

PERILS

ON the Sea of Rhûn™

A READY-TO-RUN FANTASY ROLE PLAYING ADVENTURE MODULE FROM
J.R.R. TOLKIEN'S MIDDLE-EARTH®



Playable with



Rolemaster™



Three low-to-mid level adventures based on THE LORD OF THE RINGS™ and THE HOBBIT®. Each adventure stands on its own and can be set up in minutes. Produced and distributed by IRON CROWN ENTERPRISES, INC.

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1.0 GUIDELINES

The *Middle-earth Ready-to-Run Series* is designed for Gamemasters who want adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation.

Perils on the Sea of Rhûn has four parts. The first part, Section 1.0, deals with guidelines regarding the use of the module.

The second part consists of Sections 2.0 and 3.0. Section 2.0 provides pregenerated characters for the players (which can be used as non-player characters if so desired). Section 3.0 provides an overview of the geography, cultures, and politics of the Sea of Rhûn.

The third part consists of Sections 4.0, 5.0, and 6.0, the adventures. Each adventure stands on its own, although a common theme unites the stories. They can be set anywhere in Middle-earth where the story seems appropriate.

The fourth part consists of Section 7.0 which includes the Beast Table, the NPC Table, and the Encounter Table.

1.1 HANDLING PLAY

Each adventure is geared for a different difficulty level. The one found in Section 4.0 is challenging for 1st or 2nd level characters, or inexperienced players. Section 5.0's adventure is aimed at 2nd or 3rd level adventurers, while the adventure in Section 6.0 is designed for 4th or 6th level characters.

The adventures are divided into five standard parts: (1) the tale, which describes how to start in terms of the setting, the background, and the plot; (2) the Non-player Characters, NPCs, a person-by-person description of the prominent non player characters; (3) the primary layouts and area maps: descriptions of the major adventure sites, complete with numbered diagrams and floorplans; (4) the task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers; and (5) encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play. Then he can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PCs. (Of course, the GM can assign PCs.) Once play ensues, the GM should refer to the Encounter Table and the Beast Table at the back of the module.

1.2 ADAPTING THIS MODULE

Like the rest of the series, this module is designed for use with the *Middle-earth Role Playing* game (*MERP*) or the more advanced *Rolemaster* (*RM*) system, but is adaptable to most other major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.21 CONVERTING HITS AND BONUSES

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

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

1.22 CONVERSION CHART

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

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

2.0 PLAYER CHARACTERS

The following characters can be used in each of the three adventures. The GM may wish to assign his or her players a character or allow them to select from the list. An optional personality profile is included for each, and their statistics are listed on the chart below. Of course, the GM can utilize the unused PCs as non-player characters. After all, the players may design their own characters or employ characters already in use.

The GM should remember, however, that regardless of how the players acquire their characters, each adventure is geared for a different difficulty level. We suggest PCs tough enough to meet the challenge.

Codes: See the NPC stats for an explanation of basic codes. The following is a list of other notations and abbreviations which might be ambiguous.

Power Points: The number (if any) given in parentheses indicates the possession of a magical item or special ability and the amount in parentheses indicates the total PP available with the enchantment.

Skill Bonuses: NA, SL, RL, CH = Movement and Maneuver in No Armor, Soft Leather, Rigid Leather, and Chain; 1 HE, 1 HC, 2H, TH, MI, PA = Weapon Offensive Bonus (OB) with: One-handed Edged, One-handed Concussion, Two-handed, Thrown, Missile, and Pole-arms; Dir. Spell = Directed Spells; Base Sp OB = Bonus with Base Spells.

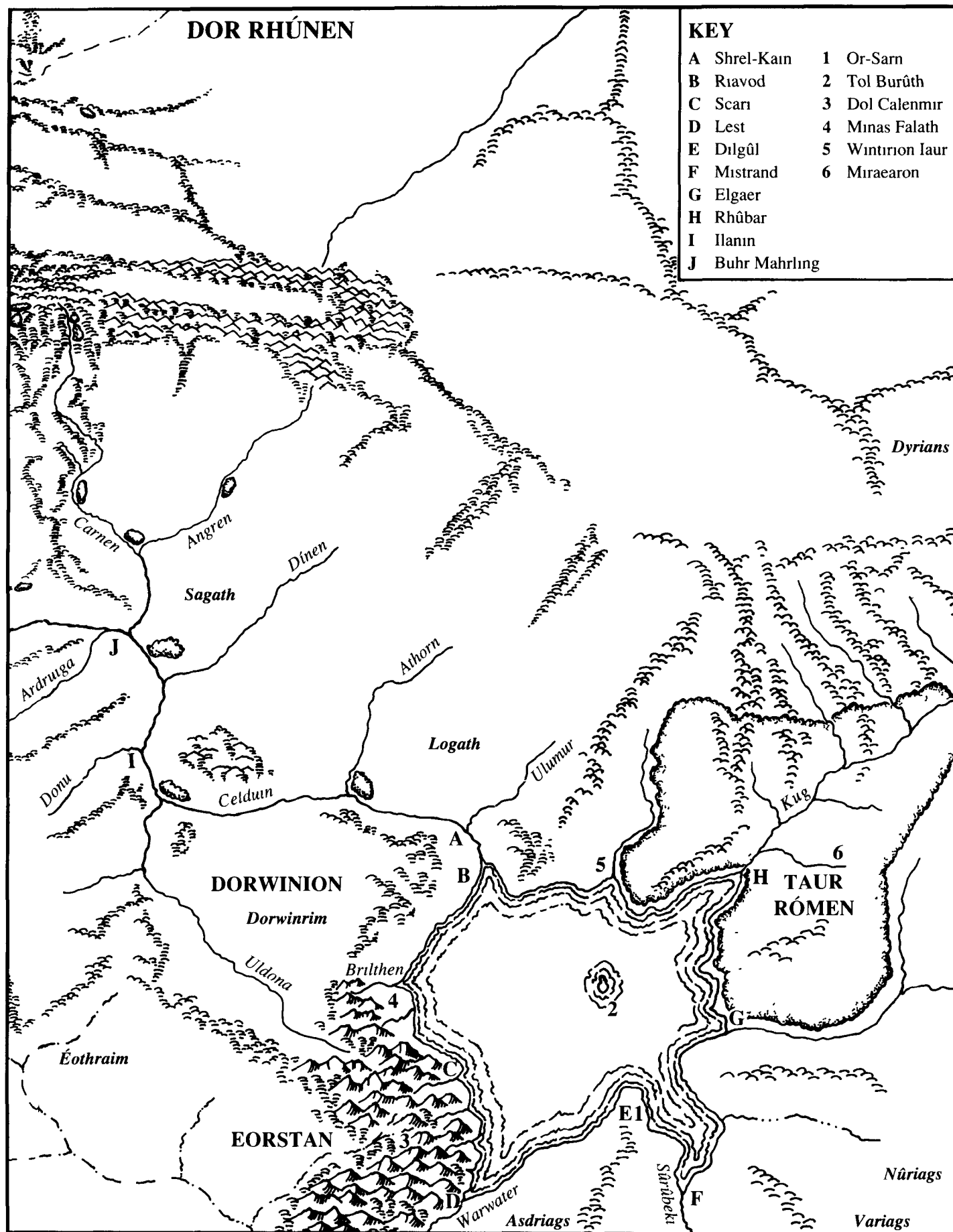
Armor: AT = Armor Type (see "Skill Bonuses" above); (DB) = Defensive Bonus; Hlm/AG/LG = Helm/Arm Greaves/Leg Greaves type (M = metal, L = leather, * = magical, — = none).

Resistance Rolls: Ess, Ch, Poi, Dis RR = Resistance Rolls for Essence, Channeling, Poison, and Disease.

Secondary Skills: 2ndary Sk = Secondary Skill; Each secondary skill is abbreviated by giving the beginning letters of each skill (*MERP* Section 2.33). The bonus for that skill rank follows the abbreviation.

Languages: Languages are abbreviated by giving their first several letters (*MERP* Table ST-1). The rank for each language is given following the abbreviation. (Beth=Bethteur, Dyr=Dyrian.)

Spell lists: Spell lists are abbreviated by using the first several letters of each word, followed by the maximum level known for that list. For example, "Det Mstry 10" = "Detection Mastery" up to level 10.



3.0 THE SEA OF RHÛN IN T.A. 1014

Dor Rhunen, its lands and peoples, and their cultures and political interactions, like any of Middle-earth's varied lands, possess a number of characteristics which must be taken into consideration for role playing. A broader description of the region can be found in *Mirkwood* and *Riders of Rohan*. The following paragraphs, however, give information to cover the adventures described in this module.

3.1 GEOGRAPHY

The 18,000 square mile Sea of Rhun is the focal point for the peoples of Dor Rhunen. The sea reaches from over 150 miles at its widest to barely 50 miles at its narrowest point, and is nearly 500 miles around. It is fed by many rivers, the four most important ones including the Celduin (S. "River Running") in the northwest, the Warwater in the southwest, the Kug in the northeast, and the Surubeki (As. "Herdway") in the southeast.

The Sea of Rhun dominates the climate of all the surrounding lands. It is quite common for the prevailing bitter cold winds that blow across the water from the northeast to reach as far as Anduin the Great. The land is lush with vegetation, although winters can be cold and harsh. The waves themselves are always rough, unforgiving, and subject to sudden squalls. The shores are rocky, cliff-like, and dotted with lochs. The captains who sail Rhun must sail a fine line — never too close to land, yet rarely letting it out of sight. Although the shoals are dangerous, the open sea is even more so, for no known ship has ever successfully crossed the Sea of Rhun!

Dor Rhunen, the "Land of the East," comprises all the lands surrounding the Sea of Rhun. The northern portion is predominantly scattered woodlands and undulating lowlands which extend east to the hills of Dyr, the forests of Lotan, and the foothills of Kykurian Kyn. South of the great sea, vast plains extend to the lands of Khand and Harad. Bordered to the north by the frozen wastes and to the south by lands of Mordor, Dor Rhunen is often, considered a harsh region; however, the Sea of Rhun, the largest inland sea in all of Endor, provides a bounty of resources to the inhabitants there.

Several major roads pass through Dor Rhunen, connecting the East with the West. The Men Romen extends west as far as the Anduin and east to the distant river Talathrant at Relmethet. The Men Rhunen runs southeast from the Ered Mithrin, passing north around the Iron Hills, and then striking south along the Kug valley to Rhubar (Lo. "Kugavod"). The Men-in-Araw begins near Greenwood and passes through Ilanin where it joins the Men Dorwinion. The Men Dorwinion starts at Iach Celduin, where the Men-in-Erebor connects the town to Dale. After the bridge near Ilanin, the highway parallels both banks of the Celduin south towards Shrel-Kain, the western road also being called the "Horse Road". Numerous minor roads, trails, and horse-paths crisscross Dor Rhunen, but these are often difficult and dangerous to follow.

Dor Rhunen can be divided into eight main regions: the forest of Taur Romen, the Eorstan hills, the wilderlands, the four river valleys, and the southern plains. These grasslands in southern Dor Rhunen are blessed by warm weather during the summer. They are

very fertile, perhaps the legacy of the journey of the Entwines from an earlier age. Scattered trees, underbrush, and thick grasses cover the rolling hills for miles in every direction. The Eothraim and other wandering tribes make their homes amidst this lush environment, watered by the turbid Warwater and its tributaries, as well as the clearer, pebble-strewn Surubeki and its feeder streams.

The Celduin river valley is the life-blood of the Dorwinrim. The rolling hills of the surrounding lowlands long ago gave way to the combined river-cutting action of the mighty Celduin and its tributaries. Running swiftly for over 800 miles, the Celduin is joined by the meandering Carnen about 150 miles north of the sea, and they continue to snake together southwards. The Uldona adds its stronger current to the flow 50 miles later. The combined river is fed on its way by many smaller streams: Angren, Dinen, Athorn, Ulumur, Arduiga, and Donu. Along the slower, lower reaches of the Celduin and the slightly steeper slopes of the rushing Uldona lie the rich, fertile valleys that earned the name "Wineland", or Dorwinion. There, and near the shores of northern Rhun, the Dorwinrim produce the finest wines in all Middle-earth.

Except for the Celduin river valley, the wilderlands constitute almost all of Dor Rhunen north of the southern plains and south of the Iron Hills. The rolling hills and scattered woodlands, mostly mixed broadleaf and coniferous, provide a perfect home for the semi-nomadic peoples of Dor Rhunen like the Logath, Sagath, Gathmarig, Odhriag, Brygath, Asdriag, Kykuria, and distant Dyrians.

Much like the Iron Hills to the north, the hills of Eorstan (Rh. "Holy Mountains") are richly mineralized, yielding only gold and iron to a lesser degree. In fact, the vast majority of all the copper used east of Khazad-dum and west of the Talathrant comes from these mines. The age and weathering of the slopes contributes much to the ease and success of the mining. Although the ancient hills are worn and broken by the many small tributaries that flow down to the sea, few trails have ever been blazed through this region.

The mighty woodlands that once covered much of Middle-earth make a final stand at the Taur Romen (Q. "Eastern Forest"). Much like the forests of lost Beleriand, the Taur Romen is so dense that even the Elves rarely attempt to penetrate deep beyond its eaves. Mighty oaks and beeches cast much of the forest in shadow. The Sindar have cut many trails through their woodland realm, but few of these are visible from without.

Despite the dangerous waters, most traffic near the sea is by ship, because the harsh winters leave the few roads and trails blocked or unpassable much of the year. Goods (notably wines, shellfish, dyes, olives, grapes, and olive oil) move north from Shrel-Kain, the Dorwinadan capital and Rhun's largest port, situated upriver from the mouth of the Celduin. During the 8-9 months of the year when weather permits travel on the sea, traffic is heavy between the towns and settlements around Rhun. Notable stops include Riavod (10 miles south of Shrel-Kain), Scari (in the foothills of Eorstan), Lest (situated on the delta of the Warwater), Dilgul (located at the northern tip of the southern coast), Mistrand (which marks the southeastern corner and the mouth of the Surfibeki), and Elgaer (near Taur Romen). Few ships visit the Elven harbor at Rhubar, since the Elves keep the entrance hidden and well guarded. However, Elven ships frequent many ports, especially in Eorstan at Scari.

3.2 CULTURES

The lands about the Sea of Rhun are truly the melting pot of western Middle earth. Numerous peoples call Dor Rhunen home at some time during the year. The Dorwinrim occupy the region running south from Men in Araw to the north west shore of the sea. The plains of Rhovanion serve as theater and prize for the constant struggles between the Eothraim and their aggressive nomadic neighbors: the Sagath, Logath, and the Asdriags. Wain-easterlings and tribes of Variags and Nuriags also wander the lands south and east of Rhun. Although more isolated than the above peoples, the Elves of Taur Romen and the Dwarves of Eorstan still make their presence known. The inland sea is also called home by such distant peoples as the Lossoth and the Dyrians.

The Dorwinrim control most of the trade going north up the Celduin, and their vessels are predominant on the Sea of Rhun. They maintain forts along the Celduin, as far north as Ilanin, and along the northern coast of the sea, to protect themselves from raiding by the nomadic Easterlings and to facilitate caravan trade east and west. The Dorwinrim are known as a hardy and adaptable people, and their courageous sailors and river-men helped establish the Dorwinrim as the principle merchants of the region. Additionally, the Dorwinadan capital of Shrel-Kam is considered not only the mercantile center of Dor Rhunen, but the diplomatic one as well. Masters at trade and diplomacy, the Dorwinrim have earned a name as shrewd bargainers. It is often said that if you feel that you have made a good deal with a Dorwinadan, then you have obviously overlooked something. The Dorwinrim favor bright, gaily-colored clothes, but shun flashy jewelry in order to avoid the jealous eyes of their aggressive Easterling neighbors.

The Eothraim of Rhovanion inhabit the lands to the southwest of Eorstan, their territory extending all the way west to Greenwood the Great. These fierce warriors are fast friends with the Dorwinrim, and the two peoples often find cause to campaign together against one or more of the Easterling tribes. Sometimes these conflicts are aided by Dunadan soldiers, for the presence of far Gondor is felt even out here. Primarily, the Eothraim spend their time as herders and horse-masters. They value honesty and courage above all other qualities, and jealousy is rarely known. These traits, along with a cool head in battle, are the reason why no horsemen is a match, one on one, with the Eothraim. The six tribes of the Eothraim are, for the most part, a disunified society. Only infrequently do they meet to trade, discuss problems, and settle grievances.

Several Easterling tribes, dominated by the Sagath and Logath, control the plains west of Rhun. Atypically, the Logath have a permanent capital at Riavod. The Wain-easterlings (particularly the Sagath, Brygath, Gathmarig, and Odhriag) frequent the lands east of Rhun during the winter and spring, when their foraging brings them to these fertile pastures. Several other Easterling tribes have begun to appear in the south, namely the Variags, Nuriags, and Asdriags. These exceptionally brutal peoples arrive in the grasslands ever more frequently and in greater numbers. Although the tribes all have their distinct differences, they are more alike than not. Almost all have felt the hand of the Dark Lord, so their small regard for anyone outside their own kin-group is not surprising. Their battle tactics are also similar and simple: attack when it is safe, run when in danger, and at all times harass and attack their foes from a distance. They are accomplished riders and possess fast steeds, this has allowed the Easterling tribes to remain a powerful force in Dor Rhunen.

Another ally in the struggles against the Easterling tribes are the Dwarves in the hills of Eorstan, remnants of the folk of Thelor, Dwarf-king of the Fifth House. Led by their young lord, Thralin II, these stout warriors emerge from their caverns to drive invaders from the surrounding lands more frequently of late, although they prefer to work the mines and avoid all Men. They are more fond of intervening on behalf of the Northmen when the enemies are servants of evil. The Dwarves of Eorstan are like Dwarves everywhere — sober, quiet, possessive, suspicious, and fierce warriors. The old saying is true here too: "No friend ever did a Dwarf a favor, no enemy a wrong without being repaid in full."

The forest of Taur Romen is home to the Elves. Although led by Sinda cousins of King Thranduil, Silvan Elves constitute the majority of the populace, which is centered at Rhubar. The entrance to the harbor there is the best kept of Elven secrets. However, numerous Elven ships sail the sea for purposes of trade. The Elves patrol the borders of their wooded realm most carefully. However, the Silvan Elves here enjoy their music, laughter, and celebration much more than most. The inhabitants of Taur Romen are of a lighter nature than those found in most of western Middle-earth. The inaccessibility of Taur Romen places it outside of most of the conflicts of recent times. The Sinda elders retain contact with their brethren in Greenwood the Great, but much of their attention is directed east towards north-central Endor. Many of the wandering eastern Avari make journeys as far west as Taur Romen to share tidings of distant lands.



During the summer and fall, some of the Lossoth of northern Dor Rhunen journey south to seek work on the ships of the Sea of Rhun and to trade with the Dorwinrim for scarce supplies. Clad in the fur and spun fabrics of their northern homelands, these generous, quiet, reserved, and fearless hunters and sailors are rarely long seeking work. Many are veteran crew of the ice-riggers of the frozen waters of the Sea of Ilum and the Bay of Utumno. This kind of training serves them well on the treacherous water of the inland sea.

During the winter and spring, some of the plains riders of far Dyr roam west to travel the hills of northern Dor Rhunen. These mysterious eastern nomads seek food and fertile lands in exchange for their exotic wares and goods. Little is known of the Dyrian people, since only occasional wandering bands of men are seen. Their appearance is somewhat unusual; they tend to be shorter than even the Lossoth and have straight black hair. They are a semi-nomadic people, and their warriors are always seen bearing the same curious symbol on their armor — a black setting sun on a red sky. They fight well from horseback, usually with the bow, and on foot they are most well known for their unusually long, keen swords and expert fighting style. Many are accomplished in the martial arts as well. For all their obvious skills, the Dyrian folk appear most calm and serene and are quick to share tales of their journeys. Strange and wonderful stories of mountains of ice that float on the sea, of flames that leap from the ocean, of huge white-haired oliphaunts, and of a river so long as to dwarf even Anduin the Great can be heard from these wanderers.

3.3 POLITICS

Sauron, the Dark Lord, passed into the shadows outside of Middle earth at the end of the Second Age. Without his One Ring, which embodied much of his essence, he was slow to take a new form. For a thousand years, he patiently gathered his lost strength and recomposed his spirit. Returning to Endor first at Utumno, the Dark Lord ordered Hoarmurath of Dir to instruct Din Ohtar, a Ring wight, to establish a place of operations at Tol Sulereb, the lost isle in the Sea of Rhun, and to rename the forgotten isle Tol Buruth. Sauron wanted this stronghold established before moving his presence to Dol Guldur. The return of the nine Ulairi, or Nazgûl, and the occupation of Dol Guldur will be complete by TA 1050.

For the past fifteen years, the Dark Lord's minions have been winning positions of influence. From Tol Buruth, they manipulate local mercantile operations, infiltrate seats of power, promote piracy on the open seas, and remove any virtuous individuals in power. To these ends, carefully selected individuals have maneuvered into positions of import within the Dorwinadan government. The dark inhabitants of Tol Buruth receive word on almost all the issues of import being debated in Shrel-Kain and have a voice in many of them. One such spy, a shrewd Woodman named Goldwine Free, has managed to marry the Realm master's eldest daughter. Discontent and rebellion sown among the Easterling peoples has spread as far westward as Rhovanion. The impulsive Wain easterlings and Variags have been pressured into making unprovoked attacks upon merchant vessels on the sea. The brutal Logath and Sagath have moved upon caravans moving north and west along the roads. Strong arm tactics are often used to coerce honest merchants to pay protection or to sell out. Kidnaping and murder, the specialty of the elite new assassins of Dm Ohtar, are employed against those that prove stubborn. And the Dark Lord's worshipers, the Cult of the Long Night, envisioning portents in their hold at Minas Falath, have decided to rid the region of all Mages still free of the Dark Lord's taint.

The Free Peoples have not been without response. Bounty hunters have been hired by the Realm-master of Shrel Kain, Gaerandil Ciryä (distant relation to King Ciryandil), to counter the new threats. His youngest son, Realm prince Frumgara, has visited the Eothraim, and even to the Gondorian legate for Dor Rhunen, to seek help with the recent difficulties. He is currently scouting the region to make a personal report to his father. The Elven Lords of Taur Romen, led by Prince Lanthir, have seen fit to circulate one of their own of high lineage throughout the inland sea to report on the foul tidings. And Lady Nimrodel of Lorien, after consulting with Lady Galadriel and others of the Wise, has become disturbed enough to dispatch one of her trusted scouts to investigate the area.

Three independent actions are currently under way that will seriously affect the ability of the inhabitants of Dor Rhunen to resist the Dark Lord's efforts. Two servants of the Cult of the Long Night, Dernwyn and Grimwasa, are seeking to eliminate all Mages yet independent of the Dark Lord's will. They have chosen to start at Dilgul, near Or Sarn. At the same time, the master assassin, Lomelinde, plans to kidnap the Princess-adept, Daelhaelin. The captive is to be brought to Minas Falath for questioning, and then to Tol Buruth to decide her fate. The princess is an extraordinary young woman who has yet to realize her potential power.

Din Ohtar hopes to sway her over to the service of the Dark Lord. If the the Ring-wight fails, he will hold her ransom to force the Realm-master of Dorwinion to do his bidding, but the Ring-wight intends to kill her in any event. The most important mission concerns Din Ohtar himself. He has gone to Wintirion Iaur to force the master of the tower to turn over the "Tome of Golodhlor". The book contains the visions of the ancient blind seer, Golodhlor, who foretold the return of Sauron. The tome is long forgotten by the keepers of the tower, but the Dark Lord yearns to secure it and thus ensure many years of safe recovery and expansion. If Din Ohtar succeeds, the Wise may not suspect Sauron's return for another thousand years.

During the last millennium, the relative peace has spoiled the inhabitants of Dor Rhunen and most of western Middle earth. Few are willing to believe that evil things could really be on the move again. The stubborn Dwarves refuse to involve themselves, for the most part, with affairs that do not concern them. They repulse the infrequent invaders of their hills, but rarely aid the other peoples except where the enemy is known to have been a servant of darkness. To make matters worse, since the departure of the Dark Lord, little effort has been expended to control the use and expansion of the arcane arts. The fear of discovery by the Evil One no longer hangs over a Mage's head as it once did, and the caution once practiced by all users of the Essence has waned to virtually nothing. The peace of the western kingdoms is soon to end.

POWERS AND FEATURES OF RING-WIGHTS

Appearance — The Ring-wight's actual form is invisible and only partly in Arda. The rest stays in the shadows outside the world. Only someone who is also wholly or partially in the shadow world can see their true form. While wearing the ring, a Ring-wight retains his physical guise and appears normal except for the red glinting lights in his eyes. If he becomes invisible, his immaterial form cannot interact with the physical world.

Physical form — The prime benefit of the rings is enhanced physical prowess. The strength, quickness, and agility of the wearer are raised to extraordinary levels (102). His RR's are also improved, and the wearer can never be stunned.

Enhanced senses — While in shadow form, the wearer receives a +25 to perception due to his improved senses of smell and hearing.

Presence — Anyone within 10 ft of an Ernil Ukai, in their physical form, must make a 6th level RR versus charm (Ess).

Vulnerability — The Ernil Ukai are very susceptible to the spirit of Arda around them. In fact, natural forces affect them so considerably that heat and cold (natural and otherwise) cause 3x normal damage. Full daylight halves their bonuses and their levels, while cloudy conditions reduce their bonuses by 25%. Eventually death will claim them. However, the ring prolongs life for up to 10x the normal span.

THE RING-WIGHTS

In the days of the Elven smiths of Eregion, Annatar (Sauron in disguise) tricked them into helping him create the wondrous Rings of Power. Many tales are told of the seven rings for the Dwarven Kings; and of the nine rings for the Lords of Men, later to become known as the Nazgûl; and of the three rings for the Elven Lords, the artifacts that Sauron never touched but long sought. But few tales tell of the lesser rings that he wrought in the days marked by his learning of the Elven crafts. Some of these first efforts were later given as gifts to his most favored minions. Among these earlier attempts, five rings (B.S. "Nazg-u-Krimp," or "Rings of Binding") stood forth as his first true successes. They were plain bands, forged of the rare metal galvorn, bearing no signet or inscription. Although not as powerful as the nine, these five lesser Rings of Power bestowed upon their bearers many of the traits the Dark Lord desired.

A wearer of a Nazg-u-Krimp eventually becomes, like his brethren the Ringwraiths, a Ring-wight ("Ernil Ukai" or "Firn-i-Guinar") who straddles the line between life and death. Although possessing a physical body, it is little more than a shadow-form, sustained by dark energies and rarely subject to natural laws. Ring-wights survive by draining life energy from their victims and can derive their power from a focus; in this case, their rings. However, they are bound to the will of the master of the ring for as long as they survive. Unlike the Nazgûl, the Ernil Ukai are not immortal, although their span of years far exceeds the normal. They cannot use, nor are they affected by, normal things. However, they can employ, and be harmed by, enchanted items and magical weapons. Quite often Sauron employed the Ernil Ukai as master assassins or spies, because of their unnatural abilities in these realms.

4.0 MURDER ON THE HIGH SEAS

For nineteen years, the two-masted merchant vessel called the "Ocean Noise" has plowed the rough waters of the Sea of Rhun. For twelve years, Captain Barlin has been trying to accumulate wealth enough to purchase a new ship. As the oldest surviving vessel on the sea, the ship and its captain are well known in every port. The "Ocean Noise" boasts three decks and carries both passengers and cargo at a speed remarkable for its age. This is attributed to the qualities of its veteran captain and crew rather than to the lines and design of the ship. Captain Barlin's knowledge of the coastline, tides, and prevailing winds allow him to sail as far as possible during daylight and still find a safe, secluded harbor for the night. The "Ocean Noise" is almost always on schedule because of Barlin's daring and ingenuity.

Winter has come with unusual ferocity this year. Most ships have anchored at safe harbor for the season, but not the "Ocean Noise". She is the last vessel making the full circuit run from Elgaer to Shrel-Kain. As a result, many of the normal crew are already home for the winter. The captain and first mate have recruited replacements in each of the first three ports, and the crew is now complete.

On this day, Hithui (Fading) 11, T.A. 1014, the captain of the "Ocean Noise" has mixed feelings. He is happy to be making the last run of the season, but wishes his vessel were sturdier. It is a cold, windy day that threatens with the winter's first snow storm. Could it be, however, that the chills the captain feels are not the result of the weather?

LAIF BARLIN



4.1 THE NPCS

LAIF BARLIN

Laif Barlin (Rh. "Bold Survivor") has never sailed this late in the year. However, he is not one to shirk from his livelihood and has a reputation for being as bold and daring a captain as any who sail on the Sea of Rhun. He runs a taut ship and lets no one question his authority. He is, however, wise enough to listen to his first mate and crew. He is unimpressed by wealth, but his ambition to own a three-masted schooner takes money. For this reason, he sails now and will undertake other risky voyages. Laif traditionally wears good soft leather armor and carries a fine quality broadsword and a throwing dagger. Off ship, he enjoys story telling, laughter, bear hugs and slaps on the shoulder, and strong drink. Like most Dorwinrim, he holds his wine well.

LAIF BARLIN

Lvl: 5

Race: Dorwinadan

Profession: Warrior/Fighter

Appearance: 6'1", 180lbs, 40 yrs old, brown hair, brown eyes.

RM Stats: St75; Qu52; Em58; In42; Pr47; Ag62; Co75; Me69; Re64; SD61.

MERP Stats: St75; Ag62; Co75; Ig66; It42; Pr47; Ap29.

Skills: Climb25; Swim50; Perc25; PubSpk20; Sail50; Row30.

Languages: Westron5; Logathig5; Bethteur2.

DERNWYN

Dernwyn (Rh. "Delights in Secrecy") is a dedicated member of the Cult of the Long Night. He works as the ship's navigator, but his true purpose is to aid Grimwasa in the disposal of the Mages on board. He is quiet and not easily drawn into conversation. An adept spell caster, he has an innate ability which doubles his spell ranges. He wears a platinum ring at all times. This cursed item is responsible for the current beliefs he holds. Anyone else wearing it will also develop sympathies for Sauron's goals. Dernwyn's pouch holds a *Potion of Invisibility* and a 10th level scroll bearing *Voice of Command*. When any magic is performed within Dernwyn's sight or hearing, he will include the caster or casters on his list of targets for the mission. His only hand weapon is a small dagger.

DERNWYN

Lvl: 8

Race: Éothraim

Profession: Evil Animist/Astrologer

Appearance: 5'11", 180lbs, 37 yrs old, lt brown hair/bearded.

RM Stats: St45; Qu67; Em95; In96; Pr96; Ag95; Co50; Me60; Re42; SD71.

MERP Stats: St45; Ag95; Co50; Ig51; It96; Pr96; Ap65.

Skills: Climb30; Swim40; Perc35; S&H15; Rune35; S&W30; DSp40; Wea65; Star50.

Spells: *MERP* Sound/Light Ways10, Detection Mastery10, Nature's Lore10, Purifications10, Animal Mastery10 and *RM* Sound's Way20, Light's Way20, Detection Mastery20, Purification10, Nature's Lore20, Animal Mastery10. 16(32*) PP.

Languages: Westron4; Éothric5; Nahaiduk2; Morbeth2.

GRIMWASA

Grimwasa (Rh. "Forlorn and Cruel") is also a dedicated servant of the Cult of the Long Night. He has been hired as the ship's cook, but his prime purpose is to eliminate all of the Mages on board. He is impulsive, straight-forward, somewhat loud, and fond of song and dance. He is also well versed in poisons; his belongings include several herbs (1 Cathaana, 1 Asgurash, 1 Grapeleaf Magnolia, 2 Zur, 3 Draaf). Grimwasa is a likable fellow, but will complain loudly if someone criticizes his cooking. He is not very bright and usually looks for the most direct path to his goal. He always wears soft leather and a good boot dagger. He also has a short bow. When any magic is performed within Grimwasa's sight or hearing, he will add the caster or casters to his list of targets for the mission.

CREW OF THE "OCEAN NOISE"

Wafar, a Wain-easterling, is a good friend to Captain Barlin. In the execution of his duties, the First Mate is strong, agile, quiet, and brave, but fears thunderstorms.

Alukhor, a Northman crew member, is a skilled, agile climber. He is outspoken and works hard.

Urgan, another Northman, is practical, aggressive, and curious, but works steadily under pressure.

Brothwen, an experienced sailor, is Dorwinadan. He is very bright, friendly, but dislikes Elves.

Tall Ejjena, another Dorwinadan, is a fair navigator. He dislikes authority, but works hard.

Suvac, a Dyrian warrior, is short, stoic, and quiet. It is rare for a Dyrian to work ships, but Suvac keeps to himself, discouraging questions.

Suit, a rather lazy Woodman, has sharp eyes and enjoys practical jokes — whether perpetrating or being the victim of such pranks.

Amarth, a Northman warrior, is strong, but clumsy, and not overly bright. Although missing an eye, he is a steady, productive worker.

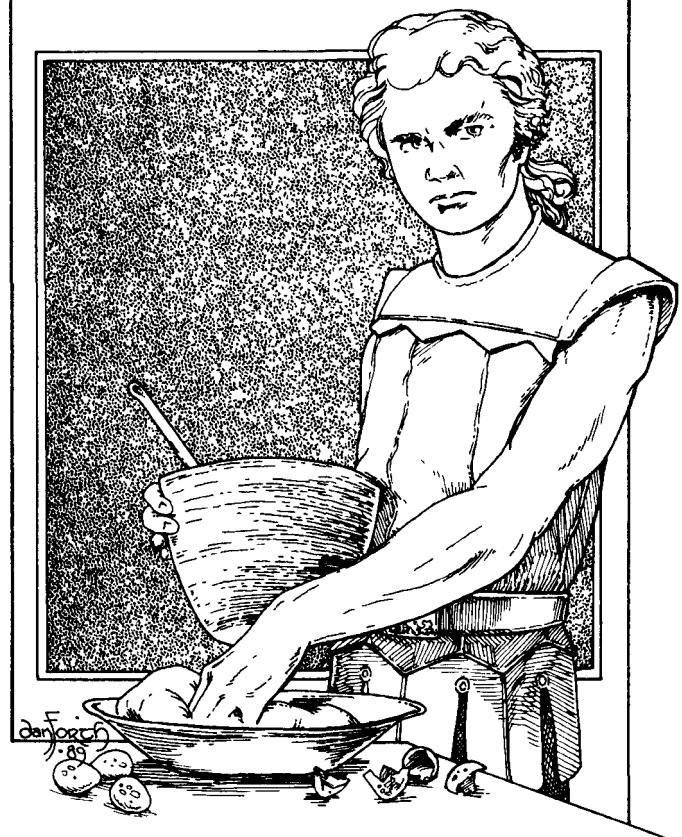
LORFALMA

Until recently, Lorfalma (S. "Bright Wave") was a teacher of magery at the tower, Or-Sarn. She is traveling with her friend and fellow mage, Hirgond. Like many Elves, she has excellent hearing and vision, is fun loving, but guarded. However, she shuns wine, mead, ale, and all fermented beverages entirely. She wears a gold necklace (+2 spell adder) and *Robes of Protection* and carries a wand that casts *MERP/RM Light Law Projected Light*. Her sole weapon is a short dagger.

HIRGOND

Hirgond (S. "Stone Lord") also taught magery at the tower of Or-Sarn — whenever he was sober. He is traveling with his friend and fellow Adept, Lorfalma, who does not approve of his drinking habits. When away from the wine skin, Hirgond is noble and confident, but suffers from a lack of self discipline. When drunk, he becomes impatient and proud. He carries a 10th level scroll of *Perceive Power* and an amber potion which heals all damage. He usually wears a silver circlet and bears a stout oaken quarterstaff with iron shods.

GRIMWASA



LOMELINDE

Perhaps the deadliest Man in all of Dor Rhunen, Lomelinde (S "Nightingale") is in fact a woman' Raised under her true name Duvorn (S "Black as Night") in the lands around Umbar during the turmoil surrounding the taking of the city by Earnil I, Lomelinde worked hard to become an accomplished thief and scout Her extraordinary abilities with disguise and acting allowed her to appear to be either male or female and infiltrate deep within an enemy's organization She also developed considerable skill in poisons, traps, and the avoidance of both Her expertise soon led to work for the Dark Worship, priests of the Dark Lord who wanted more than just information Taking an alias, Henefuin (S "Gloomy Eyes"), she became adept at assassinating and kidnaping the victims targeted by her new employers She also proved to be proficient in the magic useful to her line of work For almost sixty years, she performed services only for the Dark Priests, helping them rise from dormancy to become a major force in Umbar

One evening, about fifteen years ago, the High-priest had a vision On the strength of it, he urged the assassin to immediately journey north to the forest of Lotan, there to await a "messenger on a dark beast " Assuming yet another alias, Lomelinde, she sought and found the messenger, becoming the first of the new elite assassins of Din Ohtar Lomelinde has acquired several items of note during her years of service a grey cloak interwoven with threads of ogamur, a black kregora ring with a dragon crest and a concealed poison pin, and Dolkir (S "Head Cleaver"), a Dwarf-made two-handed executioner's sword forged of adarcir Her current task is to kidnap the Princess-adept named Daelhaelin Ciryra and return the captive alive to Minas Falath for questioning Lomelinde has no love for the Cult of the Long Night, since she views them as rivals to herself and the Dark Worship she serves She must bring Daelhaelin to the cult for questioning, but she will make no effort to aid them further Once the interrogation is completed, she is to bring Daelhaelin to Tol Buruth for ransom or sacrifice She currently travels disguised as a man bearing, in addition to the aforementioned items, two fine throwing daggers

LOMELINDE

Lvl: 15

Race: Black Numenorean

Profession: Evil Scout/Nightblade

Appearance: 6'3", 170lbs, 90 yrs old, black hair, grey eyes

RM Stats: St58, Qu92, Em37, In75, Pr99, Ag95, Co61, Me90, Re88, SD69

MERP Stats: St58, Ag95, Co61, Ig89, It75, Pr99, Ap100

Skills: Climb70, Swim50, DTrap60, PLock60, S&H70, Perc60, Rune25, Amb13, Act90, Cont25, Cook60, Disg60, RMas50, Sail45, TBld35

Spells: MERP/RM Unbarring Ways10 and **MERP** Illusions10, Essence Perceptions10 and **RM** Lesser Illusions10, Essence's Perceptions10 15 PP

Languages: Adûniac5, Westron5, Apysaic5, Logathig3, Morbeth3, Haradaic5, Nahaiduk2

DAELHAELIN CIRYA

The fifth youngest child of the ruling noble family of Dominion (on the north shore of the Sea of Rhun), Daelhaelin showed an affinity for magic at a young age This became quite evident in early childhood when she began to glow red if emotional, stunned, or bleeding The cause of this unusual phenomenon has never been adequately explained Because of her station, and despite her

father's distrust of enchantments, Daelhaelin was sent to study under the tutelage of the Sinda Adept Findegil at Or-Sarn, a tower near the city of Dilgul on the southern shore of the Sea of Rhun There, she grew independent and bold in her use of the arcane arts A naturally gifted student, Daelhaelin also studied acting and public speaking without interrupting her frequent excursions into acrobatics and sailing Daelhaelin graduated at the top of her class and was awarded the grey robes of an Adept and an ash Staff of Flames for her achievements Having completed her studies, Daelhaelin set sail on the last available ship to return home to Shrel-Kain for the first time in years She looks forward to seeing her attractive, older (and nearly identical) sister, Herufara, who is her closest friend Along with her minimum of five trunks of clothes, Daelhaelin packs a fine quality short bow (Daelhaelin may be used as a player character PCS on the Player Character Chart, Section 2 0, provides her stats)

Possessions 2 gp, quiver of 10 normal arrows, *Grey Robes of an Adept* x2 PP, +10 DB, +10 RR, +10 L/I, *Staff of Flames*, made of ash, fire based spells are 1/2 cost, when used as quarterstaff any critical hit causes additional heat critical at 1 level less, +10 short bow

WAETHRYTH

One of two Lossoth aboard ship, Waethryth (La "Moving Force") is returning north for the winter with her friend and leader, Osgari Waethryth is a veteran crew member of an ice-rigger in the northern reaches of Dor Rhunen, but has been working as a Wind mage/navigator on the sea during the summer and fall months She and Osgari are returning as passengers in order to enjoy the final voyage of the season Like many of her kind, Waethryth specializes in spells of the elements and disdains male assistance unless necessary Unlike most of her kind, however, Waethryth is attractive and has found easy acceptance among men in the lands about the Sea of Rhun She has a special affinity for the Essence and has often heard the words and songs of the wind spirits she calls upon Little escapes her notice, and she has been further favored by the spirits with the gift of a soapstone Ring of Wind Calling — named "Aierfind" Her origins are marked only by her typical patterned fur coat and the spear she always carries (Waethryth may be used as a player character PC 11 on the Player Character Chart, Section 2 0, provides her stats)

Possessions 10 gp, soapstone *Ring of Wind Calling*, "Aierfind" which can cast **MERP** Wind Call *Breeze Call* or **RM** Weather Ways *Breeze Call* 3x / day

OSGARI

Osgari (La "Eru's Spear") is a natural heroine and leader her presence and striking appearance combine to command the attention of all around her She maintains respect by virtue of her acute senses and her incredible fighting prowess Among the Lossoth, she has been an ice-rigger captain for many years and has earned renown for her daring sailing Although skilled with many weapons, she excels with her throwing spear This fine quality bone spear was booty from a hard-fought battle with evil raiders near the Bay of Utumno Osgari has worked as a merchant's captain on the Sea of Rhun for the last several months She is returning north with her comrade, Waethryth, and is enjoying this last trip as a passenger Osgari is aggressive in battle, reserved in social encounters, and distrustful of the intentions of men in general She is normally attired in soft seal leather armor and bears a shield of wood and bone (Osgari may be used as a player character PC 12 on the Player Character Chart, Section 20, provides her stats)

Possessions 12 gp, whip, net, sling with 20 stones, +20 bone spear, "Behebite", whose tip is made of the tooth of a Kraken

DEORWIN



OTHER PASSENGERS ON THE "OCEAN NOISE"

Deorwin is a slightly pudgy fellow of Northman stock. He is 40 years old, has brown hair and eyes, stands 5'9", and weighs 185 lbs. He has traveled across most of northwestern Endor in his days as a merchant, dealing mainly in rare and exotic creatures that he himself catches or buys from local traders. Deorwin is a good speaker and trader, but he has a short temper when he feels threatened. He is traveling to Shrel-Kain to sit out the winter and then north towards Esgaroth, his home. He has stored a large supply of animals in the ship's hold, mostly in cages and closed baskets. He speaks Westron well and a little Logathig.

Both Styb and Leofa are Dorwinrim, and Wili is their six-year old boy. The three are traveling to Shrel-Kain after having lived the last five years in Mistrand. Styb labored on the docks as a loader, while Leofa did piece-work as a seamstress. Life has grown dangerous in Mistrand of late, so Styb decided to return home and live with his sister for a while. All their belongings are aboard ship. Both parents are young and ordinary in most respects (although Leofa has been known to flirt when Styb isn't looking), but Wili is, of course, the terror that any little boy can be. He is extremely curious, full of questions, and this is his first ocean trip since he was a baby!

Ceorl and Hilic have just been married. The two lovers boarded at Mistrand and are going to Shrel-Kain for their honeymoon. Ceorl is the son of a successful merchant in Mistrand, and Hilic is the mayor's only daughter. Ceorl is worldly and aware of the evil forces at work in his home town. His father has been forced to pay "protection" fees since early this year, and Ceorl wishes to find and defeat the dark figure behind the ruffians. Hilic is very pretty, but not very concerned with events that surround her, except perhaps the price of good silk dresses. Both travel with lots of baggage, and Ceorl keeps a large amount of gold (250 gp) in his cabin.

4.2 THE TASK

On this trip, the adventurers must unravel a knot of clues to discover the true murderers aboard ship. Numerous red herrings may distract them from discovering the cult assassins until too late, but close attention to details will reveal the essential clues. Midnight raiders, silent murder, poisonous snakes, and storms at sea should provide an exciting evening's adventuring.

4.21 STARTING THE PLAYERS

The PCs can be introduced to the adventure in one of several ways. They might all be taking advantage of the last ship of the season and stumble into the plans of the cult assassins in the process. The GM can easily modify the ports where the PCs join the ship or make them all the same port if desired. Alternatively, the PCs might be following up on leads gained elsewhere about evil forces at work in the region or about the cult activities. Such information could be gained near Dale, the Iron Hills, or by tangling with villains in one of the many seedy ports on the Sea of Rhun.

4.22 AIDS

Very little in the way of help is available to the PCs. Lomelinde's assistance is unintentional and not desired in the long run. If the PCs are friendly to the crew and passengers, they may find some essential clues that will prove useful before it is too late. Worried that one of their number will be the next victim, the crew will offer assistance, but their efforts will frequently be more a hindrance than otherwise. Bad weather and the brigands attack should result in some lost sailors; the rest of the trip will prove more difficult, but will rapidly move the PCs into the thick of events.

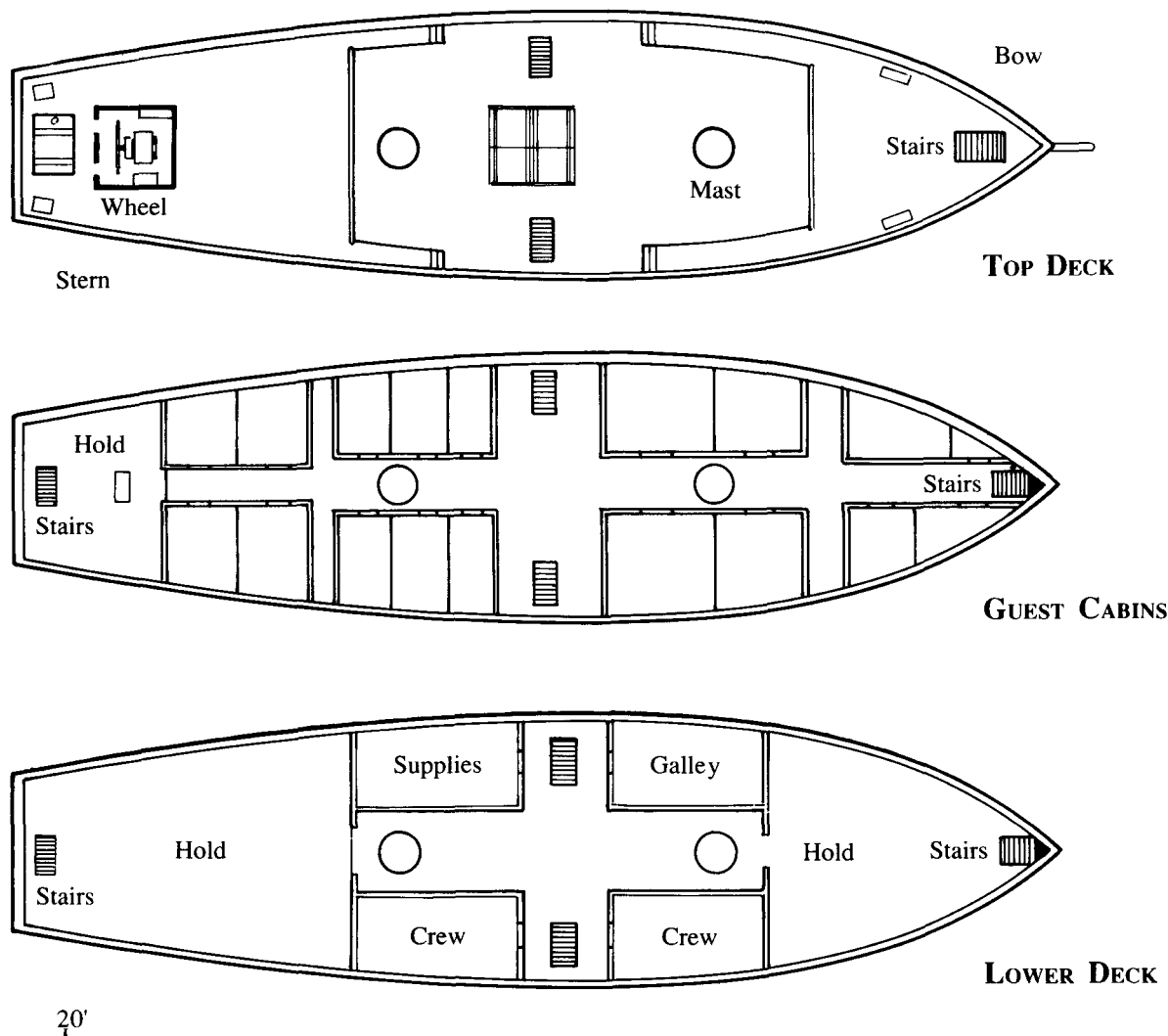
4.23 OBSTACLES

The main obstacle confronting the PCs is lack of complete information. They do not know that there are two assassins and do not know of Lomelinde at all. It is important that the PCs use their wits to overcome these deficits. They should pay close attention to the details without losing sight of the larger picture. The obvious probably isn't. And why are there always so many clues?

The midnight encounter (#3 in the encounters of Section 4.3) is intended to provide some good clean fighting. This "surprise attack" scheme has been used by the brigands before, and they are good at it. The brigands hope to catch the "Ocean Noise" unaware and thus do not expect much resistance. In fact, if more than half of the brigands die, they are very apt to jump ship.

During the series of murders that occur, every effort should be made to keep the clues revealed as vague and ambiguous as circumstances permit. Several methods of misdirection are provided. First, Lorfalma dies while apparently drunk, but she does not drink wine or mead. Only careful examination of the body will reveal the true nature of the death. Then, Hirgond dies with a portion of the murderer's name on his lips (De..wyn), and this sounds very much like one of the passenger's names — Deorwin — who has been friendly until now. He'll be short-tempered if accused. Since Dernwyn is quiet and reserved, the PCs may not even know his name! With the death of Grimwasa (#5 in the encounters of Section 4.3), the PCs may think that all is again normal. This will make the next attempt all the more unexpected (except to the most attentive). The use of one of Deorwin's animals may cast more suspicion upon him, but certainly it will make all the PCs wary of dark corners until the animal is found. And the makeshift crew have their own peculiarities! Little Wili should be used to introduce extraneous asides to distract the PCs from their goal.

THE "OCEAN NOISE"



4.24 REWARDS

This adventure will not provide enormous treasure for the PCs, aside from the 1000 gp reward for the capture of cult members — dead or alive! However, the PCs might obtain valuable information if Dernwyn is captured — for he knows of Minas Falath — as well as gaining considerable regional fame in the process.

4.3 ENCOUNTERS

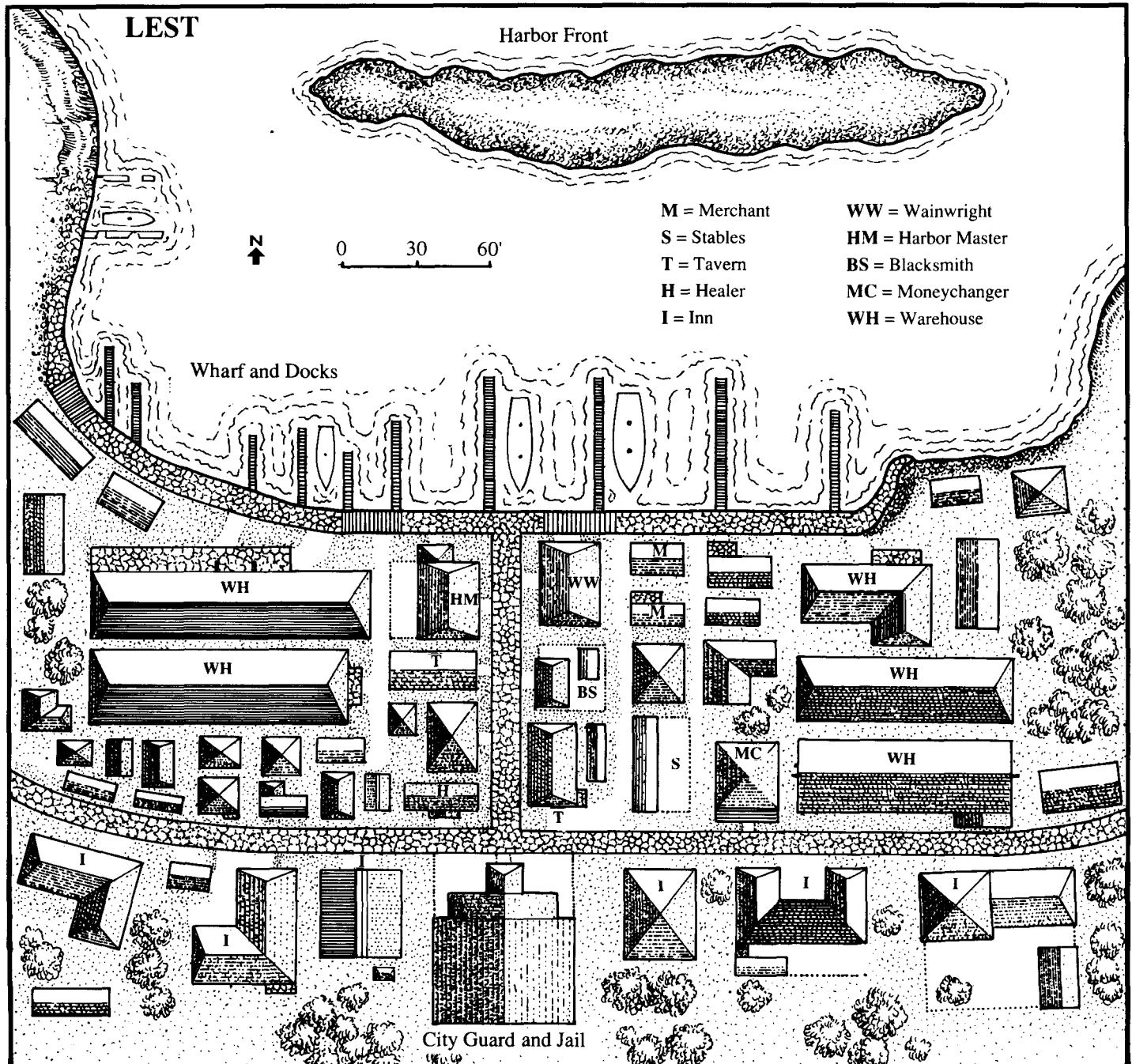
This adventure has been designed to fit within a structured series of events. This is, of course, open to modification by the GM at his discretion. In fact, some events may require interpolation or deletion, depending upon the actions of the PCs. Care should be taken to consider the assassins' mission as the events unfold.

- 1) Lorfalma is the first victim. She is killed by a poison administered by Grimwasa. Cathaana, a white powder, causes instant euphoria and brain destruction within ten minutes. The euphoria may resemble drunkenness, but Hirgond knows that Lorfalma does not drink fermented beverages! The only telltale sign is the white blood that appears in the ears (-10 Perception Roll). Lorfalma dies at the evening dinner table. This should shock Daelhaelin, in which case she "glows", and the fact that she is a Mage is revealed.
- 2) Lomeline knows all concerning the Cult of the Long Night. She also recognizes Grimwasa and Dernwyn on sight. Although she is a dark servant herself, she does not share any particular fondness for her rivals. When Daelhaelin is revealed to be a Mage, Lomeline will protect her own victim from the cult assassins.
- 3) During the first evening, near midnight, the ship is attacked by 9-12 brigands who silently approach the anchored ship in longboats from the shore. They should be driven off easily. If any PC uses magic, Dernwyn and Grimwasa will add them to their list of victims.
- 4) Hirgond is the second victim. Dernwyn guides the ship into a storm and uses his scroll to command Hirgond to climb the rigging in the wind and freezing rain. There the Dunadan Adept becomes entangled in the ropes and exposure kills him. He is discovered in the morning, near death. The name "De.....wyn" trails from his lips before he dies. The passengers may not know Dernwyn's name, but they will definitely know Deorwin's name. Deorwin may become a suspect.

- 5) Grimwasa used his only dose of Cathaana to murder Lorfalma and assumes Daelhaelin will be little trouble to kill. He plans to bring her a "hot toddy" the next evening under the pretext of calming the shaken woman. Then he will stab and kill her with his long knife. Unbeknownst to Grimwasa, Lomelinde is staying across the hall, guarding Daelhaelin. The assassin will come to the Princess-adept's rescue and slay Grimwasa. The party may assume that since the murderer has now himself been slain, all on board are now safe.
- 6) Dernwyn makes another murder attempt, this time either upon another revealed Mage or upon Lomelinde to avenge his partner. Taking advantage of the suspicions about Deorwin, Dernwyn uses *MERP/RM* Animal Mastery to steal one of the poisonous asps that Deorwin is transporting in the hold. That afternoon he places the animal in the target's quarters and waits for the inevitable that evening. He disposes of the animal basket

in the first place he can find — one of the empty corridors in the ship. Curious little Wili finds the empty basket later that day and brings it to his father's attention.

- 7) This encounter can be used to set up the adventure in Section 5.0. Regardless of whether the party solves the murders and catches Dernwyn, certain events take place after the ship docks in Lest. Captain Barlin goes ashore to report the events of the past days to the authorities. This will take a few hours. Lomelinde's mission is to abduct Daelhaelin, and she will attempt to do so at this port. Unbeknownst to either Lomelinde or Daelhaelin, the princess' nearly identical sister, Herufara, is in town to meet her. If the party goes ashore, Lomelinde abducts the wrong sister during the excursion. If the party stays on the ship, Lomelinde abducts Herufara on the docks as she waits for her sister. Lomelinde has a small, fast vessel waiting to take her and her henchmen away from Lest with all haste.



5.0 TO RESCUE A PRINCESS

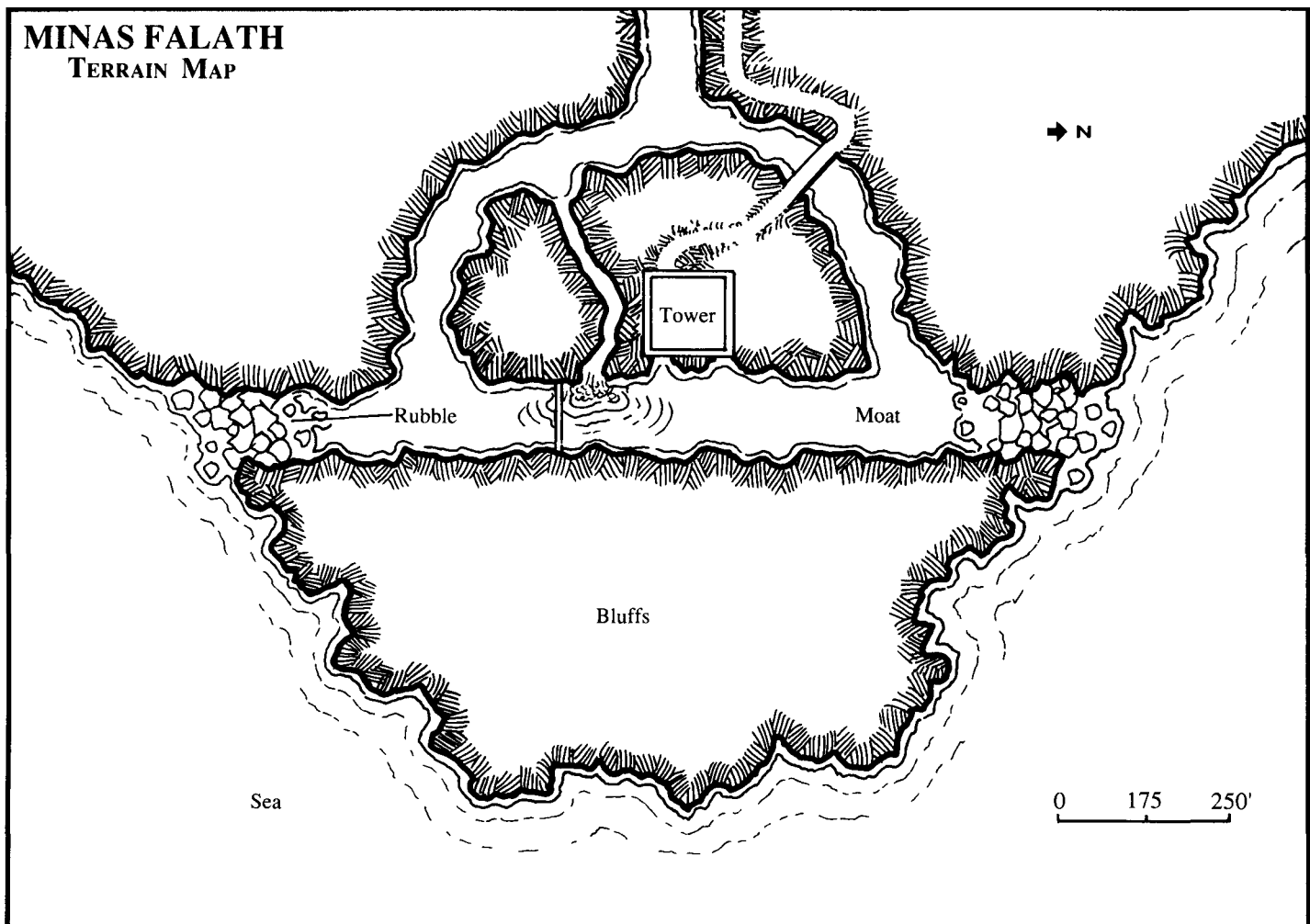
A foul kidnaper has absconded with the Princess Herufara¹. Instead of the joyous encounter which she expected with her nearly identical sister, Princess Daelhaelin, Herufara's vacation has taken a catastrophic turn. Princess Herufara finds her duties at court to be both tiresome and unnecessary, and she is rarely able to keep her mind on any one thing for too long. The impatient princess has done little in her years except have a good time. Departing the capital city Of Shrel-Kam without notifying anyone (as usual), Herufara traveled unescorted to the coastal town of Lest. Separated from her sister for four years, she hoped to surprise Daelhaehn on the docks.

Late in the day the "Ocean Noise" arrived, Herufara learned that the ship was already moored at the quay. Hurrying toward the water, she paid little attention to the evil-looking strangers approaching her until they threw her over one warrior's shoulder. Her instinctive screams did bear results, however. As the princess' abductors earned her toward the vessel waiting at an isolated pier, several of the passengers and crew of the "Ocean Noise" heard the commotion and gave chase. Arriving moments too late, the frustrated rescuers saw the small sailing vessel pull away with its

struggling cargo. A fey wind seemed to hasten its rapid departure, and a sudden darkness forestalled any further pursuit. Several of the passengers and crew recognized one of the abductors as Lomelinde, a fellow passenger aboard the "Ocean Noise."

Witnesses swore that the victim was Daelhaehn herself until the Princess-adept appeared. Daelhaehn immediately realized that it must have been her older sister who was abducted and made arrangements for the apprehension of the villains. The captain of the "Ocean Noise," with the promise of suitable recompense, agreed to pursue the fleeing vessel. After taking the several hours necessary to provision his ship, he sailed in the direction the fleeing vessel had taken — north.

Several days later, delayed by foul weather and unfavorable winds, the pursuers finally spotted the vessel, beached at low tide on the rocky shore. Towering above the shoreline were unscalable cliffs. This awesome stone edifice once served as the eastern defenses for an ancient Mannish tower — Minas Falath. The top of the ruined tower could barely be seen over the cliffs from the deck of the "Ocean Noise." Captain Barlin gave the rescuers a longboat and one day to rescue the Princess — at the next tide, he must raise anchor and continue his voyage to Shrel-Kam.



5.1 THE NPCs

MORLAMMEN, HIGH-PRIEST AT MINAS FALATH

Morlammen (S. "Black Voice") comes from a long line of servants to the Dark Lord. His family has lived in northern Rhovanion for several hundred years, although they originally resided in the lands near Harondor. Morlammen was initiated into the Cult of the Long Night by his father and proved to be a quick learner of the arcane arts. He developed an early confidence, attaining much influence within the cult strongholds near northern Greenwood, but also making powerful enemies. Morlammen proved to be a capable leader, and his faction dominated the policies of the cult. Finally growing weary of his conservative peers, Morlammen and a small group of followers departed, seeking a new stronghold from which to more vigorously spread the Dark Lord's beliefs. Morlammen settled in the abandoned ancient tower of Minas Falath and set about restoring the hold. Here, less than 15 years ago, Morlammen met the Dark Messenger, Din Ohtar. He came bearing a curious offer: he would give Morlammen incredible power in exchange for the cap of his left knee! In spite of the unusual fear Morlammen felt in the presence of this stranger, he accepted the gift. The messenger spoke truly; the High-priest gained full command of the **RM** Way of the Voice and the **MERP** Spirit Mastery and Calm Spirits, but his left leg would no longer bend and he has walked with a limp ever since. The Dark Messenger has returned several times over the years with orders and instructions, and recently with the present of an enchanted cane. Morlammen senses that the long absent Lord of Darkness may soon return.

MORLAMMEN

Lvl: 10

Race: Black Númenórean

Profession: Evil Animist/Cleric

Appearance: 6'1", 170lbs, 85 yrs old, black hair.

RM Stats: St42; Qu83; Em65; In100; Pr90; Ag82; Co91; Me81; Re74; SD73.

MERP Stats: St42; Ag82; Co91; Ig78; It100; Pr90; Ap76.

Skills: Climb30; Swim60; Ride50; S&H15; Perc70; Rune60; S&W60; DSP60; Amb3; Sed70; Sail50.

Spells: **MERP** Spirit Mastery10, Calm Spirits10, Detection Mastery10, Illusions10, Protections10, Spell Defense10, Direct Channeling10, Light Law10, Bone/Muscle Ways (Reversed)10 and **RM** Way of the Voice50, Dark Lore20, Curses20, Necromancy20, Disease20, Dark Channels20, Spell Defense20. 30(60*) PP.

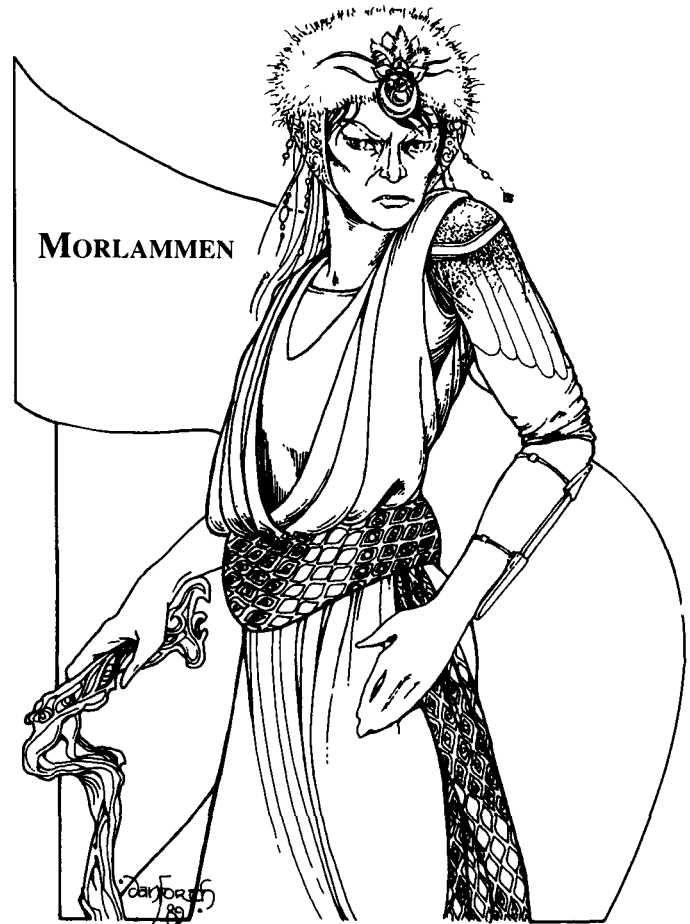
Languages: Westron5, Haradaic5, Adûnaic3, Morbeth4.

5.2 MINAS FALATH

Minas Falath (S. "Tower on the Coast") is an ancient structure built on bluffs overlooking the inland sea. Although reclaimed from ruins by Morlammen, the stone of the tower is severely eroded and the walls accordingly unstable. From a distance, Minas Falath appears uninhabited.

THE LOWER CAVES

The lower caves provide a well disguised secret entrance to the tower of Minas Falath. The pirates that serve the cult have been instructed to leave the rock alone to preserve the natural appearance. For this reason, the pirates established their base well back in the caves.



1. Cave Opening. The cave opening is 30 ft wide and hidden behind the towering rocks of the shoreline; it is *Very Hard* (-20) to find. To reach the cave opening by longboat requires making an *Extremely Hard* (-30) modified by any sailing or rowing skills, maneuver. Any PCs thrown overboard must make a *Very Hard* (-20) swimming maneuver to avoid being dragged under by the strong current. The rocky shore ends abruptly at the base of the 200 ft high cliffs. Climbing the cliff face should be considered an *Absurd* (-70) maneuver. From the shore, the tower above is not visible.

2. Cave Tunnel. The tunnel leading into the main cavern is typical of most of the tunnels found in the lower caves. Few are level, most range between 5-15 ft in width and about 10 ft in height. Many are slimy (-10 to jumping or climbing maneuvers) and covered with a noticeable growth of algae. The floor of the entrance tunnel is crossed by a cold freshwater stream flowing rapidly out to sea. The water is 2-3 ft deep, ranging from 4-6 ft wide, and runs along the right side of the tunnel.

3. Main Cavern. Leaving the light of the entrance tunnel, the PCs will enter the main cavern. It is 50 ft wide and 30 ft high. Although the floor has just a few stalagmites, the ceiling is covered with numerous stalactites. Little will be visible to the PCs unless they have torches or lanterns. The ambient light from outside is enough for an Elf or Dwarf, but not for a Man. The bare stone walls are encrusted with salt deposits up to a height of 8 ft, and many small crustaceans crawl or scuttle across the natural cave floor and walls. The swift stream found in the entrance tunnel bisects this cavern and emanates from the far wall. To reach any of the exits on the right side of the cavern, the PCs must make a *Hard* (-10) jumping or fording maneuver due to the swift flow and slippery floor. Crystal rock formations on the left side of the cavern may attract attention to the growth of striking red algae directly above them. This algae (Gylvir — 8 doses) is actually an herb that, if ingested, will allow the consumer to breathe under water for up to 4 hours. There is a chance (01-10) of encountering 1-10 of the pirates lounging in this cavern.

4. Old Storage Cavern. The tunnels approaching this cavern slope steeply uphill, and the floors are free of slime. The storage cavern is 20 ft wide and nearly 20 ft above sea level. It has not been used in several decades. Scattered within are scattered crates, wine barrels, and smaller casks, all rotted and unserviceable. A few sacks of food stuffs are present, but a quick inspection will reveal that they are molded and inedible. Everything present has deteriorated badly.

5. Middle Stream Cavern. The stream to the mam cavern flows first through this cavern, bisecting the space and emanating from the far wall. To reach the right side of the cavern requires the PCs to make a *Hard* (-10) jumping or fording maneuver due to the swift current and slippery floor.

6. Saltwater Pool. This small cavern is 15 ft wide and has a saltwater pool directly in the middle. The pool is 6 ft deep, 6 ft wide, and otherwise not unusual.

7. Source Stream Cavern. The source of the stream found in the main cavern, water flows out of the floor near the far wall and bisects the space. To reach the right side of the cavern, the PCs can walk around the far wall or make a *Hard* (-10) jumping or fording maneuver due to the swift current and slippery floor. Bright blue-green rock formations on the left side of the cavern near the stream source may attract notice but bear nothing unusual.

8. Saltwater Pool. This cavern is 15-30 ft wide and has a saltwater pool directly in the middle. The pool is 6 ft deep, 6 ft wide, and otherwise not unusual.

9. Small Cavern. This small cavern is only 10 ft across and has curiously shaped rock formations on the far right side.

10. Freshwater Pool. The tunnels approaching this cavern slope gently uphill, rising to 10 ft above sea level. The cavern is 25 ft across and has a freshwater pool on the far right side. The pool is 4 ft deep and 6 ft wide. There is a chance (01-10) of encountering 1-10 of the pirates here.

11. Old Pirate Treasure. The tunnels approaching this cavern slope steeply uphill, rising 8 more feet for a total of 18 ft above sea level. Buried in the sandy floor is a well preserved copper-bound wooden chest. The bright blue of the tarnished copper bindings makes it only *Hard* (-10) to spot. The small chest was buried over 200 years ago by the coastal pirates who once frequented these caves. The lock is intact (*Very Hard*, -20), and if the PCs can open it, they will find the following:

- 100 silver pieces
- 50 gold pieces
- a small bag of high quality gems: 4 moonstones and 1 catseye, each worth 25 gp
- a jeweled dagger with the hilt wrapped in silver wire and a black onyx pommel (worth 75 gp)
- a gold ring set with opals (15 gp)
- a silver ring set with three amethysts (15 gp)
- polished malachite bracelets (40 gp)
- a gold necklace set with amber (30 gp)

12. Small cavern. This cavern is only approachable from the cavern with the freshwater pool (#10). The tunnel slopes gently downwards into the 10 ft wide space. On the far wall grow curious crystal rock formations that cast small rainbows on the wall when the light strikes them.

13. Kraken. The 15 ft wide cavern has become home to a small, young Kraken who was unfortunately washed inside the caves during a nasty storm. The Kraken has survived easily on the fish and crustaceans brought in by the tides. The occasional pirate makes a nice snack as well. The Kraken resides in a deep, saltwater pool that fills the cavern. A narrow ledge extends around the northern wall. The Kraken is a superb hunter and will surface 2-6 rounds after anyone enters the cavern, even if only minimal noise is made, within 3 rounds if a torch is present or normal noise is made. The beast will appear in 1 round if the pool is disturbed. It is always hungry!

14. Old Burial Mound. The lone tunnel that leads to this small cavern slopes steeply uphill, and the floor is free of slime. The cavern lies some 25 ft above sea level and is very dry. The burial mound is easily spotted and recognized for what it is. The stone floor is full of crab holes, except near the mound, and many crabs scuttle across the floor. They are hungry and will become a nuisance if the cavern is occupied long. The crabs are not deadly, but it will take 15-30 minutes to kill sufficient numbers to discourage them. The mound is the grave of an ancient evil Adan warrior. 15-30 minutes of digging reveals the skeleton and the remains. The skeleton bears the following:

- a plain gold headband, gives the wearer *MERP/RM* Physical Enhancement *Night Vision*
- a blue laen ring, a *Ring of Cold*, it allows the wearer to cast up to 10 *PP of MERP/RM* Ice Law spells per day
- a rotted sack holding 50 gp (coins are over 4000 yrs old)
- a wooden club with a black metal handle, enchanted evil, if wielded by a servant of Sauron, it will smash through or make useless all metal armor on contact that delivers a crit (mithril and enchanted armor makes a RR), if used by someone allied with the Free Peoples, the first blow will turn the wielder to stone (RR versus 10th level)
- badly rusted iron chain armor and shield, useless

15. Hidden Crevice Cavern. Below the cavern lies a deep crevice extending almost a hundred feet down. The floor of the 15 ft wide cavern is so thin that even the smallest Man, Dwarf, or Elf stepping on it will send the unhappy creature plummeting below. Only the occasional crab can move about on the floor safely. This natural trap is *Very Hard* (-20) to see, but caution will prevail if the floor is tested before entering. The fall delivers a "D" impact crit and a "B" impact crit. If the hapless victim wears metal armor, then the crits become "E" and "C" respectively.

16. Hidden Crevice Cavern. A curious rock formation on the far wall makes this 30 ft wide cavern into a deadly trap: several huge chunks of iron pyrite (fool's gold) cluster on the far wall to form a natural mosaic that will gleam like solid gold in dim light. Only an astute Dwarf might identify from 30 ft the true nature of the ore. To the greedy PC that starts impulsively toward the pyrites lies the same fate as described above (#15).

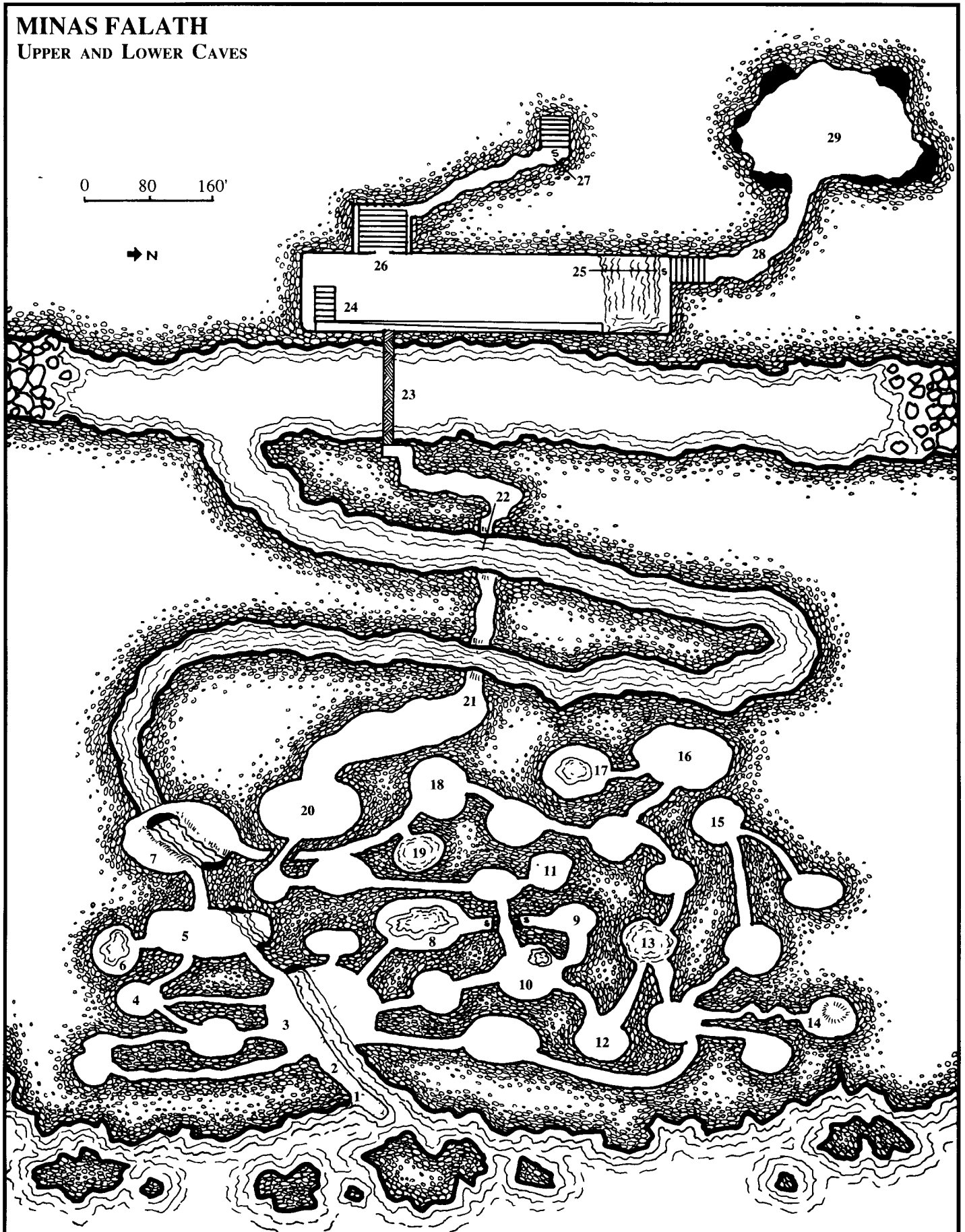
17. Pirate Treasure. This cavern is 20 ft wide and has a freshwater pool (6 ft deep, 6 ft wide) at its center. A small chest that is *Hard* (-10) to see lies at the bottom of the pool. The chest was recently hidden by a pirate who thought it would be wise to privately stash some stolen items for future use or sale. Inside the chest are secured the following:

- 3 sets of long white linen robes, lined with black cloth woven of human hair, these robes belong to the cult and are their ceremonial attire, they are wrapped in watertight leather
- scroll of *MERP/Cn/m* Spirits *Golden Slumbers* or *RM* *Dark Channels* *Dark Sleep*, enclosed in a bone tube and sealed watertight by wax at the ends
- 100 sp

18. Cavern. This cavern is only 20 ft across and has bright green and red rock formations on the far right side.

19. Giant Clam! The tunnel to this cavern suddenly slopes downward at a 30 degree angle and is very slippery. An unwary PC must make an *Extremely Hard* (-30) maneuver to avoid falling straight down into the pool below. If the PCs are being very careful, then it is only a *Very Hard* (-20) maneuver to avoid this trap. A saltwater pool completely fills the cavern and in it awaits a Mulkonar (Giant Clam) with its mouth open, waiting for dinner. Low tide commonly brings fish and such into the lair. The Mulkonar has strong jaws, and its mouth is lined with a nasty poison (Jitsu, 1-50 hits, level 5). Tight quarters make this foe even tougher to deal with.

MINAS FALATH UPPER AND LOWER CAVES



20. New Storage Room. This chamber has clearly felt the hand of Man, although its general shape follows that of the original cavern. It is the first such room, and the floors and walls are not covered with the usual slime. The pirates that use these caves, in exchange for services rendered to the cult, have placed their stores and supplies here. Crates of fresh fruit, casks of fresh water, sacks of flour and other food stuffs are stacked neatly along the walls. Hooks hold dried meat, clothes, and foul weather gear. The space is well lit by numerous torches. There is a chance (01-20) of encountering 1-10 of the pirates in this room.

21. Freshwater Stream. The tunnel exiting the storage room is very wide (20-25 ft) and extends about 100 ft before narrowing (to 6 ft). A swift freshwater stream crosses the passage at this point. The current flows from right to left, is 6 ft wide, 4 ft deep, and very cold. Close attention to the tunnel walls (-15 Perception Roll) will reveal several small hooks on each side of the water for attaching a rope. The few pirates who go this way use them to traverse the dangerous stream. Wading is a *Hard* (-10) maneuver, although easier than the *Very Hard* (-20) swim across. Any contact with the water results in a d10 of damage per round (unless RR versus Co is made) due to its icy temperature, and falling in delivers a "B" impact crit as well. A normal maneuver will then be required to recover. In the far tunnel, about 10 ft past the stream, is a small growth of moss. The moss is actually an herb (Edram — 2 doses) that, if ingested, helps mend bones.

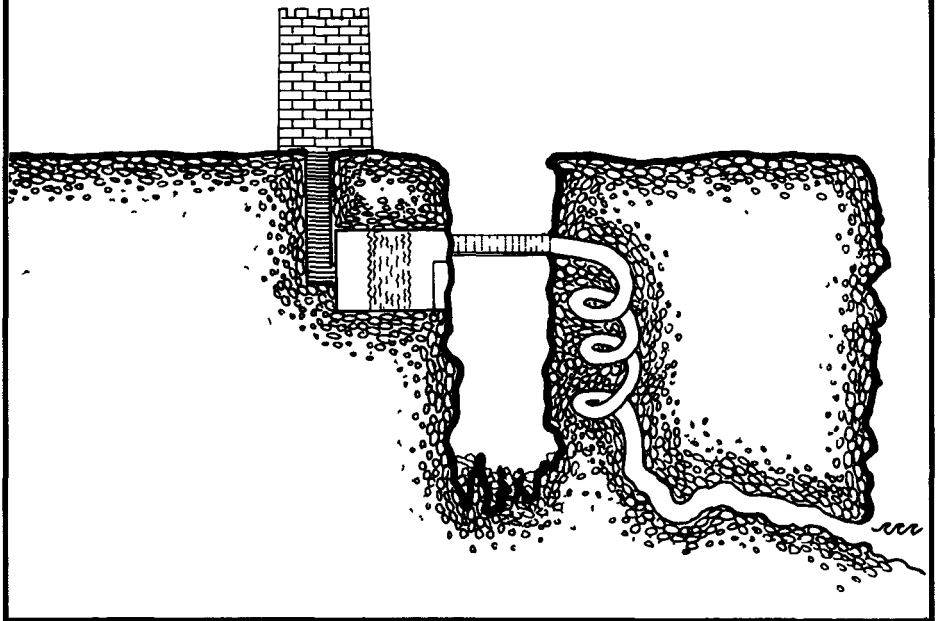
22. Pirate Treasure. The tunnel slopes upwards, rising 10 ft over the course of the next 60 ft. The sound of running water fills the passage, which is interrupted by an underground river (12 ft wide and 8 ft deep). Like the previous crossing (#21), there are hooks to hold ropes. A rope assisted crossing is a *Very Hard* (-20) maneuver, thus it is easier to swim (-15). Any contact with the icy water results in a d10 of damage per round (unless RR versus Co is made). An old chest, lost many years ago by pirates, lies hidden in the stream bed. Its wood is mostly rotted. Buried in sand, the chest is *Very Hard* (-20) to see and can not be brought up in one piece. It contains 150 gp total, which must be rescued from the disintegrated chest one handful at a time.

THE UPPER CAVES

The upper caves are not frequently used, even by the pirates. When they do climb up to the tower, they use the secret entrance (#27). In fact, none of the pirates know that there is another entrance (#29).

23. Rope Bridge. Past the wide stream, the tunnel climbs sharply, spiraling upwards for 150 ft, then leveling off near the top of the cliff. It ends suddenly, overlooking a large chasm. A small rope bridge spans the gap, at the bottom of which swirls a large pool, formed by the combined action of two waterfalls. Foaming down from 40 ft above the bridge into the chasm below, the water cannot flow into the sea because of the piles of huge boulders and rocks sealing off both ends of the chasm. The tower can be seen from the bridge, and vice versa¹. The stronghold is obviously still under repair, but guards may be posted (01-50) upon the walls. The rope bridge is 50 ft long and only 1 ft wide. Traversing it is a *Hard* (-10) maneuver and falling from it would be almost certain death.

MINAS FALATH SECTION



24. Balcony of Stone. Across the rope bridge, a small landing juts from the cliff face. On its far side and through a short tunnel, a balcony of stone looks down into a huge room. The chamber is 30 ft across, 25 ft high, and 130 ft long. 20 ft to the left of the tunnel, stairs descend from the balcony to the chamber floor. Across from the base of the stairs, a doorway opens onto stairs going up. To the right, a small waterfall emanates from high on the wall and splashes into a small channel funnelling it out of the room. The waterfall is not strong, but conceals a secret exit from this room.

25. Secret Exit. Hidden behind the waterfall, a stairwell climbs upward for 50 ft.

26. Deadly Trap. The stairwell conceals a deadly trap. The unused condition of the top step is *Very Hard* (-20) to notice and the portcullis, holes are *Hard* (-10), +10 if looking for traps, to see. If the top step is touched (40+ lbs), a portcullis at the top and another at the bottom of the stairs drops to seal the stairwell. A large round stone then drops from the ceiling, just this side of the top portcullis, and rolls down the stairwell, rolling right through the bottom portcullis. Any PCs caught in the stairwell, or immediately behind the portcullis take "C" and "A" crush crits (add one level if in metal armor). The portcullis at the top of the stairs will prevent further travel in that direction.

27. Secret Entrance. If the trap is avoided, a tunnel beyond the top step leads to a secret entrance into the tower. The passage ends at some stairs going up. A lever on the wall at the top of the steps slides the stone ceiling aside when pulled. The trap door opens onto a hallway of the tower cellar (#2).

28. Snakes! Beyond the stairs behind the waterfall, the tunnel walls are riddled with holes. If the PCs stop to investigate, make noise or use a torch, snakes will emerge from behind the wall. They are not poisonous, but the bites hurt and much clamor will ensue in the confusion, alerting the guardians of the next cavern (#29).

29. Pit of Ghouls! The natural cavern beyond the snake holes (50 ft across and 20 ft high) rises to a vault pierced by a hole (6 ft in diameter). The shaft was once the opening for a well, long ago abandoned. Bones rotting foodstuffs, garbage and other refuse covers the floor, a raw stench pinches at the nose. The shadow-filled recesses scattered about the walls of the cavern are the lairs of the guardians of the upper caves: ten hideous Ghouls, servants of the master of Minas Falath, Morlammen. The Ghouls are accustomed to feeding on victims and scraps dropped from the opening in the ceiling. However, they won't hesitate to attack intruders by the snake holes if any noise or light attracts their attention.



THE TOWER CELLARS

The cellars connect the ground floor of the tower to the upper caves. The caves have not been fully explored or utilized. Therefore, neither the captain nor Morlammen know of the secret entrance from the Ghouls' lair (#29) through the well shaft. The guards do know of the other entrance (#27), the trapped stairs, but consider it safely protected.

1. Kitchen. All meals for the guards and priests are prepared here.

2. Hall. Stairs from the guard room (#15) on the ground floor descend into this hall. An old abandoned well, used long ago when the water level was higher, dominates the space. Now the shaft is used only to dispose of table scraps and the corpses of prisoners. Near the practice hall (#5), the trap door to the lower caves is opened by pulling down the handle of a nearby torch holder.

3. Captain's Room. Office and personal quarters for the captain of the guard of Minas Falath, Tarfuluth (S "Lord Hunter"), the door is locked when the captain is not present. Tarfuluth personally oversees the prisoner interrogation and supervises the general defense of the stronghold. He delights in the former duties and excels in the latter. He also administered the reconstruction of the ruined tower when such efforts were a priority. There is a chance (01-50) that the captain will be in this room.

4. Duty Room. This room houses the other guards on duty. There will always be at least 5 guards here and, at shift change, as many as 15 guards will be present. There is a chance (01-25) that Grimling (Lo "Cruel One"), Tarfuluth's immediate subordinate, will also be present.

5. Practice Hall. The open area between rooms is often used for practice by the guards. Many wooden implements and shields rest near the vacant cells (#10).

6. Storeroom. This room is the general storeroom for both the kitchen and the tower guards. It is full of sacks of food staples and casks of wine and ale, as well as all the tools and lumber used in the tower reconstruction.

7. Torture Chamber. This room is the site of many a cruel scene, for Captain Tarfuluth enjoys "interrogating" the prisoners of the cult and is usually successful in his questioning. A rack, a hearth full of hot brands, and numerous manacles fill the room.

8. Barracks. This large room serves as the barracks for the tower guards. It can hold up to 200, although the room is more sparsely occupied at this time. There will generally be at least 5 guards off duty here, depending upon the time of day.

9. Armory. This room serves as the tower armory. Tarfuluth and Morlammen foresee the rapid rise of their sect, so the room is well stocked with weapons, armor, shields, etc. Directly outside the armory is an opening for what was once a well.

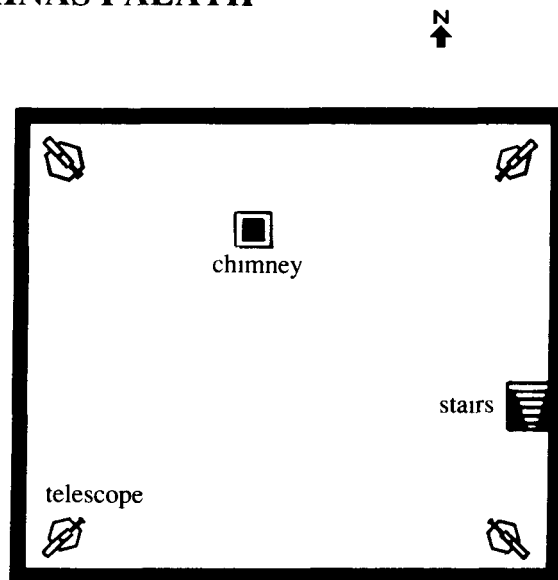
10. Dungeon Cells. Twelve cells line the foundation wall of the tower. They are empty but for the possible exception of Lomeline. She will be in here if alerted to the fact that PCs are in the tower. She will appear to be a Dunadan maiden named Doleniel, who claims to have been captured and imprisoned by the cult. Only Tarfuluth and Grimling have keys to the cells. However, the cell locks are *Easy* (+10) to open.

THE TOWER'S GROUND FLOOR

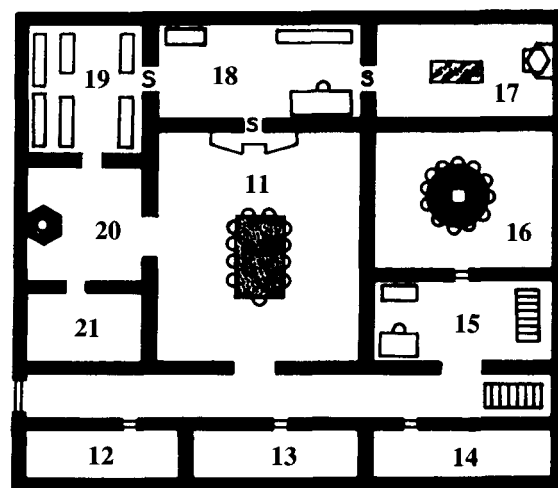
Morlammen has completed his renovation of the tower's ground floor. The upper stones remain in ruins. A cobble-stone paved road runs across the only bridge over the river Brilthen (diverted to form a moat around the tower) and up to the massive front portal. The doors are black oak, bound with iron, and open onto a narrow hallway.

11. Great Hall. Directly off the front hallway lies the lavishly refinished great hall. The floor is polished green marble, and black and red drapes adorn the walls. A large black oak table, with 13 chairs, sits in the center of the room. Although the far wall holds a large hearth, many months have passed since a fire burned there. The rear wall of the fireplace conceals a secret door into Morlammen's quarters (#18). An arched opening on the side wall leads to the sanctuary (#20). Regardless of whether the sanctuary is occupied, it always appears dark and totally empty from the great hall. There is a chance (01-10) that 1-5 of the priests are eating in the great hall.

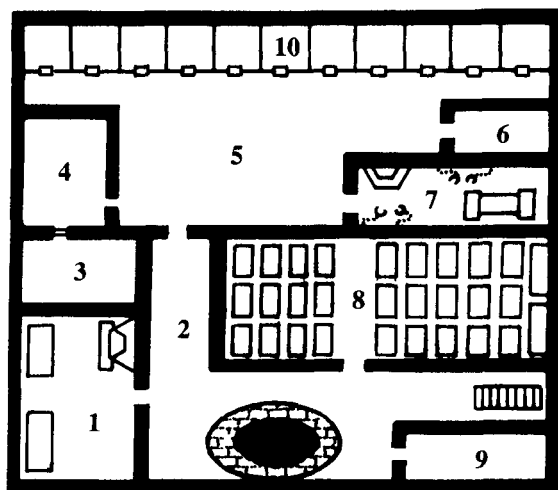
MINAS FALATH



UPPER TOWER



GROUND FLOOR

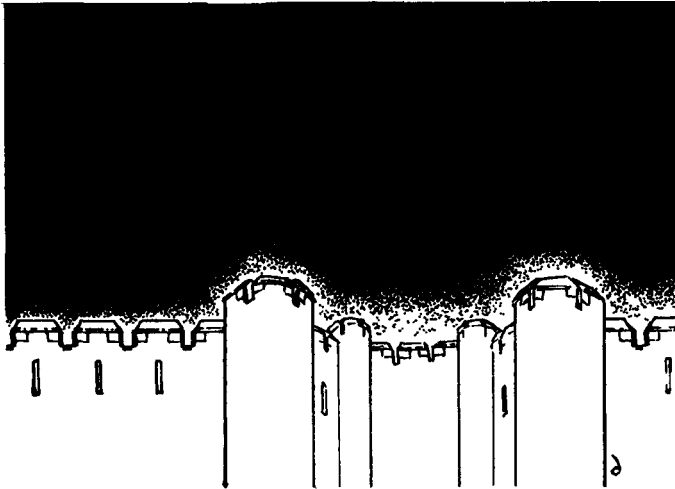


CELLARS

0 20 40'

12-14. Priests' Rooms. A sturdy wooden door provides access to each of these rooms. Each chamber is designed to quarter 8 adepts, but only a few of the beds are in current use. The priests have few, if any, personal belongings, and their spartan quarters reflect this. The Arch priest, Tar Balan (S "High One With Power"), occupies room #14 in solitude.

15. Guard Room. This room is the administrative center for the tower. All visitors must stop here upon entering or before leaving the stronghold, and considerable records are kept of the guests, their contacts, and their movements. A door on the rear wall opens into the meeting room (#16). Several chairs, a wooden table, and a desk full of papers furnish the guard room. Stairs lead up to the top of the tower. The desk and door are usually locked, and the guard on duty holds the keys. There will always be at least one guard on duty here and, in addition, some (01-25) of the time there will be 1-3 more guards, some (01-25) of the time the sergeant will be present, and some (01-25) of the time the captain will also be present.



16. Meeting Room. Morlammen holds daily meetings with his followers. These sessions are used to interpret new or current orders from the Dark Messenger, and to discuss the affairs of rivals and methods to thwart their goals. A large, black, circular stone table with thirteen chairs around it dominates the chamber. A 2 ft square of black laen occupies the table center. Underneath the table, next to Morlammen's chair, are three buttons.

The button on the left raises the laen square on recessed hinges to reveal a hidden compartment. It holds various documents pertaining to cult activities. If the PCs spend the time, they will find references to other cult strongholds, high officials of the Dorwinadan and Gondorian realms "indebted" to Morlammen, and details of the meetings between Morlammen and the Dark Messenger. These documents could command a reward if brought to the attention of the right people.

The middle button causes the black laen to glow like moon light, revealing a map of Dor Rhunen. Dots indicate places of note, such as the hidden isle of Tol Buruth, the Dorwinadan forts, and strongholds situated on or near the Sea of Rhun (see detailed map). Geographical features are outlined and marked with points of darkness that seem to emanate from within the glass itself. The enchanted map was a gift from the Dark Messenger.

The button on the right triggers a trap. Embedded within the black stone table is a powerful symbol that is only revealed when the button is pressed. This symbol is a *MERP* Calm Spirits *Golden Slumbers* or a *RM* Dark Channels *Dark Sleep* and requires a RR. The spell affects all who look at the table, and the effects last for 1 rnd/5% of failure.

17. Secret Altar. Morlammen's secret altar is where he meets the Dark Messenger. The High-priest frequents the chamber at other times to contemplate events and plan his strategies. It is dark and undecorated, a black glass throne occupies one wall and an altar fills the middle of the room. The throne is made of black laen, with a seat cushion woven of human hair, and stands almost 6 ft high. The altar is a rectangular block of onyx (7 x 2' x 2') embedded with large, jagged, black quartz spikes. Dark stains cover the top and sides of the stone. On the wall behind the secret entrance from the high priest's chamber (#18), the huge, dark red evil eye of the Dark Lord is inscribed on the wall. The orb is almost 10 ft wide, the PCs should take care not to stare into it for more than a few seconds at a time — who knows who's watching?

18. High-priest's Chamber. Morlammen spends much time in this room. He is devoted to his Lord and enjoys research into ancient rites and spells in his spare time. A bed, a wardrobe, a large oaken desk, and a chair furnish the chamber. The desk is always locked, inside rest notes on the High-priest's current researches and some items that he considers important.

- scroll of *RM* Black Channel I *Tauric Finger* or *MERP* Organ Repair *Major Eye Repair (Reversed)*

- scroll of *RM* Black Channel II *Finger of Sort* or *MERP* Wind Law *Death Cloud*

- small oaken box containing 8 blood rubies (worth 250 gp each) and 50 gp in coin

In addition to the secret entrance from the great hall (#11), there is a secret entrance to the library (#19) adjacent to his chamber and to the secret altar (#17). Each entrance is activated by pushing a certain part of the appropriate wall, which pivots to allow passage.

19. Library. This room is Morlammen's personal library. Many tomes, some brought with him from his days in northern Rhovanion, line the dusty shelves. Most of the volumes are bound in black goatskin, although his most recent acquisitions are bound in the grey scale of dragonhide. Their pages tell of darkness, evil clericism, and the ancient histories recounted by scholars dedicated to the Dark Lord. Morlammen wishes to learn from the errors of past lords in making his own plans. As is the custom in the cult strongholds of the north, many of the tomes are trapped. Every third book is inscribed with nothing but alternating 9th level runes of "Death" and "Sleep". Each of the priests knows of the traps, and Morlammen allows them to use the library as they wish. In addition to the entrance from the sanctuary (#20), there is a secret door on the far wall that leads to the High priest's chamber (#18). The door is activated by pushing against the back of one of the book cases, which pivots to allow passage. There is also a chance (01-25) of encountering the Arch priest in this room.

20. Sanctuary. This is the common altar room for the priests of the cult. Upon stepping through the shadow that cloaks its archways, the altar appears and the adjacent rooms are no longer visible. Stepping back out reveals the rooms as before. The altar is a black obelisk with a dark glass sphere resting on top. The dark red evil eye (6 ft wide) of the Dark Lord is inscribed on the wall above it. Cushions woven of and stuffed with human hair are scattered across the floor. Several pairs of manacles are set into the floor before the altar. Only Morlammen and Ar-Balan have a key, but the locks are not difficult. Herufara is chained here during her questioning by Morlammen. One wall is pierced by an entrance to the library (#19), another by an entrance to the channeling room (#21), and the third holds an entrance to the great hall (#11). If no alarm has been raised, then Herufara will be found in this room.

21. Channeling Room. Morlammen's followers spend many hours of contemplation, meditation, and practice in the channeling room. The chamber appears to be dark until one passes through its arched entrance. Then the lighting resembles twilight in a meadow, and the ceiling is covered with stars. Luminescent channeling spells, written in Black Speech, intertwine across the walls. The priests often study a spell, concentrating on the proper incantation, and then return to the sanctuary (#20) to pray for the power to cast it.

THE UPPER TOWER

The reconstruction of Minas Falath has not progressed much beyond the ground floor. In fact, the upper levels were so totally destroyed that little effort has been made to reopen them. The only functional part of the upper levels is the chimney (it extends from the ground floor to the roof, some 60 ft) and the stairs from the guard room (#15) which reach all the way to the rooftop. The tower roof top is relatively intact and is used as an observation post for Morlammen's guards. There are four telescopes for this purpose as well as for the priests to observe the evening skies for signs of portent. At least 2 guards always stand on duty, and half of the time there will be 2 more guards assisting them.



**DAELHAELIN
AND HERUFARA**

5.3 THE TASK

In this scenario, the adventurers must rescue the Princess Herufara and return to the ship within twenty-four hours. Treacherous seas will create a difficult crossing in the longboat. A hidden cave entrance, rising tides, deadly traps, and hostile guardians will make the tower cellars difficult to reach. Upon entrance into Minas Falath, quick thinking, good planning, and subterfuge will be needed to steal the Princess back from the priests and servants of the Cult of the Long Night.

5.31 STARTING THE PLAYERS

In addition to the adventure in Section 4.0, the adventurers may be introduced to this scenario as a result of an offered reward from the Dorwinadan Realm-master for the rescue of his daughter or by the promise of wealth and plunder in the ancient ruins. Rumors of cult activities in the region might also attract adventurers seeking to capture cult minions for the reward, or simply to destroy this dark menace.

5.32 AIDS

Several possible sources of information and assistance are available to the industrious or lucky PCs. While waiting for the "Ocean Noise" to become ready, they can inquire within Lest for information about the kidnapers and their possible destination. Rumors of the cult activities in Minas Falath may have spread to Lest. If the previous adventure was utilized, then the capture of Dernwyn may have provided a lot of information about the tower. Upon reaching Minas Falath, the PCs may encounter and overcome some of the local pirates found in the lower caves. If any survive, they can be questioned, revealing something of what they know. A particularly weak-willed rogue may even switch sides—for a suitable reward!

5.33 OBSTACLES

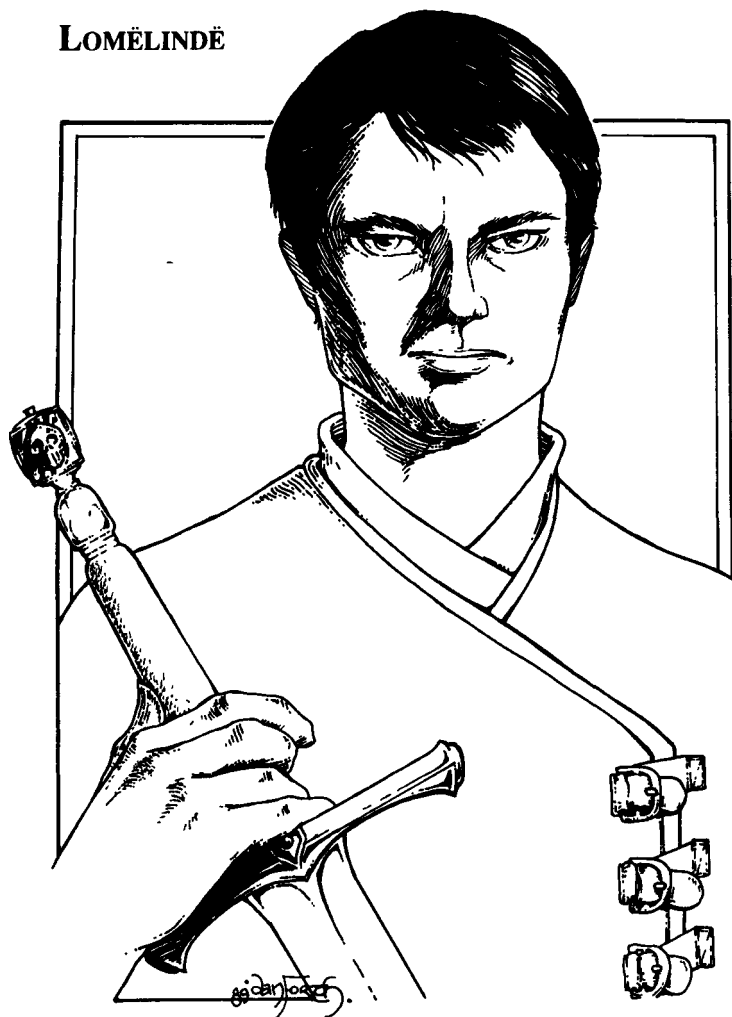
Several obstacles present themselves to the rescuers. Entrance to the tower, except by the lower caves, should appear foolish if not impossible. However, the danger of the longboat crossing from the ship to the shore should not under-emphasized. The PCs must realize, by the advice of the crew if necessary, the truly deadly nature of the Sea of Rhun in winter. And although the tide is low at their arrival, it will be high in about six hours.

The maze of the lower caverns provides several challenges to the PCs. Whether sidetracked by searching for buried treasure or fighting cave denizens, a close accounting of time must be kept because of the rising tide. The PCs will be rewarded for cautious yet steady progress, giving close attention to their slippery surroundings. Careful note of the waterline and other similar signs may tip the PCs off to the most advantageous course. If they are lucky, the PCs may capture a local pirate lurking in the caves and extract some information from him about what lies ahead.

The ancient Mannish tower was and still is well guarded by traps and obstacles, both natural and unnatural. The swift streams, rope bridge, trapped stairs, and waterfall may delay if not stop the PCs in their entry attempt. The Ghouls that inhabit the well room should also cause considerable difficulties. Once inside the main structure, the PCs must move swiftly to locate and remove the prisoner without alerting the new inhabitants of Minas Falath. The priests and servants of the Cult of the Long Night are not to be taken lightly.

The final obstacle may be their original nemesis, Lomelinde. If the PCs are able to locate the Princess with minimal mishap, Lomelinde will not directly intervene since she would delight in seeing the cult disgraced by Herufara's escape. Instead, being a superb actress, she will disguise herself as a fellow adventurer, or even a tower prisoner, in order to join the rescuers. Another attempt to capture the "right" Princess and bring her to Tol Buruth will occur later.

LOMELINDE



5.34 REWARDS

This adventure provides many opportunities for personal gain. Obviously, there is a reward offered (probably by Daelhaelin) for the rescue of the Princess Herufara. Additionally, there is a 1000 gp reward for the capture of cult minions — dead or alive! Finally, considerable treasure, buried in the lower caves by pirates and brigands of old, waits discovery by some lucky adventurers.

5.4 ENCOUNTERS

LOMELINDE

Lomelinde lurks in the shadows of the tower cellars and its ground floor. If the PCs gain access to the cellars without alarming the priests, then she will probably be found (01 -65) in the great hall (#11), or (66-90) in the cult meeting room (#16), or (91-00) wandering the ground floor. Lomelinde will not appear as she did on the "Ocean Noise," but will use her current alias of "Henefuin", a male Dunadan merchant. He (she?) claims to be present at the cult's request and due to an offer for trade with them; now that he knows the cult's true nature, he merely wishes to secure a way of retreat.

However, if the PCs have raised any kind of alarm, Lomelinde will don a new disguise, to be found in the dungeon cells (#20). As a Dunadan maiden who claims to have been captured and imprisoned by the cult, she pleads for rescue. Her name is Doleniel (S. "Hidden Maiden"); she is held as hostage to force her father, the Gondorian military commander at Romenost, to do the cult's bidding.

For either role, it is considered Sheer Folly, -50, to detect the disguise or suspect the acting.

MORLAMMEN

Although Morlammen is the High-priest of the cult in this region, his concerns are not with the defense of the tower, but rather with the pursuit of his master's dark aims. As such, he remains alone in the High-priest's chamber (#18) and will not involve himself with the PCs unless they enter his quarters or he becomes aware of their presence in the secret altar room (#17). The focus of his dark studies has been in the realm of persuasion and is enhanced by his exceptional voice and his seductive manner.

If the PCs encounter Morlammen in his chamber (#18), he will attempt to calm them, using reason and logic until the best moment to strike arrives. He may offer the whereabouts, or supposed whereabouts, of Herufara as a bargaining tool. He has no intention, however, of giving up his prisoner or letting the adventurers leave alive. If Daelhaelin is present, he will realize that he has the wrong prisoner and will attempt to remedy the error.

If Morlammen discovers the PCs in the secret altar room (#17), he will attack through the secret door, after alerting his fellow priests. If his life is seriously threatened, he will flee.

Morlammen's current activities center on the prisoner he is holding in his cells. His orders were to receive and question the Princess, and then send her to Tol Buruth. He believes the prisoner to be Daelhaelin. He does not realize that he is actually holding Daelhaelin's sister, Herufara. Morlammen expanded his orders from the Dark Messenger to govern his behavior towards other Mages as well; thus the cult has contracted and arranged the removal of many in the last few months. The High-priest feels that the broad interpretation and execution of his orders will reflect favorably upon his leadership. Morlammen is determined that his own following should rise to power ahead of the other chapters of the Cult of the Long Night and other dark powers like the Dark Worship, and hopes to frustrate the efforts of other dark powers to that goal.



6.0 THE WATCH TOWER MASSACRE

The Court Adept of the Dorwinadan Realm master has been foully murdered¹ Six months ago Gaerandil Ciryā in Shrel-Kam heard rumors of dire deeds in the lands to the south and east Grave misgivings brought frown lines to the Realm master's face, and supported by Half elven Noldatan (Q "Man of Knowledge"), Gaerandil sent scouts to reconnoiter the territories surrounding the Sea of Rhun None returned Meanwhile, Noldatan the Seer saw shadowy visions of an event so dreadful that he could no longer quench the flame of the oil lantern at his bedside by night Visions of a Wraith-like figure with red glowing eyes, chanting incantations in the dark speech of Mordor, filled the seer's dreams at night Seeking to understand this grim portent, he obtained the Realm-master's leave to travel to the ancient tower of Wintirion laur, the site of an old library and school

Now the Realm-master has received bad news Outlying riders found Noldatan's body, dead within a few miles of the school The corpse was desecrated, and his robes of office were nowhere to be found The bodies of Noldatan's personal guards and retainers were scattered across several hundred yards of battleground, missing and mutilated limbs indicated that monstrous beasts made a meal of these victims Since the Realm-master's daughter, Herufara, has been missing for two months, most of his ready men-at-arms are absent in search of her Few have yet returned And an early winter has struck the land bitterly, the Sea of Rhun churns under the lash of stormy winds and is all but closed to traffic

In desperation, Gaerandil has turned to the adventurers for help He will commission the "Ocean Noise", the only able ship in the harbor, to bear them to the tower of Wintirion laur Perhaps the Adepts there can determine the meaning behind Noldatan's visions If the adventurers can also find out who killed the Mage, so much the better In the interim, Princess Daelhaelin has been named Court Adept, she will accompany the adventurers to ensure the cooperation of the notoriously reclusive Adepts of the school A message with the royal seal will be entrusted to Daelhaelin to show to Henelena (S "Eyes of the Stars"), the keeper of the tower When the ship sets sail (after the captain realizes that he has no choice), a long and cold journey transpires before Wintirion laur is reached The tower is located four miles inland, and the adventurers will see nothing ahead but a snow-covered and lonely shore

6.1 THE NPCS

DIN OHTAR

Din Ohtar (S "Silent Warrior") was once a Prince and champion of the Dir clans in north-central Endor However, a meeting in S A 3262 with the Ringwraith Hoarmurath brought those days to an end Din Ohtar possessed rare physical talents and a keen desire to excel The Nazgûl persuaded the Prince that he could most worthily fulfill his destiny by serving the Dark Lord In this way, Din Ohtar was the fifth mortal to take one of Sauron's lesser Rings of Binding He became one of the Ernil Ukai (S "Princes of the Unlight"), known by the Elves as the Firn-i-Gumar (S "Dead that Live") At the end of the Second Age, he passed into the shadows along with his masters, he was the first of the Dark Lord's Ringwights to return to Endor, doing so near the forest of Lotan in T A 1001 Known as the "Dark Messenger," he prepared for the day when his master and the nine Ulairi, or Nazgûl, would return

DIN OHTAR

Lvl: 18

Race: Urdar

Profession: Evil Warrior/Warrior Monk

Appearance: 6'1", 170lbs, 1200 yrs old, blond hair

RM Stats: St100(102), Qu95, Em78, In84, Pr98, Ag99(102), Co97, Me69, Re77, SD96

MERP Stats: St100(102), Ag99(102), Co97, Ig73, It84, Pr98, Ap86

Skills: Climb100, Ride50, S&H85, Perc90, Rune15, Amb13, Acro75, Med50, Trick60, Tumb75

Spells: MERP/RM Spirit Mastery5, Lofty Bridge5 18 PP

Special Abilities: cloak attack — suddenly whirling very fast causes his cloak to spread in a wide circle around the Ringwight, the bottom edge of the garment is weighted and conceals sharp retracted blades which extend with centrifugal force, treat as three +95 broadsword attacks with a 5 foot range

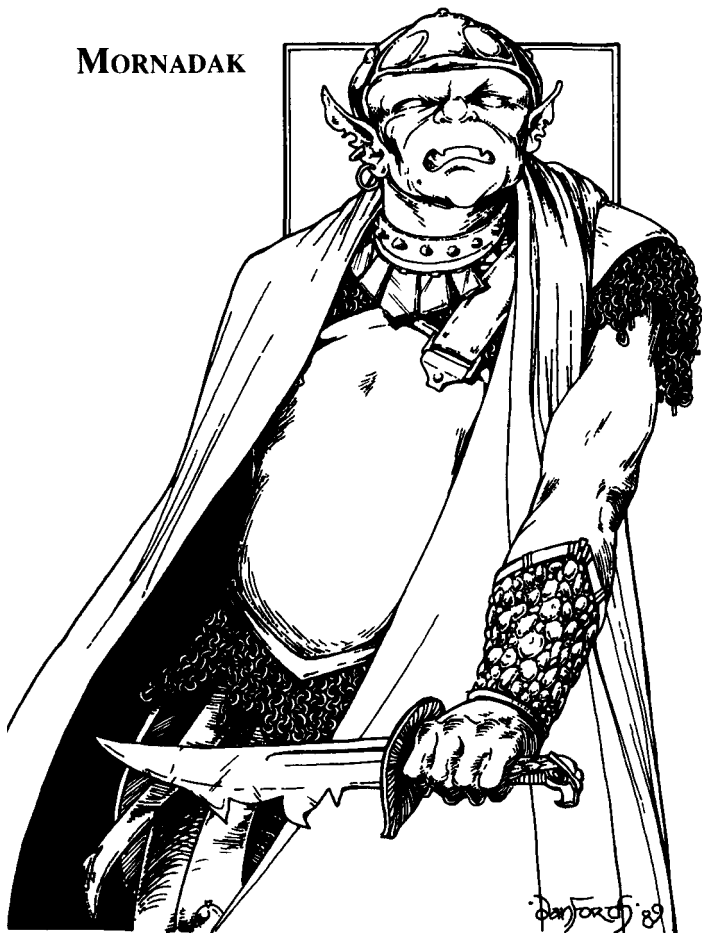
Languages: Westron5, Adûnaic3, Morbeth5, Umitic2, Sindarin3



DIN OHTAR'S FELL BEAST

Din Ohtar has been busy. He located and settled the lost island of Tol Sulereb, renaming it Tol Buruth, and prepared it for the return of the Dark Lord and the Ringwraiths. He founded a new order of assassins and trained these minions to be ruthless and swift. He then turned his attentions abroad to arouse the priests of the dark religions of Dor Rhunen, the Cult of the Long Night and the Dark Worship. His current task is to locate the library of the tower called Wintirion Iaur. There he must obtain the ancient Tome of Golodhlir (S "Words of Wisdom") that foretells the exact manner and time of the return of Sauron.

MORNADAK



MORNADAK

Mornadak (B S "Dark Battler") has more intelligence than the Ores he commands, but he has been promoted and demoted several times for one glaring weakness. When he scents Elven blood, he can do nothing until the Elven foe has been torn apart. His wits are committed to that one goal, and he will kill anything in his way. In any other battle, however, he deploys his troops in a careful and prudent manner, utilizing their strengths effectively.

Mornadak and his warrior Ores hail from the forest of Lotan in north-central Endor. Forced into service by Din Ohtar, the tribe now calls itself Gulsnaga (Or "Wraith Slaves"). The Gulsnaga consider horse flesh to be their favorite food and constantly raid the horse herds of their Dyrian neighbors for this delicacy. The tribe readily shares their spoils with their War-wolf companions. However, during the typically hard winters of this region, the Ores will eat almost anything. They favor the use of poisoned weapons, and like Mornadak, possess no great love for those of Elven blood.

The Uruk Drartul is afraid of nothing and no one — except Din Ohtar and his masters. He feels a special affinity for the War-wolves which travel with his tribe. He often tends to their needs before those of his Orcish soldiers. His present command contains 25 Ores and 4 War-wolves. Their first goal has been attained. The attack on the Court Adept and his Mannish guards was almost too easy. The subsequent approach to the tower, Wintirion Iaur, went unnoticed by its residents until too late. The attack on the school produced few Ore casualties, only six are missing. Din Ohtar is vastly pleased. Mornadak must now keep the tower secure against intruders until Din Ohtar finds the items he seeks. (Mornadak is wearing Noldatan's robes of— unknown to him or anyone else, the Tome of Golodhlir rests in a hidden pocket.)

6.2 WINTIRION IAUR

The PCs reach the coast south of Wintirion Iaur in the evening. A full moon illuminates the snow covered shore and the trail leading to the tower. It's a four hour march (at a normal pace) to reach the top of a hill overlooking the stronghold. From this vantage point, the tactical environment may be observed. A summary of possible observations follows.

The Tower. (+0 Perception) Rising from a two story walled enclosure, the tower is a circular stone edifice with four levels. Little light emanates from the structure, but it is evident that torches do burn on the lowest levels.

The Walls. (-5 Perception) The walls surrounding the courtyard area of the tower are of smooth stone and rise 30 ft in height. The main gate is closed and consists of a large wooden, metal-reinforced door measuring 10 ft high and 5 ft wide.

Ores. (-15 Perception) Patrolling the walls, four Ores will raise the alarm when intruders are noted. Fortunately, the troops have not finished squabbling over the tower spoils, there is a chance (01-45) that their arguments will preclude a good wall watch.

Fell Beast. (-30 Perception) Perched astride the balcony at the top level of the tower, a Fell Beast remains motionless among the shadows. Whenever the PCs advance on the tower, the beast may see them (01-65 night, 01-35 day). If so, it will attack from above in an attempt to impale the PCs on its outstretched claws. The beast will cry an alarm only if mortally wounded.

LEVEL ONE

1. Defense Alley. This alleyway between the front gate and the courtyard measures 12 ft in length and 6 ft in width. Along either side are attack holes through which spears can be thrust at those stuck between the two gates. The courtyard gate is solid stone, hinged within the mortar of the inner walls themselves. Entrance to the courtyard (#2) can be gained by pressing the lowest right corner of the stone gate.

2. Courtyard. This is an open air courtyard measuring 42 ft by 32 ft. To the left sits a natural well. Behind it, along the wall, are three ordinary wooden doors. The first leads into the left guardroom (#3), while the other two open into the kitchen (#4). The right hand wall holds a wooden door and three open archways. The door leads into the right guardroom (#3) and the archways are entries into the stable area (#5). The portal into the tower itself is on the far wall and is locked. Packed dirt forms the surface underfoot. By night, the stronghold walls cast deep shadows in the corners. There is a chance (01-10) that 1-4 War-wolves sleep in the shadows of the archways to the stables (#5).

3. Guardrooms. The left guardroom is an L-shaped room measuring 12 ft by 30 ft on one side and 12 ft x 24 ft on the other. Racks of spears as well as several swords hang on the walls. The room reeks of death and several bodies have been dismembered on the tables inside. A close (but grisly) inspection reveals that the mutilated flesh is the remains of 5 Mannish bodies. All of the heads have been separated from the torsos and the PCs must make RR vs nausea (-20 Co) else suffer 10 to activities for 6 rounds. In the mouth of one of the heads lies a plain black ring (+10 DB), hidden there from the raiders as its owner died.

The right guardroom is somewhat smaller (12 ft x 24 ft and 12 ft x 18 ft) but the contents are almost the same. There are three bodies, but only two are dismembered. The intact victim is still alive, although his foot has been partially eaten. Yar Vagor is the last of the tower guardians. If brought to consciousness, he relates that Henelena, the keeper of the tower, was killed by an unseen assassin. When the deaths of three tower Adepts and then students followed, all of the guards were summoned into the tower to seek the murderer. Then the Ores attacked. The fight was short and futile, and the only Adept alive surrendered immediately. The guardians, still alive, were carried back to the guardrooms by the celebrating Ores, the War wolves feasted. Yar Vagor is severely wounded, and dies at the end of his tale. He does not know where the Tome of Golodhlir is located.

Each guardroom possesses a circular staircase which leads to the gate house at the top of the walls. They spiral upward in the corners closest to the defense alley (#1).

4. Kitchen. This rectangular room is filled with smoke and the smells of roasting horse flesh. At any time, there may be 3-5 Ores in attendance (01-40). The room measures 12 ft by 30 ft and sports a large fireplace in the wall closest to the tower. Two long wooden tables occupy the center of the room, and cooking utensils and pots hang from hooks on the walls. Herbs and spices used for seasoning fill a small wooden cabinet in one corner. Within this conglomeration of herbs may be found Culkas (1 dose), Jojojopo (3 doses), Siriena (1 dose).

5. Stables. This area is perhaps the least disturbed of any within the outer tower walls. Within the 12 ft x 42 ft enclosure stand 7 good riding horses. They are nervous and will neigh loudly if approached. This agitation is provoked not only by the close proximity of the Ores, but by the butchered remains of the mare in the last stall, the stench hangs in the still air.

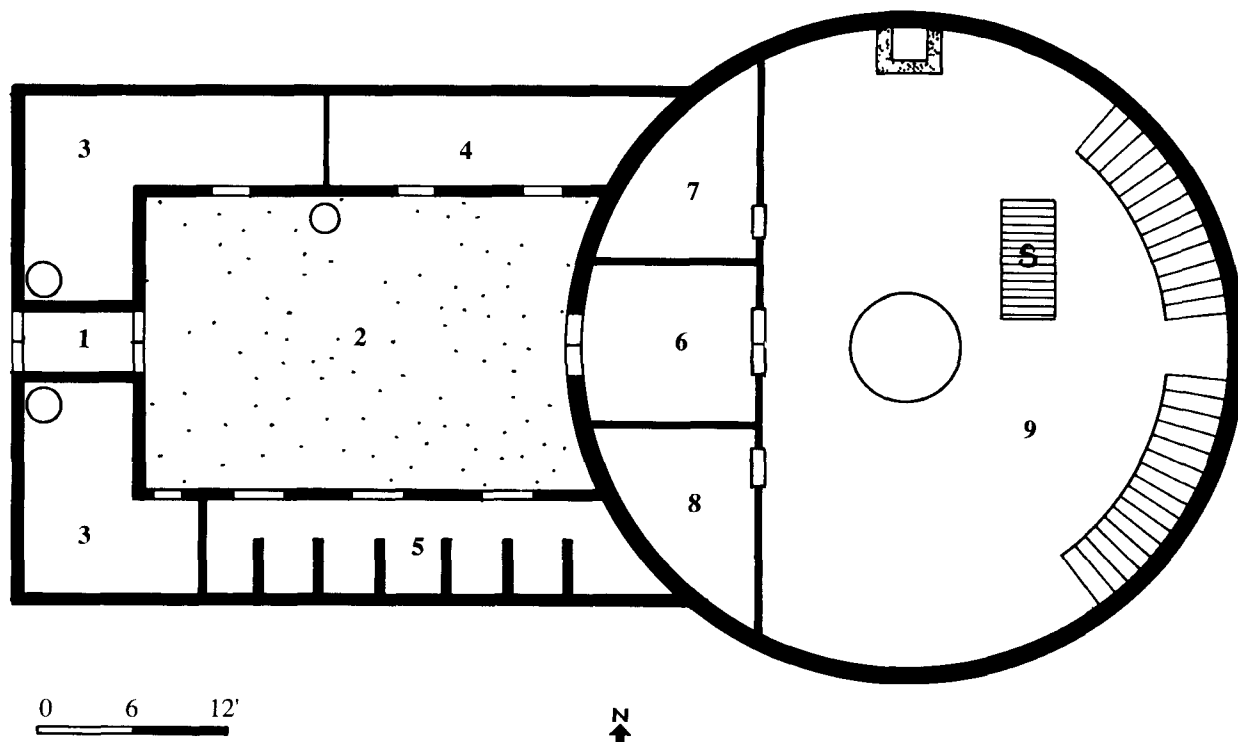
The hayloft over the fifth stall hides a young female Dorwinadan student named Aew (S "Small bird"). She has no practical arms experience, but can give the PCs a working knowledge of the tower layout. She has no familiarity with Henelena's room or the observatory. Furthermore, although she is aware of the secret library containing rare books, she does not know of its location.

6. Waiting Room. This square 18 ft by 18 ft room is paneled with plain pine planks. Two straight-backed uncomfortable wooden chairs rest against the right wall. There is also a 2 ft square silvered mirror on the left wall through which the tower Adepts watch prospective applicants to determine the limits of their patience and dedication (#7). There is absolutely nothing within the room which can alleviate boredom. Locked oaken doors on opposite walls lead to the courtyard (#2) and the grand chamber (#9).

7. Storeroom. This oddly shaped room holds the stored foodstuffs for the tower. Casks of Dorwinadan wine and ale, bales of flat bread, bins of roots and vegetables, sacks of grain, waxed cheeses, and smoked meats clutter the floor. Against the wall nearest the waiting room sits a comfortable chair and a small table. An enchanted two-way mirror, level to the eye of a normal Man sitting in the chair, affords a view of the adjoining room. Looking through the mirror, the viewer can observe the entirety of the waiting room (#6) without being seen.

8. Laboratory. Several small work benches flank the walls. The room was a laboratory, and measuring devices and containers litter the floor. The flagstones are veiled by a grey vapor, but shards of glass are evident everywhere. The vapor is noxious, failure of a RR causes the PCs to fall asleep for 1 hour should they remain in the room for more than 3 rounds. In a corner, two thin glass tubes contain a thick viscous red liquid, a potion of *MERP/RM* Purification(s) *Poison Purification*.

WINTIRION IAUR LEVEL ONE



9. Grand Chamber. The central chamber of Wintirion Iaur holds comfort for the weary traveler as well as grandeur for the Realm-master's emissaries. A gracefully fluted chimney rises from the round central hearth to the exquisitely painted murals of the domed ceiling. Bright banners flutter against the walls, while the double staircase carved of polished oak climbs to the next floor. Wool rugs adorn the waxed parquet floors, and Urge pillows repose beside the fireplace. Against the left wall sits a large marble chair, each arm, carved to resemble a crouching lioness, holds a pair of sapphires. From this podium, Henelena conducted business and interviewed aspiring students. Behind the chair, inscribed on the wall, are the words "Wintirion Iaur keeps an open door to all worthy students."

A secret entrance to the rare book library (#20) in the cellar hides beneath the crimson rug between the fireplace and the left half of the staircase. The rug is rumpled, exposing the floorboards, but the trap door remains concealed. It can be opened by tracing the words "open door" on the wall behind the Adept's chair. The chair is protected by a warding spell—a symbol of *ofMERP/RM* Light Law *Lightning Bolt*—keyed to blast any servants of the dark who dare to sit on its polished stone.

To the other side of the chair, close to the wall, lies a bloody corpse. With its throat cut and horror depicted by each muscle, the face bears little resemblance to the once proud features of the keeper of the tower, Henelena. A close inspection shows traces of blood on the chair, indicating that the Adept was killed while seated there. A search of the Adept's robes reveals three items: an obsidian dagger (+15, never fumbles), an Essence scroll of *ofMERP* Living Change *Change of Kind* or *RM* Shifting *Change to Kind*, and a small unadorned black box containing a gold ring with a noticeable glamor to it (the wearer can see the invisible, but not the visible).

LEVEL Two

10. Walltop. The top of the outside wall is open to observation by anyone on the nearby hill. Crenellations allow defenders to fire down on invaders while remaining protected themselves. There are always four Ores on guard and up to 1-4 more Ores at any time.

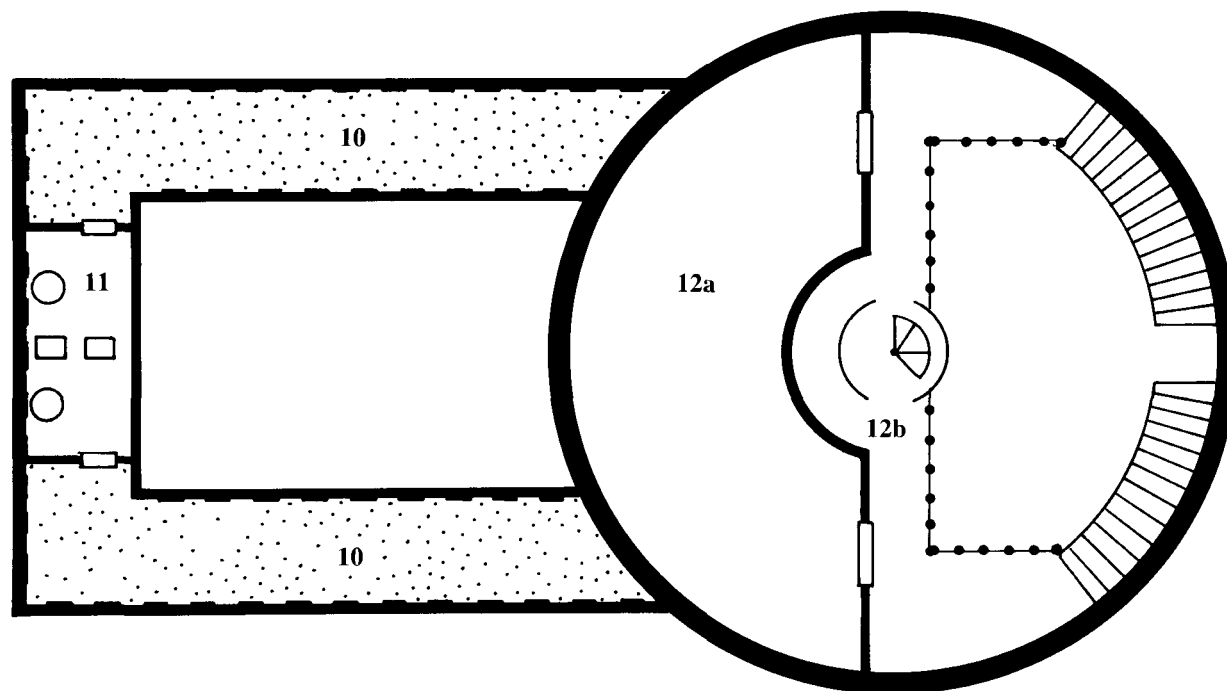
11. Gate House. This small wooden structure perches directly above the defense alley (#1). Two hatches in the floor allow burning pitch to be poured down upon enemies within the alley. From chains next to each hatch hangs a large metal cauldron over a small brazier. In opposite corners of the gate house, two spiral staircases lead down to the respective guardrooms (#3).

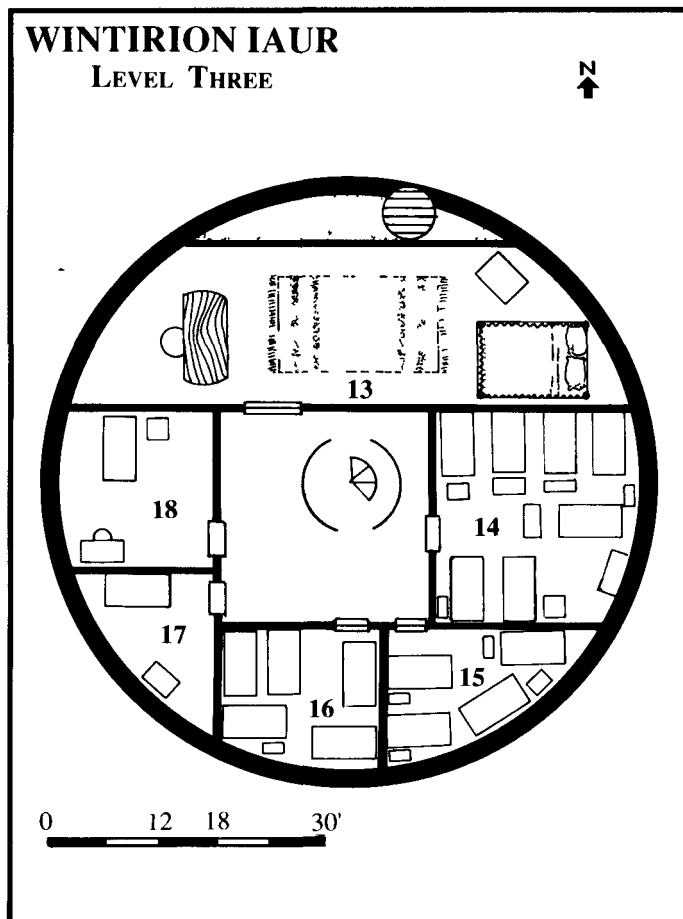
12A. Library. Although a large room with no lamps or torches, the library is well lit. Luminescent stones set into the wall provide illumination sufficient to read any book or manuscript without eye strain or the dangers of flame. The walls are lined from floor to ceiling with wooden bookcases, although the books which once filled the shelves are now scattered across the floor. Some of the bookcases themselves have been dragged from the walls and torn apart. Five corpses sprawl among the thrown books, three of which wear Adept's robes and are Mannish. The other two are Elven and dressed as students. All are completely dismembered, although a close inspection will show signs of extreme torture before death. A small fire rages near the center of the room where a pile of manuscripts burns. Six Ores tend the fire, feeding it books and manuscripts. In the center of the chamber is a stairwell (#12B).

12B. Stairway. The only passageway between the Library (#12A) and the living quarters of the tower occupants is this central stairway. The stair leads to a landing on the next level. The steps are worn smooth from generations of students. However, the addition of blood and viscera to the treads and hand rail now makes the climb more difficult than usual.

WINTIRION IAUR

LEVEL Two





LEVEL THREE

13. Henelena's Bedroom. A curtained bed with three embroidered silk quilts covering its sheets occupies one wall. The storage chest to one side is carved of cedar, banded with brass. Near the opposite wall stands an ornate wooden desk and chair.

The chest appears to be open and empty. This is an illusion. If a PC attempts to put a hand into the "open" chest, he or she will sustain a "C" crit on the cold crit table. In order to open the chest, the PC must see through the illusion (20 Perception) and use the proper key or pick the Easy lock. A mistake in picking the lock will trigger the same "C" crit. Inside the chest are the following: a silver ring engraved with ancient Elven runes (+10 DB), a parchment (scroll of *MERP Illusions Invisibility* or *RM Invisible Ways Invisibility I*), a small vial with an opaque fluid and a pungent aroma (*Potion of Healing—MERP Blood Ways Joining* or *RM Surface Ways Heal True*) and a blood-red ruby measuring 1 inch in diameter (worth 500 gp).

Seven amateurish paintings hang on the wall opposite the door. Behind the fifth one is a small panel hiding a lever. When pulled, it opens the secret door in the wall, revealing the staircase to the observatory (#19).

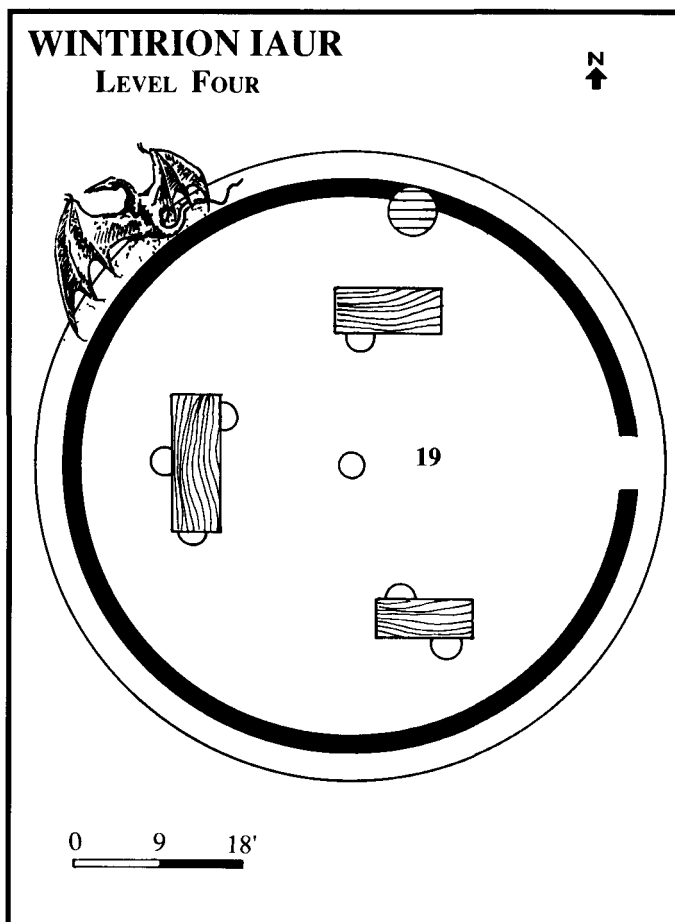
14. Adepts' Bedroom. This room belonged to the tower's Adepts. The stone walls drip with blood, and two of the Adepts' bodies have been left on the floor. Seven small beds, each with a chest at its foot, are the only furnishings. The chests have been emptied, and their contents, mostly clothing, are scattered across the floor. If the PCs check, they will find 20 sp and 200 cp. A parchment (scroll of *MERP/RM Fire Law Heat Solid*) rests in the dust under one bed. Three paintings, one depicting a brother and sister at play in an apple orchard, another the full moon illuminating a winter landscape, and the last a mounted horseman brandishing his sword, hang on the wall.

15. Students' Bedroom. This room housed four students of the school. The beds are small, and any decoration is absent. Notes concerning the current research of each of the students and a few sets of clothing occupy hooks in the wall and the shelf above. Four corpses block the open doorway.

16. Students' Bedroom. Five students were quartered here. Four more bodies sprawl on the floor.

17. Students' Bedroom. Five students slept in this chamber. Four corpses are piled on one small bed. From beneath the bed protrudes a small piece of brown cloth that is *Hard* (-10) to see. It is the end of the sash worn by the frightened student, Vanamel (Q "Fair Love"). She has been hiding here since the raid began; she is afraid to move—even if asked to come out by the PCs. The sight of her fellow students' deaths threw her into deep shock. Her hands hold notes regarding the Tome of Golodhlir; they were given to her by Noldatan to be given to Henelena. Only with much tender encouragement will she be able to tell the PCs that Noldatan took the tome with him. She was waiting for Henelena to finish an interview in the grand chamber when the keeper of the tower was so suddenly killed. Vanamel fled.

18. Guest Bedroom. This 18 ft x 18 ft room is usually reserved for guests. The door to the room is jammed shut and difficult to open because of the seven bodies piled against it. When the room is finally open, the PCs will find beneath the pile of Ore corpses a dead Sindarin warrior, perhaps recognizable as Prince Aramacar (Q "Noble Swordsman") of Rhubar, with his blade firmly entombed in the last Ore's chest. A grim smile contorts the Elf's face, and it is evident that all six Ores were killed by him. His blade is a silver-runed longsword, bearing Elvish runes which translate to Arbalaur (S "Royal Power of the Sun"). Arbalaur has the following powers: +15 vs Undead, when held, glows with a soft blue radiance if servants of darkness are within 50 ft, +10 vs Sauron's minions. The Elven Prince wears chain armor, but it is now battered and unserviceable.



LEVEL FOUR

19. Observatory. This circular room is reached only through the secret staircase from Henelena's room (#13). The ceiling is domed and transparent, yielding a marvellous view of the night sky. A stone balcony runs around the outside of the observatory. Dm Ohtar's Fell Beast crouches there. It will not enter the small confines of the observatory, but stands ready to fly its master to safety should the occasion arise.

In the middle of the room is the circular chimney which begins in the grand chamber (#9) and rises through the roof. Massive desks and chairs furnish the chamber. Charts, drawings, and maps depicting the movements of the stars and constellations cover the surface of each desk. Astronomical models and diagrams adorn the shelves and walls respectively.

CELLAR

20. Rare Book Library. This is the hidden refuge of the tower. Accessible only by the hidden stairway in the grand chamber (#9), the rare book library contains many of the archaic and forgotten histories of the land. Most are written in ancient and now unknown languages, but a few tomes should be decipherable by the PCs. These contain the events of the First and Second Ages and are colored by the viewpoints of their authors. There are four small desks, each with a comfortable chair. Here, as in the main library above, enchanted luminescence makes firelight unnecessary. A close look at the many books on the shelves will show that most are too delicate to be moved (other than by magic) without destroying them. The books are arranged alphabetically by author, and there is a noticeable space where the works of Golodhlir should rest.

6.3 THE TASK

The adventurers must reach the tower of Wintirion Iaur and determine the dire tidings that Noldatan foresaw, for he witnessed no less than the return of one of Sauron's Ringwraiths, of whose arrival Din Ohtar is but a forerunner. The rigors of winter will make the initial approach to the stronghold a necessarily quick one. However, if the adventurers do not take sufficient care, they will alert the Ores now busy ransacking the school. Entrance into the tower itself requires finesse if no alarm is to be raised. Once inside, the adventurers must search for answers with equal stealth. Facing Din Ohtar, or the relief company of Ores, is a confrontation best left only for tall tales. Without planning and some luck, the venture will be a bloody and dangerous one.

6.31 STARTING THE PLAYERS

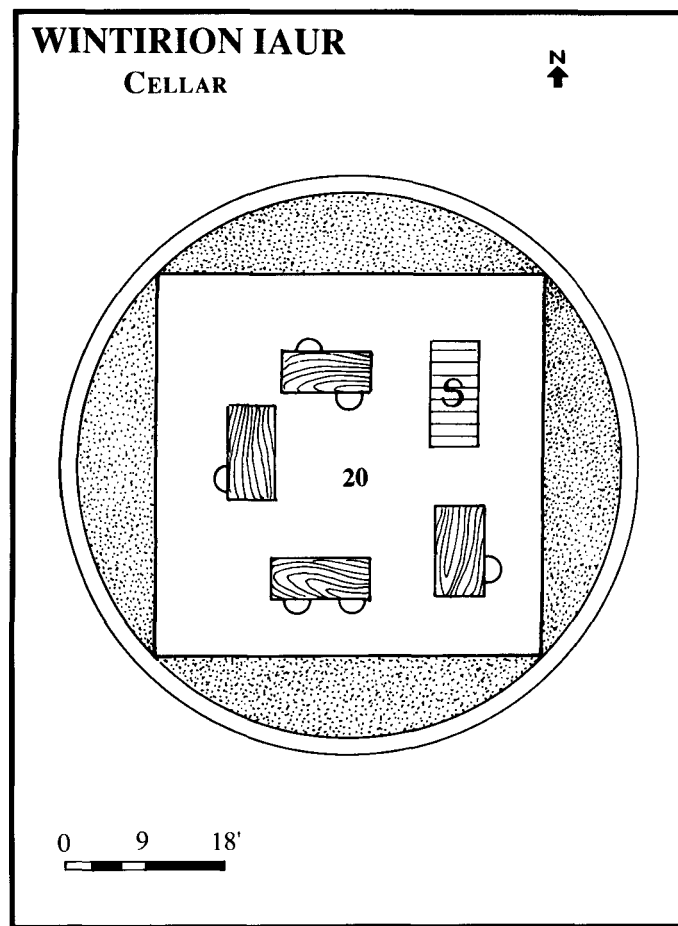
In addition to the adventure in Section 5.0, the adventurers may be introduced to this scenario by a summons from the Dorwinadan Realm-master to those mercenaries and other able-bodied persons readily available to undertake the task. The killing of the Court Adept and his bodyguards offers a good probability of honorable battle to warriors, and a trip to the fabled library of Wintirion Iaur should tempt Mages.

6.32 AIDS

The PCs may receive information from three separate sources before they board ship for the journey to Wintirion Iaur.

The adventurers will have no information about the foes they will face. If asked, the Realm-master will state that Noldatan's guards numbered ten, since there was no hint of real or imminent danger. At the last count, four Adepts and six students inhabited the tower. None of these are personally known to Gaerandil, although several were Noldatan's friends.

If they seek the outriders who brought news to the Realm-master, they will find these men in the local tavern. After a few rounds of free ale, the riders will describe the condition of the bodies of the slaughtered Adept and his retinue — torn limb from limb — and one rider will mention his identification of wolf tracks in the snow. However, his friends will tell the PCs that he "sees shadows where there aren't any."



A visit to Noldatan's rooms will reveal that most of his personal belongings went with him — as if for a long stay. Several inconsequential books and papers, strewn around the disordered room, bear references to the Tome of Golodhlir.

6.33 OBSTACLES

The obstacles are quite straight forward; overcoming them is a more difficult problem. The PCs must decide whether to enter the tower during the night or wait for daylight. They must determine the reason for Noldatan's death and the substance of his vision. They must determine when to evade, and when to destroy, the invaders of the tower. They must discover the presence of Din Ohtar and his beast, and if confrontation ensues, be prepared for the contest of their lives. Finally, they must bring word of Dm Ohtar to the Realm-master, returning to the "Ocean Noise" before an Ore relief-company arrives the next day. The Ores travel without fear in the pale wintry sun.

The approach to the tower is a snow-covered, open field. The stronghold itself can not be seen until the PCs crest the hill before it. Several sets of tracks lead to and from the tower. They are not distinct and reveal only that 10-20 individuals marched here within the past two days. If the adventurers enter the tower by night rather than by day, they will be more easily spotted by the Ores on the walls who will raise the alarm.

The Orcish invaders are not the only concern, however. The ancient structure has its own traps and pitfalls for the unwary, and the adventurers have no previous knowledge of the tower's layout. They will have to search every room in order to accomplish their task. Quickness is essential, because another company of Ores arrives the following morning. An Ore who is captured may be persuaded (or be cocky enough) to tell the PCs of this imminent event.

The final step is the return to the ship with their information. If the adventurers take everything they find (books, parchment, etc), they will be so burdened that the four miles to the shore will take hours. Should the Ore relief-company give chase, the PCs may have to jettison the loot. Yet, if they remain in the tower to decipher their findings, they must elude the forty extra Ores and wolves prowling the vicinity.

6.34 REWARDS

The Realm-master has offered a reward, in gold, for determining the meaning of Noldatan's vision and the identity of his killers. The return of the Tome of Golodhlir and reports of the Ring-wight will bring additional wealth and renown. Further, the tower itself is a storehouse for scrolls, potions, and magical artifacts. The Ores may also have a few items of interest for the adventurous PCs!

6.4 ENCOUNTERS

DIN OHTAR

Din Ohtar will be either in the library on the second floor of the tower with the Ores (01-20), or in the bedroom of Henelena (21-00). In either case, he will not be in a good mood. The library itself is in chaos, shredded books and smashed bookcases littering the floor. The bedroom also lies in shambles.

Although engrossed in his search, Din Ohtar remains aware of his surroundings. His excellent perception makes the Ring-wight difficult to surprise. If given any warning, Din Ohtar will assume his shadow form (invisible) to await the intruders.

If surprised, Din Ohtar will attempt to charm any PC foolish enough to come within range. Failing that, he will assume shadow form, reappearing to attack PCs who become isolated from the others. His attacks will come in the form of a swift slash from his poisoned Morgul knife or the whirling cloak attack that is his trademark. The Ring-wight will attempt to discover if the PCs know the Tome of Golodhlor's location.

If at any time Dm Ohtar feels his life to be in danger, he will flee upstairs to the observatory, escaping on his Fell Beast.

MORNADAK

Despite his limitations, Mornadak makes a good sergeant of the guard. He will be found in the guard room (01-25), in the kitchen with four War-wolves (26-55), in the grand chamber (56-80), or on the walls inspecting the Ores on watch (81-00). When confronted by the PCs, Mornadak will do one of two things. If an Elf is present, the Uruk will bellow loudly and attack him to the exclusion of everything and everyone else, until the Elf is slain. If no Elf is present, Mornadak will order any Ores or War-wolves with him to the attack, while he raises the alarm and informs his master of the intrusion.

Mornadak is wearing the bloody robes of office of the slain Noldatan, which he stole from the Adept's still warm body. Unbeknownst to him, however, the robes also contain a secret pocket in which lies the Tome of Golodhlir—the very book which his master so anxiously seeks!

7.0 TABLES

7.1 NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
NPCS FOR "MURDER ON THE HIGH SEA"										
PERSONS ABOARD THE "OCEAN NOISE"										
Laif Barlin	5	85	SL	25	Y	—	90bs	60da	5	Dorwinadan Warrior/Fighter. +5 MovM soft leather armor; +10 broadsword; +30 RR vs alcohol & poison.
Dernwyn	8	41	No	15	N	—	15da	—	15	Éóthraim Animist/Astrologer. Cursed, evil x2 platinum ring: putting on ring causes RR vs evil; <i>Potion of Invisibility</i> ; scroll of <i>Voice of Command</i> , target will obey simple commands.
Grimwasa	5	51	SL	25	N	—	60da	55sb	25	Woodman Scout/Rogue. +5 boot dagger; possesses several poisons.
Wafar	2	47	SL	15	N	—	56sc	36sl	0	Easterling Warrior/Fighter. First Mate.
Alukhôr	1	34	No	10	N	—	33ss	28ja	15	Northman Warrior/Fighter. Sailor.
Urgan	1	32	No	15	N	—	38bs	33sb	10	Northman Warrior/Fighter. Sailor.
Brothwen	1	35	No	10	N	—	43da	28da	15	Dorwinadan Warrior/Fighter. Sailor.
Ejjena	1	33	No	15	N	—	48ha	18ha	10	Dorwinadan Warrior/Fighter. Sailor.
Suvac	1	31	No	15	N	—	46ba	23sb	15	Dyrian Warrior/Fighter. Sailor.
Sult	1	30	No	10	N	—	33ss	43sb	15	Woodman Warrior/Fighter. Sailor.
Amarth	1	35	No	15	N	—	43ma	33da	10	Northman Warrior/Fighter. Sailor.
Lorfalma	5	38	No	5	N	—	25da	5da	10	Silvan Mage/Magician. Gold necklace, +2 spell adder; +5 DB <i>Robes of Protection</i> , wand of <i>Projected Light</i> 3x/day.
Hirgond	5	78	No	15	N	—	35qs	—	0	Dúnadan Mage/Magician. Scroll of <i>Perceive Power</i> ; +10 DB silver circlet; +5 quarterstaff, <i>Potion of Healing</i> , 1 dose heals all hits.
Lomëllindë	15	118	Ch	5	N	—	110th	60da	25	Black Númenórean Scout/Nightblade. Grey cloak that acts as Ch/13 with no encumbrance; black ring, <i>Talisman of Absorption</i> , absorbs 25 PP of spells cast at bearer each each day, holds 1 dose of morguth; +40 two-handed sword, brittle: if used by anyone other than an assassin, melee roll of 25 or less requires RR versus snapping in two; 2 +10 throwing daggers.

7.2 BEAST TABLE

Type	Lvl	#/ Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Angusaiwele	2	1-20	S	VF/FA	25	SL/4	50	30SB1/40SS1/poison	Aggressive, poisonous
Arnathrach	4	1-2	M	MD/FA	75	SL/3	20	60MSt/poison/40MGr	Royal nathrach, lvl 6 poison
Auroch	2	1-10	L	MD/MD	140	No/3	20	50MHo/50LTs/—	Cattle, passive until disturbed
Bat	5	1-20	M	VF/VF	60	No/3	60	75MB1/60MCI/—	Aggressive, nocturnal hunter
Black Bear	5	1-5	L	MF/MF	150	SL/8	20	65LGr/60LC1/40MB1	Aggressive, nocturnal hunter
Black Mink	1	1-10	M	VF/VF	50	SL/3	60	50MB1/—/—	Aggressive, fierce, no stun
Black Swan	3	1-50	M	MF/SL	35	No/1	20	20MBa/25SP1/—	Passive, large for swans
Caru	2	1-99	M	VF/FA	70	No/3	40	20MHo/20MTs/—	Timid deer with horns
Chetmoig	5	1-2	L	FA/VF	150	SL/4	30	75LC1/90MBa/100LB1	Hungry, nocturnal great cat
Coireal	2	1-2	S	SL/VF	30	No/1	40	55SS1/poison/—	Passive, lvl 10 nerve poison
Creban	3	3-30	S	FA/FA	25	No/3	50	20SP1/20SC1/—	Evil, large black crows, spies
Culcarnix	1	1-6	S	MD/MD	12	No/3	0	10SB1/15SC1/—	Passive ground rodent
Dire Wolf	4	2-20	M	VF/FA	80	SL/3	45	75LB1/45MCI/—	Aggressive, attack in groups
Egil's Viper	8	1-2	L	VF/VF	100	SL/4	60	75MB1/special/—	Aggressive, spits poison to 30'
Fell Beast	20	1-10	H	FA/FA	240	RL/12	50	90HC1/90LGr/90LBa	Small, dragon-related monster
Fell Turtle	15	1	H	MD/MD	250	PI/19	35	120HP1/140LBa/—	Rare, giant snapping turtle
Fintonarka	2	1-20	M	FA/FA	70	No/3	15	50MHo/40MBa/30STs	Wild goats, immune to poison
Fishing Cat	1	1-5	S	VD/VD	50	No/3	50	30MCI/20SB1/—	Kittens may be domesticated
Ghost	5	1	M	FA/FA	100	No/1	30	60MBa/50we/special	Cruel, drain 3 Co/rnd
Ghoul	1	1-10	M	SL/MF	25	SL/4	10	25SBa/30SC1/20SB1	Protective, infect wounds
Giant Marten	4	1-2	M	VF/VF	75	No/3	50	60MB1/50MCI/—	Aggressive, crazy, mean, fierce
Glutan	4	1-2	S	FA/VF	50	No/3	50	50MB1/45MCI/—	Aggressive, wolverine-like
Gorcrow	1	5-50	S	FA/MF	20	No/1	55	10SP1/10SC1/—	Hungry, like shiny things
Green Asp	3	5-50	S	SL/VF	20	No/3	40	35SS1/poison/—	Aggressive, lvl 5 conv poison
Grey Wolf	3	2-12	M	FA/FA	110	SL/3	30	55LB1/30MCI/—	Aggressive, hunt in packs
Kine of Araw	5	1-10	L	MD/MD	135	No/3	30	100LHo/80LBa/90LTs	Large white cattle, sacred
Kraken	35	1	H	MD/MD	400	RL/11	40	150HGr/150HP1/—	1-5 HGr attacks/round
Lamprey	1	1-4	S	SL/SL	15	SL/3	20	40SGr/special/—	If attacked, suck 2 hits/rnd
Land Drake	18	1	H	VF/FA	350	PI/19	40	100HB1/100HC1/100HBa/70Hho	Small wingless drake
Leeches	0	1-50	T	SL/SL	4	No/1	5	30TGr/special/—	If attacked, suck 1 hit/rnd
Losrandir	2	1-99	M	FA/MF	90	No/3	20	40MHo/35MTs/—	Hardy, gregarious deer
Mabelmaikle	4	1-5	M	MF/MF	155	RL/11	25	80MP1/50LP1/—	Aggressive crab/squid, no stun
Marsh Mastiff	3	1-8	M	MF/FA	60	SL/3	45	50MB1/—/—	Fearless, loyal dogs
Merisc Tyke	1	7-12	S	FA/FA	55	SL/3	40	45MB1/—/—	Wild, cowardly dogs
Nathair	1	1-2	S	SL/VF	30	No/1	20	40SS1/poison/—	Aggressive, lvl 6 toxic poison
Nimthara	4	1-10	L	FA/FA	110	No/3	25	55MHo/65MTs/—	Wily, largest of Endor's deer
Pike	2	1	M	MF/MF	75	No/1	35	45MB1/—/—	Aggressive, predators
Raven	4	1-30	S	VF/VF	20	No/3	50	50SC1/25MCI/—	Intelligent, enchanted
Sea Crocodile	7	1-2	L	MF/MF	245	RL/11	30	100LB1/110LBa/90LGr	Aggressive, will attack ships
Short eared Owl	4	1-10	S	FA/FA	20	No/1	50	50SC1/25MCI/—	Rare, nocturnal hunters
Skeleton	3	1-10	M	MD/MF	55	No/1	10	40we/50MBa/—	Hostile, attack until destroyed
Thrush	0	1-2	T	VF/FA	6	No/1	60	15TP1/—/—	Curious, intelligent messengers.
Troll, Forest	6	1-6	L	MF/MD	150	RL/11	10	70LC1/60LB1/40we	Hostile, rock attack also.
Troll Hill	10	1-5	L	SL/MD	175	RL/11	20	95LBa/85LC1/50we	Hostile, rock attack also
Undarlait	3	1-20	M	FA/FA	90	No/3	40	70MB1/30MCI/—	Aggressive, large, black jackel
War-wolf	7	1-10	L	VF/VF	170	SL/4	50	86LB1/65MCI/—	Aggressive, bold, mean, cunning.
Water-drake	18	1	H	FA/FA	240	PI/20	40	150HBa/120HGr/140HB1	Sea serpents
White Wolf	8	1-20	M	VF/VF	170	SL/4	70	90LB1/80LC1/—	Aggressive, most dangerous
Wild Boar	3	1	M	FA/MF	120	SL/4	30	50MHo/50MBa/40STs	Aggressive, mean tempered
Wild Horse	4	1-20	L	FA/FA	120	No/3	45	40MCR/30MTs/40SB1	Hardy, carry capacity 300 lbs

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (Level), **#Enc** (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (Defensive Bonus). The more complex statistics are described below.

Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness." C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = Fast, VF = Very Fast, BF = Blindingly Fast.

AT (Armor Type): The two letter codes give the creature's **MERP** armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, PI = Plate), the number is the equivalent to the **Rolemaster** numeric armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack, T = Tiny, S = Small, M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack, T1 = Tiny, P1 = Pincher/beak, Ba = Bash, B1 = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and we = Weapon. These codes may differ slightly from the **MERP** and **Rolemaster** codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

7.3 ENCOUNTER TABLE

Encounter	Sea of Rhûn	Romtaurë Forest	Eorstan Hills	Wild Lands	Celduin Valley	Southern Plains
Natural Hazards	01-15	01-04	01-03	01-04	01-04	01-03
Men						
Urban Men	16-25	—	04	05-07	05-09	04
Rural Men	26-33	—	05	08-11	10-12	05-06
Easterlings	34-45	—	06-09	12-15	13-16	07-17
Éothraim	—	—	10-12	16-18	17-18	18-28
Dwarves	—	—	13-20	19	19	29
Elves	46-50	05-20	—	20	20-21	—
Lossoth	51	—	—	21	22	—
Dyrians	52	—	—	22	23	—
Dúnedain	53-55	—	21-22	23-25	24	30-36
Animals						
Bats (N)	—	21-29	23-25	26-29	28-29	37
Black Swans	—	—	—	30-31	—	38-39
Crebain	—	—	—	32-33	30-32	40-41
Fell Beasts	56-58	30	26-27	34	33	42
Gorcrows	—	—	—	35-37	34-37	43-45
Ravens	—	30-35	28-31	38-40	38-40	46-48
Short-eared owls	—	36-38	—	—	—	—
Thrushes	—	39-45	32-35	41-47	41-42	49-51
Fell Turtles	59-62	—	—	—	—	—
Kraken	63-64	—	—	—	—	—
Lampreys	65-75	—	—	—	—	—
Leeches	76-85	—	—	—	43-46	—
Mabelmaikli	86-90	—	—	—	47	—
Pike	—	—	—	—	48-50	—
Sea Crocodiles	91-96	—	—	—	—	—
Angusaiwéli	—	46-48	36-40	48	51	52
Coireals	—	49-53	—	49-51	—	—
Egil's Vipers	—	—	41-42	52-54	52-53	53-55
Green Asps	—	—	43-44	55	54	56-60
Nethairin	—	54-56	45	56	55-56	61-63
Ernaithrach	—	—	—	57-59	—	—
Aurych	—	—	—	60	—	64
Caru	—	57-59	—	61	57-58	65
Culcarnix	—	—	—	62-63	—	66-67
Fintonarki	—	60-64	46-48	64-65	59-61	68-70
Losrandir	—	—	—	66	—	—
Kine of Araw	—	—	49-53	67-70	62-65	71-72
Nimfiara	—	65-73	—	71-73	—	—
Wild Horses	—	—	54-55	74-75	—	73-75
Black Bears	—	74-76	56-57	76	66-67	76-77
Black Minks	—	—	—	—	68-69	—
Chetmíg	—	—	58-67	—	—	—
Dire Wolves	—	77-79	—	77-79	70-73	—
Fishing Cats	—	80-83	—	—	74-78	—
Giant Martens	—	84-87	—	80-83	79-83	—
Glutani	—	88-90	68-72	84-85	84-87	—
Grey Wolves	—	91	73-74	86	88	78-79
Marsh Mastiffs	—	—	—	—	—	80-84
Merisc Tyka	—	—	75-80	87-88	89-91	85-89
Undarlaif	—	—	81-84	89-90	—	90-93
War-wolves	—	92	85	91	92	—
White Wolves	—	—	—	92	93	—
Wild Boars	—	93-97	—	—	94-95	—
Other						
Drakes	97-98	—	86	93	—	—
Orcs (N)	—	—	87-91	94-95	96-97	94-97
Trolls (N)	—	98	92-95	96-97	98	—
Undead (N)	—	99	96-98	98	99	98-99
Other Beings†	99-00	00	99-00	99-00	00	00

Use of the Encounter Table and Codes:

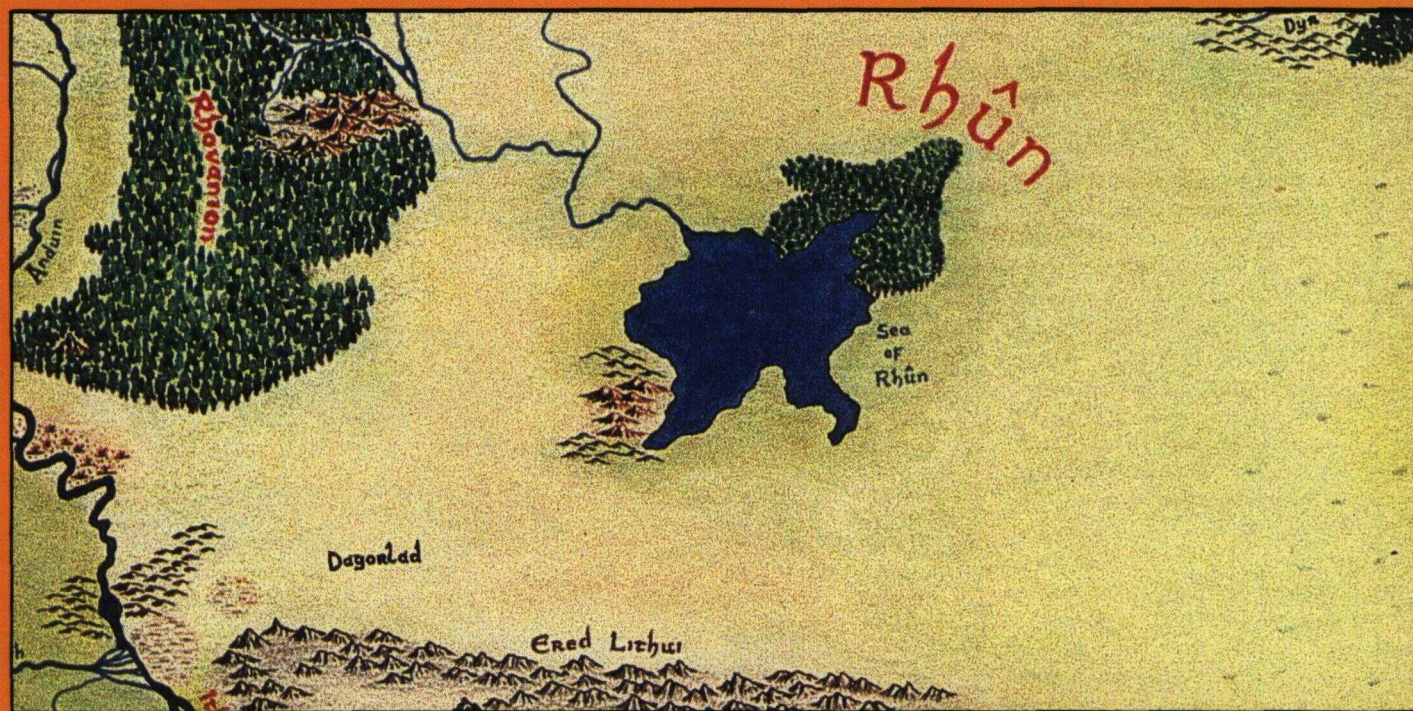
The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the Time given on the table or the time it takes the group to cover the Distance given on the table, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

N — These creatures are entirely or primarily nocturnal. If primarily nocturnal (e.g., Orcs, certain Undead, etc.), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal (e.g., certain Undead, certain Trolls, etc.). Of course, if underground or inside, these restrictions do not apply.

† — Other beings are usually alone, frequently powerful, but not always evil. They might be wizards, lords, monsters, Fell-turtles, Drakes, etc. The GM may reroll or, ideally, construct an encounter with a unique group or individual, such as a figure of note from the NPC Table.

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