

HAZARDS

#8112

OF THE HARAD WOOD™

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



Playable with



Rolemaster™



Four 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 Game-masters 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.

Hazards of the Harad Wood has four parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pregenerated characters for the players (which can be used as non-player characters if so desired).

The third part consists of Sections 3.0, 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, the Encounter, Beast, and NPC Tables.

1.1 HANDLING PLAY

Each adventure is geared for a different difficulty level. The one found in Section 3.0 is challenging for 1st or 2nd level characters, or inexperienced players. Section 4.0's adventure is aimed at 2nd or 3rd level adventurers, while the adventures in Section 5.0 and 6.0 are 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 chart provides the statistics for the Player Characters that can be used in each of the three adventures. The GM may wish to assign his players a character or allow them to select from the list. 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 (see Section 1.1). We suggest PCs tough enough to meet the challenge.

Codes: See the NPC stats for an explanation of the basic codes.

The following is a list of other codes and abbreviations which might be ambiguous.

Power Points: The number (if any) given in parentheses indicates the possession of a "bonus spell item" and its bonus (see *MERP*, Section 4.56).

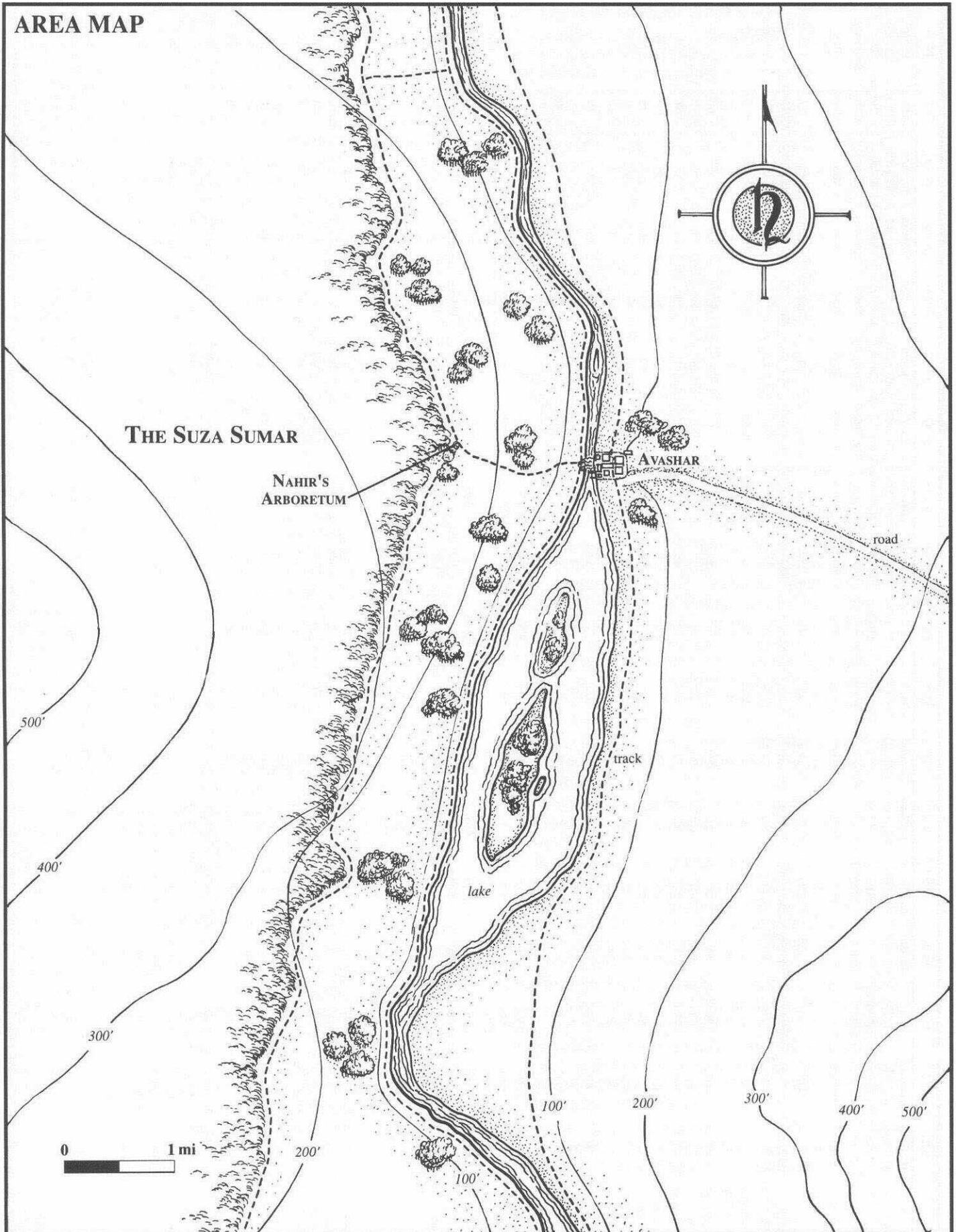
Skill Bonuses: NA, SL, RL, Ch = Maneuver and Movement in No Armor, Soft Leather, Rigid Leather, and Chain; 1HE OB, 1HC OB, 2H OB, Thrown OB, Missile OB, Polearm OB = Offensive Bonuses for 1-H Edged, 1-H Concussion, 2-Handed, Thrown, Missile, and Pole-arms; Dir. Spell=Directed Spells; Secondary Skill= Secondary Skills.

Secondary Skills: Each secondary skill is abbreviated by giving the beginning letters of the skill (*MERP* Section 2.33). The bonus for that skill rank is given following the abbreviation.

Languages: Languages are abbreviated by using their first three letters (see *MERP*, ST-1); exceptions: BS=Black Speech and Bet=Silvan(Bethteur). The rank for each language is given following the abbreviation.

Spell Lists: Spell lists are abbreviated by using the first few letters in each word of the spell list name; for example, "S/L Ways" refers to the "Sound/Light Ways" spell list.

Name	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16	PC17	PC18
Race:	Haradan	Dunadan	Isra	Haradan	Cytan	Haradan	Dunadan	Haradan	Avar Elf	Haradan	Haradan	Chey	Half-elf	Dunadan	Haradan	Haradan	Noldo Elf	Variag
HWt:	5'3"/150	6'4"/200	5'5"/165	5'2"/155	5'8"/180	5'2"/145	6'8"/210	5'9"/178	6'5"/195	5'8"/167	6'1"/220	5'6"/155	6'3"/179	6'4"/210	5'6"/165	5'3"/145	6'9"/200	5'9"/165
Hair:	Black	Dk. Brown	Auburn	Black	Black	Dk. Brown	Black	Dk. Brown	Auburn	Black	Dk. Brown	Auburn/Gold	Black	Lt. Brown	Black	Black	Dk. Brown	Black
Eyes:	Brown	Grey	Brown	Brown	Dk. Brown	Black	Grey/Blue	Brown	Brown/Grey	Brown	Black	Red/Brown	Hazel/Grey	Grey	Brown	Brown	Grey	Red-brown
Profession:	Warrior	Warrior	Warrior	Scout	Scout	Scout	Ranger	Ranger	Ranger	Animist	Animist	Animist	Animist	Bard	Bard	Mage	Mage	Mage
Level:	1	3	5	1	3	5	1	3	5	1	3	5	1	3	5	1	3	5
Hits:	42	94	103	39	45	65	45	68	105	33	34	51	28	38	40	38	42	57
AT(Def):	SL/5(5)	Ch/14(5)	Ch/15(0)	No/1 (10)	No/1 (20)	SL/6(5)	No/1(15)	SL/5(5)	SL/6(10)	No/1(5)	SL/5(15)	SL/5(10)	No/1(10)	No/1(15)	No/1 (25)	No/1(10)	No/1(40)	No/1(10)
Shield:	Y	Y5	Y10	N	Y5	N	N	Y10	Y	N	N	N	Y	N	N	N	N	N
Power Points:	x	x	x	x	x	x	2	9(x2)	10	2	6(+2)	10(x2)	1(+3)	3(+3)	10(x2)	2(+2)	6(+3)	15(x3)
Base Sp. OB:	x	x	x	x	x	x	0	0	0	2	6	10	1	3	5	2	6	10
Strength:	97	100	99	64	80	71	87	76	95	56	61	43	65	71	42	45	61	82
Agility:	75	85	65	93	92	101	96	75	91	75	77	90	89	81	78	94	101	81
Constitution:	82	96	79	73	65	52	92	91	90	66	55	71	81	85	91	81	65	76
Intelligence:	67	62	54	67	49	61	71	67	78	87	56	71	66	54	88	96	100	101
Intuition:	82	78	67	72	87	63	81	101	93	95	96	97	90	90	96	82	87	87
Presence:	67	76	99	43	65	86	76	M	88	81	89	91	91	71	51	67	101	42
Appearance:	54	78	87	76	62	76	78	81	69	71	43	73	88	61	57	61	88	42
NA Move M:	5	10	10	20	15	45	25	15	20	10	15	15	15	10	15	15	30	15
SL Move M:	5	x	0	10	5	30	x	10	15	x	5	5	x	x	x	x	x	x
RL Move M:	-15	-15	-15	x	x	x	x	x	x	x	x	-10	x	x	x	x	x	x
CB, Move M:	-20	10	5	x	x	x	-40	x	x	x	x	x	x	x	x	x	x	x
1HC OB:	56xc	82bs	90fa	45ss	53bs	36ss	36bs	57ha	90fa	20ha	25sc	x	25ss	53bs	45fa	20bs	15fa	x
1HC OB:	x	54ma	40cl	20cl	30cl	x	10cl	x	x	x	x	40ma	x	10cl	15cl	30qs	x	45th
2HC OB:	20qs	56th	101ba	x	x	x	25th	x	x	x	x	x	x	x	x	x	x	x
Thrown OB:	8sc	20la	30la	30ss	25da	65da	x	50ha	30fa/da	x	10ky	25cl	20ss	x	x	x	10da	20da
Missile OB:	18sb	38lb	45lb	35sl	55sb	70cb	40cb	20cl	70lb	5bl	x	10cl	40cb	48lb	40sb	10sb	45lb	20sb
Polearm OB:	45sp	45hb	20sp	x	x	x	10hb	x	x	10ln	15hb	x	x	10hb	x	x	x	30ln
Climb:	5	18	20	16	40	50	38	32	45	10	16	42	45	36	43	5	20	10
Ride:	5	13	40	5	40	20	25	80	38	61	71	54	34	41	84	1	15	80
Swim:	5	18	10	15	5	25	20	35	50	12	16	6	45	41	30	10	60	15
Track:	5	13	30	10	15	20	22	31	41	10	11	30	16	x	10	20	x	25
Ambush:	x	1	4	x	3	2	x	x	2	x	x	x	x	x	1	x	x	x
Stalk/Hide:	15	10	25	30	56	65	27	45	82	10	20	25	28	24	32	x	60	x
Pick Lock:	x	5	10	24	28	38	x	10	10	10	x	20	16	x	12	5	20	10
Disarm Trap:	10	x	10	8	18	26	5	5	15	x	x	35	10	x	6	10	15	20
Read Rune:	x	5	5	x	5	x	5	x	10	12	18	21	20	24	32	42	66	81
Use Item:	x	5	x	x	x	x	5	x	10	20	36	60	6	15	40	12	46	76
Dir. Spell:	x	x	x	x	x	x	x	x	x	x	x	15	6	30	52	8	55	35
Perception:	10	15	20	34	38	45	25	65	70	31	53	85	11	23	41	10	20	56
2ndary Skill:	Surv45	x	Star25	x	Act30	Trick35	Sail20	WeaW30	Flet30	x	WoodCarv30	x	Act40	Sing45	Sing52	x	x	Acro10
2ndary Skill:	x	x	x	x	x	x	x	x	x	x	WeaW40	x	Sing30	x	x	x	x	RMas15
Language:	Apy5	Adi5	Isr5	Apy5	Cyt5	Apy5	Adi5	Apy5	Bet5	Apy5	Har5	Chy5	Wes5	Adi5	Apy5	Har5	Wes5	Var5
Language:	Har5	Har4	Apy5	Har5	Apy4	Har5	Wes5	Har5	Apy5	Bar5	Apy5	Apy4	Sin5	Har5	Har5	Apy5	Adi5	Har5
Language:	Adi3	Wes5	Har3	Adi3	Har3	Adi4	Har4	Adi3	Har4	Wes3	Wes3	Har3	Har4	Apy4	Adi3	Adi4	Har4	Har5
Language:	Wes1	Sin3	—	—	Var2	Wes3	Apy4	Wes2	Sin3	Adi2	Sin3	Wes3	Apy3	Sin2	—	Wes4	Apy4	Wes4
Language:	—	Que2	—	—	Wes1	—	Sin3	—	Que3	—	Adi2	—	Que1	—	—	Sin2	Sin5	Adi2
Spell List:	—	—	—	—	—	—	NatGui	MovW	NatGui	OrgW	BldW	BldW	EssW	Lore	BlkW	LightL	WaterL	WaterL
Spell List:	—	—	—	—	—	—	—	—	PathM	—	SurW	AnMas	—	ComS	SurW	—	LightL	LightL
Spell List:	—	—	—	—	—	—	—	—	—	—	OrgW	Creat	—	SpirM	SpirM	—	EarthL	EarthL
Spell List:	—	—	—	—	—	—	—	—	—	—	—	SdLiW	—	—	AnimW	—	FireL	FireL
Spell List:	—	—	—	—	—	—	—	—	—	—	—	NatM	—	—	ComS	—	—	IceL



3.0 THE SUZA SUMAR

The Suza Sumar is an anomaly, a lush, green, rainforest amidst the scorching sands of Far Harad. Here, peculiar winds from the bay sweep through the Vale of Tears, depositing frequent showers in the fertile hills. Cool streams and brooks bubble happily down valleys teeming with life. Cloistered in this island environment, the Kelvar (Q. "Animals") and Olvar (Q. "Plants") form a astoundingly rich ecosystem noted for its startling colors and countless species.

Despite its peaceful and plentiful appearance, life for the Bozishnarod within the Suza Sumar is a difficult one. Coupled with the stifling humidity, the unbearable heat makes it difficult for even the hardy Haradrim to dwell within the borders of the forest. The Southrons dwell at the edge of the forest, taking advantage of the moist rains while avoiding the jungle's unpleasantries. They leave the sweltering wood to their neighbors, the wild and reclusive Honnin, who are immune to the deep jungle diseases.

3.1 FLORA

The great trees of the Forest of Tears reach heights of up to 180'. They form a canopy that houses the majority of the area's myriad songbirds. Over a hundred feet below, the shorter, hardier trees capture the filtered sunlight and form another umbrella of limbs. This second layer of foliage insulates the forest floor, shading the ground from the bright light and the refreshing breezes that grace the tops of the trees. Reflected downward, the hot, thick jungle air remains saturated and stagnant. The moisture bears pollen and feeds the deep carpet of grasses, mosses, shrubs, and ferns that tumble over the twisted tree roots and anchor the forest's thin soil. Flowering plants, ripening fruit, and rotting vegetation fill the humid air with an overwhelming blend of odors. Vines run everywhere, climbing skyward through the limbs in search of the warm solar rays.

IMPORTANT HERBS

DRAGUL

The Haradrim cherish the root of this small, blooming shrub, for its sense enhancing qualities are well known. The root is first ground into a fine pulp. It is then brewed into a tea which, when imbibed, enhances all activities that require observation (+10 to all combat, perception, and athletic maneuvers). Its effects last but an hour, however, and the brew should be taken sparingly. It is addictive, and great pain accompanies withdrawal.

TARNAS

The bulb of the Tarnas flower contains a rare but precious medicine. Its healing properties are phenomenal, since it is capable of restoring any organ damage if ingested. When boiled in water, the extract forms the healing drink. The Tarnas is a somewhat common flower, but only a young Tarnas bulb is capable of producing its supernatural healing powers. Finding the bulb during the right stage of development requires some Very Hard (-20) foraging.

BELAN

Found only in the southern regions of the Forest of Tears, the nut of the small Belan plant is among one of the most effective injury-healing herbs in Endor. When ingested, it is capable of stopping the most severe bleeding in a short period of time. It is rather rare, growing in clumps only along the fringes of slow-moving streams. Belan is Extremely Hard (-30) to find.

A number of the forest's plants possess medicinal properties; however, most of the flora contain harmful or even lethal toxins. While the sweet smell of the forest's fruit may entice a traveller to try some of the jungle's gifts, the scent may be nothing but a trap. Even the most knowledgeable of folk take great care when harvesting herbs and other edible plants. Many resemble extremely dangerous species, plants capable of felling a Mumak.

COINAGE AND PRICES IN AVASHAR

Accessories		Normal Meal	6tp	Morning Star	n/a
Boots	8bp	Large Meal	3bp	Lance	n/a
Cloak	4bp	Rations (1 week)	6cp	Quarterstaff	6cp
Desert Garb	10bp	Trail Rations (1 week)	2bp	Shortbow	4sp
Pants	12cp	Greatbread (1 week)	1dp	Sling	7bp
Shirt	13cp	Poor Lodging	Free (at the Hostel)	Spear	2sp
Backpack	3bp	Average Lodging	2cp	Two-Handed Sword	1dp
Bedroll	1bp	Good Lodging	4cp	War-Hammer	16sp
Rope, Standard	3bp	Weapons/ Armor		Transport	
Rope, Superior	3sp	Battle Axe	20sp	Mature Pony	5dp
Sack	2cp	Bola	3sp	Camel, Riding	54sp
Tent	3sp	Broadsword	8sp	Camel, Draft	35sp
Flint & Steel	1bp	Scimitar	5sp	Light Horse	40sp
Lantern	2sp	Falchion	6sp	Medium Horse	58sp
Oil Flask	2bp	Light Crossbow	22sp	Heavy Horse	3dp
Torch	1tp	Heavy Crossbow	30sp	Lesser Warhorse	30dp
Silk Rug	5dp	Composite Bow	18sp	Greater Warhorse	n/a
Wool Rug	2sp	Dagger	2sp	Small Boat (10')	10dp
Cotton Rug	8sp	Flail	n/a	Medium Boat (20')	12dp
Food and Lodging		Halbard	10sp	Large Boat (30')	n/a
Ale (1 pint)	Up	Hand Axe	3sp	Passage	varies
Wine (1 pint)	1bp	Longbow	11sp	Wagon (8')	60sp
Light Meal	1bp	Mace	4sp		

The town of Avashar uses coins minted in the Bozisha-Dar, which are usually small pieces of silver, bronze, or desert amber, each with a specific buying value. Goats have a set value as well, equaling 2 gp each. Equivalence between coins are as follows (dp= desert amber coin): 1dp=25sp, 1sp=10bp, 1bp=10cp, 1cp=4tp. Most of the goods within Avashar can be found at the following prices.

THE WEeping FEVER

Biting and stinging insects infest the Suza Sumar. To a large degree, they account for the lack of any noticeable Haradan settlement within the rainforest. Anyone travelling through the wood during the day faces a significant (01-06) chance of some insect-borne infection, a risk that increases precipitously (0-15) at night, at dusk (01-30), and at dawn (01-25). Most (01-60) infections create annoying welts or rashes, while others (61-100) are deadly viral or bacterial ailments. The most common of these diseases is known as "Weeping Fever." This 5th level disease starts in the blood. RR failure of 01-15 results in a slight discomfort, but no real impairment. If the victim fails by 16-50, the discomfort is great enough to hamper their actions (at a rate of -1 for every point of failure beyond 15, i.e., -1 for 16, -2 for 17, -35 for 50, etc.). A failure of 51-75 results in complete incapacitation. The Weeping Fever victim must remain in bed until the disease has run its course, usually a matter of 1-25 days. On rare occasions (RR failure of 76+), the disease is fatal.

3.2 FAUNA

The Suza Sumar contains numerous animals well suited to the area's specialized environment. Thousands of unique birds, primates, rodents, and reptiles inhabit the woods. Some creatures, like the mischievous, otter-like Stetan, predatory cats called Unca, and the dangerous Petla constrictor are quite dangerous, but none of these beasts presents a threat as formidable as that offered by the area's insects.

Even the greatest library in Bozisha-Dar provides only an inkling of the scale and variety of animal life in the Forest of Tears. Hundreds of bird species inhabit the forest canopy, avians of every color imaginable. Their chorus fills the air. Melodic or rasping, quaint or scary, it is inevitably deafening. Some are mimics, reproducing the cries of other animals — even the voices of the people of Bozisha-Miraz. The source of many haunted legends, these birds have occasionally been mistaken for Ghosts.

For every type of bird, there is a species of reptile or amphibian dwelling within the Harad Wood. Like the birds, they come in all manner of shapes and sizes, colors, and scales. They feed on just about everything, particularly rodents and bird eggs. Snakes prowl the moist jungle floor, while the tiny but deadly Tree Frogs sit patiently upon the leaves of the upper trees.

3.3 HAZARDS

In addition to predatory animal life and disease-carrying insects, the forest poses a number of inanimate dangers. It is an illusory landscape filled with distracting sounds, shapes, and colors. Without a skilled guide or a great deal of luck, a traveller risks all sorts of pitfalls. The jungle's thick, deceptive plant growth obscures extremely hazardous terrain. Tall trees and thick shrubs can make a steep cliff look like a gentle slope, while towering grasses conceal deep cracks and cave entrances, camouflaging them in a blanket of green.

NOTE: Spotting hidden cliffs and vales should require a successful Very Hard (-20) perception roll. Unless otherwise noted, it is up to the GM to rate the danger offered by a given natural hazard. However, taking all things into consideration, these hazards present more of a nuisance than a deadly threat. No hazard, unless artificially made, should warrant an offensive attack higher than +110HCr.

4.0 THE DISAPPEARING FLOCK

Great secrets dwell deep within the Forest of Tears. Folklore tells of many creatures and people who have hidden for centuries within the jungle, unknown to the citizens of the Dar. These stories are often looked upon as myth, even by the most superstitious folk.

One tale often recounted by the bards and storytellers of Far Harad speaks of the Wild Men of the Suza Sumar, or the Suzamatu. A secluded society of "primitive" people who live isolated lives deep within the jungle. As with most myths, the legend of Wild Men is based on fact, a reality that the people of the Dar rarely acknowledge.

Related to the Woses who inhabit some of the forests in the North, the Suzamatu are a secluded race who call themselves Honnin (Wo. "Wanderers"). They are xenophobic and shun the company of outsiders. Traditionally, the Honnin live in dense wood, where they raise giant cavy, a large tropical rodent. The cavy supply them with virtually all their needs, aside from the edible plants and fruits the jungle offers during certain seasons.

Recently, though, a small group of Honnin ventured out of the jungle in search of a stable food source. Half of their livestock perished in a strange plague, forcing them out of their refuge. Fortunately, these starving Honnin encountered some sheep only two days journey from their tribe's camp. They took enough sheep to start their own flock. Unfortunately, they stole beasts belonging to a shepherd named Barathanan.

4.1 THE MISSING LIVESTOCK

Barathanan is a local shepherd and innkeeper who was recently victimized by a series of mysterious losses. One week ago, a young lamb disappeared from a flock of sheep tended by his son, Machun. Convinced that the lamb wandered off, both Barathanan and Mechun conducted a search, but their hunt proved fruitless. Night-fall ended their investigation. Neither father nor son dared go any farther into the jungle, lest he get hopelessly lost in the darkness.

Over the next five nights, two more sheep disappeared from the grazing fields west of the Inn — both full grown ewes. Barathanan is now deeply concerned about the loss. His flock is his livelihood, his source of income and sustenance. Desperate, the shepherd now seeks help from anyone willing to look for the missing livestock.

4.2 THE NPCS

These are the major NPCs that the players will meet and interact with in this adventure.

BARTHANAN THE SHEPHERD

Barathanan is unusual, for few shepherds who live in this part of the Bozisha-Miraz (Har. "Dowry of the Goddess"; S. "Haradhae"; W. "Far South") region also own an inn (simply known as "The Inn"). He has dwelt here all of his life, tending for his family's flock. Barathanan has two sons, Machun and Leizha, and a daughter, Leriaj. While he and his sons watch the sheep, his wife, Jefya, maintains the homestead, processes wool, and serves as the innkeeper.

Barathanan is a well-fed, fifty year old Haradan man who enjoys his work. He stands 5' 11", is rather thin, and has long grayish black hair. His skin is a tanned brown by the harsh southern sun; his eyes are deep brown. His favorite garb is a long, flowing, light blue robe that stops just above his ankles. Brown leather sandals protect his feet, and he carries a long (+10) wooden staff.

JEFYA

Barthanan is friendly to all of the inn's patrons, regardless of who they are or where they hail from. It has been said that if Akhorahil the Storm King strode into the Inn, Barthanan would treat him warmly. The shepherd is a kind man, but he is troubled by the disappearances of his sheep. His thoughts focus on the loss, and he seems detached and depressed.

JEFYA, WIFE OF BARTHANAN

In her late forties, Jefya has been married to Barthanan since she was nineteen years old. She produced five children, three of whom have survived infancy. Unlike many of the local Haradan women, she raised her brood with the aid her husband.

Jefya cares very much about her husband and feels his concern for the flock. She is responsible for the upkeep of the small inn that they run adjacent to their homestead. Despite the fact that the homestead is only six miles from the town of Avashar, Jefya has been kept busy every year by the constant flow of travellers that pass through the area.

Jefya is thin and stands about 5'4". She is strong willed, however, and is fiercely defensive should her family or their homestead be threatened. Like her husband, she has deep brown eyes, darkly tanned skin, and light brown hair streaked with grey. She is known to be a stubborn woman, refusing to give ground on an argument she believes in. She provides a sharp contrast to her gentle Barthanan.

MACHUN, ELDEST SON OF BARTHANAN

Machun is a full grown man approaching his twenty-fifth birthday. He has lived with his father for nearly all of his life, and is charged with the responsibility to take care of the home after his parents have passed on. Like Barthanan, he stands 5'10" and possesses a well-chiseled face. Machun is still young at heart, and wishes to explore the world around him. He spent some years in the Bozisha-Dar learning the craft of trading. There, he married a young woman named Tiena.

Machun is loyal to both his mother and father, and has promised them that he and Tiena will maintain the homestead after Barthanan and Jefya grow old. He dresses much like his father, except his robe is dull yellow. He also wears a brown cloak over this to protect him from the daily rains. Machun carries a (+10) staff similar to his father's. An amulet in the shape of a silver palm leaf hangs around his neck. A (x2 PP) Channeling spell enhancer, it serves as his good luck charm.

TIENA, WIFE OF MACHUN

Tiena's parents and Barthanan arranged the marriage between Machun and their daughter before either were born. When Tiena turned eighteen years of age, Machun and Tiena were wed in a short ceremony in the Dar. The young couple lived with Tiena's parents in the city for two years before moving to reside with Machun's parents.

Tiena is a short, thin woman who has grown to love and respect her shepherd husband. Standing 5'3", she has dark brown hair, brown eyes, and wears a white gown. Like her mother-in-law, she is responsible for the upkeep of the small inn. She is currently six months pregnant with the young couple's first child.

LEIZHA, SON OF BARTHANAN

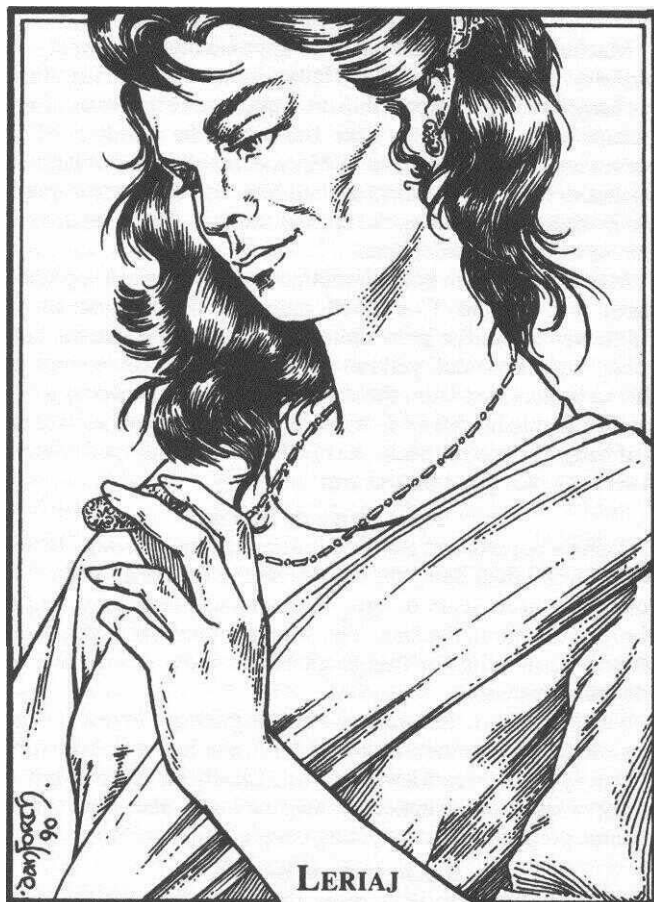
Leizha's temperament is more fiery than those of his passive brother or father. He has the iron will of his mother and, because of this, many arguments break out between the two. At twenty-one, Leizha also tends to the sheep, but not with the same quiet enthusiasm found in Barthanan and Machun. He is an adventurer by spirit and consistently speaks with the travellers who frequent the inn. Leizha wishes to travel to Bozisha-Dar and experience the wonders of that great city. He will be departing in time to find a wife, but he is not known for his patience.

Leizha is 5'6" tall, and has golden brown skin, black hair, and brown eyes that seem to burn with an inner fire. He wears a loose-fitting white robe with a red sash draped over his right shoulder. Hanging from his belt is a (+5) steel falchion. He wears brown leather sandals, and bears a staff identical to the one carried by his brother.

LERIAJ, DAUGHTER OF BARTHANAN

The youngest of the family, nineteen year old Leriaj is responsible for most of the innkeeping chores. Unlike her brothers, she will be leaving the Barthanan homestead within a year, since she is to be married in six months. She is a cheerful and outgoing young woman, and makes pleasant conversation with anyone who stays at the inn.

Leriaj looks younger than her age; she usually wears a white robe with a blue sash draped across her left shoulder. She, like the rest of her family, wears brown leather sandals to protect her feet. Around her neck hangs a finely crafted gold chain with a pendant made from Desert Amber; it is the symbol which binds her to her future husband.



ARI-GHIN THE WILD MAN

Ari-Ghin is the leader of the Suzamatu raiders. A fierce warrior and a skilled tactician, he is especially skilled at hunting the Unca, a large panther-like cat). He was a natural choice as champion, when his clan's livestock began dying of a mysterious ailment. Close to the gods, Ari-Ghin enjoyed the blessing necessary to rescue his people.

So, Ari-Ghin and five other members of his tribe began the search for sustenance. They went in the direction in which the head of the last dead Panningol was pointing. After two days of wandering in the jungle, Ari-Ghin arrived at the edge of the great forest and saw the gift of Suzush before him: a great herd of white animals that would provide his people with the food that they had lost when their own flock had died. Ari-Ghin collected three animals to take back to his people. The hunter wants to start a new herd, but he needs to obtain at least two more animals before he returns home.

At 5'7" Ari-Ghin is the largest member of his group and the most experienced. His lightly tanned skin is covered with various herb mixtures, providing him excellent (+20) camouflage stalking and hiding. He walks barefoot, and wears only a small loincloth. His magic, Man-slaying blowgun is three feet long and adorned with a pearl inlay.

4.3 MAPS AND LAYOUTS

4.31 SURROUNDING AREA

Barthanan's home is located on the borders of the Suza Sumar and the grasslands of the Lorzej Vale, five miles north of the town of Avashar. Despite its remote location, many travellers stay at the Inn because it is located near the crossroads at the Lorzej ford.

1. The Homestead. Located upon the edge of the Lorzej river, Barthanan's homestead and Inn provides the weary traveller with food and lodging. Here, the family dwells, and the sheep are kept in for the night. A rich water supply provides the family with their needs. (See 4.32 below.)

1. The Pasture. The primary grazing fields of Barthanan's flock, this large expanse of land was cleared many years ago by the shepherd's grandfather. Constant agricultural maintenance is required in order for the field to remain clear of large trees and thick shrubs. The tropical grass grown in the rich soil provides excellent nutrients to the sheep that feed upon them.

3. The Ford. Acting as a crossroads for many a caravan travelling from the outlying oasis. Paths to Bozisha-Dar, Sud Sicanna, Tresti, and Bur Esmer all come through the Ford of Lorzej.

4. Upper Falls. Located a half-mile north of the Ford and Barthanan's homestead, the waters of the Lorzej river cascade down some 50 feet into a cool and clear pool. Many flowers can be found around its perimeter, most of which are cultivated by Barthanan and his sons. A great banyan tree sprouts at the base of the falls and spreads out to a diameter of nearly 70 feet. The shepherd's family often travel to the site and swim in the deep pool below the falls.

Climbing the cliffs above the pool by any other direction than the path is hazardous. Climbing these water-soaked rocks should be considered an Extremely Hard (-30) Moving Maneuver.

5. The Jungle. Spreading out towards the north and west, the green carpet of the Suza Sumar covers the mysterious landscape, holding many untold mysteries.

6. The Hills. These sharp cliffs smoothed over by the thick growth of the forest are the remnants of ancient volcanic activity that has left the soil beneath them very fertile. Some small clearings can be found among them, offering a break in the jungle's severe undergrowth. The cliffs in this area can be very hazardous to those who do not see them. Because of the thick undergrowth, it is Hard (-10) to spot small dips and holes that may provide an unpleasant surprise. If anyone is unlucky enough to step off such a formation, he will receive a +20MCr attack.

7. The Suzamatu Clearing. Ari-Ghin and his companions have made a temporary campsite on the edge of this clearing while they explore the area for sources of food. (See below.)

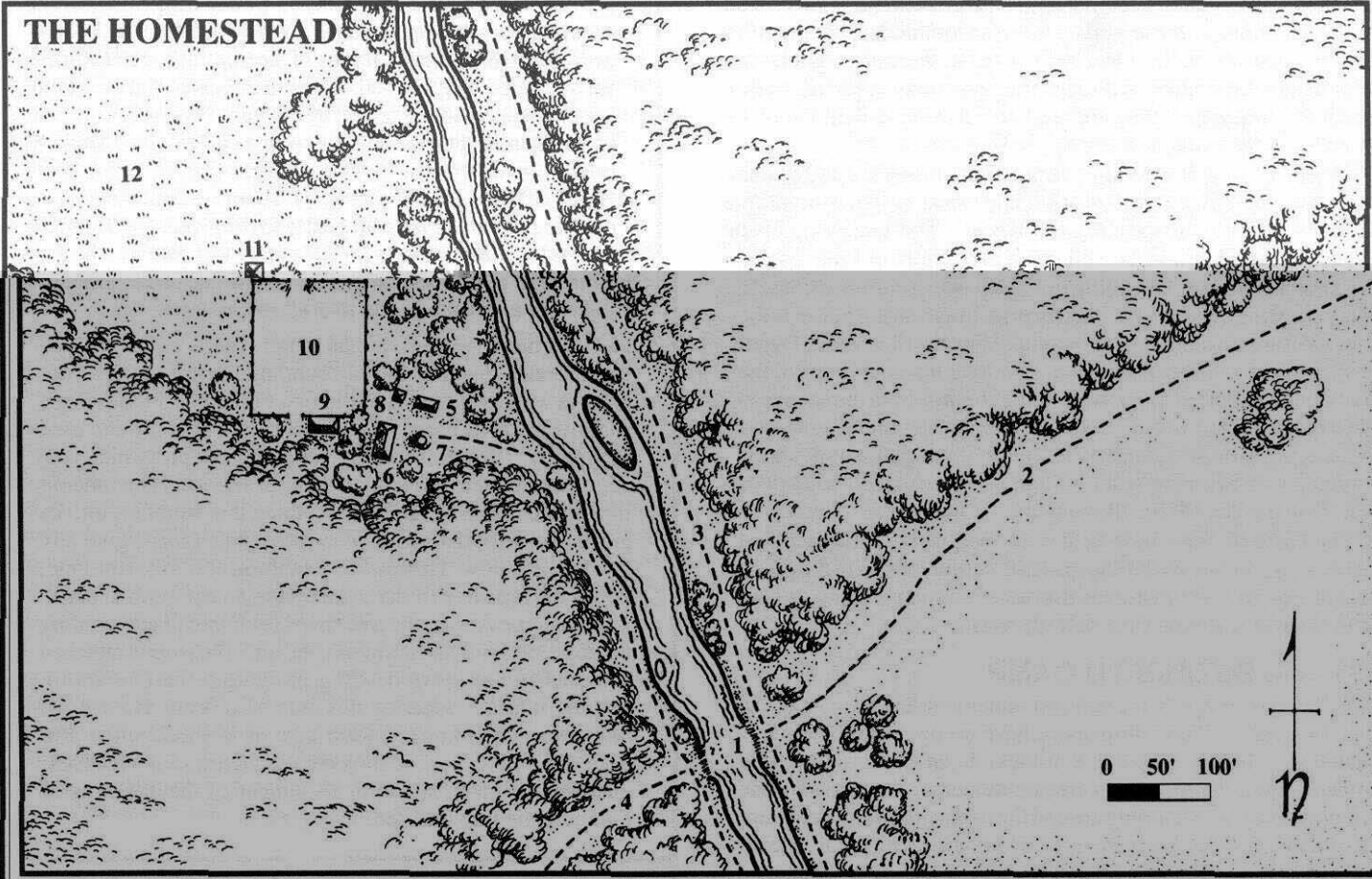
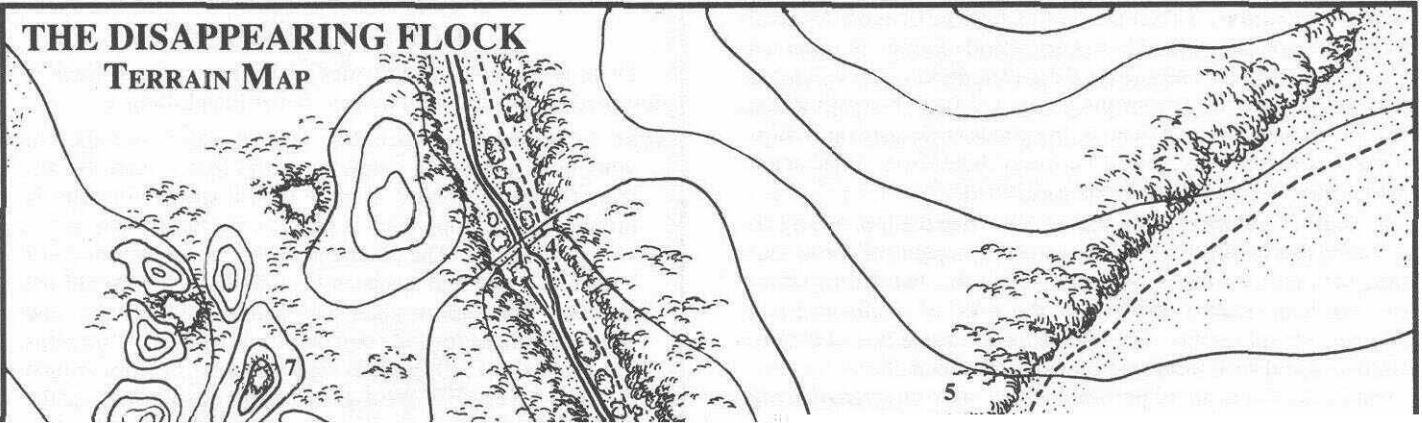
4.32 THE HOMESTEAD

A short path winds up from the west edge of the ford and opens up into a small clearing, revealing Barthanan's home and the building simply known as "The Inn". The river is a little more than seventy feet wide across from the houses, and the current runs at a constant 12 miles per hour (176 feet per round).

1. Ford. This shallow portion of the river provides an easy crossing for those travelling through the area. The water is two feet deep towards the middle, which when combined with the current only serves to hamper movement. It is a Medium (+0) maneuver. A small sign welcoming travellers is planted upon the edge of the west bank, pointing towards the shepherd's homestead.

2. East Path. Leading towards the settlements of Sud Sicanna and eventually Tul Poac, the East path follows the rim of the Suza Sumar.

3. The Jungle Walk. Providing one of the few paths to the north, the Jungle Walk is a known but uncommonly travelled road. Many Bozishnarod hunters take this path into the jungle, as its route is well marked, and easy to find.



4. Path to Arnamas. This route is often favored over the Avashar road to take goods overland in a short period of time. If a caravan is used rather than the ships to Bozisha-Dar, the caravan will often travel north to the ford from the town, and take this path to the Arnamas instead. From Arnamas, the goods are loaded onto ships and taken across the bay. (Needless to say, boats from Avashar are used far more frequently than the caravans.)

5. Barathanan's Home. Although smaller than the Inn, it is by no means any less comfortable. Several rooms, capable of accommodating the entire family, are located within this two-storey structure. The home itself is made from the wood of rainforest trees, clay, and volcanic stone. The outside is decorated with a pattern of light colored rock inset into the now-hardened clay.

Inside, the floors are of polished wood, often covered by a rug made from either silk and wool. Despite their isolation from the towns and cities of Far Harad, the home possesses many decorations typical of residences of the Dar itself.

6. The Inn. Bearing no other name, the Inn is a large wooden structure, similar in construction and design to Barathanan's own home. Inside, ten spacious rooms provide accommodations for worn travellers, while feed and stabling for horses are offered near the sheep's pen. Accommodation for a night's stay at the Inn is a single fixed price: two copper pieces per person per night. The rooms are comfortable, and may sleep up to three persons each. The construction of the lodge allows for it to remain cool during both day and night: an important point, since the jungle's humidity is often stifling and can lead to loss of sleep.

7. Well. Tapping into the water table a short distance beneath the ground, this well provides cold and clear water for drinking and cooking done by the residents of the farm. Any water used for cleaning purposes is fetched directly from the river itself.

8. Outhouse.

9. Stables. Providing accommodations for both the family's and travellers' horses, these stables may accommodate as many as twenty horses in stalls. On a regular basis, there are eight horses kept within these stalls. Although they find more use in recreation about the homestead, they are used on occasion to herd the sheep quickly (in the event of a storm), and for travel.

10. Pen. Holding Barathanan's entire flock during the night hours, this area is fenced with a high stone and wood wall to ward off the jungle's predators (especially the Unca). The great cats of the Weeping Wood, however, still exact their share of kills.

11. Shearing House. Providing the sheep with a cramped but safe shelter from the occasional violent storm, the shearing house is the source of Barathanan's primary income. Here the rich coats of wool are shorn from the sheep and spun into long threads. In turn, the spools are transported to Avashar in the south, where the shepherd trades for foods and wares. Like the other houses on the property, the Shearing House is constructed from stone and wood, and is decorated similar to the other buildings. A large and wide door opens into the Pen (#10), allowing access into the structure.

12. The Pasture. This wide field is the workplace of the shepherd and his sons. Although the sheep are sometimes taken to the fields south of the farm, the pasture is the most common feeding ground for Barathanan's sheep. (See 4.31 above.)

4.33 THE SUZAMATU CAMP

Sheltered by the hills located just under a mile northeast of the farm, Ari-Ghin and his companions have set up camp. The site is situated in a clearing atop a low hillock. In an effort to find food for themselves, the Suzamatu erected numerous traps to surprise their prey. Anyone snooping around the campsite risks an encounter with one of these clever devices. Although not especially deadly, these traps can provide an annoying or disabling hindrance.

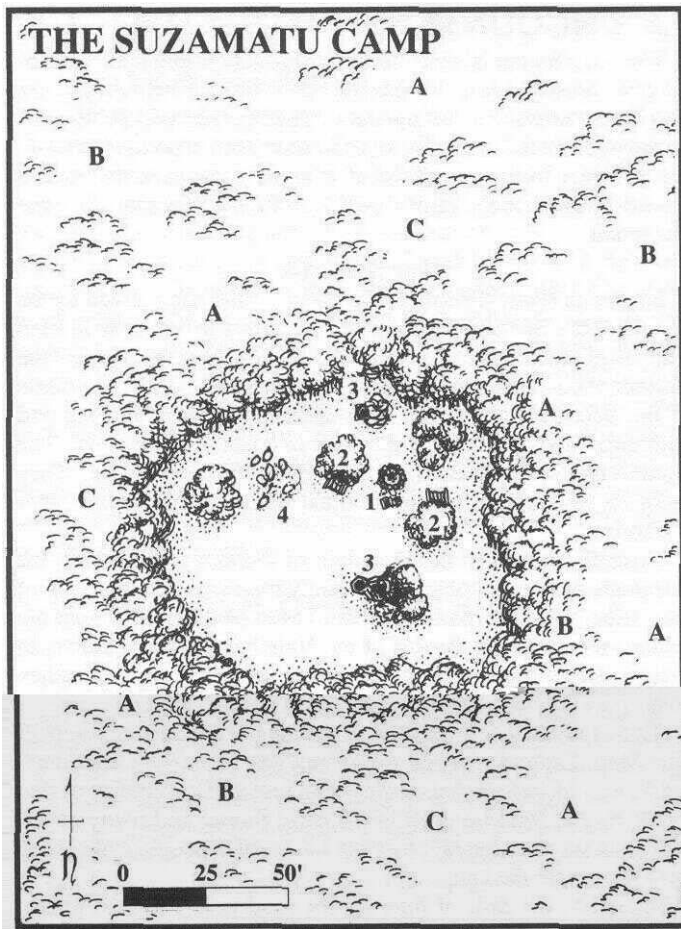
HONNIN TRAPS

There are three main varieties of Suzamatu traps. Each is designed to trap and hold quarry, rather than killing it.

Type A. A standard snare, this type of trap is designed to grapple its prey by a single limb and haul it into the air, rendering it immobile. A rope with a strong slip knot is brought into a loop which is placed onto the ground over a very shallow pit. The other end of the rope is attached to a branch of a tree that has been bent down to the level of the ground. The rope is then wrapped around a stake, and covered with leaves and other debris. When the victim steps into the shallow (10') pit (covered in leaves), the rope around the lip of the crater moves. This loosens the rope around the stake, springing the trap. The branch draws upward, hauling the victim up some 10 feet into the air, usually dangling by a foot. This type of trap is Very Hard (-20) to spot and Extremely Hard (-30) to avoid if sprung. A victim is subject to a grappling attack that delivers no concussion damage.

Type B. Similar to the type A trap, type B uses a net rather than a snare. A counterweight provides extra power. This trap is built in an area where both thick undergrowth and large trees are present, as they are necessary to hide the various ropes and netting that make the trap possible. A circular net is placed upon the ground, with four strong ropes secured to the counterweight high in the trees above. The ropes are disguised as vines (they once were), and noticing them is Very Hard (-20). A large piece of bait (usually a dead animal) is placed at the center of the trap and is rigged to set it off if disturbed. As traps go, this type is somewhat commonplace and is designed to capture animals, not people. A Light (+10) problem to Detect, this type of trap is Extremely Hard (-30) to avoid once it is in motion. When triggered, anyone standing upon the net is subject to a +100HGr attack; however, due to the "gentle" nature of the trap, all concussion hits are quartered. Any critical achieved indicates that the victim has been successfully caught by the trap. Getting out without help depends upon the severity of the critical. A = Medium (+0), B = Hard (-10), C = Very Hard (-20), D = Extremely Hard (-30), E = Sheer Folly (-50). However, someone on the outside may lower the trap gently to the ground and help the trapped victims out with no difficulty. If, however, the rope holding the trap in the air is cut, it will fall to the ground, subjecting everyone inside to a +20MCr attack.

Type C. A more subtle trap than either type A or B, this type incorporates much of the surrounding territory into its design, as well as elements of the first two traps. Possessing a shallow pit as its base, it uses a net identical to the one used in type B. The net is loosely set above the pit (which is 3' deep), and covered in a thick layer of leaves. As a random trap, it is capable of catching anything that stumbles into its grasp. Since the net itself is very loose, it will easily give way into the pit below. However, when the net falls into the hole, it tugs the rope free of the stake holding a tree limb in place. Like the type A trap, the tree snaps back into place, sending the rope, net, and its victim into the air. The rope is attached to the net by way of a drawstring, bringing the net closed with victims intact. Spotting this trap is a Very Hard (-20) maneuver. Avoiding it, once triggered, is Sheer Folly (-50). Like the type C trap, it subjects the victim to a +100HGr, quartering all hits, and criticals indicating the difficulty of escaping the trap unaided.



THE LAYOUT

1. Campfire. A small circler of stones and blackened wood indicates the site of a campfire used by the Suzamatu to cook their food. It is used during the morning and night evening hours, producing minimal quantities of smoke. It is Very Hard (-20) to smell at a distance of more than 500 feet. Several long pieces of wood are kept in the head of the fire, but can be drawn out at any time to provide the Wild Men with torches.

2. Wooden Hema's. Providing the hunters with shelter from the daily rains, these small wooden "tents" are very sturdy and well built. Inside, blankets made from cavy fur are laid across several layers of tropical tree branches, providing a comfortable but portable bed. Small wooden bowls contain the mixture of herbs that provide the Honnin with their jungle guises, and several religious trinkets are laid carefully upon the beds. Ari-Ghin sleeps alone in a small shelter opposite the two others, below a single tree.

3. Water Collectors. An elaborate mechanism, made entirely out of tropical leaves, collects the drinking water for the Suzamatu hunters. The great leaves are carefully picked and molded into funnels. These take advantage of the constant rains that besiege the forest, and provides a steady source of drinking water for both the Suzamatu and their captured ewes.

4. Sheep. Tied to long tethers, the baying of these sheep can be heard only as far away as 250 feet (and only faintly). The huge quantity of trees and plants offers itself as a sound damper, and makes locating the animals by sound alone difficult (consider an Extremely Hard, -30, perception roll). The sheep are well fed, but a little frightened, and will retreat from anyone who approaches them (except Barathanan and Machun).

4.4 THE TASK

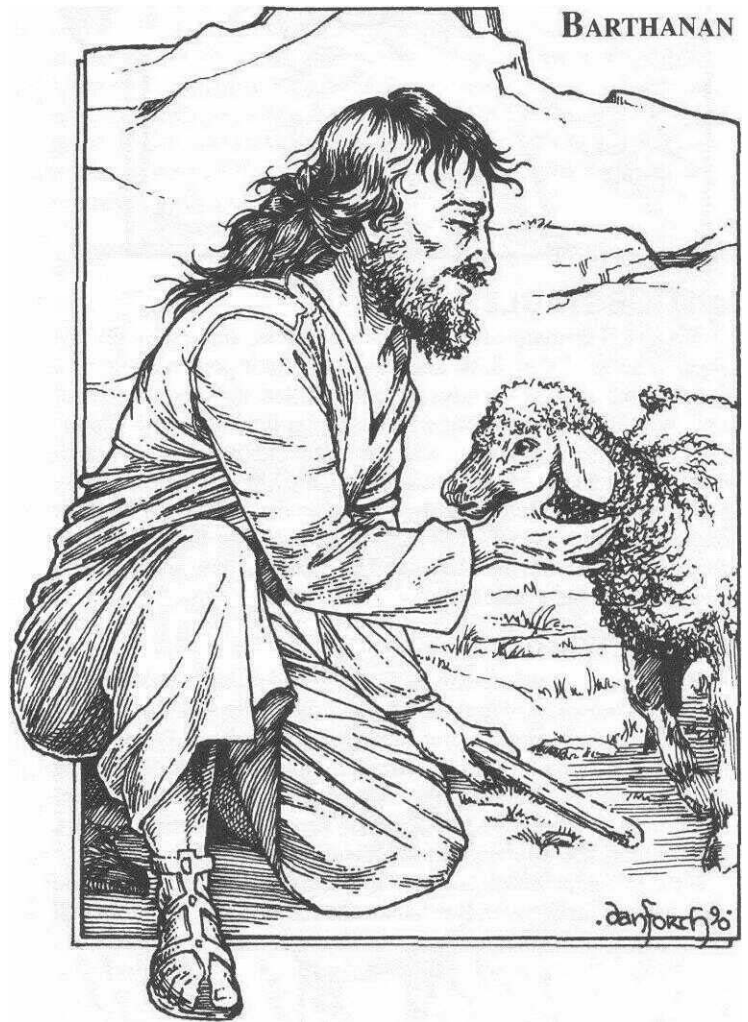
Overall, the task is fairly simple: find the reason for the sheep's disappearance, and help recover the beasts or some proper compensation. The PCs can solve the problem by either negotiating with, or eliminating, the thieves.

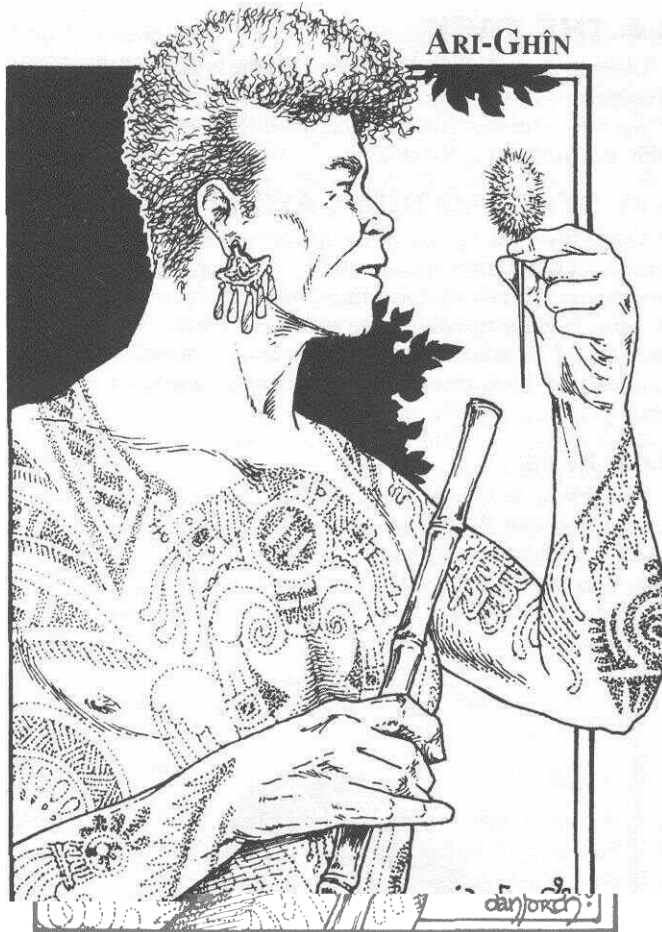
4.41 STARTING THE PLAYERS

The players may pause at the Inn for a meal, where they hear Barathanan first express his concerns. The shepherd will approach the players directly and ask them for assistance. He will then explain about the missing sheep and offer a small reward in return for their aid. If asked, Barathanan will answer questions about the case, but he is too distraught to offer much knowledge without some prodding.

4.42 AIDS

The few aids that are available are primarily the pieces of information that Barathanan or Machun can supply. Both have made note of the approximate time of the disappearances (usually early evening). Leizha will offer his company despite his father's objections. Beyond this, the PCs must rely upon their own skills and resources.





4.43 OBSTACLES

The six Suzamatu offer the main obstacle, since they are the sheep thieves. Their skills and especially their poison could be a potent force against the adventurers. Skilled stalkers, they regularly hunt down the mightiest of the forest predators (the Unca).

It is possible to negotiate with the Suzamatu warriors, although there is a language barrier. In addition, the Suzamatu desperately hope to start new flocks for their tribe, so they will fight hard for their new livestock. The Suzamatu believe that the sheep they found are a gift from the Moon-god Suzush, and they are not easily swayed from their beliefs.

4.44 REWARDS

Barthanan will offer items of clothing and money (about 50 sp) to the PCs in a show of gratitude for their help. He will also include a week's room and board (free of charge). This reward may not be much, but is a small fortune to a herder. One robe, included among the garments, is made of finely spun wool that is virtually unencumbering, provides a +10 RR bonus versus Channeling attacks, and protects the wearer from the blistering sun of Far Harad.

If the PCs gain the trust of Ari-Ghin and the other Suzamatu, and negotiate a deal between Barthanan and the Honnin, Ari-Ghin will offer one of the PCs three doses of Belan.

4.5 ENCOUNTERS

The Suza Sumar is a hazard in itself, but the flora and fauna of the rain forest increase this hazard. Low undergrowth may cover deep holes, or make a cliff appear as a gentle slope. Mischievous Stetan and fierce Unca pose risks to travellers, who must be sure not to linger in the woodland after sunset. Besides the natural hazards present in the rainforest (see 6.0), the PCs must face the Suzamatu.

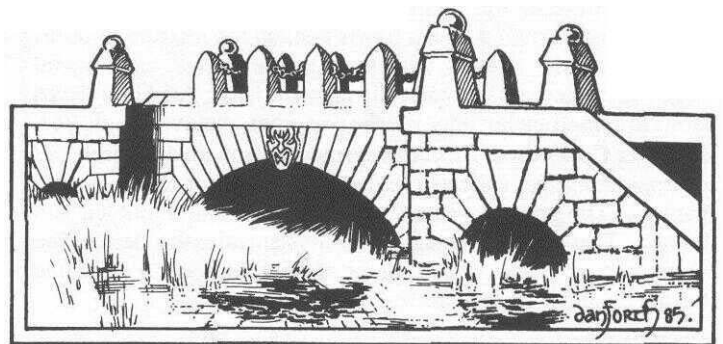
THE SUZAMATU

Suzamatu (Har. "People of the Vale") is the name given by the people of the Bozisha-Miraz to the legendary tribes of Wild Men who dwell within the Forest of Tears. Calling themselves the Honnin, their clans have lived in the Suza Sumar since the middle of the Second Age. Here they spend their time hunting and gathering food, while paying tribute to a pantheon of gods. The Honnin live in scattered clans throughout the deep jungle. They seem to be immune to the arboreal diseases that befall other Haradrim.

Distantly related to the Druedain of Gondor and Eriador, the Suzamatu are xenophobic. They rarely trust anyone who is not of their tribe. For this reason, the Wild Men of the Suza Sumar are seldom seen, and the People of the Vale have become stories in myth and legend. Most people of the Dar refuse to believe that they exist.

The Suzamatu dwell well within the jungle, beyond the reach of other Men. Legend tells of a great forest city built by the ancestors of the Honnin, before their society collapsed. The remains of the temple city at Pred lie deep in the Suza Sumar and many of its structures are abandoned; however, a few tribespeople make their home in or near the site.

Culturally, the task of hunting for food is left for the males (usually the mother's brother), child-rearing to the women, and most other chores are shared by both sexes. Their religion is based on the spirits of the rainforest, and Honnin shrines can be found throughout the inner jungle. They are skilled hunters, and carry potent weapons to subdue their prey. Most of them employ blowguns (treat as a +5 short bow). Coating their needle-darts with a (4th lvl) nerve poison called Sum-Kutia, they use the blow-guns to fell and paralyze their prey. The poison incapacitates anyone who fails to resist its effects (for a period of 2 rnds per point of RR failure). Some Honnin also wield short bows and clubs, but all of the Wild Men avoid melees whenever possible.



5.0 THE LIGHTS OF AVASHAR

South of Barthanan's homestead, in the grasslands directly east of the Suza Sumar, lies the small town of Avashar. Although a quiet community, it is very different than most other towns within the Bozisha-Miraz because the jungle has such an impact upon its residents' lives. Resting on the banks of the Lorzej (Har. "Spring"), a river northwest of Bozisha-Dar, Avashar enjoys a constant supply of cool, fresh water, originating in the rainforest. The small town is the center of a medium-sized agricultural community that is currently enjoying a period of prosperity. Farmers grow virtually every kind of fruit and vegetable native to the region, while herders raise goats and sheep. The rural pattern of their days has descended through the generations for centuries, unchanged and predictable.

Until now, life within the vales near Avashar has been so peaceful as to become monotonous. However, in recent weeks a series of disturbances have frightened the local folk, and the mood of the town has changed.

5.1 THE TALE OF LIGHTS IN THE SKY

Almost two weeks ago, a young child claimed he saw flying lights near the Forest of Tears. The lad was not believed — his parents took the story as a work of fiction. Several more sightings of these mysterious, floating lights followed, and some of the townsfolk are worried. The strange phenomena appear as small points of light floating through the air, similar to the flame of a disembodied torch. However, these flares flit from place to place with a mind of their own, creating chaos in the town.

NAHIR'S EXPERIMENT

Nahir, an old animist dwelling on the edge of the jungle, resides two miles from Avashar. He is a devoted botanist and has spent all of his life caring for and learning about the plants and animals of the rainforest. He tends a small botanical garden adjacent to his home, growing a wide assortment of rare flowers and plants. Several weeks ago, the aging hermit came to the realization that he could no longer maintain the entire garden himself, especially after expanding its size last year. Due to his preference for solitude, Nahir decided not to hire any laborers to help him tend the plantings. Rather, he hoped to summon a creature that would act as a servant while lighting the garden through even the darkest nights.

In his years of study of the magical arts, he had learned of a creature that might help him with his agricultural chores. He decided to summon them to do his bidding and tend his garden. In calling the Baricha (as he named them), the hermit overlooked the possibility that the creatures might be unwilling to aid him and did not take the necessary precautions. Only upon summoning six of these creatures did he realize his folly. The Baricha immediately disobeyed his request and set out to explore the land about the hermit's homestead. Nahir was shattered, and the mischievous Baricha were loose upon the land.

Although not evil, the Baricha are a prankish lot, acting as ghosts and terrorizing lone travellers for fun. By their nature, however, they pose a threat to all who encounter them; they drain a person's strength naturally and subconsciously. They prefer to avoid conflict, but will attack viciously if cornered. The conniving creatures have attracted much attention to themselves and are now the tongues of every man, woman, and child in the Avashar community.

5.2 THE NPCS

Within the town of Avashar itself, there are many individuals with whom the players may interact. However, a few major NPCs that are specific to this adventure are listed below.

NAHIR THE HERMIT

An old Haradan man, Nahir has lived alone for nearly twenty-eight years. Originally from Bozisha-Dar, the Animist has travelled much of Endor's southern lands and has seen the great walls of Minas Anor (Minas Tirith) in the North. The hermit is a man who is impatient with both himself and others, and this flaw has proven to be his undoing.

In his search to find ways to extend the hours of daylight and help to tend his garden, he came across some ancient manuscripts collected in his earlier travels. They revealed a method of magically summoning a type of living light. What the texts did not say is that these "lights" had a mind of their own and detested being bound into the servitude of another. Nahir spent several weeks preparing for the summoning, reviewing his procedures until he had them memorized. Unfortunately, the old Animist later discovered the Baricha had no intention of serving anyone. The living lights wished only to live among the woods, playing games among themselves.

Nahir was shattered, since the Baricha seemed to be the only way for the old man to keep his garden. He has remained indoors and out of sight since the night he summoned the creatures. Uncharacteristically, he has let the care of his garden slip, and already weeds are sprouting up among the flowers and the stone paths. Crushed in spirit, Nahir is the only person who holds the key to the mystery of the Baricha. He is ashamed of himself and does not take kindly to visitors.



Nahir stands at a medium height of 5'6", although his slouched posture makes him appear much shorter. He has deep brown eyes, darkly tanned skin, and a mane of unkept white-yellow hair. In keeping with his nature, Nahir wears a long green cotton robe with many pockets, almost always filled with seeds of varying type. He bears a gnarled staff of polished teak (+10 weapon, +2 spell adder). The hermit has not worn sandals of any kind for nearly twenty years, and the soles of his feet have become almost as leathery as those of Hobbits.

HARIJ, TRADER FROM THE DAR

Although a frequent visitor to the Avashar community, Harij is not well liked. He has a reputation for being pushy, self-centered, and obnoxious. Much of this can be attributed to his mannerisms and a mode of speech that irritates those to whom he speaks. He does possess some concern for the others around him, but his bottom line is always monetary profit. He is an exceptional trader, and an excellent partner on the professional level. He is one of the main lifelines from Avashar to Bozisha-Dar, transporting much of the small valley's material goods. The people of Avashar speak to Harij only out of necessity (which is fairly often) on business matters. The recent events have sparked the imagination (and the juices of greed) of the trader, and he is seeking a way to earn a profit from the lights.

A thin and wiry man, he stands at 5'7". He wears overstated, rich clothing, and always sports a wide-brimmed hat. His little nose and beady eyes set close together causes his visage to resemble a rat. Harij has a thin moustache, long sideburns, and a mop of black hair. He carries a wooden cane (for decoration) and wields a thin steel scimitar (+5 non-magical).

RUNEREN

Runeren is an orphaned boy who was taken in when he was two years old by an elderly farming couple. Unlike the general populace in Avashar, the boy is intrigued by the lights that have been flitting about the town during the night. One night, he sneaked out of the house to try and follow them; although not entirely successful, he is aware that the lights come from the same direction as the Old Hermit's garden. He has never seen Nahir, but enough stories have been told of "the old wizard" to keep him at a safe distance.

Unknown to the 14 year old boy, Runeren is actually the grandson of Nahir. Runeren's parents were killed in a boating accident when he was very young. Afterwards Nahir delivered the child to Oeran and Thena for them to raise. The boy's foster parents are waiting until the child turns sixteen before they reveal his grandfather to him.

A small pendant hangs around the youngster's neck. It belonged to his father, and Nahir made sure that the piece would remain with the boy until he grew old enough to use it. Made of carved and polished Desert Amber, the pendant is a focusing device for magical power (x2 power point multiplier, channeling only). The item already aids the boy's own fledgling magical skills, and is preparing him for apprenticeship with his grandfather in the coming years.

Runeren has not yet started his adolescent growth spurt and currently stands at a short 4'9". His hair is sandy brown with auburn upon the ends; his eyes are a common brown. He wears a blue tunic similar to that of the farmers of the region, typically matched with white cotton pants.

OEREN

The foster father of Runeren, Oeren is an aging farmer who was asked by Nahir to take care of the boy in his younger years. Longing for the same feelings he experienced when he raised his own son, Oeren took in the orphan with no hesitation. Currently, Oeren worries about what will happen after Runeren learns of his origins. He fears that the boy will leave his foster parents without a backward glance, and that they will never see him again. Oeren is reluctant to allow Runeren help the adventurers solve the mystery of the Baricha.

Oeren is a tall man, standing 6'2"; he has dark brown skin, balding white-grey hair, and often wears a long, off-white robe. He is a retired farmer, but occasionally travels to visit his own son who lives further down the valley. He is a good friend of Barathanan, occasionally travelling upriver to the homestead.

THENA

Even more protective of Runeren than her husband, Thena has serious reservations about letting the boy participate in the adventure of the living lights. Like Oeren, she fears that the lights have something to do

with Nahir and is afraid to let the boy go. She does not want to experience another child leaving the nest.

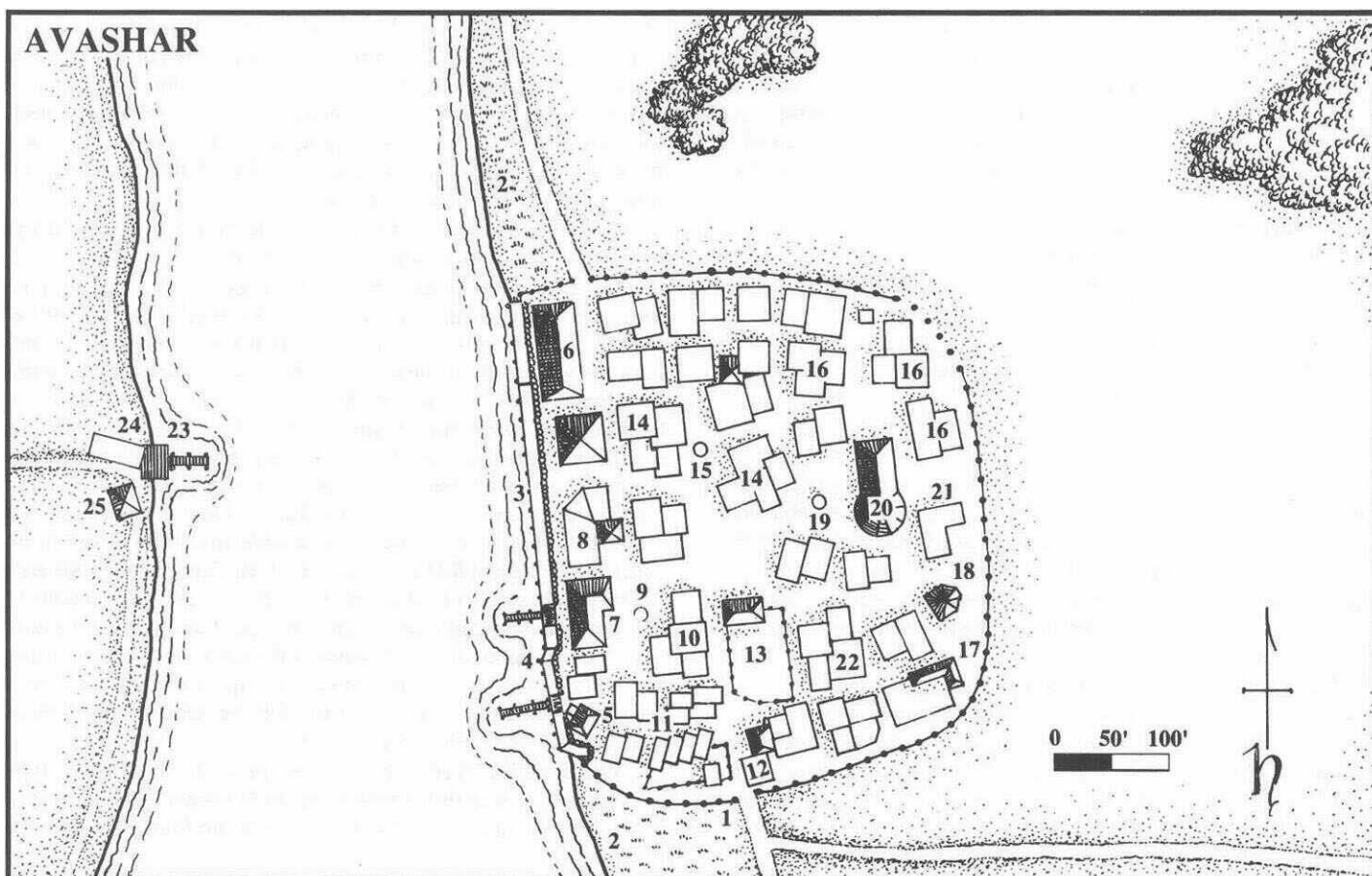
Unlike most Haradrim, Thena has cool blue eyes. She often wears a short, light green tunic over a longer white tunic. She is beginning to show her 59 years, but still possesses an aura of youth.

THE BARICHA (LIVING LIGHT)

The creatures summoned by Nahir to tend his garden are not malicious by nature, only mischievous. Unlike the Olvar and the Kelvar, the Baricha are of supernatural origins. They resemble small, but bright points of light that flit about with incredible agility. They come in a myriad of colors (as they can change at will), but favor a light blue or white. They possess a limited telekinetic ability (treat as MERP Essence Hand Telekinesis, 5 lb,

RUNEREN





or *RM Essence Hand Telekinesis II*). Although their intentions are not evil, the very nature of these creatures makes them hazardous to those in proximity to the Baricha. They drain the life force of individuals within the radius of their light (5 Constitution points/rnd). The life force serves as food to the Baricha, but the feeding process is subconscious, constantly active, and involuntary. Aside from this passive threat, the Baricha are very dangerous if angered or cornered. They can issue charges of electrical energy to stun (or kill) their attackers.

The Baricha are free-spirited creatures and do not enjoy being bound into the service of another. Their origins are not of Endor, and their attitudes and demeanors are much different than those of the Free Peoples or the servants of Sauron.

5.3 LAYOUTS

For the duration of this adventure, the PCs may visit a number of sites. Most of these will be within the town of Avashar, and the last will be Nahir's arboretum.

5.31 AVASHAR

Situated on the banks of the Lorzej river, this small town is a trading center for the local merchants and farmers that make their living off fields at the edge of the jungle. The majority of the goods brought to the town are stored in the warehouses along the shore's edge, waiting for the vessels to carry them south to Bozisha-Dar. Despite its strong economic ties to the Dar, the cottage industry within the town is very strong. Clothweavers and armorers fashion their crafts with materials imported from the nearby lands. Although a small town, with a population of 320 men, women, and children, Avashar proves to be an economically strong community. The incidence of poverty is rare, and the food supplies of the townsfolk are always well stocked.

1. The South Gate. Admitting the trails from the south and the east, this large wooden gate is used more frequently than the North Gate. During daytime hours, the gate remains open, allowing free passage into the town. Standing almost twenty feet in height, the doors are made from the logs of the great trees of the Suza Sumar, cut into thick planks and bound with ribbons of iron.

2. The East Bank. A carpet of short, but thick, grass grows in abundance upon this steep edge of the river.

3. The Break wall. Running the entire length of the town, this ample stone walk blends into the town's outer wall and provides the community with protection against the seasonal floods which may lift the level of the river by nearly six feet. Fortunately, the steep bank helps to prevent any major catastrophe from befalling the town. A path runs across the top of the wall and is frequented by many of the townsfolk. A passion for fishing occupies a significant number of Avashar's residents.

4. The Docks. Two wooden wharfs extend twenty-five feet into the deep section of the river, allowing ships to come alongside and unload their goods or take on cargo. Due to the importance of the docks to the townsfolk, the Dockworkers' Guild is charged with maintaining the wood and rebuilding them as needed. Supported by thick trunks of the massive rainforest trees sunk deep into the riverbed, the sturdy docks have survived even the most violent of the river's floods (including being submerged).

5. Grenna's Fishing Wares. Supplying the town with a large selection of fishing and hunting materials, Grenna is the town's most avid fisherman. He can be seen upon the docks and the breakwall at almost anytime during the morning, early afternoon, or late evening.

6. Dockworkers' Guild Warehouse. The largest warehouse within Avashar, this large building provides almost 3800 square feet of storage space. It is almost never empty, giving room to bales of wool, hay, grain, flour, and a multitude of other materials. A large portion of the town's population is employed at the Dockworkers' Guild, loading, unloading, and keeping track of the supplies that move in and out of the town.

7. The Current of the Lorzej. Serving as an inn and tavern for both travellers and local residents, the Current is a large and spacious building. It has room to accommodate up to fifty occupants comfortably (twenty-five rooms). The proprietor of this establishment is an aging Haradan man by the name of Charias.

8. Avashar Imports. This old warehouse has been converted and refurbished into an extensive supply and wares store. Although it seems overstocked for this size town, Avashar Imports keeps up business with almost all the residents within ten miles of the town.

9. Riverside Well. Named as such because it is closer to the river than the town's other two wells. Tapping into the water table six feet below ground, it provides irrigation and fresh drinking water to the Inns and homes within this quarter of the town.

10. Residences. Each of these homes provides accommodation for up to three families and are occupied mainly by newly recruited dockworkers.

11. Boardinghouses. Each of these two-storey wood and stone buildings provide accommodation for up to four people. All but one of these homes are currently occupied by one or more people.

12. Smithy. Processing the raw metals shipped into the town, the smithies work their craft daily. Almost any kind of metalware can be requested and made (although their technology allows only for ironworking with limited steel construction). The head smith is a large man by the name of Egidacu.

13. Stables. Although small, the stables provide good accommodation, trade, and supplies for horses. At any given time, there are at least fifteen horses stabled within the compound.

14. Dwellings. Belonging to the merchants of the town, these homes provide a comfortable lodging for their occupants. Unlike the smaller boardinghouses, the majority of these homes are bungalow-style, having only one floor.

15. Merchant Well. As with the riverside well, this ten foot deep shaft is named by its location within the town.

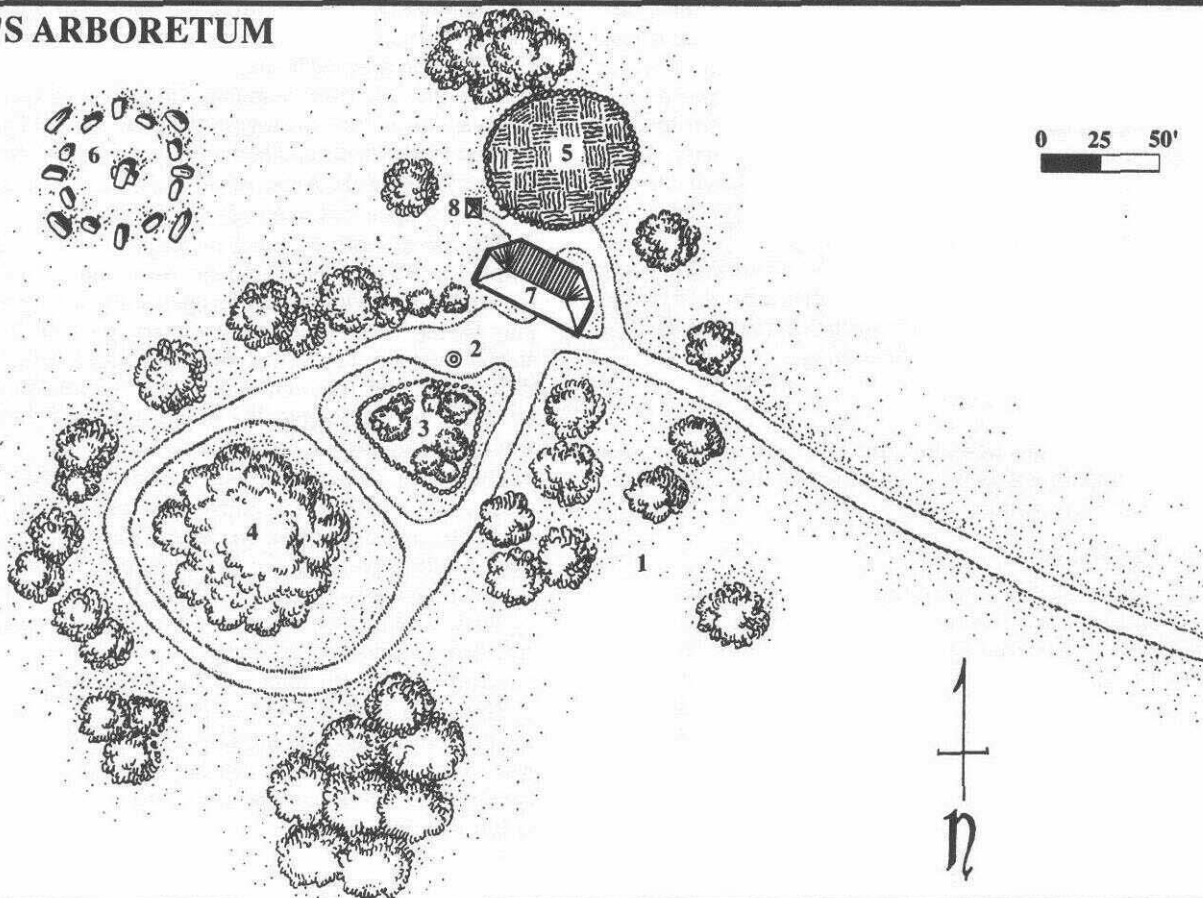
16. Homes of the Keasha-Nir (Ap. "Overseers"). These luxurious homes are the assigned residences of Avashar's administrative council. Each member is appointed for life and may be selected from any walk of life in the town. There are seven Keasha-Nir, with the venerable Mazjaik as their leader.

17. Home of Oren the Healer. Although he does not sport as extensive a garden as does the hermit Nahir, a wide supply of plants and herbs are available within his small shop. Much of Oren's supplies are imported in from the Dar (which accounts for the exhaustive supply of medicines available from him). Any herb with a code of 4+ in *RM Ch&CaL*, p. 21, or Table ST-5 in *MERP* can be purchased here for approximately 1.2 - 3x the stated cost.

18. Clothweavers and Tailor. This spacious building is dedicated to the woolspinners and clothweavers throughout the region. Raw material is spun into thread, woven to compose elaborate fabrics, and fashioned into various types of clothing. One entire room is dedicated to the construction of rugs.

19. The Keasha Well. The deepest of Avashar's wells, this elaborate stone well drops fifteen feet to the water table. (It is at a higher altitude than either the Riverside or the Merchant wells.)

NAHIR'S ARBORETUM



20. Keasha-Nir na Ariej (Har. "Chamber of the Overseers"). The administrative center of Avashar and the surrounding region. A large circular chamber provides the meeting hall for the Keasha-Nir, while the rest of the building houses all legal matters and law enforcement. Utantha, the commander of the Avashar Guard, maintains an office in this building.

21. Avashar Guard. Located directly behind the Ariej, the barracks for the Town Guard provide accommodation for up to thirty soldiers. However, in times of emergency, the population of the town can be called upon to aid the Guard.

22. Runeren's Home.

23. West Shore Docks. Identical in construction to the docks across the river on the eastern shore, the West Shore Docks serve as a loading platform for goods crossing the river. The west bank of the river does not fare well in the seasonal floods, since its grade is much gentler than that on the east side. Consequently, the docks become useless when high floodwaters raise the level of the river above the wharf itself.

24. West Dockworkers' Warehouse. Much smaller than its crossriver brother, this storehouse is maintained on a series of high stilts to keep it above the floodwaters. The construction of the building is actually superior to those across the river, since it readily weathers the stresses presented by the strong currents of the Lorzej.

25. Hostel. Providing accommodation for travellers walking upon the Lorzej's west bank, this is a small rustic building atop solid wood stilts. It is frequently empty, welcoming anyone who wishes to stay for the night free of charge. It is maintained by the fisherman Grenna.

5.32 NAHIR'S ARBORETUM

1. Grounds. Nahir's Arboretum actually starts two-hundred fifty feet away from the Animist's home. Throughout this area, the grass is perfectly even, since the hermit is constantly trimming and grooming the plants within. Several specific paths are marked by stones and a smooth gravel surface with a multitude of warning signs to keep off growing grass and away from the bushes.

2. Well. Tapping into a large water reserve below the cottage, the shaft is nine feet with the water extending another six feet down. Nahir has installed several underground pipes that syphon water to irrigate the grounds. One such pipe leads into Nahir's home to an iron pump which the hermit uses often.

3. Shrubbery. Encircled by a ring of stones, several rare species of bush and stunted trees grow in this small garden. The earth below is neatly kept, constantly irrigated, and fertilized. A successful Extremely Hard (-30) Fauna Lore roll will reveal the types of shrubs thriving here.

4. Great Banyan. This massive tree forms a gigantic canopy almost seventy feet in diameter. This variety of tree is among one of the more unique types of plants found in Endor. Roots sprout from overhanging branches, which extend to the ground and form many secondary tree trunks, many of which are as thick as the original. This feature of the tree makes climbing it a Light maneuver.

5. Herb Garden. Nahir's skill at gardening techniques is very apparent when one looks at the quality of the garden. Almost any common herb found in Middle-earth grows inside this plot. (The garden contains any non-arctic herb which is Very Hard or easier to find. See p. 21 in RM Ch&CaL or Table ST-5 in *MERP*.)

6. Circle of Stones. Used by the old Animist to study the stars and the rising sun, this ancient Honnin structure also served as the center of Nahir's summoning ceremony.

7. Nahir's Home.

8. Outhouse.

5.33 NAHIR'S HOME

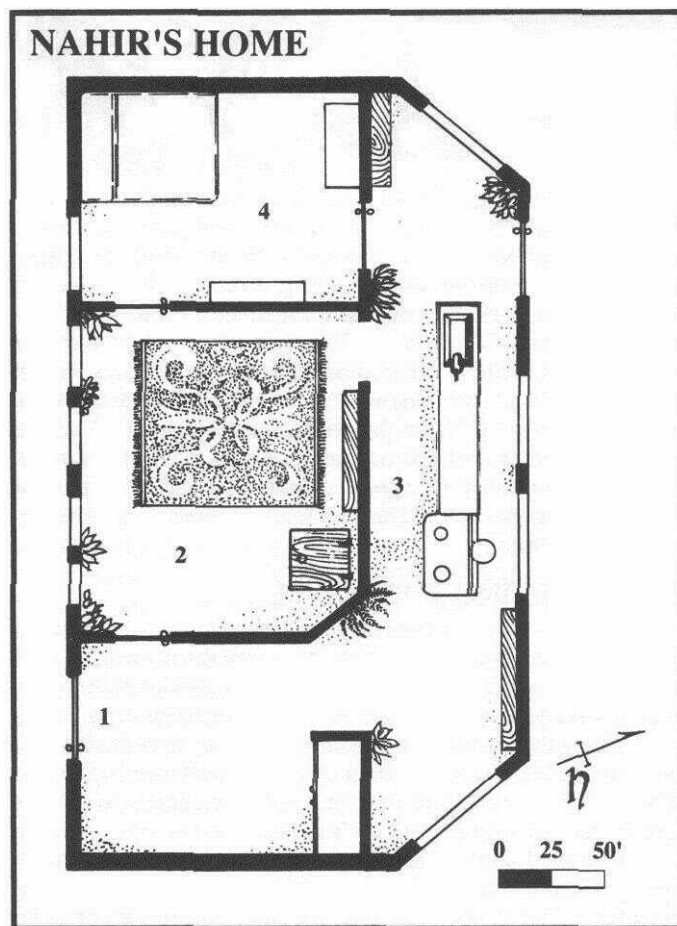
Nahir resides within the outermost fringe of the Suza Sumar. A large wood and stone structure, his home is half-covered in a thick blanket of vines. The roof is further protected by a layer of dried tree sap which seals the interior from the forest's daily rains.

1. Entryway. Although the hermit does not have many visitors, the entryway is kept scrupulously clean at all times. A large closet provides space for any extraneous clothing not needed indoors as well as many of Nahir's gardening tools,

2. Study. The largest room in the house, the hermit spends many evenings here. A wide shelf sports a collection of books (all in Apyaic) about plant and animal life in the Suza Sumar. One book, resting at the end of the shelf, contains Nahir's notes about his mastery of Channeling. (Effectively, the book contains the spell lists Plant Mastery, Animal Mastery, Herb Mastery, and Nature's Lore, all to 10th lvl.)

A large wool rug with several ornate patterns incorporating leaves, flowers, curling stems, and fruits covers the floor. Nahir had the carpet made to his design by the clothweavers at Avashar. The room is adorned with exotic plants, many of which have been integrated into the structure of the cottage. This feature, coupled with the vines upon the outside of the house, makes the residence appear to be a "living house".

On the northern portion of the room, a small trap door leads down to the root cellar. Much of Nahir's food supplies are kept well preserved in this small chamber. The remainder of Nahir's garden supplies have been stored here for the season to be taken out again when the hermit needs them on a regular basis.



3. The Kitchen. A very rudimentary kitchen. A cast-iron stove squats in the middle of the room, while a large counter with a built-in wash basin has been integrated with a pump from the well. This feature gives the illusion of having running water. Like the study, this room has been decorated with many plants, all hung at strategic locations to make the chamber resemble the outdoors.

4. Nahir's Room. Although he has not placed as many plants within his bedchamber, its decoration and ornamentation follow the hermit's botanical theme. A large feather mattress rests upon a low wooden pedestal, providing Nahir with his bed. Nothing is stored underneath the bed (as there is no "underneath"). A large dresser and a wardrobe contain the hermit's clothes, most of which are understated and simple.



5.4 THE TASK

Initially, the task for the PCs is to find the origin of the darting lights and the reason they are terrorizing Avashar. The true nature of the Baricha can be deceptive, since their antics and appearance make them resemble Undead. Therefore, the first part of the adventure will include trying to understand the creatures and an attempt to discover from where they arrived. Since these creatures were summoned by Nahir, he wishes to retain control of the Baricha and send them back to their mysterious place of origin. He hopes to do so secretly. One problem remains: the Baricha are still at large and must be captured in order for the Animist to return them to their own world.

5.41 STARTING THE PLAYERS

Adventurers roaming Far Harad may pass through Avashar in the course of their wanderings or perhaps visit the town for several days while recuperating from their last ordeal. Stories of the lights in the forest and sky will alert them to the mysterious occurrences confounding the townfolk; a personal encounter with the Baricha should pique their interest further. A public town meeting will be called to try and deal with the trouble. Unfortunately, the lights have frightened most of Avashar's citizens, and no one is willing to step forward alone. The adventurers should at this point be directly asked by the Keasha-Nir and the Mazjaik to discover the secret behind the lights. They offer the handsome reward of 12 gp per adventurer for success.

5.42 AIDS

Because the adventurers are strangers, active help from the townsfolk will be scarce. Shopkeepers, laborers, and passersby on the street will be pleasant to the PCs, but good manners will be the limit of their aid. Fear restricts their generosity. However, as with all rules, there is always an exception. Runeren, the adopted son of Oeren and Thena, knows more about the Baricha than the other townspeople, having followed the living lights during the past few nights. He will offer to help the adventurers (after surreptitiously slipping out of his foster parents' home) with no apparent wish for a return favor.

Runeren can supply the PCs with much information about the town and the outlying areas, as well as some details concerning the people living within and near the town. Runeren is unaware that he is the grandson of Nahir, but this unknown quality will still be of help to the PCs. Nahir is an isolated man and does not like visitors, especially in his hour of grief. However, the hermit will allow anyone accompanying the child into his home. Although Nahir does not initially reveal his relation to the boy, it becomes apparent that he will help the adventurers so long as his grandson is involved.

5.43 OBSTACLES

A multitude of obstacles exist for the PCs to overcome, since the presence of the Baricha is not the only threat. Even though the PCs have volunteered their services to the town, anyone they might question (except Runeren) will be unresponsive and become hostile if pushed too far. The townspeople are frightened and will avoid speaking of the lights around the PCs. Runeren's foster-parents are particularly tight-lipped. They suspect that Nahir may have had something to do with the lights, and they fear the possibility that Nahir's relation to their son will be revealed.

An additional obstacle will initially present itself in the form of an aid: Harij, the trader. The sharpster always looks for ways to make a quick profit out of the sufferings of other people, and will be quick to assess the PCs as a means to this end. He will offer to accompany the group to help find the cause of the Baricha, and then attempt to continue in his own vein to make money. His actions will vary, of course, depending upon the events serving as fodder for his scheming mind. Anything from "guided tours" for strangers to Avashar to capturing the Baricha for sale in Bozisha-Dar may be attempted. Any of the schemes he dreams up is bound to fail and can only get in the way of the PCs task.

Finally, there are the Baricha. They are dangerous and present a definite challenge. One option for their defeat involves capturing the creatures for Nahir, so that he can return them to their place of origin. This may prove difficult, since the Baricha can be vicious if captured or cornered. For more information on their antics, see section 4.5.

5.44 REWARDS

The gratitude of the townfolk, plus a small monetary token of their appreciation (12 gp per PC), is in order as a reward for the adventurers. Additionally, if the PCs were kind to Nahir, he may supply them with his own personal reward. As a hermit, his possessions are not in great supply, but his generosity may be large. The Animist may give the PCs up to four doses of a special variety of herb cultivated by Nahir alone. This berry, when ground into a paste and rubbed upon a wound, will cause the injury to regenerate at the rate of 1 hit every three rounds until healed or one hour has passed. Nahir calls the berry Nahiraphan (Har. "Nahir's Own"). Outside of his personal stock, Nahiraphan is virtually impossible to find.

HARIJ



5.5 ENCOUNTERS

The Baricha constitute the primary opponents in the adventure. There are three of these creatures, and they are not ready to give up their freedom. As mischievous entities, they like to play tricks upon all the inhabitants of the jungle, often using their limited telekinesis abilities. Normally, if found by the PCs, they will be playful until cornered. They become very vicious if annoyed or angered.

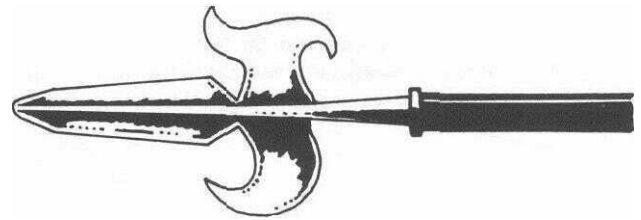
The Baricha are nocturnal creatures, favoring rest during the day to best absorb light from the sun. When enjoying a respite near Avashar, they will roost on the upper limbs of the trees near Nahir's home. While in this state, they are Sheer Folly (-50) to spot during the height of day, since the brightness of the sun overpowers their own glow. During the early evening, however, as the light begins to fade, the Baricha continue to rest and are easier to spot (consider Hard, -10).

Aside from the Baricha themselves, the hazards of the jungle are never to be trifled with. Hidden cliffs, wild animals, and thick undergrowth should provide extremely difficult conditions for finding the Baricha. (Refer to the Encounter Table at the end of this module.)

6.0 TERROR IN THE JUNGLE

The Bozishnarod way of life, especially for those that live near the Suza Sumar, is a peaceful one. Many live without fear or concern of their neighbor, since the more serious threats come from the weather. However, even the isolation of the rainforest is not immune to the black touch of the Lord of the Rings. The host of the undead Storm King waits patiently like an Unca stalking its dinner, but the insidious plots of Sauron reach far beyond the armies of the Nazgul or their servants. More often, the Dark Lord's most potent weapons are subtlety and deceit, human traps laid and awaiting for the right moment to strike. One of Sauron's many plans to attempt to gain control over the lives of the Bozishnarod still lives within the deep reaches of the Vale of Tears.

Y'shar was once a humble woodland spirit that tended to the everyday needs of the olvar within the depths of the rainforest. It was during the mid-Second Age when Sauron tempted this immortal spirit into his own dark services. Instead of caring for the woodlands about him, Y'shar began to wreak his own evil influence over both the Bozishnarod and the Honnin, the small folk dwelling in the Harad Wood. His brief reign of terror is still spoken of in the Honnin legends, but he has long been forgotten in the tales of the Haradrim.



6.1 THE STIRRING IN THE LOST RUINS

Jamir has been a professional hunter for nearly fifteen years, making his living from hunting and trapping animals for food and their pelts. He has dwelt in the shadow of the rainforest for all of his life, regularly venturing into the vale. However, it is possible for even a veteran woodsman to become lost among the great green mass of the Suza Sumar. Such was Jarnir's case two weeks ago; he strayed too far from the known paths in the jungle and lost his way. As a skilled tracker, Jarnir was able to regain his bearings and make his way towards the edge of the jungle.

He stumbled across a startling site: the ruins of an ancient keep covered in thousands of years of growth. Overcome with curiosity, Jarnir decided to explore the ruins, hoping to discover more information regarding its past. Once among the eroded stones, the hunter began to feel a cold sensation on the back of his neck, as if he were being observed. Believing this to be an ill omen, he left the ancient keep and headed for home.

By his presence in the long abandoned keep, Jarnir unwittingly awakened Y'shar, the fallen Tavar spirit. The terror of the Suza Sumar has returned. Once fully free of sleep, the Demon will unleash an awful reign of terror upon nearby Avashar, invading its citizens' dreams whilst they sleep and filling their waking hours with horrific hallucinations.

6.2 THE NPCS

In addition to the residents of Avashar, the NPCs may encounter some special individuals in this adventure. Descriptions follow.

JARNIR, THE HUNTSMAN

Normally a calm man, Jarnir has been pushed to the limits of sanity. The strain of the nightmares that haunt his sleep have left him haggard and worn. He was the only person in his household to dream of horrors immediately after his adventure in the Suza Sumar, but now such night-time terrors are also plaguing his wife and children. He fears that his neighbors may soon succumb to the evil trailing him. Jarnir feels helpless, since no one (except his family) believes him about the chilling presence in the old keep (or the fact that the keep exists). His anxiety, fear, and frustration have made the hunter bitter; he is still trying to understand the phenomenon that has befallen him. He remains convinced that his disturbed dreams stem from the ruined keep within the forest, since he always sees its stones in his nightmares.

Jarnir is a short, but stocky, man, normally clean-shaven and well dressed. The past events have left wrinkles and lines upon his face, with sallow grey areas beneath his eyes. His normally tanned skin has taken on a pale tone, and his rich brown eyes have lost their sparkle. Overall, the 30 year old hunter has taken on the appearance of a man twice his age. He does not understand what is happening to him, and is ready to ask anyone for help.

The hunter favors a bow carved from the branches of an ancient tree in the deep jungle (+10 magical). He wears a light brown tunic that extends well below his waist and is secured by a wide leather belt.



LESJIA, WIFE OF JARNIR

Although she experienced only one nightmare thus far, Lesjia fears the dreams' origin, and is concerned about the weakening effects the phenomenon seems to be having upon her husband. Despite the threat of criticism and ridicule, Lesjia is more inclined to seek help than the ragged Jarnir. Because of the nature of the nightmares, and the uncanny similarity between her dreams and those of the hunter, she is convinced that an outside force is responsible for them.

An independent, but caring, young woman, the effects of sleep-deprivation are barely visible on her light and lithe frame. Lesjia dresses in a light blue frock and a long, pleated white skirt. She has extremely long, black hair, hazel eyes, and lightly tanned skin. Lines of worry have begun to pervade her facial features, but her spirit remains strong.

Y'SHAR, THE TAVAR OF ERIZAN KEEP

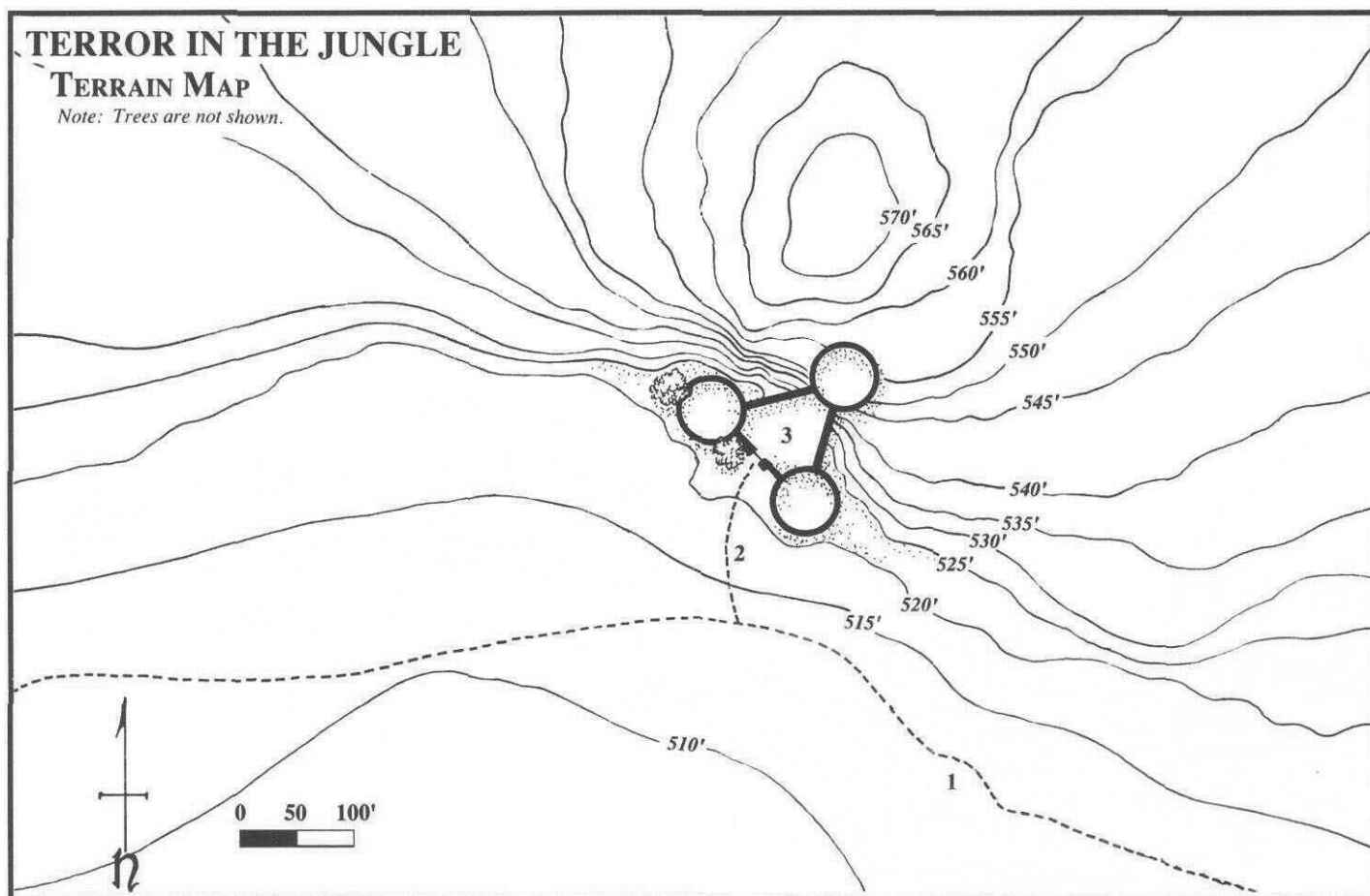
As a spirit of dreams, Y'shar has the ability to invade the soul while it sleeps peacefully at night or to create hallucinations by day. He bestows upon his victims a world of nightmarish creatures, and feeds upon the resultant fear. He has been plaguing Jarnir for six nights and extended his reach to Lesjia on the last one. His attacks are rarely overtly harmful, since he prefers to torture his victims while they sleep or daydream. The Demon usually appears in the visions he sends in any of a number of forms in order to frighten his quarry.

When Y'shar chooses his victims, he attempts to bring their dream world into his own. To resist, the victim must make an unmodified RR versus an 8th level attack or be cast into the nightmare world of Y'shar. Despite his inability to inflict physical harm within the dreams, the Demon takes great pleasure in creating mental anguish in his targets (**MERP**: drains 5 Intelligence points/hour within a dream; **RM**: drains 5 temporary Reasoning points/hour). After each night of witnessing Y'shar, the victim is at a cumulative -5 penalty to all actions due to sleep deprivation (i.e., 6 nights: -30 penalty). The victim will gain back 1 point per hour that he is awake or left alone by the Demon (the latter is unlikely). If the victim's stat is brought down below 0 points, he becomes comatose and will soon die. During the time that the Demon is invading a person's dreams, he may use *Suggestion* once per night.

The Demon can also briefly manifest himself physically to defend his territory in the keep. In this form, he appears as a tall, gaunt shadow with great wings and burning red eyes. He bears a wickedly curved, two-handed blade to smite his worldly victims (+20 magical). He may only manifest himself within the keep, where he may also call forth a small portion of his nightmare creatures to aid him if necessary.

6.3 ERIZAN KEEP

Erizan keep is an ancient Honnin ruin that has long been forgotten on the maps of the Suza Sumar. All that remains is the foundations hidden in a thick cover of jungle undergrowth. Actually spotting the keep is impossible until one is within one hundred feet, and even then it is Extremely Hard (-30) to see the shape of the foundations. A small Honnin path leads past the ruins, giving access into this area of the jungle. It is this path that Jarnir used to find his way out of the rainforest.



6.31 TERRAIN SURROUNDING THE KEEP

1. Honnin Path.

2. Side Path. Spotting this seldom used trail is Hard (-10) from the Suzamatu Path. If Jarnir is accompanying the PCs, he will find this path with no difficulty.

3. The Ruins. Nestled into the side of a cliff, the foundations of the Erizan hold stand in silent vigilance in the depths of the jungle that has now consumed the ancient stones. Much of the castle has been reduced to rubble over the long centuries; the highest remaining wall stands but four feet above the ground at its peak. What was once an imposing and majestic structure has now been returned to the Forest of Tears.

6.32 THE RUINS OF ERIZAN KEEP

1. Entrance. The complete lack of any kind of stone is the sole indicator that this part of the castle was once a large archway permitting entry into the keep. Now, all that the PCs need to do to enter the keep is step over the shattered walls.

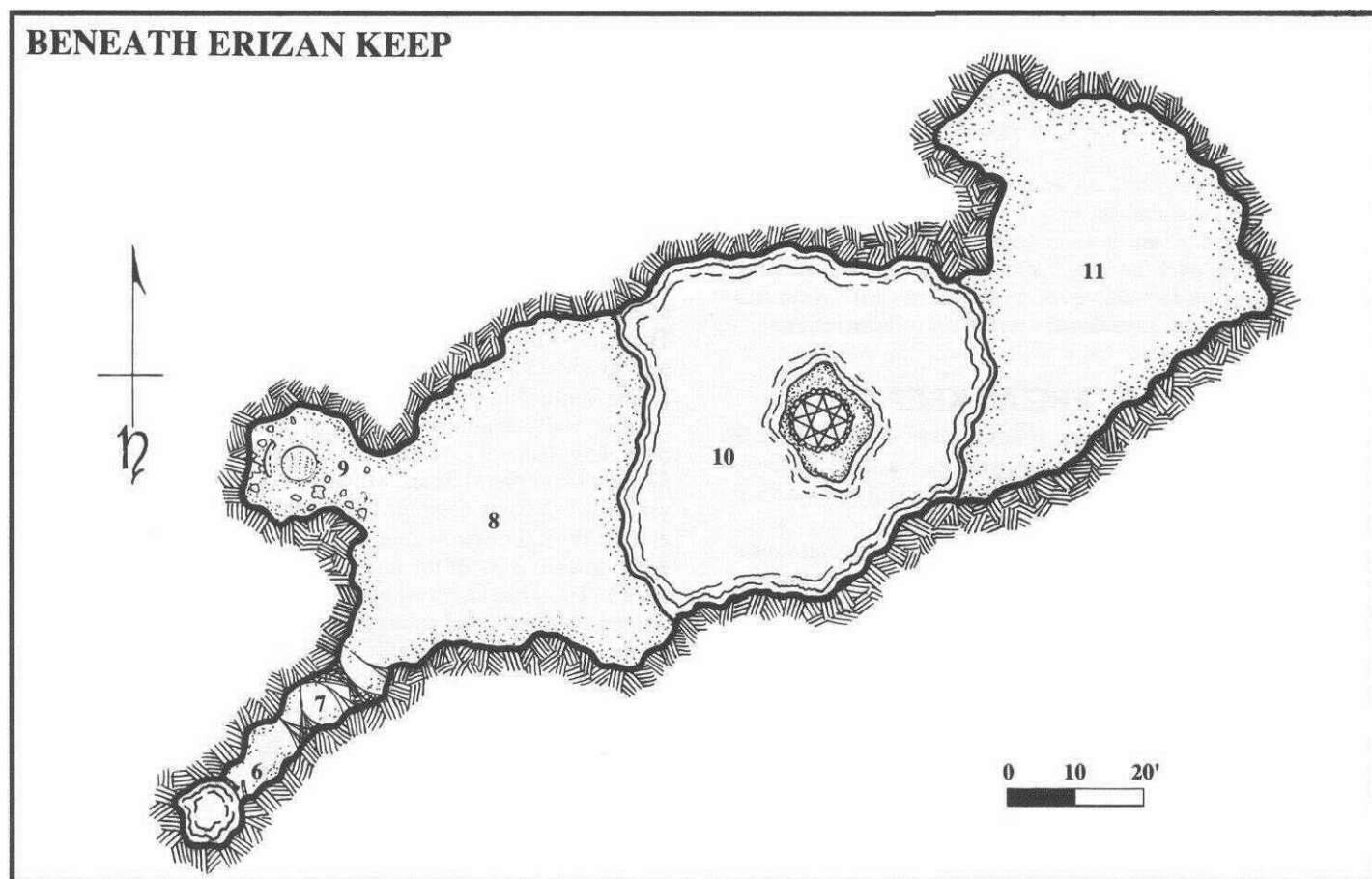
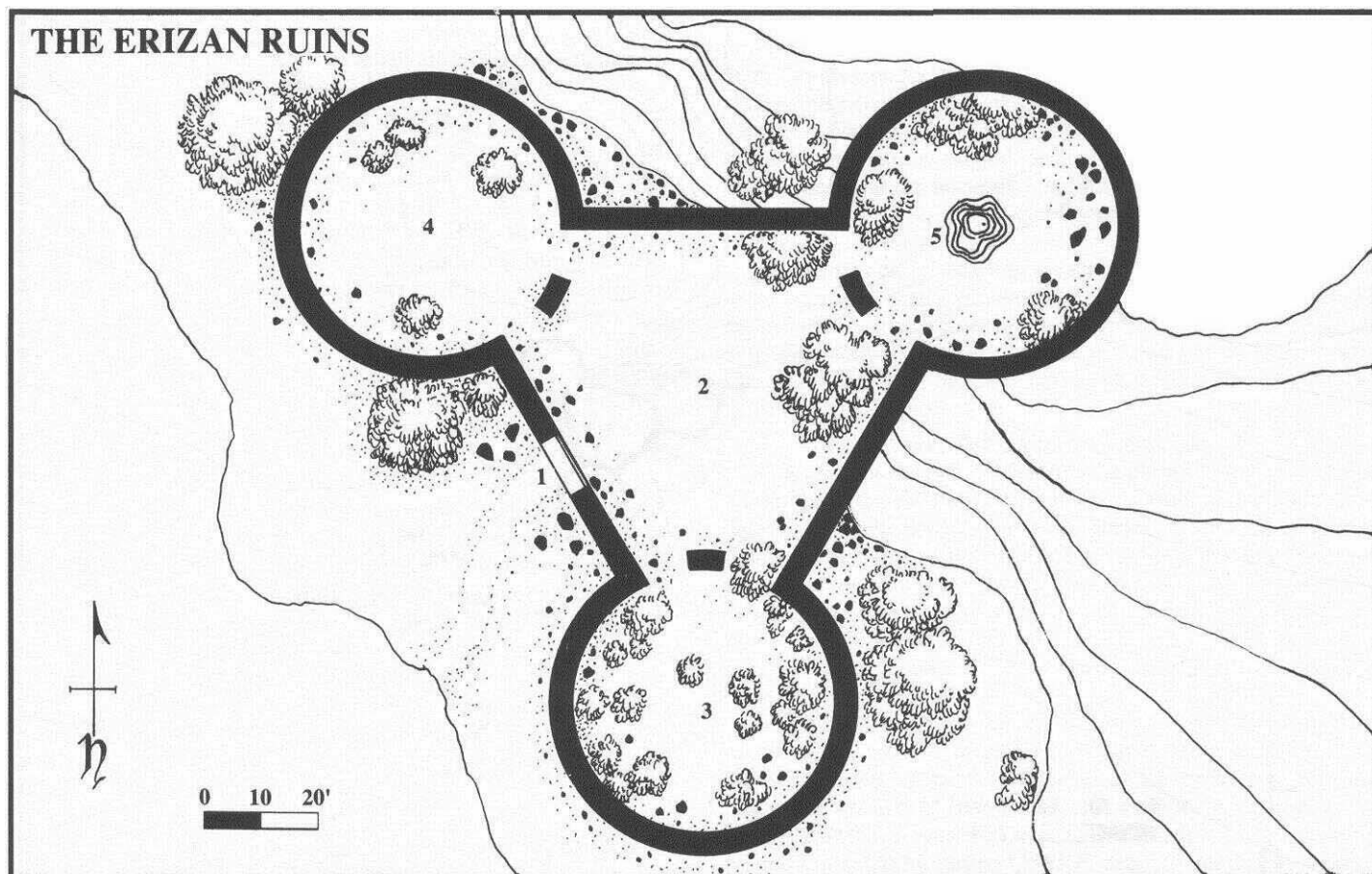
2. The Central Courtyard. Although a wooden structure once stood here, virtually all traces of it have rotted away. An Extremely Hard (-30) Perception roll is required to spot the outline of where the smaller building stood. Scattered throughout the keep are a smattering of ancient tools and weapons used by the Honnin before their Stagnation. The keep was a Haradan structure in the days when Honnin and Haradrim were friends in the process of becoming enemies, and the insects of the Suza Sumar remained an untested threat. The Weeping Fever carried by the rainforest's gnats drove the Haradrim to abandon Erizan to the jungle.

Any metal tools that are found have rusted beyond recognition, with the exception of a handful of golden trinkets partially buried in the soil (gold does not rust or corrode). Finding any one of these articles requires a Hard (-10) perception roll to spot it. In all, the net worth of these items equals 20 gp for their gold value alone. A historian in Bozisha-Dar may pay up to twice that price for their historical value.

One of the gold objects is an enchanted ring, which enables the wearer to cast *MERP/RM* *Lofty Bridge Leaving 100'* up to three times per day. The ring is inscribed with the shape of ten tiny human footprints with a deep green emerald imbedded on the top. This ring was sometimes used by Honnin rangers for easier passage through the Suza Sumar in ancient times.

3. The South Tower. Although this area has the highest portion of exposed wall remaining in the keep, its degree of accessibility is rather low. The soil is very fertile and has become home to a dense thicket of rainforest bushes. Moving through them can prove to be very difficult for whoever tries to enter.

4. The West Tower. Although not nearly as overgrown as the South tower, many of the rainforest's plants thrive among these stones. The ground, along the northern portion of the wall, is stained a brownish red color. It is all that remains of the tools and weapons that were once stored here. As the years passed, the tools and weapons rusted away into nothingness, leaving but a stain behind.



5. The Cliff Tower. Originally, this was the highest tower in the keep, its height surpassing that of the surrounding cliffs. However, as the years passed and the walls crumbled, the tower tumbled. All that remains is its buried foundations. The base of the tower was excavated from the cliff to allow its lower level to be at the same level with the keep. When the tower disintegrated, it left a shaft in the hill, leading up from the cellars of the keep to the top of the cliff.

The ground at the top of the cliff, where the tower left the ground, now opens onto a shaft thirty-five feet deep. Unfortunately, the shaft opening is covered by heavy undergrowth and is Very Hard (-20) to spot. The presence of bones at the bottom of the shaft attest to the hazards of remaining ignorant of this hidden pit.

The center of the tower holds a well that was once covered by several heavy planks of timber. Over time, however, the wood rotted and fell into the well shaft below. Around the edge of the shaft, the ground is very soft and has a 2% chance of collapsing for every ten pounds of weight placed upon it. The Demon Y'shar is imprisoned in a large cavern thirty feet below the floor of the tower.

6. The Entrance to the Prison-cave. The well shaft is nearly ten feet in diameter, and drops forty feet to the surface of the water below. Five feet above the water, a five-foot wide hole provides the entrance into the cave in which Y'shar is imprisoned. The remains of a steel-bound wooden door stand half-rotted, partially blocking the entrance into the cave itself.

7. The Tunnel. Somewhat cramped for space, this passage is three feet wide on average with a very low ceiling (five feet). The passage slowly descends at a rough four degree slope. Movement in the tunnel is very restricted, since anyone taller than 5'6" must crawl on their hands and knees. As a general rule, apply a -5 penalty for every half-foot taller than four feet a person stands (i.e., a person who is 6'7" would be at a -25 penalty). Several large cobwebs built up over several thousand years block the passageway.

8. Well Cavern. Opening to a more manageable height of ten feet, this cavern possesses a distinct earthy odor. The floor is a combination of volcanic rock and tropical soil which makes normal walking a Light maneuver. The ceiling is solid igneous rock and acts as a slow filter for the water coming down from the jungle floor. The walls are moist, and a cool mist hovers low to the ground.

9. Side Cavern. Unlike the well cavern, this nook has been carved out of the rock by mannish hands. A successful Medium (+0) Caving roll will reveal that the cave was constructed in haste, since the walls are crudely chipped and cleared. In the center of the chamber stands a small circular pedestal with a stone tablet, four feet by four feet, upon it. Inscribed in three tongues, ancient Honnish (vaguely related to Pukael), Apysaic, and a rough translation writing in Adunaic, is a warning of the "Demon across the water". Translating the tablet could be difficult, as languages change over time; treat as a Sheer Folly (-50) language check. (**RM:** take "Written Language" rank x10 as a bonus; **MERP:** language rank x15).

The pedestal was placed here by Y'shar's forgotten captors several thousand years before. Its makers placed a special enchantment upon it to attract the attention of all who stumble upon the cave. Everyone who enters the well cavern (#8) should make a RR versus an 8th level attack; those that fail feel compelled to read the inscription on the pedestal. Although this should help the players, cruel GMs can use the opportunity to frighten them a little bit.

NOTE: *Jarnir is under the influence of Y'shar, and will not notice the pedestal (i.e., don't roll an RR for him).*

10. The Pool. This is a small section of the water table below the castle that is tapped by the well. The mist on the floor of the cavern hides the surface of the pool and partially obscures a small "island" in the middle. The water is not very deep (three feet at the deepest part), but the soft floor and temperature make maneuvering through this area Hard.

A large, smooth circular stone occupies the center of the rocky island in the middle of the pool. Several steel bars have been laid in the grooves on the top of the stone, creating an octogram. The steel bars and stone show absolutely no sign of weathering or fatigue. The bars are locked into a steel ring on the perimeter of the stone, which is inscribed with several archaic runes. This symbol is the key element that keeps the Demon of Dreams locked within his prison upon the other side of the pool. If the stone is disturbed appreciably (moved, kicked hard, or broken), the effects of the imprisoning spell will be eliminated, setting Y'shar free. If this happens, the steel will immediately rust away into nothingness, while the features engraved upon the stone, Y'shar's, will fade and blur.

11. Y'shar's Prison. A large stone slab in the middle of the cavern beyond the water is the prison for the Creature of Dreams. Upon it, the earthbound body lies in heavy, but troubled, slumber. No weapon can harm Y'shar's body while in this state. Directly disturbing him (e.g., attacking him) will partially break the imprisoning spell without allowing him to pass the pool. However, his long slumber has left him weakened and vulnerable to such an attack.

6.4 THE TASK

This adventure offers among one of the most dangerous challenges that the PCs may ever face. They must first discover the reason and source of the hunter's nightmares and then prevent their occurrence. The destruction of the dream spirit is the only possible solution, since Y'shar will continue to invade the dreams of Jarnir and his family until all the life, will, and energy of each individual has been drained away.

Y'shar's appetite is insatiable, and his influence will not remain limited to Jarnir's household. If the fallen Tavar continues his rampage, the citizens of Avashar will soon experience nightmares and hallucinations (waking dreams) until everyone is dead or has left the area. The outcome may become very grim if the adventurers fail to defeat the Y'shar.

The Tavar, imprisoned within the keep of Erizan, is seeking a way to escape. The arrival of Jarnir awoke the Demon and enabled him to invade the intruder's dreams. Now, he remains within his tomb, touching the mind of the huntsman. His influence is strong: the Tavar will try and force Jarnir to return to the keep and release him, before draining the hunter completely.

6.41 STARTING THE PLAYERS

The Gamemaster may choose to have the adventurers staying in Avashar. As strangers, they possess a tendency to attract the eyes of many a townspeople. If they have succeeded in defeating the Baricha in the adventure of the *Lights of Avashar*, they will have the stature of heroes. A weary and distraught Lesjia should approach the PCs to request that they help her husband. She is desperate and will try to bring the heroes physically to Jarnir's bedside. Should the PCs prove reluctant, she will hand them a small pouch containing three Gondorian silver coins.

Once the PCs agree to follow her, Lesjia will lead them to her home where Jarnir lies sweating, shivering, and speaking incoherently about "the keep". If he is grabbed by the shoulders and shaken, he will snap out of his trance of fear and be able to report rationally his experience in the Suza Sumar and the nightmares that followed it. He will describe the awful dreams that plague him, and how they drain his strength (he is currently at -30 to all actions). The huntsman will mention that the ancient keep which he explored always appear in his nightmares.

It is entirely possible for the pleas of the hunter to fall on deaf ears, so GMs may want to unleash the Demon upon the dreams of one of the PCs. Perhaps their wanderings while searching for Barathanan's missing sheep or while chasing the mischievous Baricha brought the adventurers within proximity of Erizan's walls. Troubled by the Tavar's horrific visions themselves, the PCs may find the need for a solution far more pressing..

6.42 AIDS

Since the townsfolk refuse to help the hunter on the grounds that he suffers merely from insanity, they will also refuse to help the adventurers, believing their task to be a fool's errand. However, limited maps of the eastern Suza Sumar are available in the administrative buildings within the town, and supplies can be purchased at the Narahn General Store. Jarnir will insist upon guiding the PCs to the keep and helping them explore the ruins.

6.43 OBSTACLES

The dangers of the rainforest itself should provide the PCs with a strong challenge initially, because many animals prowl the jungle. The way to Erizan Keep is not well travelled (indeed, the ruin is unknown in these parts), and many natural hazards exist among the game trails and thickets. Additionally, Jamir remains under the Demon's influence and therefore is a potential enemy. However, the Demon himself provides the greatest obstacle to the adventurers. It was his intention to lure Jarnir and the PCs to the keep. When they arrive, Y'shar will attempt to force Jarnir to break the bonds that hold the creature in his prison.

6.44 REWARDS

Jarnir, once free of the Demon, will be eternally grateful to the adventurers. He will offer them a large meal and some portion of his personal savings (10 silver coins each). The PCs will have gained the benefit of experience and the peace of mind that stems from foiling any of Sauron's scheme's. Of course, their success will not bring the fame and public praise accorded them for the defeat of the Baricha.

6.5 ENCOUNTERS

During the adventure, the PCs may encounter people native to Avashar and visitors to the town, creatures that roam the scrublands adjacent to the Suza Sumar, and natural hazards. The nature of the rainforest provides a dangerous landscape through which the PCs must travel, since both flora and fauna can bring down the hardest of adventurers. Hidden crevasses, dense undergrowth, and the great trees provide excellent cover for the jungle's wary predators. Around the keep itself, the difficult terrain should keep the PCs unduly occupied while their opponent prepares himself. Specifically, the cliffs whose faces are cloaked in undergrowth will make maneuvering difficult and falls likely.

Y'SHAR'S NATURE

Cruel and finding great joy in the infliction of pain, Y'shar prefers to toy with his victims prior to annihilating them. If directly confronted by opponents, the Demon will hold back much of his power in order to catch his foes off guard.

Before the PCs locate his prison, Y'shar will mentally suggest to Jarnir that he leave the group and free the Tavar. Although Jarnir will not realize what motivates him, he will begin to explore the keep alone — away from the PCs. Given the choice, Y'shar would prefer to deal with each of the adventurers individually, but his lack of mobility will prevent that unless the PCs enter the dungeons below the keep and separate.

7.0 THE EYES OF THE DRAGON

The people of Far Harad live in times of troubled peace; prosperity and wealth overflow in the streets of the cities, but dark secrets lurk in the shadows. While the Haradrim of the Raj quibble over their games of economic and political strategy, the servants of the Dark Lord seek to engender nefarious plots of overthrow and deception. Every day, new facets of this dark menace show their evil faces in the most unlikely of places. Even the confines of a small agricultural town might draw the Evil One's interest.

7.1 THE SEEING STONES OF ANKATARE

During the years before the Downfall of Númenor in the Second Age, the Numenoreans suffered considerable resentment toward the Eldar. Much of this came in the form of opposition to the Ban of the Valar, since Men desired the immortality of those dwelling in Aman. The wish to avoid death, the gift of Eru, first stirred in the court of Tar-Ciryatan. While he ruled, many Numenoreans strove to rival the Eldar through excellence in forging magical artifacts.

One such Alchemist, Thamachor Ankatore, created two lesser Seeing-stones at the King's orders. The orbs were modeled after the mighty Palantiri, forged by Feanor in the First Age. Although not nearly as powerful as the Palantiri, the Stones of Ankatore" enabled their wielder to see great distances. They were Thamachor's crowning achievement, but the effort of their creation left him drained. He retired from the royal court seven years after their completion. Shortly before his death, in the early days of S.A. 1911, the Alchemist delivered the Stones to his son, Caranthor. He hoped to keep his greatest creation in the hands of his descendants.

Fearing that Tar-Ciryatan might exact vengeance against Thamachor's family for the forger's theft, Caranthor fled to the East that same year. He sought to hide the Stones, rather than allow the increasingly imperialist King to retain control of the artifacts. Suspecting that the shores of northern Endor were too close to those of Andor, Caranthor journeyed to the lands south of the Haradwaith. For a time, he lived in the Kingdom of Ciryatandor in secrecy, not revealing his heritage to the local population. However, after Akhorahil came to power in S.A. 1918, Caranthor moved north. He had known the young Storm King in his early years and feared recognition and capture.

Settling in the lands of Raj in Far Harad, Caranthor decided to permanently hide the Stones from the Numenorean kings. He designed a shrine dedicated to the memory of the Ankatore family. The Seeing-stones would be placed in a buried chamber at the structure's furthest wall. It required another twenty-five years for the fugitive Adan to realize his dream. The shrine was built, and the Stones were placed in the lowest chamber. Caranthor lived the rest of his life in peace in the lands of Raj, occasionally making pilgrimage to the family memorial. He died in his home in Tresti in S.A. 2194. Caranthor Ankatore was soon forgotten by the local populace, and his shrine was lost in the shifting sands of the desert. For several thousand years the shrine remained undisturbed.

Manari Akaji, a young historian who grew up in the small town of Avashar, set out several years ago to search for the heritage of his family. Traumatized by the death of his father as a pauper, the young man resolved to trace his family's lineage and find a place where his sire's ashes might have a proper burial. He spent many years travelling between the Dar and Tresti, tracing old records of his family as far back as they would go. He found that his own family name could be traced back to the Adunaic surname "Ankatore".

Manari had almost given up looking when he discovered the name of Caranthor Ankatare in an ancient manuscript, along with a note that he had built a shrine somewhere within the lands of the Gaj. For over a hundred generations, the location of the shrine had been kept a secret. Manari was determined to find the place and lay his father's remains to rest there.

Unfortunately for Manari, his historical diggings attracted the attention of the Dar's darker inhabitants. The name "Ankatare" passed along the network of spies. The significance of the forgotten shrine would not become apparent until the rumors reached the ears of Akhorahil, the Storm King of old. The Stones of Ankatare would prove a fair prize for the Nazgul, their capture pleasing the Dark Lord as well. Employed to spy upon the Free Peoples of the South, the artifacts would gain unmeasurable advantage for the Army of the Southern Dragon! The Storm King guessed that the young scholar's delvings might lead him to the Stones and dispatched one of his trusted minions to observe Manari.

The young man, much to his surprise, found an obscure map that revealed the location of the shrine twenty miles east of his home town, Avashar. He copied the map from the book and departed immediately for home. His father would finally get a decent burial.

7.2 THE NPCS

This adventure may involve the adventurers with many different NPCs throughout the town, but the key figures are noted below.

MANARI AKAJI

A young man, Manari has spent the last three years of his life searching for the roots of his family. When his father died a destitute farmer, he hoped that one day he could find a better resting place for his sire's remains. His search into the past has become an obsession; he has made a lot of fuss trying to locate much of his research material. The most recent discovery rejuvenated the scholar's spirit and brought him back to Avashar. He continues in ignorance concerning the Seeing-stones and their history. The close of his search for a proper burial for his father is sufficient for Manari. He now plans to find the shrine and prepare it for his father's arrival. The only item missing from his agenda is a team of explorers that might help him locate the ruin.

Manari is a passionate man who often lets his emotions interfere with his better judgement. During his time in Tresti, however, he made friends with a merchant trader whose guidance sometimes curbs the young man's temper. Regretably, his fiery disposition flared one week last year, and Manari made his displeasure known to the Keepers of the Tresti library. This outburst was the catalyst that brought his search to the eventual attention of the Nazgul Akhorahil.

Manari is a thin, but tall, Haradan man with hard features and long black hair. Although he possesses Numenorean blood, it has been mixed over a hundred generations. He wears loose-fitting trousers, a desert tunic, and has a (+10) falchion strapped to his side. His cloths and money were supplied by the trader Karmarac.

KARMARAC, MERCHANT TRADER

Karmarac is an aged trader who met the young Manari in the Dar during the earlier years of his search. He was intrigued by the lad's fiery passion to "avenge" his father's poor death. In some ways, the trader can sympathize with the boy, since his own father died in a watery grave many years before. He has supplied Manari with food, clothing, and shelter in return for his companionship (as well as to see the scholar reach his goal). Despite the fact that he is a ruthless and wily trader, the merchant possesses a kindly heart and has helped others in the past. A calm and relaxed man, Karmarac

is far more cautious than his young friend. He is partially aware that someone is interested in Manari's quest. His suspicions are correct, but the source of them has eluded him for several months now.

His now-graying hair and hazel eyes give Karmarac the appearance of a wizened old man. His features have been weathered over the years, although his passion for trading has not. His clothing is rich, but not garish, and the jewelry that he wears is subtle and not overstated. He carries a long staff made from the gnarled wood of a banyan tree (x2 Essence multiplier, casts MERP/RM Light Law Light 3x/day).

JAERU THE DESERT SCREAMER

A thoroughly ruthless man, Jaeru has been a member of the Garks, an order of rugged outdoorsmen who serve the interests of Vaal Gark, for nearly forty years. He is a dangerous assassin and was dispatched by the Storm King himself to follow Manari to find the Seeing-stones of Ankatare. He has trailed the young man for nearly eight months and has developed

some impatience with his assignment. However, the orders of Akhorahil were direct and firm, and crossing the Shadow in the South is a sentence of death. Jaeru's boredom has cost him a portion of his secrecy, since Karmarac is aware that there is an "interested" third party. The mistake motivated the Gark to reassert his caution.

The assassin has two skilled underlings in his service, each intent on discovering the location of the Ankatare Stones. Most recently, they have brought Jaeru the ancient diary that reveals the approximate location of the Caranthor's Shrine. Since then, he and his team have followed Manari and Karmarac to the small town of Avashar and await the scholar's next move. The trio resides in the Current at Avashar and have assumed the disguise of traders from the Dar (even so far as to have a shipment of goods with them).



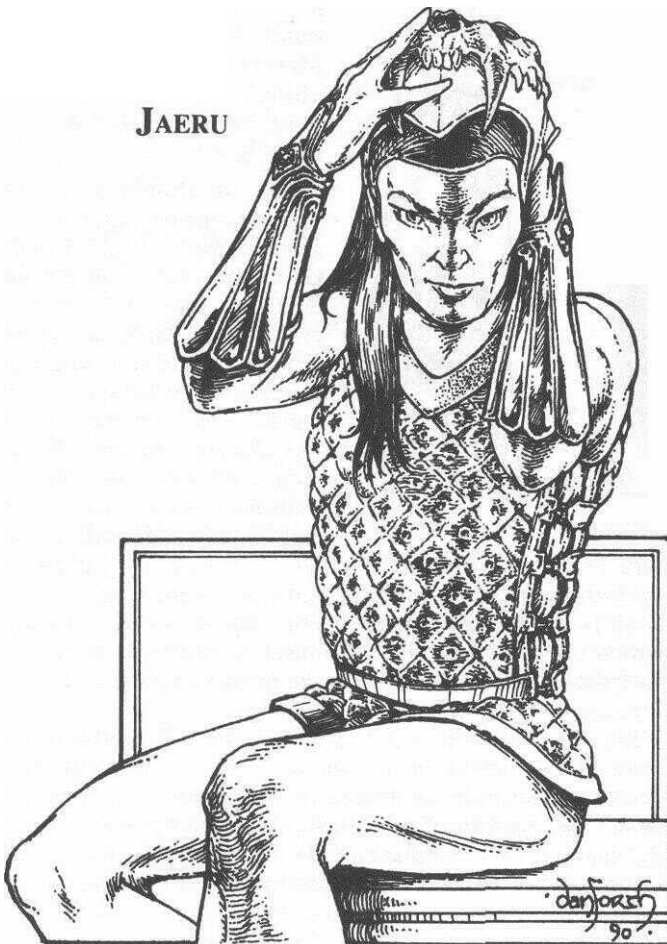
Jaeru is a Half-elf with Avar blood mingling in his veins. Although he takes great pains to conceal it, his Elven heritage is apparent in his almond-shaped grey eyes. Otherwise, his darkly tanned skin and thick desert garb make him indistinguishable from the next Haradan man. His arsenal of weaponry and mastery of spells, make him a dangerous opponent. He wears a Cloak of Changing (+50 to Stalking/Hiding), a Helm of Darksight, and Boots of Leaping (the soles are magically altered to leave no trace of the wearer's passing). In addition to the standard equipment of the Garks, Jaeru also possesses a (+10) steel falchion and a composite bow (+15 magical, fires 3x every 2 rounds) fashioned in Mumakan to the South.

KURAN

As Jaeru's contact in the city of Bozisha-Dar, Kuran has maintained a close watch upon Manari and his companion for the past several weeks. Kuran appropriated the ancient diary from the library in the Dar and brought it to the Desert Screamer. He is fanatically loyal to Jaeru and will do anything his leader asks (it is almost "blind" loyalty). He has accompanied the Gark to Avashar to follow Manari to the site where they hope to find the lost shrine.

Kuran's fanaticism often interferes with his ability to function efficiently, disrupting his common sense. He both trusts and fears Jaeru and remains unaware of the identity his true employer. His skills as a burglar are superb. He has often stolen, but remains uncaptured. His innocent looks, tousled brown hair, and curious hazel eyes are definite assets to his profession. Six (+5) daggers are hidden upon his body and serve as his primary weaponry. In addition to these blades, a (+15) throwing dagger (which returns to the hand of the thrower in the next round, maximum range of 150 feet) provides a lethal attack on foes across a room or a street.

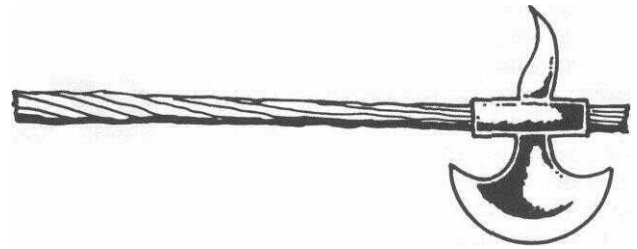
JAERU



PAJIASHANTHA

Paji is Jaeru's other hireling and serves as the Screamer's contact within the inland city of Tresti. He is an openly timid man, but hides as much ruthlessness and cunning as his master. His skills are not as well developed as Jaeru's, but are effective in getting a job completed. Unlike Kuran, Paji knows that the Storm King has sent Jaeru to find the Stones, and his loyalty is spawned from fear of Akhorahil rather than trust. He is almost always level-headed and takes every event in stride.

Tall for a Haradan, Paji Ashantha stands 5'10" and weighs 170 pounds. He wears long, flowing desert robes and carries a walking staff at his side. He bears a necklace of carved Desert Amber with a gold chain (+2 spell adder). Tucked into his belt on his right side hangs a sheathed, magical (+10) falchion, ornately decorated.

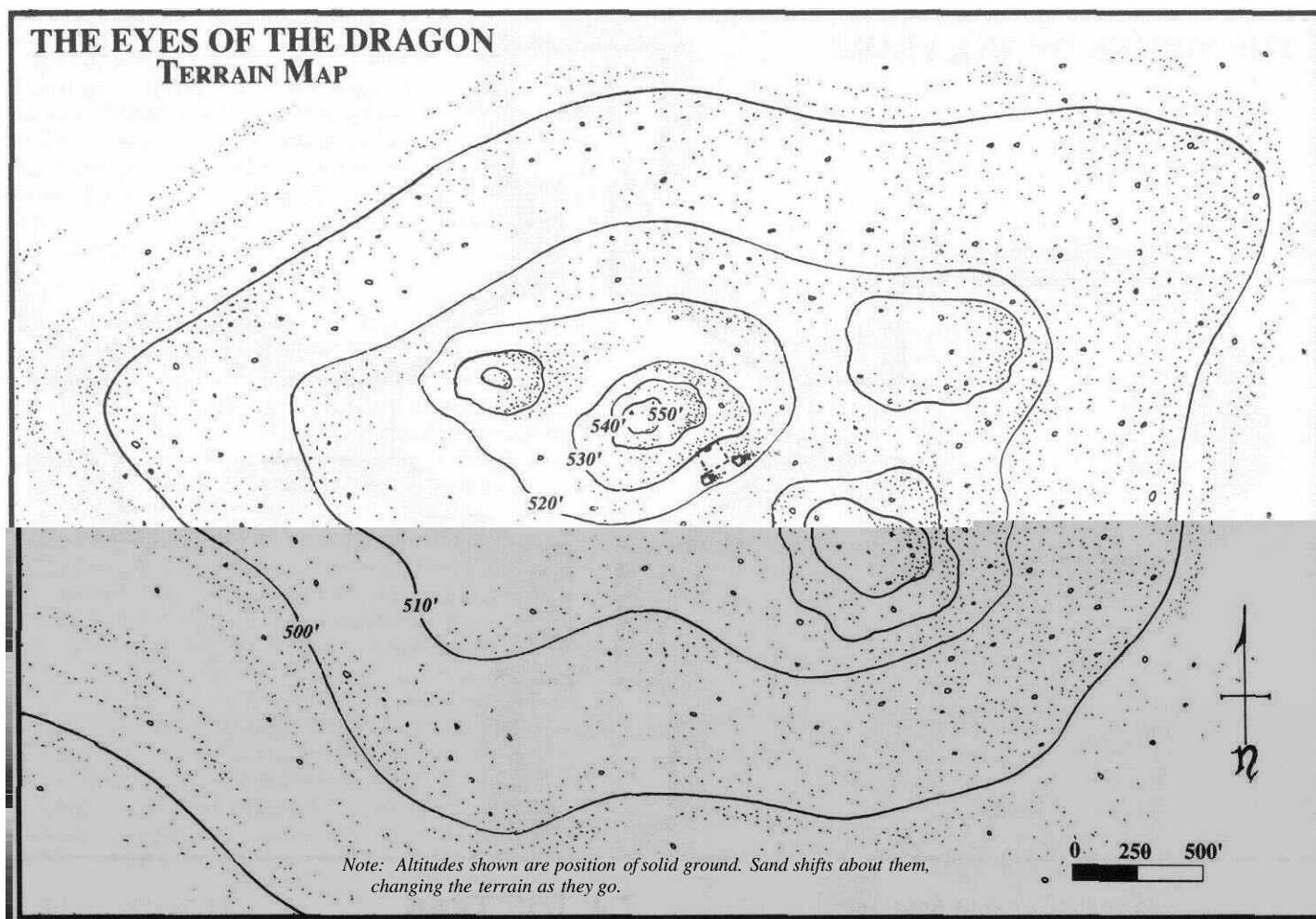


7.3 THE SHRINE OF CARANTHOR ANKATARE

Built into the a series of desert hills known as the Djebel-ta-Oluja (Har. "Hill of Storms"), the Shrine faces in a northeasterly direction. The winds from the bay, now dry, whip through this area upon a regular basis. The rock hills often lie buried under several feet of sand. Currently, however, the winds have partially revealed the location of the shrine, since the top of one of the broken pillars can be seen jutting out of the sand (Easy, +20, to spot). The pillars themselves once stood roughly eighteen feet in height and supported a carved pediment. Their surfaces have been worn almost smooth by the winds. A stone fragment rests upon the sands, inintentionally marking the entrance to the shrine below. The sand is loose and will make digging difficult, although it becomes more solid four feet below the surface.

1. The Entrance. A steep staircase leads into the main chamber some thirty feet below, but it is currently buried in a three foot layer of loose sand. It is Extremely Hard (-30) to climb down the sand's surface, and Sheer Folly (-50) to climb back up. Four torch sconces line the walls. Inscribed above the entrance way is the name "Ankatare" in Feanorean letters. The sand spills across and into the chamber below (#2).

2. The First Chamber. The walls, although partially cracked, are in extremely stable condition and have survived well over the past 3000 years. Two statues, carved to the likeness of Thamachor and Caranthor flank either side of the archway on the northeast side. Their names are inscribed at the base of the statuary, each in the Feanorean alphabet. Small bits of rubble clutter the room, and a the rotting remains of a canvas backpack lies tossed aside in one corner. Inside are the disintegrated remains of 300 year old trail rations, a rusted dagger, and the frayed remains of a scroll container. A small quantity of desert amber rattles beneath the scroll case (amounting to 5 gp equivalently). Another set of stairs descends sharply between the statues; these treads are only partially covered with sand that has leaked in slowly through the years.



3. The Dedication Hall. The walls of this chamber seem to be untouched by the effects of time. A long inscription, in ancient Adunaic, covers the walls, interrupted periodically by carvings and paintings. The inscription tells the ancient story of the Seeing-stones and Caranthor's flight from Numenor. Large flagstones of marble form the ancient pattern of the Ankatare family symbol,

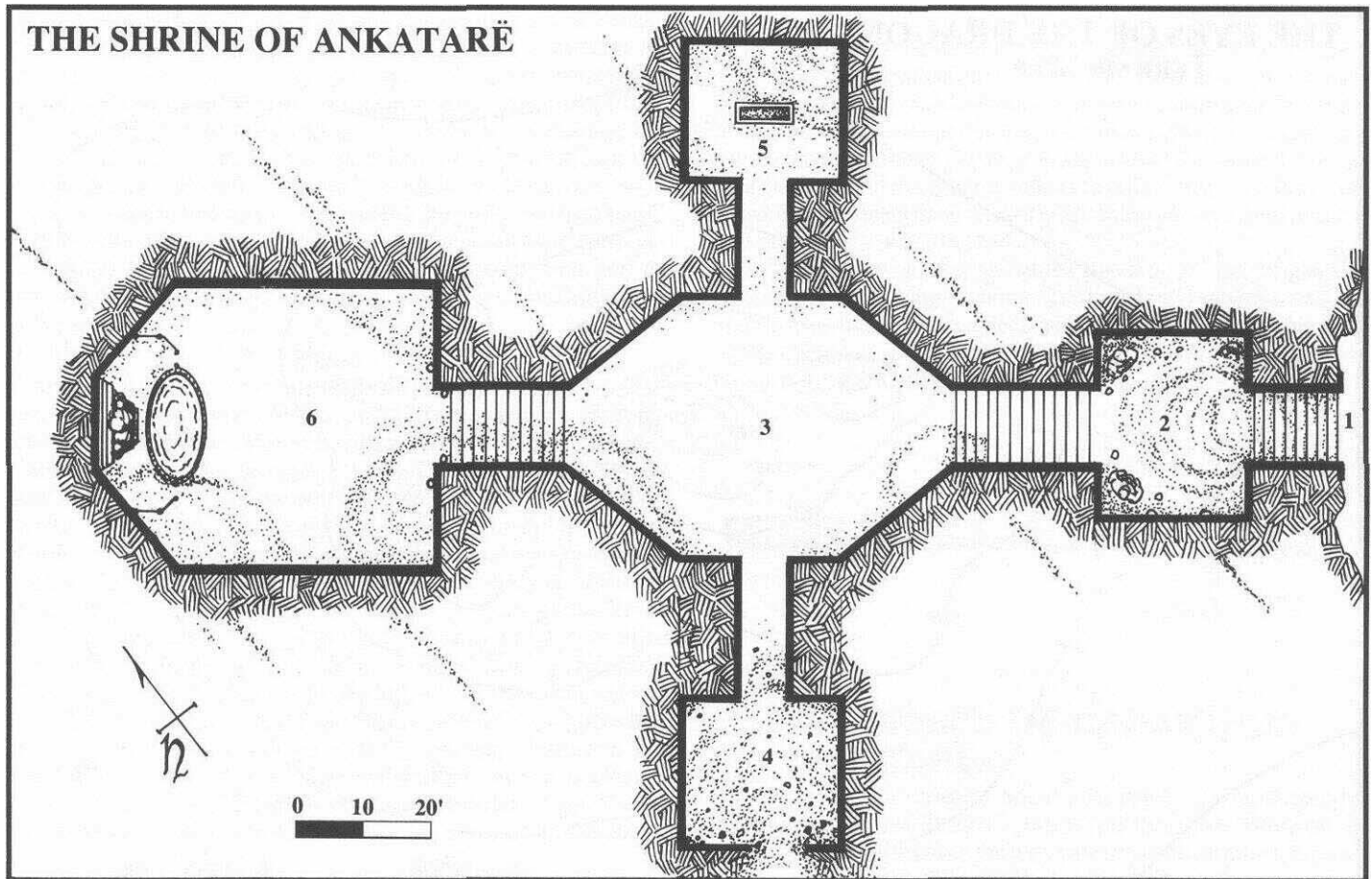
4. Sand Filled Chamber. This room was once a treasure store and has long since been buried in a wash of stone and sand. The rear wall collapsed some years ago, when invading bandits raided the rooms, carelessly searching for other secret chambers. This particular wall had been weakened by previous earth tremors, and the stone collapsed upon the intruders, burying three of them within the sand. The corpses dried out, but their evil souls remain. They have become Lesinavi. An urn, once containing 500 gp, shattered and scattered the ancient coins across the floor before the desert invaded the chamber. Serious digging will unearth the wealth.

5. Unused Burial Chamber. This chamber holds an empty stone coffin. It was intended for Caranthor upon his passing, but was never used. Small hooks in the walls are all that remain of the fine tapestries that once hung in this room. Half the chamber has been flooded with a layer of sand, although it has settled to an average thickness of one foot.

6. The Chamber of the Stones. Despite its aged appearance, the chamber of the stones is an impressive sight. Opening from the third set of steep stairs, this room is forty feet long and nearly fifty feet deep, with a large vaulted ceiling twenty feet overhead. An oval-shaped well sits before a large stone carving, depicting Thamachor with his two arms extended, palms upward. The statue's ring finger and thumb curl upward around the Seeing-stones of Ankatare, the pride of Thamachor and Caranthor and the entire purpose behind the shrine itself. The Stones emit their own pale blue light, partially illuminating the chamber.

The well is fifteen feet long and ten feet deep. Two feet below its lip water reflects the light of the Stones; a thick layer of sand lurks one foot below the water's surface. Two more Lesinavi lie in wait within the muck at the bottom of the well.

The statue itself has been enchanted to protect Stones and will deliver a point-blank firebolt (+40 OB) from its mouth (10'R) to anyone who attempts to use the Stones and has not first washed his hands in the well. The laen orbs cannot be removed from their setting due to the enchanted nature of the stone digits encircling them. Caranthor's greatest and only deed of alchemy was to ensure that the Stones could not be returned to Numenor even if discovered. Of course, lost Andor's interests no longer hold any importance in the present day, but the site of the shrine holds sufficient strategic importance to generate open warfare between the Harad-rim and the Storm King.



THE SEEING STONES OF ANKATARE

The two Stones of Ankatare are clear laen spheres each one foot in diameter. They seem to glow with a faint blue iridescence, that grows brighter when the orbs are in use. A metallic glint can be seen suspended within the Stones if held up to the light. Cap of ithilnaur, 3" in diameter, protect the top and bottom of each globe, while a series of Feanorean inscriptions in ithildin (S. "Moon-gleam") encircle their "equators" (ithildin can only be read under the light of the moon). The inscription describes the original use of the Stones, together with the proper method for their employment. Each Stone possesses the following powers:

- The ability to see events at a tremendously far distance, with a range of 250 miles in any direction. The Stones can only observe, and the user may not cast spells or sense anything else through them. Like the Palantiri, the Stones cannot see that which is enshrouded in darkness. A light source must be present at the locale, or observation is impossible.
- Once per day, the Stones can "Listen" to any observed site for a period of up to an hour.

NOTE: *These items are very powerful. Control of the Stones requires a great deal of study or lineage that can be traced back to either Thamachor and Caranthor or the court of Tar-Ciryatan. Consequently, both Akhorahil and the Witch-king would be able to make use of the Stones.*

7.4 THE TASK

Initially, the task is to simply accompany a young man and his companion to help find a lost shrine and the boy's heritage. Later, the PCs may have to fight or flee for their lives as the Desert Screamer seeks possession of the two Seeing-stones of Ankatare. The second part of the task will be to prevent the Stones from falling into the hands of the Southern Dragon. If the Stones are lost to Jaeru, the future effects could be very harsh for the land of Far Harad. The Stones will give the Shadow the ability to predict the moves of his opponents, and make it far easier for his armies to pounce when the time is right. The Stones will become the Eyes of the Dragon.

7.41 STARTING THE PLAYERS

Perhaps in the taproom of the Current, among the bins of the Narahn General Store, or in the map chamber of the Keasha-Nir na Ariej the adventurers will meet the anxious young Manari. He is very zealous about finding the Ankatare Shrine and will offer a modest sum of money to the PCs for their aid (10 gp worth of desert amber each). Manari is indiscriminating and will attempt to hire anyone he encounters to go with him. Karmarac, on the other hand, will be more careful about who he chooses, and the merchant advises Manari constantly. With a seemingly large sum of money for a short trip into the sand-covered hills in the Raj, who could possibly resist?

7.42 AIDS

For the most part, the PCs must rely on their own abilities and knowledge to survive the perils of this adventure. Manari's notes and maps should be helpful in finding the shrine. For travel through the desert, both horses and camels can be bought in Avashar for a reasonable price, as well as standard equipment for travelling across the plains. When facing the Desert Screamer and his minions, the adventurers must rely wholly upon their own skills and cunning.

7.43 OBSTACLES

The search for the Shrine of Anaktare' presents a variety of challenges. Travel in the desert is difficult at best, and finding a ruin buried beneath the sands for almost three thousand years will not be an easy chore. The shrine itself holds dangers, both animate and inanimate. Loose sands have spilled into the buried chambers, capable of swallowing a man in a manner of seconds. A group of five hapless grave robbers entered the shrine almost two hundred years, only to die in the shifting sands. Their corpses remain and possess a burning hatred for the living. These creatures are known as the Lesinavi, Undead that prowl the wastelands of Far Harad. The greatest peril is posed by Jaeru and his companions. Jaeru is a professional killer and is very good at what he does. He is not willing to let anything get in his way, and if the PCs interfere with his capture of the Seeing-stones, he will eliminate them in the quickest way possible. Remember that the Gark is under direct orders from Akhorahil (rather than the Warlord Sangarunya) and will not disappoint his master so long as he lives.

The Nazgul, a direct servant of the Dark Lord himself, looms as a backdrop to the adventure. Although he will not confront the adventurers in person, his indirect involvement sets the tone for the events to follow.

7.44 REWARDS

Manari's initial offer of payment in desert amber is sincere, and consequently the PCs will receive it immediately upon their return to Avashar. However, if the adventurers succeed in uncovering the Anaktare Shrine, they will get a chance to discover more about Endor's past. Such knowledge should prove valuable over the course of their adventuring careers. Keeping the treasure within the shrine's chambers is out of the question, since Manari holds the rightful claim to his family's wealth. He will offer the PCs the additional payment of 15 gp each, using some of the ancient Numenorean coins found in the old treasure store (#4).

7.5 ENCOUNTERS

THE STORM KING'S MINIONS

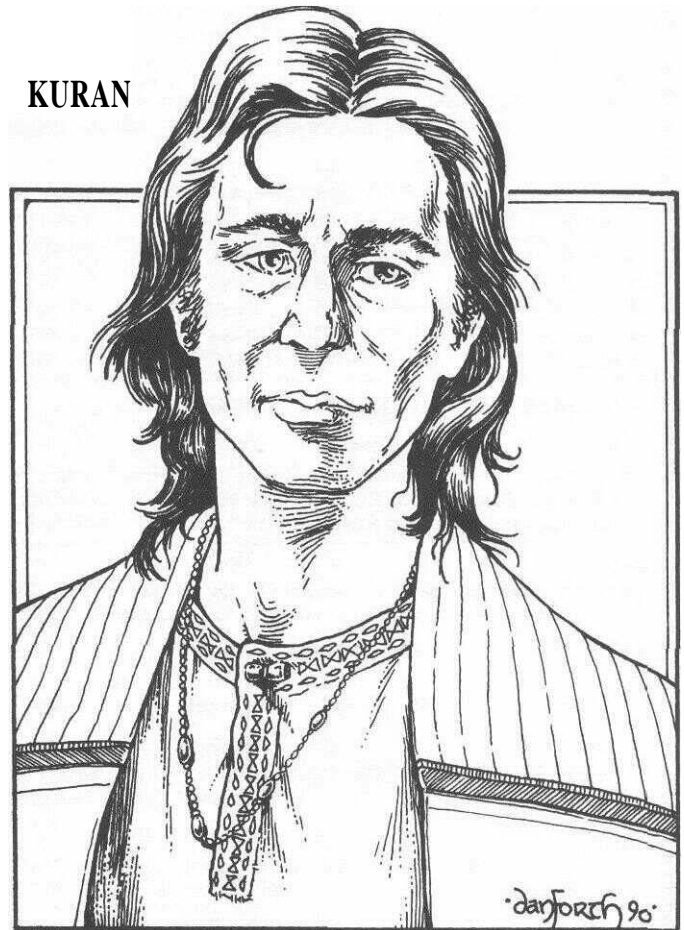
The most perilous encounter in this scenario will be with Jaeru and his two companions. The Desert Screamer is a calculating man and will easily outclass any of the PCs in skill alone. His spells are to be reckoned with, and he will use them to his advantage. Whether the PCs choose to bargain with the Gark or not, one thing is certain: he will leave with the Stones regardless of whether the PCs consent or not. Paji and Kuran, although not as skilled as Jaeru, are a danger in their own right. They follow orders well and will carry out Jaeru's plans to the letter.

The servants of the Storm King will not try and confront the PCs until there is some kind of confirmation that the Stones are intact within the temple. They will remain in the shadows until the situation suits them best, only then attempting to gain possession of the artifacts.

THE LESINAVI

Beneath the mounds of sand within the old shrine, five corpses of grave robbers lie in waiting for the living. They are mindless and will attack whenever someone passes within eight feet of the site where the sand trapped them. They will burst from the sand suddenly, rushing to attack the closest living creature. It is likely that the PCs will be surprised (a successful Very Hard, -20, perception roll will prevent this), and thus should be vulnerable to an attack. Each Undead must first make a Hard (-10) maneuver to clear the sand in order to attack his opponent. Once engaged with an opponent, the Lesinavi will not break for any reason (save for a Repulsions spell) and will attack blindly without regard for their personal safety. After all, they are already dead. Once committed to a target, the animated corpses will not change to another until either they or their victim is dead. (If their opponent is merely downed, they will continue to attack and ignore any others in the area.)

KURAN



8.0 TABLES

8.1 NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
NPCs FOR "THE WILD MEN OF THE SUZA SUMAR"										
Barthanan	2	25	No/2	10	N	N	30qs	—	15	Haradan Animist. RM Stats: SI76,Qu81,In98,Em78,Pr85,Co67,Ag83,SD98,Me75,Re76. MERP Stats: St76,Co67,Ag83,Ig76,In98,Pr85,Ap72. 4PP. Knows Nature's Lore to 10th. Carries +10 staff. Skills: Stalk/Hide 10, Perception 30, Animal Handling 55. Languages: Apysaic 5, Haradaic 5, Westron 1.
Jefya	2	21	No/2	10	N	N	32cl	10cl	10	Female Haradan Scout/ Rogue. Wife of Barthanan. RM Stats: St85,Qu75,In72,Em92,Pr80,Co70,Ag90,SD95,Me65,Re82. MERP Stats: StS5,Co7G,Ag90,Ig71,In72,Pr80,Ap83. Skills: Cookery 45, Perception 20, Tale Telling 30. Languages: Apysaic 5, Haradaic 5, Adunaic 1.
Machun	3	32	No/2	15	N	N	45qs	201b	10	Haradan Ranger. RM Stats: St70,Qu87,In90,Em84,Pr81,Co90,Ag67,SD81,Me70,Re72. MERP Stats: St70,Co90,Ag67,Ig71,In90,Pr81,Ap74.6PP. Knows Path Mastery and Nature's Ways to 10th. Skills: Animal Handling 45, Perception 25, Tracking 20. Languages: Apysaic 5, Haradaic 5, Adunaic 2, Westron 1
Tiena	2	22	No/1	20	N	N	25cl	10cl	10	Female Haradan Scout/ Thief. RM Stats: St56,Qu100,In76,Em84,Pr80,Co63,Ag90,SD64,Me67,Re66. MERP Stats: St56,Co63,Ag90,Ig67,In76,Pr80,Ap89. Skills: Cookery 45, Trickery 10, Dancing 65. Languages: Apysaic 5, Haradaic 5, Adunaic 3.
Leizha	3	45	No/2	10	N	N	55fa	301b	5	Haradan Warrior/ Fighter. RM Stats: St98,Qu80,In70,Em71,Pr67,Co90,Ag70,SD89,Me60,Re68. MERP Stats: St98,Co90,Ag70,Ig64,In70,Pr67,Ap68. Skills: Perception 35, Stalk/Hide 10, Animal Handling 25. Languages: Apysaic 5, Haradaic 4, Adunaic 1.
Lerijaj	1	20	No/1	10	N	N	20da	20da	5	Female Haradan (Scout/ Thief). RM Stats: St90,Qu92,In75,Em76,Pr80,Co65,Ag95,SD79,Me68,Re72. MERP Stats: St90,Co65,Ag95,Ig64,In70,Pr67,Ap91. Skills: Perception 15,Cookery 35, Tale Telling 10, Animal Handling 20. Languages: Apysaic 5, Haradaic 4, Adunaic 1.
An-Ghin	5	65	No/1	20	N	N	45cl	65blowgun	15	Honnin Warrior/ Fighter. RM Stats: St90,Qu96,In80,Em52,Pr65,Co90,Ag95,SD68,Me50,Re58. MERP Stats: St90,Co90,Ag95,Ig54,In80,Pr65,Ap59. Skills: Stalk/ Hide 60, Climb 45, Tracking 35, Trap Building 20, Perception 40. See section 3.27. Languages: Honnish 5, Apysaic 1.
Honnin 1	3	45	No/1	15	N	N	50cl	25sb	10	Warrior
Honnin 2	3	48	No/1	15	N	N	35cl	40blowgun	10	Warrior
Honnin 3	2	35	No/1	20	N	N	30cl	25sb	10	Warrior
Honnin 4	2	32	No/1	25	N	N	35cl	20blowgun	15	Scout
Honnin5	2	30	No/1	25	N	N	30cl	25sb	10	Scout
NPCs FOR "THE LIGHTS OF AVASHAR"										
Nahir	7	84	No/2	10	N	N	50qs	25sl	10	Mixed Haradan Animist. Summoner of the Baricha, grandfather of Runeren RM Stats: St63,Qu84,Pr73,In96,Em80,Co52,Ag70,SD99,Me71,Re64. MERP Stats: St63,Ag70,Co52,Ig67,It96,Pr73,Ap81. Skills: Herb Lore 98, Stalk/Hide 54, Perception 35, Flora Lore 85, Fauna Lore 75. Knows all Animist Base and Closed Channeling Lists to 10th. Languages: Apysaic 5, Haradaic 5, Adunaic 4, Westron 4, Sindarin 2.
Harij	4	43	No/2	15	N	N	50sc	20da	10	Haradan Scout/Rogue. Merchant trader from the Dar. RM Stats: St87,Qu92,Pr45,In62,Em32,Co80,Ag97,SD70,Me73,Re74. MERP Stats: St87,Ag97,Co80,Ig74,It62,Pr45,Ap62. Skills: Trading Lore S3, Stalk/Hide 53, Perception 30, Lie Perception 40, Tale Telling 20. Languages: Apysaic 5, Haradaic 5, Adunaic 3.
Runeren	1	15	No/1	20	N	N	20da	10ro	15	Haradan Scout/Thief. Foster son of Oeren and Thena, grandson of Nahir RM Stats: St44,Qu98,Pr63,In80,Em64,Co80,Ag99,SD60,Me63,Re59. MERP Stats: St44,Ag99,Co80,Ig61,It80,Pr63,Ap74. Skills: Stalk/Hide 43. Perception 20, Tracking 10, Climb 40. Languages: Apysaic 5, Haradaic 4.
Oeren	3	60	SL/5	5	N	N	58bs	30cb	5	Haradan Warrior/Fighter. Adoptive father of Runeren. RM Stats: St92,Qu76,Pr71,In64,Em74,Co95,Ag79,SD62,Me73,Re69. MERP Stats: St92,Ag79,Co95,Ig71,It64,Pr71,Ap61. Skills: Stalk/Hide 23. Perception 20, Climb 30. Languages: Apysaic 5, Haradaic 4.
Thena	2	25	No/1	10	N	N	30cl	—	10	Female Haradan (Scout/Rogue). Wife of Oeren RM Stats: St61,Qu86,Pr91,In71,Em64,Co70,Ag82,SD67,Me73,Re78. MERP Stats: St61,Ag82,Co70,Ig76,It71,Pr91,Ap94. Skills: Stalk/Hide 18, Perception 15, Climb 33, Languages: Apysaic 5, Haradaic 5, Adunaic 1.
Baricha 1	4	82	No/3	70	N	N	—	40shock bolt	40	Living Light.
Baricha 2	4	83	No/3	75	N	N	—	35shockbolt	45	Living Light,
Baricha 3	5	90	No/3	72	N	N	—	50shockbolt	40	Living Light.
NPCs FOR "TERROR IN THE JUNGLE"										
Jarnir	5	74	SL/6	10	N	N	60ss	751b	5	Haradan Ranger Discoverer of Enzan Keep KM Stats: St73,Qu90,Pr72,In95,Em70,Co92,Ag72,SD79,Me72,Re74. MERP Stats: St73,Ag72,Co92,Ig73,It95,Pr72,Ap61. Skills: Herb Lore 68, Stalk/Hide 64, Perception 40, Flora Lore 35, Fauna Lore 25, Climb 30, Bow +10 magical. Knows all Ranger Base Lists to 10th. 10PP. Languages: Apysaic 5, Haradaic 5, Adunaic 2

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Lesjia	2	29	No/1	15	N	N	30ss	25lb	15	Female Haradan Scout/Thief. Wife of Jamir. RM Stats: St63,Qu98,Pr90,In75,Em74,Co72,Ag101,SD78,Me73,Re74. MERP Stats: St63,Ag101,Co72,Ig74,It75,Pr90,Ap96. Skills: Cookery 50, Stalk/Hide 48, Perception 30, Climb 50. Languages: Apysaic 5, Haradaic 5, Adunaic 2.
Y'shar	12	200	RL/12	25	N	Y	100LCI	60LBI	10	Tavar Spirit, Mage/Sorcerer. RM Stats: St103,Qu91,Pr104,In72,Em94,Co100,Ag83,SD68,Me83,Re74. MERP Stats: St103,Ag83,Co100,Ig79,It72,Pr104,Ap04. Knows all Mage Base Lists to 10th (MERP), Soul Destruction, Mind Destruction, and Solid Destruction to 20th. Gas Destruction, Fluid Destruction, and Flesh Destruction to 10th. Dark Contacts to 20th, and Darkness to 10th. 72 PP.
NPCs FOR "THE EYES OF THE DRAGON"										
Manari Akaji	4	35	No/1	10	N	N	60fa	30da	10	Mixed Haradan/ Dunadan Bard (Delver) Descendant of Caranthor Ankatare. RM Stats: St72,Qu87,Pr97,In72,Em72,Co61,Ag89,SD68,Me90,Re82. MERP Stats: St72,Ag89,Co61,Ig86,It72,Pr97,Ap73. Skills: History(Bozisha-Miraz) 68, Stalk/Hide 44, Perception 58, Climb 30, Lie Perception 35. +10 Steel Falchion (Nonmagical). Knows the Bard Base Lists Lore, Item Lore, and Sound Projection to 10th, as well as the Open Mentalism List Delving to 10th. 8 PP. Languages: Apysaic 5, Haradaic 5, Adunaic 4, Westron 2.
Karmarac	5	45	No/2	15	N	N	45qs	30Sbt	10	Haradan Mage/Magician. Friend and mentor of Manari Akaji. RM Stats: St45,Qu96,Pr60,In82,Em98,Co64,Ag82,SD72,Me84,Re91. MERP Stats: St45,Ag82,Co64,Ig88,It82,Pr60,Ap60. Skills: Trading Lore 78, Stalk/Hide 24, Perception 65, Climb 35, Acting 40. Staff (x2 essence multiplier. Casts Light 3x/day). Knows the Mage Base Lists Light Law, Water Law, and Earth Law to 10th, Closed Essence List Lofty Bridge to 10th, 20 PP. Languages: Apysaic 5, Haradaic 5, Adunaic 4, Westron 1.
Jaeru	11	125	RL/11	70	Y20	(A/L)	105fa	90cb	25	Haradan/Avari (Peredhil) Ranger/Monk Desert Screamer, servant of Akhdrahil. RM Stats: St86,Qu98,Pr79,In84,Em99,Co92,Ag91,SD90,Me73,Re75. MERP Stats: St86,Ag91,Co92,Ig74,It84,Pr79,Ap76. Skills: Stalk/Hide 130, Perception 85, Climb 75, Acting 62, Ambush <10>, Leadership 45, Tracking 85, 4MaStr 85, 4MaSw 75. Items: Cloak of Changing (+50 to all Stalk/Hide Maneuvers), Helm of Darksight, Boots of Leaping (with soles of traceless passing), Steel Falchion (+10 nonmagic). Composite Bow (+15 magical, fires 3x every 2 rounds without penalty). Knows all the Ranger Base Lists to 10th (MERP), Knows the Monk Base Lists Monk's Bridge, and Evasions to 20th, Body Reins, Monk's Sense, and Body Renewal to 10th. Also knows the Open Essence Unbarring Ways to 10th. 22 PP. Languages: Apysaic5, Haradaic5, Adunaic 4, Westron 4, Lothagig 3, Chey 2, Betheteur 1.
Kuran	6	105	RL/10	10	Y	(A)	85sc	90da	10	Haradan Scout/Rogue. Servant of Jaeru, Gark Hopeful. RM Stats: St91,Qu92,Pr63,In42,Em58,Co84,Ag87,SD52,Me54,Re61. MERP Stats: St91,Ag87,Co84,Ig58,It42,Pr63,Ap56. Skills: Acting 73, Bribery 60, Stalk/Hide 80, Climb 45, Perception 50. Items: 5 steel throwing daggers (+5 nonmagical), special throwing dagger (+15 magical, returns to the wielder's hand). Languages: Apysaic 5, Haradaic 5, Adunaic 3.
Paji Ashantha	7	51	No/2	15	N	N	45fa	60DirSp	5	Haradan Mage/Evil Magician. Jaeru's Tresti contact. RM Stats: St43,Qu95,Pr71,In67,Em101,Co56,Ag76,SD74,Me84,Re91. MERP Stats: St43,Ag76,Co56,Ig88,It67,Pr71,Ap46. Skills: Streetwise (Trieste, Bozisha-Dar) 70, Perception 50, Use Item 45, Climb 25. Items: Necklace (+2 Essence Spell Adder). Falchion (+10 Magical). Languages: Apysaic 5, Haradaic 5, Adunaic 3, Westron 3, Chey 2, Womaw 1.
Lesinavi 1	2	50	No/1	20	N	N	80MBa	30MBi	-5	Undead.
Lesinavi 2	2	47	No/1	25	N	N	75MBa	20MBi	-5	Undead.
Lesinavi 3	2	53	No/1	20	N	N	70MBa	35MBi	-5	Undead.
Lesinavi 4	2	51	No/1	25	N	N	80MBa	25MBi	-5	Undead.
Lesinavi 5	3	56	No/1	20	N	N	85MBa	30MBi	-5	Undead.

* — Armor or weapon is magical or specially made. Bonus is included in the DB or OB.

Codes: The statistics describe each NPC; a more detailed description of some of the more important NPCs can be obtained from the main text. Some of the codes are self-explanatory; Lvl(level), Hits, Sh(shield), and MM(Movement and Maneuver bonus). The more complex codes are described below.

AT (Armor Type): The two-letter code gives the creature's **MERP** armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent **Rolemaster** type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. The DB of normal shields is 25. Shield references include quality bonus (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves, respectively.

OBs (Offensive Bonuses): Weapon abbreviations follow OBs: ba-battle axe, bs-broadsword, cl-club, da-dagger, fa-falchion, fl-flail, ha-hand axe, hb-halberd, ja-javelin, ma-mace, mg-main gauche, mi-mounted lance, ms-morning star, pa-pole arm, qs-quarterstaff, ra-rapier, sc-scimitar, sp-spear, ss-short sword, th-two handed sword, wh-war hammer, wp-whip, wm-war mattock, bo-bola, cb-composite bow, lcb-light crossbow, hcb-heavy crossbow, lb-long bow, ks-kragashsard, kn-kragknif, ro-rock (as club except base range = 15), sb-short bow, sl-sling, ts-throwing star. Animal and unarmed attacks are abbreviated using code from the Master Beast Table. Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile OBs include the bonus for the combatant's best weapon in that category.

Note: See section 5.2 with specifics on the Baricha.

Note: All of the Honnin should be treated as if they had a +40 Stalk/Hide Bonus. They also wear camouflage coloring, giving them another +20 to this bonus.

8.2 ENCOUNTER TABLE

Encounter	Suza Sumar	Scrublands	Encounter	Suza Sumar	Scrublands
Chance (%)	40%	10%	Zamka	24	
Distance (mi)	3	8	Stetan	25-27	25
Time (hours)	3	4	Vuk	28	26
Inanimate Dangers			Jungle Cavy	29	
Traps	01-04	01	Other Animals	30-57	27-52
Natural Disaster	05	02	People		
Sites			Black Numenóreans	58	53-54
Cave Lair	06-07	03-06	Variags		55
Tomb	08	07-08	Northern Haradrim	59-60	56-57
Ruins	09-11	09-11	Southern Haradrim	61-62	58-60
Animals			Honnin (Suzamatu)	63	
Petla	12-13	12	Warriors	64	61-63
Mamjun	14	13	Herders	65-66	64-66
Camel (wild)		14-15	Thieves/Brigands	67	67-68
Otravati	15	16	Merchants	68-69	69-70
Orao	16	17	Travellers	70-73	71-76
Goats	17-18	18	Creatures		
Hawks	19	19	Sand Devil (N)		77
Horses (wild)	20	20-22	Lesinavi	74	78
Unca	21-22	23	Special*	75-97	79-96
Lisica	23	24	Other Being†	98-00	97-00

* — This is an opportunity for the GM to add some flavor or tension to the game. The GM can construct something that turns out to be nothing harmful or dangerous, but enough to give the PCs a but of a scare. (E.g. Was it only the wind?)

N — These creatures are entirely or primarily nocturnal. If primarily nocturnal (Orcs, Bats), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal. Of course, if the PCs are underground, 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.

8.3 BEAST TABLE

Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Goat	3	1-2	M	FA/FA	70	No/1	20	50MHo/40MBa/30MTs	Males have horns, will eat almost anything.
Hawk	2	1-2	S	VF/BF	25	No/1	50	40MC1/24SPi	Often hunt in pairs, protective.
Wild Horse	4	1-20	L	FA/FA	120	No/3	40	40MCr/30MTs/40SBi	Very Hard (-20) to train, make hardy mounts
Cavy	1	1-20	S	MD/MD	20	No/3	15	10SBi/15SCi	Large Forest-dwelling rodent. Often Raised by the Honnin. Timid.
Lesinavi	2	1-10	M	MD/MF	50	No/1	20	80MBa/30SBi	Stupid undead creatures (Ghouls), Berserk.
Lisica	3	1-5	M	FA/VF	45	No/3	50	60SBi	Nocturnal Desert Fox.
Mamjun	1	2-20	S	FA/VF	25	No/3	40	30SBi	Small jungle monkey.
Orao	6	1-4	L	FA/VF	90	No/1	30	80LPi/60LCi/40MBi	Large Desert Eagle.
Otravati	1	1	S	VF/VF	30	No/1	30	35SHo	Venomous, 25th level nerve poison.
Petla	4	1	L	FA/FA	120	No/3	10	85LGr/80LCr/40MBi	Huge Constrictor, use Large Creature Criticals
Stetan	2	1	M	VF/VF	50	No/3	40	40MBi	Jungle otter. Mischiefous.
Unca	3	1-2	M	FA/VF	100	No/3	35	80MBi/50MCi	Jungle Cat, hunts during morning and evening.
Vuk	3	4-10	M	FA/FA	110	No/3	30	70MBi	Wild Dog. Often shies away from Men.
Zamka	1	1	M	VF/BF	30	No/1	30	60MGr/45MCr/30MBi	

NOTE: For a full description of all the creatures listed here see ICE's Creatures of Middle Earth.

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

Crit: When a creature takes a Critical result, resolve it on the Critical Strike Table indicated by this stat: no code=normal tables, La=Large Creature Table, SL=Super Large Table (Large Table with a -10 mod for MERP), l=normal table with seventy reduced by one (e.g. "E" becomes a "D", "D" becomes a "C", etc.; ignore "A" results), II=normal table with seventy reduced by two (e.g. "E" becomes a "C", "D" becomes an "A", ignore "A" and "B" results).

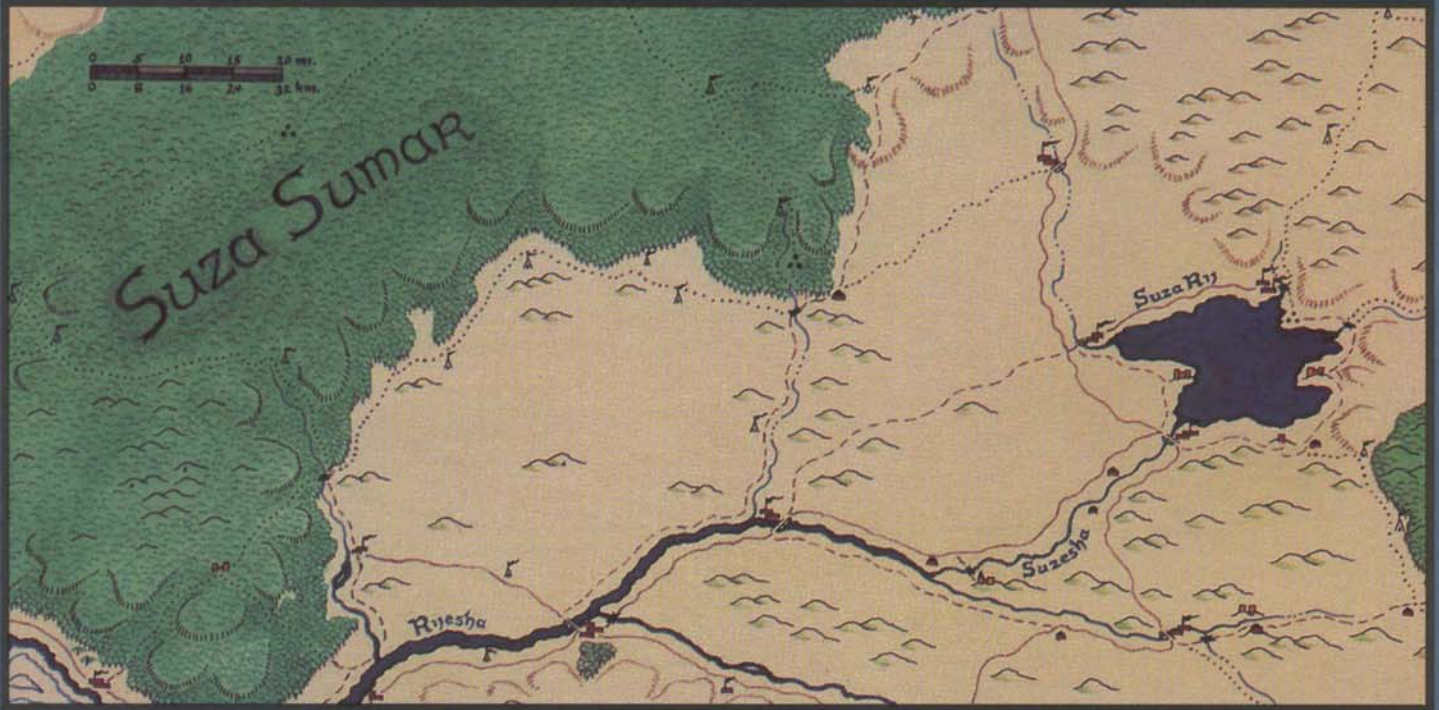
Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C=Creeping, VS=Very Slow, S=Slow, M=Medium, MF=Moderately Fast, F=Fast, VF=Very Fast, BF=Blindingly Fast.

AT (Armor Type): The two-letter code gives the creature's MERP armor type (No=No Armor, SL=Soft Leather, RL=Rigid Leather, Ch=Chain, Pl=Plate); the number is equivalent to the RM 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: Pi=Pincher/Beak, Ba=Bash, Bi=Bite, Cl=Claw, Cr=Crush, Gr=Grapple, Ho=Horn, TS=Trample/Stomp, St=Stinger, and we=Weapon. Weapon codes follow: cb=composite bow, wh=whip, th=two-handed sword, da=dagger, ro=rock (use a S, M or L Cr attack, 50' range if no other range is given). These codes may differ slightly from the MERP or RM codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its "Primary" attack. Depending on the situation and the success of the "Primary" attack, it may later use its "Secondary" or "Tertiary" attacks (all in the same round if previous attacks are very successful.)

EXPLORE J.R.R. TOLKIEN'S MIDDLE-EARTH WITH IRON CROWN ENTERPRISES' READY-TO-RUN ADVENTURES



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