 REWARDS

The King is extremely pleased with the day's happenings (as long as Tarquillan remains alive), if a little concerned about the undetected breach of security that Elegar represented. He vows to tighten his grip on the Court. The GM may design rewards of his or her own or utilize those mentioned below.

The Royal Court fills the High Hall of the Seventh Tier of Minas Tirith. The nobles' jewel-like velvets and silks glow within the vast and somber chamber. You stand before a dais of many steps supporting a high throne beneath a crown-shaped canopy of marble. At your backs, solemn black marble pillars carved with the figures of strange beasts and intricate leaves uphold the vaulted ceiling. Overhead, vague colors flow against the dull gold of the roof. Deep windows cast a solemn light on the proceedings. More than a little awed, you await the arrival of the King.

Three figures step forward from a line of City Guards positioned on your left. They wear black mail beneath black surcoats emblazoned with a silver image of the White Tree. Lifting trumpets to their mouths, they break the silence, golden notes soaring from their horns.

From a door behind the throne, King Elessar emerges with Lord Carondor and a much-refreshed Tarquillan, if the Seer is alive. The King wears shining black mithril mail with a surcoat depicting Gondor's White Tree encircled by the Seven Silver Stars of Amor. Upon his head rests a gold-inlaid silver helm set with seven great gems. He sits on the throne, and all of the nobles gathered in the upper galleries sink into their chairs.

Lord Carondor steps forward and declares the Royal Court to be in session. He beckons you to ascend the dais as far as the wider, middle stair. The King informs the Court eloquently of the unsurpassed valor of the heroes standing before them now. Then, one by one, Lord Carondor introduces each of you, recounting a long elaborate description of your family lines and past great achievements. The GM may wish to expand upon this. A few words are said for your companions lost on the way and respectful obituaries proclaimed.

The King speaks of his gratitude for your immense sacrifice and unswerving loyalty, and grants you each a Knighthood. A reward of 2000 gp accompanies each Knighthood, in addition to a plot of land of your choice upon which the crown will erect a small keep and establish a farm. The GM may also award each of the PCs a personal item, long desired.

The King declares that in these days of rebuilding and hope, the palantíri will be invaluable to the Re-united Kingdoms. He bids the gathered nobles cheer as you leave the Hall. As you walk proudly toward the exit, a thousand voices rise to sing your praise.

Will you rest after your labors? You know there remain a few loose ends unravelled by your quest. Who knows where the tying of them might lead? Perhaps further adventure calls you.

15.6.3 LOOSE ENDS

THE JUGGLERS

The PCs may have established that the Jugglers are a cover for an illegal smuggling organization. They may wish to attempt to curtail the rogues' activities. For further information, see ICE's *Riders of Rohan*.

LOND DAER

The ruins past which that the PCs sailed in Section 8.0 on their way to the Forochel may have attracted their attention. The tumbled stones might provide a unique and interesting challenge. See ICE's *Armor*.

OLOG-HAI AND HALF-ORCS

Where do these these foul remnants of Morgoth's legacy find sanctuary, and where to they congregate in numbers? The catacombs of Dol Guldur might shelter a few. See ICE's *Mirkwood* or the upcoming *Dol Guldur*. Another area deserving exploration is the plain of Gorgoroth: large concentrations of evil troops were stationed in the basalt expanse for a considerable part of the Third Age. See ICE's *Gorgoroth*.

OTHER PALANTÍRI

Success at retrieving the palantíri of Amon Sûl and Fornost may prompt the PCs to seek other lost Seeing-stones. The orbs of Osgiliath and Minas Ithil have never been found, the former falling into the Anduin upon the destruction of the city in T.A. 1437, and the latter taken by Sauron at the fall of Minas Ithil in T.A. 2002.

Creative GMs could fashion another long campaign around investigation of the fates of either of these palantíri. The Osgiliath-stone was probably washed out to sea, an unusual site for adventure! The Ithil-stone might be hidden in the remains of Minas Morgul (see ICE's *Minas Ithil* for more information on the city) or buried in the depths of fallen Barad-dûr. Recovering the Stone, if Sauron did indeed take it to Mordor, would rival the challenges faced in the quest to Forochel and back! (See ICE's *Gorgoroth* for more information on Mordor.)



*The High Hall of
Minas Tirith*



16.I MASTER ENCOUNTER TABLES

16.I.1 ROADSIDE AND WILDERNESS ENCOUNTERS								
Encounter	Anórien	Drúedain Forest	Westfold/ Eastfold	Westmarch	Dunland	Gwathló Basin	Barrow-downs	The Shire
Module Section	(3,12,15)	(4)	(4,10)	(5,10)	(5,10)	(5,6,7,10)	(6,7)	(6,7)
Chance	10%	25%	20%	15%	15%	20%	25%	20%
Distance (miles)	8	2	10	10	10	10	2	10
Time (hours)	4	2	4	4	4	4	2	5
Inanimate Dangers								
General Trap	01	01-07	01	01	01	01	01	01
Avalanche	02	—	—	—	—	—	—	—
Flash Flood	03	—	—	02	02	02-03	—	02
Forest Fire	—	08	—	—	—	—	—	—
Grass Fire	—	—	02	03-04	—	—	—	03
Sites/Things								
Cave/Cavern/Lair	04-06	09-10	03	05	03	04-05	02-08	04-05
Mine/Quarry	07-08	—	04	06	04	—	—	06-07
Burial Sites	09	11-15	05	07	05	06-07	09-35	08
Ruins	10-11	16-18	06-08	08	06-08	08-09	36	09-10
Settlement/Camp	12-13	19	09-15	09-10	09	10-12	—	11-20
Animals								
Bat	14	20	16	11	10	13	37	21
Cave Bear	—	21-22	—	—	11	—	38	—
Black Bear	15	23-24	17	12	12	14	—	—
Great Bear	—	—	—	—	—	—	—	—
Bees/Hornets	16	25-26	18	13-14	13	15-16	39-42	22-23
Dumbledoors	—	—	—	—	—	—	—	—
Gorcrow	—	—	—	—	—	—	—	—
Mewlips	—	—	—	—	—	—	43	—
Wild Boar	17	27-29	—	15	14	17	44	24
Large Cat	18	30-32	19	16-17	15-16	18	45	25
Great Bird	19	33	20	18-19	17	19-20	46	26
Fell Beast	20	—	—	20	—	—	47	—
Neekerbreekers	—	—	—	—	—	—	48	27
Moose	—	—	—	—	—	—	—	—
Losrandir	—	—	—	—	—	—	—	—
Kine/Elk/Deer	21-22	34-35	21-23	21-23	18-20	21	49	28-30
Giant Marten	—	36	24	24	21	—	—	—
King Spider	—	37	25	25	22	22	50	31
Poisonous Snake	23	38	26	26	23	23	51	32
Egil's Viper	—	—	—	27	—	—	52	—
Wolves	24	39-41	27	28-29	24-28	24	53	33
Wild Dogs/Jackals	25	42	—	30	29-30	25	54	34
Other Animals	26-39	43-52	28-38	31-38	31-40	26-33	55	35-45
Undead								
Minor Wight	40	53	—	39	41	34	56-65	—
Lesser Wight	—	54	—	40	—	—	66-70	—
Major Wight	—	—	—	—	—	—	71-73	—
Wargs	41	55	—	41	42-44	—	—	—
Ghost	—	56	39	42	45	35	74-75	46

16.1.1 ROADSIDE AND WILDERNESS ENCOUNTERS

Encounter	Anórien	Drúedain Forest	Westfold/ Eastfold	Westmarch	Dunland	Gwathló Basin	Barrow- downs	The Shire
Module Section	(3,5,12)	(4)	(4,10)	(5,10)	(5,10)	(5,6,7,10)	(6,7)	(6,7)
Orcs and Half-orcs								
Scouts	42-44	56-57	40	43	46	—	76	47
Small Patrol (2-6)	45-46	58	—	44	47	—	77	—
Normal Patrol (6-10)	47-48	—	—	45	—	—	—	—
Warband/Caravan (12-30)	—	—	—	—	—	—	—	—
Horse-folk (Rohirrim)								
Individuals	49-55	59-60	41-62	46-56	—	36	—	—
Small Patrol (6-12)	56-59	61	63-67	57-60	—	—	—	—
Large Patrol (24-60)	60-61	—	68-70	61-62	—	—	—	—
Eored (120)	—	—	71	63	—	—	—	—
Local Men								
Smugglers/Theives	62	—	72-73	64	48	37-40	78-81	48
Mercenaries/Brigands	63-64	62	74-75	65-68	49-53	41-46	82-85	49
Tribesmen	65	—	—	69-72	54-58	47	—	—
Common Folk								
Rivermen	66-68	63	76-78	73-75	59-65	48-60	86-87	50-55
Merchants	69	—	79	76	66	61-65	—	56-57
Nobles	70-73	—	80-83	77-78	67-69	66-70	—	58
	74	—	84	79	70	71	—	59
Military Unit:								
Small Patrol	75-79	64	85	80	71-72	72-75	88-89	60-62
Large Patrol	80-82	—	—	—	73	76-77	90	63
Spies	83	—	86	81	74	78	91-92	64
Other Individuals	84	—	87	83	75-77	79-82	93	65
Other Men								
Northmen	85-86	65	88	83	78-80	83-85	94	66-67
Easterlings	87-88	66	89	84	81	86-87	—	—
Dunlendings	89	—	90	85	82-86	88	—	—
Hillmen								
Southerners	—	—	—	—	87	—	95	—
Other Foreigners	90	67	91	86	88	89-90	—	68
General Folk	91	68	92	87	89	91-92	—	69
	92	—	93	88	90	93	96	70-71
Other Non-mannish Races								
Elves	93	69	94	89	91	94	—	72
Dwarves	94	70	95	90-94	92	95	—	73
Cave Trolls	95	—	—	—	93	—	—	—
Forest Trolls	96	71	—	—	—	—	—	—
Snow Trolls								
Hill Trolls	—	—	—	—	—	—	—	—
Hobbits	—	—	—	95	94	—	97	74
Stoor Hobbits	97	—	96	96	95	96-97	98	75-96
	—	—	—	—	—	98	—	97-98
Drake/Dragon								
Ents	98	72	—	—	96	—	—	—
Giants	—	73	—	—	—	—	—	—
Great Eagles	—	74	—	—	97	—	—	—
	99	75	97	97	98	99	99	99
Giant Spiders								
Huorns	—	76	—	—	—	—	—	—
Drúedain (Woses)	—	77	—	—	—	—	—	—
Other Beings	—	78-97	98	98	—	—	—	—
	00	98-00	99-00	99-00	99-00	00	00	00

16.1.1 ROADSIDE AND WILDERNESS ENCOUNTERS

Encounter	Old Arthedain	Ice Bay	Forochel	Rammas Formen	Talath Muil	Numeriadon	Hills of Evendim	North Downs
Module Section	(6,7)	(8)	(9)	(9)	(9)	(9)	(9)	(9)
Chance	15%	10%	7%	15%	10%	5%	15%	10%
Distance (miles)	10	7	7	10	3	10	10	10
Time	5	8	8	4	8	8	8	6
Inanimate Dangers								
General Trap	01	01-04	01-03	01	01-02	01-02	01	01
Avalanche	—	—	—	02	03	—	02	02
Flash Flood	02	—	—	—	04	03	03	—
Forest Fire	—	—	—	—	—	04	04	—
Grass Fire	—	—	—	—	—	—	—	—
Site/Things								
Cave/Cavern/Lair	03-06	05-06	04	03-05	05-08	05	05-09	03-05
Mine/Quarry	07-08	—	—	06	09	06	10-11	06-08
Burial Sites	09-11	07	05	07	10-11	07	12-13	09-10
Ruins	12-18	—	—	08	12-13	08	14-18	11-12
Settlement/Camp	19-24	08-11	06-08	09	14	09-11	19-20	13
Animals								
Bat	25	—	—	10-11	15	12	21	14
Cave Bear	26	12	09	12	16-17	13-14	22-25	15-16
Black Bear	27-28	13	10	13-15	18-21	15-20	26-29	17
Great Bear	29	14-15	11	16-18	22-26	21-22	30-31	18
Bees/Hornets	30-32	16-17	12	19-20	27-28	23-24	32-33	19-20
Dumbledoors	33-34	18-19	13-14	21	—	—	—	—
Gorcrow	35	20	15	22-25	29-30	25	34	21
Mewlips	36	21-22	16-17	—	—	—	—	—
Wild Boar	37	—	—	26	31	26-28	35-36	22
Large Cat	38	—	—	27	32	29-30	37-38	23
Great Bird	39-40	23	18	28	33	31	39-40	24-25
Fell Beast	41	—	—	—	34	32	41	26-27
Neckerbreakers	42-43	24-28	19-23	29-30	35-36	33	42-43	28
Moose	44-46	29-30	24-25	31-34	37	34-39	44-45	29-30
Losandir	47-48	31-49	26-44	35-39	38-47	40-45	46-47	31
Kine/Elk/Deer	49-53	50-52	45-48	40-43	48-52	46-52	48-55	32-35
Giant Marten	—	—	—	—	—	—	—	—
King Spider	54	—	—	—	—	53	56	36-37
Poisonous Snake	55	—	—	—	53	54	57	38-40
Egil's Viper	—	—	—	—	—	—	—	—
Wolves	56-58	53-57	49-54	44-54	54-63	55-57	58-63	41-45
Wild Dogs/Jackals	59-61	58-60	55-56	55-56	64-65	58-59	64	46-47
Other Animals	62-65	61-73	57-73	57-66	66-67	60-69	65	48-58
Undead								
Minor Wight	66-67	74	74	67-68	68	70-71	66	59-60
Lesser Wight	68	—	—	69	69	72	—	61
Major Wight	69	—	—	—	—	73	—	62
Wargs	70-71	75-78	75-78	70-74	70-72	74	67	63-66
Ghost	72	—	—	—	—	—	68	67

I6.1.1 ROADSIDE AND WILDERNESS ENCOUNTERS

Encounter	Old Arthedain	Ice Bay	Forochel	Rammas Formen	Talath Muil	Numeriador	Hills of Evendim	North Downs
Module Section	(6,7)	(8)	(9)	(9)	(9)	(9)	(9)	(9)
Orcs and Half-orcs								
Scouts	73-74	79	79	74-75	73-74	75	69	68-70
Small Patrol (2-6)	75	80	80	76	75	76	70	71-72
Normal Patrol (6-10)	76	—	—	77	76	77	71	73
Warband/Caravan (12-30)	—	—	—	—	—	—	72	74
Horse-folk (Rohirrim)								
Individuals	—	—	—	—	—	—	—	—
Small Patrol (6-12)	—	—	—	—	—	—	—	—
Large Patrol (24-60)	—	—	—	—	—	—	—	—
Eored (120)	—	—	—	—	—	—	—	—
Local Men								
Smugglers/Thieves	77	—	—	—	—	—	—	—
Mercenaries/Brigands	78	—	—	—	—	78	73-74	75-77
Tribesmen	—	81-84	81-84	78-79	77-78	—	—	—
Common Folk	79-81	—	—	—	—	—	—	—
Rivermen	82	85	—	—	79-81	79-82	—	—
Merchants	83	—	—	—	—	—	—	—
Nobles	—	—	—	—	—	—	—	—
<i>Military Unit:</i>								
Small Patrol	84	86	85	80	82	83	75	78
Large Patrol	85	—	—	—	—	—	—	—
Spies	—	—	—	—	—	—	—	—
Other Individuals	86	87	—	—	—	—	76	79
Other Men								
Northmen	87	—	—	81	83	84	77-78	80-81
Easterlings	—	—	—	—	—	—	—	—
Dunlendings	—	—	—	—	—	—	—	—
Hillmen	88	—	—	82-83	84	85	79	82
Southerners	—	—	—	—	—	—	—	—
Other Foreigners	—	—	—	—	—	—	—	—
General Folk	89	—	—	—	—	—	—	—
Other Non-mannish Races								
Elves	90	88	86	84	85	86	80-81	83
Dwarves	91	—	—	—	—	87-88	82	84
Cave Trolls	92	89	87	84-85	86	89	83-84	85-87
Forest Trolls	93	90	88	86-87	87	90	85	88
Snow Trolls	—	91-94	89-94	88-89	88-90	91-92	86	89
Hill Trolls	94	95-96	95-96	90-98	91-96	93	87-90	90-93
Hobbits	95-96	—	—	—	—	—	91	94
Stoor Hobbits	—	—	—	—	—	—	—	—
Drake/Dragons	97	97-99	97-99	99	97	94	92	95
Ents	—	—	—	—	—	95	93	—
Giants	98	—	—	—	98	96	94-95	96-97
Great Eagles	99	—	—	—	99	97	96-97	98-99
Giant Spiders	—	—	—	—	—	—	—	—
Huorns	—	—	—	—	—	98	98	—
Drúedain (Woses)	—	—	—	—	—	99	99	—
Other Beings	00	00	00	00	00	00	00	00

I6.I.I ROADSIDE AND WILDERNESS ENCOUNTERS

Encounter	East Emnet	The Wold	Eryn Muil	Dead Marshes	Ithilien	Dagorlad	Rhovanion Grasslands	Grasslands
Module Section	(11)	(11,15)	(12,15)	(12,15)	(13,15)	(13,15)	(13,15)	(14,15)
Chance	5%	5%	5%	10%	20%	5%	10%	20%
Distance (miles)	10	10	10	10	10	10	10	10
Time (hours)	4	5	5	8	4	4	4	8
Inanimate Dangers								
General Trap	01	01	01	01	01	01	01	01
Avalanche	—	—	—	—	—	—	—	—
Flash Flood	02-03	—	—	—	02	—	—	—
Forest Fire	—	—	—	—	03	—	—	02
Grass Fire	04-06	02	—	—	—	02	02-03	—
Sites/Things								
Cave/Cavern/Lair	07	03-10	02-03	—	04	03	04	03
Mine/Quarry	—	11-13	—	—	05	04	05	—
Burial Sites	08	14	04	02	06	06-08	06	04
Ruins	09-10	15	05	03	07-09	09-11	07-08	05-06
Settlement/Camp	11-12	16	06-08	04	10-13	12	09-12	07
Animals								
Bat	13	17	09	05-11	14	13	13	08-09
Cave Bear	14	18	10	—	15	—	—	10
Black Bear	15	19	11	—	16-18	—	—	11-12
Great Bear	—	—	—	—	—	—	—	13
Bees/Hornets	16-17	20-22	12-13	12-20	19-20	14-16	14-16	14-15
Dumbledoors	—	—	—	—	—	—	—	—
Gorcrow	—	—	—	—	—	—	—	—
Mewlips	—	—	—	—	—	—	—	16
Wild Boar	18-19	23	14	21	21-26	17	17-18	17-18
Large Cat	20-22	24-26	15-17	22	27-29	18-25	19-27	19
Great Bird	23-24	27-29	18-20	23-24	30-32	26-28	28-31	20
Fell Beast	—	30	21-22	25	33	29	32	21
Neekerbreakers	—	—	—	26-50	34	—	—	22
Moose	—	—	—	—	—	—	—	—
Losrandir	—	—	—	—	—	—	—	—
Kine/Elk/Deer	25-29	31-32	23-24	51	35-48	30-34	33-37	23-25
Giant Marten	30	33-34	25-27	52	49	35	38	—
King Spider	31	35-38	28-29	53-55	50	36-38	39	26
Poisonous Snake	32	39-43	30-33	56-60	51-52	39-43	40-41	27
Egil's Viper	33-35	44-47	34-35	—	—	—	42-43	—
Wolves	36-38	48-49	36-38	61-65	53-54	44	44-45	28-30
Wild Dogs/Jackals	39-40	50	39-40	66	55-58	45-48	46-48	31
Other Animals	41-57	51-56	41-45	67	59-70	49-55	49-55	32-35
Undead								
Minor Wight	58	57	46	68-69	—	56-57	56	36-37
Lesser Wight	—	58	47	70	—	58	57	38
Major Wight	—	—	—	71	—	59	—	39
Wargs	—	59	48-49	72	71	60	58	40-45
Ghost	—	—	50	73	72	61-64	—	46

16.1.1 ROADSIDE AND WILDERNESS ENCOUNTERS

Encounter	East Emnet	The Wold	Emyn Muil	Dead Marshes	Ithilien	Dagorlad	Rhovanion Grasslands Greenwood	
Module Section	(11)	(11,15)	(12,15)	(12,15)	(13,15)	(13,15)	(13,15)	(14,15)
Orcs and Half-orcs								
Scouts	59	60-64	51-54	74	73	65-66	59-60	47-50
Small Patrol (2-6)	60	65-68	55-60	75-76	74	67-68	61	51-55
Normal Patrol (6-10)	—	69	61-62	77	—	69-70	62	56-57
Warband/Caravan (12-30)	—	70	—	—	—	71	—	58-59
Horse-folk (Rohirrim)								
Individuals	61-63	71-72	63	78	75	—	63	—
Small Patrol (6-12)	64-66 73-74	64-65	64-65	79-80	—	—	64	—
Large Patrol (24-60)	67-69	75-76	66-67	—	—	—	—	—
Eored (120)	70	77	—	—	—	—	—	—
Local Men								
Smugglers/Theives	71	78-79	68-69	81	76	72	65-67	60-61
Mercenaries/Brigands	72-74	80-81	70-75	82	77	73-76	68-72	62-66
Tribesmen	—	—	—	—	—	77	73	—
Common Folk								
Rivermen	75-83	82-83	76	83	78	78-80	74-78	67
Merchants	84	—	77-78	84-85	79	—	79	—
Nobles	85-86	84	79-80	86	80	81-83	80-84	68
	87	—	—	—	81	84	85	—
Military Unit:								
Small Patrol	88	85	81	—	82	85-87	86	69-70
Large Patrol	—	86	82	—	83	88	87	71
Spies	89	87	83	87	—	89	88	72
Other Individuals	90	88	84	88	84	90	89	73
Other Men								
Northmen	91	89	85	89	85	91	90-91	74-78
Easterlings	—	—	86	90	86	92-93	92-93	—
Dunlendings	—	—	—	—	—	—	—	—
Hillmen	—	—	—	—	—	—	—	—
Southerners	—	—	87	91	87	94-95	94	—
Other Foreigners	92	—	88	—	88	96	95	—
General Folk	93	90	89-90	92	89	97	96	79
Other Non-mannish Races								
Elves	94	91	91	93	90-94	—	—	80-86
Dwarves	95	92	92	—	—	98	97	87
Cave Trolls	96	93-94	93	94	—	—	—	—
Forest Trolls	—	—	—	—	95	—	—	88-90
Snow Trolls	—	—	—	—	—	—	—	—
Hill Trolls	—	95-96	94	—	—	99	98	—
Hobbits	97	—	95	—	—	—	—	—
Stoor Hobbits	—	97	96	—	—	—	—	—
Drake/Dragon	—	—	—	—	—	—	99	91
Ents	—	—	—	—	96	—	—	92
Giants	—	98	97	—	—	—	—	93
Great Eagles	98	99	98	95	97	—	—	94
Giant Spiders	—	—	—	—	—	—	—	95-98
Huorns	—	—	—	—	98	—	—	99
Drúedain (Woses)	—	—	—	—	99	—	—	—
Other Beings	99-00	00	99-00	96-00	00	00	00	00



A Lady of the Gondorian nobility

I6.1.2 TOWN AND CITY ENCOUNTERS

Encounter	Minas Tirith							Larach			
	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Duhnnan	Tharbad	Bree	Lake-town
Chance	70%	65%	60%	50%	40%	30%	20%	70%	50%	40%	70%
Distance (miles)	.25	.25	.25	.25	.25	.25	.25	.25	.25	.5	.25
Time (hours)	.25	.5	.5	.5	.5	.5	.1	.25	.25	.25	.25
Inanimate Dangers/Traps	01-05	01-05	01-05	01-05	01-04	01-04	01-03	01-05	01-08	01-04	01-05
Animals	06-08	06-08	06-08	06-08	05-06	05-06	04-05	06-09	09-14	05-10	06-08
Common Folk											
Working/Playing/Idling	09-20	09-23	09-28	09-28	07-33	07-30	06-35	10-21	15-20	11-30	09-20
In Transit	21-24	24-27	29-33	29-32	34-40	31-37	36-40	22-25	21-25	31-34	21-24
Rowdies	25-27	28-31	34-37	33-35	41-42	38-39	—	26-30	26-27	35-40	25-30
Foreigners											
Laboring	28-29	32-33	38	36	43	40	—	—	28-40	—	31
Trading/Visiting	30-35	34-37	39-40	37-42	44-45	41-44	41	31-32	41-42	41	32-40
Commercial Folk											
Assayers/Tax Collectors	36	38	41	43	46	45	42	33	43	42	41-44
Blackmarketeers	37-41	39-42	42-44	44-45	47	46	—	34-37	44	43	45-48
Merchants	42-43	43-44	45-46	46-47	48-49	47-48	43-45	38-39	45-50	44-50	49-55
Vendor	44-53	45-53	47-54	48-54	50-55	49-53	—	40-50	51-52	51-55	56-63
Incidental Folk											
Actors/Minstrels	54-55	54-55	55-56	55-56	56	54	—	51-53	53	56	64-67
Beggars/Cripples	56-58	56-57	57-58	57	57	—	—	54-55	54	57	68
General Travellers	59-61	58-60	59-60	58-59	58	55	46	56-57	55	58-60	69
Messengers	62	61	61	60	59-60	56-57	47-49	58	56-57	61	70
Nobles	63	62	62	61-62	61-63	58-61	50-56	59	58	62	71
Pilgrims/Refugees	64	63	63	63	64	62	57	60	59	63	72
Priests/Clerics	65	64	64	64	65	63	58	61	60	64	73
Potentially Dangerous Folk											
Adventurers	66	65	65	65	66	64	59	62	61	65	74
Mercenaries	67-68	66-67	66-67	66	67	65	60	63-67	62	66-68	75-76
Refugees/Pilgrims	69-71	68-69	68-69	67-68	68-69	66	61	68	63	69	77
Sailors	72	70	70	69	70	67	62	69	64-70	70	78
Soldiers	73-74	71-73	71-72	70-71	71	68	63	70	71-75	71	80
Spies	75	74	73	72	72	69	64	71	76-77	72-73	81-82
Trackers/Searchers	76	75	74	73	73	70	65	72	78	74-79	83
Vigilantes/Fanatics	77	76	75	74	74	71	66	73-75	79	80	84
Dangerous Folk											
Criminal	78-80	77-78	76-77	75-76	75-76	72	—	76-80	80	81-84	85-88
Cutpurses	81-83	79-81	78-80	77-78	77-78	73	67	81-85	81	85	89-91
Muggers/Brigands	84-86	82-84	81-82	79-80	79	74	—	86-89	82	86	92-94
Pickpockets	87-89	86-87	83-85	81-83	80-81	75-76	68	90-92	83-87	87-90	95-96
Military/City Guard											
Watchmen	90-91	88-90	86-89	84-88	82-87	77-83	69-76	93-94	88	91-92	97
Guardsman Patrol	92-95	91-95	90-95	89-95	88-95	84-92	77-88	95-96	89-93	93-94	98
Militia Unit	96-97	96-97	96-97	96-97	96-97	93-95	89-92	97-98	—	95-98	99
Military Unit	98	98	98	98	98	96-98	93-98	—	94-98	—	—
Unusual or Special	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	99-00	00

Use of the Encounter Tables:

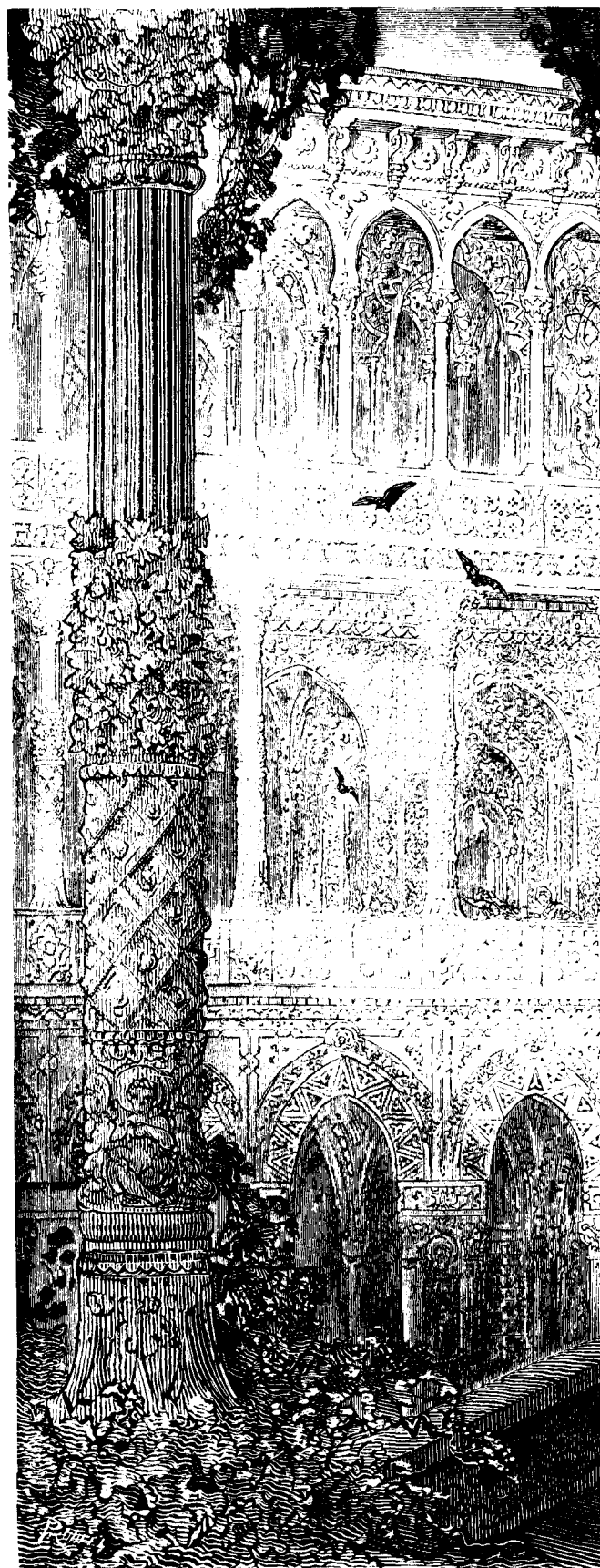
The GM should determine the group's location, and then roll on the appropriate column for a possible encounter. The period of time covered by an encounter roll is either the **Time** given on the table or the time it takes the group to cover the **Distance** given, whichever is the smaller. If an encounter roll is less than or equal to the **Chance** of encounter given in the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight or hostile activity; even when the being or thing encountered is dangerous, the PCs might use evasion or placating tactics successfully with proper action or good maneuver rolls. This table gives the GM only a guide for encounters with unusual or potentially interesting events/sites/creatures.

Some encounters may be dependant on the season, time of day, or location. The GM should roll again if the encounter is inappropriate.

16.I.3 OCEAN ENCOUNTERS

Encounter	South Coast of Eriador	West Coast of Eriador	North Coast of Eriador	Ice Bay
Chance	15%	15%	5%	10%
Distance (miles)	20	20	20	5
Time (hours)	4	4	4	4
Natural Hazards				
Rocks	01-03	01-04	01-08	01-10
Squall	04	05-06	09-13	11-14
Sudden Gust	05-07	07-09	14-18	15-18
Whirlpool	08	10-11	19-22	19-20
Ice-sheet	—	—	23-24	21-28
Ice-berg	—	12	25-30	29-35
Sites and Things				
Islet	09-11	13-15	31-32	36-39
Abandoned Boat	12-13	16-17	33	40
Flotsam	14-18	18-20	34	41
Underwater Wreck	19-22	21-23	35-36	42
Animals				
Kraken	23-24	24	37	—
Ray	24-25	25-26	38	—
Sea-turtle	26-27	27	—	—
Shark	28-30	28	—	—
Whale	31-33	29-33	39-44	—
Demon-whale	34	33-34	45-49	43-44
Dolphins	35-36	35	50	—
Porpoises	37	36	51	—
Eels	38-39	37-38	52	45-46
Fell Turtle	—	—	—	47
Fish	40-49	39-46	53-61	48-58
Octopuses	50-51	47-48	62	—
Jellyfish	52-54	49-50	63	59
Seals	55-56	51-54	64-70	60-70
Walrus	—	55	71-73	71-75
Icedrake	—	—	—	76-77
Seabird	57-68	56-66	74-84	78-88
Other Animals	69-70	67-70	85-92	89-94
Other Vessels				
Fishermen	71-78	71-78	93	95-97
Merchants	79-84	79-82	—	—
Military Unit	85-88	83-85	94	—
Nobles	89-90	86	—	—
Privateers	91-92	87-88	—	—
Smugglers	93	89	—	—
Pirates	94-96	90-91	95	—
Elves	97-98	92-98	96-97	—
Special	99-00	99-00	98-00	98-00



A courtyard of Minas Tirith

16.2 MASTER CLIMATE TABLE

Months	Anórien & the Pelennor	Eastfold/Westfold (Rohan)	Westmarch (Rohan)/Dunland	Gwathló Basin	Barrow-downs
Module Sections	(3,12,15)	(4)	(4,10)	(5,6,7,10)	(6,7)
Yestarë (intercalary day: Yule)					
I Víressë (Spring)	40-50° (rain, 35%)	35-50° (sleet/rain, 40%)	30-45° (sleet/rain, 45%)	35-55° (sleet/rain, 40%)	30-50° (sleet/rain, 50%)
2 Lótessë (Spring)	40-50° (rain, 30%)	40-50° (rain, 40%)	40-50° (rain, 45%)	40-50° (rain, 40%)	35-50° (rain, 45%)
3 Nárië (Spring)	45-60° (rain, 30%)	45-50° (rain, 40%)	45-60° (rain, 40%)	45-60° (rain, 40%)	40-55° (rain, 45%)
4 Cermië (Summer)	65-80° (rain, 25%)	60-70° (rain, 35%)	55-70° (rain, 40%)	55-75° (rain, 40%)	55-70° (rain, 45%)
5 Ürimë (Summer)	70-85° (rain, 25%)	65-75° (rain, 30%)	60-75° (rain, 40%)	60-80° (rain, 35%)	60-75° (rain, 40%)
6 Yavannië (Summer)	65-80° (rain, 30%)	65-70° (rain, 35%)	65-75° (rain, 40%)	65-80° (rain, 40%)	65-75° (rain, 40%)
Cormarë (intercalary day: Ring-day)					
7 Narquelië (Fall)	55-70° (rain, 35%)	55-70° (rain, 40%)	55-70° (rain, 45%)	60-75° (rain, 45%)	55-70° (rain, 50%)
8 Hísimë (Fall)	50-65° (rain, 40%)	50-65° (rain, 45%)	45-65° (rain, 50%)	50-65° (rain, 45%)	50-60° (rain, 55%)
9 Ringarë (Fall)	50-55° (rain, 45%)	50-55° (rain, 45%)	35-55° (sleet/rain, 50%)	40-55° (rain, 50%)	40-50° (sleet/rain, 50%)
10 Narvinyë (Winter)	45-50° (sleet/rain, 45%)	40-50° (rain, 45%)	25-45° (sleet/rain, 50%)	30-50° (sleet/rain, 50%)	30-45° (sleet/rain, 55%)
11 Nénimë (Winter)	40-45° (snow/rain, 45%)	35-45° (snow/rain, 45%)	20-40° (snow/sleet, 50%)	25-45° (sleet/rain, 50%)	25-40° (snow/sleet, 55%)
12 Súlimë (Winter)	35-45° (snow/rain, 50%)	25-40° (snow/rain, 45%)	25-40° (snow/sleet, 50%)	30-50° (snow/sleet, 50%)	20-35° (snow/sleet, 50%)
Mettarë (intercalary day: Years end)					
Months	Bree-land & The Shire	Old Arthedain	South Coast of Eriador	West Coast of Eriador	North Coast of Eriador
Module Sections	(6,7)	(6,7)	(8)	(8)	(8)
Yestarë (intercalary day: Yule)					
I Víressë (Spring)	30-50° (sleet/rain, 45%)	30-45° (sleet/rain, 45%)	30-45° (sleet/rain, 45%)	30-45° (sleet/rain, 45%)	30-40° (snow/sleet, 40%)
2 Lótessë (Spring)	35-60° (rain, 45%)	35-55° (rain, 45%)	35-55° (rain, 40%)	35-55° (rain, 45%)	35-50° (sleet/rain, 45%)
3 Nárië (Spring)	50-65° (rain, 50%)	45-60° (rain, 40%)	45-65° (rain, 40%)	50-65° (rain, 40%)	45-55° (rain, 45%)
4 Cermië (Summer)	60-75° (rain, 45%)	55-70° (rain, 45%)	55-70° (rain, 40%)	60-70° (rain, 40%)	50-65° (rain, 50%)
5 Ürimë (Summer)	65-80° (rain, 50%)	60-75° (rain, 40%)	60-75° (rain, 45%)	65-75° (rain, 45%)	60-70° (rain, 45%)
6 Yavannië (Summer)	65-80° (rain, 55%)	65-75° (rain, 40%)	65-75° (rain, 40%)	65-80° (rain, 40%)	65-70° (rain, 50%)
Cormarë (intercalary day: Ring-day)					
7 Narquelië (Fall)	55-75° (rain, 50%)	55-65° (rain, 45%)	55-65° (rain, 50%)	55-65° (rain, 45%)	50-65° (rain, 45%)
8 Hísimë (Fall)	45-65° (rain, 55%)	45-60° (rain, 40%)	45-65° (rain, 40%)	45-60° (rain, 45%)	45-55° (rain, 40%)
9 Ringarë (Fall)	35-55° (rain/sleet, 45%)	35-50° (rain/sleet, 50%)	35-55° (rain, 45%)	35-50° (sleet/rain, 45%)	35-45° (sleet/rain, 50%)
10 Narvinyë (Winter)	25-40° (sleet/rain, 45%)	25-45° (sleet/rain, 40%)	30-45° (sleet/rain, 40%)	25-45° (sleet/rain, 40%)	20-45° (snow/sleet, 40%)
11 Nénimë (Winter)	15-35° (sleet/snow, 45%)	15-35° (sleet/snow, 45%)	20-35° (sleet/rain, 45%)	20-35° (sleet/rain, 45%)	15-35° (sleet/snow, 50%)
12 Súlimë (Winter)	20-45° (sleet/rain, 45%)	20-35° (sleet/snow, 45%)	25-40° (sleet/rain, 45%)	25-40° (sleet/rain, 50%)	20-35° (sleet/snow, 40%)
Mettarë (intercalary day: Years end)					

Months	Ice Bay	Forochel	Talath Muil	Rammas Fornen	Numeriadior
Module Sections	(8)	(9)	(9)	(9)	(9)
Yestarë (intercalary day: Yule)					
1 Vïressë (Spring)	-5-25° (snow, 50%)	0-30° (snow, 45%)	5-30° (snow, 40%)	5-35° (sleet/snow, 40%)	10-30° (sleet/snow, 50%)
2 Lótessë (Spring)	0-35° (snow, 50%)	5-40° (snow, 45%)	10-40° (sleet/rain, 40%)	10-40° (sleet/rain, 40%)	15-40° (rain, 45%)
3 Nárië (Spring)	10-35° (snow, 40%)	10-45° (sleet/snow, 45%)	15-45° (sleet/rain, 45%)	15-45° (rain, 45%)	20-45° (rain, 50%)
4 Cermië (Summer)	10-45° (snow/sleet, 35%)	15-60° (sleet/snow, 40%)	15-50° (sleet/rain, 45%)	15-55° (sleet/rain, 45%)	20-55° (rain, 50%)
5 Ürimë (Summer)	10-65° (sleet, 45%)	20-75° (sleet/rain, 45%)	15-55° (rain/sleet, 45%)	15-60° (rain/sleet, 40%)	20-65° (rain, 45%)
6 Yavannië (Summer)	5-40° (sleet, 45%)	10-65° (sleet, 40%)	15-35° (rain/sleet, 40%)	15-40° (rain/sleet, 45%)	15-55° (rain, 40%)
Cormarë (intercalary day: Ring-day)					
7 Narquelië (Fall)	0-30° (snow/sleet, 45%)	5-45° (sleet/snow, 40%)	5-40° (sleet/rain, 45%)	5-40° (sleet/rain, 45%)	5-45° (rain/sleet, 45%)
8 Hïsimë (Fall)	-10-25° (snow, 45%)	-5-30° (snow, 45%)	0-35° (sleet/snow, 40%)	0-40° (sleet/snow, 40%)	5-35° (sleet/snow, 45%)
9 Ringarë (Fall)	-10-15° (snow, 50%)	-10-25° (snow, 45%)	-10-30° (snow, 45%)	-5-15° (snow/sleet, 40%)	-5-20° (snow/sleet, 45%)
10 Narvinyë (Winter)	-30-20° (snow, 60%)	-25-25° (snow, 55%)	-20-30° (snow, 50%)	-20-25° (snow, 50%)	-15-20° (snow, 55%)
11 Nénimë (Winter)	-30-25° (snow, 50%)	-25-20° (snow, 50%)	-25-25° (snow, 45%)	-20-20° (snow, 45%)	-20-20° (snow, 50%)
12 Súlimë (Winter)	-10-20° (snow, 55%)	-10-25° (snow, 50%)	-20-30° (snow, 50%)	-15-25° (snow, 45%)	-15-30° (snow, 50%)
Mettarë (intercalary day: Yearsend)					

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Months	Hills of Evendim	North Downs	East Emnet (Rohan)	The Wold	Emyn Muil
Module Sections	(9)	(9)	(11)	(11,15)	(12,15)
Yestarë (intercalary day: Yule)					
1 Vïressë (Spring)	20-35° (sleet/snow, 30%)	25-45° (sleet/rain, 40%)	30-50° (sleet/rain, 45%)	25-45° (sleet/rain, 50%)	30-45° (sleet/rain, 45%)
2 Lótessë (Spring)	30-45° (rain, 25%)	35-55° (rain, 40%)	40-55° (rain, 45%)	35-50° (sleet/rain, 40%)	40-50° (rain, 45%)
3 Nárië (Spring)	35-50° (rain, 30%)	40-60° (rain, 40%)	45-60° (rain, 40%)	45-55° (rain, 45%)	45-60° (rain, 40%)
4 Cermië (Summer)	45-60° (rain, 35%)	50-70° (rain, 40%)	55-65° (rain, 40%)	55-60° (rain, 45%)	55-60° (rain, 40%)
5 Ürimë (Summer)	60-75° (rain, 35%)	50-75° (rain, 50%)	65-80° (rain, 35%)	65-75° (rain, 40%)	65-85° (rain, 35%)
6 Yavannië (Summer)	60-75° (rain, 40%)	50-75° (rain, 50%)	65-75° (rain, 35%)	60-70° (rain, 40%)	60-75° (rain, 40%)
Cormarë (intercalary day: Ring-day)					
7 Narquelië (Fall)	40-75° (rain, 35%)	50-70° (rain, 45%)	55-70° (rain, 40%)	55-70° (rain, 45%)	55-70° (rain, 40%)
8 Hïsimë (Fall)	35-60° (rain, 35%)	40-60° (rain, 50%)	45-65° (rain, 45%)	45-60° (rain, 45%)	45-65° (rain, 45%)
9 Ringarë (Fall)	25-45° (sleet/rain, 45%)	30-50° (rain, 45%)	40-55° (rain, 50%)	40-50° (sleet/rain, 50%)	40-55° (rain, 45%)
10 Narvinyë (Winter)	15-30° (snow/sleet, 35%)	20-40° (snow/rain, 45%)	30-50° (snow/rain, 45%)	25-40° (sleet/snow, 45%)	25-50° (sleet/rain, 45%)
11 Nénimë (Winter)	10-25° (snow/sleet, 30%)	10-35° (snow/rain, 40%)	20-35° (snow/rain, 40%)	15-35° (snow/sleet, 45%)	20-35° (sleet/snow, 50%)
12 Súlimë (Winter)	15-30° (snow/sleet, 30%)	15-35° (snow/rain, 30%)	25-40° (rain/sleet, 45%)	20-45° (sleet/snow, 40%)	30-45° (sleet/rain, 45%)
Mettarë (intercalary day: Yearsend)					

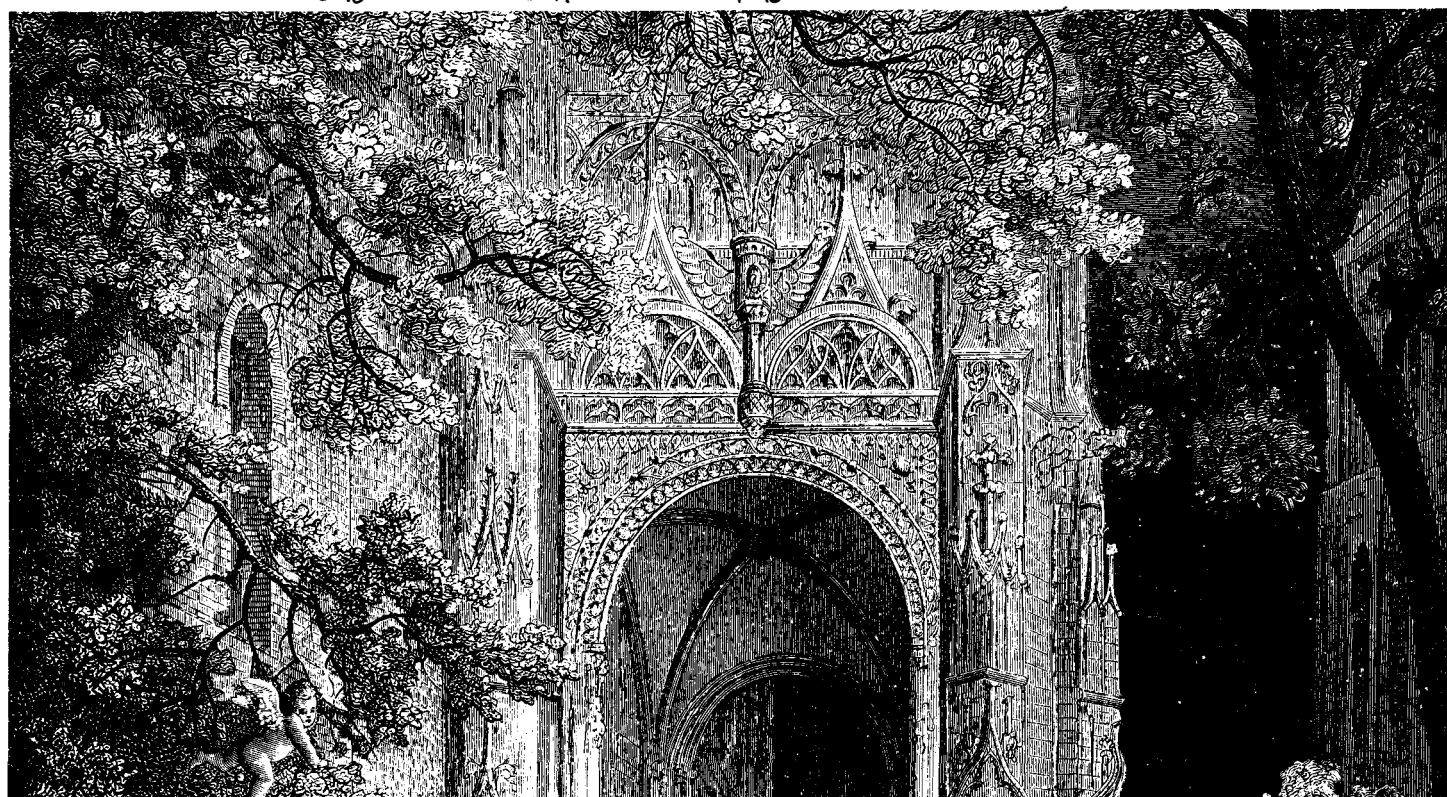
Months	Dead Marshes	Ithilien	Dagorlad	Rhovanion Lowlands	Greenwood
Module Sections	(12,15)	(13,15)	(13,15)	(13,15)	(14,15)
Yestarë (intercalary day: Yule)					
1 Vïressë (Spring)	30-50° (sleet/rain, 45%)	30-55° (rain, 40%)	30-50° (sleet/rain, 40%)	25-55° (sleet/rain, 40%)	30-60° (rain/sleet, 45%)
2 Lótessë (Spring)	35-60° (rain, 45%)	35-60° (rain, 40%)	35-65° (rain, 40%)	30-60° (rain, 45%)	40-65° (rain, 45%)
3 Nárië (Spring)	45-70° (rain, 45%)	45-65° (rain, 50%)	45-70° (rain, 40%)	45-65° (rain, 40%)	50-70° (rain, 50%)
4 Cermië (Summer)	55-80° (rain, 45%)	55-75° (rain, 40%)	55-80° (rain, 40%)	50-80° (rain, 40%)	55-80° (rain, 40%)
5 Ürimë (Summer)	65-90° (rain, 40%)	60-80° (rain, 45%)	60-80° (rain, 40%)	55-90° (rain, 35%)	65-90° (rain, 40%)
6 Yavannië (Summer)	65-80° (rain, 45%)	55-75° (rain, 45%)	55-75° (rain, 40%)	55-85° (rain, 40%)	55-80° (rain, 45%)
Cormarë (intercalary day: Ring-day)					
7 Narquelië (Fall)	50-65° (rain, 45%)	45-60° (rain, 50%)	35-60° (rain, 45%)	30-65° (rain, 45%)	45-65° (rain, 50%)
8 Hísimë (Fall)	45-55° (rain, 50%)	35-55° (rain, 45%)	30-50° (rain/sleet, 45%)	25-60° (rain/sleet, 45%)	35-60° (rain, 55%)
9 Ringarë (Fall)	20-50° (rain/sleet, 45%)	25-45° (sleet/rain, 40%)	20-45° (sleet/rain, 45%)	10-45° (sleet/rain, 45%)	20-45° (rain/sleet, 50%)
10 Narvinyë (Winter)	15-45° (sleet/rain, 40%)	20-35° (sleet/rain, 45%)	15-35° (sleet/snow, 40%)	0-35° (sleet/snow, 40%)	10-45° (sleet/snow, 45%)
11 Nénimë (Winter)	10-35° (sleet/snow, 40%)	10-35° (snow/sleet, 45%)	10-30° (snow/sleet, 45%)	-15-20° (snow/sleet, 45%)	10-40° (snow/rain, 45%)
12 Súlimë (Winter)	15-40° (snow/rain, 45%)	15-40° (snow, 45%)	15-35° (snow/sleet, 45%)	-5-30° (snow/rain, 40%)	20-50° (snow/rain, 45%)
Mettarë (intercalary day: Yearsend)					

Note: Temperatures are in degrees Farenheit. Table gives % Chance per day of the indicated type of precipitation. The type is keyed to the day's temperature which is computed each morning by the GM. Roll and linearly interpolate over the range to give the day's average temperature. E.g. a roll of 75 gives a temperature of 55° if the monthly range is from 40° to 60°. Precipitation types are based on temperature: snow—below 32°, sleet—32° to 35°, rain—above 32°. If the temperature indicates snow, roll: a result of 01 = hail; 02-05 = an ice storm. If it is raining, roll: a result of 01-25 indicates a thunderstorm.

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1-43



16.7 TIMELINE OF MAJOR EVENTS

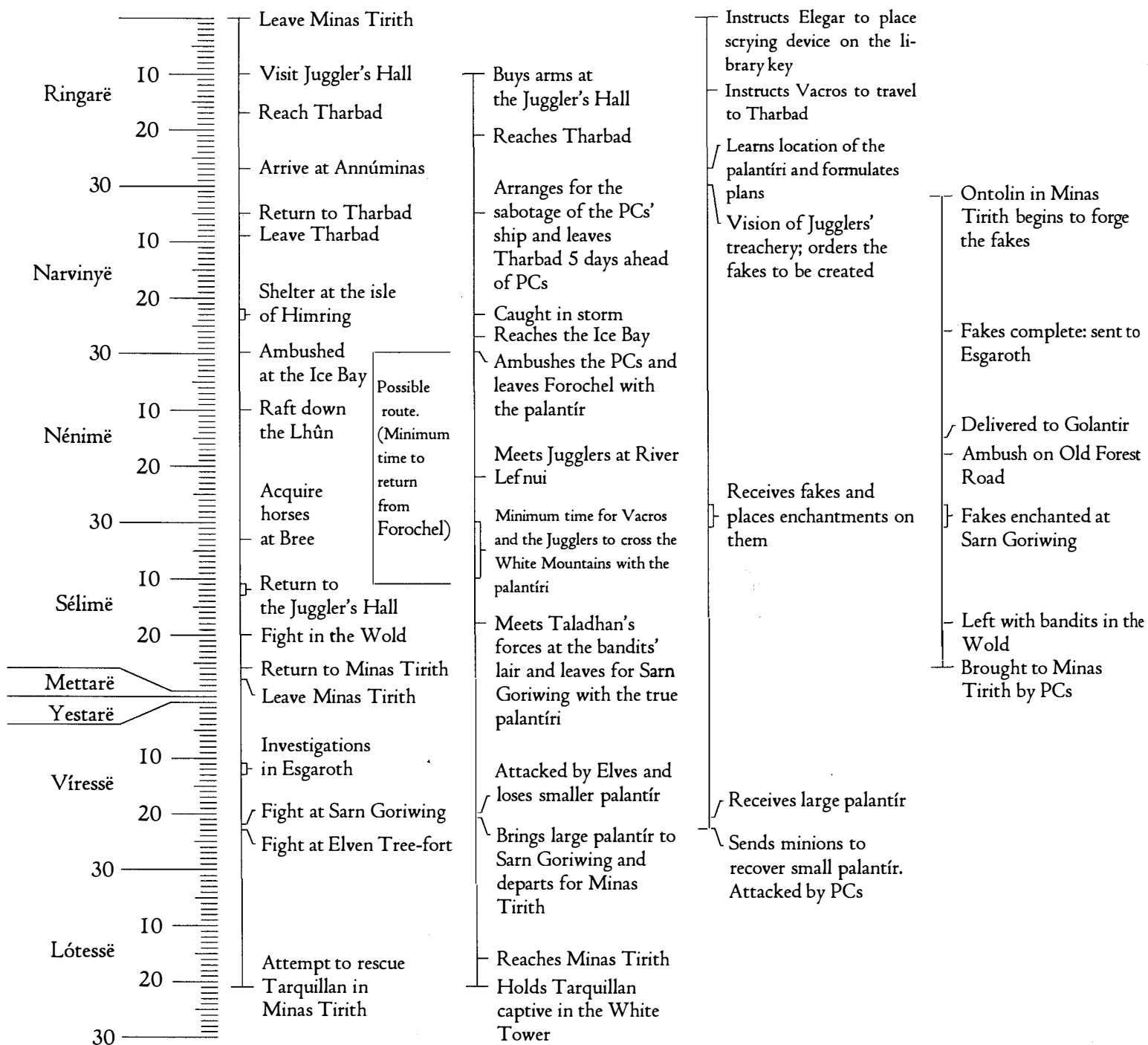
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PCs

Vacros

Taladhan

Fakes



17.1 MERP/ROLEMASTER BEAST TABLE

Type	Lvl	# Enc	Size	Speed	Hits	AT	DB	Attacks	Notes
LAND ANIMALS									
Bat	0	I-100	S	VF/VF	4	No/I	60	25Ti/—/—	Will not normally attack unless provoked.
G. Vampire Bat	1	I2-30	S	VF/VF	25	No/I	40	40SBI/40SCI	Causes I-5 hits/rnd after critical is delivered.
Hunting Bat	2	I0-30	S	VF/VF	20	No/I	50	50SBI/—/—	Will attack a bleeding foe; carry disease.
Black Bear	4	I-5	M	F/F	150	SL/4	30	60LGr/70LCI/20MBi	Will not normally attack unless provoked.
Cave Bear	12	I-5	H	MF/F	300	SL/8	40	95HBa/90HCl/85HGr	Use Large creature criticals.
Great Bear	10	I-2	L	F/F	200	SL/8	40	80LGr/70MCI/30MBi	Semi-intelligent; use Large creature criticals.
North Bear	10	I-5	L	F/F	240	SL/8	45	75HCl/80HGr/90LBi	Superb sense of hearing and smell; excellent swimmers; use Large creature criticals.
Bees	1	I-100	S	F/M	1	No/I	40	-10TSt/—/—	In a swarm attack is 40TSt.
Hornets	0	2-200	T	M/VF	1	No/I	30	0TSt/—/—	Attack only when disturbed.
Cliff Hornet	1	I0-100	T	VF/VF	1	No/I	40	0SSt/20MSt/Poison	Attack en mass; 5 or more stings can kill.
Dumbledoors	1	I-100	T	VF/VF	3	No/I	40	15Ti/—/—	6-8 pound, flying, wasp-like insects.
Gorcrow	3	5-50	M	VF/VF	20	No/I	55	40SBI/10SCI/—	Large, black species of Crebain.
Mewlips	4	2-20	M	M/M	60	No/I	35	50We/75MBi/—	Cannibalistic spirits, dark forms shrouded in shadow. Those within 10' make RR or fall into trace, while Mewlips drain blood at 2-20 hits/round.
Wild Boar	3	I	M	F/MF	120	No/4	30	40LHo/30MBa/20MTs	Mean-temper, solitary. Vicious if cornered.
Grass Cats	3	I-10	M	VF/VF	100	No/3	50	40MCI/60MBa/60MBi	Summer coat light green due to grass pollen.
Lynx	3	I-2	M	VF/VF	70	No/3	50	40MCI/30MBi/—	Cautious, will not attack unless provoked.
Golden Eagle	3	I-5	M	F/F	30	No/I	30	45MCI/35SPi/—	Rarely attacks larger creatures.
Great Falcon	10	I-10	M	VF/VF	100	No/4	20	90LCI/60MPi/50MBa	Rarely attacks larger creatures.
Fell Beast	20	I-2	L	F/MF	240	RL/12	50	90HCl/90LGr/90LBa	Use Large creature criticals; rideable.
Neekerbreckers	1	3-300	T	VF/VF	1	No/I	45	10TBI/—/—	Mosquito-like beasts.Nocturnal; concentrate soon after dusk or just before dawn.
Moose	4	I-3	L	M/M	240	SL/4	15	55LBa/35LTS/—	Adept waders and swimmersfound in bogs or stream valleys, generally around woods.
Losrandir	2	9-900	M	F/F	130	SL/4	15	40LHo/40LTS/30MBa	(W. "Reindeer"). Easily domesticated.
Wild Kine	5	I-10	L	M/M	200	No/3	30	80LBa/90LCr/—	Huge ox-like animal.
Great Elk	4	I-4	L	F/F	200	SL/4	20	65LHo/55LBa/—	Found in woods and highland regions.
Deer	2	3-30	M	VF/VF	72	SL/3	40	25MHo/25MTS/20MBa	Tan in summer, light grey in winter.
Giant Marten	4	I-2	M	VF/VF	75	No/3	50	60MBi/50MCI/—	Crazy, mean, attacks almost at random.
King Spider	3	I	M	M/MF	55	Ch/16	20	MPi/Poison	Traps victims in pits; venom (4th lvl) paralyzes.
Green Asp	8	I-2	S	S/VF	100	No/4	60	75MBi/—/—	Poisonous (3rd lvl), limb loss, rarely fatal..
Pit Viper	2	I-2	S	SL/BF	20	No/I	40	40SSt/Poison/—	Poisonous: 2nd lvl muscle poison.
Rock Viper	1	I-4	S	VF/BF	15	No/I	50	20MSt/Poison/—	5th lvl nerve, attack only if provoked.
Egil's Viper	8	I-2	L	F/VF	100	No/4	60	75MBi/100LCr/Special	Spits poison 30'; up to 20' long.
Wolf	3	5-15	M	F/F	110	No/3	30	65LBI/—/—	Will not attack groups unless provoked.
Grey Wolf	3	2-40	M	VF/VF	110	No/3	30	60LBI/30MCI/—	Rarely attack humans.
Uindarlaif	3	I-20	M	F/F	90	No/3	40	75MBi/—/—	120 lb. Jackal-like wily dogs.
Wild Goat	2	I-20	M	F/F	70	No/3	15	60MHo/50MBa/20STs	Only males have horns. Mildly aggressive.
Wild Horse	3	I-50	L	F/F	150	No/3	20	50LBa/35LTS/—	Very difficult to tame.
UNDEAD									
Minor Wight	10	I-3	L	M/M	100	RL/11	30	90We/80LBa/—	Found near battlefields or burial sites. Use Large creature criticals
Lesser Wight	15	I-3	L	M/M	120	RL/11	40	110We/90LBa/—	Cast Fear (15'R). Paralysis and sleep on touch. Drain I-5 Co/rd. Appear as dark forms with eyes akin to faint lights.
Major Wight	25	I-2	L	M/MF	150	RL/11	50	140We/100LBa/—	Notes as Lesser Wights.
Warg	8	4-20	L	F/VF	200	No/4	25	100LBI/75LCI/—	Cunning and evil; dissolve when killed.
Ghost	7	I-3	M	F/F	100	No/3	35	Special/60MBa/—	Drains 3 Co/rd, (10'R).

Type	Lvl	# Enc	Size	Speed	Hits	AT	DB	Attacks	Notes
SEA CREATURES									
Kraken (small)	15	1	M	M/MF	150	No/I	50	75MGr/50SPi/—	Up to 4 MGr (tentacle) attacks. SPi: beak.
Kraken (medium)	25	1	L	M/M	300	SL/3	40	12SLGr/75MPi/—	Up to 4 LGr attacks.
Kraken (large)	35	1	H	M/M	400	RL/4	40	150HGr/90LPi/—	Up to 4 HGr attacks.
Rays									
Electric	3	1-2	L	SL/M	50	No/I	30	60SBolt/50MBa/Both	SBolt is shock bolt attack, both 20% of time.
Manta	3	1-10	M	M/M	40	No/I	40	40SBa/—/—	Not normally aggressive.
Sawfish	4	1-2	L	F/M	120	No/I	30	70LCI/50MBa/—	Long snout with 24-32 large teeth.
Stingray	3	1-2	L	M/F	45	No/I	40	80whip/60MSt/Poison	Tail (whip) attack, then MSt, then poison (6th lvl paralysis).
Sea Turtle	2	1-2	M	M/M	90	RL/I0	20	50MPi/60SBa/—	If retracted into shell use PI/I2 (-40).
Shark									
Small	2	1-20	M	F/VF	90	SL/4	40	60MBi/—/—	Drawn to blood in the water.
Great White	5	1-5	L	F/F	180	SL/4	20	100LBi/—/—	Drawn to blood in the water.
Sperm Whale	12	2-20	H	MF/MF	550	SL/8	40	80HBa/90HBi/70HGr	Super Large crits. HGr: swallow attack.
Demon-whale	9	1-5	H	F/F	500	SL/8	25	120HBa/150HBi/—	Use Large creature criticals.
Dolphin	8	2-20	L	VF/F	80	No/I	40	50MBa/40MBi/—	Very intelligent and playful.
Fell Turtle	15	1	H	M/M	250	PI/I9	35	120HPi/I40LBa/—	Rare giant turtle. Very dangerous.
INTELLIGENT CREATURES									
Cave Troll	12	1	L	M/M	175	RL/I1	15	100HCl/85We/—	Large creature criticals. Habitually solitary.
Forest Troll	6	1-5	M	M/M	100	RL/I1	10	70LCI/60LBi/—	Confined to wooded areas.
Snow Troll	13	1-2	L	M/M	180	RL/I1	30	105HCl/80HBa/—	Large creature criticals. Icy or snowy terrain.
Hill Troll	10	1-3	L	S/S	150	RL/I1	20	95LBa/85LCI/50We	Large creature criticals. Live in remote areas.
Gondring	38	1	H	F/F	460	Ch/I6	50	130HBi/I60HBa	Icedrake. +25 MovM bonus.
Worm of the Ice Bay. Has HClI00 attack in addition to beak attack. Bash attack is with ice or water bolt. Knows all Ice Law spells to Lvl 30 and Water Law to Lvl 20. I14PP.									
Icedrake	25	1	H	F/F	420	Ch/I6	60	180HBa/200HCl/I80HBi	Use Super Large criticals.
Firedrake	35	1	H	F/VF	550	PI/20	50	100HBi/I40HCl/I10HBa	Intelligent good. Large creature crits.
Ent	35	1	H	S/F	400	PI/20	30	80HGr/50HCr/I60Both	Use Super Large criticals.
Giant	8	2-10	H	MF/M	300	No/4	30	150HBa/100HCr/—	Throws rocks (90LCr, 200' range). Use Large creature criticals.
Great Eagle	8	1-5	L	VF/VF	150	No/3	40	80LCI/60LPi/—	Intelligent, good. Use Large creature criticals.
Giant Spider	18	1-20	L	F/F	160	No/4	40	75HSt/60LGr/75LBi	Venom paralyses.
Huorn	25	1-20	H	VS/VS	400	PI/20	0	60HGr/30HGr/I20Both	Large creature criticals.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl = level, # Enc = number encountered, Size = Tiny, Small, Medium, Large or Huge, and DB = defensive bonus. The more complex statistics are described below.

Speed: A creature's Speed is given in terms of Movement Speed/Attack Quickness; C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, and BF = Blindingly Fast.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, PI = Plate); the number is the equivalent *Rolemaster* armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T = Tiny, S = Small, M = Medium, L = Large and H = Huge. The last two letters indicate the type of attack: Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = Grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes differ slightly from the *MERP* codes and the *Rolemaster* codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its Primary attack. Depending on the situation or success of the Primary attack, it may later use its Secondary attack or Tertiary attack.

17.2 MERP/ROLEMASTER MILITARY TABLE

Name	No.	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Minas Tirith (Section 3.0)											
<i>City Guard</i>											
Commanders	(4)	17	160	Pl/18	45	Y10	(A/L)	160bs	160lb	10	Veterans
(War Horses)	(12)	4	157	SL/3	20	—	—	LTr70	—	20	Battle-trained
Captains	(15)	11	111	Ch/18	45	Y10	A/L	125bs	100cp	10	
Men-at-arms	(580)	6	100	Ch/16	45	Y5	(A/L)	105bs	80sp	5	
Men-at-arms	(400)	5	88	Ch/16	40	Y5	(A/L)	95ss	75sp	5	
(Horses)	(440)	3	135	SL/3	15	—	—	LTr50	-	10	
Archers	(220)	4	81	Ch/13	30	N	N	70bs	95cp	20	
<i>Royal Army in the Pelennor</i>											
Lord-Captains	(2)	20	165	Pl/20	85	Y25	(A/L)	185bs	160cp	10	
Captains	(8)	15	160	Pl/19	50	Y15	(A/L)	155ss	150cp	10	
Ring-Sergeants	(70)	10	105	Ch/15	45	Y10	(A/L)	120ss	93cp	10	
Sergeants	(100)	6	100	Ch/14	40	Y5	A/L	105ss	80cp	10	
Men-at-arms	(600)	4	85	Ch/13	40	Y5	N	90bs	75sp	10	
<i>Craftsmen and Servants</i>											
Cooks	—	3	45	No/1	10	N	N	60ha	35da	10	
Smiths/Laborers	—	4	50	SL/6	15	N	A	75wh	65sp	10	
Artisans	—	3	40	No/1	20	N	N	55ss	30da	20	
Servants	—	2	20	No/1	5	N	N	35ma	10da	5	
<i>Other City Residents</i>											
Pilgrims/Refugees	—	2	20	No/1	5	N	N	35sp	10da	5	
Warriors	—	4	65	RL/9	30	Y	L	70ss	75cp	10	
Thieves	—	3	45	No/1	15	N	N	65ss	53sb	15	
Merchants	—	3	52	No/1	5	N	N	55da	25sp	5	
Ruffians	—	3	54	RL/10	35	Y	L	75bs	75sb	10	
The Juggler's Hall (Section 4.0)											
<i>Woses</i>											
Elite Warriors	(25)	10	110	No/1	45	Y	N	100ha	115bl	20	
Warriors	(250)	5	80	No/1	35	Y	N	80ha	90bl	10	
Watchers	(17)	10	100	No/1	50	Y10	N	90ha	110bl	15	
Hunters	(475)	4	65	No/1	30	Y	N	70ha	80bl	5	
<i>Inn of Greys</i>											
Inn Staff	(4)	2	30	No/1	5	N	N	15cl	10da	10	Maids
Inn Clientele	(8)	3	40	No/1	10	N	N	40cl	30da	5	Most are defenceless
Bandits	(6)	4	55/77	RL/9	25	Y	N	55bs/73	40sb/60	10	Cowards
<i>Robirrim</i>											
Thegns	(50)	16	160	Ch/15	65	Y15	A/L	160ml	140cp	5	
Húscairls	(76)	12	150	Ch/15	55	Y10	A/L	140ml	120cp	10	
Heah-cairls	(700)	9	125	Ch/16	50	Y10	A/L	120ml	90cp	5	
Cairls	(700)	7	100	Ch/16	50	Y10	A/L	110ml	80cp	5	
Cnaihts	(2700)	5	90	Ch/16	45	Y5	A/L	95ml	60cp	5	
Lt. Riders	(1600)	3	65	Ch/13	45	Y5	-	80ml	50cp	5	
Horse-archers	(1200)	3	65	Ch/13	20	-	-	50bs	80cp	15	
(Hvy War-horses)	(6213)	4	160	SL/3	25	-	-	70LTs	-	25	
(Lt. War-horses)	(1700)	3	130	SL/3	35	-	-	50LTs	-	35	
<i>The Juggler's Hall</i>											
Jugglers	(40)	4	50/77	No/1	20	N	N	60ss/73	35sl/60	15	Variety of professions
Students	(50)	2	25/50	No/1	15	N	N	40ss/56	20da/49	15	
Pilkun's Men	(15)	3	40/59	No/1	15	N	N	30da/67	15da/53	15	Most are pacifists
Dartel's Men	(25)	3	45/53	No/1	10	N	N	45ss/62	30da/53	10	Most are vicious

Name	No.	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Tharbad (Section 5.0)											
Dunlendings	(6)	5	90/100	Ch/13	25	Y	N	75ha/35	60sb/33	5	
<i>Larach Duhman</i>											
Warriors	(30)	4	70	RL/9	30	Y	N	75ss	75cp	10	
Thieves	(12)	4	50	No/1	15	N	N	70ss	55sb	15	
Ruffians	(16)	4	55	RL/10	35	Y	L	80bs	75sb	10	
<i>Tharbad</i>											
Captains	(5)	12	125	Pl/19	45	Y10	(A/L)	130bs	100cp	10	
Sergeants	(10)	7	110	Ch/14	40	Y5	A/L	110bs	80cp	10	
Men-at-arms	(300)	4	85	Ch/14	35	Y	A/L	80bs	65sp	5	
Engineers	(5)	5	70	SL/7	10	N	N	70ss	40da	10	
Laborers	(500)	3	60	SL/5	5	N	N	50cl	40da	10	
The Royal Library of Old Arnor (Section 6.0)											
<i>Bree</i>											
Warriors	(30)	5	80	RL/10	40	Y	A/L	100bs	80cp	5	
Guardsmen	(50)	4	55	Ch/14	50	Y10	A/L	90bs	75cp	5	
Rangers	(7)	4	60	No/1	55	Y10	N	60ma	75lb	15	
Bandits	(14)	3	50	Ch/13	40	Y	N	65bs	65lb	5	
Hobbits	(65)	2	45	No/1	25	N	N	20ss	45sb	15	
<i>Trolls</i>											
Grâg	(1)	10	120 175	RL/II	50 20	N	N	110LBa	60MCr	5	OB with large club or rocks
Scrâg	(1)	8	100 150	RL/II	10 20	N	N	100LBa	55MCr	5	Always hungry
Brâg	(1)	8	95 150	RL/II	10 20	N	N	95LBa	55MCr	5	Extremely stupid
Drâg	(1)	7	100 151	RL/II	5 20	N	N	80LBa	45MCr	5	Female
Râg	(1)	7	95 151	RL/II	5 20	N	N	85LBa	50MCr	5	Female and vain
Bog	(1)	5	80 135	RL/II	10 20	N	N	70MBa	40MCr	10	Mischievous young Troll
Nog	(1)	4	75 127	RL/II	10 20	N	N	65MBa	35MCr	10	Competes w/ older brother
The Docks of Tharbad (Section 7.0)											
Grallon's Men	(4)	4	55 64	SL/5	5	N	N	50sc	60sb	20	Ex-sailors
The Ice Bay of Forochel (Section 8.0)											
Crew of Evenstar	(20)	3	55	SL/5	25	Y	N	60sc	45da	10	Trustworthy sailors
Crew of Grey Swan	(60)	4	65	RL/II	30	Y	N	75fa	50sb	10	Very tough
Return to Civilization (Section 9.0)											
<i>Lossoth</i>											
Shaman	(1)	5	45	SL/4	40	Y	L	45sp	50sp	15	Magic seal-skin armor
Hunters	(12)	3	50	RL/7	10	N	A/L	65sp	70sp	10	Reclusive and suspicious
Youngsters	(23)	1	25	SL/5	15	N	A	30sp	30sp	15	
(Dogs)	(60)	3	90	No/3	40	—	—	60MBi	—	40	
Return to the Riddermark (Section 10.0)											
<i>See The Juggler's Hall (Section 4.0)</i>											
Search in the Wold (Section 11.0)											
Gugle (Gûga)	(1)	12	115 131	RL/II	10	N	N	110HBa	80LCr	5	OB with stone club or rock
Drudge (Drûdâg)	(1)	11	110 163	RL/II	10	N	N	105HBa	75LCr	5	Sadistic and cruel
Jugglers	(30)	5	85	RL/II	10	N	A/L	80bs	60sb	15	Several are Bards
Orcs	(40)	3	60	Ch/13	20	Y	N	65sc	40sb	5	Common Orcs
Bandits	(20)	4	70	RL/12	30	Y	A/L	75bs	55cp	0	Steadfast
Stone Golums	(4)	10	200	Pl/20	30	N	N	100ma	—	0	
The Fourth Tier (Section 12.0)											
Shorrie's Men	(10)	5	85	SL/5	30	Y	N	90bs	65sb	15	
Lake-town (Section 13.0)											
Elite Guard		5	70	Ch/15	25	Y	(A/L)	90bs	85cp	0	
Warriors		3	50	Ch/14	25	Y	L	70bs	65cp	0	
Warrior Levy		2	45	Ch/13	25	Y	N	55bs	50cp	0	
Thieves		3	45	No/1	15	N	N	60ss	45sb	15	
Ruffians		3	50	RL/10	35	Y	L	70bs	65sb	10	
Rathumus' Guards	(6)	6	100 ¹⁴⁶	RL/9	10	N	N	95ss ¹²⁵	80hcb ¹⁷⁵	10	Well-trained

Name	No.	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Into the Forest (Section 14.0)											
Olog-hai		16	188 150	RL/14	15	N	N	165bs	90ro	10	Very tough!
Half-orcs	(55)	3	55	Ch/13	25	Y	N	60sc	40sb	5	Taladhan's troops
<i>Wood Elves</i>											
Ward-captain	(1)	8	90	SL/3	55	Y10	N	90bs	100lb	25	Inspiring leader
Warders	(20)	4	50	RL/9	45	Y5	N	60sp	60lb	20	
Return to the King (Section 15.0)											
Karamar's Men	(10)	6	100/116	RL/10	40	Y5	L	100bs/125	75lcb/124	5	Experienced Mercenaries
Giant Spiders	(7)	12	110/160	SL/4	40	N	N	75HSt / 75	H Pl / Poison	25	Poison (10th lvl) paralyzes
Note: For key to abbreviations, see tables I6.5 and I6.3.											

I7.3 MERP/ROLEMASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Minas Tirith (Section 3.0)										
Ellessar	36	185	Ch/19	75	Y25	A/L	200bs	180lb	20	Dúnadan Ranger. King of the Reunited Kingdom of Arnor and Gondor, he has adopted the Quenya name Telcontar for his family. (A.k.a. Aragorn II, Strider, The Renewer, Wing-foot and Longshanks). Wears black mithril-mail (encumbers as AT 14), a +15 gold inlaid silver helm set with seven jewels (the largest being the detachable Star of Elendil inset at the brow), and a black surcoat emblazoned with the symbol of the Two Kingdoms (Gondor's White Tree, encircled by a silver version of Arnor's Seven Stars, and topped by the silver Crown of Elendil). His Ring of Barahir is a x6 PP multiplier and a 70th lvl Ring of Dragonwarding, enabling him to force Drakes (who fail an RR) to return home indefinitely and fear the place assailed. He wields Andúril, a +50 Holy Blade which flames on command; he has a +30 Elven longbow, a +15 DB War-helm, and a +25 shield. Spells: 6 Ranger Base Lvl 20, 6 Animist Base Lvl 10, and all Closed Channeling healing lists Lvl 10. 648 PP (3x6x36).
Tarquillan	30	80	No/2	20	N	N	68	—	-50	Dúnadan Mage/Seer. Guardian of the palantír at Minas Tirith. Wears +15 DB circlet and Amulet of True Sight, which allows free use of the Seer Base list True Sight to level 30 and is a x3 PP multiplier. Carries a +15 longsword which casts Bladeturn 3x/day. Has unlimited use of the palantí. He is blind. Spells: 1 Seer Base Lvl 30, 5 Seer Base Lvl 25, 4 Open Mentalism Lvl 20, 2 Closed Mentalism Lvl 10. 270 PP.
Elegar	8	100 ⁸⁴	No/2	18 ²⁴	N	N	96 ⁷⁴ ss	60 ⁴⁸ da	15	Gondorian Scout/Thief. Assistant to Tarquillan, but a spy. Wears +20 Cloak of Disguise and Boots of Silent Walking. Carries a +10 OB shortsword. Spells: 2 Seer Base Lvl 5. 16 PP.
Carandor	18	130 ¹³⁶	Ch/18	60	Y20	A/L	180 ¹²⁰ ls	170 ¹⁰² lb	15	Dúnadan Ranger. Lord Chancellor to the King's and former Ranger of the North. Wears +10 DB cloak and Ring of Charming (x3 PP multiplier, casts <i>Charm Kind</i> continuously on up to 3 targets). Wields +20 mithril longsword, which delivers double concussion hits; +15 Spear of Returning (all ranges tripled, returns to hand in one round), and +15 Longbow of Orc-slaying. Spells: 6 Ranger Base Lvl 10, 6 Open Channeling Lvl 10. 180 ⁷⁴ PP. 74 Lvl5
Gilorwen	11	65 ⁶⁷	No/1	40	N	N	70 ⁶² ss	20 ³² da	15	Dúnadan Animist/Lay Healer. Mistress of the Hall of Guests in the High Court. Wears Ring of Soothing, which is a +3 spell adder and allows the bearer to heal up to 100 hits per day on any targets. Also has +15 DB ring. Spells: 6 Lay Healer Base Lvl 10. 38 ¹⁷⁴ PP. 174 Lvl5
The Juggler's Hall (Section 4.0)										
Vacros	12	125 ¹²³	RL/9	40	N	N	110 ¹¹⁸ sc	225 ¹¹⁰ da	20	Easterling Scout/Rogue. Servant of Taladhan. Wears +15 DB rigid leather armor. Carries +10 scimitar and a belt of six +15 throwing knives. Sleeps on Cushion of Dreams, a small silk pillow which allows the user to receive telepathic messages, in the form of a dream, from a single source over virtually unlimited range.
Sunlending Mardsun	15	140 ¹¹⁴	SL/10	30	N	N	100 ¹¹⁰ ls	80 ⁷⁹ bp	15	Northman Bard. Master of the Order of Journeyman Jugglers. Wears magic soft leather breastplate, which gives +10 DB and protects as AT 10. Plays a magic pipe (x3 PP multiplier, +20 music skill, +10 blow pipe which shoots poisonous darts: 6th lvl, nerve). Wields +10 longsword. Spells: 4 Bard Base Lvl 10, 2Bard Base Lvl 15. 90 ¹⁸² PP. 61 Lvl5
Pilkun Valeran	6	35 ³⁷	No/1	25	N	N	70 ⁶⁷ ra	50 ⁵² da	15	Eriadoran Bard. Actor. Leader of the Wandering Conscience Company. Wears a +10 DB chain around his neck.
Dartel Karan	7	75 ³⁷	No/1	15	N	N	75 ³⁹ ls	60 ⁷⁹ da	15	Northman Warrior/Rogue. Actor. Leader of the Brotherhood Company. Wields a +10 longsword.
Turibor <i>See 16.6.2.</i>										

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Tharbad (Section 5.0)										
Cilis	15	160 ₁₆₂	Pl/19	30	N	A/L	170 ₁₆₅ bas	120 ₁₁₅ ha	5	Northman/Dúnadan Warrior/Fighter. Commander of the Royal Army at Tharbad. Wears +10 DB plate and a +5 DB war-helm. Wields a +20 bastardsword of Orc-slaying and a +10 hand-axe (all ranges tripled when thrown).
Hearon	7	80 ₈₇	SL/5	15	N	N	85 ₈₃ ss	65 ₆₄ sb	10	Dúnadan Scout/Rogue. Chief Engineer at Tharbad. Wields +10 shortsword.
The Royal Library of Old Arnor (Section 6.0)										
Ilberic Brandybuck	4	80 ₆₁	SL/6	20	N	A	50ss	60 ₃₅ sb	15	Hobbit Scout/Thief. Adventurous Hobbit farmer. Second cousin to Meriadoc Brandybuck.
Linulë	200	450	No/1	150	N	N	250MAat	210ro	105	Maia (Water Spirit). Haunts Lake Evendim and its shores. Reclusive. Avoids encounters.
The Docks of Tharbad (Section 7.0)										
Amferen Sandir	7	120 ₁₂₃	Ch/14	40	Y5	A/L	115 ₁₁₆ ls	85 ₁₀₅ cp	10	Dúnadan Warrior/Fighter. Sergeant in the Royal Army at Tharbad. Usually wields a +10 longsword, but also carries a +5 spear (OB 80), a +5 shortsword (OB 75), and two daggers (OB 60).
Guidariks Twegen	5	80 ₁₀₃	SL/5	5	N	N	70 ₃₅ ss	65 ₃₃ cp	5	Northman Warrior/Fighter. Harbourmaster at Tharbad. Wears copper Bracelet of Rope-mastery (+25) and magic leather belt (+20 swimming).
Grallon	6	90 ₁₁₆	RL/9	10	N	N	95 ₁₁₀ ss	80 ₃₉ lcb	10	Easterling Warrior/Fighter Former sailor, now a mercenary in Tharbad. Temporary employee of Vacros. Wears Ring of Deflections, which deflects (-100 OB) any missile within 20' up to 3x/day. Wields +10 shortsword.
The Ice Bay of Forochel (Section 8.0)										
Andra Kisenan	8	125 ₁₁₆	SL/6	10	N	L	120 ₁₂₆ fa	75 ₁₁₀ sb	15	Gondorian Warrior/Fighter. Captain of the Evenstar and member of the Shipmasters' Guild of Pelargir. Wears magic tunic, which renders wearer bouyant in all liquids. Wields +15 scimitar.
Uldor	60	145 ₁₃₀	Pl/17	55	Y15	A/L	205sc	195cp	15	Undead Easterling Warrior/Fighter Condemned spirit of Uldor the Accursed who was High-chieftan of the Ulbarim (S. "Homeless Lost"). Wields +25 magic scimitar. Can only be harmed by an Elven made weapon. See Section 8.3.
Return to Civilization (Section 9.0)										
Trimani	7	70 ₁₂₃	No/2	10	N	(A/L)	50 ₁₂₆ sp	50 ₁₁₅ sp	0	Lossadan Warrior/Fighter Elder amongst the Lossoth of Lucun. Once a great hunter, but now a feeble old man. Wears heavy fur robes (+10 DB). Wields +20 spear that slays Icedrakes and which can be thrown without range penalty.
Lufsen	7	120 ₁₂₃	RL/8	20	N	(A/L)	110 ₁₁₆ sp	120 ₁₁₅ sp	10	Lossadan Warrior/Fighter Leader of the hunt amongst the Lossoth of Lucun. Wears magic armor made from seal and bear skins, and an Amulet of Weather Sense (+25 weather watching). Wields magic +10 spear, for which all range penalties are doubled (like all Lossadan spears, this serves as a harpoon, which sticks in a foe on any critical result; foe then at -50 unless spear is removed; removal takes 2-20 rounds). Caries +10 hunting knife (treat as 90 OB with shortsword), -10 stone hand-axe (70 OB), and +5 bola (80 OB). Has a +50 tracking bonus.
Culnun	5	80 ₃₅	RL/7	30	N	(A/L)	95 ₁₀₅ sp	90 ₁₀₃ sp	20	Lossadan Warrior/Fighter. Hunter of Lucun. Wields +10 spear and -5 primitive shortbow (80 OB), Carries -10 stone hand-axe (70 OB). Has a +50 tracking bonus.
Frannard		13 ₁₃	See 106 ₁₀₆ 2.							
Thuidimer	5	100 ₃₅	SL/6	10	N	L	100 ₉₅ ba	80 ₃₃ sb	10	Northman Warrior/Fighter. Riverman of the Lhûn. Elder brother of Galariks. Wears furs, leather breeches, and leggings. Carries a large axe which serves as a battleaxe, if necessary. Also carries hunting knife (60 OB).
Galariks	5	105 ₃₅	SL/6	35	Y	L	110 ₁₀₅ ss	70 ₃₅ sb	5	Northman Warrior/Fighter. Riverman of the Lhûn. Younger brother of Thuidimer. Wields +10 shortsword. Carries hunting knife (70 OB).
Kénwë Foryaren	18	120 ₁₂₅	RL/9	50	Y10	L	130 ₁₀₉ bs	100 ₁₀₅ lb	15	Noldo Ranger. A Noldo of Imladris. Wields pure white +20 Holy broadsword (does additional cold critical and casts a Lvl 20 <i>Distraction</i> spell); +25 longbow called Cúlossë (silent, all ranges tripled, delivers double concussion hits, may be fired every round without penalty), and +10 mithril dagger. Carries a selection of rare healing herbs and a quiver of mithril arrows. Spells: 6 Ranger Base Lvl 10. 26 ₂₆ PP.
Gondring		103 ₁₀₃	See 103 ₁₀₃ 12.4							

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Return to the Riddermark (Section I0.0)										
Bergrand	12	120 104	No/2	40	N	N	90 57	80 90	10	Dúnadan Bard. Speaker and playwright. Member of the Order of Journeyman Jugglers. Wears +20 DB black gown. Carries +10 OB staff, which is a x3 PP multiplier for Bards. Spells: 3 Bard Base Lvl IO. 22 PP. 48 Lvl's
Marodwyn	10	60 63	No/I	35	N	N	60 102	40 32	25	Rohir Mage/Dancer/Evil Magician. Wife and heir of Sunlending (the Master Juggler). Wears +10 DB ring and silver brooch (+3 spell adder). Spells: 4 Evil Magician Base Lvl IO. 20 PP. 159 Lvl's.
Folric										See 16.6.2.
Derelon	5	70	SL/5	15	N	N	75ra	40da	15	Eriadoran Bard. Student at the Juggler's Hall. Wields +10 rapier. Spells: 2 Bard Base Lvl IO. 10 PP.
Rémahild	5	45	No/I	15	N	N	40da	30da	15	Rohir Bard. Student at the Juggler's Hall.
Search in the Wold (Section II.0)										
Juangert Ferillót	10	130 143	Ch/14	20	N	A/L	110 132	90 112	15	Chyan Warrior/Fighter. Member of the Order of Journeyman Jugglers. Wears +10 DB chain armor. Wields a +10 pelarn (see Section II.3).
Angrus	10	110 113	Ch/14	25	N	A/L	120 112	100 112	10	Warrior/Fighter. Leader of bandits in the Wold. Wears +10 DB chain armor. Wields a large bastard sword with two hands.
Nagan	10	110 143	Ch/15	45	YIO	A/L	115 132	95 117	5	Orch Warrior. Leader of the Orc band in the Wold. Carries +10 flail (fumbles 01-05) and a +5 heavy crossbow.
The Fourth Tier (Section I2.0)										
Viliarith Treyan	5	90 109	Ch/16	40	Y5	(A/L)	75 105	75 83	5	Dúnadan Warrior/Fighter. Guard at the Minas Tirith Glassworks. Wields +10 shortsword and +5 spear. Also carries +5 longsword (75 OB) and two daggers (60 OB).
Shorrie Rallan	7	100 78	RL/9	30	N	N	100 99	80 80	20	Gondorian Scout/Thief. Leader of select band of thieves in Minas Tirith. Wears +10 DB armor. Wields +10 magic short sword which automatically stuns one opponent/day for 1-2 rnds.
Lake-town (Section I3.0)										
Rathumus Felamar	9	95 83	No/I	25	N	N	100 84	100 84	0	Dúnadan Scout/Thief. A.k.a The Green Man. Merchant of Esgaroth. Former cat-burglar. Wears +10 DB belt. Wields +10 longsword. Keeps +10 light crossbow in his study (see Section I3.4.3).
Golantir Felamar	7	105 84	RL/10	20	N	A/L	110 89	100 91	15	Dúnadan Scout/Rogue. Son of Rathumus. Wields two +10 longswords as a two-weapon combination.
Euric	6	90 116	SL/5	25	N	N	85 116	70 93	10	Northman Warrior/Fighter. Merchant of Esgaroth. Member of the Umanatherin. Wears +10 DB armor.
Kóri	14	140 158	PI/18	20	NA/L	150 152	140 152	0		Dwarf Warrior/Fighter. Owner of Kóri's Dory, an alehouse in Esgaroth. Retired adventurer. Wears +10 DB helm. Wields +20 battleaxe that slays Trolls.
Eudesuntha	2	40	No/I	5	N	N	30qs	10da	0	Northman Animist/Mystic. Beggar/market dealer in Esgaroth. Wears +2 spell adder ring. Spells: 1 Mystic Base Lvl IO. 4 PP.
Azzad	7	100	No/I	35	N	N	90 95	105da	25	Variag Scout/Assassin. Hired assassin from Khand. Wears exclusively black clothing with +10 DB headband. Wields a poisoned dag (treat as short sword for melee, with +10 vs No/SL, -10 vs Ch/PL; throws as a +20 dagger; 10th Lvl respiratory poison). +80 stalk and hide.
Into the Forest (Section I4.0)										
Taladhan	25	120	RL/12	60	N	N	85ss	30da	20	Dúnadan Animist/Sorcerer/Seer. Lord of Sarn Goriwing. Former servant of Sauron. Former associate of Saruman. Wears +20 DB cloak, which protects as AT 12 without MovM penalty; +25 DB ring. Carries a laen staff, which is a x3 PP multiplier and casts +40 <i>Lightning Bolts</i> 3x/day; +10 dag (see Azzad above); +5 throwing-knife. For spells see Section I4.5.I. 150 PP (25x2x3).
Fëabor	7	80 82	SL/6	55	YIO	N	80ls	120lb	25	Silvan Elf Ranger. Elf of Greenwood. Formerly of Thranduil's Kingdom. Carries +15 longbow which fires every round without penalty with all ranges doubled. Spells: 4 Ranger Base Lvl IO. 14 PP.
Shakal Draik	9	110 136	Ch/14	50	YIO	A/L	130ma	100 116	10	Easterling Warrior/Fighter. Group leader in Taladhan's army. Wears +10 DB armor. Wields +10 mace which delivers double concussion hits.
Return to the King (Section I5.0)										
Karamar	10	120 143	Ch/14	30	Y	A/L	125 132	110 127	10	Easterling Warrior/Fighter. Rogue of Rhovanion. Wields +10 broadsword, which glows bright green within 100' of Spiders.

17.4 MERP/ROLEMASTER PC TABLES

17.4.I MERP/ROLEMASTER STARTING CHARACTERS

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Galdor	4	70	Ch/15	35	Y10(A/L)		80bs	60cp	0	Dúnadan Warrior/Fighter. Co92, Ag93, SD60, Me49, Re70, St95, Qu72, Pr85, Em69, In52. Wields +10 broadsword. Also uses spear (50 OB) and lance (40 OB). Skills: Climb30, Swim30, Ride55, Locks20, S/H35, Perc50, Amb20, Amove35, Runes10.
A young Knight of Dol Amroth, Galdor has just reached the age at which he can inherit his father's title and responsibilities. (His father, a minor Lord, was killed in the Battle of the Pelennor Fields.) Galdor is a competent soldier who shows great leadership potential, but lacks experience. It is for this reason that he has been selected for the palantír quest. The Prince of Dol Amroth put forward Galdor's name in order that the young man be given a taste of real soldiering.										
Laerion	4	60	RL/9	40	Y5	N	65ls	70lb	15	Silvan Elf Ranger. Co90, Ag84, SD73, Me65, Re56, St83, Qu80, Pr48, Em70, In95. Wears leather belt (x2 PP multiplier). Carries +10 longbow. Spells: 2 Ranger Base Lvl 10. 16PP. Skills: Climb45, Swim25, Rids30, Traps25, Locks10, S/H60, Perc55, Amb30, Amove20, S/W10, Tracking40.
Hailing from Thranduil's Kingdom in the Greenwood, Laerion journeyed south after the War of the Ring to pledge fealty to Legolas and abide in his new woodland realm in Ithilien. Although his demeanor is frivolous at times, Laerion is recognised as an able tracker and a good shot with a bow. He was personally chosen by Legolas to take part in the palantír quest.										
Baromba	4	40	SL/6	30	N	A/L	50ss	60sb	15	Hobbit Scout/Thief. Co81, Ag92, SD87, Me76, Re65, St60, Qu91, Pr35, Em66, In83. Wears cloak (+10 Stalk/Hide). Wields +10 short sword. Skills: Climb45, Swim5, Ride35, Traps40, Locks50, S/H60, Perc35.
Baromba is a young and impetuous Hobbit. She ignored her parent's request that she accept an offer of marriage made by her fifth cousin Odo (a solid young Hobbit with a small farming plot of his own). Instead, enthralled by the deeds performed by Merry and Pippin, she departed for Minas Tirith. She demanded a post with the Royal Guard, but was turned away due to lack of stature. She persisted toward her goal, slowly working her way up the chain of city officials, and it was at last decided that Baromba perhaps possessed a quality, single-mindedness, which might make the difference between the success or failure of the palantír quest.										
Fréalóf	4	80	Ch/14	40	Y10	A/L	80sp	70sp	5	RohirWarrior/Fighter. Co88, Ag91, SD60, Me76, Re68, St99, Qu86, Pr77, Em65, In45. Wields +10 spear. Skills: Climb25, Swim30, Ride45, Locks20, S/H30, Perc45, Amb10, Amove30, MA Sw I 40.
Fréalóf is a distant cousin to King Éomer of Rohan. He has a particularly strong desire to travel the wide world. Hence, he has spent much of his time since the War of the Ring shuttling back and forth between Edoras and Minas Tirith conducting diplomatic proceedings between the Rohirrim and the Gondorians. He is well-liked and respected by the courtiers of Minas Tirith.										
Anardil	4	85	Ch/13	40	Y5	N	80bs	65sp	10	DúnadanWarrior/Fighter. Co99, Ag86, SD76, Me76, Re58, St92, Qu81, Pr63, Em58, In68. Wields +10 broadsword. Also uses shortbow (50 OB). Skills: Climb30, Swim30, Ride40, Traps20, Locks20, S/H45, Perc40, Amb20, Amove30, MA Sw I 40.
Of all of the possible adventurers to undertake the quest, Anardil is perhaps the most dedicated to King and country. An ordinary member of the Royal Guard at Pelennor, he was chosen to seek the palantír as a reward for excelling in his duties. He is tall and extremely handsome.										
Halin	4	80	Pl/18	30	Y10	A/L	80wh	60ha	0	Dwarf Warrior/Fighter. Co97, Ag86, SD81, Me51, Re66, St94, Qu79, Pr64, Em55, In79. Wields +10 warhammer. Skills: Climb30, Swim10, Ride25, Traps50, Locks40, S/H30, Perc45, Amb20, Amove10, MA Sw I:30, Runes10, S/W10.
Halin is a skilled craftsman. He came to Minas Tirith with several Dwarves from the Lonely Mountain to recast the Great Gate of the city and restore the structural integrity of the lower two Tiers. He is the most talkative of all the gate crew and has gained a reputation with the City Guard for being extremely outspoken. He boasts (partly in jest) that Dwarven soldiers are superior to those of Men, dwelling on Khazâd courage, stamina and weapon proficiency. Since Halin is a competent warrior, the Guard Captain suggested that he should prove his claim by accepting the summons to the King's quest.										
Belchamion	4	70	RL/10	25	Y	A/L	60ma	25da	5	Dúnadan Animist/Healer. Co79, Ag74, SD54, Me92, Re83, St89, Qu45, Pr65, Em63, In99. Wears amulet (x3 PP multiplier for Channeling). Wields +5 mace. Spells: 4 Healer Base lists Lvl10. 36 PP. Skills: Climb25, Swim30, Ride30, Locks20, S/H30, Perc60, Amove35, Runes20, S/W40, Chan30, Foraging35, Herb Lore40.
Belchamion has served in Minas Tirith's Houses of Healing for many years. He is a nurturing man, with a calm, fatherly bedside manner and an unexpected sense of humor. Contemplative by nature, he has little understanding of hostility, and it grieves him deeply when he must treat wounds due to violence or callous carelessness. Belchamion is a skilled physician. His healing hands and his ability to sort out the merely urgent from the truly important were the qualities that won him a position in the quest for the palantír.										
Galina	4	60	RL/10	35	Y5	A/L	60bs	50cp	10	Dúnadan Bard. Co62, Ag89, SD77, Me90, Re56, St55, Qu85, Pr91, Em65, In76. Plays lute (x2 PP multiplier for Bards). Wields +10 broadsword. Spells: 3 Bard Base lists Lvl10. 16 PP. Skills: Climb35, Swim35, Ride50, Traps20, Locks10, S/H40, Perc50, Amb10, Amove20, Runes10, S/W15, Singing60, Acting40. Galina's ability with the lute is merely fair, but her singing voice is perfection itself. Her ballads, canticles, and lays bring her frequent invitations to noble and royal feasts. Her witty conversation adds to her charm. She loves the outdoors and frequently joins Minas Tirith's courtiers for hunting trips.
Áraliniel	4	45	No/2	15	N	N	30da	20da	5	Dúnadan Mage/Magician. Co72, Ag64, SD82, Me56, Re92, St55, Qu87, Pr72, Em99, In63. Wears silver circlet (x2 PP multiplier) and +10DB ring. Spells: 2 Magician Base lists Lvl10, 2 Open Essence lists Lvl10. 24 PP. Skills: Climb20, Swim30, Ride25, S/H40, Perc50, Runes40, S/W40, Chan30. Tarquillan bade the secret order of the Blood Ring to choose one of its own to embark on the quest for the palantír. Áraliniel was their choices. She is a young, attractive magic user of fragile build, sensitive and intelligent.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Sûlistar	4	50	No/2	10	N	N	45st	20da	10	Dúnadan Mage/Magician. Co67, Ag88, SD51, Me76, Re96, St63, Qu63, Pr75, Em98, In80. Wears +10 DB chain around his ankle. Carries +5 OB staff (x2 PP multiplier). Spells: 2 Magician Base lists Lvl10, 2 Open Essence lists Lvl10. 24 PP. Skills: Climb30, Swim10, Ride15, Locks25, S/H10, Perc35, Runes45, S/W35, Chan25.
Sûlistar is another magicuser put forward by the Blood Ring. He is a suprising choice, since he would never have volunteered for such a task. Despite his incredible potential in the manipulation of arcane magic, he is far too scatterbrained to develop his abilities beyond rudimentary mastery. His mentor hopes the perils of seeking a palantír may improve the young man's powers of concentration.										
Melindwen	4	50	No/1	10	N	N	45st	30bo	10	Dúnadan Animist. Co75, Ag65, SD78, Me94, Re59, St50, Qu62, Pr84, Em89, In95. Wears +10 DB cloak. Carries +5 OB staff (x3 PP multiplier for Animists). Spells: 2 Animist Base lists Lvl10, 2 Open Channeling lists Lvl10. 24 PP. Skills: Climb25, Swim25, Ride30, Traps30, S/H35, Perc50, Runes20, S/W30, Chan10, Tracking20, Foraging50.
When Gondorians returned to Ithilien in Faramir's wake, they discovered Melindwen contentedly darning socks in a small cottage in the middle of a tangled wood. She had dwelt there throughout the War of the Ring, providing healing and nourishment for the animals of the grove, while the lands surrounding her haven were ravaged. Her unusual history made her a popular figure amongst Faramir's people. Indeed Faramir recommended Melindwen for the palantír quest, knowing that she would love to travel and meet the birds and beasts of distant places.										

17.4.2 MERP/ROLEMASTER REPLACEMENT CHARACTERS

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
The Juggler's Hall (Section 4.0)										
Turibor	4	70	RL/10	35	Y5	A/L	60bs	40sb	10	Eriadoran Bard. Co85, Ag82, SD65, Me90, Re39, St60, Qu81, Pr93, Em40, In61. Wields +10 broadsword. Plays pipe (2 PP multiplier for Bards). Spells: 2/Bard Base Lvl10, 1/Open Mentalism Lvl5. 16 PP. Skills: Climb25, Swim25, Ride40, Traps20, S/H35, Perc40, Amove15, Runes10, S/W10, Acting30, Musical Inst.50.
Katrisel	4	60	No/3	15	N	N	50ss	30da	20	Easterling Scout/Dervish. Co64, Ag96, SD77, Me60, Re79, St51, Qu85, Pr76, Em37, In76. Wears magic dress (+10 DB, protects as AT 3, x3 PP multiplier for her only). Spells: 3 Dervish Base lists Lvl 10. 12 PP. Skills: Climb30, Swim30, Ride40, Traps20, Locks15, S/H30, Perc45, Amove20, MA Sw 1:50, Runes10, Dancing50.
Tharbad (Section 5.0)										
Rogan	4	80	Ch/14	35	Y10	A/L	80bs	65sp	10	Gondorian Warrior/Fighter. Co96, Ag88, SD90, Me65, Re47, St95, Qu60, Pr31, Em47, In60. Wields +10 broadsword and +10 spear. Skills: Climb40, Swim30, Ride40, Traps25, Locks15, S/H45, Perc40, Amb20, Amove25.
The Royal Library of Old Amnor (Section 6.0)										
Matorn	4	70	RL/9	30	Y5	N	75sp	75lb	10	Northman Ranger. Co90, Ag80, SD61, Me55, Re49, St77, Qu64, Pr42, Em65, In91. Wields +10 spear. Carries quiver of ten (non-magic) +10 arrows. Spells: 2 Ranger Base lists Lvl 10. He has 8 PP. Skills: Climb50, Swim30, Ride30, Traps40, Locks15, S/H50, Perc55, Amb30, Amove30, S/W15, Tracking45, Foraging30.
Berillan	4	60	No/2	15	N	N	50qs	20da	10	Dúnadan Mage/Illusionist. Co56, Ag75, SD71, Me68, Re95, St67, Qu89, Pr52, Em96, In89. Wears magic robes (+10 DB, x3 PP multiplier for Illusionists). Spells: 4 Illusionist Base lists Lvl 10. 24 PP. Skills: Climb25, Swim25, Ride45, Traps30, Locks25, S/H30, Perc55, Runes45, S/W40, Chan20.
The Docks of Tharbad (Section 7.0)										
Tharanon	4	90	Ch/13	50	Y10	N	85bs	70sp	10	Gondorian Warrior/Fighter. Co94, Ag77, SD86, Me67, Re55, St96, Qu88, Pr78, Em53, In69. Wears +10 DB helm. Wields +10 broadsword. Skills: Climb40, Swim40, Ride30, Traps20, Locks30, S/H45, Perc50, Amb20, Amove20.
Chapster	4	70	No/2	25	N	N	75ss	50da	10	Eriadoran Scout/Thief. Co70, Ag94, SD90, Me85, Re58, St77, Qu96, Pr58, Em72, In69. Wears +10 DB earring. Wields +10 shortsword. Skills: Climb55, Swim35, Ride25, Traps45, Locks60, S/H65, Perc55, Amb20, Amove25.
The Ice Bay of Forochel (Section 8.0)										
Sallan	4	95	SL/6	10	N	A/L	80sc	50da	10	Northman Scout/Rogue. Co93, Ag90, SD79, Me72, Re52, St91, Qu63, Pr60, Em82, In65. Wears +10 DB belt. Wields +10 scimitar. Skills: Climb55, Swim40, Ride15, Traps20, Locks25, S/H30, Perc60, Amb15, Amove30, Rowing50.
Return to Civilization (Section 9.0)										
Frannard	4	70	RL/7	20	N	(A/L)	75sp	60da	15	Lossadan Warrior/Fighter. Co95, Ag91, SD76, Me65, Re64, St96, Qu87, Pr56, Em82, In75. Wears sealskin clothes and an amulet of protection (+10 DB, +20 Weather-watching). Carries wooden spear (-5 OB) and bone gutting-knife. Has a +50 tracking bonus. Skills: Climb45, Swim20, Traps50, S/H55, Perc60, Amb20, Tracking80.

LORD of the RINGS™

ADVENTURE GAME

I8.1 LOR BEAST TABLE

Name	Mov	Norm	Défense Charge	Flee	End	Melee OB	Melee Damage	Missile OB	Missile Damage
Bat	0	5	3	7	2	0	-3	—	—
G. Vampire Bat	5	3	1	5	12	1	-3	—	—
Hunting Bat	5	4	2	6	10	1	-3	—	—
Black Bear	2	3	1	4	75	3	0	—	—
Cave Bear	3	4	3	5	150**	6	6	—	—
Great Bear	3	4	2	5	100*	5	3	—	—
North Bear	3	4	2	5	120*	4	3	—	—
Bee	-1	3	1	4	0	-2	-3	—	—
Hornet	0	2	2	2	0	-2	-6	—	—
Cliff Hornet	-1	3	1	5	0	-2	-6	—	—
Dumbledoor	0	3	1	5	1	-2	-6	—	—
Gorcrow	6	4	2	6	10	2	0	—	—
Mewlips	1	2	2	2	30	2	0	—	—
Wild Boar	4	2	0	3	60	2	0	—	—
Grass Cat	12	4	2	6	50	2	0	—	—
Lynx	7	4	2	6	35	2	0	—	—
Golden Eagle	9	2	0	3	15	2	0	—	—
Great Falcon	16	1	-1	3	50	4	0	—	—
Fell Beast	28	6	4	7	120*	5	3	—	—
Neekerbrecker	-7	3	1	5	0	-2	-6	—	—
Moose	8	1	1	1	120*	3	3	—	—
Losrandir	7	1	-1	2	65	2	0	—	—
Wild Kine	5	2	2	2	100*	5	3	—	—
Great Elk	7	2	0	3	100*	4	3	—	—
Deer	9	4	2	6	36	1	0	—	—
Giant Marten	0	4	2	6	37	3	0	—	—
King Spider	-6	4	4	4	27	0	0	—	—
Green Asp	-2	5	4	6	50	2	-3	—	—
Pit Viper	-2	3	3	3	10	1	-3	—	—
Rock Viper	-1	4	2	6	7	0	-3	—	—
Egil's Viper	0	5	3	6	50*	4	3	—	—

Name	Mov	Norm	Defense Charge	Flee	End	Melee OB	Melee Damage	Missile OB	Missile Damage
Wolf	7	2	0	3	55	3	0	—	—
Grey Wolf	7	2	0	4	55	3	0	—	—
Uindarlaif	8	3	1	4	45	3	0	—	—
Sled-dog	7	2	0	3	50	3	0	—	—
Wild Goat	7	0	-2	1	35	3	0	—	—
Wild Horse	7	1	-1	2	75*	3	3	—	—
Heavy War-horse	5	3	1	4	120	4	5	—	—
War-horse	6	2	0	3	95	3	4	—	—
Lt. War-horse	7	1	-1	2	80	3	3	—	—
Horse	6	0	-2	1	65	2	2	—	—
Minor Wight	1	4	4	4	50*	5	3	—	—
Lesser Wight	2	5	5	5	60*	6	3	—	—
Major Wight	4	6	6	6	75*	8	3	—	—
Warg	5	1	-1	2	100*	6	3	—	—
Ghost	4	2	0	3	50	??	0	—	—
Kraken (small)	5	4	4	4	75	3	0	—	—
Kraken (medium)	4	4	4	4	150*	7	3	—	—
Kraken (large)	2	5	5	5	200**	9	6	—	—
Ray, Electric	-3	2	2	2	25*	4	3	—	—
Ray, Manta	-2	3	3	3	20	2	0	—	—
Ray, Sawfish	1	2	0	3	60*	4	3	—	—
Ray, Stingray	-1	3	3	3	22*	5	3	—	—
Sea Turtle	-3	3	3	3	45	2	0	—	—
Small Shark	3	4	2	5	45	3	0	—	—
Great White Shark	5	2	0	3	90*	6	3	—	—
Sperm Whale	5	4	3	5	275**	6	6	—	—
Demon-whale	3	2	0	3	250**	8	6	—	—
Dolphin	3	3	1	5	40*	3	3	—	—
Fell Turtle	4	6	6	6	125**	8	6	—	—
Cave Troll	1	2	2	2	87†	6	3	-2(rock)	6
Forest Troll	3	2	2	2	50	3	0	5(sling)	0
Snow Troll	2	4	4	4	90*	6	3	-1(rock)	4
Hill Troll	1	3	2	4	75*	5	3	3(rock)	1
Gondring	9	7	5	8	230**	8	6	—	—
Icedrake	9	8	6	9	210**	11	6	—	—
Firedrake	15	8	6	9	275**	7	6	—	—
Ent	-1	6	5	7	200**	6	6	0	x2
Giant	6	2	1	3	150**	9	6	-2(rock)	x2
Great Eagle	11	3	1	5	75*	5	3	—	—
Giant Spider	6	3	1	4	80*	4	3	—	—
Huorn	-1	3	3	3	200**	5	6	-2(rock)	6

* For these creatures treat "U" results as "25 damage" and for "K" results roll one die: on a 3-6 the result is a "K," otherwise the result is "30 damage."

** For these creatures treat "U" results as "20 damage" and for "K" results roll one die: on a 4-6 the result is a "K," otherwise the result is "25 damage."

† For these creatures treat "U" results as "15 damage" and for "K" results roll one die: on a 5-6 the result is a "K," otherwise the result is "20 damage."

†† For these creatures treat "U" results as "10 damage" and for "K" results roll one die: on a 6 the result is a "K," otherwise the result is "15 damage."

18.2 LOR MILITARY TABLE

Name	#Enc	E P	End	Str	Ag	Int	Mov	DB	Mel OB	Mis OB	Gen	Subt	Perc	Mag	# Lang	# Spells	
Minas Tirith (Section 3.0)																	
<i>City Guard</i>																	
Commanders (4)	5,100	180	2	1	0	0	0	1	13	11	9	5	5	1	4	1	Human Warrior
(War-horses) (12)	<i>See LOR Beast Table</i>																
Captains (15)	3,300	155	2	1	0	0	0	1	11	9	6	3	3	0	3	1	Human Warrior
Men-at-arms (580)	1,800	150	2	1	0	0	0	1	10	7	4	2	2	-2	2	0	Human Warrior
Men-at-arms (400)	1,500	138	2	1	0	0	0	1	10	7	3	2	2	-2	2	0	Human Warrior
(Horses) (440)	<i>See LOR Beast Table</i>																
Archers (220)	1,200	121	1	0	1	0	0	1	8	3	6	3	4	0	2	1	Human Ranger
<i>Royal Army in the Pelennor</i>																	
Lord-Captains (2)	6,000	182	3	1	0	0	0	1	13	11	10	6	6	2	4	1	Human Warrior
Captains (8)	4,500	180	2	1	0	0	0	1	12	10	8	4	4	1	3	1	Human Warrior
Ring-Sergeants (70)	3,000	152	2	1	0	0	0	1	11	9	6	3	3	-1	2	0	Human Warrior
Sergeants (100)	1,800	150	2	1	0	0	0	1	10	7	4	2	2	-2	2	0	Human Warrior
Men-at-arms (600)	1,200	135	2	1	0	0	0	1	9	6	2	2	2	-2	2	0	Human Warrior
<i>Craftsmen and Servants</i>																	
Cooks —	900	51	1	1	0	1	1	1	2	2	2	1	7	-2	2	0	Human Civilian
Laborers —	1,200	58	2	1	0	0	0	1	5	5	1	2	2	-2	1	0	Human Civilian
Smiths —	1,200	64	2	1	0	0	0	1	5	2	4	1	3	-2	2	0	Human Civilian
Artisans —	900	40	1	1	0	1	1	1	2	0	6	1	6	-2	2	0	Human Civilian
Servants —	600	45	1	1	0	1	1	1	2	0	1	4	5	-2	3	0	Human Civilian
<i>Other City Residents</i>																	
<i>Pilgrims</i>																	
/Refugees —	600	40	1	1	0	1	1	1	1	0	2	2	5	-2	3	0	Human Civilian
Warriors —	1,200	115	2	1	0	0	0	1	9	6	2	2	2	-2	2	0	Human Warrior
Thieves —	900	85	1	0	1	0	0	1	6	3	5	2	4	0	2	0	Human Scout
Merchants —	900	92	1	0	1	0	0	1	6	3	5	2	4	0	2	0	Human Scout
Ruffians —	900	94	1	0	1	0	0	1	6	3	5	2	4	0	2	0	Human Scout
The Juggler's Hall (Section 4.0)																	
<i>Woses</i>																	
Elite Warriors (25)	3,000	155	2	1	0	0	0	1	11	9	6	3	3	-1	2	0	Human Warrior
Warriors (250)	1,500	130	2	1	0	0	0	1	10	7	3	2	2	-2	2	0	Human Warrior
Watchers (17)	3,000	140	1	0	1	0	0	1	9	6	9	6	8	1	4	1	Human Scout
Hunters (475)	1,200	105	1	0	1	0	0	1	8	3	6	3	4	0	2	1	Human Ranger
<i>Inn of Greys</i>																	
Inn Staff (4)	600	45	1	1	0	1	1	1	2	0	1	4	5	-2	3	0	Human Civilian
Inn Clientele (8)	900	51	1	1	0	1	1	1	2	2	2	1	7	-2	2	0	Human Civilian
Bandits (6)	1,200	95	1	0	1	0	0	1	7	4	6	3	5	0	2	0	Human Scout
KEY																	
# Enc = number encountered						Mov = Movement						Perc = Perception					
EP = experience points						DB = Defense Bonus						Mag = Magical					
Endurance = Endurance						Mel OB = Melee Offensive Bonus						# Lang = number languages known					
Str = Strength						Mis OB = Missile Offensive Bonus						# Spells = number spells known					
Ag = Agility						Gen = General											
Int = Intelligence						Subt = Subterfuge											

Name	#Enc	EP	End	Str	Ag	Int	Mov	Mel DB	Mis OB	OB	Gen	Subt	Perc	Mag	# Lang	# Spells	
<i>Robirrim</i>																	
Thegns	(50)	4,800	180	2	1	0	0	1	12	10	9	5	5	1	4	1	Human Warrior
Húscairls	(76)	3,600	175	2	1	0	0	1	11	9	7	4	4	0	3	1	Human Warrior
Heah-cairls	(700)	2,700	162	2	1	0	0	1	11	9	5	3	3	-1	2	0	Human Warrior
Cairls	(700)	2,100	150	2	1	0	0	1	10	8	4	2	2	-1	2	0	Human Warrior
Cnaihts	(2,700)	1,500	140	2	1	0	0	1	10	7	3	2	2	-2	2	0	Human Warrior
Lt. Riders	(1,600)	900	115	2	1	0	0	1	8	5	2	1	1	-2	2	0	Human Warrior
Horse-archers	(1,200)	900	105	1	0	1	0	1	7	3	5	2	4	0	2	1	Human Ranger
(Hvy War-horses) (6,213) <i>See LOR Beast Table</i>																	
(Lt. War-horses) (1,700) <i>See LOR Beast Table</i>																	
<i>The Juggler's Hall</i>																	
Jugglers	(40)	1,200	90	1	0	1	0	1	7	4	6	3	5	0	2	0	Human Scout
Students	(50)	600	65	1	0	1	0	1	6	3	5	2	3	0	2	0	Human Scout
Pilkun's Men	(15)	900	80	1	0	1	0	1	6	3	5	2	4	0	2	0	Human Scout
Dartel's Men	(25)	900	85	1	0	1	0	1	6	3	5	2	4	0	2	0	Human Scout
Tharbad (Section 5.0)																	
Dunlendings	(6)	1,500	130	1	0	1	0	1	8	5	7	3	6	1	3	0	Human Scout
<i>Larach Duhman</i>																	
Warriors	(30)	1,200	120	2	1	0	0	1	9	6	2	2	2	-2	2	0	Human Warrior
Thieves	(12)	1,200	90	1	0	1	0	1	7	4	6	3	5	0	2	0	Human Scout
Ruffians	(16)	1,200	95	1	0	1	0	1	7	4	6	3	5	0	2	0	Human Scout
<i>Tharbad</i>																	
Captains	(5)	3,600	162	2	1	0	0	1	11	9	7	4	4	0	3	1	Human Warrior
Sergeants	(10)	2,100	155	2	1	0	0	1	10	8	4	2	2	-1	2	0	Human Warrior
Men-at-arms	(300)	1,200	135	2	1	0	0	1	9	6	2	2	2	-2	2	0	Human Warrior
Engineers	(5)	1,500	44	1	1	0	1	1	3	2	6	2	6	-2	4	0	Human Civilian
Laborers	(500)	900	59	2	1	0	0	1	4	4	1	2	2	-2	1	0	Human Civilian
The Royal Library of Old Armor (Section 6.0)																	
<i>Bree</i>																	
Warriors	(30)	1,500	130	2	1	0	0	1	10	7	3	2	2	-2	2	0	Human Warrior
Guardsmen	(50)	1,200	105	2	1	0	0	1	9	6	2	2	2	-2	2	0	Human Warrior
Rangers	(7)	1,200	100	1	0	1	0	1	8	3	6	3	4	0	2	1	Human Ranger
Bandits	(14)	900	90	1	0	1	0	1	6	3	5	2	4	0	2	0	Human Scout
Hobbits	(65)	600	90	-2	3	0	-2	3	3	6	3	4	3	-3	2	0	Hobbit Scout
<i>Trolls</i>																	
Grâg	(1)	3,000	155	0	2	0	1	2	9	10	6	4	3	-1	2	0	Elf Warrior
Scrâg	(1)	2,400	145	0	2	0	1	2	8	9	5	4	3	-1	2	0	Elf Warrior
Brâg	(1)	2,400	140	0	2	0	1	2	8	9	5	4	3	-1	2	0	Elf Warrior
Drâg	(1)	2,100	145	0	2	0	1	2	8	9	4	3	2	-1	2	0	Elf Warrior
Râg	(1)	2,100	140	0	2	0	1	2	8	9	4	3	2	-1	2	0	Elf Warrior
Bog	(1)	1,500	125	0	2	0	1	2	8	8	3	3	2	-2	2	0	Elf Warrior
Nog	(1)	1,200	120	0	2	0	1	2	7	7	2	3	2	-2	2	0	Elf Warrior

Mel Mis											#	#					
Name	#Enc	EP	End	Str	Ag	Int	Mov	DB	OB	OB	Gen	Subt	Perc	Mag	Lang	Spells	
The Docks of Tharbad (Section 7.0)																	
Grallon's Men	(4)	1,200	95	I	0	I	0	I	7	4	6	3	5	0	2	0	Human Scout
The Ice Bay of Forochel (Section 8.0)																	
Crew:																	
Evenstar	(20)	900	95	I	0	I	0	I	6	3	5	2	4	0	2	0	Human Scout
Grey Swan	-(60)	1,200	105	I	0	I	0	I	7	4	6	3	5	0	2	0	Human Scout
Return to Civilaztion (Section 9.0)																	
Lossoth																	
Shaman	(I)	1,500	80	0	0	2	0	0	4	3	3	3	6	7	5	4	Human Bard
Hunters	(12)	900	90	I	0	I	0	I	7	3	5	2	4	0	2	I	Human Ranger
Youngsters	(23)	300															
(Sled-dogs)	(60)	See LOR Beast Table															
Return to the Riddermark (Section 10.0)																	
See the Juggler's Hall (Section 4.0)																	
Search in the Wold (Section 11.0)																	
Gugle (Gúga)	(I)	3,600	152	0	2	0	I	2	9	10	7	5	4	0	3	I	Elf Warrior
Drudge																	
(Drûdâg)	-(I)	3,300	150	0	2	0	I	2	9	10	6	4	3	0	3	I	Elf Warrior
Jugglers	(30)	1,500	130	0	2	0	I	2	8	8	3	3	2	-2	2	0	Elf Warrior
Orcs	(40)	900	105	0	2	0	I	2	6	6	2	2	I	-2	2	0	Elf Warrior
Bandits	(20)	1,200	110	I	0	I	0	I	7	4	6	3	5	0	2	0	Human Scout
Stone																	
Golums	(4)	3,000	123	3	I	0	0	I	10	I	0	0	2	-2	0	0	Magical Construct
The Fourth Tier (Section 12.0)																	
Shorrie's Men	(10)	1,500	125	I	0	I	0	I	8	5	7	3	6	I	3	0	Human Scout
Lake-town (Section 13.0)																	
Elite Guard	(20)	1,500	120	2	I	0	0	I	10	7	3	2	2	-2	2	0	Human Warrior
Warriors	(60)	900	100	2	I	0	0	I	8	5	2	I	I	-2	2	0	Human Warrior
Warrior Levy	(120)	600	95	2	I	0	0	I	7	5	2	I	I	-2	2	0	Human Warrior
Thieves	—	900	85	I	0	I	0	I	6	3	5	2	4	0	2	0	Human Scout
Ruffians	—	900	90	I	0	I	0	I	6	3	5	2	4	0	2	0	Human Scout
Rathumus'																	
Guards	(6)	1800	150	2	I	0	0	I	10	7	4	2	2	-2	2	0	Human Warrior
Into the Forest (Section 14.0)																	
Olog-hai	(6)	4,800	187	0	2	0	I	2	10	11	9	6	5	I	4	I	Elf Warrior
Half-orcs	(55)	900	105	2	I	0	0	I	8	5	2	I	I	-2	2	0	Human Warrior
Wood Elves																	
Ward-captain	(I)	2,400	120	-I	I	2	I	I	7	6	6	4	7	3	3	4	Elf Ranger
Warders	(20)	1,200	80	-I	I	2	I	I	6	4	4	2	4	2	2	I	Elf Ranger
Return to the King (Section 15.0)																	
Karamar's Men	(10)	1,800	150	2	I	0	0	I	10	7	4	2	2	-2	2	0	Human Warrior
Giant Spiders	(7)	See LOR Beast Table															

18.3 LOR CHARACTER TABLES

18.3.1 LOR NPC TABLE																
Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mis	OB	Gen	Sub	Perc	Mag	# Lang	# Spells
Minas Tirith (Section 3.0)																
Elessar	10,800	182	2	1	2	0	1	10	8	8	5	7	4	8	13	Human Ranger
Tarquillan	9,000	115	0	1	3	0	0	2	1	2	3	5	14	10	All	Human Bard
Elegar	2,400	140	1	0	1	0	1	8	5	8	5	7	1	3	1	Human Scout
Carandor	5,400	165	1	0	1	0	1	10	8	11	8	10	2	5	9	Human Ranger
Gilorwen	3,300	100	0	0	2	0	0	6	5	6	4	8	8	5	11	Human Bard
The Juggler's Hall (Section 4.0)																
Vacros	3,600	157	1	0	1	0	1	9	6	9	7	9	1	5	2	Human Scout
Sunlending																
Mardsun	4,500	155	0	0	2	0	0	7	6	7	6	9	10	9	9	Human Bard
Pilkun Valeran	1,800	90	0	0	2	0	0	4	4	3	3	7	7	5	5	Human Bard
Dartel Karan	2,100	125	2	1	0	0	1	10	8	4	2	2	-1	2	0	Human Warrior
Tharbad (Section 5.0)																
Cilis	4,500	180	2	1	0	0	1	12	10	8	4	4	1	3	1	Human Warrior
Hearon	2,100	120	1	0	1	0	1	8	5	8	4	6	1	3	1	Human Scout
The Royal Library of Old Arnor (Section 6.0)																
Ilberic																
Brandybuck	1,200	95	-2	3	0	-2	3	4	7	4	5	5	-3	2	0	Hobbit Scout
Linuilë	60,000	165	6	6	5	4	6	19	17	10	11	14	16	15	All	Maia (Water Spirit)
The Docks of Tharbad (Section 7.0)																
Amferen Sandir	2,100	160	2	1	0	0	1	10	8	4	2	2	-1	2	0	Human Warrior
Guidariks Twegen	1,500	130	2	1	0	0	1	10	7	3	2	2	-2	2	0	Human Warrior
Grallon	1,800	140	2	1	0	0	1	10	7	4	2	2	-2	2	0	Human Warrior
The Ice Bay of Forochel (Section 8.0)																
Andra Kisenan	2,400	162	2	1	0	0	1	10	8	5	3	3	-1	2	0	Human Warrior
Uldor	18,000	172	1	0	0	0	1	13	13	12	9	9	7	8	2	Human Warrior
Return to Civilization (Section 9.0)																
Trimani	2,100	120	2	1	0	0	1	10	8	4	2	2	-1	2	0	Human Warrior
Lufsen	2,100	160	2	1	0	0	1	10	8	4	2	2	-1	2	0	Human Warrior
Culnun	1,500	130	2	1	0	0	1	10	7	3	2	2	-2	2	0	Human Warrior
Frannard (see Table 18.1).																
Thuidimer	1,500	150	2	1	0	0	1	10	7	3	2	2	-2	2	0	Human Warrior
Galariks	1,500	152	2	1	0	0	1	10	7	3	2	2	-2	2	0	Human Warrior
Kénwë Foryaren	5,400	140	-1	1	2	1	1	8	9	9	7	10	4	5	9	Elf Ranger
Gondring (see Table 18.1).																
Return to the Riddermark (Section 10.0)																
Bergrand	3,600	145	0	0	2	0	0	6	5	6	5	9	9	8	8	Human Bard
Marodwyn	3,000	95	0	0	2	0	0	1	0	1	1	4	11	6	10	Human Bard
Folric (see Table 18.3.1).																
Derelon	1,500	105	0	0	2	0	0	4	3	3	3	6	7	5	4	Human Bard
Rémahild	1,500	80	0	0	2	0	0	4	3	3	3	6	7	5	4	Human Bard
Search in the Wold (Section 11.0)																
Juangert Ferillót	3,000	165	2	1	0	0	1	11	9	6	3	3	-1	2	0	Human Warrior
Angrus	3,000	170	2	1	0	0	1	11	9	6	3	3	-1	2	0	Human Warrior
Nagan	3,000	165	2	1	0	0	1	11	9	6	3	3	-1	2	0	Orc Warrior

Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mis	OB	Gen	Sub	Perc	Mag	#	#	
															Lang	Spells	
Galina	1,200	95	0	0	2	0	0	3	2	2	2	2	5	6	4	3	Human Bard
Galina's ability with the lute is merely fair, but her singing voice is perfection itself. Her ballads, canticles, and lays bring her frequent invitations to noble and royal feasts. Her witty conversation adds to her charm. She loves the outdoors and frequently joins Minas Tirith's courtiers for hunting trips.																	
Áraliniel	1,200	80	0	0	2	0	0	1	0	1	0	0	4	8	4	6	Human Bard
Tarquillan bade the secret order of the Blood Ring to choose one of its own to embark on the quest for the palantír. Áraliniel was their choices. She is a young, attractive magic user of fragile build, sensitive and intelligent.																	
Sûlistar	1,200	85	0	0	2	0	0	1	0	1	0	0	4	8	4	6	Human Bard
Sûlistar is another magicuser put forward by the Blood Ring. He is a suprising choice, since he would never have volunteered for such a task. Despite his incredible potential in the manipulation of arcane magic, he is far too scatterbrained to develop his abilities beyond rudimentary mastery. His mentor hopes the perils of seeking a palantír may improve the young man's powers of concentration.																	
Melindwen	1,200	85	0	0	2	0	0	3	2	3	1	0	5	5	3	5	Human Bard
When Gondorians returned to Ithilien in Faramir's wake, they discovered Melindwen contentedly darning socks in a small cottage in the middle of a tangled wood. She had dwelt there throughout the War of the Ring, providing healing and nourishment for the animals of the grove, while the lands surrounding her haven were ravaged. Her unusual history made her a popular figure amongst Faramir's people. Indeed Faramir recommended Melindwen for the palantír quest, knowing that she would love to travel and meet the birds and beasts of distant places.																	

18.3.3 LOR REPLACEMENT CHARACTERS

Name	EP	End	Str	Ag	Int	Mov	Def	OB	Mis	OB	Gen	Sub	Perc	Mag	#	#	
															Lang	Spells	
The Juggler's Hall (Section 4.0)																	
Turibor	1,200	105	0	0	2	0	0	3	2	2	2	2	5	6	4	3	Human Bard
Katrisel	1,200	100	1	0	1	0	1	7	4	6	3	3	5	0	2	0	Human Scout
Tharbad (Section 5.0)																	
Rogan	1,200	130	2	1	0	0	1	9	6	2	2	2	2	-2	2	0	Human Warrior
The Royal Library of Old Arnor (Section 6.0)																	
Matorn	1,200	110	1	0	1	0	1	8	3	6	3	3	4	0	2	1	Human Ranger
Berillan	1,200	95	0	0	2	0	0	1	0	1	0	0	4	8	4	6	Human Bard
The Docks of Tharbad (Section 7.0)																	
Tharanon	1,200	140	2	1	0	0	1	9	6	2	2	2	2	-2	2	0	Human Warrior
Chapster	1,200	105	0	2	0	2	2	5	5	5	4	4	5	-2	2	0	Elf Scout
The Ice Bay of Forochel (Section 8.0)																	
Sallan	1,200	135	1	0	1	0	1	7	4	6	3	3	5	0	2	0	Human Scout
Return to Civilization (Section 9.0)																	
Frannard	1,200	120	2	1	0	0	1	9	6	2	2	2	2	-2	2	0	Human Warrior
Return to the Riddermark (Section 10.0)																	
Folric	1,800	125	0	0	2	0	0	4	4	3	3	3	7	7	5	5	Human Bard
Bowlin	1,800	165	2	-1	0	0	0	10	6	5	3	3	2	-3	2	0	Dwarf Warrior
The Fourth Tier (Section 12.0)																	
Solorion Marhir	2,100	140	1	0	1	0	1	8	5	8	4	4	6	1	3	3	Human Ranger
Mindiel Narnor	2,100	100	0	0	2	0	0	1	0	1	1	1	4	9	5	7	Human Bard
Lake-town (Section 13.0)																	
Dralin	2,400	172	2	-1	0	0	0	10	7	6	4	4	3	-2	2	0	Dwarf Warrior
Totila	2,400	135	0	0	2	0	0	5	4	5	3	3	7	7	4	9	Human Bard
Into the Forest (Section 14.0)																	
Marwen	2,400	100	-1	1	2	1	1	0	1	1	1	1	3	10	5	8	Elf Bard
Galadlin	2,400	145	0	2	0	1	2	8	9	5	4	4	3	-1	2	0	Elf Warrior

18.4 LOR CONVERSION NOTES

The **LOR** tables in Sections 18.1, 18.2, and 18.3 provide you with all the statistical info you need on non-player characters, beasts, and military forces. However, the adventures that comprise the *Palantir Quest* also contain stats for locks, traps, and magical items. The conversion instructions below will enable you to translate **MERP** locks into **LOR** locks, **MERP** traps into **LOR** traps, and **MERP** items into **LOR** items.

18.4.1 LOCKS

MERP locks are described using the difficulty level of the maneuver required to pick the lock together with a numerical modifier. The terms used are the same as those that describe **LOR** maneuvers. To convert a **MERP** lock to a **LOR** lock, simply ignore the numerical **MERP** modifier and use the **LOR** numbers assigned to the difficulty level on page 5 of the *The Guidelines*. This information is reproduced below:

Difficulty Level	Minimum for Success
Routine	Δ4
Very Easy	Δ5
Easy	Δ6
Light	Δ7
Medium	Δ8
Hard	Δ9
Very Hard	Δ11
Extremely Hard	Δ13
Sheer Folly	Δ15
Absurd	Δ18

18.4.2 TRAPS

Traps have two components best summarized by two questions: 1) how difficult is it to detect and disarm the trap? and 2) what are the results of triggering the trap?

MERP traps are partially described using the difficulty level of the maneuver required to detect or disarm the trap (two separate maneuvers) together with a numerical modifier. The terms used are the same as those that describe **LOR** maneuvers. To convert a **MERP** trap to a **LOR** trap, ignore the numerical **MERP** modifier and use the **LOR** number assigned to the difficulty level (shown above).

What happens if a trap is triggered by the adventurers? Sometimes the result can be described without game system stats—for example, perhaps the trap simply sounds an alarm in an adjacent guard hall, in which case the guards are alerted to the presence of intruders. More often, the trap triggers an automated weapon attack (such as that delivered by a spring-loaded crossbow) or a spell.

If the trap triggers a weapon attack, the **MERP** attack is described by weapon type and an offensive bonus. To convert the **MERP** OB to a **LOR** offensive bonus, simply divide the modifier by 5. Then use the result on the **LOR** *Combat Table* (page 17 of *The Guidelines*) as usual.

If the trap triggers a spell, then the name of the **MERP** spell and the **MERP** spell list where that spell appears are given. To convert the **MERP** spell into a **LOR** spell, look up the **MERP** spell list on the chart below which gives the corresponding **LOR** spell. (Rarely, the trap triggers a custom spell that exists in neither **MERP** nor **LOR**; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

OPEN ESSENCE SPELLS

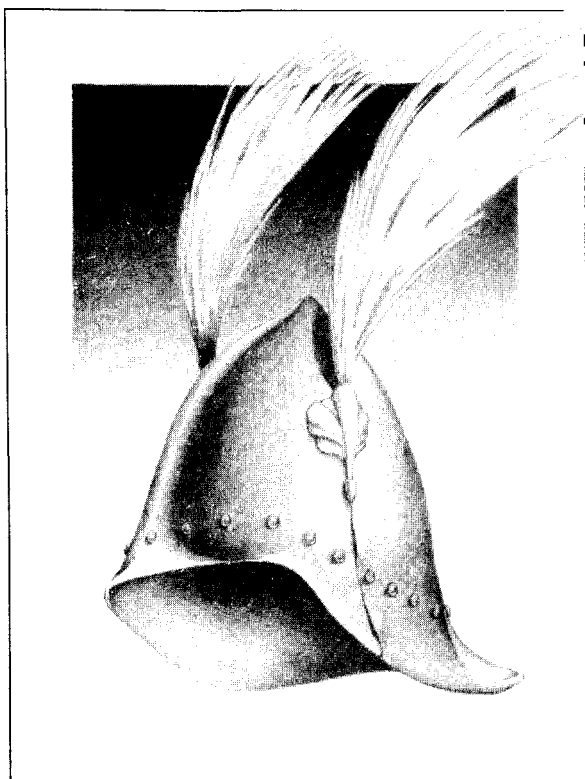
MERP List	LOR Spell
Physical Enhancement	Balance
Essence's Ways	Concentration
Unbarring Ways	Speed
Essence Hand	Shield
Spell Ways	Protection from Magic
Essence Perceptions	Concentration
Illusions	Camouflage
Spirit Mastery	Calm

MAGE SPELLS

MERP List	LOR Spell
Fire Law	Fire Bolt
Ice Law	Fire Bolt
Earth Law	Item Analysis
Light Law	Fire Bolt
Wind Law	Protection from Magic
Water Law	Luck
Lofty Bridge	Speed
Living Change	Strength



Gondorian helm



BARD SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Lore	Concentration
Controlling Songs	Calm
Sound Control	Luck
Item Lore	Item Analysis

OPEN CHANNELING SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Nature's Lore	Concentration
Nature's Movement	Speed
Spell Defense	Protection from Magic
Surface Ways	Healing
Protections	Shield
Detection Mastery	Concentration
Sound/Light Ways	Fire Bolt
Calm Spirits	Calm

ANIMIST SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Direct Channeling	Clairvoyance
Blood Ways	Healing
Bone/Muscle Ways	Healing
Organ Ways	Healing
Animal Mastery	Charm Animal
Plant Mastery	Camouflage
Purifications	Luck
Creations	Sustenance

RANGER SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guises	Camouflage
Nature's Ways	Charm Animal

18.4.3 MAGIC ITEMS

Most of the treasure found in Middle-earth falls into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LOR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LOR*, normal criticals are represented by the U and K results on the *LOR Combat Table*. The GM need only referee normal *LOR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LOR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being “equal in severity,” roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.

For example, Jos Haur! the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Haur!'s Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Haur!'s player rolls the dice for a result of 6. His total attack roll is $3 + 2 + 6 = 11$.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Haur! has achieved a U result. This means we must also check the result of the grappling ability of the bola.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Haur!'s 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying Orcs* or *Of Slaying Dragons* or *Of Slaying Trolls*, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the *Combat Table*. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying swords* or *Of Slaying weapons* or *Of Slaying armor* or *Of Slaying shields*, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the *Combat Table*. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying undead*.)

ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this **MERP** DB into a **LOR** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In **LOR**, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the *Combat Table*. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

SPELL CASTING ENHANCEMENT

Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from **MERP** spells to **LOR** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.



Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).



PALANTÍR QUEST™

"They were perfect spheres, appearing when at rest to be made of solid glass or crystal deep black in hue. At smallest they were about a foot in diameter, but some, certainly the Stones of Osgiliath and Amon Sûl, were much larger and could not be lifted by one man. Originally they were placed in sites suitable to their sizes and intended uses, standing on low round tables of black marble in a central cup or depression, in which they could at need be revolved by hand. They were very heavy but perfectly smooth, and would suffer no damage if by accident or malice they were unseated and rolled off their tables. They were indeed unbreakable by any violence then controlled by men..."

—Unfinished Tales*

Strange portents in the great Seeing-stone of Minas Tirith give promise that one of the lost palantíri of the North has returned to the lands of Men. Can the adventurers find this legendary treasure and bring it to King Elessar? Rogues of the wilds, blizzards out of the Forodwaith, and the greed in Men's hearts all conspire against them.

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