



Tales of the Westmarch

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1.0 INTRODUCTION

1.1 HOW THIS MODULE MADE IT TO THE WEB

This module was written for Iron Crown Enterprises in 1989-1990 and was submitted for publication as you see it now. This was my third module behind *Dunland and the Southern Misty Mountains* and *Ents of Fangorn*. Right about that time, however, ICE underwent some philosophy changes about what products to publish. They began reformatting some of their older works into the new city and fortress books. During this time Westmarch warmed the bench as it were waiting for its chance. After several calls inquiring about the date when it would be published I basically decided that I should not get my hopes up.

When I finally got a copy of the *Northwestern Middle-earth Gazetteer* I got a glimmer of hope back because several of my creations for Westmarch were included as part of that tome. The towns of Beldwin and Derwath along with their ruling lords and one of the castles were all there. I hoped that this might be an indicator that Westmarch might be published after all.

Soon though these hopes were squelched again when I realized that ICE was going to get into the collectable card business. CCG's if popular are very profitable. Considering ICE's previous cash-flow problems, I don't blame them at all for rerouting resources from the Middle-earth Role Playing line to the expansion of such a profit stream. It did, however mean that Westmarch was unlikely to ever be published.

Several years had passed when in the summer of 1998 I got an e-mail from Chris Seeman who publishes *Other Hands*. Chris asked me if I would be willing to have my email address posted so that people could ask me questions about the modules I wrote. I told him that it would be fine. As an afterthought,

I asked Chris if he would be interested in providing space for a previously unpublished MERP module (Westmarch) to be put up on the web for MERP players since it was unlikely to ever be published by ICE. He said that he would and agreed to speak to ICE about getting permission to publish it on the web. Iron Crown's Jessica Ney-Grimm gave the go ahead and I formatted it into this huge PDF file. Now you have a module that was accepted by ICE but not published. That's about as close to cannon as it gets. Thanks for indulging me in this little bit of history. Have fun.

1.2 A FEW MORE COMMENTS ABOUT CONTENTS

Most of ICE's MERP modules include several sections on terminology, definitions, conversion statistics, etc. I'm assuming that if you are knowledgeable about the MERP system to take the trouble to download this that you probably don't need this stuff. If you find abbreviation that you don't recognize or a term with which you are unfamiliar take the time to look in your other MERP materials. If you still can't find it then e-mail me and I will try to figure out what I meant.

1.3 ACKNOWLEDGEMENTS

I would like to thank ICE for allowing this module to be published via the web. I would like to thank Chris Seeman for making it happen. I would like to thank my wife Donna for her continued support of my eccentricities.

Several graphics used for paragraph separation are copyrighted to ICE and are used with permission. The rest of the interior art can be blamed on me. The Celtic art is based on the work of George Bain.

Randell Doty

2.0 WESTMARCH

2.1 OVERVIEW

Westmarch. The name brings up images of lush plains and green fields. A peaceful farming area where everything is pleasant. Nothing is closer to the truth. It is all these things, but it is also an area not used to the turmoil seen in the lands to the south, east, and north. Many people from the populated South think of this area almost as an untouched Garden of Eden, as it were. Most adventurers also seem to think this. Therefore travel in the area for purpose of adventure is unlikely, and usually unprofitable for the adventurer, because, as mentioned already Westmarch is not a center for excitement...usually.

Westmarch in 1640 is, like most of Middle-earth, recovering from the Great Plague of 1636, which hit Westmarch as it did everywhere, but not as hard as eastern Calenardhon, or Dunland to the north. This is mainly due to the limited travel into and out of the area. The Great East-West Road runs through Dunland to the north and crosses the Angren at the great fords into Calenardhon, therefore bypassing Westmarch to the south. Because of this isolation from traveling carriers of the Plague through Westmarch, fewer people died there than in other areas. This, however, did not make the deaths any less painful to the inhabitants, on the contrary, since the area is a rural farming and ranching area with few cities, some of the deaths have had a greater impact because some of the key craftsmen that died during the Plague have not yet been replaced. The coming of the Plague brought about an unusual period of turmoil in Westmarch which has slowly corrected itself for the most part, but unlike typical life in peaceful Westmarch there have been some strange occurrences lately.



2.2 A BRIEF TIMELINE

The Second Age

- | | |
|-----------|--|
| 1 | Noldorin kingdom established in Lindon after the fall of Beleriand with Gil-galad as king. |
| 32 | Númenor founded. |
| 600-1200 | Númenóreans explore much of Middle-earth and make contact with the Daen Coentis of the White Mountains. |
| 750 | The Noldor found Eregion and build Ost-in-Edhil. |
| 1200-1500 | Númenóreans begin building fortresses and havens all along the western coast of Middle-earth. During this time they begin to use the great southern forests extensively for ship building. |
| 1500 | Elves of Eregion begin to make the rings of Power under Sauron's guidance (as Annatar). |
| 1600 | Sauron makes the Ruling Ring. |
| 1693-1700 | Sauron makes war on the Elves of Eregion. Most all of Eriador is laid waste to by his armies. Sauron is defeated by the Númenóreans and the Elves, and retreats to Mordor. |
| 1800-2251 | Númenóreans increase their holdings in Middle-earth. It is during this time that the circle of Angrenost (Isengard) is smoothed, but the fortress will be built later. Sauron begins to send emissaries to the Daen Coentis to subvert their religion and turn them against the Númenóreans, whose numbers will swell above those of the Daen Coentis in the White Mountains as this time period ends. Several Dúnadan families with pioneering spirits settle in what will become |

Westmarch looking to Angrenost for protection. Some of the Daen Coentis from the southern vales of the White Mountains also migrate to Westmarch to escape the Dúnadan intrusion, thereby swelling the ranks of the clans already there and causing numerous clan wars.

3315 Drúedain split with the Daen Coentis due to their evil ways. They take up residence in the deep wooded areas of the White Mountains and the Enedhwaith.

3319 The downfall of Númenor and the Bending of the Seas.

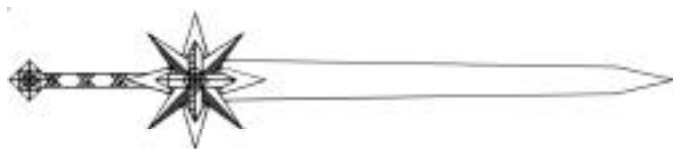
3320 Foundation of the Realms in Exile. The Daen Coentis swear an oath of loyalty to Isildur .

3325-3341 Many of the Daen Coentis migrate north either to Dunland or Rhudaur. The first groups do so because of disagreements in the new dark religions. The later groups migrate to escape the fear caused by the oath breaking.

3430 Last Alliance of Elves and Men is formed to confront Sauron.

3434 The Daen Coentis are called by the Alliance; they refuse, and thereby bring the curse of the oath-breakers upon them.

3441 The Barad-dûr is taken and Sauron is overthrown. Isildur cuts the Ruling Ring from Sauron's finger and keeps it as his own.



Third Age

1 The tower of Orthanc is constructed.

2 Isildur is ambushed and dies at the Gladden fields while enroute to Arnor.

250-850 Arnor declines gradually.

250 Calenardhon begins to be settled along the Great East-West Road. More Dúnadan settlers move into Westmarch, and take over the government there.

500-1400 Calenardhon is a prosperous province. Westmarch is considered the furthest western province of Gondor

1000 Sauron stirs again, and the Istari are sent to Middle-earth as a balance to his presence.

1050 Gondor at the height of its power expands and builds many border fortresses, mainly in the north, but a few are constructed in Westmarch.

1300-1350 Witch-king founds Angmar.

1432-1447 The Kin-strife tears apart Gondor.

1600 Hobbits settle in the Shire.

1636-37 The Great Plague, a collection of devastating diseases and pestilences, sweeps through Rhovanion, Gondor, and Eriador. Calenardhon begins a slow decline in population. Westmarch loses touch with Gondor in trade and in government for awhile. Trade from the north declines. The Dúnedain slowly begin to lose power in Westmarch.

1640 The capital of Gondor is moved from Osgiliath to Minas Anor.

1974-75 The Witch-king's armies overrun Arthedain.

1980 The Witch-king reenters Mordor and gathers the Nine. The Balrog of Moria comes forth.

2050 Orthanc is locked with only a small hereditary force left to guard the

	fortress. The last king of Gondor dies without an heir, and the first of the Ruling Stewards rules Gondor. Few pure Dúnedain remain in Westmarch		Saruman is given the keys of Orthanc.
		2830-2903	Reign of Folcwine in Rohan. The Rohirrim drive the Dunmen from Westfold.
2063	Beginning of the Watchful Peace. Dunmen begin to settle further south of Dunland in Westmarch, reawakening old racial strife and gaining control of Westmarch.	2911-12	The Fell Winter strikes Eriador and Rhovanion.
		2941	The White Council drives Sauron from Dol Guldur.
2460-2510	The Balchoth invade Gondor. The Éothéod, led by Eorl the Young, come to Gondor's aid and are given the land of Calenardhon as reward by Cirion the Steward. Battles begin between the Rohirrim and the Dúnedain over the possession of Westmarch. The Aglarond is rebuilt.	2953	Last meeting of the White Council. Saruman begins building forces, (including many Dunmen) and claims Orthanc as his own. Saruman begins sending servants to search the Gladden Fields.
		3000	Saruman uses the Orthanc palantír and becomes entrapped by Sauron.
2710	Dunmen take control of the circle of Orthanc.	3018-19	War of the Ring. The Ents attack Isengard. The Dunmen in league with Saruman are defeated at Helm's Deep, but allowed to return home. Westmarch was not counted on by either side as an ally due to the mixed racial heritage and is therefore spared conflict except for stray Orcs. The One Ring is destroyed and Sauron is cast out. Saruman passes from Endor.
2754	Freca, a half Dúnedain nobleman from Westmarch, is killed by Helm Hammerhand, King of Rohan.		
2754-58	Wulf, Freca's son, raises a Dúnedain army to march against Rohan.		
2758	The Long Winter grips the land. Easterlings invade Rohan from across the Anduin. The Haradrim of Umbar attack Gondor. Seeing his opportunity at hand, Wulf marches his army into Rohan defeating the Rohirrim in the deep snow at the fords of the Isen. The Aglarond is renamed after the Rohirrim are held in siege at Helms Deep and Dunharrow. Helm and his sons are killed.	3021	End of the Third Age.
2759	Fréalaf, Helm's nephew, surprises the Dunmen in Edoras and kills Wulf, and upon their rout is crowned king, first of the second line of kings in Rohan. The Dunmen are also driven from Isengard, but not Westmarch.		



2.3 THE LAND

2.31 GEOGRAPHY

The land known as Westmarch was given that name by the early Númenórean settlers as it is the furthestmost region of the southern kingdom of Gondor. The name is also used now by the Daen Lintis and will be used later by the Rohirrim. The geographical boundaries of the land so named are: the White Mountains to the east, the Adorn river to the south, the river Angren to the north and the convergence of the rivers Angren and Adorn to the west.

The Mountains

The White Mountains directly to the east of Westmarch are tall and twisted into a huge mass of jumbled rock, caused by the forces that formed the Misty Mountains and the White Mountains, coming together at a near right angle. This area, where the two perpendicular lines of force cross, erupted into a knot of gnarled peaks of great height, which are nearly impassable. Due to their height these mountains are snow topped year around, hence their name. This would seem strange to most to name a set of mountains “white” just because of the snow, but one must consider that this is unique to these mountains at this latitude. Just the fact that they remain snow covered year-round this far south was unique enough for those who first beheld them. The rest of the White Mountains which extends south and west from this point are, by comparison, much lower and less treacherous, offering several passes through them to the coastal regions. To the west, the mountains fall steeply from their great height to the few foothills that lay below on the Westmarch side, which quickly merge into the rolling plains that make up most of Westmarch. To the east the range extends in this nearly impassable state in a line that runs just south of due east and ends at the Anduin valley as the back wall of Minas Anor.



The Plains

The Plains of Westmarch roll away from the White Mountains like a green carpet dotted with tilled fields and lines of trees breaking the land up in the more populated areas. A notable feature throughout the plains in Westmarch is the continuation of the volcanic nature that is present in the southern end of the Misty Mountains, and in particular the Ring of Angrenost (Isengard) which was once a volcano. If it is postulated that the northernmost area of the White Mountains is indeed the southernmost continuation of the Misty Mountains, this is easily conceivable. In Westmarch this volcanic nature presents itself as lonely flat hills of minimal height which are dispersed across the broad plains. These are, of course, the small extinct volcanoes that at one time formed this land as well as being one of the sources of its fertility. Currently, there are no active volcanoes in Westmarch nor have there been in recorded history, but when they were active the amounts of ash spewed forth enriched the soil in such a lasting way that, along with the dual rivers, have made Westmarch one of, if not the most fertile areas of Middle-earth.

The Rivers

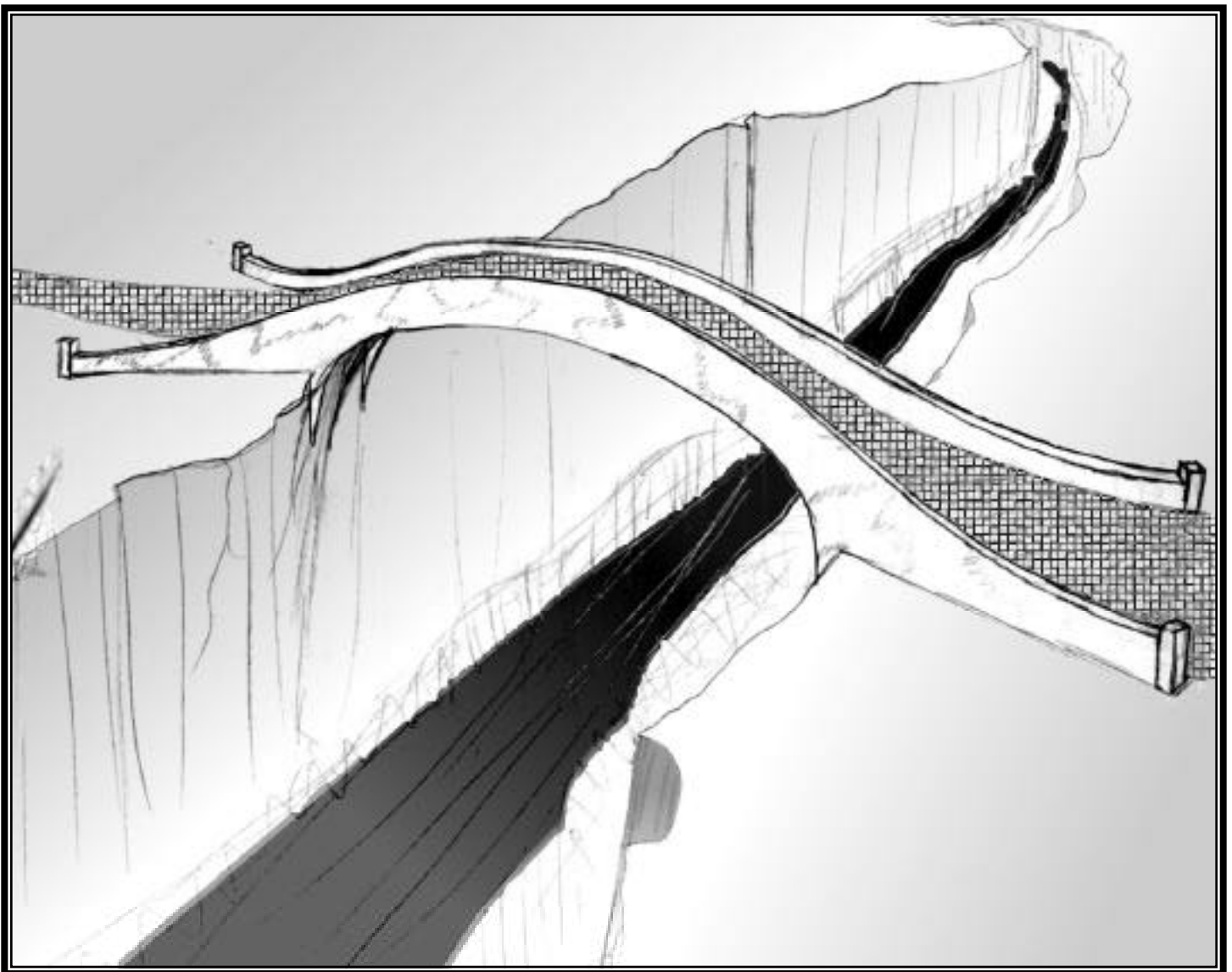
The fertility of Westmarch cannot wholly be attributed to its volcanic past, however. Its very borders are another source that combines with this to make Westmarch the most fertile region in Western Middle-earth. These boundaries are the Adorn and Angren rivers to the south and north, respectively. These provide the moisture needed for the crops of Westmarch as well as bringing soil from the run-off of the mountains to be deposited in the river basins.

The Angren river crosses the Calenardhon before taking its westerly turn to the sea. It is at this point it becomes the northern border of Westmarch. It also starts its dive into a gorge that runs almost the length of Westmarch. As the river turns west it falls quickly via a series of stair-step rapids into a

canyon which at its deepest point reaches some 200' in depth. Although deep in parts the gorge is often wider at its base than at its apex. In some places this canyon is so overhung that the top gap actually becomes quite narrow. Close enough in a few places for the right horse to be able to jump it, although few have tried it (fewer still have succeeded). Herds of antelope have been known to use this as an escape route. This overhang causes the cliffs to be completely unscalable. As the river makes its way west and south the gorge lessens in depth and the river widens. The gorge provides some natural protection for the people of Westmarch from any invasion from the north as there are few places to cross it. The army would have to cross at the fords of the Great East-West Road in the gap, go far enough west where the gorge breaks and fording is possible, or use one of a few

small bridges constructed over the gorge in places where the distance across is not too great. That, however, would allow only two to three horses to cross at once which is highly unadvisable, tactically speaking. Other than its source in the Misty Mountains the Angren is also fed by several small rivers and streams that come down from the White Mountains and join the Angren in its course to the sea. Some of these drop over the edge of the gorge in beautifully scenic waterfalls.

The Adorn is born high in the White Mountains. It washes down the mountains dropping in and out of caves finally to emerge as a wide shallow river that snakes its way to connect with the Angren before coming to the sea. Because of its source, the Adorn is a very cold river for its first 50 miles and is crystal clear throughout its length. It is one of the



more picturesque rivers in all of Middle-earth. Like the river itself, the Adorn's valley is quite a bit wider and more useful for farming than the Angren and more large plantations can be found in south Westmarch. The Adorn rarely overflows its banks, and levees have been built in the places where it is most likely to do so. Due to its cold clear water the Adorn is also a wonderful trout fishing river and men of leisure from the southern provinces sometimes come to Westmarch for that very purpose.

2.32 CLIMATE

Westmarch is again blessed by nature as it seems when referring to weather. It is pleasant nearly year around. Its proximity to the coast gains warmth for it, but the mountains to the south and east shield it from many of the coastal storms of the south, but not those that enter from the west. These are the only storms that cause severe weather in Westmarch. They enter from the west and rebound off the White Mountains to bring extended thunderstorms to the area during the spring and fall of the year, but the window for these storms is relatively short and only two or three of these large storms happen each year. The people of Westmarch are well aware of this and take the necessary precautions. Once every three to four years a hurricane grounds on the coast to the west bringing monsoon type conditions that can last for days or even weeks. Wind damage and flooding can occur, but again this is rare and usually enough warning is received to make the proper arrangements. No amount of preparedness can cover every possibility, however, and there are usually several casualties. The winters in Westmarch are mild except for in the foothills of the White Mountains which can remain snow covered for two to three months. The plains regions have snow also but the snow usually does not lay around longer than two to four days. This allows cattle and sheep to graze year round with little supplementation of diet necessary. However, most ranchers take the precautions to have enough fodder around regardless of how mild the winter seems. In the summer the temperature rarely reaches above 100° and the humidity is not so bad as to make it feel

stifling. All in all Westmarch would be a wonderful vacation spot for those capable of taking one.

2.33 FLORA

Although, for the most part, Westmarch is either covered in short grass or farmland, there are a few forests and scattered trees. In the high vales of the White Mountains, the trees are predominantly coniferous mixed with the typical high mountains hardwoods (i.e., ash, rowan, etc.). As the land flattens, the trees become decidedly more hardwood. Stands of virgin forest not unlike that found in Fangorn or the old forest can still be found in the deep recesses of the lower mountains vales. The similarity to these old forests also includes the presence of active trees or Huorns, and on some occasions, Ents. Other than those already mentioned, there are a few other plants that are of interest.

Nethlequat.

This grass grows in patches across the plains. It is longer than the normal grass of the area, and reddish in color, however, to the unknowing observer it can cause quite some difficulty. The touch of these weeds to the bare skin of human or animal causes an intense burning pain and later a severe rash. This will cause the person or animal touched to move at 50% until the pain subsides (2-5 days) unfortunately the substance causing the pain cannot be washed off or neutralized by any known antidote. The pain can be reduced, however, by the use of various analgesic herbs. Even when the pain is removed or subsided the discomfort of the rash will leave the person at -25% movement. The rash resolves after one to two weeks by itself. It can be temporarily held off by any of the antihistamine herbs or any of the stimulant type herbs, which unfortunately can have other effects, including addiction. On the outside chance that one of these plants was ingested by a human (animals know better), it would produce such a laxative type effect, that the partaker would need to save vs a 7th level poison or die from complete loss

of their digestive tract. Those that do save will be incapacitated for 1-4 weeks.

Majon

Majon is a budding flower found on the tops of low hills in the plains. Early in the spring when it blooms it has a milky white 5-petalled flower with lavender centers. After the bloom withers, a pod forms in the same summer. In the fall the plant blooms again, this time with red blooms and black centers. The pod formed during summer bursts at this time and releases its spores. The pod if eaten during the summer produces a dream like state while the partaker is still awake; the dreams being superimposed upon their reality. The pods are used mainly for recreational purposes. This causes an psychological addiction in most, with people refusing to take on certain tasks (such as combat or making important decisions) before eating pod. Unfortunately these dreams are not necessarily pleasant. Nightmares can occur even while the person is awake causing an extreme psychotic phase in some people which may start or stop with no warning. These nightmares can be induced in chronic users or in those who were once chronic users by extended periods of stress or personal trauma. This has brought on the accidental deaths or maiming of several people by the hand of the imbibor. The chance of one of these episodes occurring increases with the total number of doses taken by an individual. Each dose increases the attack level of the poison by 1 and the individual must make a saving throw versus poison each time he becomes overly stressed (i.e., prolonged battles, lack of appropriate sleep, use of stimulant herbs, etc.).

2.34 FAUNA

Besides the typical fauna of foxes, hunting cats, beavers and other small animals, there are a few animals that are special and should be noted.

Green Asps

Green asps should be noted for the value of their poison glands, which can be sold to

certain individuals for large sums of money. The people of Far Harad, and subsequently others that have had association with them, believe that these glands, taken in small quantities, are a powerful aphrodisiac. If they are ingested in larger doses (2-3 glands) the substance can be a potent organ restorer. One side effect of these larger doses, however, are fits of ungovernable madness that can recur unexpectedly up to three days after the dose was taken. The first of these fits passes quickly (within an hour usually). Recurring attacks can strike at any time for the next few days, but with decreased duration and intensity. Recently, these stimulant properties have been used by several herbalists to treat states of catatonia in patients. The glands are situated behind the snake's eyes and puff out when full. Once dried, they resemble peas and will bring 50 gp each, providing that proof of a kill, usually in the form of a skin, can be shown as a mark of authenticity.

Blue Bears

Blue bears are rare, reclusive and most commonly found in the White Mountains. Blue bears are unique in nature in that they are semi-sentient and possess an innate sense (similar to a continual Presence spell) which will allow them to perceive all living creatures around them within 50' regardless of obstacles or sensory deprivation. Blue bears appear to be sinister in nature to some because they seem to seek out men to kill from time to time. Although this may be the case, it might also be true that their increased intelligence allows them to realize that man is a constant threat to their survival. They are extremely territorial and will attack trespassers if the party is not overwhelmingly strong. Otherwise, they will stalk the trespassers and attack them individually if given the opportunity.



2.4 POLITICS AND POWER

2.41 THE CALENARDHONS

The people of Westmarch are considered Calenardhons, because Westmarch technically is part of that province. However, this is more a term for convenience rather than accuracy as there is really very little interaction between most of Calenardhon and Westmarch. There is some trading between the two areas, and at times traders from both regions travel to the others' trading fairs. The only other connections are those friendships that have formed between some of the families that settled in the north of Westmarch and some of the families of Westfold who settled near the borders of Westmarch or around the Aglarond.

The Calenardhons of Westmarch like the others in Calenardhon proper are an adventurous lot, or at least their sires were, else they would not have settled in Westmarch, which, although peaceful, is still a border area. Now, the people of Westmarch are somewhat different than their pioneering predecessors. Years of blessed peace have caused the people to lapse into a relative state of complacency. The only enemies they have dealt with in the last 200 years have been occasional wild animals, severe weather, and of course the Plague. This lack of strife in and around Westmarch has caused its people to forget that they live on the edge of the wild, but so far they have had no reason to remember or regret this. When those new to the region arrive they seem to have a heightened sense of the need of being prepared for disaster or attack of some sort, which the people who were raised in Westmarch find odd, unnecessary, and quite humorous.

For the most part the Calenardhons are a mixed people including mainly Daen Lintis, Dúnedain, some Northmen, mixes of all three, and a scattering of other lesser men. The noble class and educated class are primarily made up of the pure Dúnedain.

The craftsman class is mostly the mixed Dúnedain/Daen Lintis with some Northmen and others falling in here sporadically, and the lower class are primarily Daen Lintis and mixed

Daen Lintis, although, almost any of the previously mentioned peoples can fall into this class given the proper circumstances and bad luck. The lines of races tend to blur in most of Westmarch but the Dúnedain and Daen Lintis deserve some mention individually to follow.

2.42 THE DAEN LINTIS (DUNMEN, DUNNISH)

Westmarch in the Second Age was part of what the Daen Coentis (the Daen Lintis ancestors) called home. By the time of the Last Alliance of Men and Elves, and the end of the Second Age, most of the Daen Lintis had left or were soon to leave the vales of the White Mountains due to the oath breaking and travel north into what is now Dunland. Some Daen Coentis moved from the south vales of the White Mountains into what is now called Westmarch never quite making it to Dunland. Other groups of Daen Coentis already lived in Westmarch during the Second Age, and had little to do with the other Daen to the south. A few of these clans were independent of the Daen Coentis kingdom and did not swear the oath to Isildur, however, the effects of the oath-breaking on the land also affected them, but possibly to a lesser extent. Some of these also moved north at the end of the Second Age while a few clans stayed. It is the descendants of these clans and the Daen Lintis that moved back from Dunland later, that comprise the Dunnish constituent of Westmarch at this point in time and now make up the working class. By 1640, however, most of these people have at least one ancestor or relative that is Dúnedain. These mixed people are fairly well dispersed in Westmarch, although in the southern areas and in particular the city of Derwath, the percentage of Dúnedain is higher. The groups of the Dunnish that moved back to Westmarch from Dunland more recently, are more pure in their bloodlines and their lifestyles and therefore are not true members of society as it stands, but rather stand alone and interact with outsiders only when absolutely necessary and even then only through those who are most like themselves. They dislike the Dúnedain government, but are currently in no position to threaten it. They feel that they are the higher

order of society and look down on the Dúnedain as usurpers and invaders of their rightful homeland. Of course the Dúnedain view these people as ignorant barbarians.

The true Dunnish (those that are not of mixed blood) live in extended family units and still keep track of clan lineage, but boundaries between the clans are not drawn quite as tightly. The most heated rivalries that had developed between clans in Dunland still exist between their factions in Westmarch, but the true lines of strife lie along the Dunnish/Dúnadan axis. The true Dunnish normally are hunter/gatherers, but a significant number have developed into farmers and herders since relocating to Westmarch. Recently several of these family groups have fallen on hard times and have gone to work along side the mixed peoples in the fields of the rich Dúnedain. This may turn out to be an unsatisfactory relationship for both parties as the Dunnish make too many waves and the Dúnedain are too arrogant to allow any changes in their lives.

The natural progression of a split society of this type if left alone is to slowly progress towards a median for the most part with outliers in both directions. However, since New Dunnish still move into the area from Dunland this will finally skew the mix to the Dunnish side as is seen later in the Third Age (i.e. just previous to the time when the Rohirrim claimed the area). For now these people are assimilating into the existing society and are slowly becoming more like their neighbors and vice-versa –a kind of society dilution, as it were. This dilution occurs in both directions as the Dúnadan influence and later Rohirrim influence on Westmarch and its people never entirely leaves the area either. This is the reason that during the later years of the Third Age and in particular the War of the Ring, the people of that area were not counted on by either side because of their ties to the enemy.

2.43 THE DÚNEDAIN

Like the rest of Calenardhon there is some dilution of the pure Dúnadan blood in most people that claim to be Dúnedain. Only a

few families remain relatively undiluted in their Númenórean heritage. The highest population of the Dúnedain (pure or otherwise) is in the southern regions of Westmarch, particularly Derwath with a general decreasing trend as one progresses northwards. The Dúnedain of Westmarch are primarily the nobility, quality craftsmen, and educated class of the region. Most of them have been raised in Westmarch but there is a small amount of movement to and from the frontier of craftsmen and scholars as the demand dictates. Most of the chief exporting is carried out by the Dúnedain, also as they are the owners of the large ranches and farms. Several of these men with particularly large plantations have joined forces to form a shipping company that is Westmarch specific, in that they only trade their produce in the South for items that they can bring back to Westmarch to sell. They therefore control both ends of the trading. This seems to drive some of the prices for items up, but it also allows the region to have access to goods from the South on a regular bases which would normally be unusual considering the distance from the capital and the lack of a permanent trading run to Westmarch funded by outsiders.

The local government is completely Dúnadan-controlled and is discussed below.



2.5 THE GOVERNMENT

The struggles of the time Post-Plague (1636-1640) left much of the government in loose control at best compared to the Pre-Plague state of affairs. Even in stable times the government of Westmarch was loosely run due to the distance from the capital. The official governmental headquarters for Westmarch was historically at the Aglarond (later to become Helm's Deep), but during these times of tribulation it has fallen upon the local lords (however well suited) to act as policeman, tax collector, and judge. The two lords that cover most of Westmarch are Lord Targen to the south, and Lord Negolos to the north.

Lord Targen's home is castle Tilmendir which was built to protect the pass through the

White Mountains to the south. The territory which he rules was given to his family hundreds of years ago, and mainly includes that land along the Adorn from the White Mountains to the convergence of the Angren. However the further east one goes, the less is the lord's true control of the area. Lord Targen houses a small cadre of militia at Tilmendir that patrol his territory regularly. However, they have seen very little action. In fact they have not been in an actual skirmish of any type for nearly fifty years. The militia is currently made up of 50 young men between the ages of 18 and 24. They are local men and each is required to serve 3 years as a militiamen. This law was enacted in earlier, less peaceful times, and now is really not needed but has never been changed. They are taught fighting skills by Lord Targen, two of his sons, and the three full time soldiers that have been stationed there by the government at Lord Targen's request. The militiamen, because of their age and the fact that this is the first time in their lives they didn't have to work in the fields or at a craft every day, seem a happy and carefree lot. At times they get somewhat boisterous and out of hand both in town and when riding through the countryside on patrol. Many of them view the three year experience as a vacation, and a time to sow some wild oats. This makes the whole atmosphere at castle Tilmendir somewhat like that of a country club, and Lord Targen never seemed to mind. This casts a shadow on the functionality of this group if the militia were actually needed; a point noted by the rangers at every opportunity.

The northeastern corner of Westmarch in theory, is still under the direct governorship of the commander of the Aglarond. However, control of the area has been passively delegated by the commander of the Aglarond to Lord Negolos. Lord Negolos owns a fortress and a large estate near Beldwin, and is actually the ruler now, but he does try to maintain more contact with the government at the Aglarond than lord Targen, partially because he is much younger and less sure of his ruling abilities, but also just because his domain happens to be closer to the Aglarond. He is more fortunate than Lord Targen in the respect that his military contingent is professional rather than

homespun, for the most part. He has 20 soldiers under his command that are seasoned veterans whom his father hired in the South six years ago, just before the Plague. These men are loyal to Lord Negolos as they were to his father before he died in the Plague. They enjoy life in Westmarch, but are getting a little soft from the lack of combat even though they train regularly. Lord Negolos also supplements these men with any of the young men of the area who wish to learn the art of fighting. Currently, there are 12 of these young men training along side the regulars. His men make regular patrols of the area and occasionally relay messages back and forth to the Aglarond and Tilmendir to the south.

The northwestern area of Westmarch that follows the Angren to the convergence of the Adorn, is very lightly populated and is currently ruled strangely enough, by three relatively young men, Reaslos, Glëan, and Camdin. These three were adventurers in the South and in Calenardhon, who happened to fall into circumstances that enabled them to help the king's family personally. To reward them for their services he gave them this area of land for their own, along with an old border watch tower. Now, they are actively trying to figure out how to govern, and secretly wishing they could drop the whole thing and go off wandering in search of new thrills. Mercifully the people they are supposed to be governing are few and very patient. They consider the three their pet rulers and treat them like adopted sons, for the most part. The adventurers are basically good men (albeit greedy at times) and feel responsible for the peoples safety, so, no real strife has occurred between themselves and the people, as of yet. In fact, the three have standing dinner engagements at the house of a local rancher whose wife worries about them not eating right. They have fixed up the tower in the two years that they have been there and it serves as their home as well as garrison for the ten men they have as retainers and servants.

The one remaining central governmental office still operating effectively in Westmarch is the Border Guard or Rangers Service which has been operating in Westmarch since it was made an official province of Gondor. The rangers act

as reconnaissance for the Aglarond as well as wandering peace officers and detectives for the territory. Their headquarters are in Derwath and their commander is a capable ranger named Evad, who will be discussed in more detail later. He and his 12 men are responsible for long range patrols of the region and the inspection of government installations including government maintained bridges and dikes. Currently there is some confusion about jurisdiction as the local lords feel that they and their men are the local government, case closed, and see the rangers as somewhat superfluous. The rangers actually do more than the lords and the people know, and feel that they are the actual law enforcement agency of the area. The lords, for the most part, tolerate what they consider an intrusion because of the rangers' and particularly Evad's expertise in the area of reconnaissance and criminal behavior, as well as their ability to track down the occasional marauding bear. This conflict shows itself most openly when an investigation or manhunt is required in or around one of the towns in the lord's domains, and at these times words can be swapped. There are 12 rangers, including Evad, that roam the land in zones and patrol circles. Each of these men is a capable fighter and able to take care of himself in the wild. Their office in Derwath is also their main barracks but it is unlikely that more than four of them are there at any one time. They are helped in their tasks by the astrologer, Garamund, that lives in Derwath and serves them as a message center. He does this as a favor to Evad as they are close personal friends.

2.6 THE FORCES OF EVIL

As mentioned in the introduction, for the most part, Westmarch is a peaceful place in T.A. 1640. In other times this may or may not be the case depending on the current politics between the Dúnedain, Dunmen, and Rohirrim, but in 1640 the reason for this peaceful existence in Westmarch comes not from the presence of a great good as one might expect, but rather from the presence of a great evil.

2.61 THE EARTHWELL

As mentioned in Section 2.31, the land called Westmarch is dotted with solitary flat topped hills that are the last evidence of the volcanic activity which birthed this land. One of these hills set in the middle of Westmarch is known to the locals as "Picnic Hill." On maps of the area the hill's name is "The Earthwell." It was called this because of the deep pool that occupies the center of the volcanic depression that is the top of the hill. It was given its new name many years ago when the locals began using the bowl of this old volcano with its crystal clear pool and cool breezes as a place for family outings. Little did they know that beneath the surface of that hill lies a complex which houses minions of the Dark Lord himself.

Besides being a lovely picnic spot, the Earthwell is also the home of a small elite unit of the Necromancer's forces. During the Second Age when the Dark Lord's forces swept through virtually all of Middle-earth, the evil one learned of the small cave complex located under this hill; a piece of information he filed away for many years until he had need of it. Upon Sauron's reappearance in Middle-earth as the necromancer of Dol Guldur around T.A. 1000, he began a rebuilding his network of priests, cults, and informants. It was during this time of rebuilding that he decided to place a spying post in the cave complex of the Earthwell. Sauron deemed it perfect, not because it was inconspicuous, but rather that the place was beyond suspicion because of its location, the previously untouched area known as Westmarch. After careful reconnaissance it was discovered that the cave complex remained undiscovered by the local inhabitants. Soon after, a team was sent to prepare the complex for occupancy. Then, approximately three hundred years ago, the Earthwell became operational as a spying station. From its vantage point in Westmarch the occupants were able to garner information about all aspects of western Gondorian politics and troop movements as well as the traffic on the Great East-West Road that passes through the gap to the north and the goings on at the two major fortresses of Angrenost (Isengard) and the Aglarond (Helm's Deep).

Information gathered by the contingent at the Earthwell is taken by courier via deep underground tunnels and caves that reach from the Earthwell to the White Mountains. From there it is sent overland or by messenger bird or bat to Dol Guldur. The location of the Earthwell has proved very useful not only as a primary spying position but also as a reporting station for agents through the western regions of Middle-earth. Because of the success of this station, Sauron has declared a moratorium on Orkish raids or other Sauron-backed activities in the area that might cause a reactionary increase in diligence by the people of Westmarch and therefore cause detection of the station. This decree has caused the peaceful period that Westmarch has experienced for the last three hundred years. (See Section 2.41.)

Living in the Earthwell's tunnel and chamber complex are the four beings sent there by the Necromancer some 100 years ago to run the station. They live here alone except for a small group of guards and servants. Here they each carry out the task that they are assigned to accomplish their ultimate goal: the collection and processing of information of any type for their master, Sauron. Occasionally the Earthwell also acts as a stop-off for special couriers, spies, and assassins. These occurrences are rare, however, and absolutely no one enters or leaves the Earthwell during the daylight hours. Even then, the only exits to the Earthwell's tunnel complex is through a farmhouse located nearby and a concealed entrance below the water line of the pool in the basin of the hill. The house is exactly authentic for the area, and the Earthwell's staff actually farm the area surrounding the house for their food and to keep up appearances. The four primary inhabitants have specific jobs and titles and are outlined below. When they were assigned here, they dropped their old names and since then are only known by their titles, leaving behind their histories as well.

The Seeker

The Seeker is a 200 year-old Black Númenórean of pure blood, whose only job is to scan Middle-earth for bits of information. He is a 20th level Seer with a specialty in long

distance eaves-dropping. To assist him, the Necromancer has given him a device that enables him to focus his power. It is called the Seeing Eye. It is a spherical crystal 4" in diameter with a black double spiral imbedded inside that seems to turn as one concentrates on it. This device allows the Seeker to view fixed places at great distances. These fixed places are designated by the Seeker, and are limited to three. Once a place is decided upon, the Seeker must visit there or have access to someone's mind who was there regularly to set the place in his mind. From then on, using the Eye, he can watch those places simultaneously and experience everything that happens there in all five senses. He is also able to utilize any of his non physical skills (such as Power Perception) via the eye. Aside from this, the Eye can, on a larger scale, locate small surges in the magical continuum of Middle-earth. These surges are produced when significant amounts of magical energy are released. Any spell greater than 5th level can produce these surges and are detectable by the Seeker. Spells greater than 15th level can be seen by anyone using the eye. Once he localizes these surges, he can notify spies of the activity and start an investigation if the location indicates that the surge could be significant. It is by this method that the Dark Lord locates potential servants of the dark by their use of magic. Then they can be approached and selected for service.

The Assassin

The Assassin of the Earthwell currently uses the name Jozein when he is on a mission. (See Section 3.2.) The position of assassin of the Earthwell has the responsibility of external security for the station. If at any time persons not privy to the secrets of the Earthwell discover anything about it or by their actions might cause discovery of the Earthwell, it is his task to seek out those persons and kill them in such a way as to make others believe it to be an accident if at all possible, or at least the work of someone else. He is a seasoned expert in the art of killing, and has completed numerous missions of this very kind. He is of common man stock and is very normal in appearance, which only helps in his field. He is 5'11" tall

with light brown hair and brown eyes. He has no distinguishing marks, and wears clothes that are a drab combination of styles that do not lend to identification of his land of origin. He has a wide variety of poisons in his possession, as well as the normal weapons of his trade. His favorites are the blowgun, throwing stars, and short bow when at a distance. He will try not to melee, but if forced to, he uses two short swords. He is a master at disguise and stealth. His magical cloak allows for this most easily for it can change the color of any item on his person by just visualizing it. This has become so commonplace for him now that he can change the look of his entire outfit in less than 5 seconds. This makes for quick escapes into crowds. He just turns a corner and viola! he is no longer in the same clothing. One thing he will never do, however, is allow himself to be captured. He has a ring that stores three spells. They are: *Teleport*, (x2) and a *Longdoor*. He also has a belt that allows *Invisibility* 1' 3x/day. If these are not enough and he is captured, he will kill himself either by poison or dagger. If neither of these work or he is healed by the party, he will trigger the delayed fireball that is stored in the false wisdom tooth implanted in his mouth. If he is unable to do this the Web (See below) will, along with the Seeker's help, detonate the fireball from the Earthwell. They constantly monitor the Assassin when he is on a mission.

The Web

The Web is the overall commander of the Earthwell and the coordinator of all the spying networks which are operated from the Earthwell. This entails instructing the Seeker where to look for information, what information is important enough to send to Dol Guldur, as well as providing insight into possible interpretations of the information considering the associated regional

politics. She is in charge of assigning tasks for the Assassin as well as maintaining the disguise of the farm family that was set up to insulate the Earthwell from the indigenous population. The Web is also in charge of coordinating the internal security of the Earthwell should anyone ever intrude. These security measures include the traps that have been constructed, the four human guards, and the Beast (explained below). The Web is a special woman. She is of pure Númenórean descent, middle aged, but still very young looking, and quite striking. She is a very efficient commander who has high intelligence and an intuitive feel for her command.

Not only does she have her own skills as an 15th level evil Mage but she also has been entrusted with and allowed to use an ancient item, the Raugno staff. This black staff is some



7' long normally but adjusts itself to the user's height. The staff's top is carved into a bizarre cross between a dragon and a spider with the length of the staff becoming the tail of the creature which terminates in a diamond shaped blade. In this configuration, the staff is a x5 spell multiplier for evil Mages, and is able to be thrown as a spear. When thrown, the spear has greater accuracy due to the wings on the tiny top figure which correct the flight, giving the staff the same effect as if it had an *Aim True* spell cast upon it. If the staff misses or is dislodged, it can return to the user by flight. If the staff is being held, against the will of the user, or is stuck in someone or something, it can return to them via a *Longdoor*, however, if it cannot be commanded to do this it has a will of its own and will return when and if it is beneficial to the staff.

The real power of the staff, however, allows the user to merge with it to take on the form of the Black Widow Dragon, a demon creature with the foul temperament and nasty features of both creatures. It is some 90' long with 8 legs, a long flexible neck and tail, jet black in color except for the red hourglass on its underside. It has a poisonous bite as well as the ability to spray webbing from a reservoir at the end of its tail. It can breathe fire as well as use any of the magical abilities of user. For the user, however, this process is not necessarily reversible at will. The power available to the user can be intoxicating and each time the user takes this form they must save vs a 30th level charm spell or remain as the creature. Each week they get another saving throw that decreases by 5% each week, (i.e., the second week would be vs 25th level). If the person remains as the Dragon for >4 weeks the staff consumes the soul of the person and returns to its base staff state, sans user. The Web knows all the abilities and liabilities of the staff and will be very hesitant about invoking the merger unless it seems to be her only option. One other side effect of the long term possession of the staff is a certain cannibalistic urge towards mates. The men of the Earthwell know of this tendency and make no advances towards her despite her seductive nature.

The Beast

The Beast is directly under the Web as part of the internal securities of the Earthwell. His position requires him to be the safety valve for security if the normal security measures of the Earthwell are breached. The Beast is unlike any other creature in Middle-earth. He is the end-point of a series of experiments carried out at Dol Guldur. Sauron has experimented with breeding Orcs and Trolls throughout time, hoping to create faster, stronger, and more light resistant species. The Beast was one of his most successful experiments in crossbreeding with one drawback; he is sterile and therefore of no further use in the experimentations.

The Beast is a mixture of Orc, Human, and Troll. In what percentages these three make up the beast only Sauron and his breeders know for sure. Regardless of the percentages, the result is quite impressive. The beast is over 7' tall and extremely muscular. His skin is jet black and very tough, due to the tiny scales that he inherited from the Troll side of his heritage. From the Orkish side he received a hunger for battle and a ruthlessness in combat that is quite frightening. Most importantly, however, from his human heritage he gained the intelligence and self discipline to become a highly skilled warrior rather than the hack and slash norm among Orcs and Trolls. He is skilled in the martial arts as well as several weapons which he wields with great effect.

In the Earthwell, with its secret passages and winding tunnels, he makes for a formidable foe by himself, even if the others were unable to defend themselves. If this were not bad enough, the Beast has been given a special amulet, keyed to the rock of the Earthwell, that allows him to move through the rock as if it were not there. His ability to effectively ambush anyone in the tunnels from any direction is almost assured, as is his ability to strike and withdraw without worrying about counter-attacks. The amulet only works within the Earthwell. He has taken great pride in his position here and regards the safety of the Web and the Seeker as his personnel responsibility.

2.62 THE UNDEAD

Westmarch, as mentioned in Section 2.42, is part of what was the homeland of the Daen Coentis. So the Daen of Westmarch fell victim to the same fate as those clans that live in the southern vales of the White Mountains with few exceptions. These clans are fewer than the clans to the south so the interaction that occurs between the living and undead of Westmarch are fewer than those of Erech and the area surrounding the paths of the dead. Because these clans were fewer and separated they usually had private family burial sites similar to those in the paths of the dead but scaled down for a single or at most two clans. Most of these burial sites were cut into the rock of the White Mountains. For this reason, only those people of Westmarch that travel regularly near the mountains are ever exposed to the presence of the undead in the area, and most of the inhabitants know only the stories that have been handed down by legend. Elarin the Elf ranger is the only person in Westmarch that confronts the undead on any regular basis. He knows the locations of all the major Daen burial sites and also knows what times of year that the undead are most active.



2.7 NPC's FOR ALL ADVENTURES

2.71 EVAD

Evad is a the ranger captain in charge of all the rangers of the region known as Westmarch. He is an imposing physical presence standing 6'6" tall and weighing 250 lbs. He is a seasoned veteran of several campaigns elsewhere and finds Westmarch somewhat boring. He is half-Dúnadan, half-Northman. His father's family was one of the Eldacar faction in the Kin-strife and was rewarded quite well in lands and status afterwards. He has the Northmen's blond hair which makes him stand out even further. One of Evad's strong points is his reasoning abilities. He is a superb detective and tactician which has helped him a lot in his current station. Evad is tolerant of visitors in Westmarch, but will not stand for rabble rousers and strife caused by outsiders. He has been here long enough that he knows these people well and considers most an extension of his family. He is currently unmarried as he thinks that this would be a poor arrangement considering his position requires so much travel and odd hours.

Evad, however, has a secret hidden within him such that even he does not know. The day he was born was also the day that his great grandfather Feamond died. Ever since, the ghost of Feamond has followed him as a guardian. Normally the life draining effects of a ghost in close proximity would kill most people after such a lengthy exposure, but Evad was also born with limited regenerative abilities, that maintains him as his great grandfather's ghost drains him. Evad has never realized that this symbiotic relationship exists, but it has saved his life in several battles. He can not explain why he has heard warnings of attack, when no one remembers saying anything to him. Nor, was he ever able to find the person who rescued him after he was knocked unconscious in a battle with a band of Orcs.

In battle Feamond can do several things to help his descendant. He can move from Evad

to his opponent and thereby begin to drain energy from the opponent while Evad gets stronger. He can fight just as he was in life, as ghosts can, but only if Evad has been rendered unconscious, or he can overlay his great grandson in a spectral image that only his opponents can see which will act as a True Aura and a Fear spell. At any time, he can relay information to Evad by barely audible whispers that Evad has come to accept as part of his thought process. Given these assets it is easy to see how Evad could be a formidable friend or enemy. The only evidence that can ever be seen of Evad's ancestor, other than by his opponents, is the rare sparkle of light that can be seen following Evad just at the moment the sun sets or rises. A few people have seen this, but they usually brush it off as optical illusion and Evad has never actually seen it himself.

2.72 ELARIN & AMARLA

Elarin was originally from the Elvish hold of Edhellond with brethren at Rivendell. It was his intention 10 years ago, to travel to Rivendell to visit with them and seek help for Amarla when both their lives changed forever. His sister Amarla was not right. She was only 20 years old (a baby from an Elf's point of view), but it had been clear for years that she would never be normal. Several of the Elvish healers at Edhellond had tried to correct the situation, but none were successful. She was mentally retarded and would never progress to a state beyond that of a 5 year-old child. Elarin would not accept this and decided to journey with his sister to his relatives at Rivendell to see if anything could be done. On his trip through Westmarch they were staying close to the hills to avoid the local population, and therefore any stares and questions, when Amarla ran off into the nearby woods. The forest was virgin and incredibly thick. He tracked her as best he could, but gained little information from the signs which seemed to be erased in a random fashion. Finally two days later, after no sleep, he found her lying fast asleep in the ancient temple which crowned a grassy hill in the middle of the forest. She awoke with a start. It was then he noticed it, something was

different about her. She spoke to him (previously she had rarely done so) but the voice was not her own.

The voice which came from her said that she was the Oracle, that this was her new home, and to go and leave her in peace. He tried several times to remove her from the forest, unsuccessfully. The forest seemed to move to block his passage and finally he gave up. Distracted he left the forest to go get help. That is when he met the Drughu. Their chieftain explained the power of the Oracle and the fact that it had been vacant for so long. At first he was not willing to accept this fate for his sister, but the Drughu explained that this was an honor not frequently bestowed nor lightly given and that she would have a purpose in life now rather than being wholly dependent on others all her life. Finally they convinced him, and he left sorrowful but, convinced that this was right. Upon returning to Edhellond, he found that his parents had died in a construction accident (they were both shipwrights). Disgusted with his lot in life, he returned to Westmarch to be near his sister. Now he has taken a position as a ranger in Evad's service as a ranger of Gondor, with his territory being that nearest the Oracle.

Elarin is now second-in-command of the



rangers and the only Elf in the Rangers Service in Westmarch. For that matter, he is the only Elf besides Amarla (his sister) that frequents the area with any regularity at all. Since the death of his parents and the selection of his sister to be the Oracle, he has thrown himself completely into his work with the rangers. His losses have not been without emotional effect and Elarin is much darker in mood than he was once. He rarely speaks to anyone other than the rangers and then mostly to Evad. The locals seem somewhat wary of his presence because of his race. He does nothing to remedy this either, because he is usually in no mood to socialize. Because his territory is in the foothills he has done significant exploration into the mountains and probably knows the area as well as anyone. He also acts as a liaison to the Drughu when



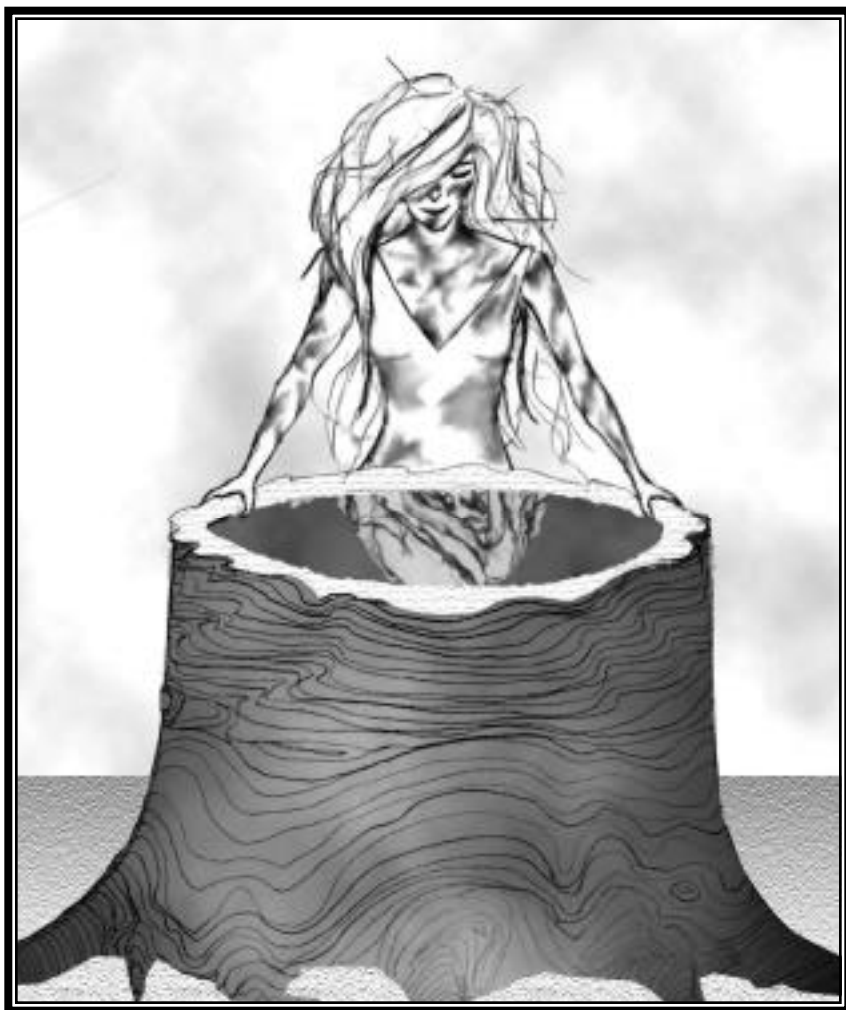
capable in both languages and understands (as well as any non-Drûg) the way they think. Elarin is a capable hunter and fighter and he has often taken hunting trips with Evad into the mountains to hunt bear and boar.

Amarla as the mouth of the Oracle has been given special abilities to defend herself and her realm. Any attempts to read her mind or delve into her mind including general influence spells will be met by a 25th level mind blank, which will not allow such activity to affect her. Also if a person attempts a mind control or probing spell on Amarla, they must

save versus Mentalism at 50th level or go insane from the experience. If attacked physically, the power of the Oracle will teleport Amarla away into the woods where the Huorns will protect her. Either way at the first sign of physical aggression the Huorns as well as the Drughu make their way to the Oracle at best possible speed and begin to exterminate the aggressors. (If the Earthnode rules from *Rolemaster Companion I* are used then Amarla would be considered a guardian.)

All Amarla's physical needs are met by the Oracle which grows food for her, but the Drughu also bring her things periodically. They see her most often running through the forest chasing animals that she has for playmates. Their devotion to her nears worship for they believe that she embodies the perfect innocence never ending that no else could ever attain.

Physically Amarla appears to others as would a young woman of 14-16 years old in build but with distinctively Elvish features. Most of the time she will be streaked with mud and have twigs and straw sticking from her hair in a most unkempt manner, as would any young girl that plays in the woods every day.



needed. The paths of the Drughu and humans of the area rarely cross, but when they do Elarin has been useful to both races because he is

2.73 LORD TARGEN

Lord Targen is ruler of the southern portion of Westmarch. He is an older Dúnadan noble (140) who is considered by most people of the area to be an open and caring person. He is known for his sense of fair play and his enjoyment of life. To the people of his domain he is less of a ruler than a friend. He can often be seen carrying on in a most unlordly manner. It would not be uncommon for Lord Targen to be seen standing knee deep in water of the Adorn fishing for trout with a group of local men and boys while his assistants reminded him repeatedly he was supposed to be elsewhere. This type of contact with the locals on a regular bases has not undermined his authority, however, because many have witnessed his anger and have seen him dole out harsh punishment to the unfortunate criminals brought to his court. Lord Targen resides some 15 miles southeast of Derwath across the Adorn river in the castle Tilmendir, which was built several centuries ago to maintain close watch on the pass through the White Mountains that crosses there. His family has controlled this area for as long as the castle has been in existence, and he is quite comfortable here. The castle now houses two of his three sons, his servants and approximately 50 militiamen. His wife died 25 years ago, after giving birth to his younger son, and his middle son is away south becoming a scholar.

2.74 LORD NEGOLOS

Lord Negolos has only been lord of this area for three years. His father was in the prime of his life when he died from the Plague, leaving a very young lord Negolos to accept duties that have matured him fairly rapidly. He is only 28 years old, newly wed, and trying hard to do his best to replace his father. Unfortunately for Negolos, the area he governs of late has had some significant racial problems brought about by the Dunnish that have moved back from Dunland to what they consider to be their rightful home. In the last year there have been several near misses in racial relations that almost resulted in a racial revolt/war in the region. Whether out of luck or cunning (the argument goes both ways amongst the locals) Lord Negolos has temporarily abated this problem by marrying the daughter of a Daen Lintis nobleman that moved his entire extended family to Westmarch some ten years ago. His new wife, Sirris, is well loved in the Dunnish community and this marriage seems to have brought together the races for awhile. Unfortunately for Lord Negolos, the rumors that this was a cunning feat of diplomacy are entirely false, and although he loves his new wife deeply, he has no notion of what to do if the current peaceful status erodes again. Because of his inexperience, he has of late been asking the advice of Lord Targen and Evad the ranger on several trips that he has taken to the Derwath in the past few months.



2.8 WESTMARCH AT OTHER TIMES

2.81 WESTMARCH 1640-2510

From 1640 to 2510 of the Third Age, change was slow but steady in Westmarch. With the decline of the population of Calenardhon proper, the north trade through Westmarch to those regions slowed as did the migration of craftsmen and new settlers from the South. In Westmarch this meant that the population became more and more mixed as time passed because of the slow yet constant influx of Dunmen. As this occurred even the ruling pure Dúnadan class became mixed with Dunnish blood. Not only did the rulers lose their bloodline distinction during this time period, but much of their power as well. As time went on, many of the rulers became just rich influential men with great tracts of lands. This, along with the decline in the influence of Gondor on the government, over time allowed the people of Westmarch to take over most of the governmental functions, blending the historical Dúnadan government with the clan system of the Daen Lintis that moved south. Most of this transition was a peaceful with a few exceptions in the form of clan wars and confrontations with the rangers in the region. During this time, the points of interest of 1640 change very little. The Rendar and Asirac are still at a stalemate, Amarla is still the mouth of the Oracle of Yavanna, and the Earthwell is still operating as a spying station for Dol Guldur. Elarin the Ranger lost interest in his service as a ranger and traveled north to Rivendell to live with his relatives there. He journeys back and forth once every 2-3 years to see his sister at the Oracle.



2.82 WESTMARCH 2510-2759

T.A. 2510 was as significant as a year could get for the people of Westmarch. Having heard the rumors of the possible threat from the Balchoth, Cirion the Steward of Gondor mustered as many troops as he could for the northern Gondorian army thus swelling the ranks of the garrison at Angrenost. (The Aglarond had long since been abandoned.) Some of these new volunteers were from Westmarch, but not many. By this time not many in Westmarch felt that they owed much allegiance to Gondor, but the few who did turned out to help the Northern Army. This alone would not have been enough to stop the Balchoth, but luckily for the people of Gondor their oldest and most steadfast allies the Éothéod came to their rescue in the nick of time at Parth Celebrant. The aftermath of this conflict saw Cirion the steward of Gondor ceding all of Calenardhon to Eorl and his people. This wasn't significant to the people of Calenardhon proper, because in reality there weren't many Calenardhons left by this time. This land grant did include Westmarch which was more populated. This would become a lingering problem for many years. Not included in the grant was the fortress of Tilmendir south of the river Adorn. This would remain garrisoned by the Dúnedain until the year 2845 during Folcwine's reign when the Rohan takes over complete control of Westmarch.

Once the land was granted to them the Rohirrim moved in over a few years time with little adjustments necessary. The only problem area was Westmarch. Here the population was much heavier and were not about to move out of their homes to let the Rohirrim settle there. Fortunately the Rohirrim had plenty of room in the other regions of Calenardhon, and therefore did not insist upon moving into Westmarch right away. Over the years, however, some of the Rohirrim did move into Westmarch sporadically, and gradually mixed with the people of Westmarch to further dilute the racial background of the region. This would become significant in years to follow. Over the years,

while Calenardhon was mostly unoccupied, Dunnish clans had moved closer and closer to Calenardhon. This brought about frequent border conflicts between the Rohirrim and the Dunnish.

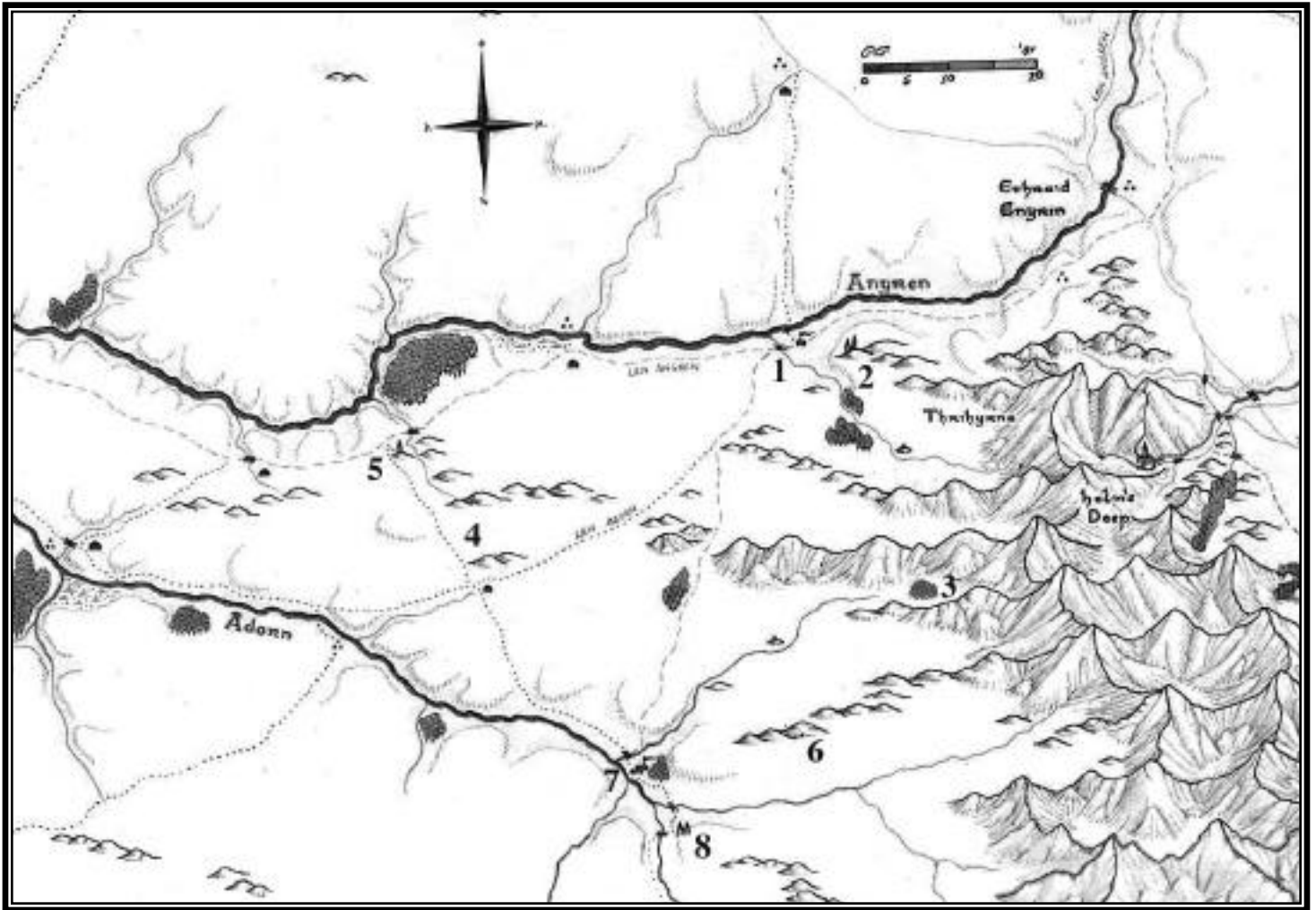
When Cirion had given Calenardhon to the Rohirrim, he also gave them the rights to use the Aglarond which had been abandoned for years and had become run down. Excluded from the grant to the Rohirrim was Angrenost (Isengard) and the tower of Orthanc which had been garrisoned by a hereditary force of Gondorian soldiers since 2050, when the last Gondorian king was killed and the regular garrison was recalled. This force over the years became less disciplined and more friendly with the Daen Lintis clans that had moved nearer. In 2710, the commander of the garrison at Angrenost died without an heir, which enabled the Dunmen to work their way into the fortress and take it over with a combination of diplomacy, deception, and force. This position allowed their raids to be more effective as well as allowing them a power base to launch more significant raids when the opportunity presented itself. That opportunity would come in 2754.

In 2754, Westmarch would become the source of one of the worst wars in its history. At this time in Westmarch there lived a man named Freca was considered a nobleman of sorts to the people of Westmarch. He was from a wealthy family, and claimed to be a descendent of the Dúnadan lord that had once ruled the area around Beldwin, a theory supported to some extent because his family home was the castle occupied by those lords. He also claimed descent from the kings of the Rohirrim through an obscure relationship as well as some rights to nobility among one of the Daen Lintis clans. Freca was a shrewd businessman and wise in his policies regarding the people of Westmarch, but he let his arrogance get the best of him, when he claimed that he should be included on the ruling council and asked for the king's daughter's hand for his son, Wulf. Helm, the king of Rohan, was not known for his tolerance and had never failed to express his dislike of Freca. So Freca's request for a marriage arrangement was met with a flat

no. Insults were exchanged and when Helm had had enough, he hit Freca so hard on the top of the head that Freca died instantly. In Westmarch, Freca's death was not taken well. His son Wulf was able to use his father's death as a rallying point for the Dunnish majority of the area. For the next four years, Wulf recruited Dunmen into his army from Westmarch and Dunland. Many of the people of Westmarch who were still loyal to king Helm or were of Rohirric descent left Westmarch afraid of the rising tension.

In 2758, the opportunity to attack, for which Wulf had been waiting, finally arose. That year, the Easterlings attacked Rohan from the east and the Corsairs of Umbar attacked Gondor from the south which meant that Rohan would not receive any help from their closest allies. The Corsairs attacked all along the coastal fiefs of the southern provinces of Gondor and drove inland. This brought them through the passes of the southwest arm of the White Mountains and into Westmarch. Here they met with very little resistance except for the small predominantly Dúnadan garrison at Tilmendir, and soon were met by Wulf and his troops. A quick agreement allowed the two armies to join forces to defeat the Rohirrim at a battle at the fords of the Isen. The Corsairs at this point were too over-extended on men and supplies to continue the campaign and returned home, having successfully completed their task of occupying the Rohirrim so that they could not come to the aid of the Gondorian armies. After the decisive battle at the Fords, Wulf and his army were able to drive into Rohan and take over the capital city of Edoras where Wulf claimed the kingship. During the winter, Helm and his sons died defending the Hornburg (the Aglarond). The rest of the royal family and many of the people of Edoras survived by retreating to Dunharrow, the ancient Daen Coentis holy site high in the White Mountains. When the spring came, Helm's nephew and heir Fréalaf led a surprise raid into Edoras and killed Wulf on the steps of the throne in the Golden Hall itself. Without their leader, the Dunnish fled Rohan pursued by the Rohirrim ending the first Dunnish invasion of Rohan.

A Locator Map for Westmarch



1. Beldwin
2. Amon Roch
3. The Oracle Site
4. The Earthwell (picnic hill)
5. The Adventurer's Tower
6. The Rendar/Asirac Valley
7. Derwath
8. Tilmendir

2.83 WESTMARCH 2759-3019

After the short-lived takeover by Wulf, things returned much to the way things were before in Westmarch, but only to a point. The dispossessed Rohirrim from Westmarch slowly moved back into Westmarch alongside some of the same people that were part of Wulf's army. Racial strife abounded over the next century and the goal of the kings of Rohan was to rid Westmarch of all Dunnish. Regular sorties were led into the region and by the year 2800, a garrison had been established in the fortress that had once been Wulf and Freca's home. During the reign of king Folcwine, the Rohirrim started a campaign in Westmarch to rid the region of its Dunnish influence. They began by seeking out families of Dunnish descent that were not loyal to the king, particularly those who are very outspoken or had ancestors that had participated in Wulf's uprising. These families were first told that they should leave, or suffer stiff penalties and taxes for staying. This worked for some of these families, but many resisted these tactics and remained in Westmarch despite the pressure.

When these tactics did not work, the Rohirrim upgraded to more harsh measures of burning crops and driving off livestock. This drove most of the others, but a few stubborn Dunnish clansmen maintained their claim to the land. It is said that history is written by the victors. History says that the Rohirrim ridded Westmarch of the Plague of the Dunnish that had troubled them for so long. If the Dunmen had written history, the Rohirrim might not have looked quite as valiant in their efforts. Many of the acts the Rohirrim committed in the name of patriotism were cruel and vicious, and are not spoken of among polite people who have respect for the crown and the traditions of the Rohirrim. The Dunnish remembered them long afterwards, and they only served to fuel their hatred for the Rohirrim.

Regardless of the tactics, however, Westmarch was rid of the Dunnish influence by 2903, the end of Folcwine's reign. This was

short-lived, without the constant surveillance needed to keep Westmarch racially pure. Soon the Dunnish were moving back into Westmarch and reestablishing ties with people they once knew there. In fact, by the time of the War of the Ring (3018-3019) Westmarch's racial mixture was much as it had been before the purge. The difference was that everyone that lived within Westmarch seemed to get along. The only fighting during the time before the war was between the Dunmen of Westmarch and soldiers of Rohan that were new to the region. Most of these skirmishes were highly protested by the residents of Westmarch, which is why during the War the people of Westmarch could not be counted on by either side, so split were their loyalties. Westmarch itself played no significant role in the war, but the inhabitants of the Earthwell played a major part in providing information to Sauron concerning Saruman's activities as well as the strength and numbers of the Rohirrim. They were also instrumental in discovering vital information about Boromir's ride to Rivendell, and in coordinating the information gathering services focused on locating the fellowship of the Ring as well as acting as a stopping off point for the Nazgûl as they searched.

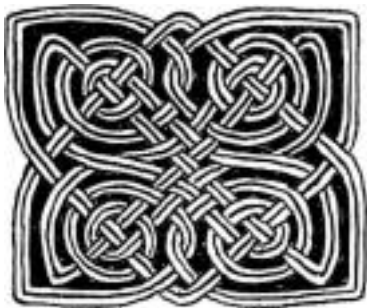
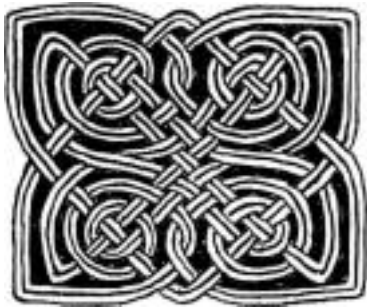
2.84 WESTMARCH AFTER 3019

In the aftermath of the War of the Ring, the Dunmen that were defeated at the battle of Helm's deep returned home to Dunland and Westmarch dejected and humbled. The new king of Gondor and Arnor, ceded the land called Dunland to them to live in for as long as they so desired if they lived peacefully. Because of the war the male population of Dunland was significantly decreased. This was also the case for the Dunnish families of Westmarch whose men went off to war. Many of these families decided to move back to Dunland to rejoin relatives for a more stable family structure. The ones that decided to stick it out in Westmarch soon learned that as part of the conditions of surrender they had to relocate to Dunland which left Westmarch completely under the control of the Rohirrim.

When the War ended, the news of Sauron's defeat was immediately known to

those at the Earthwell. Having lost their master, the inhabitants fell into dissension and most left to flee eastward way from the power of the Rohirrim and Gondorians. Two of them decided to stay at the Earthwell with their servants and hide out until such time as they could begin to exert control over the area by their own means.

Also remaining in Westmarch after the war were the Rendar and the Asirac. Unlike the other undead clans of the Daen Coentis who were released from their curse by Aragorn during the war, these clans never swore an oath to the Dúnedain, but rather became undead on their own; the Rendar to continue their foul existence and the Asirac to counter them. When the war ended, the threat and terror of the undead in the southern White Mountains stopped, but in Westmarch the tales of ghosts in the mountains continued for years.



3.0 THE HOMECOMING

3.1 THE TALE

Lord Targen, who is in charge of the lands around Derwath, has three sons who have grown into manhood in Westmarch. His eldest son Carnil, and his younger son Galendur, were always more physical, and much the outdoorsmen. His middle son Miconur, however, was always more introverted and scholarly. For the past five years, Miconur has been away from home. He was sent with his father's blessings to become a scholar in Lond Ernil (Dol Amroth). Now he has come home for a visit and has been for two months. Unfortunately for everyone concerned he did not study the areas that his father would have most desired. Instead, Miconur was sucked in to studying the black arts while away in the south and he quickly took a liking to the power that was associated with sorcery. His mentor taught him well and Miconur learned quickly. However, one thing he was not able to pick up on were the seeds that his master planted in his mind to grow into hatred for his family, and his people in general. Unbeknownst to him, his master was a follower of the dark religions and under the command of Khamûl in Dol Guldur.

Miconur arrived home six weeks ago unannounced and acted completely normal for the first week while he slowly introduced mind altering substances into the food of the castle. Since then, he has imprisoned his father and older brother, and has his younger brother, the household servants and the militiamen of the castle under his control. He has been making the militiamen into a cruel parody of their former selves. For the last month the normally happy and cavalier militiamen have been raiding villages and farm houses disguised as bandits under the orders of Miconur. Then when the militia was asked to step up patrols to eliminate the raids, they laughed. More recently there have actually been a few violent episodes in Derwath itself. So far no one outside the castle knows of Miconur's return. Only Evad believes that something might be

wrong at the castle and he is worried about Lord Targen who has not been seen in public for six weeks. Evad, having only sketchy evidence and hunches, realizes that further investigation into the disturbances and the status of the castle are mandatory.

There is another complicating factor to this tale, however. When the powers of evil at the Earthwell discovered that Miconur's actions could potentially cause a disturbance which might jeopardize their standing in Westmarch, their reaction to this problem is as one would expect...eliminate the problem at the source. Miconur must be stopped before his actions draw attention to Westmarch. The Assassin has been dispatched to deal with the problem.



3.2 THE NPCS

Miconur

From an early age, Miconur showed signs of great intelligence. His father was very proud of him for his excellence in his studies but Miconur always felt inferior because he lacked his older brother's physical prowess. This drove a rift between he and his brother Carnil; a resentment that has lasted to the present. When Miconur was 20 he had learned all he could from the local sages and men of power, and desired to go south to one of the larger cities to learn the ways of power. His father put this off for five years before he allowed him to travel to Lond Ernil. His father hoped that he would study one of the more gentle magical arts, or even better become a historian or scholar of some sort. The latter was an end Lord Targen prayed for daily, for he was uncomfortable with his second son seeking the ways of power, and with good reason. Because of his physical inability when compared to his brothers, Lord Targen was afraid that Miconur would seek to become magically powerful to balance his brother's physical abilities in his own mind. Lord Targen knew his son all too well, for it was not long after Miconur arrived in Lond Ernil and commenced his studies in the

field of Astrology that he was taken under the tutelage of man who proclaimed himself to be a famous teacher of magic from the south. Miconur soon learned to trust the man from the south, but his mentor was not what he seemed. It wasn't long before the bond of trust between mentor and student allowed Miconur to come under the evil influence of his master. For five years now he has been studying intensively the magical arts known as sorcery as well as learning as much as he could about poisons. Miconur learned more than just magic from his mentor, however, he also learned a distinct hatred of his own people, and in particular his older brother and his father. This mind manipulation was part of the bargain involved in learning the magical arts from the minions of the dark lord. His mentor did not approve of his return to Westmarch, but Miconur's hatred and skills had grown to the point that he would not be stopped, and in a fit of rage he killed his mentor and headed home.

Miconur is a 30 year-old Dúnadan man with near pure Númenórean blood. Which means he still in the first fifth of his life. He is 6'3" tall with black hair and pale blue eyes. He is a genius and has learned more in the last five years of study than most could learn in ten. However, his studies, his own emotional instability, and his mentor's manipulations of his mind have driven him quite mad. His madness makes him impossible to reason with him and gives him a +40 on saving throws vs any mental attack or manipulation. He is an 8th level sorcerer who now has control of approximately 40 militiamen whom he will gladly sacrifice to kill his enemies or save himself. He has no objection to killing anyone for that matter, except for his younger brother Galendur who was the only person he ever really loved. Currently, he has Galendur under control just like the other militiamen but he will not force Galendur into combat like the others.

Carnil

The eldest of the three sons Carnil is the best at arms and good administrator, but it was these skills that drove his brother away. Carnil was completely oblivious to his brothers

resentment. He is a commanding figure standing 6'7" tall with black hair and dark grey eyes. He is a 7th level Fighter but has not seen any real action for nearly ten years. He is 50 years old.

Galendur

Miconur's younger brother Galendur is more like Carnil than he is like Miconur, but unlike Carnil, Miconur and Galendur were always close because only two years separated them. Galendur is 28 years old. He is 6'4" tall with dark hair and blue eyes. He acts as one of the officers for the militia. He is a 5th level Ranger, and although he appears less serious than Carnil he takes his responsibilities seriously. He is also one of the few men connected with the militia that recognize the importance of the rangers and because of this he normally remains in contact with them on a regular basis. His absence in this capacity has been noticed since Miconur's return.

Jozein the Assassin

Soon after the death of Miconur's mentor was discovered by servants of the Dark Lord, it was postulated that Miconur might return to his home. Upon researching his origins it was concluded that his return to Westmarch could be threatening to the security of the Earthwell if he caused any trouble. The Earthwell was notified and the Assassin (See Section 2.61) was dispatched to take care of the situation. That assassin is called Jozein. He is now en route to Derwath disguised as a merchant selling ropes and cloth. As for his attempt to kill Miconur, his plan is to silently scale the walls of the castle and pick a vantage point that will allow him to monitor the movements, of Miconur. Once he locates Miconur or realizes a pattern in his movements he will move in for an Ambush attack. If need be, he will adopt the guise of a militiaman in order to get close enough. If he realizes that the party is there to act to correct the situation he will still try to kill Miconur before the party can get to him, so they cannot glean any information about Miconur's studies or about his mentor in the south.

3.3 THE SETTING

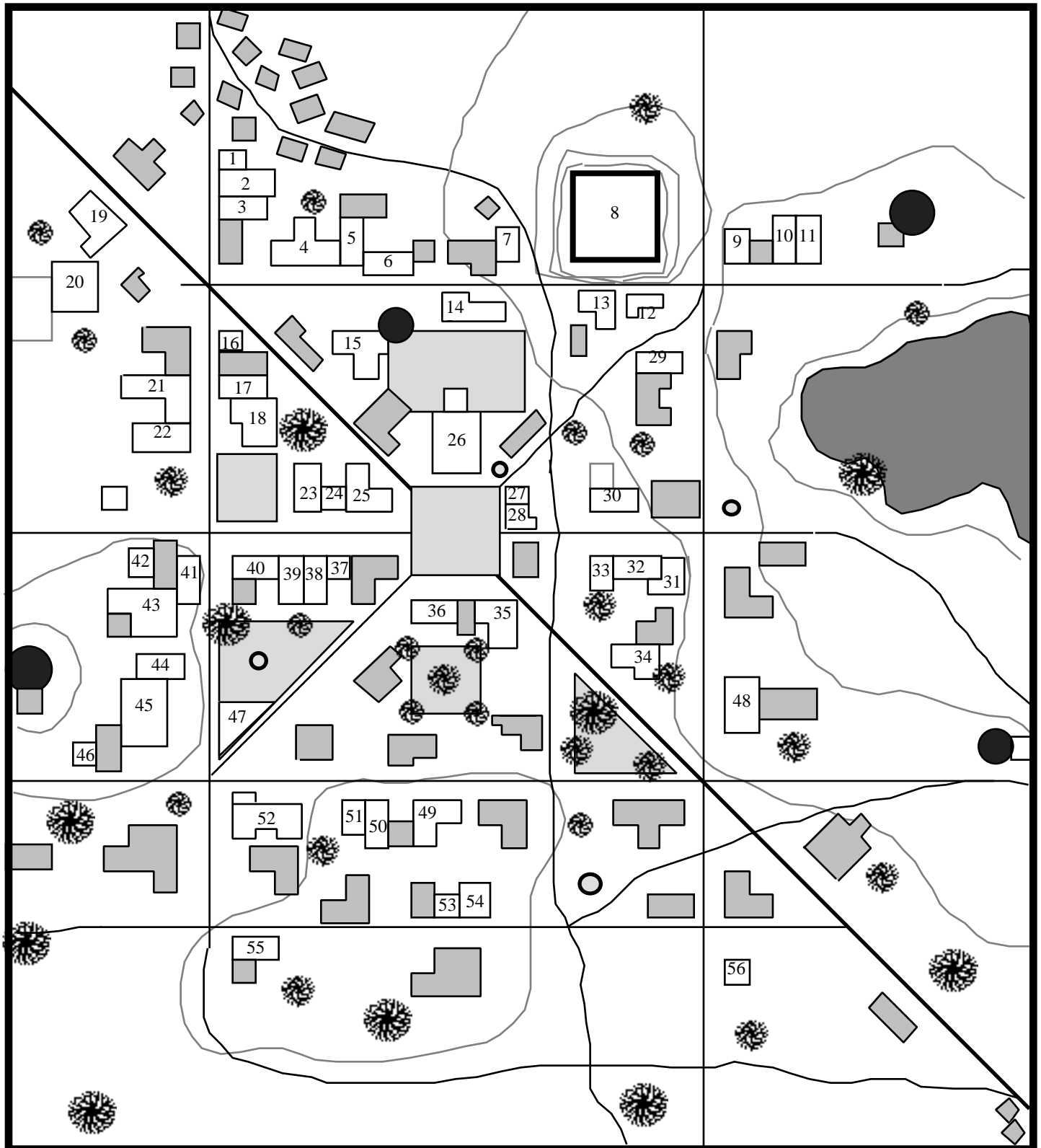
The adventure mainly takes place in Derwath, and in Tilmendir castle outside of Derwath, which was built during Gondor's expansion period around T.A. 1050. The castle was built large and once housed a sizable garrison to protect the pass through the White Mountains to the southern coast, in case of invasion by sea. Over the course of time, however, the castle has become less and less populated and now only has a garrison of 50 militiamen as noted in Section 2.5. The castle itself has several areas that are unoccupied now because of the relatively low number of people occupying it. This all makes for some areas of the castle that are dark and spooky (according to some of the younger men).

3.31 DERWATH

Derwath, the largest town in Westmarch, has been in existence long before Tilmendir was built. Originally it was a Daen Coentis village in place long before the Dúnedain sailed from Númenor to settle the coastlines. Since then the Dúnedain have slowly moved in and resettled the area in the void left by the dwindling Daen. Derwath is the primary trade and agricultural center for the region. It has several mills and a very active marketplace. The plague caused the city to lose several key craftsmen, some of these have been replaced, but it still feels the effects of the vacancies at times. Derwath is a peaceful community of hardworking people that rarely experiences trouble. In general the poorer section of the town is the northern portions and the town becomes progressively nicer as one travels south through town. This is primarily because the migrant worker population lives in a shanty town on the north side of town. The town is scattered with parks and courtyards that are tended by the town gardener. The large courtyard in the center of town is the main gathering point of the town and also serves as the large open market for farmers and craftsmen from nearby. The reservoir to the east of town is fed by springs. Runoff escapes to flow to the Adorn.

LAYOUT

1. **Agent's Office.** This small office is run by a clerk who is paid by Lord Targen to coordinate the hiring and payment of the migrant farmworkers that live in the nearby shanty town.
2. **Tannery**
3. **Cobbler.**
4. **Brothel.** The more classy of the two in town.
5. **Warehouse.**
6. **Tavern.** Toughest bar in town. Even at that it seems fairly tame when compared to the scummy dives in the larger cities.
7. **Carpenter's Shop.**
8. **Militia Station.** Here 10 militiamen are



stationed for one month at a time from their home base at castle Tilmendir. The building is a secure square tower with 4' thick walls and a crenelated roof top. It stands 30' tall and has a metal reinforced oak doors as its only entrance. Inside there is an office for the administrative needs of the militia, a small armory for their weapons, a storage room with supplies, and a large room in which the militiamen eat and sleep. The militiamen normally patrol the city during the day and night in a random fashion acting as keepers of the peace. Recently they have been at odds with this purpose.

9. **Grocery.** The building is the home of the grocer and is used for storage. On normal days his goods are displayed on tables out in front.
10. **Tavern.** Not as bad as the one at #6 but not the best in town either.
11. **Brothel.** Conveniently located near the Militia Station at #8.
12. **Armorer.** This craftsman was set up in business here by Lord Targen, primarily to have his services available to the militiamen, but he does have goods for sale, and will do work for private individuals. He is quite capable for normal tasks.
13. **Inn.** Small low-priced establishment for visitors to Derwath. Frequented mostly by traveling Dunmen, who cannot afford some of the nicer Inns.
14. **Theater.** A small entertainment hall, that specializes in bawdy plays and live female entertainers. A favorite nightspot of the lower class workers and young men.
15. **Mill.** Oldest mill in town. This mill is somewhat rundown and is used to produce meal and flour of middle quality for mostly local use.
16. **Astrologer.** This is the shop and spartan living quarters of Garamund the Astrologer. The shop, contains many maps of the area, many books containing the known history of the Daen Coentis, as well as the normal star maps and books used in his own profession. The roof of the shop can be accessed by stairs from the inside, so that he can ascend to his roof to study the night skies. Garamund is available to answer questions for a fee, but if he can gain access

to information about which he is interested then he will tend to run on about it regardless of whether he gets paid. If the subject of the Daen Coentis astrologic temples is brought up he will surely talk everyone present under the table.

17. **Cooper.** Specializes in large pots.
18. **Brewer.** One of several in Derwath. This one in particular makes a very stout mead from a blend of local grains and herbs that is fairly inexpensive.
19. **Inn.** This inn is used primarily by merchant travelers through Derwath. It is moderately priced and located on the outskirts of town, which makes for a fairly quiet night.
20. **Stable.** Owned by the same person that owns the inn at #19. Fairly new.
21. **Armorer/Weaponsmith.** This craftsman used to live in Minas Arnor and was very successful. He left there and moved to Westmarch to relax for awhile. He really doesn't have the clientele in Westmarch to support his business, but he is comfortably well off and enjoys collaborating on projects with the alchemist next door. He enjoys creating in his craft, so special projects are reasonable priced for the labor point of view, but materials are hard to find. He does have a good inventory of well made armor and weapons, which for the most part remains in storage.
22. **Alchemist.** This young practitioner of alchemy is only 5th level, but is very talented. He enjoys his work and appreciates the help and input of the armorer next door. He is always looking for new ideas for projects and welcomes outsider patronage.
23. **Healer.** This lay healer is proficient, but only 7th level, so serious injuries cannot be dealt with effectively by him.
24. **Herbalist.** The herbalist is the wife of the lay healer. Many times they work together to heal the more serious injuries. She has a limited supply of herbs that are natural to the area. (including the mountains) and will pay market prices for herbs that she cannot get otherwise. She will sell the herbs that she has in excess or can get adequate supplies of but the price will be higher than in larger cities.

25. **Outfitter.** Everything needed for journeys into the wilder areas of the country. Ropes, packs, tools, and much, much more. Prices are reasonable, but the owner has a tendency to hard-sell his goods.
26. **Town Hall.** Here the city council meet to discuss city matters, and their recommendations are forwarded to Lord Targen for approval. Mostly this is a formality, because Lord Targen usually agrees. Public forums are also held here once a month to allow the people to talk directly to the council.
27. **Silversmith.** Located on the main town square, this silversmith has a booming business thanks to the rich landowners and merchants of the area. He does exceptional work for Westmarch, average work if compared to imported goods which he also sells.
28. **Glassblower.** This shop stands empty because the glass blower and his apprentice both died during the Plague.
29. **Bowier/Fletcher.** Fine hunting bows can be bought here along with their accessories. He does not make crossbows.
30. **Stable.** The midtown stable is mainly used by day visitors to Derwath from outlying farms who come to town to shop.
31. **Mill.** This is a processing mill only for creating very fine flour. No storage silo is connected, so all raw materials and finished products are stored at a site east of town.
32. **Bakery.** Connected to the mill next door. The bakery uses the fine flours and meals produced at the mill to create very tasty breads and cakes.
33. **Weaponsmith.** Shop is empty. The craftsman died during the Plague. His duties are performed by the armorers in town.
34. **Wainwright.** Carts for any occasion, and repairs too.
35. **Empty shop.**
36. **Carpenter.** Works mainly for the upperclass.
37. **Scholar.** Works primarily interpreting written works, and arguing with Garamund about Daen Coentis history. See #16.
38. **Weaver.**
39. **Grocer.** Better selection than #9.
40. **Curiosity Shop.** All sorts of strange objects and interesting things can be found in this shop (if you can find anything among all the clutter), run by an old Lintis woman who also tells fortunes.
41. **Potter.** Capable of making fine stoneware, but mainly deals in pots and urns
42. **Jeweler.** Trained in Lond Ernil. Can work very fine materials, but rarely gets an opportunity to excel at his craft.
43. **Warehouse.**
44. **Moneylender.** Also doubles as a pawn shop. Interest rates are high.
45. **Winery.** Produces fine wines that draw a high price in the cities to the south.
46. **Herbalist.** Primarily grows and sells herbs not locally available. Does not particularly like dealing with people, so he does not like to give instructions on how to use the herbs he sells. He will refer anyone asking for this type of help to the other herbalist. (See #24.)
47. **Inn.** The Sparkling Sickle. The finest inn in town. It is three stories tall and the rooms are spacious and very comfortable. It also has a fine restaurant on the bottom floor that is frequented by the upper classes. All the niceties do not come without a commensurate price.
48. **Warehouse.**
49. **Outfitter.** Specializes in meeting the needs of young people out to explore the world. Unfortunately, there are not enough of these explorers to keep his business going so he also sells farm equipment, harnesses, and tack.
50. **Mage.** Very new in town. Hasn't drawn much business because the townspeople are not sure they can trust someone who advertises himself so openly as a magic user.
51. **Grocer.** Only the best produce is sold here.
52. **Inn.** Moderately priced establishment that used to be better. Has more rooms than any other inn in town.
53. **Jeweler.** Primarily works in gold and gems. Makes water clocks as a hobby
54. **Potter/Glassblower.** When the town glassblower died during the Plague this potter took up the craft and is doing his best to meet the townspeople's needs, but his workmanship is primitive.

55. **Import Shop.** Opened by a group of merchants. To display and sell goods bought by their trading company in the south and north. Many of these items could not be produced in Westmarch. Anything found here will have a hefty price tag.
56. **Healer.** The old Lintis woman who lives here is a channeling based healer, who uses herbs and Dunnish superstitions along with her magical abilities to heal. She is popular with the lower class and migrant Dunnish. The upper class regret that her shop is on the south side of town, but not too much, because she does good work.

3.32 TILMENDIR

Tilmendir castle is located some 10 miles from Derwath to the south on a ridge that overlooks the southern bank of the Adorn. It was built during Gondor's expansion period around T.A. 1050. The castle was built large and once housed a sizable garrison to protect the pass through the White Mountains to the southern coast, in case of invasion by sea. Over the course of time, however, the castle has become less and less populated and now only has a garrison of 50 militiamen as previously noted. The castle itself has several areas that are unoccupied now because of the relatively low number of people occupying it. This all makes for some areas of the castle that are dark and spooky (according to some of the younger men). The castle is set into a ridge such that rear portion of the first two levels are actually underground, and the front of the castle extends downward on the front below the first level so that the entrance tunnel cuts upwards through rock at a 30° angle before opening in the middle of the castle courtyard. See the layout below.

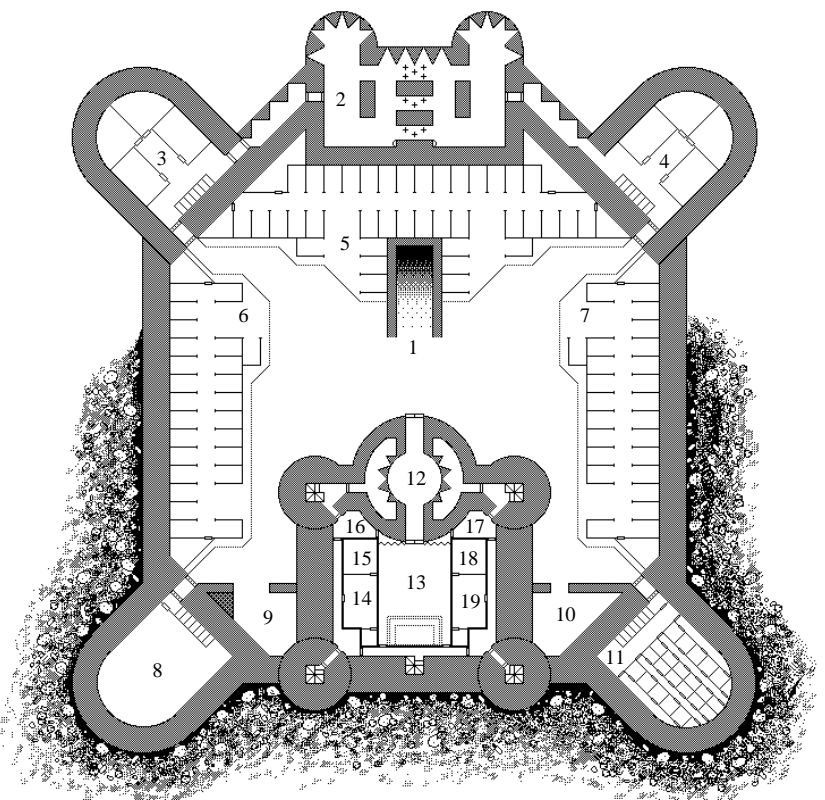
LAYOUT

Level 1

1. **Entrance:** This tunnel from the outside is the only known entry way into the castle (See #98.) The

tunnel opening is protected by double doors made of Dwarven steel and a portcullis of similar construction at the entrance and 30' into the tunnel. The length of the tunnel is protected by three different devices. Holes in the ceiling allowing defenders to shoot at intruders as they pass underneath. Two dead-fall weights can be triggered from the gatehouse to crush or trap intruders (treat as a huge crush at +50). Spouts located in the gatehouse can be used to direct boiling or flaming oil down into the tunnel to further dissuade intruders. The exit of the tunnel is in the center of the courtyard of the castle and can be collapsed if this becomes necessary.

2. **Gatehouse Guardroom.** This room allows for a view of the entire front of the castle through arrow slits, which allows for excellent forward defense. Also contained in this room are the murder holes for the tunnel below as well as the controls to the dead falls mentioned in #1. Steel doors allow access to this room from the hallways that connect to the corner towers. These doors can be barred from either side to seal off areas if overrun.



3. **Officers Quarters.** Rounded rooms (a) are for lieutenants of the garrison. The rectangular rooms (b) are home for 2 non-commissioned officers each. Rooms are furnished in a comfortable, yet functional fashion. At this time due to the low numbers of men occupying the castle, only 1 officer and 2 non-commissioned officers are staying here.
 4. **Officers Quarters.** Same as #3 Except that the blacksmith occupies one of the rooms.
 5. **Forward Stables.** 38 horses can be stabled here, but currently these stables hold only Lord Targen's horses and his son's horses.
 6. **South Stables.** 25 horses are stabled here for the militiamen.
 7. **North Stables.** Currently 15 horses are stabled here.
 8. **Storage.** This room contains dry goods and preserved foods. Enough to last several months.
 9. **Smithy.** The castle's smith does everything from shoe horses to mend armor here.
 10. **Armory/Guard Station.** This provides a station for the main courtyard guards and as well as the prison guards when prisoners are present. It also hold stores of spears and arrows for defense.
 11. **Dungeon.** 24 cells are available for immediate occupancy. No one is contained within. The locks are old and rusty but still work on 60% of the cells.
 12. **Citadel Entrance.** Double steel doors guard both ends of this entrance passageway. Portculli can be lowered to block off each end of the round section. Arrow slits allow for fire into any portion of the round area. To further protect this entrance large stone blocks can be dropped to block the entrance way on either side of the round area. Also the front doorway is protected by spouts from which oil or molten lead can be poured from the 2nd level of the tower (See #32.)
 13. **Public Receiving Area and Dining Hall.** This highly decorated hall has become somewhat dingy and rundown ever since Lord Targen's wife died. Tapestries hang all along the walls and cover alcoves in the rear of the room (see #16 & 17.) On the dais at the front of the room are two large chairs. Lord Targen sits in the right chair when receiving guests and when presiding at feasts. During feasts, tables are moved into the rooms from room #19. On each side of the dais, doors lead to a connecting hallway. From here stairs lead upwards through the citadel.
 14. **Kitchen.** This kitchen is used to prepare food for feasts scheduled for the main hall. It is well equipped, but under-used.
 15. **Cook's Quarters.** One cook currently resides here. He is under Miconur's influence as well and will poison the food if Miconur so commands. As he cooks only for Lord Targen's family and guests. There is a separate staff for the men.
 16. **Guardroom.** These have access to the alcove behind the tapestry in room #13, as well as to the tower stairs and the arrow firing room of the entrance way. One guard is always stationed here, and will reposition himself in the alcove if visitors are present.
 17. **Guardroom.** Same as #16
 18. **Servants Quarters.** These servants act as pages during receptions and as porters during feasts. There are currently 2 servants residing here. One is controlled by Miconur, the other for some reason is not, but goes along because he is too scared to do otherwise.
 19. **Storage.** Used to store tables and chairs for dining.
- Level2
20. **Watch Post.** 2 guards are stationed here at all times and are responsible for alerting the castle to the presence of people at the gate and dispatching a guard to determine the visitor's intentions. Again as in #2 the arrow slits provide a wide field of fire.
 21. **Armory.** Each guard carries his personal weaponry with them, but extra weapons and armor similar to what they already have is located here for replacements. Double doors guard the entryway to the towers.

22. **Barracks.** This large room can hold up to 20 men comfortably in fairly spartan accommodations. Only 10 men are housed here at this time. The door leads to an access way for the arrow slits of the tower. These increase the fire field of the tower to almost 180° at this level.

23. **Barracks.** Similar to #22, except 15 men live and sleep here.

24. **Mess Hall.** This large room is used for all the meals for the militiamen.

25. **Kitchen.** This kitchen is used to cook the militiamen's meals.

26. **Quarters.** This room was once the home of the castle's Stable steward. There is no longer a need for one since the number of horses stabled is down and the men are required to take care of their own mounts.

27. **Quarters.** Three stable boys once slept here.

28. **Quarters.** The castle blacksmith once used this as his quarters, but since no one else lives in this tower he prefers to sleep with the men. (See #4)

29. **Quarters.** Once used for 2 smith's apprentices.

30. **Quarters.** Once used for the castle armorer. All the armor repairs are done in Derwath.

31. **Quarters.** This room was for the dungeon keeper. It is empty.

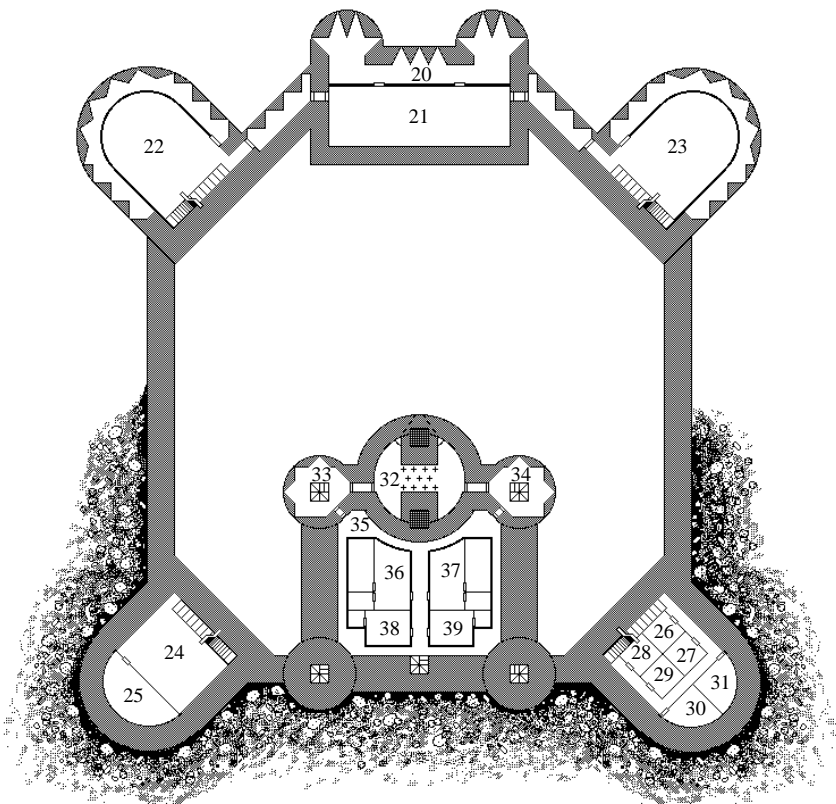
32. **Control Room.** From this room the traps that guard the entrance to the citadel can be activated. Murder holes are also located here so that intruders stuck in the room below can be fired upon. Funnels are located in the front of the room that allow oil or molten lead to be poured onto attackers at the Citadel's main doors.

33. **Guardroom.** 1 guard is always stationed here, always ready to go to #32 to man the trap controls.

34. **Guardroom.** Same as #33.

35. **Hallway.**

36. **Guest Suite.** This room is for visitors to the castle. It is nicely furnished and has



two auxiliary rooms. One is a washroom, the other is for storage, and for any personal servants the guests might bring.

37. **Guest Suite.** Same as #36. Both of these rooms have not been used much lately and are very dusty.

38. **Guest Room.** For guests with no servants or less luggage.

39. **Guest Room.** Same as #38.

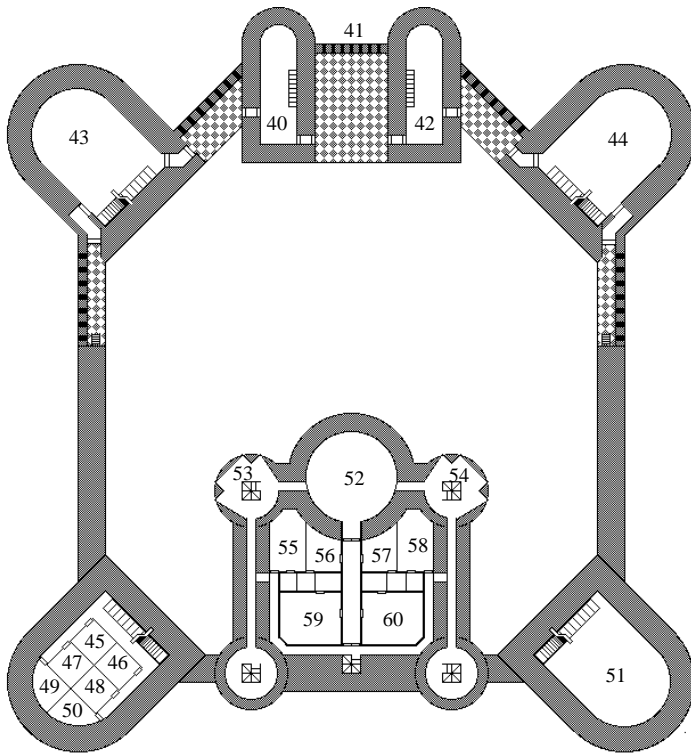
Level 3

40. **Tower room.** Here the gate house of the fortress splits into two towers. This room is used for storage of ballistae and other siege equipment and to access the levels above. This level can not be accessed from the armory below. In order to get here one must go through one of the side towers and then across the open wall to the tower entrance.

41. **Open Roof.** Overlooks the front gates and the castle courtyard.

42. **Tower Room.** Same as #40.

43. **Barracks.** 20 men were once housed here. Now only 15 live here. Doors lead to the wall on the gatehouse side as well as the side wall of the castle. The side walls are



stair-stepped to account for the difference in height between the front and back of the castle.

44. **Barracks.** Same as #43.
45. **Quarters.** Once used to house kitchen staff. Now it is empty.
46. **Quarters.** Once used to house porters that worked in the soldiers mess. Now empty.
47. **Quarters.** Used to house 2 of the men that cook for the militiamen.
48. **Quarters.** Used to house 2 porters.
49. **Quarters.** This room is home to the head mess cook. She is one of the few women that live in the castle.
50. **Quarters.** This room is occupied by the castle's supply steward. He is in charge of acquiring supplies for the men's mess as well as supplies for the stables and the citadel kitchens.
51. **Barracks.** 20 men were once housed here. Now no one occupies these barracks.
52. **Royal Armory and Museum.** This room is multipurpose. It serves as a arms storage room for the citadel guards, but it also serves as a repository for Lord Targen's hobby. Lord Targen has one of the largest collections of historical armaments west of Minas Anor. This room contains 40 mannequins dressed in various forms of armor and bearing

various types of weapons from many different times and lands. Each mannequin has an engraved plate fastened to the floor in front of it that describes the origins and usage patterns of each battle dress. On the front walls are murals depicting battle done by artists of many different races. The armor and weapons on these dummies are all at least +5 with several +10 weapons, and a +15 scimitar on one of the Easterling mannequins. Lord Targen took precautions to protect his collection. If any item is taken from the room will long door back to its original position. If this is tried again within 3 minutes of the last attempt then the person passing through any of the doors out of the room will be subjected to 2 +20 *Shock Bolts*.

53. **Guardroom.** 1 guard is always stationed here.
54. **Guardroom.** Same as #53.
55. **Quarters.** This room once housed the castle's scholar. He maintained the library and acted as an advisory to Lord Targen. All his possessions are still in this room. His mangled body is also present. Miconur clubbed him to death in a fit of rage when the old man would not submit to his will. The old man had a bag with 432 gp stashed in a fake panel in the bottom drawer of his desk. He also is wearing a ring which bestows a +10 to its wearer's Reasoning bonus. He has been dead for weeks. The room smells incredibly bad.
56. **Quarters.** This is the quarters of Carnil's squire. He was killed by Miconur attempting to keep him from harming his master. (See #86.)
57. **Quarters.** This is the quarters of Galendur's squire. He is currently under Miconur's control.
58. **Quarters.** The castle's healer is quartered here. He is aware of Miconur's influence, but has stayed on in fear of his life and to hopefully help those injured by Miconur. Miconur is aware that the healer is not under his influence, and has him watched closely.

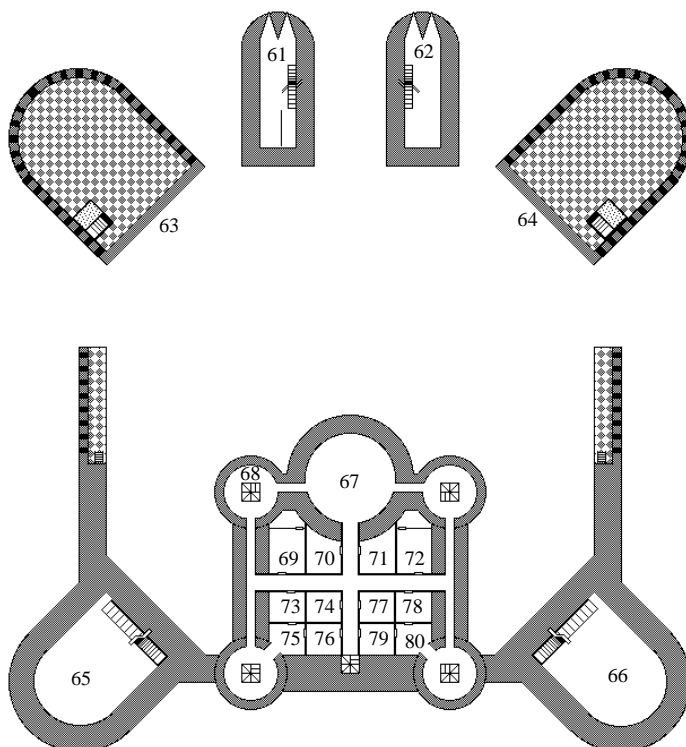
59. **Quarters.** The captain of the citadel guard was quartered here. Miconur considered him to dangerous, so he put him to sleep and slit his throat. His body lies across his bed. Again the room smells of death. If anything in the room is disturbed the captain will awaken from death as a ghou, dispatch the one that disturbed his final resting place and go in search of Miconur.
60. **Quarters.** The citadels steward occupies this room. He is in charge of the operations of the castle. Miconur allows him just enough free thought to fulfill this task.

Level 4

61. **Tower Room.** Used as a guardroom and for storage.
62. **Tower Room.** Same as #61.
63. **Tower Roof.** Access to the roof is provided by a trap door and a ladder that extends to the room below. A small hoist is mounted to the roof here to allow equipment such as ballistae to be brought up from the storage room below.
64. **Tower Roof.** Same as #63.
65. **Tower Rooms.** This room is used for

storage, but was made to be converted to temporary barracks if the need presented itself. For this purpose the wall has hinged platforms that fold down to become bunks.

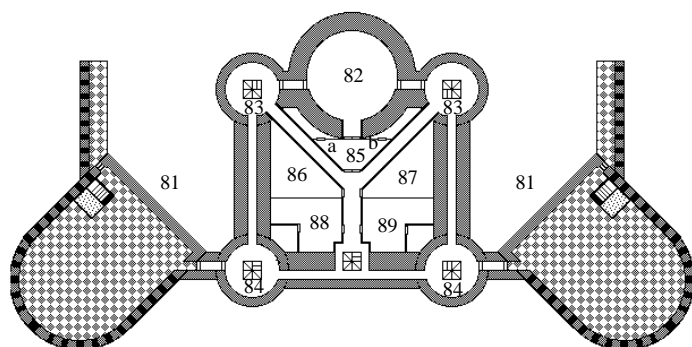
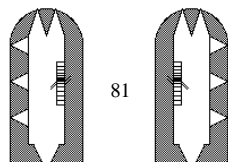
66. **Tower Rooms.** Same as #65.
67. **Library.** This is the first level of the 2-tiered library. Books collected by Lord Targen's family for centuries are found in this hall. The 2nd level can be accessed by a circular stairway that connects with the walkway on the 2nd tier. The walkway is polished wood with inlaid and intricately carved railings. In general Miconur hates every part of this castle, but out of all these hated rooms he hates this room least.
68. **Guards' Passages.** This series of hallways allows the citadel guards which live on this level to have access to all the stairways of the keep.
69. **Workshop.** This room is used as a workroom for the keep's herbalist and the magical people of the castle. When Miconur was young his first experiments in the magical arts were completed in this room.
70. **Librarian's Quarters.** This room was once the living area and office of the castle's librarian. Lord Targen had such a love of books that he dismissed the last librarian to take over the duties himself.
71. **Nanny's Quarters.** Carnil has two children, ages 12 and 6. They are currently away to the south visiting his wife's relatives for six months. The children's nanny lives in this room when they are at the castle.
72. **Quarters.** The assistant castle steward lives in this room. He is in direct command of all the citadel servants and kitchen staff.
73. **Guards' Quarters.** This room is the home of 4 citadel guards. It is open to the guard station at #75.
- 74,77. **Servants' Quarters.** 2 servants occupy this room.
- 75,80. **Guardroom.** This acts as a staging room for the citadel guards. Extra crossbows, bolts, arrows and spears are kept here for defense of the citadel.



- 76. **Guards' Quarters.** Same as #73.
- 77. **Servants' Quarters.** Same as #74.
- 80. **Guardroom.** Same as #75.

Level 5

- 81 **Gatehouse Tower Rooms.** These two rooms are used for storage of battle equipment, including large vats of oil to be used to pour on attackers.

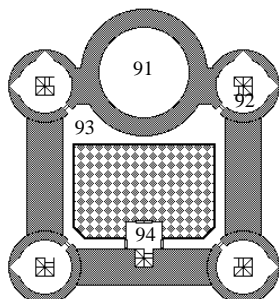
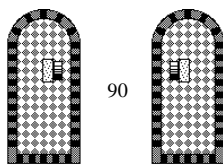


- 82. **Lord Targen's Chambers.** This large sumptuous chamber has seen better days. When his wife was alive the room was always brightly decorated. Now those furnishings are drab and run down, but they are comfortable and that is what Lord Targen values mostly at this point in his life. At this point, however, his life is in jeopardy. He lies on his bed in a coma completely at the mercy of his mad son Miconur, and not far from death.
- 83. **Guard Stations.** The families' personal guards man these stations. and routinely patrol this level's hallways. Since Miconur's return these guards are loyal to him in their delusion. One of them is always on duty outside the door of Lord Targen's office (#85).

- 84. **Guard Stations.** These guardrooms differ from those in #83 because they give exit to the rear tower roofs.
- 85. **Lord Targen's Office.** Lord Targen carried out his daily business in this room. It is outfitted with a large desk centered in the room with bookcases lining the walls. The desk is quite untidy. Two rooms adjoin his office. Room (a) contains many records of the transactions of the castle for many years back, along with large stores of detailed maps of the entire region. Room (b) is the castle vault. The vault contains strongboxes containing 50,000 in gold, silver and gems. It also contains five chests that hold Lord Targen's wife's wardrobe. The clothes are well preserved and made of the finest materials. Set into the wall of the central tower is a secret vault that contains three items of particular importance to Lord Targen. The first is a large dark blue sapphire given to him as a gift from the king. It has a large flaw in the depths of the stone that resembles a swan taking flight. The stone is priceless. Meaning that it is well enough known that it would also be hard to sell in anonymity. The second item is the diamond tiara worn by his wife on special occasions. It is worth 10,000 gp. The last item is the hereditary sword of his fathers. It was made in Númenor. It is a +25 *white eog* holy sword with blue triangle shaped *laen* inserts in the blade. The sword does double concussion hits vs servants of Sauron, will cast *Brilliance* 1x/day and discharge a point blank *Shock Bolt* up to 5x/day on command while striking a foe. The door to the main vault is keyed to open to Lord Targen's touch. He has not yet keyed the vault to any of his sons as was his intent. If anyone tries to open the door that is unauthorized, (i.e., anyone other than Lord Targen) they must resist vs a 12th level *Teleport* spell or be teleported to a point 10' outside of the main citadel tower –a drop of eighty feet. If the main vault is breached, the strongboxes are double locked (-30 each). The secondary secret vault is very well

hid in the wall (-40 to find the opening). Even if found like the main vault door it will only open to Lord Targen's touch. Anyone else trying will trigger a dead-fall weight to drop from the ceiling on the person or persons standing in the 3' square area in front of the vault. This will inflict a D crush critical on each person in that area. The trap is hard to detect (-30), however, there is a chance that the trap will not work properly. Roll open ended. A roll of 25 or less indicates the trap stuck fast. A roll of 25-50 will allow each person under the weight will be able to make an RR vs a 10th level spell, using their quickness as a bonus. If they resist they are able to move out of the way. A roll of 50-100 indicates the trap functions normally. A roll of 101+ indicates that the trap functioned with silence and speed and acts as an ambush attack of rank 5 with reference to the critical roll.

86. **Carnil's Quarters.** This room was Carnil's room and is now his final resting place. His death was slow, painful, and finally ended two days ago after at least two weeks of slow torture by Miconur. Carnil's body and room are in such a state that even seasoned adventures must resist versus Fear/Terror at 10th level or be stunned at the sight for 1rnd/10% failure.



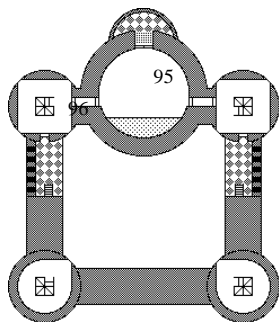
87. **Galendur's Quarters.** Galendur still occupies this room, because he is one of the only members of his family that Miconur liked. His room is decorated as befits an adventurous and dashing young man.
88. **Miconur's Quarters.** These were Miconur's quarters when he lived at Tilmendir when he was younger. Since he has returned he has slept little but when he has he has slept in the high tower hall. (#100)
89. **Children's Rooms.** This room is housing for Carnil's children when they are at the castle. They and their mother are visiting relatives in the South.

Level 6

90. **Gatehouse Roof.** Trap doors open to the tops of the twin gatehouse towers. The drop from this level to the ground in front of the castle is 150'.
91. **Lord Targen's Chambers.** Lord Targen's quarters (See #83) extend through to this level as a high vaulted ceiling. There is no access to the chamber from this level.
92. **Guardroom.** One of these rooms is usually occupied although the guard may be out in the courtyard if members of the family are present.
93. **Enclosed Walkway.** This area is a covered hallway with large glass windows that look out onto the open courtyard. These windows can be opened if the weather is reasonable.
94. **Courtyard Entrance.** This chamber gives entrance to the rear staircase, the windowed walkway (#93) and the courtyard. The courtyard is tiled completely in a beautiful mosaic pattern. There are 4 large planters in the courtyard and with various decorative plants in them except for one which was taken over by the castle herbalist to grow herbs. Many herbs available to this climate can be found growing in this bed.

Level 7

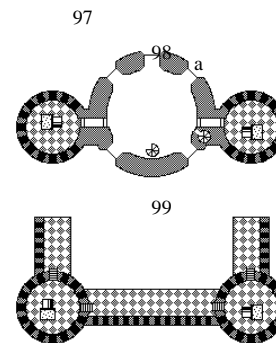
95. **Overlook Room.** This room was used by the royal family and friends as a sitting room, conversation, and light reading. The room is furnished with plush furniture and soft carpets. The front of the room gives entrance to a balcony that is 140' above the level of the main castle courtyard. On the opposite side of the room is a wide hearth which keeps the room quite warm when needed and the door to the balcony is closed.



96. **Guardroom.** On this level the front guardrooms give access to the citadel walls.

Level 8

97. **Tower Roofs.** The front citadel tower roofs can be accessed via trap doors similar to other tower roofs and they in turn allow access to the high tower room. (See #98)
98. **High Tower Room.** This is the highest enclosed room in the main citadel tower. Windows made of high glass allow a view of the surrounding land that is quite wonderful. The room is only accessible from the roofs of the side towers (#97) as there is no internal stairway to this level. This room was once designated as the tactical room for planning patrols and sorties when Westmarch was a wilder land. Since it was seldom used for this purpose, it was primarily used by officers to study the tactical texts and maps that are stored here. Since Miconur's return he has taken over the room as his quarters and personal meditation room. A spiral

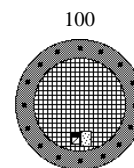


staircase stands next to the rear wall and allows access to the high tower roof (#100). Next to the exit of the room, there is a concealed doorway (a) set into the wall. This doorway leads to a very tight spiral stairway that descends through the wall to a tunnel beneath the castle. The tunnel leads to a secret door set in the back of a cave over a mile away. To ensure escape should it be necessary, a lever at the bottom of the stairs will retract all the steps on the staircase into the wall, dropping everyone on the stairs from whatever height they were at when the stairs retracted to the cold stone below.

99. **Citadel Walls.** The walls of the citadel are open to the outside here and look down on the citadel high courtyard at #93.

Level 9

100. **High Tower Roof.** This large rooftop is covered by a conical copper roof that has turned green over the years. The roof is held up by large iron bars. This rooftop is particularly dangerous to be on during the thunderstorms of spring.



3.4 THE TASK

The PC's face a difficult task. If they decide to become involved they must figure what has caused the changes in the militia.

Then they must go to castle Tilmendir to find out who is responsible and correct the situation. This will require either great stealth or bold guile to get into the castle and a strong defense against an insane sorcerer to complete the task.

3.41 STARTING THE PLAYERS

The PC's can be started in several ways. They might be witness to a particularly cruel act by the militiamen in the town of Derwath, such as a small group of militiamen riding through town at high speed kicking an old woman in the head or something equally as cruel. They might be asked by Evad to help him investigate a raid that occurred on a farm house miles outside of town or to travel to Tilmendir castle to see if all is well with Lord Targen since a visit by him at the castle might cause political unrest between the two government representations if things turn out to be normal after all.

GM Note: *Strangers to Evad will not be asked to help. This start will only work if they are already deemed trustworthy by Evad.*

Finally the party might be witness to the raiders leaving a burning farmhouse, which could lead to a fight or tracking the raiders, or an arrest of the party by Evad as if they were the raiders.

3.42 AIDS

Help for this adventure could come in several forms depending on the start. Most likely Evad will be encountered in one way or another, and although somewhat closed-mouthed, he will provide some information on the raids, and the strange behavior of the militiamen. Evad will have questions of his own for the party if he has any reason to believe they are involved. Other rangers in Derwath at the time can also provide information about the events. Some of the townspeople will also have individual stories about the militiamen. There will be significant talk about them, so this will not be hard to attain. Since many of these young men have families in or near town, there will be many family arguments occurring when these men

come in contact with family. One important piece of the puzzle has been picked up by the town astrologer, Garamund. He has noticed that the 10 militiamen that are garrisoned in the small tower in Derwath, started out very belligerent two weeks ago when their term in town started but now they are acting nicer and have objected several times to actions that some of the other militia men have taken in town. (This is due to the fact that the mind altering herbs and spells that Miconur has used on them have begun to wear off.) Garamund also found out that those same men have been ordered back to castle Tilmendir to be replaced by another squad fresh from the castle. This is unusual because the normal term for a squad in town is two months.

The only other aid they might receive would be maps of the castle. These do not exist now but could be constructed from memory by Evad and some townspeople who used to work in the castle.

3.43 OBSTACLES

Depending on the starting point, Evad might present an obstacle or an aid. Either way, Evad will sternly remind the party that the militiamen are locals with family and friends, and if it is known that they are acting under someone else's influence, Evad will arrest anyone who uses unnecessary lethal force against them. This will be pointed out repeatedly by Evad and any other rangers present.

As if the possibility of having to subdue without injuring up to fifty men were not enough, there is Jozein to deal with. If possible, he will discover the plans of the rangers and or the party before he goes to the castle himself. If he discovers that the party intends to take its investigation, he will try to delay them in any way possible without being seen. If nothing subtle seems to work he will set up an ambush outside of town to critically wound a member of the party in the hopes that the party will be delayed in order to see to the injured. Once at the castle he will try to kill Miconur before the party can get to him. He will kill any other castle personnel if they interfere.

3.44 REWARDS

The primary rewards reaped from the successful completion of this mission are of a non-monetary nature. The party will have the thanks, admiration, and respect of an entire town, Evad, Lord Targen, and his household, if they are still alive. Lord Targen and his sons will be stricken with grief over the death of Miconur even if his acts are revealed to them. Lord Targen will be unable to talk about the whole affair for weeks, but if any of his sons remain, they will offer a monetary reward of 1000 gp for the party. The townspeople for their part will offer services and goods as a reward to the party, particularly those whose sons have been returned to their former states. However, if one of their sons was killed they will want the party arrested or possibly even assault the party in a fit of grief. If no other monetary reward is offered, Evad will give the party normal ranger wages for the days they were involved.



3.5 THE ENCOUNTERS

Other than those outlined in Section 3.3, the GM should match the encounters to the starting point used and should feel free to alter those encounters presented as needed. Some guidelines for specific encounters are as follows.

Militiamen under Miconur's influence will attack at the smallest provocation and in force, unless they are ordered to do otherwise by Miconur. Should the PCs go to Tilmendir openly, Miconur will have militiamen greet the visitors kindly and will have them escort the PCs inside the castle to the main hall where Galendur will be sent by Miconur to meet them. Galendur will explain to them that his father

Lord Targen has been ill and that if they desire to see him they will be allowed to, but only one at a time, because he is very ill. If the party decides to do this Miconur will attempt to split the party up inside the castle and kill them one at a time. If they do not wish to see Lord Targen, they will be asked to leave. If they become accusative or annoying they will be escorted out by armed guards.

Miconur will only appear when the party is divided into smaller groups or when his militiamen have engaged the party. He will then begin to cast spells from a concealed position if possible. If he finds himself outnumbered or out positioned he will break off combat and relocate himself in the castle in a more advantageous position. The exception to this is if Galendur is killed or critically injured, Miconur will immediately attack with increased ferocity with every spell he can muster.

Jozein, if discovered in town or on the way to the castle, will try to evade and/or hide from the party. If the PCs are persistent he will try to single out members for injury in such a way as to cause much pain in order to give him an opportunity to escape. If encountered in the castle he will try to evade the party if they are present as a group. If the encounter is with a single person he will try to get away unless he has the drop on them. As far as Jozein is concerned, the fewer witnesses the better. Encountering with Jozein can lead to some questions like: "Why was an assassin sent to kill Miconur?", and "Who sent him?" Information from Jozein (not easily gained) might point toward the truth about the Earthwell, its function, and from where its orders come. Any thoughts about sorties to the Earthwell should be conducted by a strong party.



4.0 RESTORING THE BALANCE

4.1 THE TALE

Years ago in the Second Age before the coming of the Dúnedain, the Daen Coentis lived throughout the White Mountains. During the height of their power the Daen were ruled as an association of clans under the rule of a king. Even then the fierce clan rivalries among the Daen never really diminished; indeed many of the clans never acknowledged the rule of the king at all. This deals with one such clan. During the time period just before the oath taking, the Clan Asirac lived in the high foothills of the White Mountains on the east side of Westmarch. There they lived fairly peacefully with their neighbors and created works of great power and craftsmanship. Their one problem with life during that time was the presence of a new clan in the area. Clan Rendar moved from the southern vales of the White Mountains after being run out of the area by a coalition of three other clans who cooperated only long enough to oust the Rendar from the region. The reasons for this banishment were many and complex, but it all boiled down to the fact that there was not one decent, honest, upright soul in the entirety of Clan Rendar. In fact, most were quite rude, dishonest, dishonorable, and belligerent. Later, during the times of change for the Daen but before the Oath breaking, the Daen as a whole began to slowly resemble Clan Rendar, except for a few of the clans in Westmarch who had broken off and maintained their distance from the others.

The lead clan in this group was Clan Asirac and the main opposition clan was, of course, Clan Rendar. This fierce rivalry between clans has continued ever since and even after the deaths of the members of both clans. After the Oath breaking the members of Clan Rendar slowly died off, yet continued to walk the earth as undead oath-breakers. Knowing this would happen the leaders of Clan Asirac decided that it was their destiny to oppose Clan Rendar, even after death. Through ritual they were able to set up a magical ward

able to dampen the activity of the undead of Clan Rendar and its allies. They paid for this ritual by joining the undead in their state of unrest. They did not lose their knowledge of their actions nor of their need to maintain diligence against the evil acts of the Rendar. Since that time the two undead clans have struggled constantly in battles of willpower and often in open combat in the valley between the tombs of the clans. For ages, this struggle has taken place with the Asirac barely able hold the evil of the Rendar in check. In 1636, that changed.

Jenrad was a decent warrior, but had been in trouble at his last post in Pelargir as a guard at one of the minor nobleman's house. He was on his way north in 1636 to hopefully get work where people didn't have knowledge of his dubious past. While passing through Westmarch, Jenrad realized he wasn't feeling well. A day later, in his delirium, he wandered into what he thought was a cave to rest for a while. Two days later, nearly dead, Jenrad had a visitor, who offered him life in exchange for a favor. Jenrad accepted, and properly equipped, was able to enter the tombs of the Asirac clan and remove a vital component of the damper that had held the Rendar in check for many years. For his service he was killed and is now an unwilling member of the Rendar clan.



That was four years ago. Without the inhibiting effect of Clan Asirac's magic, the Rendar have been able to build sufficient strength to begin affecting the world around them. Using the stolen centerpiece from the Asirac device they were able to construct a magical device which they use to periodically summon and influence the minor demon that inhabited the caves that surround the Rendar tomb. Using the device they persuade the demon to go into the civilized areas with magical flasks designed to capture the human soul as it escapes the body just after death. The demon has been collecting these souls by brutally slaughtering locals then using the device to bring the souls back to the Rendar who devour the souls for the life essence they

contain. The demon returns to its home caverns after each foray and must be summoned each time. However, the demon can and has killed whole families. In fact, over the last three months the Rendar have caused twelve deaths using the hands (claws and teeth) of the demon.

These murders have not gone unnoticed, however. Elarin the Elvish ranger was the first to see the results of one of the demonic slaughters at a remote farmhouse in the foothills of the White Mountains. At this point in time the rangers are in charge of the investigation. They believe that these deaths were not by human hands, but are not sure who or what is behind the killings. They have not told the citizens of their beliefs yet, so as not to cause to much panic. For now they have perpetuated the present belief by locals that the attacks were made by some rampaging bear or a small Orc party. The rangers have seen the bodies and know that whatever committed the murders derived distinct pleasure from the acts and have therefore ruled out the possibility of animal attacks. Other than that, the rangers only know that the victims have died painfully by multiple wounds with what appears to be a ragged-edged weapon.

4.2 THE NPCS

The Asirac

Once, the leaders of the Asirac were individuals, when they created the magic to hold the Rendar at bay they put much of themselves into the spells required. Now, all that is left of the Asirac clan is the collective presence maintained in their tomb, and the soldiers of their undead army. The presence is conscious of others, and still has powers of its own even though the focusing device was stolen and is now being employed by the Rendar. The presence which only refers to itself as "The Asirac" has no actual body, but has a focus that consists of the five stones that contains the Rendar wards. Since one of these stones was stolen four years ago the Asirac has lost its warding abilities, but still many of the powers that its individuals had when it was formed. It is the equivalent of a 25th level Mentalist, a 23rd level Astrologer, a 30th level

Cleric, a 32nd level Alchemist and a 27th level Mage when all the stones are in place. With the stone missing, the Asirac is missing the Mentalist portion of its personality and all its other aspects are slightly diminished. The Asirac has one goal in existence, that is to hold the Rendar in check. At present the Asirac realizes that it lacks the abilities required to suppress the Rendar's activities, and has been actively searching for ways to rectify this situation.

Darren

Three months ago the Asirac took advantage of an opportunity that presented itself near the town of Beldwin. A young boy from the area whose name was Darren, went fishing with his father and accidentally fell out of the boat. He drowned, but the Asirac was able to bring the boy to an undead state that they are able to control. The people that found the boy after he supposedly died thought that it was a miracle. His parents were beside themselves with joy. That was three months ago. Now his parents are dead. They slowly got sick after their son came home and died after two months of exposure to his presence. To the Asirac this was an unfortunate necessity. The townspeople have shunned him, and of course he has not been the same since the accident. Now he roams the outskirts of town with no seeming purpose, but the Asirac lend a method to his roaming. They have been searching for the last three months (using this young boy's body as their senses) for a person or persons that they deem capable of the task of recovering the focusing stone from the Rendar. Once these people are discovered, they will be spoken to by the Asirac through Darren in hopes of bringing back the focusing stone and restoring their ability to keep the Rendar at bay.

The Rendar

The Rendar are a well organized clan of undead. They have become this way from years of fighting against the wards placed over them by the Asirac. In all those years of being held in check by the Asirac, the most the Rendar were

able to accomplish was an occasional battle with the Asirac armies in the valley between the tombs. Slowly, over the centuries, because of the Asirac not allowing them to gain strength from the living, the Rendar have lost strength and power. It was only out of desperation that they tried to steal the focusing stone from the Asirac. Since the Rendar have defeated the Asirac's wards, they have been able to move openly to fulfill their desires for the life essence of living beings and have been regaining some of their power. The Rendar are still organized in a clan fashion even though they are dead. The leadership of the Rendar clan was established among the most powerful of the clan, not just who was dead the longest. So, in fact, the clan leader is actually one of the last of the Rendar to die. Of the Rendar leaders, there are 6 who are significant.

Devec

Devec is the leader of Clan Rendar. He was one of the last of Clan Rendar to die. He was a 30th level evil Cleric when he was alive, but like many of the Rendar, lost power while undead, because of being deprived of the life essence they would normally steal from the living. For now, Devec is the equivalent of a 12th level evil Cleric but is growing in strength. He maintains a considerable part of his intellect and is capable of manufacturing brilliant plans as he did in order to steal the focusing stone. If the Rendar's rule of terror continues, Devec and the other Rendar will become powerful enough to roam out of their tomb and dominate the surrounding area without the help of the demon they have been summoning.

Marag

Marag was at one time Devec's father, but now those relationships do not seem to have any meaning. While alive, Marag was an alchemist who specialized in arcane magical devices. He was a 27th level Alchemist but at the present can only function as a 15th level Alchemist. Although generally evil and full of hatred for the living, Marag has always been more interested in his work than in people.

Gadeva

Gadeva was the only ruling matriarch of the clan when she was alive. It was during her reign that the Rendar moved to Westmarch and became the enemies of the Asirac. Gadeva was a 22nd level Sorcerer when she died, but at the present can only muster the equivalent of 8th level sorcery. However, even with these limitations she is the most cruel of the Rendar.

Jacithos

Jacithos was the best warrior that the Rendar ever had. He was horribly deformed when alive, and as undead, is so hideous that anyone seeing his face within 10' must make an RR vs a 10th level fear spell or be held to 50% of their normal action for as many rounds as 5% failure of the roll. Jacithos fights as a major ghost.

Tasac

Tasac was a 20th evil Mentalist while alive but now acts only as at 10th level. He was the one responsible for controlling the mind of the human that the Rendar sent to steal the Asirac focusing stone.

Ulsoda

Ulsoda was the most cruel and famous of all the Rendar assassins. She designed the function and layout of the traps of the Rendar tombs, and devised the plan to use the demon to deliver the nutritious life essence to the clan. She prefer to ambush her victims (an easy maneuver for a ghost, and one that she uses to great effect.)

Guset

Guset was a 24th level evil Mage when alive but only acts at 11th level now. It is his power that maintains the gate.

Jenrad

Jenrad was killed by the Rendar as soon as he delivered the focusing stone of the Asirac

to them. He is now a lesser ghost who is still not quite sure whether he is dead or not. What he does know is that he hates the Rendar, but is too weak to do anything about it.

The Demon

Like the demons of the glittering caves located in the cleft of the White Mountains behind the gates of the Aglarond, this minor demon was once a scout in Morgoth's terrible army. At the end of the First Age when the host of Valinor defeated Morgoth and his hordes some of these creatures slipped through the fingers of the war host and hid themselves in deep caverns away from the sun. These demons were most likely minor earth, wind, fire, or water spirits similar to the Maiar but less powerful. Once subverted to Morgoth's purposes these creatures lost much of their power and became permanently tied to their physical forms. However, these forms usually show a remnant of the original orientation as is the case with this demon. It was an earth spirit that was twisted by Morgoth and used to scout out the deep subterranean passages of the White Mountains. Upon Morgoth's downfall it lost its focus and direction and has wandered in the caves of the White Mountains ever since. The Rendar first contacted it while excavating their tombs. The relationship they formed based on mutual fear and respect for destructive capabilities has lasted until the present. The demon retains very little of its original power, but is still quite a formidable foe.

The demon is 9' tall and very thin with long wiry limbs and fingers which end in long hooked claws. The demon's skin which looks shiny and slimy is actually the consistency of smooth stone. The demon is very effective with its claws and teeth which look like jagged obsidian, but it also has as the only remnants of its status as an earth spirit. It has the ability to use the Earth Law spells to 15th level, and can dig through solid rock at a rate of 10'/rnd. Although powerful and cunning when in pursuit of a goal, the demon lacks drive and relies on the Rendar to provide it with activities. If this were not the case it might have taken over control of the Rendar long ago.

4.3 THE SETTING

Depending upon the starting point of the adventure, the setting will vary slightly. The starting point will most likely be one of the cities. The main encounter setting, however, will be a valley located in high foothills of the White Mountains in eastern Westmarch. The valley lies approximately 25 miles northeast of Derwath. It runs from east to west and is approximately 1/4 mile across at its most narrow point. In the valley, there is a stream that is only full during the wet seasons, and slows to a trickle during most of the year. The valley is lined with short grass and an occasional small grove of trees.



4.31 THE ASIRAC TOMBS

High on the north ridge of the valley is located the tomb of the Asirac. The opening of which is set into the rock outcropping. The path to the tomb no longer exists. There once was a stone shelf that lead up to the tomb, but the shelf has long since fallen away from erosion. The tomb is marked by an opening in the rock that is faced with large scrollwork carvings that once were quite beautiful, but now the artwork behind the carvings are barely visible.

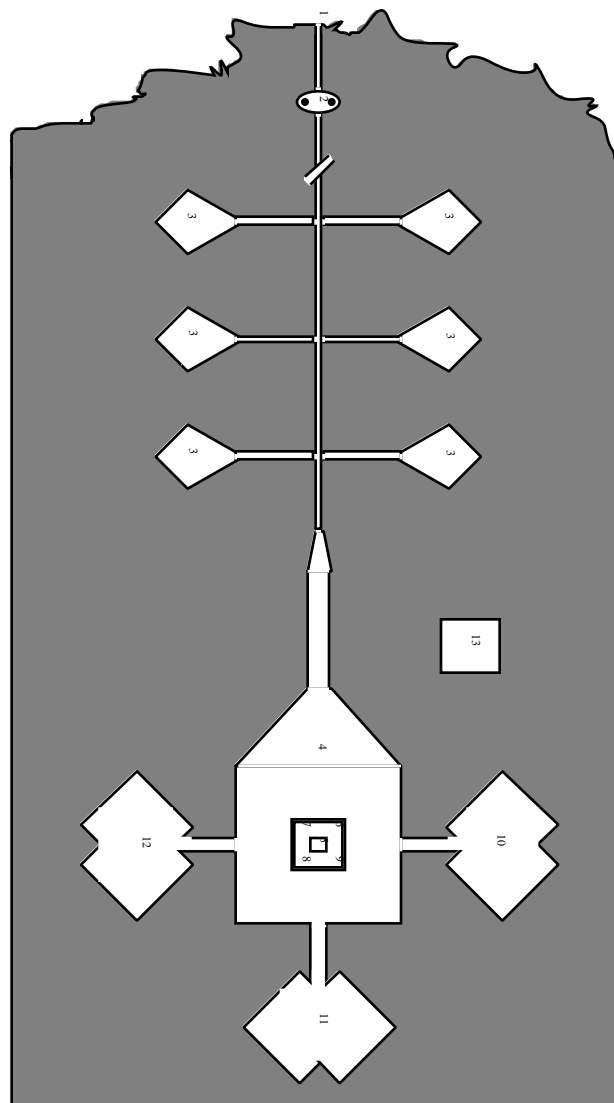
LAYOUT

1. **Entrance.** As stated above, the opening to the Asirac tombs is located on the face of a rock outcropping. It is approximately 20' above the closest landing, so some climbing is required to gain access. The opening is 7' wide and 7' high. The

carvings above the doorway and upon the facings are badly weathered, but someone who had studied Daenael (ancient Daen Coentis) might be able to determine that the inscriptions identify this tomb as that of clan Asirac and warn those of malicious intent to stay out.

2. **Guardians.** For the most part, the Asirac ascribed to the ancient Daen theologies and burial customs which usually did not include fortification of their burial chambers or hoarding of treasures after death, but because of the feud with the Rendar, precautions were needed. The two columns in this oval room are intended to guard the tomb from the Rendar, either alive or undead, and from curious adventurers who might endanger themselves by exploring the tombs. Any member of the Rendar clan passing between the black *laen* columns in this room would be subject to a series of spells in random order. They are *Word of Fear*, *Death Cloud*, *Repel Undead True*, *Lightning Bolt of Rendar Slaying*, and *True Quest*. (The quest will always be to leave and never return.) Adventurers entering this room that are not affiliated with the Rendar will only be subjected to *Word of Fear* and *True Quest*, however, since the Asirac have solicited help from the outside to correct the balance these protection devices will not function on those parties which seem strong enough to do the job. These parties the Asirac will wish to interview and will allow to enter.

3. **Burial Chambers.** These are the burial chambers of the common clansmen. As was customary, the bones have been segregated and have been placed in large (10'+ in height, 8' in diameter) ceramic urns. There are over 200 of these urns in each of these large chambers. Near the entrance of each chamber is a group of smaller urns that contains religious articles and ceremonial gifts. There is nothing of value in any of these rooms, however, because of the threat of Rendar when the tombs were constructed, the Asirac included a small deterrent to anyone disturbing the peace of the



clansmen's bones. In the middle of each room one of the urns sits upon a thin square slab of *laen* that matches the floor tiles. It can detect entry into the room and the intent of the person entering. If the intent of the trespassers is evil or malicious it will begin firing a special type of *Fire Bolt* that will travel along the floor of the room weaving between the urns until it locates the intended victim. It hits like a +40 *Fire Bolt*. Up to 8 of these can be thrown in a single day. If the intent of the trespasser is determined to be mischievous or ignorant the response will be a *Suggestion* spell telling them to leave the room. If this does not work then the *Fire Bolts* begin in 4 rounds. Trespassers with good intentions or reasons for being there will have the *Suggestion* cast on them, but if that doesn't

work then no further action will be taken until they disturb the urns.

4. **Warding Chamber.** The walls of this large chamber are faced with a lustrous blue stone. An ambient light is present in the chamber given off from the raised platform in the middle of the chamber. On closer inspection of the platform it is revealed that the light comes from 4 colored stones seated in depressions on each of the four corners of the platform. The stones are approximately 1' in diameter and although they are round they are not spherical as they are only 8" in height. Each weigh about 50 lbs. The descriptions of the stones as well as the missing stone is included in their individual sections below. Any attack upon the stones will be met first with defensive spells meant to scare off the attackers, persistent attacks will be met by deadly force.

Upon entering this room the party will become aware of a presence in the room. If the party had already been contacted by the Asirac through Darren, the Asirac will appear to the party in the best representation of a physical body that they can muster. Since the focusing stone is missing the four remaining parts of the Asirac will appear independently taking on the forms they had in life. When and if the focusing stone is returned the representation will be of one person that is a composite of all five. After appearing above their respective stones on the platform they will begin explaining the situation telepathically through visual images. If more precise communication is required, the Asirac can speak, but only knows two languages, Daenaël and Old Adûnaic. Anyone knowing Dunaël can use half of their skill to interpret the Daenaël, and anyone knowing Adûnaic can use 2/3rds of their skill to translate the older Adûnaic dialect. If the Asirac can convince the party to try to right the balance they will offer help and a reward to each member of the party. These rewards will vary depending on the party strength and abilities. The Asirac have

three options in helping and rewarding the party. They can offer a magical item or weapon to each party member. (See #13.) They can throw specific spells on the party or store one for the party to use later, or they can allow party members to touch one of the stones and gain the benefits described below. The decision of which option is chosen is up to the each party member, but the decision as to what weapon, what spell, and which stone is up to the Asirac, who have been fighting the undead much longer than the party and have greater insight as to what will be needed. The items available to the Asirac as gifts are listed at #13. The spells available would be those available to the Asirac individually as per their levels listed in Section 4.2, except for the Mentalist whose stone is at the Rendar's tombs.

5. **The Black Stone (focusing stone).** Above the platform in the ceiling of the chamber is a depression similar to those on the platform, but this one is empty. The black stone or focusing stone is supposed to rest here. When placed in the depression the black stone will remain there despite gravity. The black stone contains the life essence of a 25th level Mentalist of the Asirac clan and when in place in the Asirac warding chamber (#4) it still has all the spell abilities it had while alive. While it is apart from the others it cannot throw spells beyond 15th level. Its purpose in the warding is to provide focus to the magical power provided by the other stones, and send out the warding field to hold back the Rendar. The Rendar stole this stone to disarm the warding, and to use it to focus their magic to summon and influence the demon from the caves. If touched by anyone without permission the stone will discharge a x4 concussion damage *Shock Bolt*, and a *Coma* spell into the offender. This stone like the others has some properties that it can impart upon anyone who touches it due to its highly magical nature. Its gift is an additional +15 added to the person's SD bonus permanently. If the person already

uses Mentalism as their magical realm they will become a 'paragon' Mentalism user gaining another PP/level. This gift can only be made every 500 years and never on the same person even if they were alive.

6. **The Red Stone (power stone).** The red stone is similar to the black stone except it contains the life essence of a 27th level Mage. Its purpose in the warding matrix was to provide the raw essence power to the warding field. If touched by anyone without permission it will glow brightly and discharge a point blank x4 concussion damage *Fireball* with a 5' rad and acting as a *Blinding* and *Sudden Light* spell. Like the black stone the red stone can impart a gift upon a worthy person who touches it. Its gift is an additional +5 added to both the person's Strength, Presence and Empathy bonus permanently. If the user is already an essence magic user they will gain the use of one of the Mage Base List to 10th level. If they already have them all, no additional help will be given.

7. **The Green Stone (life stone).** The green stone is similar to the black stone except it contains the life essence of a 30th level Cleric. Its purpose in the matrix is to provide support for the maintaining of the life essence of the different parts of the Asirac and to provide the power to repeal undead which is crucial to the warding field. If touched by anyone without permission it will cast *Absolution* on the person. Like the other stones, the green stone can impart a gift upon a worthy person who touches it. The gift is an additional +10 added to both the person's Intuition bonus permanently and the ability to throw a *Repel Undead V* 1x/week at 30th level. If the user is already a channeling magic user they also gain the ability to channel one spell of 10th level or less from the green stone 1x/month from any distance.

8. **The Blue Stone (sight stone).** The blue stone is similar to the black stone except it contains the life essence of a 23rd level astrologer. Its purpose in the matrix is to provide communication internally and

externally for the Asirac as well as providing sensory information. If touched by anyone without permission it will cast *Word of Command* on the person. Like the other stones the blue stone can impart a gift upon a worthy person who touches it. Its gift is the ability to generate a *Self Aura* for themselves 1x/day. If the user is already a channeling magic user they will also gain the ability to use *Mind Voice 100'* freely.

9. **The Amber Stone (binding stone).** The amber stone is similar to the black stone except it contains the life essence of a 32nd level Alchemist. Its purpose in the matrix is to allow the individual powers of the Asirac to intermingle to produce abilities that none would have had individually. The amber stone also allows for the Asirac to manipulate things in the physical world outside of the stones. If touched by anyone without permission the amber stone will cast *Word of Death*, *Word of Sleep*, and (if outside) *Levitation* or (if inside) *Teleport I* to the front of the entrance of the Asirac tomb. The levitation spell will levitate the person while they are asleep 3200' into the air before it wears off leaving the unfortunate person with a long fall to wake up to. Like the other stones the amber stone can impart a gift upon a worthy person who touches it. Its gift is to give the person a 25% chance of knowing exactly any and all of the powers of any magical item, and the ability to store one spell up to a 10th level in any item worth more than 500 gp. If the user is already an essence magic user they will also gain the ability to imbed any one spell up to 10th level into any item which can then be released by mental command. Only one item at any one time can hold a spell imbedded in this fashion.

GM Note: If and when the focusing stone is recovered and replaced in its depression in the ceiling the Warding matrix will automatically reform. Beams of light corresponding to the color of the stone will shine from each stone to the others

forming a pyramid shaped light sculpture. These beams blend color as they pass from one to the other except for the black stone at the apex. When the beams meet there the light turns white. Once this happens, interrupting the beams would have the same effect as a **Sun Fires** spell.



10. **Warrior Burial Chambers.** These are the burial chambers of the particularly famous and heroic warriors of the Asirac clan. As in # 3 the bones have been segregated and have been placed in large urns, but these are made of red *laen*. There are over 50 of these urns in this large chamber. Near the entrance of this chamber is a group of smaller urns that contains religious articles and ceremonial gifts. Beside these urns are a series of tall thin urns that contain weapons used by the warriors to complete the brave deeds that allowed them to be buried in this special chamber. Included is one +20 two-handed sword, six +15 swords of various sizes and shapes, two +15 magical composite bows, a +20 spear of returning, 3 battle axes of +10, and a +15 war hammer. These urns are sealed shut, but their contents can be seen through the *laen* if a strong light is nearby. There is a mechanism to prevent plunder of these artifacts or disturbing the peace of the warriors. The mechanism is similar to those in at #3 except that the bolt hits as a +60 *Fire Bolt*. Up to 12 of these can be thrown in a single day.

11. **Royal Burial Chambers.** These are the burial chambers of the members of the royal family of the Asirac clan. As in # 10 the bones have been segregated and have been placed in large urns of blue *laen*. There are over 20 of these urns in this large chamber. As in #3 and #10 the chamber contains a protection device. The difference is that the bolt hits like a +80 *Lightning Bolt*. Up to 20 of these can be

thrown in a single day. There are no artifacts in this room, (See #13.) but some of the ceremonial gifts in the small urns near the front of the chamber are proportional in value to the people that gave them. Approximately 10,000 gp worth of gems and jewelry are contained in these urns.

12. **Scholars Burial Chambers.** These are the burial chambers of the learned men of the clan that distinguished themselves in their life of service to the clan. These urns contain the bones of a variety of clerics, sages, seers, healers, alchemists, craftsmen, artisans, and mages all of great skill and dedication. Here the disturbance device sends out +60 *Lightning Bolt*. (See #3.) Like the others, near the entrance of the chamber is a group of smaller urns that contain religious articles and ceremonial gifts. No treasure of any value is kept in this chamber.

13. **Hidden Chamber.** This chamber has no exits. The only way in or out is by teleportation, and only the Asirac know its location. The Asirac were far-sighted enough those many centuries ago when they first began to hold the Rendar in check, that they knew there would come a day when they or their agents would possibly need to confront the Rendar on a physical level. They prepared for this eventuality by storing magical weapons and devices in a secure place until that time would come. That time is now. If any of the party decides they would like help by being given a magical weapon or item, the Asirac will do one of two things. If it can ascertain that the person is primarily a fighter and can identify what weapon they primarily use, it will select one for them and teleport it to the warding chamber (#4) and place it in front of the person. If the Asirac cannot decide what to give the party member they will teleport that person to this room to select an item with full knowledge of its capabilities and instant attunement.

The following items are in the chamber:

- 1 +20 longsword of slaying Rendar.
- 1 +25 *laen* broadsword which will cast *Utterlight* 1x/week.
- 1 +25 holy battle-axe
- 1 +15 longbow (All arrows shot from the bow are of slaying undead.)
- 2 +20 blanks –these rectangles of metal can be changed into any shape weapon by the Asirac and will maintain that form for 1 week.
- 1 +25 *laen* shield can cast *Fire Armor* 1x/day
- 1 Staff of Healing, (100 PP). Can be used to cast any spell to 5th level from any of the closed Channeling healing lists until all the PPs are gone, then the staff disappears.
- 1 x3 PP multiplier for Essence magic.
- 1 x4 PP multiplier for Channeling magic.
- 1 x3 PP multiplier for Mentalism magic.
- 2 Rings of Spell Storage. 10 spells stored up to 10th level.
- 1 Amulet negates the draining effect of ghosts up to a total of 6 Co/rnd.
- 1 Greenish brown glass crystal on a chain that will 1x/week cast a *Protections Sphere III* or 1x/day a *Protections Sphere I*.

All these items are magically connected to the Asirac. Even if they are given to the characters as reward for completion of the mission they used them on, the weapons will return to the chamber via teleportation upon the characters death, or if the mission is a failure or not carried out.

GM's Note: Please feel free to include more or delete any of these items from the list. This is just a sample of what the Asirac could have in their vault. They are not frivolous and realize that if this need to use these reserve weapons has been realized then the need may arise again. So they will not give away everything. At most, one item/person will be released.

4.32 THE RENDAR TOMBS

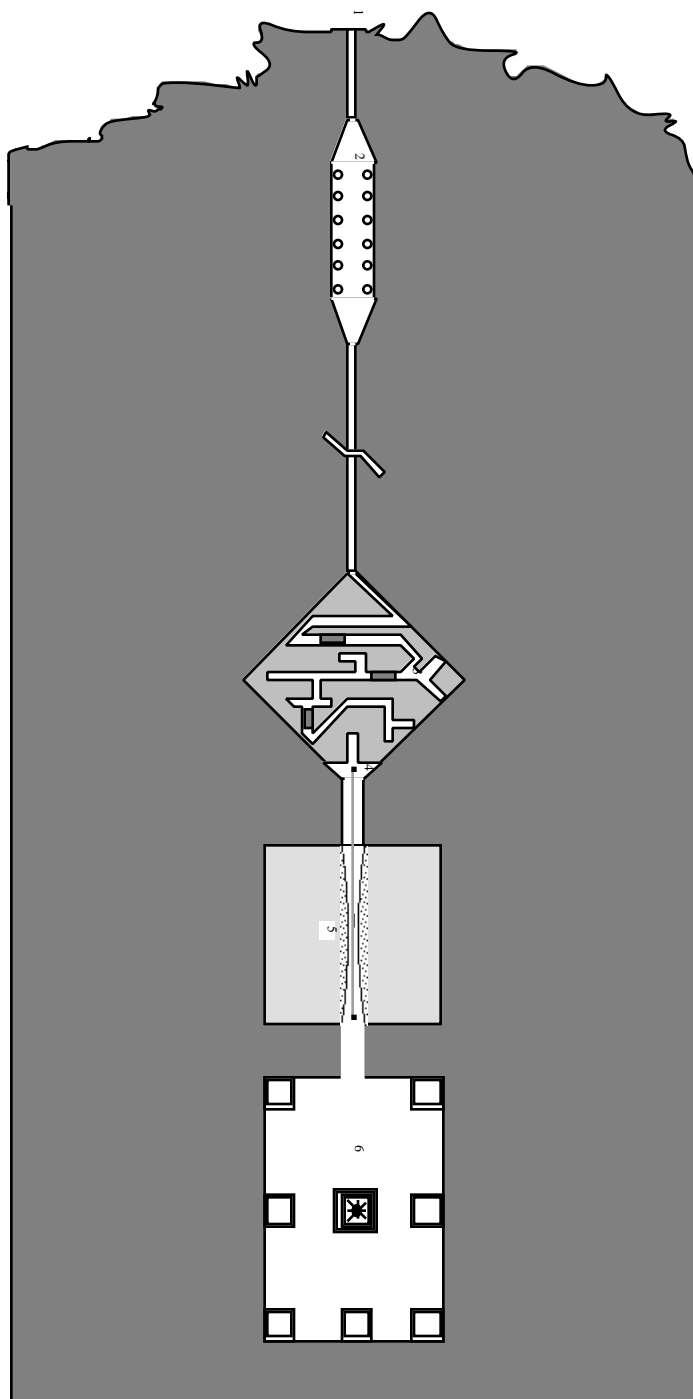
On the southern slope of the valley set into a crevice of a grassy hill is the door to the Rendar tombs. The door is located behind a tight group of bushes and trees and cannot be seen at all from the valley. In fact the only clue to its existence is the presence of what appears to be animal tracks around the trees leading past them. The tracks actually are the tracks of the demon that has been sent on missions for the Rendar.

LAYOUT

1. **Entrance.** As stated above, the opening to the Rendar tombs is located behind a small crop of trees and scrub brush. The entrance is 5' wide and 7' high. Originally it was squared off, but over the years the stones set for its facing have crumbled exposing the first 3' of the roof of the tunnel. The roof of the tunnel is unstable for the first 20' and any loud noises, strong magical spells such as *Fire Balls* or *Lightning*, or pounding on the walls with tools could cause this portion of the ceiling to collapse giving everyone failing to make a MovM roll, a D crush critical. Once past the first 20' of the tunnel, the roof is stable. The tunnel runs nearly 300' into the mountainside before coming to the first chamber.
2. **Chamber of Guardians.** This chamber was set up by the Rendar to dissuade anyone from violating their tomb. The room widens from the 5' wide passageway to 20' wide in this 60' long room. Along the walls of this room appear to be pillars of stone. In actuality these are living stone creatures similar to the watch stones of the Drughu, and not unlike those found in the Paths of the Dead. These living stones have a specific purpose and strategy when related to the protection of the tombs. When a party enters the room, the pillars will not react at all until the majority of the party has made it to the mid point of the room. At that point, the first two pillars and the last two pillars will become suddenly fluid in

a vertical plane forming a stone wall at either end of the room that completely blocks the entrance and exits from the room. The other pillars left in the room will then take on manlike forms and begin to attack the party trapped in the room. Of the 8 left in the room, 2 have the ability to discharge +20 *Lightning Bolts* every 3rd round or attack every other round with a magical sword made of lightning that delivers an electrical critical of equal severity to any other critical given. 2 others have the same abilities as these except they employ fire instead of lightning. The other 4 attack with their large fists. All these magical columns have the ability to attack for 10 rnds/24 hour period, but the columns that form the walls will remain in that form until broken (1000 points total concussion damage at AT 20 only crush criticals and concussion damage is counted towards this total) or until everyone between the walls is dead. The walls also make the passageway air tight. Once sealed there are only 20 man-hours of air left. (i.e., 1 man could survive 20 hours, 2 men 10 hours, 5 men 4 hours, etc.) Strenuous exercise, the kind needed to break down a wall, will decrease that time by half.

3. **Narrow Path.** Nearly 1/8th of a mile away from the first entrance chamber is the chamber of the narrow path. The Chamber itself was built over a chasm that shows no signs of a bottom except for a dim red-orange glow far down that, along with the temperature of the room, would indicate some residual volcanic activity. Suspended over the chasm is a walkway made from some sort of metal. The path is less than 2' wide at all times and has a few sections that are closer to 1' wide. It winds around the room with several points that seem to dead end into the walls of the room. Crossing the room using this path is very dangerous. Everyone attempting to do so must make two "hard" maneuver rolls or risk falling to their death. At three points in the room the walkway has become weak due to its age and has a 40% chance of



collapsing as each person passes over it. Anyone on the walkway must make an "extremely hard" maneuver roll to keep from falling. If the victim is tied to others with a rope they must make a maneuver roll to keep from falling based upon how far away they are from the person. If they are the next person in line on either side, then they must make a "very hard" maneuver roll, the next person a "hard" maneuver roll, etc. These three areas are shaded on the layout. If the party succeeds in traversing the path, they must

still negotiate the 7' gap to the far ledge of the room. Although flying across might be the ideal method for navigating this chamber, flyers must be wary, because imbedded into the walkway are 3 runes made to be visible from the air. In order they are: *Dispel Essence*, *Dispel Channeling*, and *Dispel Mentalism* (all at 50' rad).

GM's note: *if this is not hard enough for the party, small doors can open at the base of the walls where the dead ends are, allowing any number of small vicious creatures to chase the party about on the walkway, or alternatively bats from the chasm could achieve similar results.*

4. **Track.** On the landing located on the far side of the chamber of the narrow path there is a strange square hole in the floor and a grove running through the stone from it out of the room, up and over the bridge in the next room.
5. **Oil Room.** The entrance to this room is the beginning of a narrow bridge that arches high into the room before it exits on the other side. The bridge is 2' wide at its apex with no railings. 10' below the bridge is the slick surface of the black oil that fills this room, only broken occasionally by bubble bursting at its surface. The oil is evidently heated by steam escaping from the volcanic activity deep beneath the tombs. The oil's temperature remains a constant 250° which elevates the temperature of the room to 120°. Over the years the oil has coated the walls and the bridge making any maneuver in the room very difficult. Extending over the bridge is the grove mentioned in #4. At the end of this grove on the far side of the bridge is the final guardian of the tombs of the Rendar. It can only be seen once someone is on the bridge or is flying in the room, because the arch of the bridge obstructs the view. The guardian looks like a 7' tall 7-sided blue gray opaque crystal. (The original artifact was Dwarven but was stolen by the Rendar thousands of years before and customized to their uses.) Once it detects

the presence of anyone in the room it will begin its attack. The grove that runs across the bridge is its track. It will begin to move up this track at a rate of 20'/rnd. It will begin to target anyone within the room when they become visible to it. Depending upon the location of its targets, it can attack up to 7 at once with one attack from each facet of the crystal. It has the ability to type each of its foes and attack them according to their realm as follows:

Realm	Attack Type
Arms	Crystal missile attack as a 110OB heavy crossbow attack with extra electrical criticals at 2 below.
Essence	Anti-Essence bolt. Treat as +50 <i>Fire Bolt</i> attack but all points are taken from the victim's PPs and criticals are rolled like attack spell failure, with any loss of spells indicating a loss of PPs corresponding to a randomly determined spell the caster is capable of throwing. Once the PPs drop below zero the magic user will become unconscious and the attacks will stop.
Channeling	Anti-Channeling bolt. As above.
Mentalism	Anti-Mentalism bolt. As above.
Semi	Alternating between crystal missiles and the appropriate bolt based on their realm.
Hybrid	Hybrid spell users confuse the guardian. There are several outcomes of this confusion. 01-30 no attack, 31-75 attacked with one of the appropriate bolts, 76-95 attacked with both of the appropriate bolts, 96-100 attacked with all four attack forms (the extra electrical critical will not work on the

crystal missile and the third magical realm which the hybrid doesn't use will have no effect.)

Arcane Arcane magic users are in trouble here. The guardian will attack an arcane magic user with all attack types if the attacks are available and the magic user is in sight. All attacks will be effective.

The guardian is considered a large creature for criticals, only crush criticals will have any extra effect. Stuns, point loss from bleeding, and damage to specific body parts should be ignored. *Magical Lightning* or *Shock Bolts* will be ineffective and will fuel the guardian. *Fire Bolts* and *Fire Balls* are at -40 when thrown at the guardian and will most likely set the oil in the room on fire subjecting everyone in the room to a B fire critical until they leave the room. *Cold Bolts* and *Balls* will do normal damage against the guardian, and the guardian will shatter if a *Cold Ball* and *Fire Ball* are thrown at it on successive rounds (simultaneously will not work). The bridge on which the track rests can be broken possibly dumping the guardian into the oil, or stranding it on one side. If anyone were to fall into the oil they would take an A critical for every round they remain in the oil until their death by drowning, or heat, or until they are pulled out. Even if they are extracted from the oil, they will take an A critical the next 2 rounds.

6. **Rendar Crypt.** This large room is the communal burial chamber of all of clan Rendar. There is a palpable evil feel to the room. The stone of the floor and ceiling are covered in the fused bones of the people of clan Rendar and their victims. The bones were segregated as customary so that each section of the room has a different type of bone making up the walls. About the room are a set of 7 daises upon which sit the chief rulers of the Rendar. They are listed in Section 4.2.

If their plans are threatened, they will attack. The low level ghosts of the Rendar clansmen that fight in the valley with the Asirac will not enter this combat. Their sole purpose is to fight with the Asirac clansmen, and the outcome of this fight will not effect that.

In the middle of the chamber is a cairn made of skulls with a polished fused bone slab for its top. Some sort of apparatus is attached to the cairn covering most of the black focusing stone of the Asirac which sits in a depression in the slab. The apparatus resembles a spider with 10 legs sitting atop the stone with its legs imbedded in the slab. The device's purpose is to gather energy and use the focusing powers of the stone to summon the demon. To free the stone, at least 5 of the 10 legs must be detached from the slab. Once the legs are detached and the black stone removed it can begin to cast spells as it is allowed. (See Section 4.31.) This can be done by rolling a very hard maneuver roll using only the strength bonus or by cutting them which requires a roll producing a B slash critical or greater. (There is no need to roll the critical. The fact that it happened is sufficient.) The apparatus is useless for resale or evaluation once the legs are detached. When the "legs" are detached, however, it will become apparent that they were actually some sort of flexible tube or conduit through which magical energy was flowing. Disconnecting the tubes produces an effect similar to a fire hose going full blast being dropped. Once this happens, the possibility of regaining control over the tube is based on an "extremely hard" maneuver roll. Every round that the tube is not controlled, magical energy will spew around the room with a 30% chance of striking each person in the chamber delivering differing effects depending upon which tube was detached. Determine where the beam hit the person by a random method or by using a critical chart. Roll randomly from below to determine which tube is detached.

- | | |
|-----------|---------------|
| 1. Red. | 6. Indigo |
| 2. Orange | 7. Violet |
| 3. Yellow | 8. White |
| 4. Green | 9. Black |
| 5. Blue | 10. Invisible |

The tubes have the following effects:

Colors: The first 7 tubes have similar effects. The beam will turn everything it passes through, the color listed. This includes armor, flesh, wood, stone...anything, and not just on the surface, but completely through, and only in the area the beam passed through. In general, this will not be physically debilitating unless it strikes the eyes which will cause the person to see with a tint of the color rolled. If more than one beam strikes the same, the colors will mix like paint in the overlapping area. These color splashes are permanent. They can be covered with makeup, but they cannot be removed except possibly by a high level *Dispel True*.

White: This beam leaves a white milky residue in its trail that solidifies in seconds to a rubbery substance. It will stick to any thing it touches, and glue things together if is between them when it hardens. Like the colors, this may cause some inconvenience. Serious problems will only occur if body parts are glued together, if the mouth, nose, ears, or eyes are covered, or if clothing or armor becomes stuck as only mithril weapons or better can cut it. A high level *Dispel True* might dissolve it. (the black beam will disintegrate it and the invisible beam will dissolve it.)

Black: This beam disintegrates, slicing through whatever it touches, which can be deadly to anyone in its path; treat as a +60 *Lightning Bolt* with slash criticals. (Note that if the white beam strikes an area that the black beam has already hit the white beam will put back whatever the black beam disintegrated. On a living being this means that the wound would

disappear instead of the white substance being left.)

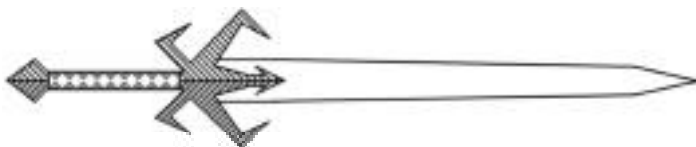
Invisible: Also known as a flux beam. This invisible energy beam transforms stored magical energy into released magical energy. The Daen Coentis perfected this technique in their Golden Age to provide efficient magical energy batteries. This beam in its uncontrolled form will release magical energy from anywhere it touches if magic is stored there. This includes all magical items with charges, daily spell items, continual spell items, and magic users themselves. When this beam strikes, determine if any magical items were struck or if a magic user was struck. Then determine the total number of PPs that could have been released. This will be the bonus added to the roll for a *fireball* with electrical criticals that will effect everyone within 30' of the release point.

Example: Milfred the Mage is struck in the green beam, the white beam and the invisible beam. The green beam hits him in the right shoulder leaving a green streak on the front and back of his robes and his skin which will never go away. The white beam hits Milfred on his left foot leaving a rubbery residue attaching him to the floor, and the invisible beam hits him in the stomach, releasing all his PPs. Milfred is 10th level, has 1 PP/level, uses a x3 PP multiplier, and carries a wand of *Shock Bolts* with 12 charges. The beam did not hit the wand so it will not be included. The bonus for the *Fire Ball* roll would be 10 (Milfred's level) x 1 (his PP/level) x 3 (his PP multiplier) = 30. The fireball would be rolled at +30 for everyone within the 30' rad. Milfred would also receive the +35 point blank bonus for range. Milfred is not a happy camper.

GM's note: For particularly strong parties the Rendar could be made to summon the demon to fight, or be in the

process of summoning one when the party arrives.

Aside from the items listed for the Rendar leaders in the NPC chart, there are 3 Soul Flasks that the Rendar give to the demon to collect the life essence of its victims. These glass jars look to hold about a quart of liquid and are wrapped in silver filigree. The jars themselves are not evil in nature. Originally, they were used by the Daen Coentis for life preservation, storing the soul until the body could be healed then replacing the soul by pouring it back. They were also used in transferring the life essence from living beings that were dying to inanimate items such as the constructs that populate Daen culture. These bottles are very rare and would demand a high price in a large city from either the healers of the city or the alchemists and weaponsmiths. To use one of the bottles, it must be held with the stopper out above the victims head to collect the soul. The length of time needed to collect the soul depends on how fast the person died. Violent deaths can be collected in less than a minute but lingering deaths from diseases, or natural causes may take days to collect. Once the soul is collected, the liquid in the bottle will reflect the nature of the individual. The soul can be placed into any item by pouring it onto the item, this includes another body. Personality conflicts can occur if the body already has a soul. To release the soul from the world, the bottle must be left unstoppered and allowed to evaporate. Souls poured into inanimate objects that are not specifically designed to allow the soul to perceive and interact with its surroundings, act as a prison for the soul freedom from which can only be attained when that item is destroyed.



4.4 THE TASK

The task for the PCs is to discover the relationship between the Asirac and the Rendar, defeat the Rendar by taking back the Asirac controlling stone that they are using to summon the demon, and defeat the demon if it is roaming around after the Rendar are defeated. Note that this adventure is not for the weak or squeamish. Only strong higher level groups should run this adventure. Granted it is possible to scale down the adventure, but if this is done remember to scale down treasure and magic items.

4.41 STARTING THE PLAYERS

The PCs may be started in one of the several ways. If in Beldwin they may be approached the Asirac through Darren. The Asirac can only relay very brief messages though this conduit for a short period of time before they must rest. The Asirac have also lost many of the communication skills they had while alive, and will tend to relay their needs in very staccato, cryptic phrases such as, "You have been chosen!", "Seek the tomb!", "Restore the balance!" or something similar. If asked to explain such sayings, Darren will most likely repeat the statement over again, point in the direction of the tomb or reply with something equally as quizzical. Any attempts to read the boy's thoughts will probably produce negative results although the fact that the boy is being controlled from elsewhere may be extracted. If the party seems to take no action (remember the townspeople think Darren is not right in the head and will gladly say so) then Darren will visit them again nightly until some action is taken, as long as they are within 50 miles of the tombs. If the Asirac get frustrated with this process, then some of the Darren's statements may be in Daenael. No one currently uses this language, although Dunael is based on it. Those who know Dunael may have a chance of recognizing the origin of the language, and a very slim chance of understanding portions of it.

If in Derwath, the starting point will probably be news of the deaths that have

occurred lately in the region. Evad the ranger captain will be looking for able bodied men to help search for clues and suspects. As mentioned before, the rangers believe that the murders are not the work of an animal although they still allow this to be tossed about by the public. They are hoping to find that it has been the work of a band of Orcs working out of the mountains. However, considering the one description given by a witness who saw something leaving one of the victim's houses, they are beginning to suspect something far worse. Evad will be appreciative of any help the party offers, but unless they have proved themselves in one of the other adventures, he will keep a close watch on them.

The third starting point for the adventure can occur anywhere in Westmarch. The adventures will be approached by a middle aged merchant who says that he has knowledge of a place that contains a great deal of treasure. He says that he will provide the adventurers with a map showing the location of the cache, if they will bring him one specific item from the treasure they find. The merchant will then give them the description of the focusing stone of the Asirac. If they do this he tells them they can keep everything else they find. If questioned further, the merchant will reveal that he has a buyer that wants the stone for its historical significance and is willing to pay a hefty sum for it. The buyer is really an agent of the Earthwell. The Earthwell noticed the activity of the Rendar when it started several years ago. They hoped that the number of deaths that occurred as a result would not be significant. They came to the realization several months ago, however, that this was not the case and that the Rendar's activity would only increase and threaten the security of their outpost. For this reason, an emissary was sent from Dol Guldur a month ago to persuade the Rendar to moderate their activities. At best, undead are tenuous allies and in this case, they were completely unreasonable and killed the messenger. Now the Earthwell has sent an agent to hire a strong party in order to try to retrieve the focus stone from the Rendar and therefore stop their mayhem. Those at the Earthwell are looking for a party of sufficient strength to do the job effectively. Even if the party does not succeed

completely in its task, they hope that the party will at least disrupt the Rendar sufficiently to quiet things down for a while until more permanent control is gained over them.

Finally, there have been rumors brought back to the major towns by scouts and rangers about the strange battles between ghosts that can be seen or heard in some of the valleys near the tombs. The existence of the tombs are not public knowledge, but curiosity might be enough to draw a party in for a closer look.

4.42 AIDS

Other than the information given in the section above, there are several pieces of the puzzle that the party can attain that will help them restore the balance between the two clans depending upon the starting point.

The knowledge held by the rangers, and in particular Elarin the Elf, would be invaluable to the party. They have collected information about all the murders to date, including the only sighting of the murderer.

In Beldwin, there is a scholar that delves into the history of the Daen clans of the region. He has fragmented histories of both the Rendar and the Asirac, their war and the legend of their war beyond death. He also has maps of the locations of the major Daen tombs and temples in the area.

In Derwath, there is an astrologer named Garamund that, besides being available for hire as an astrologer, also has some knowledge of demons and other creatures twisted to Morgoth's service in the First Age, and the spells required to manipulate them. He cannot use any of these spells but he made a study of them while he lived in Minas Anor. He is a member of the secret order of the Blood Ring, and learned these things so that he could better recognize the machinations of evil wherever they exist. He has helped the rangers in past cases and is therefore well known to the rangers, and in particular, Evad, who considers Garamund his best friend.

If the party is not strong enough for this adventure, the GM might consider sending an NPC along on the adventure. If this is the case, the choice should be Elarin. All the other rangers, although not cowards, are human and

therefore have a deeper fear of the undead than one of the immortal as Elarin is. Evad will volunteer to go, but will be vetoed by the other rangers and any other officials and friends that might hear of it. This is because they do not feel that Evad should put himself in danger needlessly and can better help by staying home and coordinating the efforts.

The Oracle of Yavanna located in a small forest in the foothills (See Section.6.1) may also be a source for information for the party. The Oracle (Amarla) is actually Elarin the ranger's sister. So, this suggestion could come from the rangers or Garamund, although the presence of the Oracle is known to the general public, to most it is just a legend. Most of the rangers will be unwilling to go due to the magical nature of the place. Evad has already been and asked the one allowed question some ten years ago. Elarin has also gone regularly to see his sister, and has received his answer. Evad will be too busy to lead the party to the Oracle but Elarin will take them to the edge of the forest if they so desire. Neither of them will disclose the nature of the tests required to approach the Oracle. All those that complete the tests are able to ask one question of the Oracle and receive the answer in the form of vision seen in her basin. The images can be very vague or very specific depending on the question; the question must be stated accurately. Just getting to the point of being able to ask the question is an adventure in itself.

If the party starts the adventure from the meeting with the merchant, and the party is small or underpowered for the job, the merchant may be authorized to offer a special weapon for use by the party to help in their quest. This weapon should be decided upon by the GM as needed to balance the adventure.

Finally, if the party locates the valley of the tombs, they may decide to explore the Asirac cave first. If they are directed to the tombs by Darren they will be lead to that tomb first. This could be a boon to the party if they are careful for the Asirac can help the party against the Rendar in many ways. However, if the party decides to pilfer the Asirac tombs, they will be in for as big a conflict as they might find at the Rendar tomb. In fact, it is almost imperative that the party visit the Asirac

first or it is doubtful they will be able to deal with the Rendar in their own tomb unless they are very strong.

4.43 OBSTACLES

Gathering information will be the first obstacle that the party faces. With the murders being well known, many rumors will be flying. Most of these will have no useful information. Many will be introduced as fact by the locals, however, and the party will have to sift through this to uncover the truth.

The primary obstacles are going to be the Rendar and their demon partner. If the party is very open in their planning of the assault on the Rendar tomb, the Rendar may find out about it and if so, will call the demon and send it to attack the party. Otherwise, the traps in the tomb and the undead inhabitants will be enough obstacle for any party.

4.44 REWARDS

If the party succeeds in stopping the Rendar, they are certainly welcome to anything they find in the Rendar tomb as far as all but the Rendar are concerned. Some of those treasures may not be so welcomed by the party as time passes.

If they have visited the Asirac first, then the Asirac will give them one item from their treasure (the Asirac's choice... they will make the choices appropriate and beneficial for the character) or if they do not have a suitable gift they will allow members of the party to touch one of the stones, thereby imparting some of their power to that individual, as outlined in the description below.

If they started the adventures as helping the rangers solve the murders then along with anything else, Evad will pay them regular ranger wages for the time that they were on the case, plus triple pay for the days while in conflict with the Rendar for hazard pay.





4.5 THE ENCOUNTERS

Encounters within the tombs are listed in Sections 4.31 and 4.32. Encounters at the Oracle, if the party chooses that route, are outlined in Section 6.1. Other encounters such as those with Evad, Garamund, and Elarin will depend upon the circumstances and upon their individual personalities. (See Section. 2.7.) Here are some specific encounters that might occur in places other than those listed.

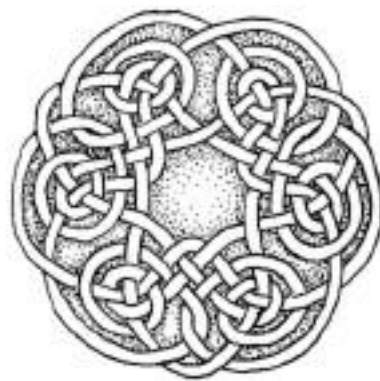
Encounters with Darren around the city of Beldwin will be with his actual body. Darren looks like a messy 11 year-old Dunnish child. He looks very ill at best. When speaking to the party, his voice will be a monotone, and he will rarely look at the person to whom he is speaking. Anyone within 10' of Darren during these encounters will begin to lose Co points at a rate of 1/minute. However, this is rarely noticed in that the encounters rarely last very long, because after the message is delivered the boy will wander away leaving the party to wonder what just happened.

If it becomes necessary for the Asirac to take a firmer hand and lead the party to the tombs or if the party ignores Darren, then he will appear to them after they leave Beldwin to get or keep them on track. If this occurs, the Asirac will sacrifice Darren's body, turning him into a lesser ghost and allowing him to travel long distances to visit the party. These encounters with Darren will be similar in content to the encounters in town, with the addition that he will always show up at night and will point in the direction of the Asirac tomb, which will appear as pinpoint of light in the distance. During these encounters, those within 10' of Darren will lose 3 points of Co/rnd. Again, these encounters will be short.

If anyone tries to touch Darren, their hand will go right through him and he will disappear. If attacked, he will leave. He will return nightly while the party is within 50 miles of the tomb.

If the demon is encountered, it will take the following course of action. If encountered at the site of a murder, it will leave, if possible, hoping to avoid detection and return to the Rendar with its cargo of life essence. If this is not possible, it will immediately attack what it perceives to be the weakest party member present hoping to kill or maim them and then make its escape using every means available to it during the confusion. If wounded, it will try to disengage and return to its caves not bothering to stop at the tombs to deliver any cargo. If at bay, it will fight to the death.

In the valley below the tomb sites a strange encounter might occur if the party is there at the right time. The ghosts of the warriors of Clan Asirac and Clan Rendar meet in this valley to do battle periodically. These spectral warriors only exist to battle with one another, and will ignore the living unless they join the fray. If the party does join in on one side, they will be attacked by the other. Unfortunately for the party, however, their allies will unconsciously steal Co points as lesser ghosts even though they are helping. Generally these battles have no clear winner, but they are connected to the balance of power established many years before. So when the Asirac are dominant with their damper in place, they take the field, but recently the Rendar prevailed.



5.0 'TIL DEATHS DO US PART

5.1 THE TALE

The town of Beldwin in the northeast corner of Westmarch is the hub of the most racially diffuse section of Westmarch. In the past the area has been plagued with racial hatred and violence. The problem was made worse because of how close that area is to Dunland. Many of the people of Dunnish descent from that area still have strong ties to Dunland, and still hold allegiance to the clans to which their family was aligned. As mentioned in Section 2.74, Lord Negolos' marriage to his new wife Sirris, who is of Dunnish descent, has helped a great deal to ease the tensions in the area. This does not sit well with certain factions on both sides of the strife. One of these factions is made up mainly of clan members from the Mar Hogo clan (a subset of the Sonmar clan) of southern Dunland.

Since their arrival in Westmarch, these clansmen under the leadership of Ruthos have been slowly working their ideas into the local Dunmen. Ruthos came up with a plan with which they hope to discredit Lord Negolos and thereby rally people to their way of thinking and eventually to their side on the uprising that they hope will follow. The first step in their plan was to kidnap Sirris, the wife of Lord Negolos; this has been accomplished. However, because of step two of the plan, no one has noticed. Step two entailed replacing Sirris with a stand-in. Since no one was available that looked exactly like Sirris, a substitute had to be found.

The substitute is an old hag named Gifas, of the Sonmar clan who has been practicing witchcraft for many years. Using illusion spells she has been able to disguise herself as Sirris for nearly three weeks now. During this time, she has been carrying out step three of the plan. Step three is entirely for Gifas to execute. Disguised as Sirris, she has gone to Beldwin as Sirris normally would but Gifas changes her

appearance while in town so as to appear as if she has been severely beaten. When asked about the marks she shows she answers vaguely with just the right look that says, "yes, I've been abused but I'm too meek to talk about it."

While at Lord Negolos castle she shows no marks and indeed seems perfectly happy, way too happy. In fact, her purpose here is to be so nice to Negolos that he gets sick of her being around. She has taken it as far as cutting up his food at meals. Both of these tactics are beginning to work. The people of Beldwin are beginning to mutter about how Lord Negolos is treating his wife. The Dunnish faction (that don't know about the deception) are beginning to have second thoughts about Lord Negolos' sincerity in improving racial relations. Some are beginning to get to the point where they agree with the Mar Hogo newcomers that Lord Negolos is not a fit ruler and does not care at all for those of Dunnish descent. At home, Gifas' sugary attitude and mothering are beginning to irritate Negolos severely.

On the whole, the Mar Hogo plan is working beautifully. The final step of the plan is to take place in the next two weeks, barring any unforeseen difficulties. The final step in their plan is to brutally execute Sirris after Gifas stages a public argument with Lord Negolos so as to frame Lord Negolos with the murder and create such discord among the Dunnish population so that they will participate in the revolt that the Mar Hogo will incite.



5.2 THE NPCS

Denrul

Denrul is an established Dunnish merchant who has done quite well for himself. He is considered Dunnish by descent and yet he has lifted his position in society so far that he is hardly considered such by most of the Dúnedain of the area. As to how most people of Beldwin view him and his family; the Daen Lintis for the most part like Denrul because he

still deals with them as equals. However, some see him as a pawn of the Dúnedain and his family as trying to live above themselves. The large proportion of the Dúnedain admire Denrul and his achievements but still consider him Dunnish and that fact colors their dealings with him. He fits in very well with the large mixed section of society, and is considered a hero of sorts among the craftsmen-merchant class. Denrul is 56 years old and in good health. He is exceptionally intelligent and particularly brilliant in the merchant trade. His wife died in the first year of the Plague, but he has recovered well from that. He was skeptical at first about his daughters marriage to Lord Negolos, but came to like him as a son-in-law, and appreciates the marriage's influence on race relations.

Sirris

Sirris was raised in a style resembling the Dúnadan family more than it did the normal Dunnish or Dunnish mixed family. The Daen Lintis of the area were greatly pleased when Lord Negolos began to see Sirris and were ecstatic when they decided to marry. Even though her family was well above the standard of most Dunmen, just the fact that the ruler of the region would have a spouse of Dunnish descent was enough for them. However, as stated above, not everyone was pleased with this. Sirris is 25 years old and has gained from her father great intelligence, will-power, and business sense. She has a fine sense of humor and is quite pretty. The Dunnish heritage shows in her, however, for she does not have the finely chiseled features of the Dúnedain. She is 5'8" tall, big boned, and well proportioned, she has reddish-brown hair and green eyes.

Since her kidnapping, she has not been treated with the respect deserving of her position. The clansmen guarding her remain on duty for three days at a time. Most of them are humane, a few don't like the idea of holding a woman captive, as it insults their sense of honor. However, there are a few who are quite barbaric and have abused her. She has tried twice to escape and has been punished by her captors. She is still quite strong and is

constantly looking for a way to flee her kidnappers.

Gifas

Gifas was born in Dunland where she lived until three years ago when she was brought south with her family to help the Mar Hogo in Westmarch against the Dúnadan ruling faction. Her aid was enlisted because of her magical skills. In general, the Dunnish are suspicious of those who dabble in magic, but they are not against using the skills of those people if it can help their cause. Gifas learned her magical skills early in life from an old woman in the clan that had similar skills. It seems that Gifas was not expected to have much success in finding a marriage partner. She was known at one time as the ugliest woman in the Sonmar clan; some said all of Dunland. Age has given her more character and now even though she is even uglier, it seems to fit her somehow. Gifas is a competent witch with a disposition that matches her profession and the hatred derived from being an outcast all her life. She is helping the Mar Hogo in Westmarch not necessarily because she believes that they are right, but mostly because she enjoys the anarchy that will occur as a result, and secretly because she enjoys being disguised as Sirris and receiving respect and love from others.

Ruthos

Ruthos is the current leader of the portion of clan Mar Hogo that relocated to Westmarch. He has also become a leader in the eyes of most of the Dunnish people of northern Westmarch and in particular those that are predisposed to hatred of the Dúnedain. In Dunland, he was one of several nephews of the clan chieftain of the Mar Hogo and not as adept in arms as many of the other young men in the clan, therefore his chances for the leadership position he aspired to were slim. When it became known that a portion of the clan had decided to relocate to Westmarch he was happy for the opportunity to go with them. When the leader of that group then died in the Plague it became the perfect chance for him to assert himself. Since that time Ruthos has ruled his

people well in a sort of twisted way. Ruthos is a charismatic man prone to dramatics and boasting. He would much rather meet his goals through deception and trickery than by force, and has proven to be quite effective in these endeavors. The current plan for the Dunnish uprising was of his design, and it was he who sent for Gifas to come to Westmarch. He is 44 years old, roughly 6' tall with brown hair that is greying at the temples. He is in good shape for a man his age but is not the warrior that the other clansmen are.



5.3 THE SETTING

This adventure is set in and around the town of Beldwin in northern Westmarch. Beldwin is the second largest town in Westmarch. Derwath to the south is the largest. Beldwin is a busy place most days with traders and merchants. The adventure might also take the party to Amon Roch, Lord Negolos' fortress, which is about 5 miles from Beldwin, and is very accessible to anyone who wishes to come to visit. Lord Negolos supports a very open policy towards the people of the area who are welcome to come to his home whenever they want to talk to him. He also has posted hours when he is at his apartments in Beldwin.

5.31 BELDWIN

Beldwin is the second largest town in Westmarch, as Derwath to the south is the largest. Beldwin is also not as old as Derwath, and was started as a farming community after the Dúnedain began expanding into Calenardhon. Just north of Beldwin is a bridge that the Dúnedain built over the Angren as it passes through its gorge. The bridge is a narrow arched span that is only wide enough for a single cart, but it did allow for a new road to connect Westmarch with the Great East-West Road without detouring around the river to the

fords in the Gap. See Section (2.31) This bridge allowed for a more direct route to Dunland and all of the north. It wasn't long before the small farming village of Beldwin became a trader's stopping point and grew quite rapidly. Many of the townspeople died during the Plague and Beldwin has been hard hit by the decrease in trade flowing through the town. At the same time, however, a number of the Dunnish have moved back to the land of their ancestors, which has taken up much of the slack of the losses the town suffered. the Dunnish do not live in the town proper, however, but have taken up residence in large family dwellings away from the town. Some joined fellow clansmen that already had lands and dwellings, others established new homes either by bartering for the land or by becoming squatters on one of the larger estates. Many of these Dunmen work on the same estates on which they live.

LAYOUT

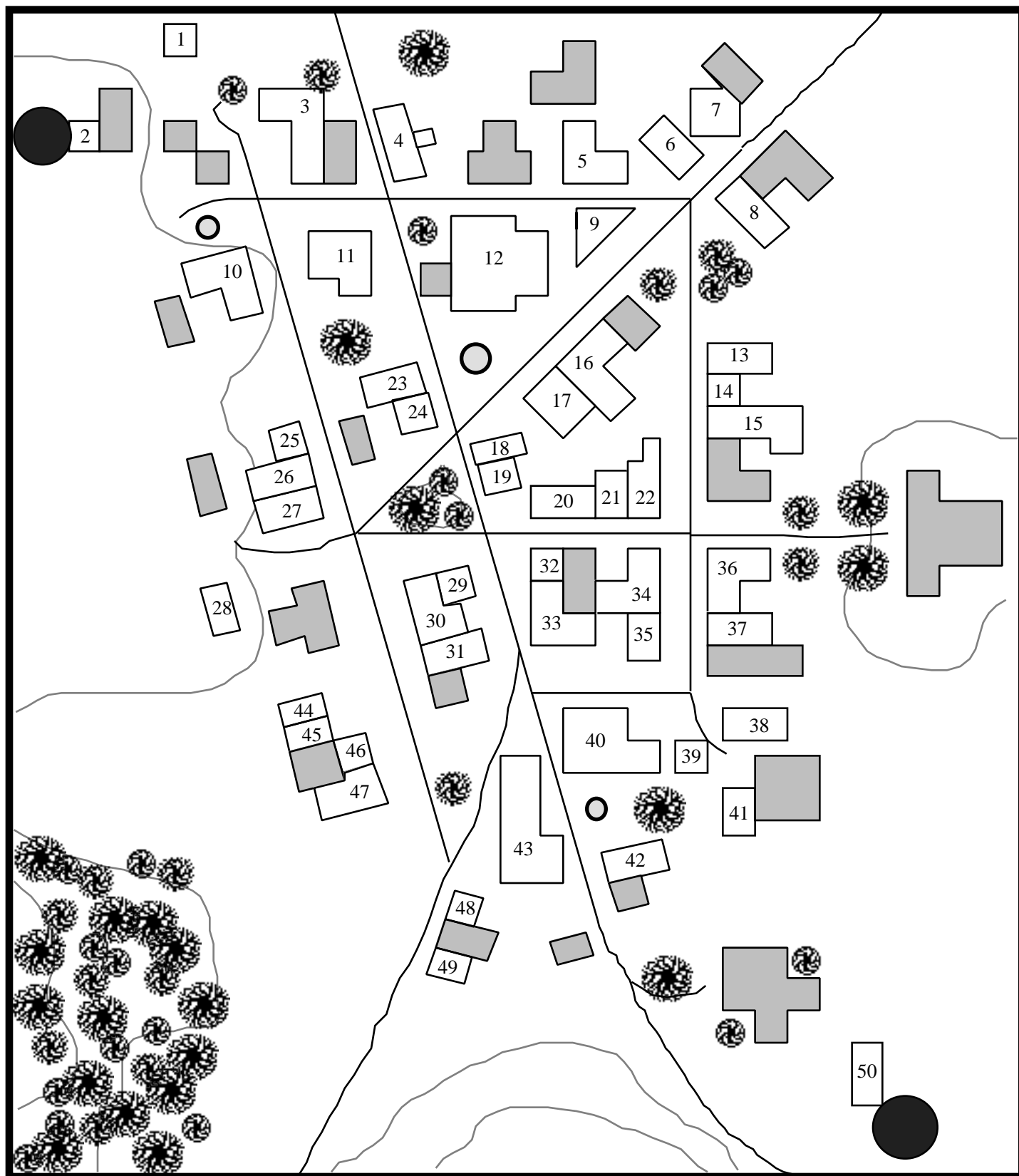
1. **Armorer.** An old Dwarf named Pindin lives and works in this small building on the outskirts of town. He has steady work, but is shunned socially in the town by Dúnedain and Dunnish alike because of his race.
2. **Miller/Grainery.** This is one of two granaries in the town. This one is the communal granary that processes the produce of the locals that do not have access to a granary otherwise.
3. **The Wanderer.** A moderately priced inn that primarily targets traders as its clientele. Its location near the road leading to the bridge over the Angren allows it to capture most of this business.
4. **Stable.** Owned and operated by The Wanderer. Also capable of minor repairs.
5. **Mages Shop.** A rare find in rural Gondor, this mages shop is run by a Dúnadan mage named Tiffen. He specializes in finding lost items and other such mundane tasks. He is working quite below his capabilities. Actually his presence in Westmarch is not entirely coincidental. He was once a mage in Minas Anor, and part of the secret society

of the Blood Ring. Ten years ago he retired and decided to move to Westmarch for some peace and quiet. The Blood Ring asked him to report any activity which might indicate the presence of evil in the area. Because of his

profession the Daen Lintis give him a wide berth as do many of the unenlightened Dúnedain.

6.

Guardhouse. Lord Negolos stations five men here to keep order. Usually their job is fairly easy. These men are usually



- made up from the local militia trained by Lord Negolos's guardsmen.
7. **Trader's Hall.** This 2 story stone building has been set aside by a traders' guild as a meeting place and boarding house for trader's and their families.
 8. **Guide.** This building is occupied by a young man who offers his services as a guide to the high country for hunting trips. He knows the surrounding area and the mountains nearby very well.
 9. **Ranger's station.** A smaller version of the ranger's post at Derwath except that only one ranger mans this station.
 10. **Warehouse.**
 11. **Farmer's Market.** Half of this structure is open to the outside and serves as a marketplace. The other half is closed to the weather for storage.
 12. **Town Hall.** The town hall is used for town meetings and council meetings. Lord Negolos has instituted a policy so that once a month he holds an audience to address issues of concern to the people of the area including the townspeople and the people of the surrounding area.
 13. **Grocer.** The owner of this shop buys his produce from the best available in the area. He also imports goods unavailable in the area for the upper class citizens.
 14. **Bowier/Fletcher.** This Dunish craftsmen has stepped into the position left open by the Fletcher who died during the Plague. He does good work, but it is not up to par with the standards of the Dúnedain.
 15. **Carpenter.** This larger shop is owned by the town's carpenter. He also doubles as a cartwright, and has constant work providing wagon's to traders or making repairs on their equipment.
 16. **Tavern.** The Iron Arch. A respectable tavern and eatery for traders and the middle class.
 17. **Healer.** Beldwin's healer died during The Plague, and only recently was the position filled. A young Dunnish woman, trained at the Healer's Hall in Dunland, moved south six months ago. The people of the town have accepted her wholeheartedly. They have not been disappointed as she is at least as qualified as their last healer, maybe even better qualified.
 18. **Weaver.**
 19. **Wainwright.** This shop is empty.
 20. **Jeweler.**
 21. **Herbalist.** During the period when the the town was without a healer, the town herbalist was required to fulfill both roles. The arrival of the new healer was a great relief to him. At first he wasn't sure about her training, but has come to respect her.
 22. **Animist.** Of the magical arts, the one that the people of this town accept more readily is the profession of Animist. He is an important part of this farming community and participates in many of the festivals and ceremonies.
 23. **Cooper.**
 24. **Cobbler.**
 25. **Potter.** The potter is a mean old miser, who used to lend money to people at outrageous interest rates before Baylee's money lending firm was established. He has made quite a lot of money from these transactions, and wields considerable influence in the town. He has tried several times to shut down Baylee.
 26. **Brewer.** Produces two products: a hearty aged mead (a favorite among the Dunnish) and a smooth whiskey (a favorite among the Dunnish).
 27. **Vacant shop.**
 28. **Furrier.** Works primarily with expensive plush furs like mink, sable, and beaver. He then exports most of these to the south. He does sell some from his shop if and when buyers present themselves.
 29. **Money lender.** Operated by an man of mixed decent named Baylee, who is very fair in his dealings with his customers. He doesn't make much money, but is well liked by everyone except for the potter.
 30. **Brothel.** Miss Posey's house of fun.
 31. **Silversmith.**
 32. **Fortuneteller.** An old Dunnish woman has occupied this little shop for as long as anyone can remember. She never leaves. She has everything she needs delivered to her. As far as her abilities as a

fortuneteller go there have been mixed reviews.

33. **Outfitter.** This store carries supplies for nearly any type of outing.

34. **Theater/Tavern.** This tavern also functions as a place for traveling acting companies, bards, and amateurs from the surrounding areas.

35. **Grocer.** This grocery store specializes in foods imported from Dunland or foods grown specifically for the Dunnish. Needless to say the store is mainly frequented by the Dunnish.

36. **Mason.**

37. **Curiosity Shop.**

38. **Stable.**

39. **Blacksmith.**

40. **Inn/tavern.** The Golden Spoon. An up-scale inn and nightspot. Unfortunately for the owner not enough up-scale people live and or visit Beldwin to provide sufficient profits to allow the inn to remain open. It is currently up for sale.

41. **Armorer.** This craftsman realizes that the Dwarf at the other end of town is more skilled than he, and occasionally asks for advice from him. He doesn't mind that in spite of that fact he gets more business.

42. **General Store.**

43. **Warehouse.**

44. **Sage.** A man of great knowledge.

45. **Import Store.** Goods from the south are sold here at accelerated prices.

46. **Weaponsmith.** A Dunnish man with poor skills as a weapons-maker, but he knows what the Dunnish clans like and sells his cheaply made weapons at rock-bottom prices, which keeps the clansmen coming back.

47. **Tavern.** The Bent Blade. A Dunnish dive.

48. **Glassblower.**

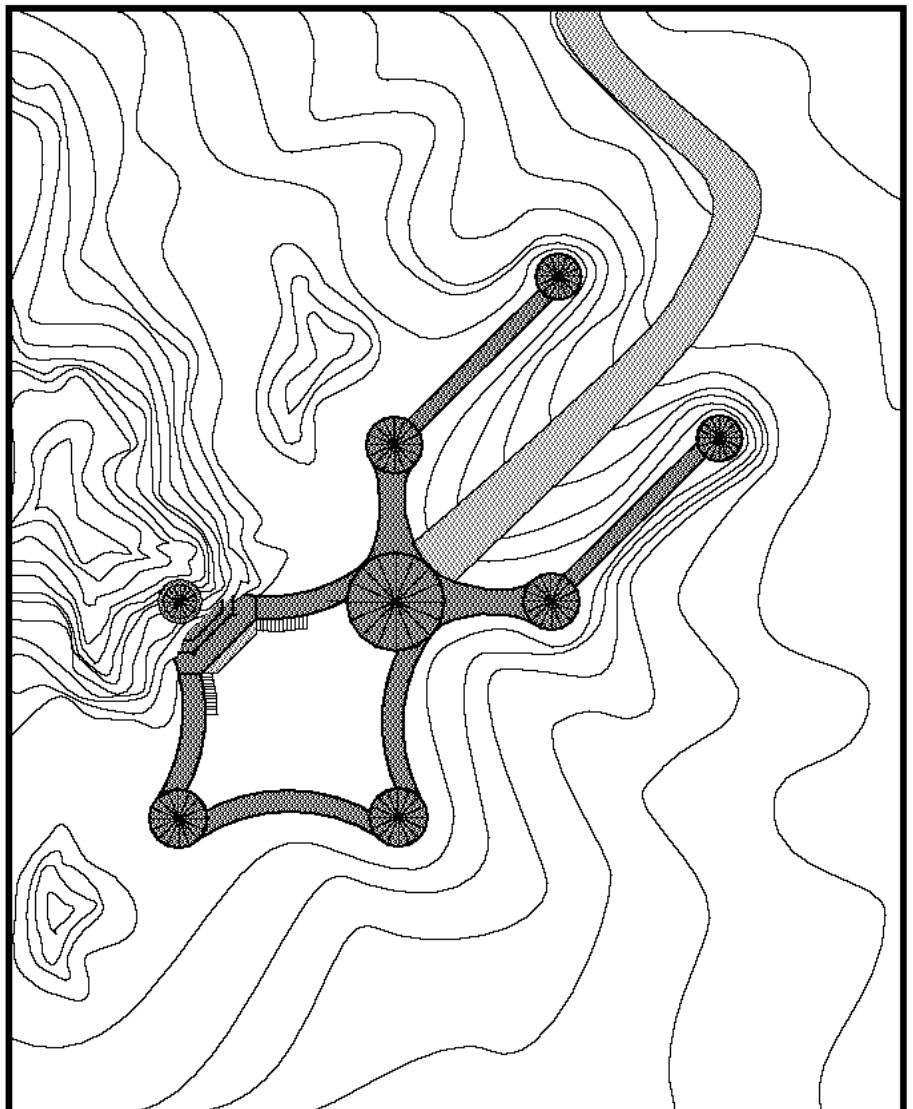
49. **Tanner.**

50. **Mill.**

5.32 AMON ROCH

The adventure might also take the party to Lord Negolos' fortress Amon Roch (Horse Hill), which is about 5 miles from Beldwin. Lord Negolos supports a very open policy towards the people of the area who are welcome to come to his home whenever they want to talk to him. He also has posted hours when he is at his apartments in Beldwin.

The castle was built by Negolos's ancestors many years ago, but it wasn't built all at once. The section built into the mountain was originally the clan hold of an ancient Daen Coentis clan that abandoned it when they moved to Dunland in the last years of the



Second Age. Negolos's ancestors were pioneers in the region and fortified the hold. Over the years, the exterior walls and towers were built with the last section (the walls and towers that flank the entrance) being built 500 years ago.

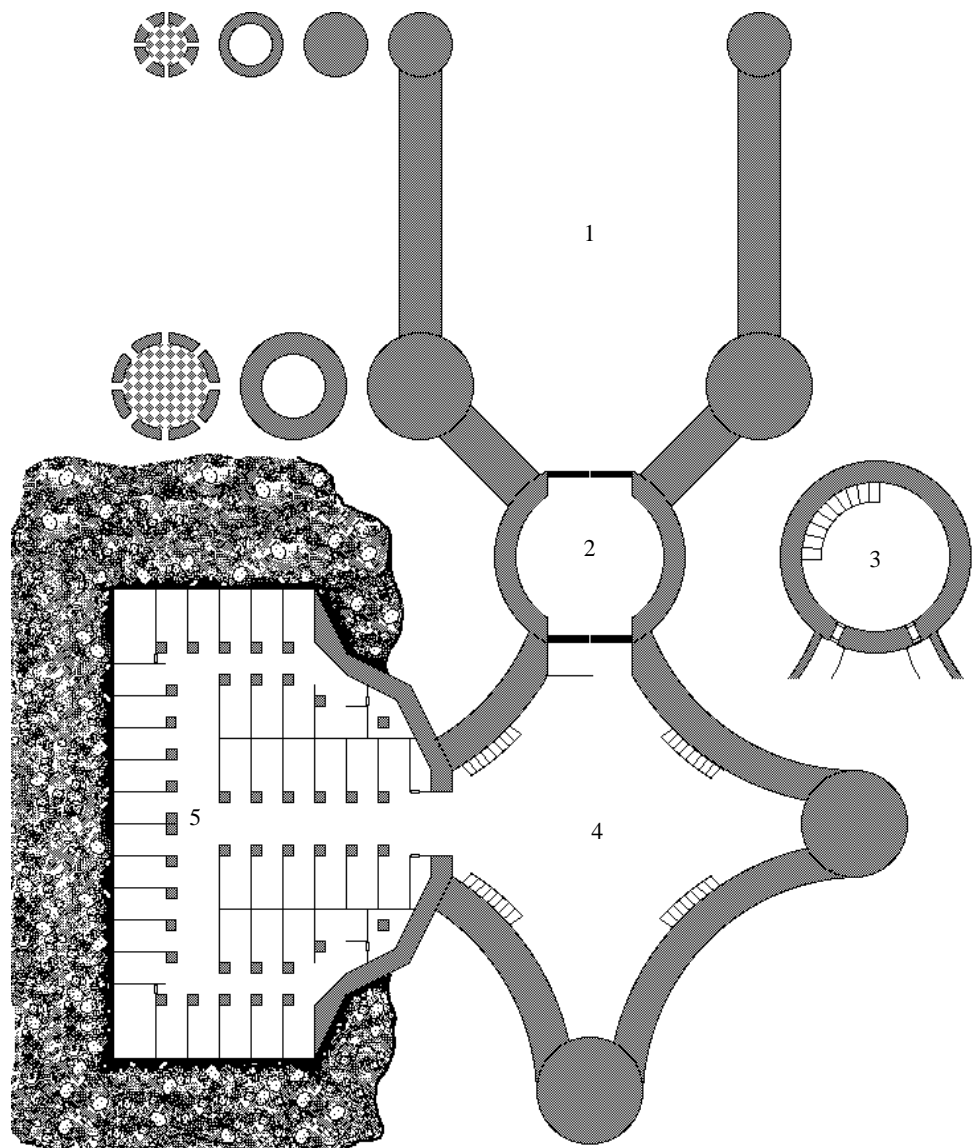
The fortress' location in the small group of hills out away from the mountains offers great protection, but allows quick access to the surrounding flatlands. With this in mind a large stable was built into the fortress, allowing the cavalry stationed there to deploy quickly. This tactic was used successfully throughout the history of the fortress, even into the War of the Ring. The fortress layout is shown below.

Level1

1. **Entrance:** The entrance road to Amon Roch lies between two flanking walls with towers. The towers are not connected to the rest of the castle except by the wall. All the towers as well as the walls are crenelated to allow cover for firing on attackers at the gates and on the outside. The towers are also roofed with slate to protect them from torched arrows or other fire attacks. A paved road leads up to the gate and runs from the fortress for over a mile to the valley floor and then a mile further out into the open plains.
2. **Gate.** The gate to Amon Roch is quite wide to allow speedy egress for the cavalry. There are two gates. The internal and external gates are made of steel and swing outwards. The space in between is empty to allow for marshaling of the troops for sorties. If

the possibility of the gate house being breached approaches, however, the stone flooring of the 2nd story can be dropped into the space below to seal the gatehouse completely.

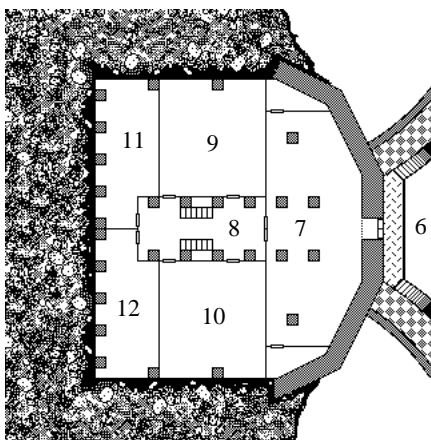
3. **Gate Tower.** The 2nd story is used for storage of weaponry and provisions. The 3rd floor is open to allow for firing on the enemy. It is roofed in slate like the towers in #1.
4. **Fortress Courtyard.** From here, stairs lead up to the walls as well as to the gates of the recessed keep. Below the gates of the keep are the doors that lead into the stables.
5. **Stables.** There is room for 40 horses in these stables, currently there is only need to house 30 to be able to horse everyone at the fortress. These stables are mainly for wartime use. Outside the castle in the



valley is the main stable which is closer to the pastures in which the horses are grazed. Currently, Finard the stablemaster is residing at the stables with the horses and stableboys because of his comments about Lord Negolos' wife. (See Section 5.42)

Level 2

6. **Keep Doors.** The doors to the keep are made out of granite sheathed in steel. Just inside the doors is a switch that when pulled will release the supports of the metal platform in front of the door, dropping everyone on it to the ground and leaving the doors suspended 20' in the air.
7. **Great Hall.** Used for all manner of activity this stately room is decorated with tapestries, paintings and lights to lift the mood of the otherwise dark and



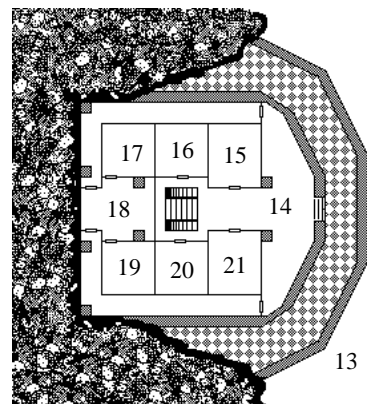
somber room.

8. **Stair Hall.** This hallway gives access to the other rooms on this level as well as to the levels above via two stairways that lead up.
9. **Barracks.** This large room can accommodate up to 30 men each. At this point in this time only 15 men are housed here. Another 15 are housed in #10 for a total of 30 men. 20 of these men are permanent paid guards of Lord Negolos' family, the other 10 are militiamen that spend a year stationed at Amon Roch for training.
10. **Barracks.** Same as #9

11. **Mess Hall & Kitchen.** The back portion of this room is an open kitchen area. The front portion is where the troops are served their meals. Meals for the family and for special occasions are also prepared here, but are served in the formal dining hall (#12).
12. **Formal Dining Hall.** A very long beautifully finished pecan dining table takes up most of this room; seating for up to 20 people is available.

Level 3

13. **Balcony.** The crenelations of the half wall of this balcony allow for archer coverage of the courtyard of the fortress as well as the area between the walls of the castle and the mountain.
14. **Lower Lounge.** A lounge area nicely decorated for guests and the upper level hired men of the castle such as the steward and the officers.
15. **Stewards Quarters.** The castle steward lives and works out of this room. He is an incredibly organized person, but is nearly devoid of personality and oblivious to everyone around him unless he has a specific reason for noticing them.
16. **Healer's Quarters.** The castle healer was also trained in the army of Gondor, but beyond that is a man of great learning in many fields. He was Lord Negolos' tutor as a child and is his closest advisor. He is advanced in age and his eyesight is failing.



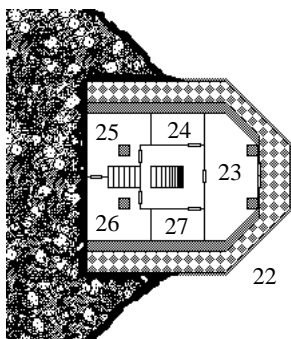
17. **Officers Quarters.** 2 experienced veterans of the wars against Umbar and the

Easterlings are in charge of the training of the guardsmen of the castle.

18. **Guardroom/office.** This room acts as a guard station and as an office for the guard captain.
19. **Guard Captain's Quarters.** The guard captain is a great tactical officer, but becomes bored periodically and takes the guards and militiamen out for war game exercises.
20. **Blacksmith.** The blacksmith, who also doubles as an armorer, lives here. He used to share his room with Finard the stablemaster, who is now living at the stables (See #5).
21. **Guest chambers.** Comfortable room. Guests are rare at the fortress. When guests are expected in numbers larger than the fortress is capable of handling they are put up at the Golden Spoon in town. If relatives or close friends are expected, many times Negolos will take them to his summer house closer to the mountains for a more comfortable setting.

Level 4

22. **Balcony.** There is an iron railing around the edge of this balcony. Archers could defend the keep from here, but the cover is not as good as the balcony below.



23. **Lord Negolos' Office.** This large room with adjoining balcony is primarily used by Lord Negolos as a study and office, but in time of need it serves as a tactical ward room for himself and his men. There are a variety of maps and statistics concerning the surrounding area.

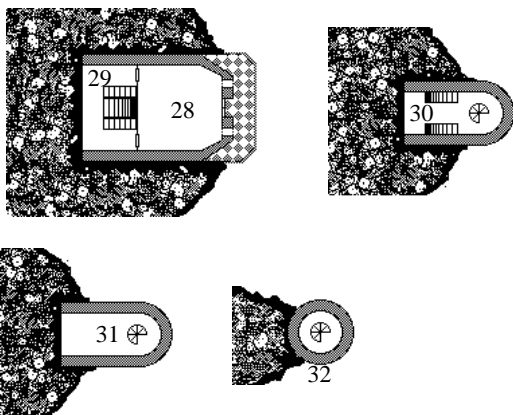
24. **Lady Sirris' Maid's Quarters.** Gifas dismissed Miren, Sirris's long time friend and servant, as soon as she adopted her disguise as Sirris. She then faked some interviews and brought in a Dunnish woman from the Mar Hogo clan as her maid. She now lives in this room. Although she is hired as a maid, she is a skilled warrior and will backup Gifas in her plans and defend her from any attack.
25. **Lady Sirris's Room.** These were lady Sirris' private quarters. A door connects them with Lord Negolos' chamber. The room is decorated in an eclectic fusion of Dúnadan and Daen Lintis styles. Gifas is currently occupying this room, and has hidden many of the tools of her witchery in lady Sirris' wardrobe. Also strategically hidden in the room are 5 daggers so that she can defend herself quickly if the need arises. All of them are poisoned with a Level 4 nerve toxin. Anyone cut by one of these daggers must resist or have the limb wounded paralyzed for 3-5 days. If the poison is received as a result of a critical to the torso, abdomen, or neck, then the results of RR failure is total body paralysis for 3-5 days.
26. **Lord Negolos' Room.** This finely decorated room is perfectly ordered at all times. Lord Negolos is very organized. Behind a wardrobe hidden (-30 to detect) in the back wall of the room is the vault of the castle containing the wealth of Lord Negolos' family. It is triple locked. The first two locks are key locks (-30 to open) and the last is magical and opens to a password that only Lord Negolos and his Valet knows. Over 300,000 in gold and jewelry is stored in this vault in locked boxes. Lady Sirris has no idea (nor does anyone else in the region) that Lord Negolos is so wealthy, but his family has controlled trade and agriculture in one of the most bountiful sections of Gondor for many years so it only stands to reason. The vault also contains some ceremonial garments and the heirlooms of his family. Which includes his fathers sword of state, circlet, and ruling staff. The staff and

sword are magical. The staff, when held, places a subtle aura spell about the person adding +50 to all rolls for leadership, diplomacy, and persuasion. The sword is a highly ornate +20 *Ithilnaur* sword that has a moderate intelligence and can detect illusions within 20' of the user. It is unfortunate that Lord Negolos only wears it once or twice a year to ceremonies of state, because it could tell him of Gifas' deceptions.

27. **Lord Negolos' Valet's Room.** Bundin, the lord's valet, is quartered here. He is very old, but will attempt to protect his master if Lord Negolos is threatened.

Levels 5, 6, 7, & 8

28. **Family Lounge.** This large room and overlook are used by the ruling family as a lounge area as well as an entertainment room for guests and a play room for children when they are present. When Lord Negolos was young this room was where he received his tutoring. Many bookshelves line the walls of the room. The door to the balcony locks with a key for safety reasons.

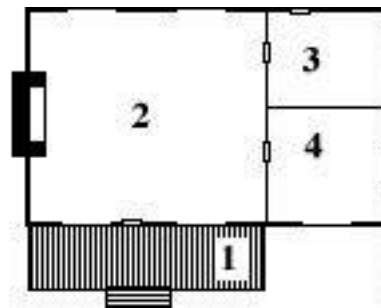


29. **Access Hallway.**
 30. **Tower Level 1.** Mainly to provide access to the upper watch tower.
 31. **Tower Level 2.** Guard station for the upper watch tower. Men that are on watch live in this room for two week periods, then rotate out to other duties.
 32. **High Watch.** This room allows for a commanding view of the countryside for up to 10 miles in most directions, except

for directly behind the tower, but the craggy rock outcropping there makes the possibility of danger from that direction unlikely.

5.33 LADY SIRRIS' PRISON CABIN

The Lady Sirris has been kidnapped and is being held in a small cabin in the foothills east of town. The cabin is small and guarded by 2 clansmen.



LAYOUT

- Front Porch.** This rickety porch is quite old and some boards are rotten or squeak loudly when someone walks on them. The front door is made of oak and chained from the inside, but the hinges are rusty and old and can be easily broken.
- Main Room.** The two guards that sleep in this room are relieved every three days. A small stone fireplace stands on the west wall to warm the room and provide for cooking.
- Locked Room.** This room is locked with massive-looking padlock that is really quite easy to open (+10). The windows have been boarded up from the outside with heavy planks. Behind the door tied to a bed is Sirris; she has looked better.
- Store Room.** Food for the occupants is kept in this room. A small door leads outside to the wood pile.

5.34 THE MAR HOGO CLAN HOLD

The Mar Hogo Clan Hold is located south of Beldwin some 10 miles. It is a crude fortification built over the last fifteen years, using as its base an old watch tower that had fallen into ruin. In Westmarch, the Mar Hogo

have had no real need for a clan hold as they might have in Dunland, but it is traditional that there be one, so one was built. Most of the clansmen live in settlements away from the hold and are summoned during times of need, but a small contingent of unmarried young hunter/warriors live at the hold at all times.



LAYOUT

1. **Palisade.** This wall is made up of a 4' high earthen rise with sharpen wooden stakes pointing upward and outward. It is not withstanding time well and several areas of the palisade have weakened and are sagging outward.
2. **Gate.** Lowers to allow riders to pass through. Unless war is expected this is usually left down. Recently it has remained constantly in the up position. 4 clansmen walk the palisade at all times of the day, and 2 are always located at the gate.
3. **Coral.** The Dunnish keep their herd of approximately 100 horses here. Most are not prime specimens, but they are decent animals and are given good care and grooming.

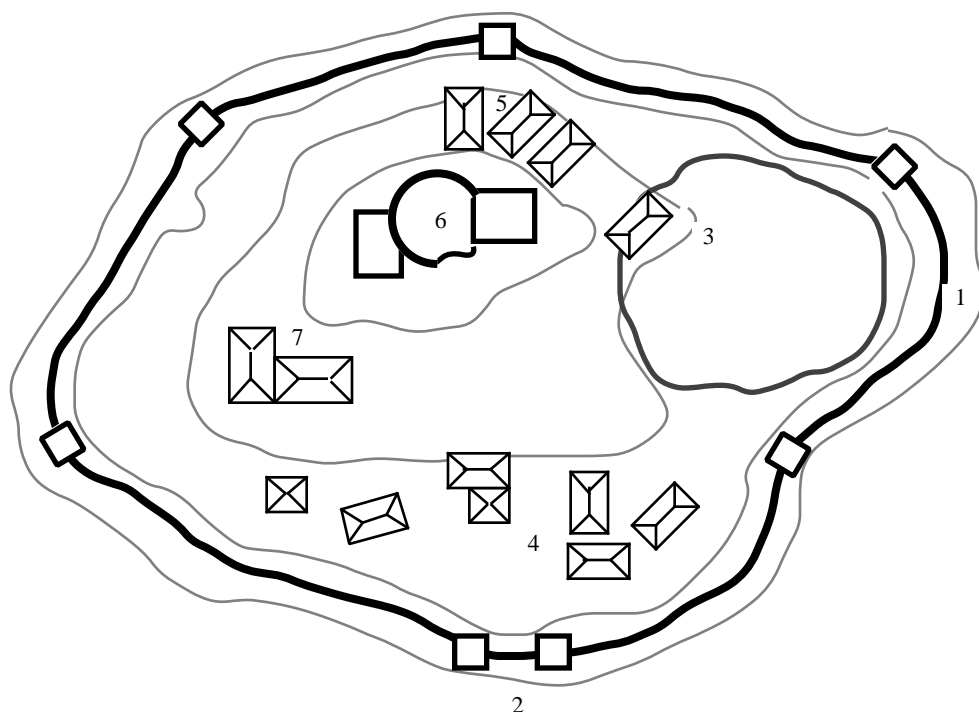
4. **Support Buildings.** These are the houses and workshops of the craftsmen of the clan.
5. **Storage Buildings.**
6. **Clan Keep.** Ruthos, as clan chieftain, occupies this building with his immediate family and personal guards. The building was originally an old watchtower that was ruined. The Mar Hogo have rebuilt the walls with their limited expertise. The result is a keep that is functional but not very pleasing to the eye. Approximately 15 guards will be found stationed in the keep along with Ruthos, his 2 brothers, their wives and children.
2. **Barracks.** Here is where the other clansmen hunter/warriors live. Up to 30 have been housed here before, but at the present only 23 men are in residence.

5.4 THE TASK

The PCs are to determine the source of the rumors and or strife, find out about the plot to kill Sirris and somehow stop it from happening. This will not be an easy task considering that the Mar Hogo have not exactly publicized their activities.

5.41 STARTING THE PLAYERS

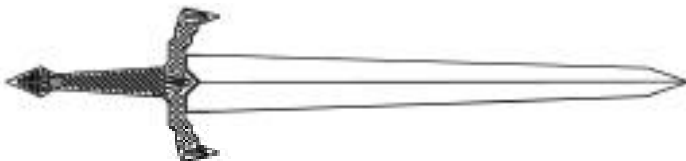
The PCs will most likely begin this adventure in Beldwin, because unless a large uprising of the Daen Lintis occurs, few outside of the immediate area around Beldwin will know anything of the events that this adventure revolves around. It is possible that the party, if observant enough and in town long enough, would gain enough information to be able to realize that something is not right. A more likely and workable starting point would be having the party be approached by Sirris's



father, Denrul or Lord Negolos.

Denrul believes that his daughter has been acting strange lately and has heard the rumors that people have seen her in the market place with obvious bruises. This has confused Denrul because he believes Lord Negolos to be an honorable and sensitive man who would not do such things. He feels that there must be something wrong at the at Lord Negolos' fortress. However, when he has gone there to visit everything seemed fine, almost too fine. Denrul will approach the party if he sees that they are from out of town. Once he determines that they can be trusted, he will explain the situation and ask the party to pay a social call on Lord Negolos' fortress to ascertain if everything is all right. Since Lord Negolos welcomes visitors and is always hungry for news from travelers, this should not be a problem. For this task, Denrul will pay the party and offer the free lodging in his inn for as long as they are in town. He will stress to them that they should not let anyone know their real reason for visiting, because he does not want to appear to be spying on his son-in-law.

If the party stays in Beldwin for a few days, they could start this adventure by being contacted by a servant of Lord Negolos, and asked to meet him outside of town. If they decide to make contact, Lord Negolos will tell them of the discontent of the Dunnish people of the areas and how his marriage helped to settle this problem. He will also relate how he has heard that rumors are being spread saying that he is mistreating his wife. He is afraid that his wife may be hurt in the conflict that might arise from these circumstances. He would like for the party to stay around town for the next few days for a "rest," and while they are here, to try to find out the source of the rumors and act as guardian angels for his wife when she is in town, without her knowing it. If the party accepts, he will pay them well if they find out anything useful.



5.42 AIDS

Being strangers in Beldwin, finding the information necessary to stop Ruthos and his people from starting a revolt may be difficult. In general, the people of the town know of Sirris' appearances in town looking ruffled and beaten. Most of the merchant class will be reluctant to talk about it because they are unsure of their meaning. Talking to members of the working class, which are mostly of Dunnish descent, will produce insight into the Dunnish viewpoint. Most of these people are very disappointed and upset with Lord Negolos, who they had thought was the first Dúnadan ruler with some thought for them. Now they believe he is just like all those Dúnedain, arrogant and bigoted. They will also know that this is just the type of opportunity that the Mar Hogo clansmen have waited to exploit. Most will know of Ruthos and his hatred of the Dúnedain, and the fact that he was very outspoken against the marriage of Negolos and Sirris in the first place. This type of information will not be distributed to just anyone, however, because most of the people of Dunnish descent will not be open to talking to anyone from outside the Beldwin area unless they are talking it up in a bar or gossiping amongst themselves and are overheard.

There is one person in town that does have information that would be invaluable to the party. Sirris' best friend Miren for years was also her personal maid and lady in waiting, as it were. When Gifas replaced Sirris, however, Gifas knew that she had to get rid of Miren in order to be effective in her disguise, so she staged an argument with Miren and dismissed her as soon as she could. Miren knows Sirris better than anyone alive and she has told Sirris' father of her concerns about her changes in behavior and attitude. If the party has talked to Denrul or Negolos, they will mention Miren to the party as a source of information.

There are two other people in town who have bits of information that might be helpful to the party concerning Gifas' disguise. One is Finard, an old man that tends the stables at Negolos estate. When he first saw Gifas in her disguise as Sirris, he asked one of the guards

who the old hag was and why she was at the castle. He was immediately reprimanded and told that he had to live at the stables until such time as he could show more respect. He still maintains that she is really an ugly old woman, and has asked several people since then if they have seen the same. Unfortunately, Finard is less than ideally credible. He has been known to hit the bottle a little hard at times and has reported strange things before which have never been proven. No one currently believes his story and he is beginning to wonder himself. Gifas knows Finard knows her secret, but doesn't think anything will come of it before the plot finalizes. Just in case though, she has told Ruthos, who has sent men to spy on him periodically to see if anyone he tells seems to believe him.

The other person in Beldwin who knows that Sirris has been replaced by another is a teenage girl named Glinis. Glinis was born with a gift that has not been recognized by anyone as of yet. She has the ability to see through any form of magical deception, including Gifas' spell. At this point in her life, Glinis has the feeling that she is different from others but hasn't quite figured it out yet. She knows that everyone else sees the lady Sirris when she sees a hag, but doesn't know who to tell. Once when she was younger, she got a severe lashing by her parents because she had spoiled the show of a traveling magician by telling how he did his tricks. Since then, she has been reluctant to tell anyone when she sees something out of the ordinary. In this case, however, she feels she must tell someone because she feels lady Sirris, whom she admires like many other young girls her age, might be in trouble. If she finds out that someone in town might be interested in what she knows, or has been making inquiries, she will seek them out and tell them what she has seen.

5.43 OBSTACLES

Initially, the primary obstacle will be finding out what is wrong with Sirris. Even if they are able to discern that she is not really Sirris, any action against her will be perceived by everyone else as an assault on Sirris and will be dealt with accordingly. If in town, the

townspeople will try to subdue the party. If at the castle, the guards will attack the party with great enthusiasm. Once Gifas is discovered the party will then have to find out where the real Sirris is being held. Gifas, if captured, will be very closed mouthed, but will succumb to threats if she believes they are real. The final obstacle will be retrieving Sirris from the Mar Hogo before Ruthos has an opportunity to move her or kill her. A direct assault on their complex will require significant numbers or stealth. If given the chance Ruthos will turn the whole affair into a ransom situation, demanding treasure and free passage north for Sirris' return.



5.44 REWARDS

If the task is completed, the plot found out and Sirris rescued, the party can expect considerable praise and appreciation from Lord Negolos, her father Denrul, the population of Beldwin, and Sirris herself. Lord Negolos will shower the party with gifts totaling well over 500 gp/person. If Sirris is not alive at the conclusion of the adventure, the payment from Lord Negolos will be much less generous. However, if the party also catches the primary leaders of the conspiracy (Ruthos and Gifas), he will also sign over two tracks of land that he owns to the south east of Beldwin that total 500 acres. The townspeople, especially those of mixed and Dunnish descent whose lives were effected most by Sirris, will give the adventurers gifts according to their means and skills to show their appreciation; anything from wood carvings to leather goods. Denrul will allow the party to stay at his inn free anytime they are in Beldwin, and allow them to outfit themselves for their next trip at his store.



5.5 THE ENCOUNTERS

Many of the encounters in the city of Beldwin should be constructed from the information given in the above passages and in Section 5.31. Other encounters are described in detail in the Section 5.32 and 5.34. Besides these, the following encounters are given in greater detail.

If encountering Gifas while disguised, since her disguise is magical, the PCs should receive an RR. If they see her before they find out anything has been wrong, the RR should be at -30 because they will be expecting her to look like Sirris. If they see her for the first time after hearing the concerns of Negolos or Denrul, the RR should be normal. If they see her after talking to either of the people that have seen through her disguise, the RR should be made at +10. When encountered, Gifas will be able to recognize whether anyone she meets has been able to see through her spell. If she is surrounded by people who still believe her to be Sirris, she will use that belief to protect herself until such time as she can get away and report the incident to Ruthos who will then send men to try to take care of the problem person quickly and quietly. If at the castle, she will instruct the guards to arrest the party and throw them in the dungeon. If she is recognized in a situation where she is by herself, she will either run, (if there are people nearby that still think she is Sirris), or as a last resort she will use her magical abilities. Even if she chooses this last option she will only engage the party long enough to allow her to

escape or until she realizes she could die. If she can't escape then she will surrender rather than be seriously injured.

Ruthos will probably be encountered in one of three situations. The first is at the Mar Hogo stronghold where he will be most often during the time when this adventure takes place, fearing that his presence in town might jeopardize his plans. If the party goes to the stronghold seeking information from Ruthos, they will be met with a cool reception at best. Answers to any questions asked will be short and not necessarily truthful. He will try to dismiss the party as quickly as possible, without seeming suspicious. It should not seem that unusual considering that most Daen Lintis will act this way towards non-Dunnish. If the party has come to the stronghold to attack, Ruthos will allow his men to take the brunt of the attack while he escapes. The second place that Ruthos might be encountered is at the small cabin where Sirris is being held. If the party happens to come to the cabin while Ruthos is there, he will instruct the guards to detain the party while he takes Sirris hostage so that he can bargain for his escape. If escape is uncertain, he may try to wound Sirris badly enough so that the party will stop to help her while he escapes. If he knows that he is going to die, he will definitely try to kill Sirris just out of spite. The third place that he might be encountered is leading his men against the party. If it comes to Ruthos' attention that the adventurers are standing in the way of his plans, or worse are close to uncovering the plot, he will send spies to follow until they are alone. He will then lead a group of his men against them in hopes of killing them all or at least dissuading them from continuing their investigations. The size of the cadre sent will depend on the location and strength of the party. In any case, the men and Ruthos will wear non-clan clothing and masks so they cannot be identified.



6.0 OTHER PLACES OF NOTE IN WESTMARCH

6.1 THE ORACLE

The Daen Coentis of the late Third Age were in general an evil people. They practiced human sacrifice and other dark magic taught them by Sauron's emissaries. This had not always been the case. Long before the coming of the Dúnedain, the Daen had been a prosperous people and had lived in the vales of the White Mountains and worshipped the Valar. The Drúedain had lived among them as spiritual guides and priests, and many temples to the Valar were built. Of the Valar that they worshipped, by far the most numerous temples were built to Aulë and Yavanna. Aulë because he is the patron of those who are craftsmen and artists, and Yavanna because she is the Earth Mother and responsible for the bounty from the land. It was during this time that many of the solar clock-type temples were built, as well as other religious cities and temples such as Dunharrow. As the Daen followed their path into darkness later in the Third Age, these places fell into disuse and the Daen Lintis separated from the Daen Coentis and became a secretive people living in the deep woods. One of these temples was built in the upper reaches of a tree-filled valley in the foothills of the White Mountains on the Westmarch side. This temple was at one time, an Oracle for Yavanna, set high on a hill with several auxiliary buildings set into the hill itself. The Daen Lintis of the forest have maintained this temple ever since the downfall of the Daen but until 10 years ago, the Oracle was not functional because it had no mouth. Ten years ago something happened that changed that. (See Section 2.72)

The Oracle of Yavanna is unique. It is imbedded with a spirit of its own which along with the mouth controls the whole area around the Oracle, including the actions of the Huorns and active trees in the forest. The forest surrounds the Oracle in the valley on all sides.

At least 10% of the trees in the forest are active trees or Huorns. No Ents live in the forest itself, but some have visited the area before. Now that Amarla is the Oracle's mouth, the Oracle can actually see the past, future, and present. Each person is afforded one question answered by the Oracle in their lifetime, but first they must pass three tests, starting as soon as the party enters the woods that surrounds the Oracle. (Not just anyone can stop in for a quick question, they must first prove themselves worthy to ask.) The Huorns act as guardians of the temple, and in order to gain access, one must travel through the Huorns, which are able to tell the intentions of the passers and judge whether they should pass. Sometimes if the Huorns are not sure, they will reroute the paths through the forest so as to bring the person to the edge of the forest again and have them start over. This can happen several times before a party is allowed to pass if the intentions of the party are mixed. The Huorns will not attack unless they or other trees are attacked first or the intentions toward the temple or Amarla are openly hostile. This is the first test to be able to access the temple.



Once through the trees the party will come into a grassy clearing with a hill in the center of the clearing. Set in the hill is an entrance faced in stone. On the opposite side of the hill are three doors of unequal sizes. Above the single opening set in the stone facing is an inscription that reads in the primary language of each reader, "Those who seek knowledge must choose their path to prove their worth" This test insures that only the persistent and pure of heart can gain entrance to the Oracle. In order to pass this test the visitor must walk through the hill via this passageway and leave through one of the other three on the far side of the hill while maintaining their normal size. Once a person enters the doorway no one else may enter until the first person has passed through the first room. The rooms under the hill are the basis of the test. When each person enters the room they will be presented with a situation. The choice they make will allow

them to the room through one of several doors. Each door leads to another room and another situation. The power imbedded in these rooms can cause the persons entering to experience the situation as if it were actually happening. It will create the proper background and sensory stimuli to make it appear real for as long as the situation lasts. The only thing that might dampen this capability would be if the person entering the room was protected by powerful spells which would dispel or cancel such perception altering spells. If this protection were in place no situations would be presented and the person would have no way of knowing which paths to choose. The only way they could pass the test would be by luck.

GM Note: *These situations will be outlined basically in the detail descriptions below, however, the GM should take the time to create situations that are specific for each PC based on the guidelines presented below and the concepts of worthiness that would be dictated by the Valar Yavanna and Aulë. These specific situations could take the form of previous circumstances that the character encountered or situations that have particularly tried the character's moral fiber.*

The passageways connecting the rooms are ancient and filled with the power of the Valar Yavanna and her mate Aulë who helped the Daen Coentis and the Drúedain build the Oracle thousands of years ago. The passages can affect all those walking down them in one of three ways. They may either enlarge a person and all their belongings, shrink a person and all their belongings or leave them the same. Anyone passing through the passages is subjected to the effects of the power without an RR. Making the right choice will leave the person passing the same size. A wrong choice will cause the person to shrink to one fourth of their previous size as they move to the next room. A right choice after a person has been shrunk will increase their size to four times their current size bringing them back towards their normal size. The hallways also get smaller or larger as one travels through them. With the passageway shrinking at the same rate as the person, it will be very hard to determine if any size change has taken place. The rooms

will maintain their size however. The chart below has been provided to help calculate relative sizes. If a person enters a room at one-fourth their original size, everything they see when they emerge will be four times larger from their point of view. Each time a person travels down a hallway, the GM should pay careful attention to how small they have become when compared to their surroundings.

LAYOUT

1. **Entrance.** This opening stands 10' wide and 20' tall. The inscription is chiseled into the stone above the opening in large signs. Once inside, spatial relationships are vague and the hill will not seem large enough to hold the passageways and rooms that are present. Down a 30' hallway is the first testing room. All the testing rooms are the same, 20' x 20' x 20' size and have three openings to 10' wide passageways, although only the one they enter through will be shown to them until after the test. Upon entering the room the person will immediately seem to be transported to another place where they will encounter the test situation. To them everything will seem perfectly real. Upon confronting the problem and making their decision the illusion will disappear and they will be shown only one door out of the room. Depending on their answer that will either be the passageway marked "Y" or "N". The rooms are listed below with the suggested situations. These situations are in no particular order and may be rearranged if so desired by the GM. (They could even be randomized.)
2. **Riches vs Life Room.** This room will present the person with a situation where they must decide whether to gain great riches or save the lives of innocent people. At (a) there is an opening that only appears if someone is entering from #8.
3. **Great Power vs Good Room.** This room will present the person with a situation where they must decide over great

personal power or fighting for the forces of good.

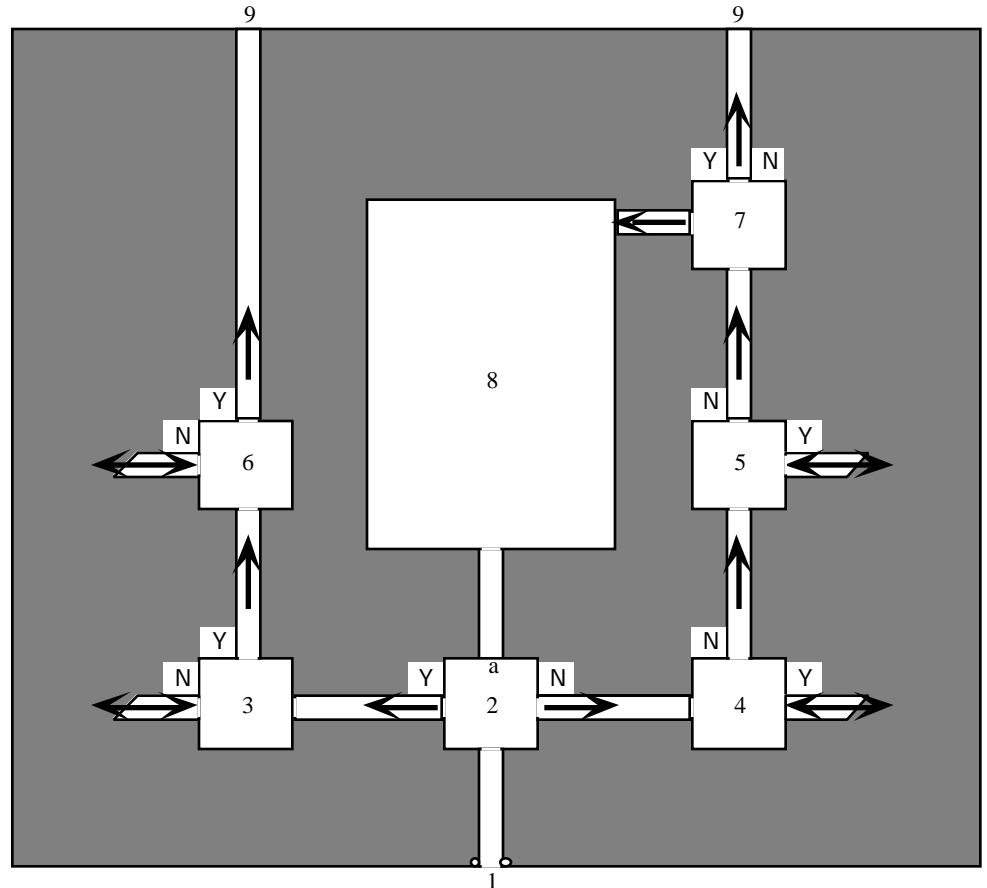
4. **Manual Labor vs Magic.** This room will present the person with a situation where they must overcome a physical obstacle with tools that they are provided. It will be within their personal capabilities to perform. If they resort to magical means to overcome the obstacle, they fail. (The Valar see magical use for trivial purposes as evidence of poor character.)

5. **Inconvenience vs Life.** This room will present the person with a situation where they must decide whether to suffer the loss of one of their prized possessions or save the lives of innocent people.

6. **Inconvenience vs Evil.** This room will present the person with a situation where they must decide whether to suffer the loss of one of their prized possessions or commit an overtly evil act.

7. **Labor vs Evil.** This room will present the person with a situation where they must decide whether to cooperate with evil forces or be forced to work hard labor. (Time as well as sensory distortions can occur in these testing rooms.) Right and wrong answers in this room both lead to the outside. Only if the person has failed to decide properly in every situation will they be shown the passageway leading to #8. This passageway leads to a room designed to rid the world of a this vile person. If they make it through #8, exit through the second chance door to #2, and still end up back at #7, only then #7 will become a trap. The trap in this room will trigger when the person steps into the room. When this happens, the

passageways into the room will instantly disappear. At the same time the floor of the room will disappear completely leaving the person in the room falling



into a 100' deep conical pit trap. (Remember this person must be pretty small now and therefore the drop will be quite further.) The walls of the pit are angled in so that they come together in an inverted cone shape at the bottom. Anyone falling into the pit will hit the wall of the pit before hitting the bottom and then slide to the bottom of the trap. Should anyone hit the bottom of the cone feet first, the momentum of their fall will force their feet into the smallest section of the cone breaking their feet and wedging them in very tightly. 3 seconds after the floor disappears it and the openings reappear, showing an empty room to anyone else entering. Shouting from below the floor will be very hard to detect, and breaking through the floor will require 500 concussion point within a 5' radius.

8. **Big Room.** In standard sizes this room is 60' x 80' x 100' tall. It will be much larger to the adventurer depending on their current size. If they are sufficiently small enough it could take them hours, or even days just to cross this room. The room is inhabited by hundreds of insects and rodents of various sizes. These may range from man-size to gigantic from the adventurer's point of view. They will attack the adventurer because he is food size. If the unlucky person makes it to the passageway at the far end of the room they will begin to return to normal size as

they pass through that hallway back to # 2 to be given a second chance. Once they enter # 2 they whole process starts again with variations on the tests they already went through.

9. **Normal Size Door.** The doors set into the back of the hill swing outward with a light push no matter what size the person is (unless they are too small to reach the bottom of the door, but then they could walk underneath it.) From the outside they cannot be opened.

Size Comparison Chart

Human height (feet)	Human height (inches)	Standard Room	Big room width	Big room length	Standard hall	size factor
6'	72"	20ft	60ft	80ft	10ft	Normal
1.5'	18"	80'	240'	320'	40'	/4
0.375'	4.5"	320'	960'	1280'	160'	/16
0.094'	1.125"	1280'	3840'	5120'	640'	/64
0.023'	0.281"	5120'	2.9mi	3.9mi	2560'	/256
0.006'	0.070"	4mi	11.6mi	15.5mi	2mi	/1024
0.001'	0.018"	16mi	46.5mi	62.1mi	8mi	/4096

Using this chart:

It is best to keep track of where the person is in relation to normal size for them. This chart allows for that each time a person walks down a hallway that makes them smaller; it will divide their size by 4 and move them to the next row down on the chart.

Example:

Ralph the Ranger is currently at normal size (6') in a 20' x 20' room. He chooses badly and is sent down a hallway. He shrinks as it gets smaller so he notices no change. When he reaches the end of the hallway he is 1/4th his normal height. (putting him at the /4 level on the chart) Therefore, he is actually 18". tall. Because of this, the next room he enters appears to him to be a square room 80' x 80'. If he then makes another poor choice and leaves the room via a passage that shrinks him again, without realizing it he will be 4.5" tall (putting him at the /16 level on the chart). The 20' x 20' room he enters at the end of the passageway will appear to be 320' x 320'. If he then begins to make correct choices when being tested each of the hallways he travels will cause him to grow as he travels which will begin to put him back towards his normal size.

GM's note: This can be very confusing for both players and GM's especially when players are trying to accurately map the maze. For this purpose, tell the players that all the interconnecting hallways are 40' long regardless of whether they look that way on the map. The map they draw cannot accurately be displayed because the size of the rooms will change from their point of view depending upon what size they are at the time. Likewise, the map shown here is a representation of the inside of the hill and should not be taken as completely to scale.

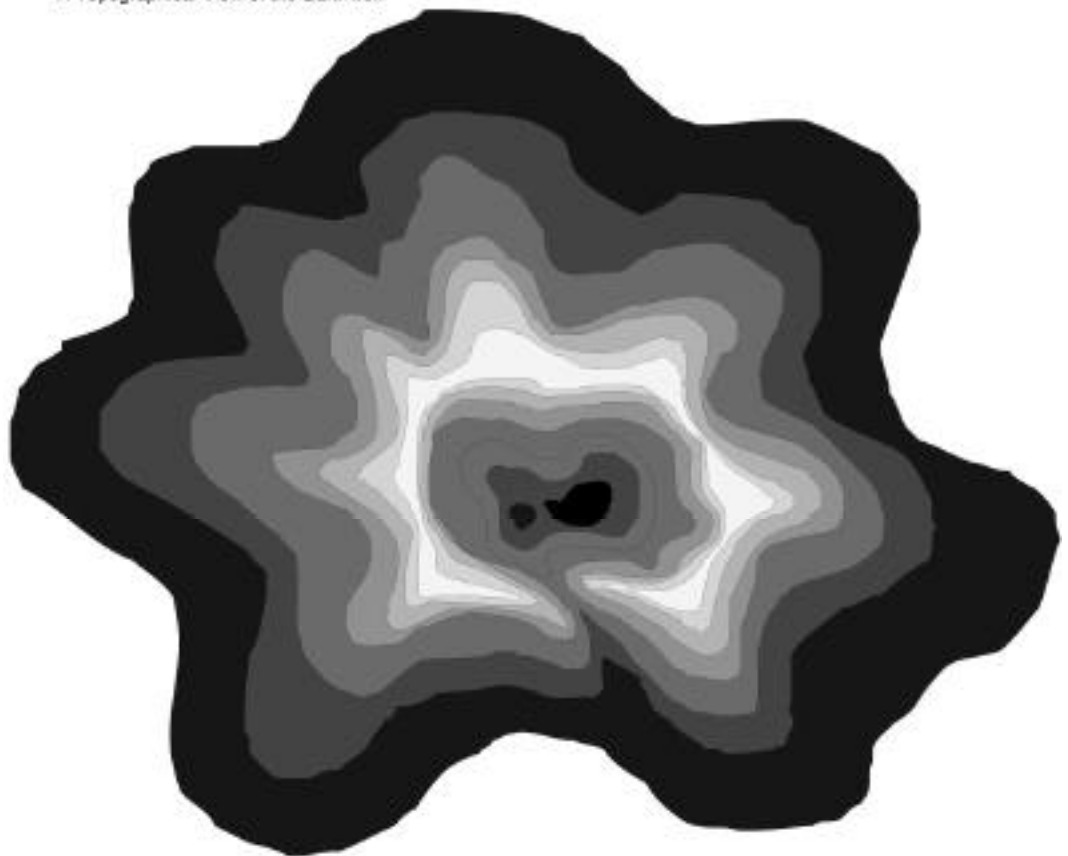
On another note, although the maze is free of adversaries and has only a few traps dedicated to eliminating evil people, there are inhabitants in the form of insects, small mammals, and reptiles which may have wandered in. If this is the case, significant encounters may occur if the party is very small in relation to these creatures. Use Creatures & Treasures to help with this.

After completing the test the person will either exit to the outside of the hill the same size they enter, they will exit the hill smaller than they entered, or if they were significantly evil and sorted in their responses they will be very tiny and will exit into a room designed to rid the world of such evil types. To pass this test, the person must exit on the opposite side of the hill the exact same size as they were when they entered. If they exit any other size then they will revert to their normal size when they get 100' beyond the exit, or after 24 hours whichever come first. If they fail they can not try again for one year. Regardless of whether they pass the test or not, the party sees that on top of the hill there is a ring of stones in a temple formation. If they succeed in making the right choices and maintaining their proportions with the outside world, a passageway will open in the side of the hill. The passageway leads to a roughly cut spiral stairway which leads up to the Oracle on top of the hill. Only those who succeed will see the passageway or be allowed to enter. Anyone else will run into solid earth if they try to enter. Those who fail can climb the outside of the hill they can see between the stones of the circle but will not be allowed to pass by an invisible force.

The ring of stones surrounds a very simple altar in the center of the temple. The altar resembles a stump of a great tree that has been hollowed out to form a basin. The stump is some 3' high and will be empty when they arrive. The mouth of the Oracle will then arrive and pour a pitcher of water into the basin. She will then introduce herself in the following fashion, "We are the Oracle of Yavanna. What service may we offer?" She will always refer to herself in the plural. She then will

ask each one in turn what their question is and answer it by allowing them to step forward and view the answer in the reflection of the water as it appears. Each person must make an RR vs a 10th level attack using only their Self Discipline bonus as a modifier. If they do not make their RR, they are immediately subject to a confusion which will remain in effect until they party has left the Oracle's sphere of influence. Along with the confusion spell the person will be unable to remember anything about the Oracle or the tests, but they will be able to try again in one year. Those that do make RRs will be able to see their answers in the basin. The answers are not always clearly defined nor are they in word form. Many times they appear as visual images, sometimes of people and places, sometimes abstract. There are no real limits to the Oracle's capabilities to answer questions but there may be limitations to the viewer being able to understand the answer. (Using the *Rolemaster Companion*, the Oracle can be thought of as a Major Earthnode under the Arcane magic rules.)

A Topographical View of the Earthwell



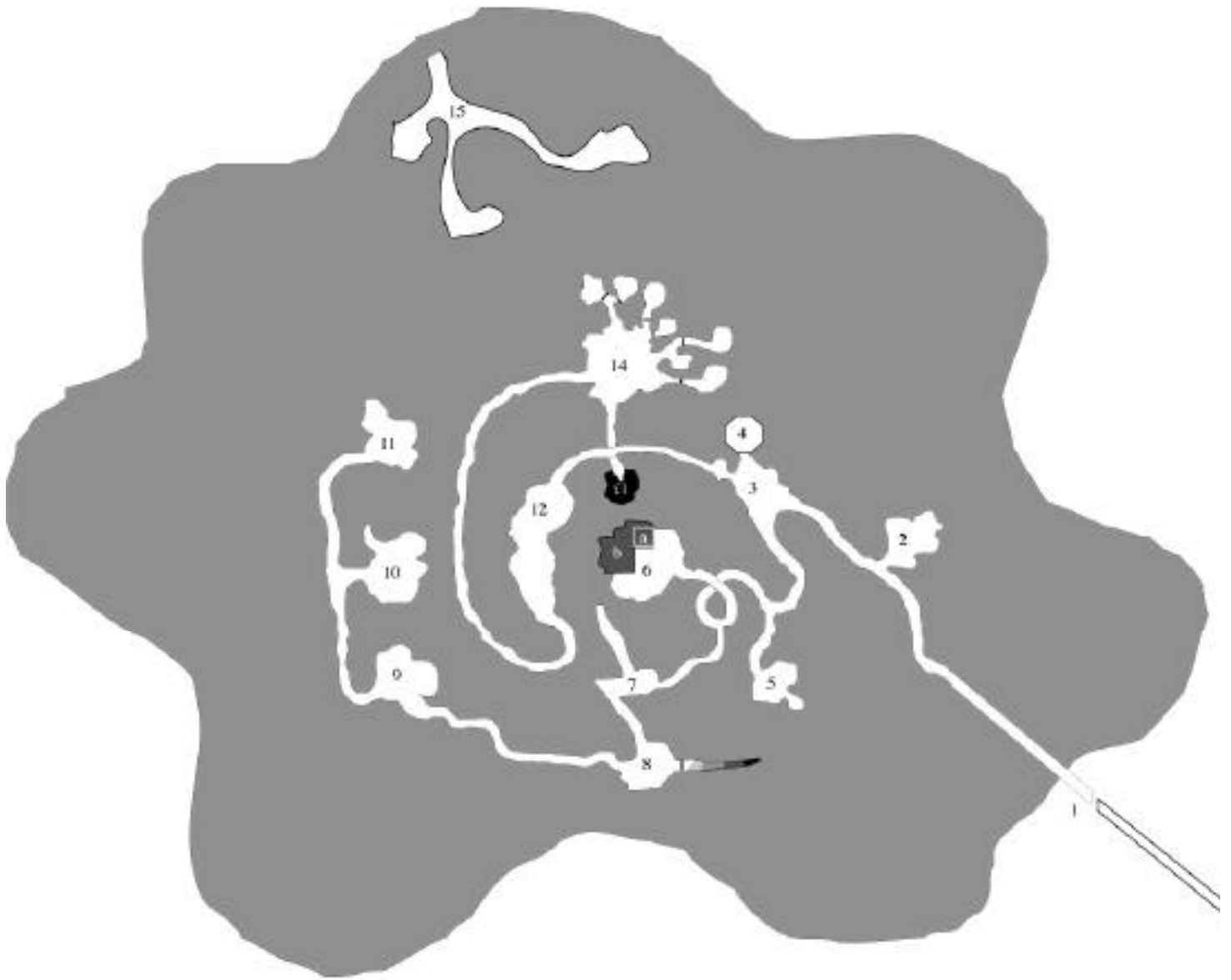
6.2 THE EARTHWELL

The Earthwell, or “Picnic Hill” as it is known by the locals, is located in the heart of Westmarch some 40 miles from Derwath, about 60 miles from Beldwin, and about 5 miles from the nearest road. It is the furthest volcanic hill from the White Mountains and its flat top allows it to stand out on the flat horizon as a local landmark. The Hill itself rises some 400’ off the plain on which it sits and is roughly 2000’ in diameter at it’s widest point. On the south side of the hill a breach was cut through the bowl of the hill by lava many centuries ago which allows for an easy 300’ gradual climb to the lowest point on the rim of the hill. The lowest point of the bowl of the Earthwell is some 150’ from its highest point and only 50’ down from the entrance-way through the breach. A small trail has been cut through the breach over the years and leads down into the basin to the edge of the pool at the center. It is this pool after which the hill is named. Its waters are still, clear, and reflective. The depth of the pool has never been determined. Aside from the pool, there is also a number of flat rocks that have been stacked upon each other to allow visitors to have a place to sit or eat. Overlooking both of these features is a cluster of three oak trees by the pool. Individual internal sections of the Earthwell are listed below.

LAYOUT (UNDERGROUND COMPLEX)

1. **Connecting tunnel.** This tunnel is one of the few places in the Earthwell where the natural rock formations have been significantly altered to suit the inhabitants. This tunnel leads to the farmhouse dwelling some 5 miles away (See below). The tunnel is guarded with significant safeguards to keep intruders out should they ever find the tunnel. These safeguards come in three varieties and are repeated throughout the length of the tunnel. These guard mechanisms only effect someone traveling in the direction of the Earthwell most of the time. They will be effective against those going the other way only if set to do so by “the

Web”. The first type of guardian to be encountered along the tunnels is in the form of a set of runes set into depressions on either side of the tunnel which are very hard to detect until activated. Once a person passes between the runes, a *Teleport* spell is activated that will teleport them to a random position up to 10 miles away from the entrance to the tunnel. The specific positioning of the person above, on, or below the ground is not set, so there may be some problems for that person when they rematerialize. 10 of these rune traps are set at irregular intervals along the length of the tunnel. The second type of trap in the tunnel is a 4-walled spike trap, which is very hard to detect.. Upon entering one of three such areas in the tunnel any weight over 200 lbs on the 10 foot section that the trap occupies will trigger 20, 3’ long spikes to spring forth from both walls, the floor and the ceiling. Anyone within the area when the trap is activated must make a very hard MovM roll to evade the trap or take 1-10 +50 spear attacks. The spikes are also coated with a 5th level poison resin that will inflict 1 point/minute until cured or until the person is dead. Resistance rolls must be made for each spike that does a critical, and the effects are cumulative. The third type of trap occurs only once in the tunnel very close to its connection to the main complex. The trap is quite cruel in its nature. When the presence of any intruder is detected within the traps area of effect, the floor of the tunnel disappears dropping anyone above it 20’ to an 80° incline made of small metal rollers. The rollers will carry the unfortunates 60’ downward to two large metal drums that converge exactly where the small rollers end. These large rollers will accept the momentum and the first available appendage of the victim and begin to crush it with the rest to follow. Any movement by the victim once stuck in the rollers only serves to provide energy to the crushing action. The only hope of escape is to be connected to the tunnel above, via rope, to be



airborne, or to be able to place something to block the large rollers, an extremely hard maneuver (only a hard maneuver if the person has skiing or surfing skill). The trap is very hard to detect. All of these traps will not react to the staff of the Earthwell because each of the staff wear a jeweled pin which allows them to pass these barriers as if they did not exist.

2. **Guardroom.** At least one of the 4 human guards will be on duty here at all times.
3. **Command Room.** This is the hub of the Earthwell. Here the Web coordinates the information collecting and spying efforts of the station. Every piece of information collected is processed through this room. The Web can be found in this room approximately 60% of the time during her waking hours unless there are

extenuating circumstances. A guard will also be on duty here at all times. Entrance into this room by anyone not in possession of an identifying pin (See above) will send an alarm telepathically to the Web and the Beast. The room is dominated by a large table which has a map of western Middle-earth in relief. Shown at all times on the map are the three current seeing locations of the Seeker. Along one wall is the Web's desk where she compiles the communiqués to Dol Guldur, and analyzes the information she has received.

4. **Seeing room.** Here the Seeker spends the majority of his time in observation of western Middle-earth. The octagonal chamber is bare except for a circular couch in the center of the room where the

Seeker sits. In the center of that circular seat is the Seeing Eye (See Section 2.61.) If anyone except the Beast, the Web, or the Seeker enter this room, they must resist vs a 10th level *Teleport* spell or be teleported to the middle of the Earthwell's abyss (see #10.) This trap can be set by the Web to teleport one of the individuals so that one of their appendages is teleported into the shackle hanging in the abyss, so she can have someone to interrogate.

5. **The Beast's Room.** The highest room of the complex, this room is furnished in a very spartan fashion. The Beast will only be here about 20% of the time. The rest of the time he will be roaming the halls of the Earthwell or standing guard in the Command room. The Beast keeps his weapons in a rack mounted to one wall. Each day he chooses a different one to carry and practice with.

6. **Web's Room.** Unlike the beasts room, the Web's room is fabulously decorative. Even at that, there is little that shows her origins. The room is decorated in a style that would indicate a slight influence of Umbar if the observer was knowledgeable of such things. The Web carries with her at all times her staff and weapons, except when in disguise on the farm. The far wall of the room is made of glass and holds back the waters of the deep pool that is the center of the Earthwell (b). The small square area marked (a) is a separate tank that contains a breed of carnivorous fish related to the Red Jaws found in some of the deep lakes of Moria, except that the light they emit from their fins is not as bright as those of the red jaws. This allows for greater ease in surprising its prey. They were imported to this place to provide a means of defending the Earthwell should anyone attempt to gain access through the pool. Should unfriendliness be detected in the pool, the fish can be released into the main pool to attack the intruders. There are approximately 20 of these fish held in this tank.

7. **Underwater Entrance.** This room leads to a tunnel that ends in an airlock of sorts that allows for entrance or exit through the pool. The entrance in the pool is 20' down from the surface.

8. **Guardroom.** A guard is stationed here, but also patrols the halls as well. The door leads to a series of passages that dive down into the bowls of the earth and connect with tunnels from the White Mountains which only the orcs know. Orcs use these tunnels to carry messages back and forth from the Earthwell and Dol Guldur.

9. **Armory.** Extra weapons and ammunition are stored here.

10. **Guest Room.** This room is used by any visitors, but for the most part, it is used for spies returning from or going to the western portions of Middle-earth with vital pieces of information.

11. **Guard's Quarters.**

12. **Exercise and Recreation Room.** Since all of the inhabitants of this instillation are human, this room is used so that they will not become stir crazy. Several different areas are set aside for sparing, acrobatics, reading, etc.

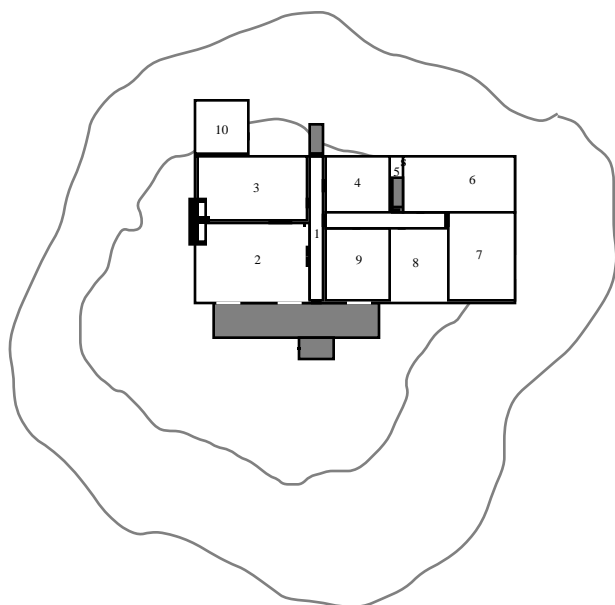
13. **Earthwell Abyss.** The volcano that once was this hill is no more, but this chimney where ash and smoke once spewed forth is intact, except for the last 40' to the surface. An opening in one wall leads out onto a ledge that juts out 5' into the top dome of this (for all practical purposes) bottomless pit. Hanging suspended from the ceiling to a point 20' below the level of the ledge are a set of manacles connected to a chain. This chamber is used to help uncooperative informants give their information up more easily. The eog manacles have a Dispel True imbedded in them. The isolation of being suspended in this sensory deprived environment has proven a very effective means of interrogation.

14. **Prison.** These cells have been designed to hold particularly valuable prisoners. The cells can be adjusted for each individual prisoner. The Web has stored in a small concealed safe in the first cell, which is

never used, several small rocks that are made to appear as though they are normal for the caves. The rocks have imbedded into them one of the Dispel spells to cancel out one realm of magic. Depending upon the type of prisoner, one or more of these rocks can be placed in the cell before the prisoner is placed within. Aside from this protection, the cells are also triple locked with very hard locks. Only the Web and the Beast have keys to the cells.

15. **Bear Cave.** Realizing that most old volcanos have caves, the designer of the Earthwell took into consideration the natural curiosity that might lead adventurers to investigate the caves of the Earthwell. To stem this curiosity these caves were designed to look like the den of a cave bear. It worked very well and the den is occupied by a family of black bears. These bears are not necessarily aggressive, but will attack if threatened and are unable to run away. The actual presence of the bears is enough to keep most explorers away.

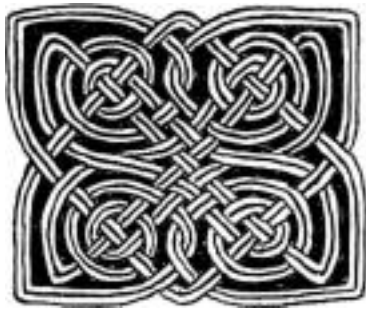
Approximately 5 miles from the Earthwell is a farmhouse. This farmhouse is used as a cover for the residents of the Earthwell as well as allowing for close observation of the traffic to the Earthwell. The farmhouse is exceptionally typical for Westmarch and is that way on purpose. It is constructed out of field stone and



timber. When at the house the inhabitants of the Earthwell will be dressed as members of a local farm family, in fact they actually farm the land for the food they eat.

LAYOUT (FARMHOUSE)

1. **Hallway.**
2. **Living Area.** This large room is furnished comfortably for "family" evenings alone. There is a fireplace in the corner of the room which also connects to the fireplace for the kitchen.
3. **Kitchen.** A large well-furnished kitchen to cook large meals for the farm hands.
4. **Storage Room.**
5. **Hidden Stairway.** The door to this stairway is concealed and very hard to detect (-50). The Stairway leads down 20' to a tunnel that leads to the Earthwell itself.
6. **Farmhands' Room.** This large room is the barracks for the 4 guards of the Earthwell who pose as the sons and cousins of the farm family and do most of the farming. Each has a set of weapons and armor in a hidden compartment underneath his bed.
7. **The Web's Bedroom.** While on the farm, the Web poses as the matriarch of the family and the older sister who runs the household. The bedroom suits her role. She will deal politely but firmly with any unruly visitors. When she is at the farmhouse she keeps her staff and other magical items in a concealed panel of the inside wall of the room which is very hard to detect (-40).
8. **Assassin's Bedroom.** The assassin stays here while on the farm, but he remains in disguise just in case he might be recognized by some of the locals (from his other activities).
9. **Seeker's Bedroom.** The seeker poses as the partially senile old patriarch of the family. The seeker plays his part with relish and has particular enjoyment from acting cantankerous. His room is decorated with various fake memorabilia from his dead wife and his sons and daughters.
10. **Wood shed.**



7.0 ALTERNATIVE ADVENTURES

7.1 QUEST FOR THE ANSWER

Setting: Westmarch at any time in Middle-earth.

Requirements: A group of adventurers with a need for specific answers to nearly unanswerable questions.

Aids: Knowledge of the Daen Coentis and their religious habits including familiarity with the Daen Lintis would be invaluable, but also very hard to come by.

Reward: Answers to burning questions.

The Tale: The Oracle of Yavanna is free to use by anyone who knows of its existence, but for only one question in each person's life. The other downside to this arrangement is that only a few individuals know or believe they know of the Oracle's presence in Westmarch. If it can be found, and the finder can pass the Oracle's tests, they can gain significant information.

The Task: Find persons with information about the Oracle and then find the Oracle. Pass the Oracle's tests to gain the information desired. This adventure can be part of nearly any other adventure from this module or other modules set in nearby regions.

7.2 HUNT THE WULF

Setting: Northern Westmarch T.A. 2756.

Requirements: A group of adventurers with strong fighting and subterfuge skills loyal to the Rohirrim, or just in it for the cash.

Aids: A local secret group of staunch supporters of King Helm, who know of Wulf's activities.

Reward: High praises and generous rewards from the loyalist group and/or King Helm himself.

The Tale: After King Helm killed Wulf's father Freca in 2754, Wulf went back to Westmarch to rally an army to assault Rohan. Among the people of Westmarch he has found many supporters. He and his father's family had ruled the area surrounding Beldwin for hundreds of years from the home in Amon Roch. He has also gone to Dunland to draw support from his mothers kin and has been successful. Recently a small clandestine organization of Rohirrim loyalists have begun to plan ways of foiling Wulf's plans for attacking Rohan. They plan to wait until they can ambush Wulf when surrounded only by his personal guards, hoping that by killing Wulf the threat to Rohan will be over. Wulf is currently at Amon Roch, but is planning to venture out on a recruiting mission soon. Amon Roch is the same as in T.A. 1640, with the exception of who lives there and the number of armed men (the maximum occupancy).

The Task: The party may be approached by the loyalists because they look like outsiders. The loyalists will not approach locals because they cannot be sure that they are unbiased. The loyalists are looking for a group of mercenaries to carry out this mission so that their existence will not be jeopardized if the mission fails. (They won't tell the party that though.) They will offer the party 100 sp/day and 5000 gp for Wulf's life. Should they succeed, however, they will also be in high favor with King Helm, unless they killed Wulf unfairly. Helm does not particularly like assassins.



7.3 MISSING

Setting: Northern Westmarch T.A. 1640.

Requirements: A strong mid to high level group of adventurers with good detective skills and a lot of luck.

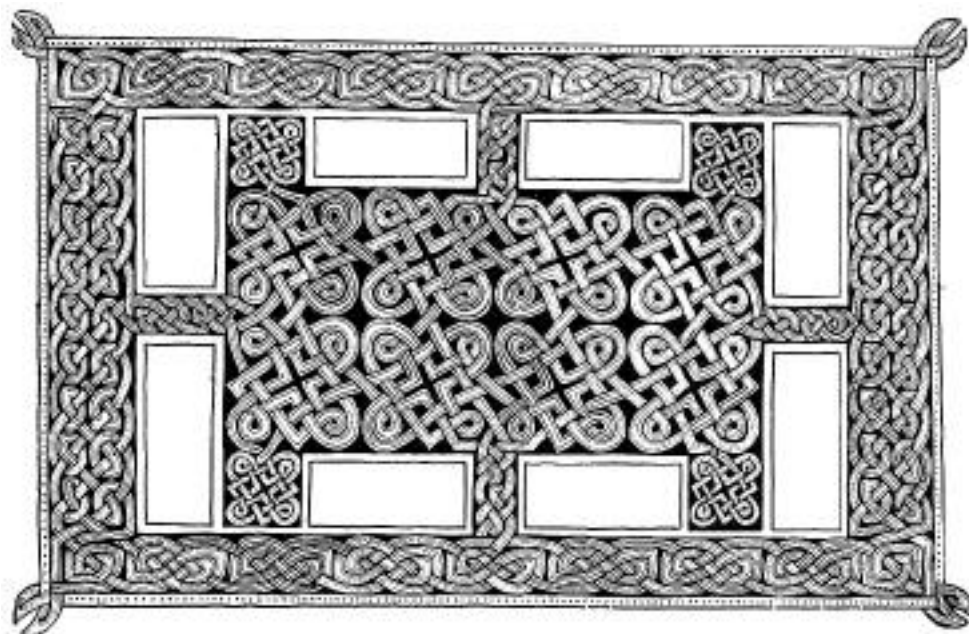
Aids: Information from the locals, and keep guardsmen about the missing trio, and possibly some help from the rangers.

Reward: Friendship of the three missing adventurers, monetary rewards based on what they have on hand, and really good home-cooked meals for at least two weeks.

The Tale: In the northwest region of Westmarch, the locals are governed by an unlikely trio of rulers (See Section 2.5.) These former adventurers are reluctant in their job and find Westmarch as a whole a boring place compared to their previous lifestyle. Because of this they occasionally leave their keep in order to find excitement. Only rarely do they actually find any within Westmarch. Their last little wandering has lasted overly long and their subjects are worried about them. It has been two months since they were last seen. The guardsmen at their keep know only that they were going to venture south-southeast towards Derwath on the Adorn, where they were to meet with some of their friends in the rangers. After that they were not sure where they were going. In actuality, they didn't make it to Derwath. While on their adventure one of their stops was at "Picnic Hill" (the Earthwell). Unfortunately, while at the Earthwell, the

adventurers found the caves in the side of the hill and were attacked by the cave bear residents. Hoping to find a place to nurse their wounds, they stumbled upon the farmhouse that is the facade for the Earthwell. Unfortunately for the three, one of them saw through the disguise and began asking questions. For this they were drugged and taken into the Earthwell where they are being held and interrogated to determine the depth of the security breach.

The Task: If party should choose to help the wayward adventures, they must first determine where they might be. Information from the locals and from the rangers about where they were going and how far they got might be enough to narrow the search to a small area, but the actual location of the prisoners might be harder to determine. This might even lead to a session with the Oracle. Once the adventurers are located, the Earthwell and its inhabitants will be obstacle enough. Note that the Seeker and the Web will be on the lookout for any search parties and may sacrifice their prisoners and make their deaths look like an animal attack in order to guard the secrets of the Earthwell.



8.1 MASTER NPC CHART

FOR ALL ADVENTURES (Section 2.7)

Evad	11	122	SL4	50	Y	N	150bs	130cp	25	Northman Ranger
Ag90, Co91, SD90, Me62, Re89, St90, Qu85, Pr85, Em52, In75, Skills: Climb 65, Tracking 85, Tactics 70, Riding 60, Skiing 30, Lancing 60, Subduing 50, First Aid 40, Perception 90, Interrogation 30, Leadership 40, Stalk/Hide 60, Foraging 50, Region Lore 25, +15 Broad Sword, +15 leather armor, +10 composite bow, +4 spell adder , 11PP, Ranger Base Lists to 10th; Concussion Ways & Light Ways to 5th										
Feamond	8	98	no/1	65	N	N	120bs	110cp	25	northman Lesser Ghost
Has the ability to help out his great-grandson, Evad , See Section 2.7										
Elarin	9	80	SL4	60	N	N	120ls	120lb	45	Sindarin Elf Ranger
Ag100, Co65, SD50, Me85, Re86, St88, Qu102, Pr95, Em78, In85, Skills: Climb 65, Distance Running 60, Tracking 60, Riding 40, First Aid 20, Perception 95, Stalk/Hide 110, Foraging 80, Region lore 50, Dance 30, Stone lore 40, Martial Arts Strike 90/70/50, Ki 70, +20 Elven longsword, +10 leather armor, +15 longbow, +50 Elven cloak of hiding, x2 PP multiplier, 19PP, 4 Ranger base Lists, Light Ways, & Sound Ways to 10th.										
Amarla	2(25)	22(220)	No/1	40(80)	N	N	20cl	20sl	45	Sindarin Elf Oracle
Ag102, Co74, SD30(100), Me40(100), Re26(100), St42, Qu102, Pr72(103), Em65(100), In52(100), Stats for the Amarla when functioning as The Oracle are shown in parentheses. Skills: Foraging 50, Distance Running 55, Animal Handling 40.										
The Web	15	80	No/2	60	N	N	70st	80sp	30	Dúnadan Evil Mage
Ag95, Co60, SD90, Me90, Re95, St60, Qu88, Pr95, Em98, In80, Skills: Power Perception 60, Seduction 80, Interrogation 100, Perception 80, Swim 30, Dragon Lore 60, Meditation:Death 70, Runes 80, Attunement 80, <i>Fire Bolt</i> 40, <i>Lightning Bolt</i> 60, Administration 40, Ride 20 +20 dagger, Raugno staff, +30DB robes with Protection III, necklace that adds +30 to any roll for influencing or manipulating those who are unfriendly to the wearer. 150PP. (See section 4.31 for more information.)										
The Seeker	20	72	No/2	75	N	N	50st	45da	15	Dúnadan Seer
Ag86, Co51, SD93, Me90, Re65, St52, Qu96, Pr100, Em56, In63, Skills: Star Gazing 40, Disarm Foe Unarmed 70, Meditation: Death 80 Sleep 60, Trance 70, Shock Bolt 50,Power Perception 120, Runes 80, Attunement 90, Perception 70, Surveillance 60, Interrogation 50, -10 dagger, +15 staff x4PP multiplier for Seers, +30 robes, 20DB ring, 240PP, All Seer Base List to 20th, Mind Merge Mentalist Base List , and Mind Death to 20th; Open Lists: Brilliance, Illusions, Cloaking, Attack Avoidance to 20th; Closed Lists: Mind's Door, Gas Manipulation, Movement to 10th. (See Section 4.31 for more information.)										
The Beast	12	160	No/11	90	N	N	150Ba	140ja	40	Hybrid High Warrior Monk
Ag102, Co100, SD90, Me30, Re50, St103, Qu102, Pr25, Em41, In52, Skills: Acrobatics 90, Tumbling Evasion 80, Tumbling Attack 80, Perception 70, Disarm Foe Unarmed 85, Disarm Foe Armed 75, Stunned Maneuver 60, Iai 60, Adrenal Defense 40, Adrenal Speed 50, Silent Kill 50, Ambush <7>, Stalk/Hide 60, Martial Arts Strike 1:140 2:125 3:110 4:100 ; 2 Katas: Staff, battle-axe, +20 Battle Axe (used 1-handed), 3 +15 javlins, +20DB collar, +10 dragon hide gloves and boots. (See Section 4.31 for more information.)										
The Assassin	9	74	SI/4	55	N	N	75ss	110sb	35	Mixed Man Assassin
Ag100, Co72, SD81, Me59, Re76, St80, Qu100, Pr65, Em72, In66, Skills: Acrobatics 40, Poison Lore 50, Use/Remove Poison 80, Tumbling Evasion 40, Perception 60, Riding 40, Tracking 70, Ambush <8>, Stalk/Hide 75, Climb 70, Ride 20, Adrenal defense +30, Martial Arts Sweeps 1:70 2:50; 2 +10 shortwords, +10 short bow, +20DB bracelet, belt of <i>Invisibility</i> 3/day, Ring of Spell Storage, camouflage clothing, self destruct mechanism, (See Section 4.31 for more information.)										
Glëan	6	70	RL/8	20	Y20	N	80bs	75lb	20	Dúnadan Ranger
Ag95, Co90, SD62, Me83, Re78, St99, Qu76, Pr82, Em59, In95, Skills: Perception 65, Stalk/Hide 70, Ride 45, First Aid 40, Detect Traps 40, Animal Healing 25, +10 broadsword of Trollslaying, +2 spell adder, 5 +10 arrows, +10DB belt.										
Reaslos Hyarrs	7	74	SI/4	40	N	N	92bs	70lb	25	Dúnadan Rogue
Ag90, Co99, SD84, Me87, Re89, St88, Qu94, Pr72, Em62, In53, Skills: Perception 60, Stalk/Hide 80, Disarm Traps 70, Pick Locks 60, Seduction 30, Acting 30, Ride 40, +15 MovM boots, +15 leather, scabbard casts <i>Cut Repair II</i> 2x/day.										
Camdin	6	68	No/2	40	Y20	N	60sp	70ts	35	Dúnadan Druid
Ag100, Co72, SD77, Me64, Re54, St94, Qu98, Pr77, Em66, In97, Skills: Perception 80, Stalk/Hide 80, Subduing 35, Meditation 35, Attunement 40, +10 spear which casts <i>Darkness</i> 10'rad and <i>Circle Aflame</i> simultaneously 2x/day, +10 DB ring, 10 +5 throwing stars.										

8.1 MASTER NPC CHART CONT.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ SecondaryOB	Mov	MNotes
FOR THE HOMECOMING:										
Targen	11	95	ch/15	10	Y	N	120bs	95sp	10	Dúnadan Fighter Ag65, Co78, SD80, Me84, Re67, St76, Qu78, Pr96, Em89, In86, Skills: Music 30, Perception 50, Martial Arts Strike 60/40, +25 broadsword, +15 chain, +10 spear.. (See Sections 5.23 & 4.4 for more information.)
Miconur	8	60	No/2	70	N	N	55st	40da	35	Dúnadan Sorcerer Ag90, Co67, SD80, Me84, Re74, St68, Qu91, Pr84, Em99, In71, Skills: Poison Lore 80, Use Poison 75, Leadership 50, Seduction 55, Attunement 50, Runes 70, Perception 75, +20 robes, x4pp headband, Boots of <i>Longdoor</i> 3x/day, +10 <i>Touch of Disruption</i> staff +15 dagger; All Sorcerer Base Lists, Spell Wall, Lesser Illusion and, Unbarring Ways to 10th; Shield Mastery, Lofty Bridge, Invisible Ways to 5th.
Galendur	5	54	sl/4	55	N	N	85bs	90lb	25	Dúnadan Ranger Ag94, Co85, SD68, Me52, Re74, St95, Qu100, Pr84, Em71, In89, Skills: Tracking 40, Swim 30, Climb 20, Ride 40, Perception 50, +10 longbow, +5 broadsword (+3 spell adder for Rangers); 5PP. Ranger Base Lists, Natures Guises, Inner Walls.
Carnil	7	72	Ch/14	35	Y	Y	95bs	70cb	10	Dúnadan Fighter Ag82, Co91, SD96, Me67, Re85, St88, Qu92, Pr76, Em53, In67, Skills: Administration 35, Military Organization 40, Siege Engineering 30, Tactics 20, Ride 45, Perception 40, Diplomacy 40, +10 crossbow, +10 broadsword, +15chain.
FOR RESTORING THE BALANCE: (Section 4.0)										
THE RENDAR										
Devec	12	128	No/1	70	N	N	100qs	90sl	40	Daen Ghost Lord/Evil Cleric +15 staff x4 PP, +10 sling bullets, Belt 20DB, 96PP, 8 Base Lists to 20th, 6 Open Lists to 20th, 5 Closed Lists to 10th.
Marag	15	140	No/1	110	N	N	110ss	90da	35	Daen Ghost Lord/Alchemist Ring of Making (x4 PP +30 to all Alchemist Spell Rolls), +20 shortsword of Man slaying, +30DB circlet, +15 Dagger of Distance (150' range without penalty), 120PP, All base lists to 20th, 8 Open Lists to 20th, 6 Closed Lists to 10th.
Gadeva	8	70	No/1	60	N	N	110qs	80bo	30	Daen Ghost Lord/Sorcerer Staff of Break Limb, Ring of Sorcery (x4 PP, +30 to all Sorcerer Spell Rolls), All Base Lists to 8th, 4 Open Lists to 8th, 2 Closed Lists to 5th.
Jacithos	14	180	No/1	90	Y	A/L	170ba	120cb	45	Daen Ghost Lord/Warrior Battle Axe of Pain & Suffering (x3 concussion damage, + 1/rd bleeding damage on criticals regardless of the other critical type or results.) +20 crossbow, +20DB greaves, +10 Shield with <i>Fire Armor</i> for bearer. (See Section 6.2)
Tasac	10	92	No/1	75	N	N	60sc	60ts	25	Daen Ghost/Evil Mentalist +25 unholy scimitar, +15 throwing stars, (electricity criticals), x3PP ring, 60PP, 6 Base Lists to 10th, 4 Open Lists to 10th, 3 Closed Lists to 5th.
Guset	11	72	No/1	85	N	N	65qs	55da	30	Daen Ghost Lord/Evil Mage +20 Staff (bonus also applies to directed spells, x4PP gives a +30 for all spells from the Gate Mastery List), +10DB bracelet, 88PP, 7 Base Lists, 5 Open Lists to 10th, 3 Closed Lists to 5th.
Ulsoda	12	123	No/1	115	N	N	155ss	135ja	50	Daen Ghost Lord/Assassin Ambush Rank 10, amulet (+30 to ambush attacks), +25 Short sword of <i>Major Pain</i> , +10 javlin's (coated w/10th level lethal poison -- death after 2 hours of incapacitating excruciating pain).
Jenrad	6	45	No/1	25	N	N	75bs	65sb	15	Lesser Ghost/Rogue +5 broadsword.
The Demon	10	140	RI/12	50	N	N	140LCI	100MBi	30	Twisted Earth Spirit Ag80, Co101, SD65, Me25, Re40, St102, Qu102, Pr98, Em93, In93, Has free use of the Mage Base List Earth Law 15th and is comfortable with its use. Can move through solid rock at 10'/round. 9' tall (uses the Large Creature Criticals). When given a purpose the demon's cunning and capabilities will be used to maximal effectiveness.

8.1 MASTER NPC CHART CONT.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ SecondaryOB	Mov	MNotes
FOR ‘TIL DEATHS DO US PART (Section 5.0)										
Gifas	8	62	no/2	40	N	N	65da	55da	10	Daen Lintis Witch
Ag52, Co80, SD100, Me90, Re64, St60, Qu72, Pr32, Em93, In98, Skills: Herb Lore 50, Stalk/Hide 30, Racial History 60, Runes 80, Attunement 80, Shock Bolt 40, Ambush <4>, Use Poison 60, Ventriloquism 30, Hypnosis 45, Acting 50, +10 dagger +10 robes, x3 PP multiplier, 32PP. All Witch Base Lists, Spell Enhancement, and Guises to 10th.										
Negolos	6	62	Ch/16	45	N	N	85bs	65cp	10	Dúnadan Fighter
Ag86, Co72, SD75, Me91, Re88, St88, Qu97, Pr94, Em78, In64, Skills: Stalk/Hide 65, Leadership 50, Heraldry 30, Siege Engineering 40, Perception 20, Public Speaking 30, Ride 40, Martial Arts Strike 50/30/10, Tactical Games 20, Region Lore 30, +20 broadsword, +20 chain, +10 crossbow, Staff of Leadership (See Section. 7.32).										
Sirris	2	21	No/1	30	N	N	20da	35sb	25	Dúnadan/Dunnish Trader
Ag96, Co84, SD61, Me80, Re83, St75, Qu94, Pr94, Em60, In87, Skills: Administration 30, Math 30, Trading 20, Riding 30, Animal Handling 25, Appraisal 30, Lie Perception 20, Diplomacy 30, +10DB necklace, +5 dagger, +10 shortbow.										
Denrul	10	61	No/2	10	N	N	55bs	60sb	5	Dunnish Trader
Ag80, Co88, SD58, Me92, Re87, St82, Qu72, Pr65, Em71, In62, Skills: Administration 60, Math 50, Trading 80, Riding 45, Appraisal 60, Lie Perception 75, Diplomacy 60, +10DB belt, +5 broadsword, +10 dagger, +10 shortbow.										
Ruthos	8	76	Ch/13	10	Y	L	100bs	90sb	10	Dunnis Rogue
Ag87, Co72, SD56, Me71, Re83, St85, Qu72, Pr92, Em60, In72, Skills: Ride 40, Ambush <4>, Perception 30, Tactics 50, Public Speaking 45, Diplomacy 30, Interrogation 60, Leadership 45, Acting 40, +10 broadsword, 2, +5 javelins, +10 shield.										

8.2 MASTER BEAST CHART

Type	Lvl#	Encoun	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Description
ANIMALS									
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/---/---	Will not normally attack unless provoked.
Bat, G. Vampire	1	12-30	S	VF/VF	24	No/1	40	40Sbi/40SCI	Will cause 1-5 hits/rnd after a critical is achieved.
Bear, Black	4	1-5	M	F/F	150	SL/4	30	60LGr/70LCI/30MBi	Will not normally attack unless provoked.
Bear, Blue	7	1-6	L	MF/MF	200	SL/8	25	80LGr/70LCI/30MBi	Semi-intelligent; uses "Presence (50'rad)".
Bear, Brown	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi	May charge (60LBa); mean when provoked.
Bear, Cave	12	1-5	H	MF/F	300	SL/8	40	95HBa/90HCl/30HGr	Use Large Creature Criticals.
Big Horn Sheep	4	4-40	M	M/MF	70	No/4	35	60MBa/40MHo/20MTS	Only males have horns.
Carnivorous Fish	3	1-20	M	F/VF	80	SL/7	40	80Lbi/40LGr/50LCr	Similar to the red jaws of Moria
Eagle, Golden	3	1-5	M	F/F	30	No/1	30	45MCI/35SPi/----	Rarely attacks larger creatures (unless helpless).
Eagle, Great	8	1-5	L	VF/VF	150	No/3	40	80LCI/60LPi/----	Intelligent & good; Use Large Creature Criticals.
Goats, Mountain	3	3-36	M	MF/MF	50	No/4	35	50MHo/45MBa /30MTS	Only males have horns. Aggressive.
Goats, Wild	2	1-12	M	F/MF	50	No/4	30	40MHo/40MBa /10MTS	Only males have horns. Mildly aggressive.
Glutan	4	1	S	F/VF	50	No/3	50	50Mbi/45MCI/----	Extremely aggressive. Will attack without reason.
Grass Cat	3	1-10	M	VF/VF	100	No/3	50	40MCI/60MBa/60MBi	Coat is light green in summer due to grass pollen.
Green Asp	8	1-2	S	S/VF	100	No/4	60	75Mbi/----/----	Poisonous, rarely fatal, causes limb loss.
Pronghorn	1	1-50	S	VF/VF	25	No/2	25	30SHo/20STS	Curious, but skittish.
Snow Leopard	6	1-2	M	VF/VF	120	No/3	45	50MCI/40MBi/----	Unpredictable, has been known to help men.
Wild Boar	3	1	M	F/MF	120	No/4	30	40LHo/30MBa/20MTS	Mean-tempered and solitary. Vicious if cornered.
Wild Kine	5	1-10	L	M/M	200	No/3	30	80LBa/90LCr/----	Huge ox-like animal.
Wolf	3	5-15	M	F/F	110	No/3	30	65Lbi/----/----	Will not attack groups unless provoked.
Wolf, Grey	3	2-40	M	VF/VF	110	No/3	30	60Lbi/30MCI/----	Rarely attack humans.
DENIZENS OF THE RENDAR TOMBS									
Columns	10	1-8	L	M/MF	140	Ch/16	40	120th/100LBa	Some cast bolts or inflict extra criticals (See Section 6.32)
Guardian	12	1	L	M/M	200	Pl/20	30	Varies	Attacks vary with intended victim (See #5 of Section 6.32)
EVIL CREATURES									
Troll, Cave	12	1	L	M/M	175	RL/11	25	100HCl/85We/----	Use Large Creature Criticals.
Troll, Forest	6	1-6	M	M/MF	100	RL/11	15	80LBa/65LCI/----	Found in the woods.
Troll, Hill	10	1-3	L	SL/M	150	RL/11	20	95LBa/85LCI/----	Use Large Creature Criticals.
Troll, Stone	7	1-5	L	SL/M	120	RL/11	10	45LCI/35MBi/----	Use Large Creature Criticals.
Warg	6	1-10	M	VF/VF	150	No/4	50	75Lbi/60LCI/----	Operate in packs and will warn Orcs of intruders.

8.3 MASTER ENCOUNTER CHART

Encounter	Westmarch Highlands	The White Mountains	Westmarch Plains
Chance (%)	10%	15%	10%
Distance (miles)	5	3	10
Time (hours)	4	4	6
Inanimate Dangers			
General Trap	01	01-02	01
Avalanche	02-03	03-06	-
Flash Flood	04-06	07-08	02-04
Grass Fire	07	-	05-06
Sites/Things			
Cave/Cavern/Lair	08-10	09-12	07-08
Dúnadan Site	11-12	13	09-12
Calenardhon Site	13-20	14-16	13-18
Dunnish Site	21-25	17-18	19-21
Daen Site	26-30	19-20	22-23
Drúdan Site	31	21	24
Grave Site/Tomb	32-35	22-23	25-27
Daen Lintis			
Common Folk	36-39	24-27	28-32
Warriors	40-41	28-29	33-34
Craftsmen/Merchants	42-43	30-31	35-37
Calenardhons			
Common Folk	44-49	32-34	38-45
Soldiers	50-51	35	46-48
Craftsmen/Merchants	52-53	36	49-51
Other Men			
Northmen	54	37	52-53
Easterlings	-	-	54
Traveling Merchants	55	38	55-57
Bandits	56	39-40	58
Orcs			
Scouts	57-58	41-44	59
Small Patrols (2-6)	59	45-47	-
Normal Patrols (6-10)	-	48	-
Other Non Mannish Races			
Dragons	-	49	-
Drúedain	60-61	50	60
Dwarves	62-63	51-53	61
Elves	64	54	62
Ents	65	55	63-64
Giants	66	56-57	-
Great Eagles	67	58	65
Hobbits	68	-	-
Huorns	69-70	59-60	66-67
Troll, Cave	71	61-63	-
Troll, Forest	72	64-65	68
Troll, Hill	73	66-67	69
Troll, Stone	74	68-69	-
Animals			
Bat	75-76	70-72	70
Bear	77-80	73-76	71-72
Bees/Hornets	81	77	73-74
Eagle	82-84	78-80	75-76
Boar	85-86	81	77-78
Glutan	87	82-83	-
Grass Cat	88	-	79-80
Green Asp	-	-	81-83
Lynx	89-90	84-85	84
Herd animals	91-92	86-87	85-90
Poisonous Snake	93-94	88	91-92
Snow Leopard	-	89-90	-
Wolf	95-96	91-94	93-94
Other Animals	97-99	95-99	95-99
Special Encounter	100	100	100

8.4 MASTER HERB CHART

NAME	CODES	FORM	PREP	COST	EFFECT
Aldakac	cM55U	root	brew	102gp	Restores sight.
Arkasu	mT20M	mix	salve	12gp	Heals 2-12 hits. Doubles rate of healing for major wounds.
Arlan	tT82NW	leaf	poultice	13sp	Heals 4-9. Wild heals 1-6.
Arlan's Slipper	cM70U	root	boil/inh	1bp	Decongestant. Adds 20 to resistance vs. common cold. Speeds recovery from respiratory illness by 5x.
Arunya	mS45U	root	br/dr	2bp	Causes sleep and quick unconsciousness. 1 hour's sleep equals 4.
Athelas	tC5N	leaf	boil/inh	300gp	Addictive if used more than 2 consecutive days. Capable of curing anything while patient still alive, but healing only as effective as the healer. Full effect only in hands of an "ordained" king. Will not keep or give life.
Attanar	tF10U	moss	poultice	8gp	Cures fever.
Berterin	mD78U	moss	brew	19gp	Preservation of organic material up to body size for 1 day.
Bursthelas	tS3M	stalk	br/dr	110gp	Shatter repairs.
Cicino	Fangorn	leaf	extract	100gp	+40 to RR vs Diseases (+70 for Ents and Huorns) See Sec. 4.112
Culkas	aD30M	leaf	wipe	35gp	Heals 10sq' of burns (any).
Eredena	Fangorn	bud	ingest	70gp	Potent Stimulant See Sec. 4.112
Darsurion	cM55U	leaf	apply	35bp	Heals 1-6.
Delrean	cC65U	bark	salve	3sp	Repels any insect. Smells foul (noticeably so).
Harfy	sS8U	resin	poultice	175gp	Immediately stops any form of bleeding.
Harwite	Fangorn	moss	chew	90gp	Heals 1-50. Also used by Ents as bandage and ingredient in Draughts. See Sec. 4.112
Jojojopo	fM25U	leaf	apply	9sp	Cures frostbite. Heals 2-20 hits resulting from heat.
Kelventari	tT30U	berry	apply	19gp	Heals 1st and 2nd degree burns, 1-10 hits resulting from heat.
Lestagii	aD1M	crystal	chew	520gp	Restores any stat losses other than those due to age. Affects only one stat.
Megillos	cM30U	leaf	eat	12sp	Increases visual perception 2x for 10 minutes.
Mireнна	cM85U	berry	eat	10gp	Heals 10. Instant effect.
Pathur	aH43M	module	cr/br/dr	35gp	Lifekeeping (1hour).
Reglen	aF7W	moss	brew	75gp	Heals 50.
Suranie	tF45U	berry	cr/in	2gp	Stun relief (1 rnd).
Tyr-fira	fA1U	leaf	place in mouth	1200gp	Lifegiving, if given within 56 days.
Welwal	aF3W	leaf	ingest	12gp	Stun relief 2 rnds.

8.5 MASTER MILITARY CHART

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle/ Secondary OB	MovM	Notes
Westmarch Rangers											
Ranger Captain/1	(Evad	see Master NPC chart)									
Ranger Second in Command/1	(Elarian	see Master NPC chart)									
Rangers/10	Dúnedain	7	95	SL/4	45	Y	N	100bs	95lb	25	some +5 and +10 equipment
Derwath Militiamen											
Officers/2	Dúnedain	6	70	Ch/13	20	N	A/L	85bs	70cb	20	+10 equipment
Squad Leaders/4	Dúnedain	4	55	Ch/13	15	Y	A/L	65bs	50sb	15	+5 equipment
Militiamen/40	Calehardhons	3	60	Ch/13	10	Y	A/L	65ss	50sb	10	seasoned militiaman
New Recruits/10	Calehardhons	1	20	RI/8	15	Y	N	35ss	30sb	10	Young Men
Light Horses		3	80	SL/3	40			35LTr		40	1/man
Clan Mar Hogo											
Clan Guard/15	Dunmen	8	105	SL/7	35	Y	A/L	100ml	70sb	10	Chieftain's body guard, always mounted
Adult Warriors/75	Dunmen	3	60	SL/7	25	Y	A	60ha	40sb	5	Average clansmen; some use ha
Young Warriors/50	Dunmen	1	45	SL/6	30	Y	A	40sp	40sl	10	Some use ss, sb, sp, sl
Negolos' Guardsmen											
Guard Captian/1	Dúnedain	10	120	Ch/14	40	N	A/L	115bs	95cb	20	+15 equipment
Men at arms/20	Dúnedain	5	80	Ch/13	30	Y	A/L	85ss	70sb	15	+5 equipment
Militiamen/10	Calehardhons	3	60	Ch/13	20	Y	A/L	65ss	50sb	10	Local militiaman
Medium Horses		3	100	SL/3	35			35LTr		35	1/man
Earthwell Guards											
Guards	Dúnedain	8	100	Ch/15	25	Y	N	110bs	95cb	15	+15 equipment
The Oracle Forest Drúedain (Drughu)											
Elite Warriors/4	Drúedain	10	110	No/1	45	Y	N	100ha	115bl	20	Each leads a group of 10.
Warriors/40	Drúedain	5	80	No/1	35	Y	N	80ha	90bl	10	Border Guards.
Watchers/5	Drúedain	10	100	No/1	50	Y10	N	90ha	110bl	15	Chief Scouts; Rangers.
Hunters/50	Drúedain	4	65	No/1	30	Y	N	70ha	80bl	5	Less-experienced.
Púkel-men/?	Constructs	10	200	PL/20	30	N	N	100ma	120bl	0	Ignore bleeding and stuns.
Huorns/200	?	25	400	PL/20	0	N	N	60HGr/30HCr/120Both		0	Use Large Creature Criticals

8.6 MASTER WEATHER CHART

Westmarch Weather Table

Months		Westmarch Highlands	The White Mountains	Westmarch Plains
1.	Narwain (winter)	30-50° Moderate	20-35° Heavy	35-55° Moderate
2.	Ninui (winter)	25-45° Heavy	15-30° Very Heavy	30-50° Moderate
3.	Gwaeron (winter)	30-50° Heavy	20-35° Very Heavy	35-55° Moderate
4.	Gwirth (spring)	35-55° Moderate	25-40° Heavy	45-60° Moderate
5.	Lothron (spring)	45-60° Heavy	30-45° Heavy	50-70° Heavy
6.	Nórui (spring)	55-65° Moderate	30-50° Moderate	55-75° Moderate
-Loëndë (intercalary day: Midyear)--			-enderi (three middle days)	
7.	Cerveth (summer)	60-75° Moderate	35-55° Moderate	65-85° Moderate
8.	Úrui (summer)	65-80° Moderate	45-65° Moderate	75-95° Moderate
9.	Ivanneth (summer)	70-80° Moderate	50-70° Moderate	70-90° Moderate
10.	Narbeleth (fall)	60-75° Heavy	45-65° Moderate	70-85° Heavy
11.	Hithui (fall)	50-70° Moderate	40-55° Heavy	50-70° Moderate
12.	Girithron (fall)	40-65° Moderate	30-45° Heavy	45-60° Moderate
-Mettarë (intercalary day: Yearsend)-				

8.7 MASTER PRICE CHART

Good/Service	Cost	Note
FOOD AND LODGINGS		
Beer/Ale	1/2cp	pint.
Brandy	1cp	half-pint.
Cider/Mead	1cp	pint.
Wine	2cp	pint.
Light Meal	1/4cp	cheeze, soup and bread.
Normal Meal	1/2cp	Meat soup or pie, bread and potato.
Heavy Meal	1cp	Steak and vegetables, bread, soup, pastry.
Week's Rations	4cp	Normal Spoilage 18lb.
Trail Rations	6cp	1 wk. Preserved. 14lbs.
Great Bread	2gp	1 wk. Preserved. 4lbs.
Waybread	8gp	1 mo. Preserved. 4lbs.
Poor Lodgings	1/2cp	Communal sleeping.
Average Lodgings	1cp	Separate bedding.
Good Lodgings	2cp	Separate room.
Stable	11cp	1 wk. for 1 mount including fodder.
ACCESSORIES		
Boots	9bp	3.5 lbs.
Cloak	8cp	2.5lbs
Coat	2cp	7 lbs.
Clothing	8bp	9 lbs. cotton pants and shirt, wool cloak and hood.
Bedroll	6cp	5.5 lbs; blanket and oiled canvas ground cloth.
Backpack	9cp	2.5 1cu.' capacity (maximum of 20 lbs).
Rope	3cp	6 lbs; 50'; breaks 01-02 roll (unmod.).
Rope (Superior)	3bp	3 lb; 50'; breaks 01 roll (unmod.).
Pole	4cp	7 lbs.
Tent	9bp	9 lbs. sleeps two.
Lantern	6cp	1.5 lbs. 50' d. light.
Waterskin (1 qt.)	1/2cp	.5 lb.
Flint & Steel	1bp	.5 lb fire in 3 min.
Lockpick kit	2sp	.5 lb. +10 bonus
Oil flask	2cp	.5 lb. 6hr refill .5 lb
Pitons (10 iron)	2cp	2.5 lbs.
Tarp	1cp	4 lbs. 5' x 8'; water resistant.
Torch	1/4cp	1 lb; 20' d. light; 6hrs.
Weapon belt	5bp	.5 lb
Pegs (10 wooden)	1/4cp	1.5 lbs.
Scabbard	10cp	1 lb.
Sack (50lb)	7cp	2.5 lbs; 3 cu'.
Quiver	10cp	.5 lb; holds 20 arrows or bolts.
Arrows (20)	6cp	3.5 lbs.
Crossbow bolts (20)	2sp	3 lbs.
TRANSPORT		
Mature pony	2gp	Moves 4-20 mph; can carry 180 lbs.
Light horse	5sp	Moves 5-30 mph; can carry 200 lbs.
Medium horse	6gp	Moves 5-25 mph; can carry 300 lbs.
Heavy horse	7gp	Moves 5-20 mph; can carry 400 lbs.
Mule	4gp	Moves 5-25 mph; can carry 300 lbs. Stubborn, tough.
Wagon	5gp	8' x 5'; 2-10 mph. Carries up to 1500 lbs. requires a heavy horse or two light horses.
Small boat	3gp	10' long, 3' wide; comes with two oars and small sail. can float 800 lbs.
River boat	0gp	20' long, 8' wide; comes with six oars, and sails; can carry 4000 lbs.

