

THE PALANTÍR

OF AMON SÛL

AN ADVENTURE FOR TOLKIENMOOT IX (2013)

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Resources from ICE MERP, Tolkien "Canon", Michael Martinez's _____, and _____.

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I OVERVIEW

This adventure was written for TolkienMoot IX in 2013 (<http://www.tolkienmoot.org>). Since this adventure was designed for a 2-3 day convention setting, it is by design a fast paced adventure, and should suffice as it is for approximately 5-10 sessions lasting 3-4 hours each. If you are using this adventure for your regular gaming group, and would like it to last longer, you may want to add more random encounters, more patrols and scouts of various sizes, and other obstacles to either be avoided or confronted.

1.1 Recommended Resources

Though this adventure is written for use with any game system, this adventure draws heavily on resources from the First and Second Edition Middle-earth Role-Playing (MERP) books by Iron Crown Enterprises (ICE). This module lays out a specific adventure in a specific area and time period. While this module provides some overview information about the areas, for significantly greater detail the following resources are recommended to provide far more background information, especially for a longer campaign, the following is heavily referenced:

- Iron Crown Enterprises (ICE) Middle-earth Role-Playing (MERP) Realm supplement "Arnor" #2005 (or the earlier separate "People" and "Lands" of Arnor)
- ICE MERP Fortresses of Middle-earth Supplement "Weathertop: Tower of the Wind" #8201
- ICE MERP Adventure Module "Dark Mage of Rhudaur" #8013
- Ea d20 RPG "Races & Cultures of Middle-earth" and "Magic in Middle-earth" for any d20-based systems, and a fast reference for converting your system for use if not using d20 – <http://www.earpg.com>

Though the ICE MERP modules are heavily used and referenced for this adventure, it is NOT recommended to use them exactly as written. Those modules tended to be more "D&Desque", and not "appropriately" "Tolkienesque". Of course every GM has a different view of what is "canon" and what is beyond the pale, so use your best judgment, but generally remove or tone down most references to magic and magic items outside of the key items (Palantir).

1.2 Role-playing game systems

This adventure, as are most of the adventures for TolkienMoot and Eä RPG (<http://www.earpg.com>), is written in a system-agnostic style. The story, characters, locations, and other information are generally described using non-system-specific information, while system-specific information is provided in the Appendices for various game systems.

The game systems at TolkienMoot IX were:

- Cubicle 7's The One Ring Role-Playing Game (TOR RPG).
- Eä d20 3.5 (Dungeons & Dragons 3.5 modified for Middle-earth).
- Eä d20 Pathfinder (Pathfinder modified for Middle-earth).
- Savage Worlds adapted to Middle-earth.
- Iron Crown Enterprises (ICE) Middle-earth Role-Playing system (MERP).
- Steve Jackson Games' Generic Universal Role-Playing System (GURPS).

Previous TolkienMoots have included other game systems as well, see the TolkienMoot website "About" page for details about which systems have been used.

Statistics on NPCs, creatures, objects, and other system-specific information can be found for these game systems in the Appendices, which should help you in conversion of the adventure to any game system you wish.

If you do take the time to convert this adventure to another system, please consider

posting your additions to the Eä RPG or TolkienMoot website(s) so that others may benefit from your work. We will gladly integrate your additions into this document so those that download future versions will have access to the material (with full attribution in the Credits section of this document of course).

2 INTRODUCTION

It is the year 1409 in the Third Age of Middle-earth. After many decades of small border skirmishes with Angmar and Rhudaur, all-out war has once again erupted in the North. The Witch-king's forces of Angmar have again attacked the once great Kingdom of Arnor, now fractured into the three kingdoms of Arthedain, Cardolan, and Rhudaur.

Rhudaur is now nothing more than a puppet-kingdom of Angmar. Earlier this year Angmarim and Rhudauran forces swept south of Weathertop, invaded Cardolan, and completely sacked the capital and port city of Tharbad. Word has just been spread that the last ruler of Cardolan's royal house has been slain.

Amon Sûl, commonly known as Weathertop, contains a rare artifact from Númenor before The Fall, one of the precious 7 Palantir of the Dúnedain kingdoms in exile. The hilltop fortress is now surrounded and under siege. Arvaleg I, King of Arthedain is also at the doomed Tower of Wind. The mighty fortress, symbol of the spirit of the Dúnadan in the North, will soon fall.

The *heroic* player characters (PCs) will be tasked with attempting to sneak past the battle lines into what is now enemy controlled territory, then travel to Amon Sûl, and attempt to sneak through the siege into the fortress. The heroes will need to show proof to King Arvaleg within that they are there legitimately, so that the NPCs will relinquish the powerful seeing stone. Then they will have to attempt to sneak back out of the tower, with the much larger than expected artifact, past the siege, then travel through the constantly shifting battle lines, eventually to the relative safety of Fornost.

When discussing their PC's motivations, if necessary, remind all players that their characters all are all heroic types, of "good alignment", this is necessary for the convention setting for which this adventure was designed. If you running a non-convention campaign, then feel free to have more freedom with the personality and "alignment" types for the PCs.

Though any experienced party of PCs could participate in this adventure, it is not recommended for beginning characters. The challenges of stealth and other dangers would likely be too difficult to overcome for beginning characters.

Though this adventure is available for all systems, to provide an approximate idea of the level of challenge, this campaign would work well with a party of 3-6 PC's around 7th Level each.

This adventure is designed for characters that focus more on speed, cunning, and stealth, than combat. If you have players that are generally always itching for a fight, they are not likely to complete the adventure successfully, so it would be wise for the GM to make it clear through the storytelling, that though there will be many opportunities for combat, and sometimes combat will be unavoidable, they should make every effort to avoid direct combat. The GM should do this by making it clear that scouts, patrols, and large enemy forces are everywhere, and getting in battle will likely be quickly heard by nearby forces, and their small party would be quickly outnumbered by swarms of orcs or worse.

Failure by the PCs means that when Weathertop is overrun, the great stone is captured and begins to be taken back to Angmar. One last opportunity for the heroes to redeem themselves by attacking the transport carrying the stone, or die in the attempt.

Though the Palantir of Amon Sûl is quite large in size and very heavy, the GM should be careful NOT to point the size out to the PCs. Most PCs are likely to assume it is the typical size of those mentioned in some legends, only one or two feet in diameter. In the stress of

the times, the NPCs interacted with will just happen to leave out the tidbit about the actual size of the object to be retrieved. The actual size of the stone is 3' in diameter and weighs over

2.1 the fall of amon sùl and the invasion of arthedain

The Witch-king personally led the assault on Amon Sùl; it fell; the great tower was toppled and burned, and the stalwart but futile defense of the Warden only bought time for the rescue of the great Palantir, King Arveleg I of Arthedain was killed trying to prevent the fall of the fortress; when King Ostoher retreated to the Barrow-downs, he was surprised by a night attack and also slain.

The Host of the Witch-king swept forward across the frozen country-side like a plague of fire and steel. Engulfed in a monstrous wave of horror, the people of southern Arthedain were massacred or driven to headlong flight westward.

Angmarean wolf-riders and cavalry pursued; Annúminas was overrun and torched, the city abandoned. The remaining forces of Arthedain fell back to Fornost Erain, preparing a final defense. Yet, when all looked blackest, the fortunes of war were turned, by courage and luck. The Elves of Lindon and Rivendell, coming late to the battlefield, cut through Angmar's scattered western forces while Arveleg's heir, the young King Araphor, won a desperate series of battles around Fornost, wrecking the Witch-king's main army and driving him back eastward. The swords and bones of his soldiers littered hundreds of miles of Arnorian country-side as they fled through the winter snows, and the Angmarean threat was ended for generations to come.

-ICE MERP Module "Realm of Arnor" #2005 page 30.

3 ADVENTURE OVERVIEW

This adventure takes place in the winter of 1409 during the Third Age, as the Witch-king of Angmar and other forces attack the now fractured three kingdoms of the north, Arthedain, Cardolan, & Rhudaur.

The PCs are witnessing a critical piece of history in Middle-earth, and get to play a key role in these times. Below is an overview of the time line and related chapters. The days listed are approximate, and the GM can modify as needed for the flow of the game.

If beginning on Friday instead of Saturday, If beginning Friday, the PCs first meet in Annúminas rather than Bree. Originally the PCs were summoned to investigate rumors that the Witch-king of Angmar is gathering his forces for a much larger attack than the previous years' of skirmishes. The King would like the PCs to sneak over the border into Rhudaur, and determine if these are true. He has sent some individual scouts, but they have not returned.

Though they have looked around the lands via the Palantir, they do not see an unusual number of forces, but refugees from the east keeping spreading rumors that there are forces increasing, though hidden somewhere, out of the sight of the scrying eyes of the stone, somewhere there are massive forces building.

The PCs are told that at the Hold of Dongorath, there is a captured Dunlending that might have information. The keep is undermanned and cannot spare someone to transport the prisoner, also the commanding officer there doesn't give the rumors merit, and also is to gruff a soldier so does not have the skills for a proper interrogation.

The PCs are asked first to go to the Hold, and from there across the border into Rhudaur to disprove or confirm the rumors about building forces. At Dongorath's Hold, the PCs will be provided a messenger raven that is trained to return to Annúminas with a message letting the King know if they should begin sending their forces to the border in this bitter cold of winter, so as to increase their forces on the borders and various keeps.

After the PCs send their message, they should then return to Bree. By the time they return, there should be someone there with information on what to do next, and how to proceed.

This is the point at which the players beginning on Saturday will start the adventure.

The Heroic Player Characters will be asked to undertake the challenging task of attempting to sneak into Amon Sùl, retrieve the Palantir there, and transport it to the relative safety of Fornost. This is beyond the skills of the normally available military, it is only through the combined use of the Heroes extraordinary skills that this mission might be accomplished before it is too late.

The characters will first have to get to the general area without being detected or captures, surrounded by large numbers of enemy forces. Then find some means to get into

the besieged Amon Sûl, then find a means of sneaking out with the precious item. After escaping the surrounded tower, they will have to find their way through the enemy lines to the fractured and embattled friendly side of the front which is changing constantly, and finally travel through the various dangers to Fornost to deliver the stone.

3.1 adventure approximate timeline

This adventure was written for the weekend tables running Saturday and Sunday. For those tables attending all three days of TolkienMoot IX (Friday, Saturday, & Sunday, August 2nd, 3rd, & 4th, 2013), it is recommended the GM begin with the players in Annúminas first, then have them travel to Bree, with some encounters along the way.

Also remember that it is winter! See chart on pages 394-395 of Realm of Arnor for details on the climate during this time and in this location (Eriadoran Highlands). This timeline is just a relative guide, the GM is welcome to adjust the actual number of days as deemed most appropriate.

T-minus Day 30 – The Summons. Some of the adventurers may have come from Annúminas. All were summoned to meet in Bree with a messenger of the King of Arthedain.

T-Minus Day 20. If part of the Friday group, then start with **Beginning in Annúminas.**

T-minus Days 19 to 17. followed by **From Annúminas to Dongorath's Hold.**

T-minus Days 16 to 15. Then they will play out the scenario at **Dongorath's Hold.**

T-minus Days 14 to 13. After they interrogate the Dunlending prisoner, use the section **From Dongorath's Hold to the Border.**

T-minus Days 12 to 10. Next use the section titled **The Border Just Before The War,**

T-minus Days 9 to 3 followed by **Inside Rhudaur**, where they will finally discover the massing forces hidden in the forests and underground. Then they should send the messenger raven (with a chance of it being shot).

T-minus Days 3 to 1. Next use the section **From Rhudaur to Bree.** At this point the storyline begins with Day 1 of the Saturday/Sunday campaign.

Day 0 – the invasion of Arthedain begins.

Campaign Day 1 - Beginning in Bree. Adventure/Campaign Day 1 Begins on the 13th day of Girithron (final month of the year), in the Third Age 1409. The PCs have each received a summons to meet in Bree, urged by the King of Arthedain, Arveleg I.

Campaign Day 2 – Combe Village. Next stop is small village of Combe (AR:192) just 4 miles east of Bree (see map), under attack by small band of orcs, an early probing finger of the greater host surrounding Amon Sûl. The PCs might be able to thwart them, and briefly save the villagers.

Campaign Days 3 to 5 – Crossing the Line. The Heroes now need to find a means of dodging the increasingly large scouting and raiding orcish and Dunlending/Rhudaorian forces along the southern side of the East-West road, and attempt to slip past and penetrate the constantly changing battle lines attempting to get to the already besieged Amon Sûl farther to the east.

Campaign Days 6 to 7 – Amon Sûl

A. Finding the Way In. The PCs will need to combine their skills, wits, and information they were given, and thanks to the rough map, to try to find the hidden route into the fortress, without being discovered by the encircling siege forces.

B. - King Arveleg I. In addition to being tasked to recover the Palantír, the PCs were also given the challenge of attempting to convince the King to leave with them, else convince him to let them take the stone. The PCs will need to try to convince him to leave the doomed tower behind. Initially he stubbornly refuses, but is wavering when, while arguing/negotiating, the Witch-king himself leads the final overwhelming assault on the gates of the fortress. The King tells them to hurry and take the stone, saying he will buy them time to get the stone out before the tower itself is destroyed.

C. - The Fall of Amon Sûl. Graphic detail of the heroes seeing the toppling of the tower, the entire hillside ablaze, in the attack led by the Witch-king himself!

Campaign Days 7 to 10 – Flight to Annúminas. The PCs are under orders to bring the Palantir to Annúminas, the capital of Arthedain. Seeing the signs of burning lands to the south, and being pursued by Wolf-riders.

Campaign Day 11 – Arrival at Annúminas & Betrayal. Get to Annúminas with forces just behind them. Then disguised enemy soldiers manage (or fail in their attempt) to steal the Palantir, and attempt to run East with it, hoping to make it to the main forces before being caught. As the PCs pursue the thieves, they catch sight, or receive word that Annúminas is being overrun. The PCs are told instead to flee with the nobility to Fornost (with the palantir of course).

Campaign Day 12 – The Fall of Annúminas. See Annúminas observed from hills above, being sacked and in flames, people fleeing screaming, being butchered by the orcs and hill-men.

Campaign Days 12 to 13 - Flight to Fornost. Pursued and surrounded by Angmarean forces, the PCs must try to recapture the stolen Palantír, and then flee with it to Fornost, the last bastion of Arthedain.

Campaign Days 13 to 15 – Fornost Besieged. The PCs flee to Fornost, and the new capital city is immediately surrounded with no escape. The end is looming near, when at the last moment the “cavalry” arrives.

Campaign Day 16 – Driving Away the Darkness. PCs can join in the battle driving away the dark forces from Fornost.

Campaign Day 17 – Boons Bestowed & Fallen Comrades Honored. Surviving PCs rewarded with public acknowledgment, titles, and other boons bestowed by the surviving royalty and military command.

4 THE SUMMONS

T-minus Day 30 – The PCs have each received a scroll with the seal of the King of Arthedain. The message stated they were needed for an important task critical to the future of the Northern Realm that impacts all the Free Peoples of the area, and of greater Middle-earth. They were directed to come to the capital of Arthedain post haste. Hand each player a copy of this letter. The PCs are initially summoned to Annúminas. For players beginning on Friday, they will then travel east to Rhudaur, and eventually return to Arthedain by stopping in Bree. For those players beginning Saturday, they were summoned a little later than any Friday characters, and traveled straight from Annúminas to Bree.

See the Handout – Summons in the Appendices section of this document for a version of the summons fit for printing.

5 BEGINNING IN ANNÚMINAS

For those players beginning on Friday instead of Saturday, use this starting point. For those PCs starting Saturday, use the "Beginning in Bree" section to start.

The Friday PCs begin at the *Inn of the Dancing Mare* in Annúminas. They have each been summoned to meet an official representative of the King of Arthedain for an important task crucial to the well-being of all the Free Peoples in Middle-earth, and especially those in the northern lands of the once great Kingdom of Arnor. They will be tasked with meeting a lord at Dongorath's Hold to interrogate a prisoner he has, in an attempt to acquire specific information to help them accomplish their goals.

If your group is beginning on Friday, then choose this opening option

It is winter in the Third Age, nearing the end of the second to last final month of 1409. You are within the Arthedain capital city Annúminas. You awaken in the inn known as the Dancing Mare. You have come in response to the summons by King Arveleg I himself, looking for a way in which to help in the ongoing war against Rhudaur, and the Witch-King of Angmar. Upon waking, when you arrive downstairs, you are greeted by a man named Bart Tanner, who calls you all together at a large table in the center of the room. He then waits silently until you are all assembled.

Finally he simply states "Get to know each other, and then meet me at the main hall of the Royal Palace at noon." He then abruptly turns on his heel, and leaves the inn.

The PC's should then proceed to greet each other, order food (paid for courtesy of the Kingdom of Arthedain), and maybe wander through town to purchase any supplies they think they might need, after introductions of course. At eleven it is recommended that they begin their journey to the main hall of the Royal Palace.

As you arrive outside the Royal Palace, you see well crafted, if not beautiful, gates and a pair of guards standing outside. As you approach, the gates are opened from the inside, and the guards indicate you should walk within.

As you enter the mighty gates, you see the cold stone of the main hall, and the warmth and smell of food and fire. As you look forward you see several tables laid out, with food and many fires burning throughout the hall to fend off the cold bite of the northern winter. You see your host at the far end of the table, and you are instructed by Bart Tanner, to eat and enjoy the hospitality of the Kingdom of Arthedain for a while longer.

After half an hour has passed, a tall man, in plain but high quality dark garb, clearly a Dúnedain of direct Númenórean descent, enters the room with a strong, commanding presence. The guards in the hall and Bart Tanner quickly snap to attention until the man takes his seat at the very head of the table with Bart Tanner to his right. He sits silently, and nods for everyone else to return to their seats, (he gives anyone that did not stand upon his entrance a steely stare but says nothing). Bart Tanner then introduces him as King Arveleg I of Arthedain.

(The king then greets each of the PCs by name (and title if applicable)).

After completing the brief cordials, the king then states the following:

"So you are the brave people that have accepted the call to help Arthedain in its struggle against the Witch-king of Angmar. I welcome you, though I am afraid you will not be staying long. You brave people are here to find out if the rumors about the Witch-king of Angmar planning to attack Arthedain are true. If you find them to be so, you will be the vanguard messengers to provide us time to gather our forces in this bitter winter, and then return to our lands for the next step in your heroic service to the Free Peoples of Middle-earth. You will first proceed with haste to Lord Dongorath's Hold to the Southeast. He reportedly has capture someone that may have information useful, but his message was short and cryptic, so I will need you to further investigate. From there I would like you to travel east, steal your way past the border patrols, and see if you can find this supposed force massing somewhere in Rhudaur, and finally report back whether it is just another small

skirmish, or a serious force being gathered.”

(The King will then proceed to answer questions to the BEST OF HIS ABILITY don't give them the module if you can help it).

Some key points:

He has sent scouts over the border, but none have returned, though none were of the skill of those assembled.

If asked about scrying or using the Palantir, he will look sternly as the the one asking the question, then after a brief pause, he will indicate that even with their scrying they can see no unusual forces gathering, but it is possible they are hidden within the forests or even underground.

He has put out a call to the lords of the land to gather their forces within each of their lands in case of invasion, but he has not put forth order for them to move to the border, due to the bitter winter, until he has confirmation that it is necessary to do so.

After a few minutes of answering questions, and granting requests for supplies, steeds, etc. he will stand abruptly, wishing them safe and fruitful journey.

The PCs will then be escorted out by Bart Tanner, where (as needed) the PCs will be provided with horses already saddled and stocked with provisions for 2 weeks each (Iron), and so they can quickly begin their journey after picking up any belongings left at the Inn of the Dancing Mare (if needed).

5.1 traveling from annúminas to dongorath's hold

T-minus Days 19 to 17.

This portion of the heroes travel will be the least eventful, but use it to point out the bitter cold, the on and off driving snow with biting winds from the north and east. The snow drifts. The occasional frozen animal or peasant on the side of the road.

There are few travelers right now on this segment of road due to the harsh weather.

If you need to have some time fill, the PCs could run into a pack of starving wolves that attempt to take the horses during the night, but will generally avoid fighting the heroes themselves. The wolves will be perfectly satisfied if they can just get one horse to bolt in fear, breaking loose from its halter. The wolves can then hunt it down at their leisure.

5.2 Dongorath's hold

Midway through their travels from Annúminas to the Rhudaur border, the heroes will come across the small aged keep known as *Dongorath's Hold*. They will either spend the night, and have to fight off a band of attackers, or they will come across the keep already under attack, and hopefully help the defenders against the attackers.

The details of this location, including map, can be found in ICE MERP module _____ . A copy of the maps related to The Hold are included at the end of this document for your convenience.

5.2.1 The Prisoner

A Dunlending spy working for Rhudaur was captured by the meager patrol that occasionally risks the leaving the relative warmth of the keep for the cold of the surrounding hills in search of meat. During their last outing they stumbled across a Dunlending sleeping in the hollow of a tree, captured him, and put him in the dungeon. There prisoner has been completely silent and uncooperative. No one in the keep speaks his tongue. Though he actually understand Westron, he will feign not knowing it at all, and will only respond when spoken to in his native tongue.

He will claim to be innocent of any wrongdoing, ask to be let go, though beg for some food and something warm to drink. Initially he will claim he is just a poor dirt farmer down on his luck. The winter destroyed his crops, and raiding wolves and orcs drove him from his lands.

However, his clothing, though plain, is of very high quality and ideal for the cold winter climate. He was caught bearing a high quality short sword, dagger, crossbow, a pouch with gold and silver, and provisions sufficient for weeks. All his gear looks barely used, and he looks too strong, healthy, and well-fed to fit his story. He also had parchment and writing materials, and a silver signet ring of a stylized snowflake.

Any PC with a sufficiently skilled Intimidate or Interrogate skill should be able to get him to "crack" after about 15-30 minutes of dialog.

Shortly after the PCs leave, word reaches the Hold that Angmarim and Rhudauran forces have recently swept south of Weathertop, invaded Cardolan, and completely sacked the capital and port city of Tharbad. Word has just been also received that the last ruler of Cardolan's royal house has been slain. The PCs will just miss receiving this information.

The king, upon receiving this information a day later, will go ahead and begin mobilizing his forces, but has no means to send warning to the PCs about what they may be walking into. The PCs while on the road, if encountering refugees may find out these rumors, but they will not be from reliable sources.

5.3 from Dongorath's hold to the BORDER

After interrogating the prisoner, and gathering the information he knew, the PCs now need to head to Rhudaur. If the PCs did exceptionally well during interrogation, they could find out his contact on the border, that he has contacts in Annúminas, Fornost, and Bree, and that he knows an easy way to slip across the border following an old overgrown gully, that is generally unprotected by either side, so the PCs could have an easier time crossing into Rhudaur.

Also use the Random Encounter chart for this section.

Remember the harsh weather.

5.4 CROSSING THE BORDER JUST BEFORE THE WAR

T-minus Days 12 to 10. Next use the section titled **The Border Just Before The War,**

If the PCs used the gully indicated by the prisoner, they will have only a 10% chance of running into any patrols at the border. If they do not use this special route, during the day time they have a 90% of running into various Arthedain patrols every hour, and a 60% chance of running into Rhudaurian or Angmarean (50/50) patrols (or larger). During the night they have a 40% chance of Arthedain patrols, 20% chance of Angmarean/Rhudarian, and 40% of Uruk patrols (or larger). See the Random Encounter chart for this section.

Remember the harsh weather.

5.5 INSIDE RHUDAUR

T-minus Days 9 to 3 followed by **Inside Rhudaur,** where they will finally discover the massing forces hidden in the forests and underground. Then they should send the messenger

raven (with a chance of it being shot).

Once inside Rhudaur, the GM should consult every hour the Random Encounter chart for Inside Rhudaur.

The PCs will find large encampments hidden in the forests, and many caves stuffed to the brim with orcs, trolls, hill-men, and many others. They are traveling almost exclusively at night, an unnatural fog hangs about 20' above them, concealing them from view, shrouding them in darkness, and hiding any torchlight they might be using from being seen any farther than a quarter mile at night.

The PCs may find through taking prisoners, or just observation that there are three major forces, the group from the north, preparing along the eastern border of Arthedain (western border of Rhudaur). The group massing just east of Amon Sûl. And finally a group coming up from their raids on Cardolan, preparing to attack the southern borders of Arthedain.

Remember the harsh weather, it is even worse here in Rhudaur. If the PCs can find shelter in the woods or caves, they will survive some of the worst storms. The PCs might notice a pattern that the stormy weather is at its worst during the day, with a driving, bitterly cold wind from the northeast, but each night as the sun sets, the winds stop, and a thick, dark, low cloud cover, beginning only 20' above the surface, wafts in from the northeast. Then as soon as the sun begins to lighten the drap cloud cover, the low clouds fade, showing the somber gray of the upper cloud cover, and then the winds, snows, and harsh weather begin again.

5.6 FROM RHUDAUR TO BREE

T-minus Days 3 to 1. Next use the section **From Rhudaur to Bree**. At this point the storyline begins with Day 1 of the Saturday/Sunday campaign.

As the heroes flee back towards Arthedain, if they managed to remain undetected, they may be able to use the secret gulley over the border. If they were detected within Rhudaur, they will likely be pursued by wolf-riders, Wargs, and other forces desperate to stop the heroes from returning to Arthedain.

Use the random encounters for this section.

6 BEGINNING IN BREE

For those players beginning on Saturday, use this section as the starting point. If any players participated Friday, then they are just now arriving in Bree. The

Saturday PCs will have information for the Friday PCs, and vice versa.

The Saturday PCs were told by the seneschal that the king had sent a group over the border previously. The king was in Amon Sûl by the time the Saturday PCs arrived in Annúminas. The Saturday PCs may very well have seen the beginning of forces surrounding Amon Sûl.

During their travel from Annúminas to Bree, the Saturday PCs will have seen many examples of villagers trudging away from the hordes from the South and East, and military forces marching from the West towards the swiftly changing front lines, with rumor that the occasional orc scouts or patrols are slipping past and pillaging in Arthedain (see Combe village for an example).

The attitude of the soldiers and refugees is actually low-key, they have been through many such seemingly minor incursions for decades. Some have heard the word about Tharbad and Cardolan, but many do not realize that Arthedain is likely next. They do not realize this is actually a precursor to a huge invasion that will soon, and suddenly, reach all the way to the capital city of Annúminas...

The Friday PCs can share with the Saturday PCs that word was received shortly after the Friday PCs left the Hold, that Angmarim and Rhudauran forces have recently swept south of Weathertop, invaded Cardolan, and completely sacked the capital and port city of Tharbad. Word was also received that the last ruler of Cardolan's royal house has been slain.

A messenger on an exhausted horse will come galloping through the snow into the town early in the morning. He will have a verbal message that Amon Sul is indeed in peril, and that they have been tasked with trying to sneak up to Weathertop, slip past the surrounding siege into the Tower. Then they are expected to try to convince the King to leave, and most importantly to retrieve the Palantír and bring it back to Annúminas at all costs. The messenger does not have this in writing, it is a completely verbal message, but he does bear the signet ring of the Seneschal of Arthedain as proof. After he confirms they are the ones he sought, he will hand them (with preference shown towards any Dúnedain PCs, or else Elven) a rough map of Amon Sul with an approximate indicator to the secret access. After he breathlessly delivers his message, he quickly wolfs down some hot soup, asks for a fresh horse, ask the PCs if they have any message for him to take back to Annúminas, and then quickly rides off north.

7 BETWEEN BREE AND THE FRONT

This can be placed at any point after the PCs leave the Prancing Pony in Bree, and before they reach the constantly change battle lines referred to as "The Front".

A likely timing would be just before the PCs arrive at Combe, maybe a half mile to a mile west of Combe (only a few miles east of Bree).

It is just after sunset, and the dusk is settling in as the PCs travel through a moderately forested copse of trees at the boundary of Rhudaur. An elf that the PCs have not previously met, is suddenly seen coming around a bend in the road ahead, moving quickly but silently as elves are wont to do, (returning from a mission scouting the border), when the elf spots the PCs, without breaking stride he warns them that "there are orcs ahead!"

The Elf continues running past the PCs, even if the PCs ask him to stop. If they ask how many, the elf will quickly state as he runs past "I saw 4 scouting ahead, but

there are likely more not far behind. I must get word to my commander, Namarie!". The elf continues running past, disappearing around the bend and out of sight.

The party will need to quickly make a decision on how to proceed next. Keep a close watch on the actual time they spend in discussion. After 60 seconds (game time), if the PCs are still discussing what to do, **perform a moderate/average listen check**, and those that succeed should be informed that they hear the tramp of a pair of booted feet coming from the road up ahead, just around the bend in the tree-lined road.

Within 15 seconds the first of the 4 orc scouts will come around the bend, by himself, marching double time about 100 yards ahead of two other orcs (side by side). A fourth orc is trailing behind about 100 yards behind the two middle orcs.

These are orcs on patrol from the _____ tribe (see Appendices for statistics, armor, weapons, and other description details for your game system). They are approximately 1 mile ahead of a larger probing force of 26 orcs marching at normal speed.

These are scout orcs, not heavy combat troops. They prefer to avoid conflict, and if spot anyone, rather than engaging, will attempt to turn back and flee as fast as possible back to the larger force. The trailing orc carries a horn, and if warned of trouble, will immediately begin blowing a warning on the horn that can be heard by the larger force.

The PC's mount their horses and gallop of as fast as they can, but sever of the horses (as well as possibly PC's) take several arrows, killing the horses. (role a die or some such to decide how many horses are wounded) They have to leave the horses due to their wounds as the orcs chase after them.

Eventually the orcs lose the trail, and after several more days of traveling, come across a contingent of orcs. (72) who are meandering about, to flank Amon Sol. They again try to sneak around seeing as they would likely lose the conflict.

If the party moves fast enough they come across a small encampment of about fifteen orcs, all camping. They appear to have been there for nearly a week. The wizard, realizes they are probably waiting for the other group you saw earlier. The party decides after some debate to attack, they charge through, fighting the orcs, who put up more of a challenge than they thought, after some looting they find out that these orcs were a minor special forces group, that was designed to infiltrate and quicken sieges.

The party loot and find several well made weapons, picked up from plundering and then move on. After several more small encounters they make it to Weathertop.

Tie this in with Village of Combe

The orcs are part of the same group that has been also pillaging the village of Combe. The PCs may want to avoid this larger force, but when they come to Combe, and the smaller force of orcs, they might want to help those villagers.

8 THE VILLAGE OF COMBE

Next stop is small village of Combe (AR:192) just 4 miles east of Bree (see map), under attack by small band of orcs, an early probing finger of the greater host surrounding Amon Sul. The PCs might be able to thwart them, and briefly save the

villagers.

The orcs attacking Combe are just lowly snaga, only 12 of them. More than the old villagers can handle (all of the warriors are at the front lines), there are just elderly, women, and children in this village. The PCs should be able to take them out fairly quickly and easily if they desired, or they could easily sneak past and leave the villagers to their plight.

See the NPC Chart for the appropriate game system for the stats on these Snaga Orcs.

9 CROSSING THE LINE

Prior to the invasion, the border of Rhudaur and Arthedain was east of Amon Sul, but since the invasion, the battle lines have been changing daily, and are often several miles west of Amon Sûl along the East-West road. Though forces a few miles south of the road have for the moment staved off penetration into Arthedain from the south and maintained a relatively stable battle line about 5 miles south of the East-West road, the eastern front is much more fractured and constantly shifting.

The Heroes now need to find a means of dodging the increasingly large scouting and raiding orcish and Dunlending/Rhudaurian forces along the southern side of the East-West road, and attempt to slip past and penetrate the constantly changing battle lines attempting to get to the already besieged Amon Sûl farther to the east.

The heroes need to find a means to sneak past the many active battles involving scores of orcs, and find their way to Amon Sul without getting bogged down in fighting for the border.

The GM should roll every hour for a "random encounter" involving orc scouts, patrols, or large fighting forces. Scouts and patrols may have slipped past the Arthedain troops, while the larger forces would be actively engaged in heavy combat with the Arthedain soldiers.

Remember the weather.

10 AMON SÛL

The PCs will need to combine their skills, wits, and information they were given, and thanks to the rough map, to try to find the hidden route into the fortress, without being discovered by the encircling siege forces.

The players arrive to the sight of orcs and camps swarmed around the lands surrounded the hill upon which Amon Sûl was built. The PC's see a surrounded hilltop fortress, with a beautiful gray-blue tower, glinting in the sunlight (or moonlight). It stands in

sharp contrast to the rest of the citadel, the walls and buildings are a deep gray, with only gray-blue slate roofs. The walls look battered, and the citadel appears nigh to being overwhelmed.

The largest and most powerful *palantír* in the North was kept in the Tower of Amon Sûl. The Stone of Amon Sûl was the chief *palantír* used for communicating with Gondor. The *palantír* was kept on a round table of black marble with a curved depression in the surface where the seeing-stone was set.

For drawings and maps with detailed information, see ICE MERP Module #8201 "Weathertop – Tower of the Wind", copies of the Drawing of the tower, and one of the maps is included for your convenience in the Appendices in the section titled "Details of Amon Sûl ("Weathertop").

If the PC's are moving down the hills, they will need to determine how they will successfully evade hordes of orcs and evil men. Then the PCs must find their way into the Citadel itself.

(there is a fourth stair well, that goes underground for quite some ways, that is unlikely to be found.) There are only four ways into this magnificent bastion. Two are sally ports, doors which open out of the northern and southern sides of the tower about 5' above the base. Only 2.5' wide and 5.5' tall. They can accommodate only one man at a time. Defenders use them as counterattack points, or as emergency exits.

The third and most common is way into the Tower is via the gate, this is 4' wide, and 8' tall, the opening sits 28' above the base of the tower and about 8' above the level of the fortress yard. A 40' long. Sloping wooden bridge connects this doorway to the yard. The 10' long section of the span adjoining the tower is actually a drawbridge. Once across the gangway you pass the three portculli and to gates that guard the hallway through the 20' thick wall. (the fourth entrance is unknown to basically all but the prince and king.)

If they make it into the citadel, they are very rudely greeted by Dúnedain, soldiers with spears angled at them, as well as several bows. The PC's will likely proceed to introduce themselves, and they will be asked for their purpose. If they do not answer either or their purpose (or some other variant) you as the master of the game get to do what you will. (withing reason) They will in theory be taken to King Arveleg the I. He will greet them, and ask what their purpose is himself. Introductions will also be asked. Then after that is all done he will ask "well how do you mean to move the stone?" (the stone is much too large to be carried, only a wagon or something of a similar function could carry it.) The PC's will in hopefully figure something out, and have it loaded onto some transportation. (A horse can not carry it by himself, multiple horses are required to move it.)

The Palantír is loaded, and the sounds of a soldier running drops to his knees in front of the king, and says "the citadel is overrun, we must flee, there are too many for us to hold long, they will overrun us in less than an hour!"

At this point the PC's can hear the sounds of intense fighting not far away, as people scream and die, then the harsh guttural screams of orcs dying and killing. King Arveleg calls for his armor, and tells the PC's "we can't cut a path through them, you must escape with the Palantír, hopefully you can outrun anything sent after you. But even so, they will slaughter you if you try to get out of here through conflict. You must flee, otherwise the Palantír will be taken. There is few exits, there's the gate which you obviously can't leave through, there are two sally ports, north and south. The southern one has been overrun, but the northern run you could likely slip through before they respond."

The PC's more than likely proceed out of the northern port, have the orcs/evil men make rolls of some sort to see if they notice them. (eventually they will no matter what, but not necessarily before they are too far away for them to attack immediately.

Then begins the flight from Amon Sûl.

10.1 a. finding the way in

The PCs were given a map by the messenger in Bree roughly indicating a secret Forth Route into the Tower, previously known only by the King, Crown Prince, High Seer, and the Castle Warden. The PCs will need to search approximately a mile North-by-North-east of the Tower for a small stream, then follow the stream south-by-south-west to a low cave mouth hidden behind dense trees and thorny foliage.

Within is the holy spring known as the "Goblet Well", within a beautifully carved Adan delving (circa Second Age 21). In the far end of the cave is a water-cut tube running south-by-south-westerly for 4,900 yards. The passage then begins to spiral upwards in a clockwise direction, directly under the Tower.

The passage continues to spiral up until at 140' beneath the surface of Weathertop the smooth passage becomes hewn stone stairs. These stairs wind up through the inside wall opposite the main chimney of the Tower. These stairs eventually meet a secret door at the "Hall of Stone" also known as the "Chamber of the Palantir" on the Fourteenth Level of the Tower.

See the ICE MERP #8201 "Weathertop – Tower of the Wind" Fortress Module for detailed maps and descriptions of the entire fortress.

When the PCs arrive through the secret door into the Hall of Stone / Palantir Room, the room is empty, but 2 guards stand outside the door to the chamber. If the PCs are silent, the guards will not know they are there. They could in theory take the Palantir from that chamber and no one would be the wiser, however the other part of their mission was to attempt to convince the King to return with them.

The guards will be quite startled and think that it is an enemy attack initially. If given the chance, one guard will run down the stairs to sound the alarm, while the other tries to defend the doorway.

If the PCs are able to succor the guards without raising the alarm, they will be escorted down to meet the king.

10.2 B. - king arveleg i

In addition to being tasked to recover the Palantir, the PCs were also given the challenge of attempting to convince the King to leave with them, else convince him to let them take the stone. The PCs will need to try to convince him to leave the doomed tower behind. Initially he stubbornly refuses, but is wavering when, while arguing/negotiating, the Witch-king himself leads the final overwhelming assault on the gates of the fortress. The King tells them to hurry and take the stone, saying he will buy them time to get the stone out before the tower itself is destroyed.

King Arveleg I will be found at the inner wall. By the time the PCs arrive, the outer wall has already been breached. There is a brief lull in the battle as the Witch-king's forces prepare for the final assault. The defenders within are waiting stoically for the end. They think they can last a few more days, but they do not realize the Witch-king himself is going to lead the final assault. While the PCs are attempting to convince the King to come with them through the secret tunnel, the PCs will see his initial stubbornness beginning to waver, just when they think he will join them, a deafening explosion will be heard by the inner wall. A bloodied guard will run up announcing the Witch-king of Angmar himself has destroyed the inner wall and is in the courtyard before the tower. At this point King Arveleg will tell the PCs to hurry and take the Palantir to safety, and he will attempt to buy them as much time as possible, as he draws his sword and heads down to fight the Witch-king himself.

10.3 c. - the fall of amon sâl

Graphic detail of the heroes seeing the toppling of the tower, the entire hillside ablaze, in the attack led by the Witch-king himself!

Pursuers give chase some miles back, the PC's are behind enemy lines, outnumbered, and unlikely for them to survive a direct conflict with any large forces. The wagon will have some effect, and they will have to dodge around several large

forces of orcs gathering for the next push after Amon Sûl.

Any magical, or evil gear has corruption that they must deal with, try and disperse these parts at appropriate points. (or parts that make it more problematic for the PC's)

11 FLIGHT TO ANNÚMINAS

The PCs are under orders to bring the Palantír to Annúminas, the capital of Arthedain. Seeing the signs of burning lands to the south, and possibly being pursued by Wolf-riders.

The PCs, now with the heavy and cumbersome Palantír, must flee with their precious prize out of the Tower through the hidden passage, through enemy-controlled lands, and Northwest towards Annúminas. If they managed to escape undetected, they will only need to avoid the heightened enemy patrols. If they were detected however, and especially if their cargo is discovered, more and more enemy forces will join the hunt, with drums and horns in the distance, steadily pursuing them and getting ever closer.

The PCs will eventually arrive at the gates of Annúminas. They will see various nobles heading along the East rode. If asked, they indicate they are heading towards the better fortified Fornost, where many nobles have been moving to over the years.

The PCs will be stopped at the gates. Then a shabby-looking sergeant will approach, winking and nodding that he knows that "mum's the word 'bout keepin' secret the prize you gots there". He will indicate that he has been told to watch for you, and that his men are to take the orb into the gatehouse, away from prying eyes, where they will secure it in the jail cell there. Then the PCs will be told to head to the Royal Palace for further instructions.

The PCs do not realize that all the men at this gatehouse however, are actually spies working for Angmar. As soon as the PCs leave, they will quickly bring a wagon about, and lug the stone in a plain sack, onto the hay-wagon. Two of them will sit on the cart, one as driver, the other as guard (the sergeant). The other 4 will grab horses, with two riding ahead about half a mile, and 2 riding behind about one mile. They will start out riding the same speed as the traffic, but once out of site of the gatehouse, or if detected, they will whip the horses into a gallop. Their goal is to make it to enemy controlled territory as quickly as possible.

If the PCs refuse to relinquish the stone to the sergeant and his men, they will be asked to wait in the gatehouse while they get the Seneschal. The guards will then quickly lock the PCs in the gatehouse with a key. Then from above they will pour boiling oil and fire into the room, attempting to kill the PCs.

If the PCs relinquish the orb and head to the Royal Palace, they will find that the Seneschal has already left for Fornost. He has indicated that reports state the forces that overran Amon Sûl and Cardolan have come much faster than expected, and will be at the walls of Annúminas by nightfall. He has left orders for the PCs to bring the stone instead to Fornost.

The guards within will have no idea who the sergeant is, and will be alarmed to find that the PCs left the stone with him, since six of the Royal Guard remained behind specifically to help the PCs guard and transport the stone. They will run with the PCs to the gatehouse. If asked to join in the chase beyond the city walls, 2 of them will join the PCs, while the other 4 will attempt to ride as fast as they can, by a back trail, to Fornost to inform the garrison there, and possibly intercept anyone

going east on the road.

Remember the weather.

12 ARRIVAL AT ANNÚMINAS & BETRAYAL

The PCs arrive at Annúminas with forces just behind them. Then disguised enemy soldiers manage (or fail in their attempt) to steal the Palantír, and attempt to run East with it, hoping to make it to the main forces before being caught. As the PCs pursue the thieves, they catch sight, or receive word that Annúminas is being overrun. The PCs are told instead to flee with the nobility to Fornost (with the palantir of course).

The PC's arrive at Fornost, (hopefully with the palantír.) they are quickly led inside to the keep of Fornost, the Palantír is considered to dangerous to roll through the streets and kept outside (with any PC's that wish to stay.) Over half the guards surrounding the Palantír turn on there fellow's slaying them quickly, due to support from other archers, and soldiers positioned to make it a quick slaughter. They then try to sneak away with the Palantír over the country then onto the road, to return it to the Witch-king of Angmar.

The PC's arrive to the keep of Fornost and are greeted by a wounded soldier (or PC perhaps?) that arrives in the keep and (for the soldier at least) say's in his dying words, that "the Orb of Amon Sûl has been taken!" as he curls on the ground spilling his blood on the floor. (the PC's can naturally try to save him, which isn't impossible but he has many cuts and has a knife through his stomach earlier.) (the man to be determined) says "you were the ones who brought the Palantir here, you are likely the few that will be able to retrieve it. I will send as many men as I can spare, to search for it, but we must find it and bring it back to safety."

13 PURSUIT OF THE PALANTÍR THIEVES

Pursued and surrounded by Angmarean forces, the PCs must try to recapture the stolen Palantír, and then flee with it to Fornost, the last bastion of Arthedain.

The PC's will be given hurried supplies then sent on their way. (it is not required that they retrieve it but it adds longevity to the game if needed.)

The thieves of the palantír will be at various locations at different points in time. Upon arrival the PC's are likely to fight them, or they can try and con them out of it! Let them do what they want (within reason) and resolve it to the best of their ability. Once the Palantir is retrieved the will (likely) be ambushed, by anywhere from 10-20 (or more) elite orcs and a moderate mage. (decide what is manageable, but still a challenge, they can be outrun in theory, but only for a few hours to a day at most, but only if they are spotted before hand. (which wouldn't be too difficult.) Then they will have a better chance against the enemy. (some players may not survive the fight, they can try and go around the ambush, but they will be using a wagon seeing as that was what the Palantir was moved into/been using. It would be rolling a wagon on hilly plains and uneven terrain that would be nigh impassable with a wagon.

Remember the weather.

14 THE FALL OF ANNÚMINAS.

As the PCs leave, at some point from a vantage above in the distance, they see Annúminas being sacked and in consumed in flames, the Great Library, the Royal Palace, and all the city consumed by destruction while people fleeing screaming, being butchered by the orcs and hill-men.

As you walk through a break in the trees, you see black smoke and flames billowing into the sky from the west. The great capital city of Arthedain is consumed in flames. The Royal Palace, even the legendary Royal Library, all consumed in flames. Even at this distance you can feel some of the heat in contrast to the bitter cold, and faintly hear the screams of the people fleeing and being slaughtered by the forces of the Witch-king as those fleeing the city run headlong into the the forces of orcs and Dunlendings.

15 FLIGHT TO FORNOST.

The PCs flee to Fornost, and the new capital city is immediately surrounded with no escape.

More details coming soon.

16 TAKING THE PALANTÍR TO FORNOST

The Party arrives at Fornost! But this time it is covered up and moved into the keep itself, where they are most likely greeted warmly (rewarded etc.)

If you need more material after this, you can put them in the siege of Fornost if this is not long enough)

More details coming soon.

17 FORNOST BESIEGED

The PCs flee to Fornost, and the new capital city is immediately surrounded with no escape. The end is looming near, when at the last moment the "cavalry" arrives.

More details coming soon.

18 DRIVING AWAY THE DARKNESS

PCs can join in the battle driving away the dark forces from Fornost.

More details coming soon.

19 BOONS BESTOWED & THE FALLEN HONORED

Surviving PCs rewarded with public acknowledgment, titles, and other boons bestowed by the surviving royalty and military command.

More details coming soon.

20 APPENDICES

This section provides various detailed information that are likely very useful, or even necessary to fully flesh out the adventure, but would not fit well with the narrative flow of the campaign, so are placed separately here.

20.1 Definitions of terms

It is highly recommended you read pages 8 – 12 of “Armor the Realm” ICE #2005 for the definitions and brief overview of the times, locations, and events taking place for this campaign.

20.2 non-system-specific tables

Organization of this coming soon.

20.2.1 GOODS & SERVICES CHART

GOOD/SERVICE	COST	NOTE
Food & Lodging		
Beer/ale	1/4 cp	Pint.
Brandy	1 cp	Half-pint
Cider	1/4 cp	Pint.

Mead.....	1/2 cp.....	Pint.
Wine.....	1/2 cp.....	Pint
Light meal.....	1/4 cp.....	Cheese, soup, and bread.
Normal meal	1/2 cp.....	Meat soup or pie, bread, potato.
Heavy meal.....	1 cp.....	Steak and vegetables, bread, soup, pastry.
Poor lodging	1/2 cp.....	Communal sleeping.
Average lodging	1 cp	Allows for a separate bed or pallet and includes meals.
Good lodging.....	2 cp.....	Allows for separate room, meals, and ample refreshment.
Stable	1/4 cp.....	Includes food for beast.
Pipeweed.....	1 cp.....	1 pound. Good for a week's smoke; Kerbs in the mid-Third Age, tobacco in later years. More exotic herbs can cost many times this price.
Week's rations.....	4 cp.....	Normal spoilage. 18 pounds.
Trail rations	6 cp.....	14 lbs. 1 week. Preserved. Hard on the stomach.

Greatbread..... 2 gp.....4 lbs. 1 week. Somewhat magical, made by Beornings and a few Dúnedain and Northmen.
 Waybread..... 10 gp4 lbs. 1 month. Lembas, used by Elves and their friends only. Loses a fourth of its value if eaten with other food.

GOODS & SERVICES CHART		
GOOD/SERVICE	COST	NOTE
Food & Lodging		
Beer/ale.....	1/4 cp.....	Pint.
Brandy.....	1 cp.....	Half-pint.
Cider.....	1/4 cp.....	Pint.
Mead.....	1/2 cp.....	Pint.
Wine.....	1/2 cp.....	Pint.
Light meal.....	1/4 cp.....	Cheese, soup, and bread.
Normal meal.....	1/2 cp.....	Meat soup or pie, bread, potato.
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Good lodging.....	2 cp.....	Allows for separate room, meals, and ample refreshment.
Stable.....	1/4 cp.....	Includes food for beast.
Pipeweed.....	1 cp.....	1 pound. Good for a week's smoke; Kerbs in the mid-Third Age, tobacco in later years. More exotic herbs can cost many times this price.
Week's rations.....	4 cp.....	Normal spoilage. 18 pounds.
Trail rations.....	6 cp.....	14 lbs. 1 week. Preserved. Hard on the stomach.
Greatbread.....	2 gp.....	4 lbs. 1 week. Somewhat magical, made by Beornings and a few Dúnedain and Northmen.
Waybread.....	10 gp.....	4 lbs. 1 month. Lembas, used by Elves and their friends only. Loses a fourth of its value if eaten with other food.
Armor & Weapons		
<i>(restricted availability in most areas)</i>		
Target shield.....	5 sp.....	3 lbs. +20 vs melee; +10 vs missile.
Round-shield.....	6 sp.....	10 lbs. +20 vs melee or missile.
Oval-shield.....	8 sp.....	13 lbs. +25 vs melee or missile.
Wall shield.....	10 sp.....	28 lbs. +30 vs melee; +40 vs missile.
Pot helm.....	4 sp.....	2 lbs. Steel.
Full helm.....	9 sp.....	2.5 lbs. Steel. +5 DB.
Soft leather.....	4 sp.....	9 lbs. Finely made jerkin (ATS).

**20.3 palantíri
 overíew**
 "Of the many things
 of power and beauty

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

Elendil established the realm of Arnor, while his sons, Isildur and Anárion, traveled farther south and founded the neighboring realm of Gondor. The palantiri were placed so that contact could be maintained between all parts of the two Kingdoms. Three of the Seeing-stones were located in Arnor:

- * At the capital of Annúminas
- * Within the tower of Amon Sûl
- * Atop Elostirion in the Tower of Hills.

The Master Stone, possessing the greatest power of the seven, was placed in Gondor at Osgiliath, while the others rested at Minas Ithil, Minas Anor, and the tower of Orthanc.

Upon the death of Elendil, the Stone at Elostirion was entrusted to the Elves of Mithlond. This was appropriate, because this stone could look only west to the Master Stone at the tower of Avalónë on Tol Eressëa. ..."

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

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

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

--From ICE's MERP Module Palantír Quest pp 6-7

20.3.1

20.4 pc motivations

20.4.1 Human

20.4.2 Rohirrim

20.4.3 Dúnedain

20.4.3.1 Arthedainians

20.4.3.2 *Cardolians*

20.4.3.3 *Gondorians*

20.4.4 **Elves**

20.4.4.1 *Mithlond (Grey Havens) Elves*

20.4.4.2 *Mirkwood Elves*

20.4.4.3 *Imladris (Rivendell) Elves*

20.4.5 **Hobbits**

20.4.6 **Dwarves**

21

21.1 Random encounters

Here are some selections of possible/probable “random” encounters that the PCs are likely to experience when they are traveling, depending on the stage of their adventure. The adventurers set out on a roughly one-hundred mile journey, traveling through winter, across hills, roads, rivers and other obstacles, while dodging orc patrols, orcs and whatever else they must.

The PCs set out on horseback, provided with a rough map to plot their course. The most likely direction is a straight line to Amon Sûl (aka Weathertop).

21.1.1 Random Encounters From Annúminas to the Border (Pre-War).

Day

On the Road

Cross-country

Night

On the Road

Cross-country

21.1.2 Random Encounter At the Border Before the War

Day

On the Road

Cross-country

Night

On the Road

Cross-country

21.1.3 Random Encounters Within Rhudaur

Day

On the Road

Cross-country

Night

On the Road

Cross-country

21.1.4 Random Encounters From Bree to Combe.

Day

On the Road

Cross-country

Night

On the Road

Cross-country

21.1.5 Random Encounters From Combe to the Front Lines

Day

On the Road

Cross-country

Night

On the Road

Cross-country

21.1.6 Random Encounters From the Front to Amon Sûl

Day

On the Road

Cross-country

Night

On the Road

Cross-country

21.1.7 Random Encounters From Amon Sûl to Annúminas

Day

On the Road

Cross-country

Night

On the Road

Cross-country

21.1.8 Random Encounters From Annúminas to Fornost.

Day

On the Road

Cross-country

Night

On the Road

Cross-country

21.2 game system specific information

This campaign is written to be compatible with all game systems. The adventures are written in ways that allow easy adaptation to your favorite Tolkien-based RPG. Terms like easy/routing, average/moderate, challenging/difficult can be cross referenced for most systems. Sometimes a percentage chance is listed. This can be followed as written, or used as a guideline to modify to properly fit your system.

For your convenience, some system specific information, especially for NPCs, has been provided for a few systems. If your system is not listed, you should be able to pick from one of the listed systems and readily convert to your favorite systems. These systems were selected because TolkienMoot IX had Game Masters running these systems.

The primary system initially used was ICE MERPS, so it might be easiest to adapt your system using the instructions in the MERP section.

21.2.1 Eä d20 1

This system version is simply Advanced Dungeons & Dragons 1st Edition modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

21.2.1.1 *NPCs of Note*

21.2.1.2 *Generic NPCs & Monsters*

21.2.2 Eä d20 2

This system version is simply Advanced Dungeons & Dragons 2nd Edition modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

21.2.2.1 *NPCs of Note*

21.2.2.2 *Generic NPCs & Monsters*

21.2.3 Ea d20 3.5

This is Dungeons & Dragons 3.5 modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

21.2.3.1 NPCs of Note

21.2.3.2 Generic NPCs & Monsters

See the Ea d20 Middle-earth Monster Manual for these and many others:
<http://earpg.com/documents/ea-d20-rpg/ea-d20-3.5-rpg/middle-earth-monster-manual/older-drafts>

21.2.4 Eä d20 4

This system version is simply Dungeons & Dragons 4th Edition modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

21.2.4.1 *NPCs of Note*

21.2.4.2 *Generic NPCs & Monsters*

21.2.5 Eä d20 5 (Next)

This system version is simply Dungeons & Dragons 5th Edition *D&D Next) modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

21.2.5.1 *NPCs of Note*

21.2.5.2 *Generic NPCs & Monsters*

21.2.6 **Eä d20 Pathfinder**

This system version is simply Dungeons & Dragons 3.5/3.75 with Pathfinder System modifications included and modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

21.2.6.1 *NPCs of Note*

21.2.6.2 *Generic NPCs & Monsters*

21.2.7 **GURPS**

This system version is simply Stever Jackson Games Generic Universal Role-Playing System modified to better fit a Tolkien-based campaign. You can find more information on the rules supplements used to make this work at <http://www.merp.com/downloads/gurps-for-middle-earth>

You will also need to have the GURPS Fantasy book in addition to the usual core and supplement rules.

21.2.7.1 *NPCs of Note*

21.2.7.2 *Generic NPCs & Monsters*

21.2.8 ICE MERP / Rolemaster

Here you will find the system specific information for players using the Iron Crown Enterprises Middle-earth Role-Playing rules, with options for Rolemaster enhancements to MERP.

For a quick adventure as used in TolkienMoot IX, the PCs should average around 7th level. If you wish to turn this into a years long campaign, you may start the PCs out at a lower level, but the GM will want to modify the challenge level of the encounters to be more appropriate to the adjusted PC levels.

21.2.8.1 *Adapting This Module to your Campaign*

Read ICE MERP #2005 "Realm of Arnor" pages 12 to 15 for details on converting the MERP stats to your favorite system.

21.2.8.2 *Converting Statistics for any Major Role-playing Game System*

All the statistics and numerical information used in the Realm of Arnor module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures more suitable for non-percentile systems.

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

21.2.8.3 *NPCs of Note*

21.2.8.3.1 **Arveleg I, King of Arthedain**

A haughty warrior famed for his skill with his Whitebow, Arveleg I was the eighth King of the North Kingdom. He led the Dúnedain against the invading armies of Rhudaur and Angmar in T.A. 1356 after the death of his father, Argeleb I, in battle. He **feared dissension and military weakness in his kingdom and was fond of pomp and splendor.** Arveleg I fell in the struggle for Amon Súl in TA. 1409, **slain by an unknown Angmarean soldier.**

ARVELEG I, KING OF ARTHEDAIN

Level: 28.

Race: Dúnadan.

Home: Fornost Erain.

Arveleg in MERP

Hits: 170 Melee OB: 190 Missile OB: 195

AT; Plate (60)

MERP Profession: Warrior.

MERP Stats: Co 99, Ag 100, Ig 97, St 101, Pr 100, It 91.

MERP Skills: Influence: Diplomacy 60, Influence: Leadership 80, Lore: Strategy and Tactics 90.

MERP Spells (84 PPs): Nature's Guises (5th), Nature's Ways (5th), Detection Mastery (10th), Sound/Light Ways (10th), Calm Spirits (10th), Surface Ways (10th), Protections (10th), Spell Defense (10th), Nature's Movement (10th), Nature's Lore (10th).

Arveleg in Rolemaster

Hits: 170 Melee OB: 190ss Missile OB: 195cp

AT: 19 (60)

RM Profession: Fighter.

RM Stats: Co 99, SD 89, Ag 99, Me 90, Re 98, St 101, Qu 101, Pr 100, In 91, Em 78.

RM Skills: Diplomacy 60, Leadership 80, Military Organization 90, Tactics 90.

RM Spells (84 PPs): Spell Defense (10th), Barrier Law (10th), Detection Mastery (10th), Lofty Movements (10th), Weather Ways (10th), Sound's Ways (10th), Light's Way (10th), Purification (10th), Concussion's Ways (10th), Nature's Law (10th), Inner Walls (10th). Path Mastery (10th).

Appearance: 100.
Arveleg in LOR
LOR Profession: Warrior.
LOR Stats: Strength 2, Agility I, Intelligence 0,
Movement 0, Defense I, Melee OB 9, Missile
OB 10, General 5, Subterfuge 1, Perception 1,
Magical 0, Endurance 118.
LOR Spells: Protection from Magic, Shield, Item
Analysis, Concentration, Fire Bolt, Sustenance,
Heal, Strength, Luck, Camouflage.
LOR Experience: 8,400.
Arveleg's Principal Items
Arveleg bears the heirlooms of both Arnor and
Arthedain. The first of these is described in
Section 15; the Heirlooms of Arthedain are also
used by Argeleb II (Section 10.1.1).

21.2.8.3.2 Malborn Ar-Elon (the Seer)

Malborn, the Tainted Seer, rose quickly in the organization of the Stone-Users, maintaining the trust of his King for all of his long and prosperous if deceitful life. Famed for his flowing scarlet robes and flashing gold ring, the tall and elegant Malborn was swayed by wealth, power, and the promise of tutelage under the Witching himself to join the forces of Darkness around T.A. 1400. His personal library of sorcerous tomes was unmatched in the North Kingdom.

MALBORN AR-ELON

Level: 25.
Race: Dúnadan.
Home: Malborn High, north of Fornost.
Malborn in MERP
Hits: 70 Melee OB: 85 Thrown OB: 30
AT: None (70)
MERP Profession: Mage.

MERP Stats: Co 56, Ag 79, Ig 101, St 71, Pr 99, It
99.
MERP Skills: Base Spell 50, Directed Spell 50,
Influence: Diplomacy 40, Influence: Public
Speaking 40,
MERP Spells (225 PPs): Physical Enhancement
(10th), Essence Hand (10th), Illusions (10th),
Unbarring Ways (10th), Spell Ways (10th),
Essence's Ways (10th), Spirit Mastery (10th),
Essence's Perceptions (10th), Earth Law (10th),
Ice Law (10th), Light Law (10th), Fire Law
(10th), Lofty Bridge (10th), Water Law (10th),
Living Change (10th), Wind Law (10th).
Malhorn in Rolemaster
Hits: 70 Melee OB: 85ss Thrown OB: 30th da
AT: 2 (70)
RM Profession: Seer.
RM Stats: Co 56, SD 90, Ag 79, Me 101, Re 101,

St 71, Qu 84, Pr 99, In 99, Em 60.

RM Skills: all Directed Spells 50, Diplomacy 40, Public Speaking 40.

RM Spells (225 PPs): Delving (10th), Cloaking (10th), Attack Avoidance (25th), Detections (10th), Sense Mastery (10th), Gas Manipulation (25th), Mind Mastery (25th), Telekinesis (10th), Movement (10th), Past Visions (25th), Mind Visions (25th), True Perception (25th), Future Visions (25th), Sense Through Others (25th), True Sight (25th).

Appearance: 88.

Malborn in LOR

LOR Profession: Bard.

LOR Stats: Strength 0, Agility 0, Intelligence 3, Movement 0, Defense 1, Melee OB 5, Missile OB 3, General 4, Subterfuge 4, Perception 5, Magical 6, Endurance 138.

LOR Spells: Shield, Balance, Camouflage, Concentration, Item Analysis, Clairvoyance, Luck, Sustenance.

LOR Experience: 7,500.

Malborn's Special Powers

Palantir Mastery: Malborn is trained in the use of the Palantiri.

Malborn's Principal Items

Wand of Fear: 3' long, casts images of death into the minds of all within a 30' radius.

MERP/RM: RR versus wielder's base attack; fail by 1-20 results in Fear (as spell), 21-40 results in Terror (target cowers screaming, effectively stunned), 41 + results in Mind Tearing (-100 to each mental stat, regain only 50 at the rate of 1 per week); all general effects last for 1 round per 5% failure.

LOR: Roll 2d6, subtract target's Magical skill, add wielder's Magical skill; result is the number of minutes that the target cowers in fear; if the result is 12+, the target permanently loses 1 point from Intelligence.

Gold Ring: Inset with a red crystal.

MERP: +7 adder; x3 multiplier.

RM: +7 Mentalism adder; x3 Mentalism multiplier.

LOR: +50 Endurance.

Robes and Under-robos of Tyrn-morin: His brightly colored robes.

MERP/RM: outer-robos +15 to all RRs and DB; under-robos are +40 to all RRs and DB.

LOR: outer-robos are +1 Defense (with no other penalties) and +1 to resist all illness and magic, under-robos are +4 to Defense (with no other penalties) and +4 to resist all illness and magic.

21.2.8.4 Generic NPCs & Monsters

From Dark Mage of Rhudaur

7.1 BEAST TABLE									
Type	Lvl	#/ Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	
Auroch	2	1-10	L	MD/MD	140	No/4	20	50MHo/50LTs/—	Domesticated, popular among the Northmen.
Black Bear	5	1-4	L	MF/MF	150	SL/8	20	65LGr/70LCI/40MBi	Possessive of their territory, will attack.
Blue Pigeon	0	2-1000	T	FA/MD	5	No/1	70	0TPi/0TCl/—	Migrate across Eriador in immense flocks.
Boar	2	2-20	M	FA/MF	100	No/4	30	50MHo/50MBa/40STs	Males are very aggressive about defending packs.
Cave Bear	7	1-2	L	MF/MF	250	SL/8	40	95HGr/90LCI/60LBi	Fairly rare, will rarely attack unless provoked.
Gorcrow	1	5-50	S	FA/MF	20	No/1	55	10SPi/10SCl/—	Often spy for Angmar.
Great Elk	4	1-4	L	FA/VF	200	SL/4	20	65LHo/55Lba/—	Comparatively uncommon, can use their horns all year.
Losrandir	2	2-400	M	VF/MF	130	SL/4	15	40LTS/30MBa/—	Males use a 50 LHo as primary attack during winter.
Moose	4	1-3	L	SL/MD	240	SL/4	15	55Lba/35LTs/—	Keep to the woods, will fight only if attacked.
Red-headed Duck	1	4-100	S	FA/FA	8	No/1	50	0SPi/0SCl/—	Common along rivers.
Serganka	4	1-12	M	FA/VF	50	No/3	40	55MBi/—/—	Large Vampire Bats. Save versus disease at -20.
Troll									
Forest	6	1-4	L	MD/MD	100	RL/11	10	70LCI/60Lbi/—	Degenerate even by Trollish standards
Hill	10	1-3	L	SL/MD	150	RL/11	20	95Lba/85Cl/40ro	-50 in direct sunlight. Some use weapons.
Stone	7	1-5	L	SL/MD	120	RL/11	15	80Lba/65LCI/49ro	Turn to stone in direct sunlight.
Young	4	1-4	M	MD/FA	80	RL/11	15	45LCI/35MBi/20ro	Faster, but more rash than their elders.
Warg	5	4-20	L	FA/VF	160	No/4	55	85Lbi/50MCl/—	Often ridden by Orcs.
Wight	7	1-5	M	MD/MD	100	No/2	75	100We/55MBa	Use Large Critical Table; immune to stun results.
Wolf	3	5-25	M	FA/FA	110	No/3	30	65Lbi/—/—	Those found near the Yfelwood are larger and fiercer.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (Level), **#Enc** (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (Defensive Bonus). The more complex statistics are described below:
Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = Fast, VF = Very Fast, BF = Blindingly Fast.
AT (Armor Type): The two letter codes 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 to the **Rolemaster** numeric armor type.
Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the **MERP** and **Rolemaster** codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

From Dark Mage of Rhudaur

7.3 ENCOUNTER TABLE					
Encounter	En Egladil	Paths	Trollshaws	Yfelwood	Tirthon
Chance (%)	15%	25%	40%	55%	75%
Distance (miles)	8	4	.5	.25	.25
Time (hours)	4	2	.5	.25	.25
Inanimate Dangers					
General Traps	01	01-03	01-02	01-05	01-10
Natural Hazards	02-04	04-06	03-08	06-10	11-12
Animals					
Wolves	05-17	07-13	09-19	11-20	13-17
Bears	18-19	14	20-22	21-22	18
Cave Bears	20	—	23	23-24	—
Wargs	21-24	15-17	24-27	25-34	19-20
Elk/Moose	25	18	28-31	35	—
Serganka (N)	26	19-20	32-35	36-40	21
Losrandir	27-31	21-26	36-46	41-44	22-23
Boars	32-33	27-28	47-48	45	24
Dangerous Snakes	34	29-30	49-51	46-48	25-27
Birds	35-46	31-37	52-57	49-53	28-33
Other Animals #	47-55	38-44	58-62	54-59	34-38
Men					
Mercenaries/Brigands	56-58	45-51	63-66	60-62	39-42
Smugglers/Thieves	59-62	52-56	67-68	63	43-46
Northmen	63-68	57-63	69-70	64	47-48
Hillmen	69	64-69	71-72	65	49-51
Dunlendings	70-75	70-74	73-74	66	52-54
Merchants	76	75-76	75	—	55-56
Dúnadan Patrol	77	77-78	76	67-68	57-62
Culturith Patrol	78-79	79-81	77-78	69-71	63-72
Spies	80-82	82-84	79-81	72-75	73-77
Undead (N)	83	85	82	76-84	78-81
Non-Mannish Races					
Elves	84	86	83	—	82
Forest Trolls	—	87	84-86	85-90	83-85
Hill Trolls	85	88	87-90	91-94	86-87
Stone Trolls	86	89	91-94	95-97	88-89
Dwarves	87-88	90	—	—	90
Hobbits	89-90	91	95	—	91
Stoor Hobbits	91-96	92-94	96	—	92
Orcs (N)	97-99	95-98	97-99	98-99	93-99
Other Beings†	00	99-00	00	00	00
(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.					
# — May be Crakes, Coots, Golodos, Green Pheasants, Jatewoones, Pied Swans, Vereut Eagles, Nethairin Erdyr, Shaking Asps, Wild Goats, Goral, Marsh Mastiffs, White Foxes, Gích, Chetmíg, or Madratines. The GM may reroll or, ideally, determine the type and number by referring to a general creature listing, such as <i>Creatures of Middle-earth</i> Table 8.1.					
Use of the Encounter Table and Codes:					
The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the Time given on the table or the time it takes the group to cover the Distance given on the table, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.					
An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.					

Goods & Services Chart

21.2.9 Savage Worlds

21.2.9.1 NPCs of Note

21.2.9.2 Generic NPCs & Monsters

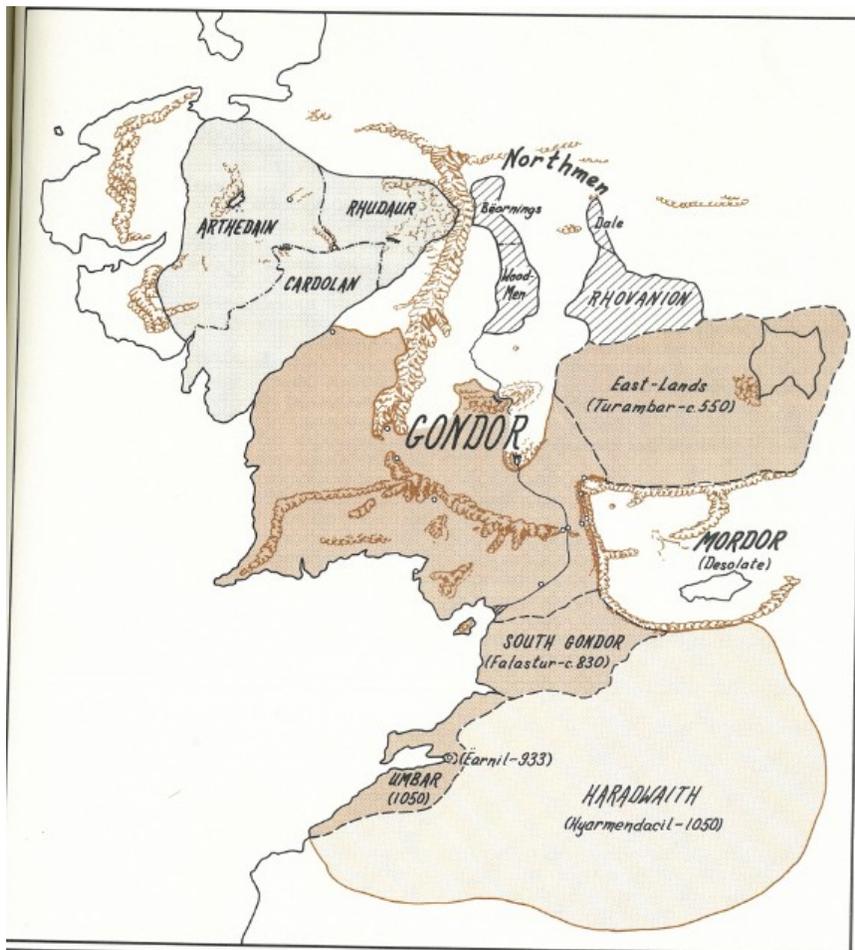
21.2.10 TOR RPG

21.2.10.1 NPCs of Note

21.2.10.2 Generic NPCs & Monsters

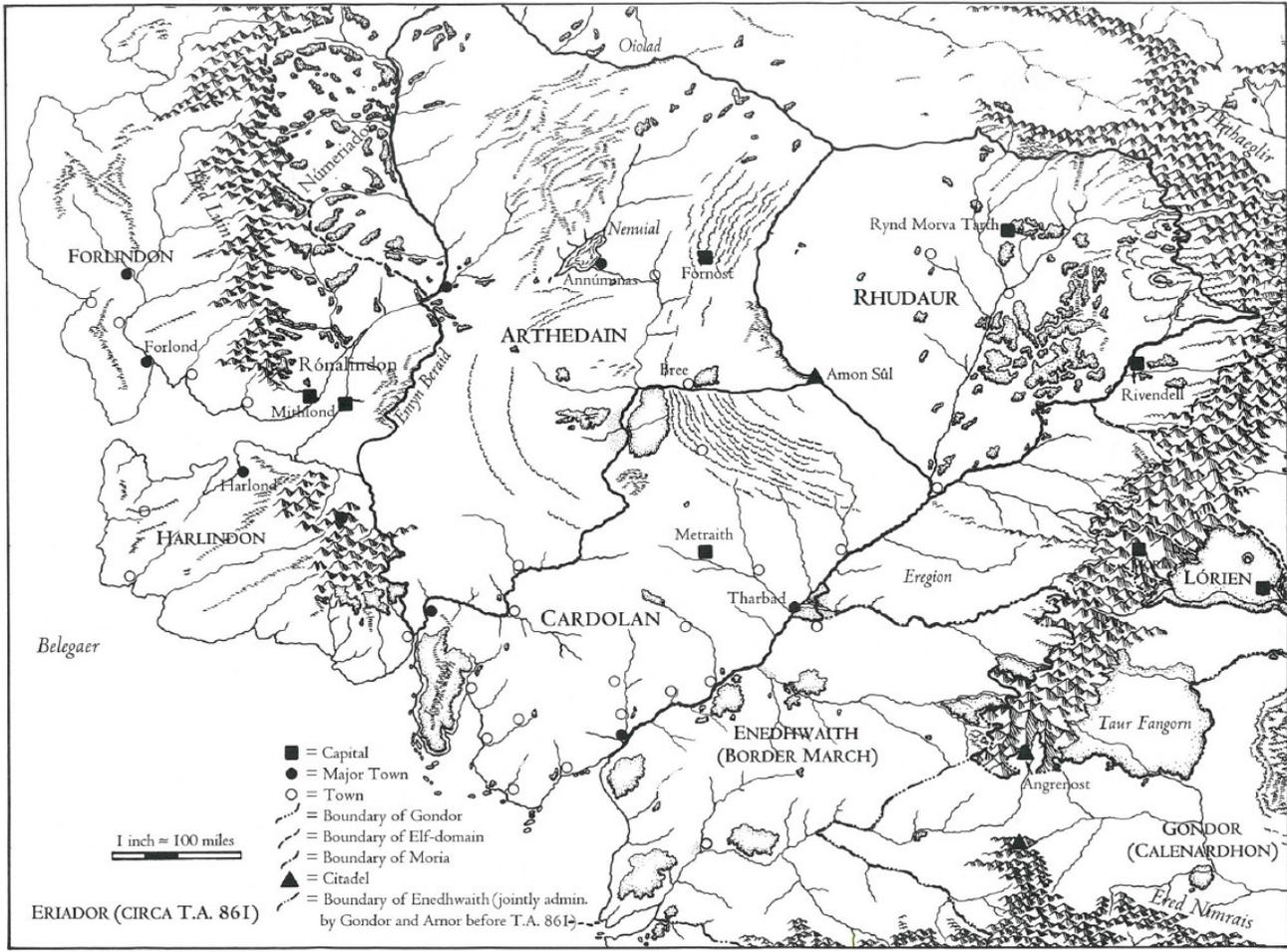
21.3 maps

21.3.1 Kingdoms Overview

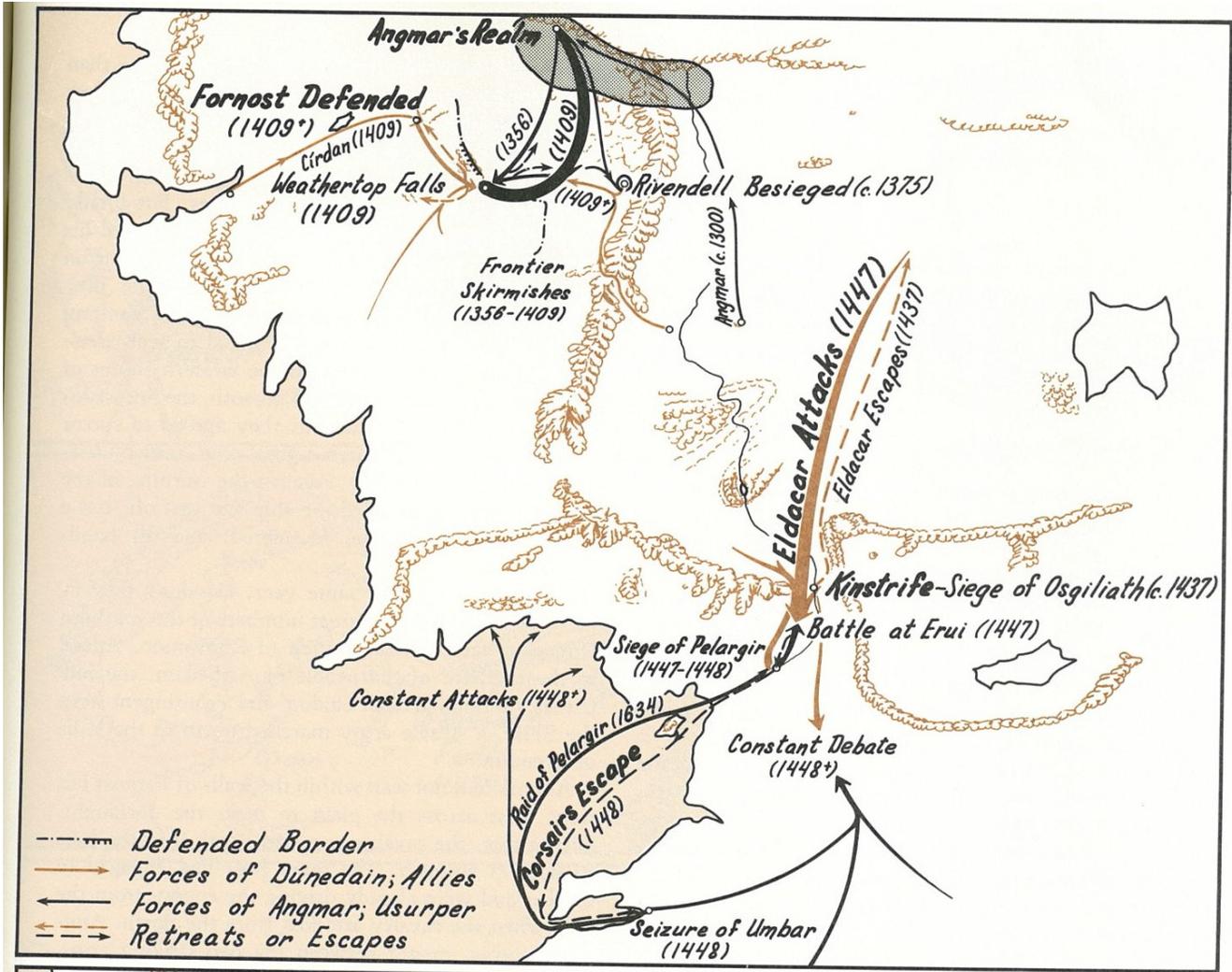


LEGEND

- | | | | |
|---------|----------------------------|---|-------------------------------|
| ◦ | Known City or Fortress |  | North Kingdom-Realms of Arnor |
| ▬▬▬ | Fortified Wall |  | South Kingdom-Realm of Gondor |
| ----- | New Lands Gained in Battle |  | Tributaries to Gondor |
| - - - - | Sub-Kingdoms |  | Allies of Gondor |

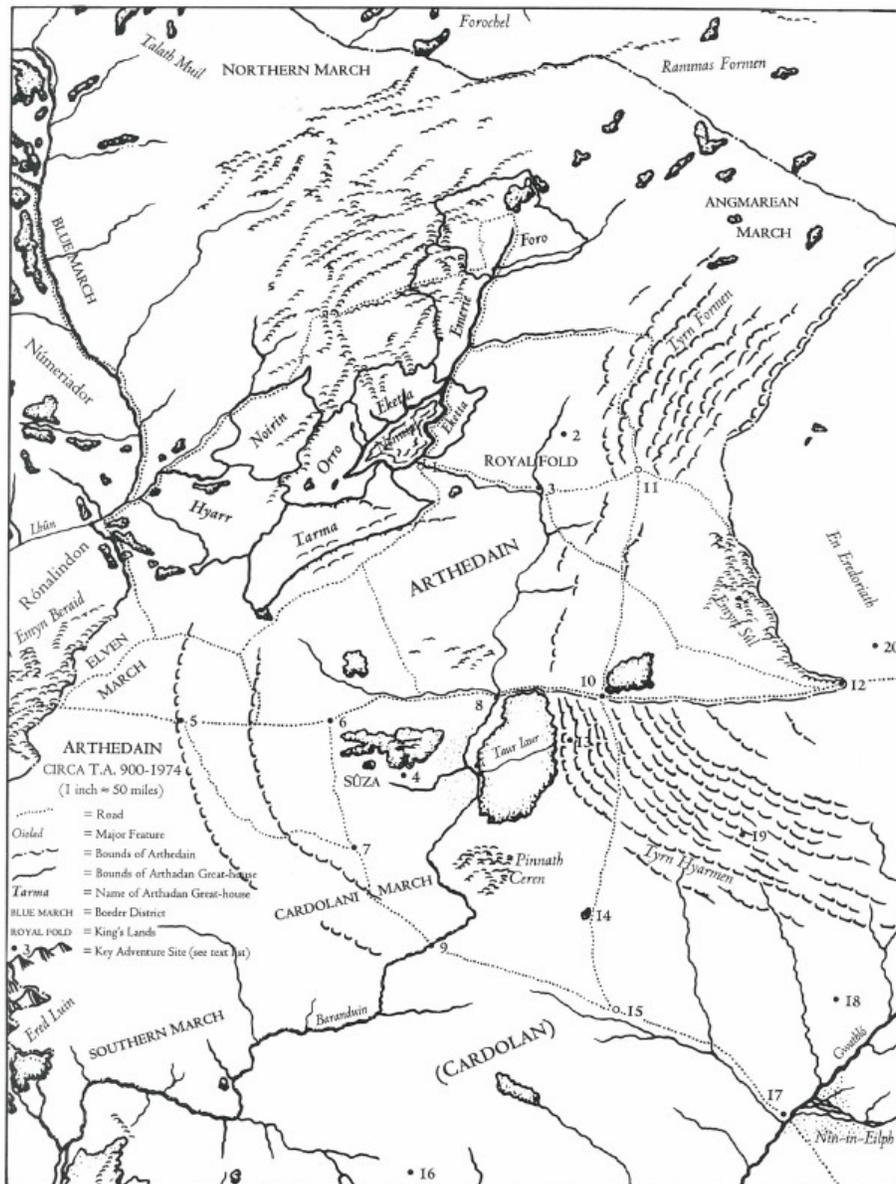


21.3.2 1409 Invasion of Arnor.



-From Karen Lynn Fonstad's Map.

21.3.3 Arnor Detail



21.4 relevant timeline

From ICE's The Realm of Arnor (with modifications)

ca. 200-400 A new wave of Dunnish migration to Eriador follows the sundering and downfall of the Daen Coentis realm in the White Mountains. The Dunlendings become the native population of that part of Eredhwaith which is now renamed Dunfearan, or Dunland. Some also migrate into Eriador, where they form a base peasant population in Rhudaur and the lowest economic class in the Gwathló basin.

250-850 Administration of Arnor gradually moved from Annúminas to Fornost, on the North Downs.

ca. 400 Arnorian rangers under the Vaernil Tarcil explore north far into Forochel and beyond and over the Angrith Pass into the Grey Mountains.

ca. 500 First notable Easterling Wars with Gondor. Eriedain cavalry first created and many of the clans involved migrate eastward into Rhovanion in conjunction with Gondorian military ventures. Some distinct groups of Eriedain, like the Rivermen, still maintain independent "Northman" cultures in Arnor. King Tarcil of Arnor campaigns against the Orcs of Gundabad and Goblin-gate and gains regular access over the Angrith (S. "Iron Pass") at the northern end of the Misty Mountains, building roads later used by the Witch-king. Arnorian outposts are founded near Esgaroth in Wilderland.

ca. 600-860 Increasing tensions are noted between the lords of northern Arnor and their more worldly kinsmen in the southern areas of the Kingdom. The northeastern frontier of Arnor is withdrawn to the edge of the En Eredoriath, with Eldanar Castle as the primary citadel.

652 King Valandur of Arnor slain during a revolt of the Hillmen of the eastern marches.

861 Death of Eärendur of Arnor, who divides his realm among his three sons. Founding of the Sister Kingdoms Of Arthedain, Cardolan, and Rhudaur. **The Palantir of Annúminas is moved to Fornost.** Thorondur the Magnificent ascends the throne as the first King of Cardolan.

870-930 Explorations of Amlaith, first King of Arthedain. To avoid the tariffs of Thorondur, he attempts to gain new trade routes. His reopening of the Angrith, a successful duplication of the feats of King Tarcil, results in military trade missions as far east as Dorwinion and maps that the Arthedain will use for the next thousand years. The unwillingness of the Elves of Lindon to cooperate dooms Amlaith's plans to build a western port for seaborne trade with Gondor, An attempt to build a road and port north of Lindon in the Forodwaith runs afoul of the weather and results only in limited contacts and treaties with the Lossoth. Arthedain's dependence on Tharbad for trade will bind its policy and prosperity throughout the life of the Kingdom.

949-950 Aldarion of Rhudaur, the last of Eärendur's sons, attempts to reunite Arnor. The war ends in a few skirmishes, but it is the first slaying of Dúnedain by Dúnedain in the north.

ca. 1000 Sauron stirs once again. The Wizards (Istari) are sent from Aman to Middle-earth.

1050 First mention of the Hobbits in Elven records.

1084-1092 Arthedain, Cardolan, and Rhudaur undertake a more serious quarrel over Amon Sûl and its Palantír,

1100 The Istari and the Eldar discover that a Dark Power, known only as "the Necromancer," has built a stronghold at Dol Guldur, in Greenwood the Great, which eventually becomes known as Mirkwood. Attempts to eliminate the horror involve Arthadan adventurers and Elvish and Gondorian troops; they seem successful, but the area is tainted and impossible to garrison. The Necromancer eventually reappears.

1100-1200 Cardolan reaches its peak of prosperity under the reign of its fourth King, Tarandil, who introduces large scale sheep herding. Tharbad thrives as a center of trade and manufacture,

ca. 1100 Harfoot Hobbits enter Eriador; Fallohides and Stoors soon follow within fifty years. The Harfoots settle throughout the Gwathló basin.

1150 Fallohides follow Harfoots into Eriador; Stoors enter Rhudaur and settle in the Angle, between the rivers Bruinen and Mitheithel.

1197 King Calimendil of Cardolan attempts to conquer Rhudaur, which has fallen under the rule of a Hillman usurper.

1235 Disaster of Cameth Brin. Calimendil, besieging the capitol of Rhudaur, is surprised by an Orcish army from Gundabad. The professional forces of Cardolan cut their way out with heavy losses, but Calimendil, his sons, and all of the ruling Barons of Cardolan are slain when the Orcs capture the exposed Royal Pavilion.

1235-1248 The Time of Troubles in Cardolan. Civil war on national and baronial levels, foreign intervention, raids from Rhudaur. A Diet of Thalion summoned by the Wise elects Tarcil from among many claimants to the throne in 1258.

1276 The Witch-king, later better known as the Lord of the Nazgûl, establishes his realm in Angmar. Sauron, now increasing in power and establishing his network of Dark Priests and spies throughout Endor, has determined that the divided northern Dúnedain can be more easily destroyed than their southern counterparts.

1284-1287 Arthedain and Cardolan war over possession of Amon Sûl. Minalcar establishes himself as regent of Cardolan when his legitimate half-brother Tarastor proves ineffective as a military leader.

ca. 1300 The Hobbits move westward, many settling around Bree. The Stoors become well established in the Angle and the abandoned lands of Eregion.

1301-1350 Rhudaur gradually falls under the Shadow, Finally, Hillmen and Dunmen allied with the Witch-king seize control.

1332 Death of Tarastor, deemed to be the last of the true line of Isildur in Cardolan. Minalcar, crowned as King, accepts Argeleb of Arthedain's claims to the High Kingship of Arnor in 1349 and is promised autonomy.

1352-1359 **First Northern War** pits Arthedain and Cardolan versus Rhudaur and Angmar.

1356 Argeleb I of Arthedain is killed in battle.

1408-1410 Second Northern War. King Arveleg of Arthedain is killed in the fighting in the Weather Hills; Amon Sûl is besieged and falls, though its Palantir is saved. Arnúminas is destroyed by Angmarean forces. King Ostoher of Cardolan and his sons fall in battle on Tyn Gorthad. With Elvish help, the Arthedain gathered at Fornost beat back the barbarians.

1409-1500 Clans of Stoors from southern Eriador head east and recross the Misty Mountains, settling by the Gladden Fields of the Anduin Valley.

21.5 more detailed history

21.5.1.1 The Downfall of Númenor

Númenor's armies proved unstoppable when facing the cruder Men of Middle-earth, and for a time, even the hordes of the evil Lord of the Rings were swept aside. The Dark Lord surrendered in S.A. 3261 of the Second Age, speaking abased words of repentance. It was then that the conquering King Ar-Pharazon ("The Golden") made the fatal mistake of bringing Sauron in chains to his court at Armenelos. Soon the Evil One took on a fashionable and pleasant form and amused the King with his magic tricks and arcane knowledge. Within a few decades of his capture and over the heated protests of the Faithful, Sauron became the King's chief counselor. Altars were built upon the summit of the Meneltarma, and worse, those opposed to the King and the honey-tongued beguiler were sacrificed to false and evil gods. The Numenorean faith grew as tainted and artificial as the manners of the Royal Court. Near the end of the Second Age, Númenor's ruling class openly discussed breaking the Ban of the Valar and sailing west to the Undying Lands to seize by force the immortality they desired. So perverted was their thinking that they believed life everlasting could be wrested from the Elves and Valar, as though it were a jewel to be stolen and hidden away.

In S.A. 3319, despite the vehement objection of the Faithful, Ar-Pharazon led a mighty fleet of warships against the Valar. It was the greatest host of ships ever assembled by Men, an armada which obscured the setting sun as it sailed eastward past the fair shores of Eressea. Once ashore in the Undying Lands, the King and his warriors were buried by an unforgiving avalanche. Númenor – the pinnacle of Man's drive toward genuine civilization and symbol of his ascent toward High Elven ways, was swallowed up by the Great Sea in a tidal wave of awesome, wrathful force. Lost were all but a few precious remnants of Numenorean culture and a handful of her people; forever gone was their beloved and beautiful homeland and with it, the tomes and scrolls, the charts and graphs and maps, and art works of a great civilization... irreplaceable treasures all, and all lost.

21.5.2 The Founding of the Realms in Exile

By the grace of the Valar, Elendil and nine ships of the Faithful escaped the tumultuous Downfall of Númenor and set sail for exile in Middle-earth. With them they bore but a few treasures, including a seedling of the sacred White Tree, symbol of the Valar, and the seven Palantiri granted the Dunedain long ago. The Faithful arrived at the Grey Havens and split forces. Elendil sailing north up the River Lhûn to establish the Northern Realm in Exile, Arnor, while his sons Isildur and Anarion sailed south to the Bay of Belfalas and up the Anduin to found Gondor, the "Stone-land". Although the Dunedain were spread thin, the establishment of two separate and distinct kingdoms bettered their chances of survival, for it is clear that the Men who went north with Elendil were fundamentally and temperamentally different from those who settled Gondor. Those of Arnor wanted to live in the hallowed lands of their Edain ancestors, near the ancient burial vaults at the arrow-downs and the Elves of Lindon. The seafaring Gondorians were more adventurous, mercantile, and martial in spirit than their northern brethren, looking early on to establish themselves as the dominant fighting and civilizing force in the region. Aggressive master-sailors, they sought a

continuation of Numenor's colonizing tradition and quickly embarked on campaigns to expand their influence.

In Arnor the Exiles settled a few strategically important sites. They turned from war and looked instead to the essential power of places. Their Seers built towers on landlocked heights, where the land welcomed the moonlight and cool air of the northern skies. Holds like that atop Amon Sul (Weathertop) certainly served to secure the realm, but they also held overriding mystical significance. On its summit, from whence invasion from the East or South could easily be detected, lay the chief of the three northern Palantiri, a Seeing-stone connected to an "answering" Stone in Gondor. Thus, to the Men of Arnor the windswept hilltop embodied strong spiritual currents, and in tower watch maintained a blessed vigil. Never did the Men of Arnor seek to increase their territories – as Gondor did under the more ambitions of their Kings – or sail the seas in search of booty and glory.

21.5.3 The Kingdom of Arnor

Until the founding of Arnor by Elendil in S.A. 3320, the wide expanse of land between the Misty Mountains, and the River Lhun was a sparsely populated region bordered by the Blue Mountains to the west, icy Rorochel and the Wastes to the north, and to the south, the River Isen. Scattered about like natural altars stood various downs, grassy and greatly-eroded ridges of rock extending for miles and sometimes worn away into lowlands. Of these, the Barrow-downs just south and west of Bree proved most significant to the Dunedain returning to Middle-earth. There stood the Great Barrows themselves, weathered burial vaults of the ancient Edain Kings, in a site holy to the Exiles of Numenor.

For 150 years following the establishment of Arnor, the Men of the North Kingdom battled the Hillmen and Trolls of the nearby Trollshaws and Ettenmoors. They battered their foes into submission or drove them into the remote highlands of the Misty Mountains. Then, in the Last Alliance of Elves and Men that ended the Second Age, Elendil and his Dúndan warriors overcame the Dark Lord, rendering him bodiless and for a brief, joyous period, important. Sadly, Elendil, first ruler of both Realms in Exile, was slain in battle, as was Gil-galad of Lindon. Sauron's Ring of Power passed on to Elendil's son Isildur, who in the second year of the Third Age lost the One Ring and his life in the Anduin trying to escape a band of Orcs. The Seers of Arnor who gathered at the capital of Annuminas forecast woeful tidings to their people at such a bloody and inauspicious entry into the new Age, but over long years their warnings were almost forgotten.

Arnor was granted 800 years of relative harmony and peace following Isildur's death and the loss of the Ring. True, Gondor, the Southern Kingdom, was frequently assailed and finally invaded by the Easterlings in Rhun in 490, but the southern Dunedain, at the height of their military power, prevailed. The vigorous Gondorians defeated their lesser foes and, in T.A. 550, laid claim to all of the Rhovanion plains, a vast expanse of grassy steppe that doubled the area of the "Stone-land". Following the victories of its army, Gondor's navy began to flex its muscles at sea, culminating in the taking of Umbar in T.A. 933 and the defeat of the fierce Haradrim in 1050. Never was Gondor mightier.

The Exiles of Arnor, stunned and saddened by their losses in the Last Alliance, maintained no dreams of empire. Being neither martial in spirit, nor so numerous as the Men of Gondor, their influence extended little beyond their own borders. Their reluctance to marry their Eriadoran subject folk compounded the problem, since the northern Dunedain found trouble replenishing their losses and grew weary managing their territories.

21.6 *Reactions Between Races of Arnor*

Noldo Elves—the Noldor are a rare and grand sight in Eriador; people will tend to gawk. Neither they nor any other Elf could pass through Cameth Brin without a severe risk of being arrested or attacked by soldiers. The few Noldo who work for the Witch-king dress in distinctively rough and somewhat disguising costumes. Wearing the robes of the Dark Religion helps.

Sinda Elves—They tend to attract attention, but can pass themselves off as Dúnedain wearing a disguise.

Dúnadan Nobles—The ancient prestige of Elendil and the Númenóreans holds anywhere in Eriador; crowds will part for these people, and they know it. In Rhudaur, a High Dúnadan will be questioned by the authorities and arrested if not bearing Angmarean insignia.

Silvan Elves—Humans will be more curious than awed.

Dúnedain—Will attract unwanted attention in Cameth Brin, and are better off there if they look ragged or very tough. They still carry the traditional authority; with the correct clothing and tone of voice, a Dúnadan can organize an impromptu militia company or lynch mob anywhere in Eriador.

Lesser Dúnedain—They receive respect most places. People will assume that a Tergil is a soldier unless he proves otherwise.

Northmen—considered "rough," some of them live by the rugged but strict social code of Wilderland. Others try to take advantage of their bullying reputation. The Northmen of Fëotar are more controlled at home, where they have to set an example for the commoners. A Dúnadan can visit Fëotar and still be respected if he treats the Northmen as equals.

Durin's Folk—Everyone is polite to a Dwarf, and they feel they've earned it.

Luinic Dwarves—The Blue Mountain Dwarves are used to their Durinic kin's slightly superior attitude.

Commoners—Most of them accept their place in society, although they show the greatest range of manners.

Hobbits—The Halflings have a terrible time getting anyone to take them seriously. Some use good manners and a strong voice to assert themselves, while others play the child and get what they can that way.

Clansmen of Saralainn—A rough form of social equality prevails in Saralainn, and a Dúnadan there has to watch his step. Most of the Clansmen are careful to keep their place when visiting elsewhere.

Dunlendings—Hard manners and hard luck; they are looked down on everywhere in Eriador and answer with either forced humility or sullen resentment.

Rhudaurim—Even worse off than their Dunnish kin; most people will assume they are thieves.

Hillmen—Typically treated like they are about to go on a rampage of some sort. Any obvious Easterlings are treated the same way. Some inns and shops will simply not let them enter.

Berffaen or Woses (Drúedain)—Most people cannot distinguish between the two cultures. They will draw gawkers and harassment by authorities in most places, and

the Beffraen may attract a lynch mob in Saralainn. If caught out at night, they may be mistaken for Orcs and attacked.

Orcs—Can move freely in Rhudaur, and can pass without being attacked around Tharbad, if they cover themselves and stay out of the way.

Trolls -

Undead -

21.7 the rise of the witch-king of angmar

In approximately T.A. 1276, the Lord of the Nazgûl arrived in the North, entrusted by Sauron with the task of destroying the Dúnedain of Eriador. The renewed war between Cardolan and Arthedain over their respective rights to Amon Sûl from 1284-1287 made the establishment of his realm of Angmar in the northeastern Eriador far easier. This war also led to the failure of the Line of Isildur, for King Tarastor, Tarcil's son, proved an inept military leader. He gave the regency of the realm to his bastard brother Minalcar, who took the throne when Tarastor died in 1332.

The crown of Cardolan rested uncomfortably on Minalcar's brow when he accepted Argeleb of Arthedain's claim to the renewed High Kingship of Arnor and aided Argeleb in his war against recalcitrant Rhudaur. This war failed when the Witch-king revealed his strength in alliance with Rhudaur, which he quickly reduced to a puppet state. Argeleb and Minalcar fortified the Weath Hills against the assaults of Angmar, but Argeleb fell in battle in 1356. Fortunately, the Witch-king had to cease his campaign and await the maturation of a new generation of Orcs in order to replenish his losses. All quarrels between Arthedain and Cardolan ended as both realms prepared for the Witch-king's next assault.

21.8 the second northern war (1408-)

The end of the fourteenth century of the Third Age saw the Kingdom of Arnor and the remaining Dúnedain of the North nominally reunited and seemingly better prepared to face the renewed threat from Angmar. However, the nobles and rulers of Arthedain and Cardolan were jealous of their power and privileges and never let the unification be more than ceremonial.

The next great assault by the Witch-king began on 1408 with a series of probing raids into the remaining unconquered lands of southern Rhudaur and into Arthedain. **The opening of one of these campaigns is described in the module *Dark Mage of Rhudaur*.**

22 ANNÚMINAS

The contrast between the former and current capitals of the kingdom of Arthedain is stark and foreboding—one is dead and the other vibrant with uncharacteristic militarism. Set like a jewel upon the southern shore of Nenuial (Lake Evendim), Annúminas—the first and only capital of Arnor—once shimmered against the nighttime sky, its many festive torches a glowing marker for all traveling the North Kingdom. Little remains now but chipped, stone blocks and collapsed pillars; the faint outline of a great city stretches across the windy hills on Nenuial's shores. At night, Annúminas is a haunting, desolate, dark place offering haven and direction to none.

22.1 annúminas in third age 1409

GM Note: Most of this text description is from and is keyed to the map of Annúminas on the color insert included in the ICE MERP "Realm of Arnor" module.

Annúminas changes little through the first centuries of the Third Age. Its expansive design is never compromised by the overcrowding that normally occurs in a capital city; strict regulations prevent slums from developing, and most of the city's laborers live in respectable apartments built with royal funds. Vice and unsavory behavior remains private or is taken to outlying villages to escape the eyes of the city watch. Dol Caras (S. "City Hill") upon which Annúminas stands is solid limestone; an excellent sewer system carries waste southeastward into drain-fields just above bedrock and well below the actual surface of the surrounding pastures and croplands. Only the city's lake shore has direct storm drain outlets. A system of cisterns provides most of the water supply for the upper city (#1 - #5 and #7 on the map key), while the lower portion taps wells fed by Lake Evendim.

Elendil's capital was designed without walls; their absence was a matter of great pride to him and later monarchs. The defense and policing of Annúminas stems from five guard towers, the Beraitirion, situated at the primary approaches to the city. The towers and the palace are garrisoned by the Beraid Tirrim, a professional military force. It is similar in organization to the Citadel Guard (Rembar Tirrim) in Fornost; the rest of the city government is similarly duplicated in the eastern capital.

While Annúminas and its hinterland have never taken on the bustling, busy atmosphere of great trading and governmental centers like Tharbad in Cardolan or Osgiliath in Gondor, the land around it is prosperous. Farms and estates—both large and small—cluster all around the city. Villas belonging to great lords dot the surrounding hills, providing nobles an idyllic place to rest when visiting the capital on business. The Esgarnen (S. "Bay of Reeds") adjacent to Annúminas, from which the River Baranduin exits Lake Evendim, is too shallow for docking anything but small boats and barges, so small artificial harbors are maintained in lesser bays west and north of the city proper. Boating remains a favorite pastime of the Annúminili throughout the city's history, and most festivals are highlighted by colorful sailing and rowing races, many of them with royal participants.

The vast majority of the Annúminili carry no weapons, and martial displays are frowned upon. Jousts and military contests are considered to be in bad taste, something more suitable for the bleak, depressing citadel city of Fornost. Dueling and brawling are considered the province of drunken laborers, and anyone wandering the streets in armor can expect to be accosted by the watch or guard and questioned. Seers, healers, alchemists, and magicians can always be found in Annúminas, the lesser sort operating small shops, the better ones dwelling in fine houses and taking business only by referral. Scribes and scholars are also common, and students from all over western Endor come to Annúminas to learn from renowned mannish and Elvish loremasters. The Great Common (#4) on Dol Caras is the center of intellectual

activity, but political and cerebral ferment can be found in any garden, tea shop, or gallery. Artisans live largely in the lake shore community, and religious mystics dwell on the north bank of the Baranduin, preferring houses and towers in the woods called Taur Edain, beyond the ancient barrows overlooking the lake.

22.1.1 The Royal Library at Annúminas

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

In T.A. 1408, the Witch-king's hordes attack across the Oiolad against the Arthadan and Cardolani defenses in the Weather Hills. In a few weeks, the Tower of Amon Sûl is taken and Wolf-riders and Easterling cavalry sweep across southern Arthedain. The Dúnedain gathered at Annúminas are soon overwhelmed, and any hope of saving the records and documents residing in the old Royal Library is lost.

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

GM Note: The library has the following defense against protracted fire.

22.1.2 Dongoroth's Hold – Details and Map

GM Note: This is included from the ICE MERP modules in case you need a little more “filler” during the PCs travels, they can see this keep under attack, or be fleeing to it, and ask for brief shelter from pursuing orcs, while the PCs figure out what to do next. You can place this in whatever location in the greater Arnorian area you deem most useful.

If you are one of the tables playing a full extra day, this might be a good location to use for the PCs traveling from Annúminas to Bree, and they have their first encounter with a significant force of orcs to fend off, that have briefly pierced the defensive battle lines to the East.

The hold lies on the edge of a sparsely wooded fell in an isolated region along the Rammas Formen (S. “North Wall”). The enclosure itself was built around what was originally a stone house and outbuildings. The main house with its affixed tower once comprised the entire hold, but the growth of the outlaw band demanded larger quarters. In years past, they were occupied by as many as 15-20 men, but fewer now

pass between the walls. When first enlarged, the two towers were raised and connected by a thick stone wall. A similar wall joins the north tower and stable. Across the rear, which is protected in the main by the steep fell itself, two outbuildings are connected by a rough log wall.

1. Main House. The main house is a curious mixture of opulence and disrepair. The house measures 20' X 27' and is two stories high (just over 20'). It boasts 4' thick exterior stone walls, making it particularly effective as both quarters and keep. Entrance is gained through a large wooden door on the side opposite the tower. Secured with a lock of Medium (-0) difficulty, this heavy door is also barred with a beam during the night. The downstairs holds the kitchen and eating area, which is also used as a meeting room. A huge wooden table surrounded by 10 short stumps dominates the center. A large box beneath the table holds a comprehensive collection of maps of the region. One of the stumps is hollow and contains a leather pouch of unset gems worth 145 gp. Hooks on all walls hang heavy with thick outer garments and fighting gear.

Two 2' X 2' windows (one looking towards the main gate, the other towards the south tower) have years since been blocked with 1/2" iron bars. Each wall is supplied with two firing portals; narrow slits which widen to the outside. The fireplace is often stoked to blazing to counteract the freezing drafts. Just to the right of the door hangs what appears to be a well-crafted long sword encased in a scabbard of studded leather. Its weight pulls on a single wooden peg. When lifted from this peg, which is actually a lever, a 4' X 4' trap opens immediately underneath, dropping the hapless victim into a 10' pit, the bottom of which is lined with ten 2' spikes (victim takes one to ten +75 broadsword attacks). To retrieve the sword, the peg must be held down as it is removed. Slipping it from the safety of its snug case reveals a fierce blade 5 inches long, broken in battle long before recent memory (it remains equivalent to a +15 short sword). The upstairs is reached via a narrow stair. Pressure on the bottom step sets a trap halfway up. A force of over 50 lbs, causes a section of 4 steps to collapse under pressure into a dusty closet used for storing hunting spears and halberds, all of which have their sharpened ends pointing skyward (victim receives one to ten +100 pole arm attacks). The second floor holds the sleeping quarters. Really just one large room, small wooden partitions enclose the men's private areas. Some are supplied with Dongorath's Hold cots, others sleep on the floor using layers of blankets and fur. This floor is well supplied with firing portals. In fact, the building can be easily defended should an enemy seize the enclosure. The upstairs is a gold mine of useful clothing and equipment. A chest in the far corner holds:

- very fine broadsword (+10)
- a pair of boots insulated against the North (+20 to RRs vs. cold)
- a set of throwing daggers (+5; no range penalty)
- 4 bottles of thick, foul-smelling, intoxicating liquor

A carefully organized sleeping compartment promises riches, but with any weight at all deposits the unwary onto a food preparation counter in the kitchen area downstairs.

This particular table is always well laid with cutlery. The attached tower rises 5' above the slate roof of the main house. Each of the two levels above the ground is floored with wood. A narrow ladder is the only means of reaching the top. The two bottom levels can be entered from the corresponding house levels. Adventurers wishing to reach the top of the tower must be wary of the second level. The boards here are rotted and will not support more than 50 lbs. of weight. Entering the tower on the second level will necessitate a Medium (-0) maneuver— a jump of 2' to the ladder. In order to provide for escape, a small crawl tunnel from the inside of this tower runs in a southeasterly direction to the clump of trees 50' away. From the tower top, the slate roof is an easy jump away. From there the roof of the shed is a 12' drop. Succeeding at this, one spies the ground only 9' away.

2. The North Tower. The north tower (see illustration) houses the main entrance to the hold. Its strong wooden door is always barred with a heavy beam; brute strength alone will not force this portal. Inside, a strong metal gate leads to the courtyard. This passage is held tight with a lock of Hard (-10) difficulty. A foot and a half wide wooden stair climbs to the second story. The center of the floor features a gaping hole. A large pile of rocks rests ready to fly onto the heads of unwelcome visitors. Careful examination of this pile will reveal a buried wooden box holding gold coins worth 255 gp.

3. The South Tower. The south tower is of similar construction. The second level holds three firing slits, one aims out across the outside of the log wall towards the storage shed. A ladder, the only means of reaching the top levels, rises through openings cut out of the floor boards.

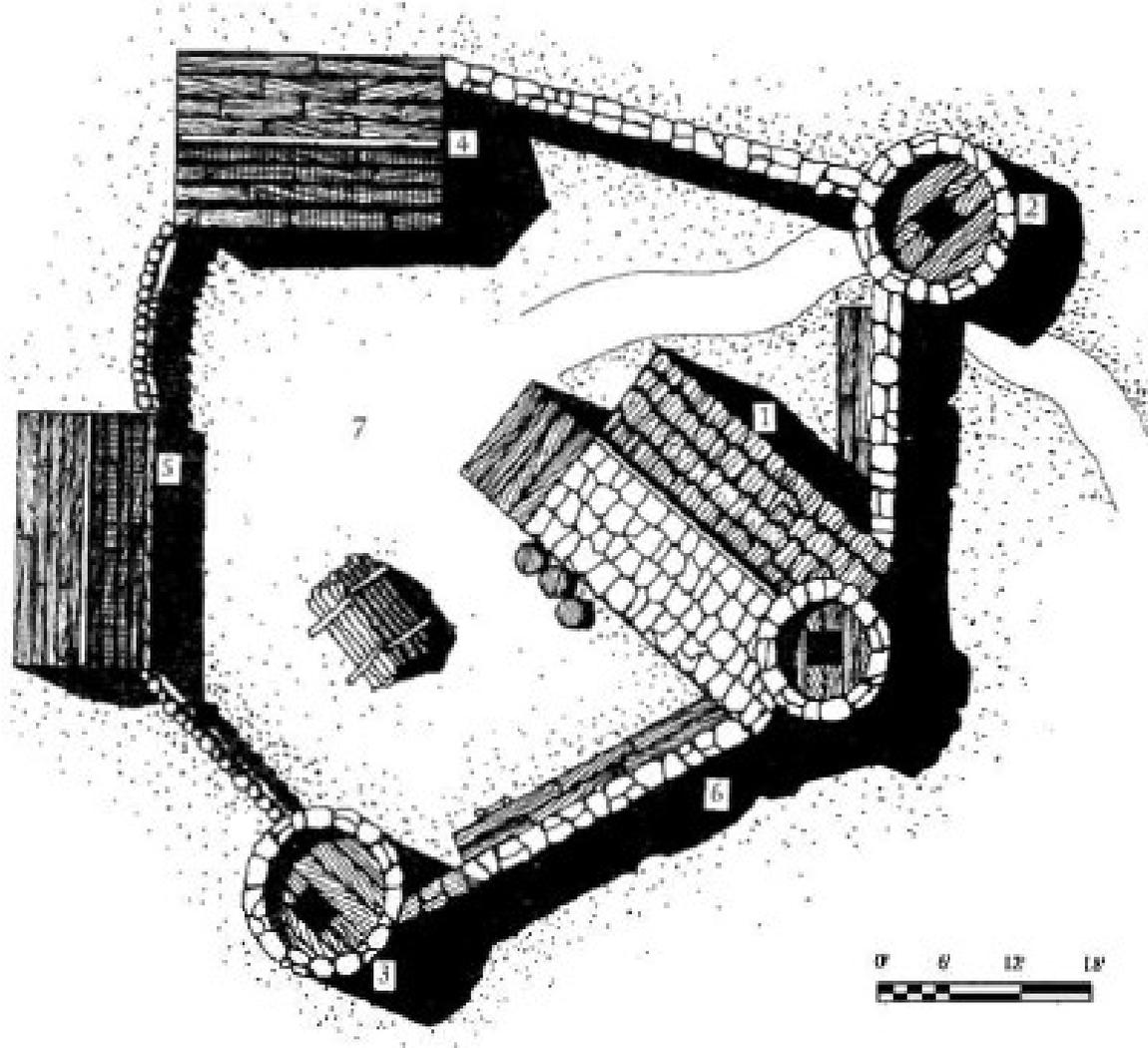
4. The Stable. The stable measures 25' X 15' and can hold 10 horses. Two 2' X 3' windows face north. These are both 8' off the ground and are shut with Routine (+10) locks after dark. The large doorway is in the center of the short side facing the enclosure. In the center stall against the inside wall will be found:

- a saddle with the seven stars of Arthedain on each silver stirrup. When the silver clasp of the cinch is tightened, it sets a spring mechanism in the saddle. Anything over 50 lbs. of pressure drives a curved spike up through the seat into the rider/victim,
- a worn and torn magic saddle which will fit any animal of large size. When using this saddle, the beast's speed is increased one level. It also allows rider a +25 OB in mounted combat.

5. The Storage Shed. The smallest building is a storage shed measuring 20' x 12'. This shabby wooden structure usually holds grain and other foodstuffs stacked carelessly in 50 lb. sacks. The small door in the middle of the inside wall is unlocked. There are no windows. In one corner sits a rather large and well-made barrel weighing 400 pounds. The lid is fitted snugly but can be wedged open with a sword or dagger blade. The curious will discover the lid attached to a pin that disappears into the center of the barrel. At this point, the curious one's destiny and that of the barrel are hopelessly intermingled. Any further lifting of the barrel lid, or any attempt to move the barrel, trips a very powerful spring which forces 1' long iron spikes out through all of the seams between the staves. The barrel sits atop a wooden hatch opening into a stone shaft constructed long before the building. Adventurers must first drop 10' then scurry 15' along its slimy bottom to a small (10' x 12') Chamber holding one cedar and brass chest containing 850 gp.

6. The Walls. The three stone walls are 12' high. Two of them (see illustration) are provided with 3' wide firing platforms, 7' off the ground. These are reached from the courtyard with ladders. The two rear walls average only 8' high and consist of treated logs set 3' into the hard earth.

7. The Courtyard. The courtyard is usually a morass of broken boxes and chests. Beneath the wood pile is buried a large chest containing 10 broadswords of a particularly fine nature.



22.2 *fornost erain*

GM Note: This description is keyed to the map of Fornost on the color insert. Need to update/modify this information to better fit T.A> 1409-1412, this info is for 1643ish.

See ICE MERP Module # _____, pages _____ for details maps and descriptions of Fornost.

22.3 a typical village

If you want some ideas for a typical village in the area, take a look at ICE's Realm of Arnor module, the section called *The Village of Rood*.

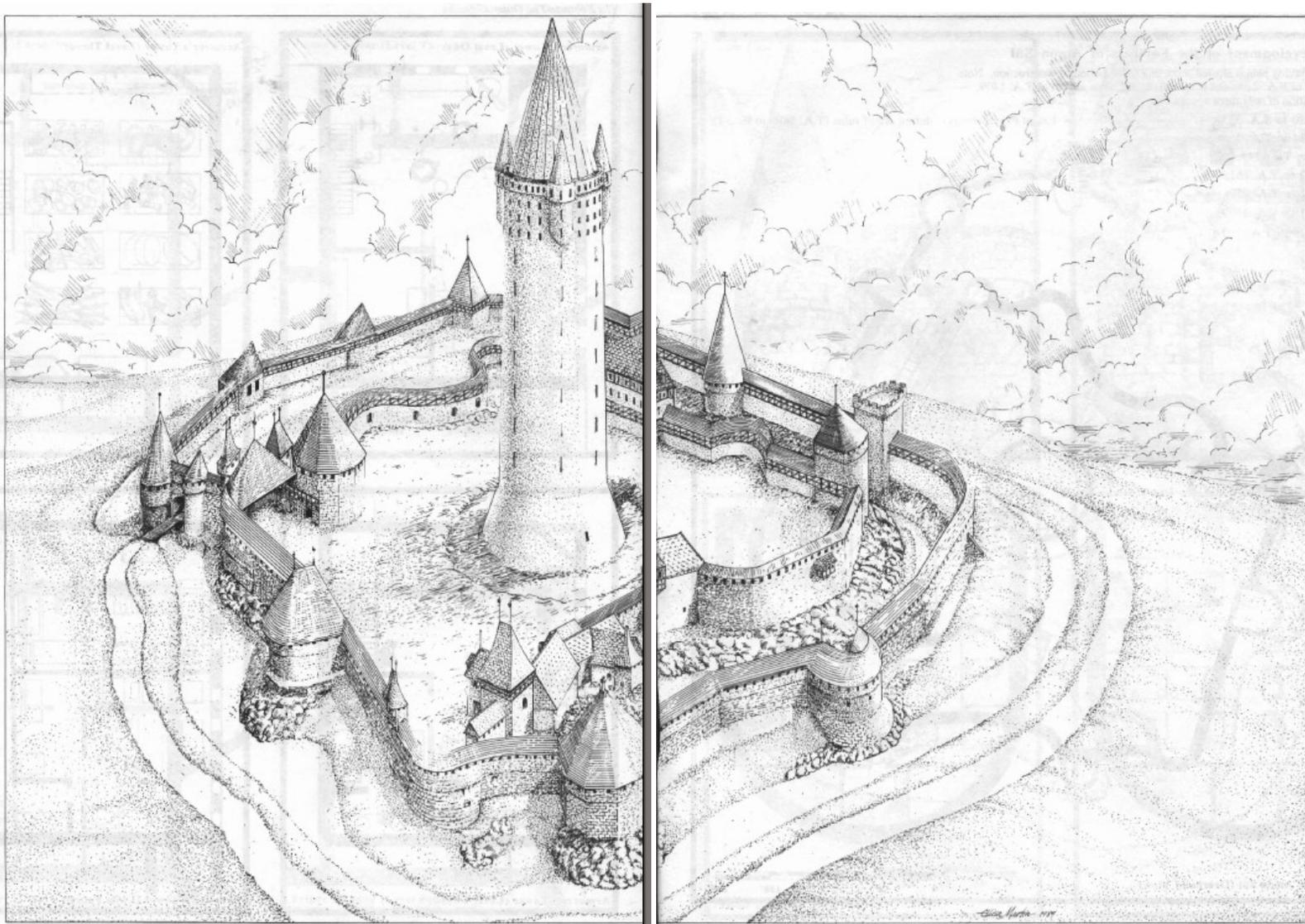
22.4 tharBAD

GM Note: The descriptions of Tharbad in the ICE MERP module are based on a different time period than this adventure, and also is keyed to the map of Tharbad on the color insert. References are made to specific details for the situations in T.A. 1409. In T.A. 1409, the last King and army of Cardolan have just been slain on the Barrow downs, and the Regent Nimhir and the Gondorian Legate Ciramir are trying to cope with a wave of refugees and a possible famine.

More Details in ICE's The Realm of Arnor pages 268+

23 DETAILS OF AMON SÛL (“WEATHERTOP”)

The most detail can be found in ICE's 2nd Edition Realm of Arnor (MERP) and also ICE's 1st Edition MERP, Weathertop Module #8201. These images and maps are excerpts from those modules.



"The land before them began steadily to rise again. Away in the distance eastward they could now see a line of hills. The highest of them was at the right of the line and a little separated from the others. It had a conical top, slightly flattened at the summit.

"That is Weathertop," said Strider. The Old Road, which we have left far away on our right, runs to the south of it and passes not far from its foot. We might reach it by noon tomorrow, if we go straight towards it, I suppose we had better do so."

—The Fellowship of the Ring

History

In the beginning of the days of the sun, the people known as the Edain, following a path taken ages before by the fathers of the Elves, dared the passes of the Misty Mountains and entered the vast basin of Eriador. They picked their way through the broken foothills west of the mountains and crossed the valleys of two dangerous,

tumbling rivers. Beyond the river vales, they found a flat, stony, near-barren prairie. On the horizon, their hunters spied a great conical hill, standing tall against the storms that passed over from the west, giving them hope of a more inviting realm beyond the dry plain. The Edain found forests and green pastures beyond the promontory and settled there for a time.

The peak that loomed over the plains of Eriador was rocky, dry, and windswept. Only a few trees and shrubs gripped its flank, primarily in dells and ravines where rainwater collected or seeped out from its porous limestone heart as small springs. No Men would dwell on the hill, but a circle of standing stones, called "Bereg's Watch," was set at its peak and a high granite platform was built so the shamans of the Edain could look upon the lands and call to the spirits of the winds to bring them rain and peace.

In the end, the restless Edain traveled onward to Beleriand to meet their destiny fighting in the wars between Morgoth and the Noldor. Southron clans migrated from the foothills of the White Mountains and settled various parts of Eriador. The southerners feared the gods they worshiped; they believed that the great hill was the home to a spirit of storms. They called it Storm Hill, and Weathertop. They believed that the entire world could be seen from the promontory's peak, but that an evil fate would come to anyone who climbed it.

For most of the Second Age a few wandering shepherds and Elves were the only inhabitants of the Weather Hills, the long line of lesser peaks and ridges that stretched northwest from Weathertop. In S.A. 1693 the stones of Bereg's Watch were toppled by the invading armies of the Dark Lord, leaving the hill country more desolate and Weathertop more eerie than before. The ancient races evolved into the Eriëdain, the Eriadorans, and the Brerion (who became the Bree-folk). In the wake of Sauron's invasion, the latter people moved north into the fertile pocket of land west of the Eryn Sûl, but they felt no love for the hill country itself. In later centuries, Númenóreans arrived, religious refugees who dwelt for a time atop the ancient hills, but eventually moved to other havens of their peoples to the northwest and south.

This indifference changed at the end of the Second Age. Elendil had decided to build the Great East Road, the Menatar Romen, along the well worn trail that the old Edain used many millennia past. To secure this vital path of trade and communications, he erected a mighty watchtower upon Weathertop, incorporating in it the stones left by the ancient fathers of his race. The Elendili knew Weathertop by its Sindarin name, Amon Sûl, the "Hill of Winds," and the Weather Hills were called the Eryn Sûl, the "Wind Hills."

The Tower of Amon Sûl, S.A. 3320 - T.A. 1409

The tower of Amon Sûl, isolated and far from any dangerous frontier, became a haven for astrologers and other mystics. The Palantir that Elendil placed in the tower fulfilled the claim of the ancient migrants, because it was used to watch over the whole of the kingdom of Arnor and much of the world beyond.

From the tower, the High King witnessed the arrival of Gil-galad's army in the time of the Last Alliance. Not incidentally, the mighty spire, whose light could be seen some hundred miles away on the Menatar Romen, also served to intimidate the Eriadorans who had so recently accepted Elendil's rule. Outer walls, gardens and orchards, and a dry moat were added to the complex, and a secret escape passage was built leading almost four miles northwest to a hidden cave at the foot of a lesser hill. It was by this route that the Palantir was smuggled out in T.A. 1409.

No town ever sprang up around the barren base of Amon Sûl, although a village was established on the northwest approach to allow visitors and horses to rest and carts to be repaired for the long haul up to the fortress. Springs from Weathertop supplied water to the village and to the source-streams of the Nen-i-Sûl on the opposite side of the citadel.

Even the skills of the Dúnedain could not make the Emyn Sûl flower. Since water was easily obtained around the hills and downs, the grassy pastures were given over to the grazing of sheep and cattle. In a few fertile valleys and basins—between and below the ridges—grain and vegetables were cultivated. Three noble families shared the governance of the Emyn Sûl; Amon Sûl itself always remained a personal fief of the King. When Arnor was divided in T.A. 861, Amlaith, the eldest heir of the House of Elendil, gained the possession of Amon Sûl. The nobles of the Emyn Sûl swore loyalty to his kingdom of Arthedain, while those of En Eredoriath to the east and south cast their lot with Rhudaur and Cardolan. Amon Sûl gained the year round presence of a Warden of Arthedain, Formerly a retreat for seers, the tower now had to function as a fortress: located at the junction of the three sister realms, all three Kings desired it and the Palantir it guarded.

Visible southeast of the hill, beyond where the Nen-i-Sûl passes under the Menatar Romen through a culvert, stood a pillar called the Seroneldëon Tarma (Q. "Threefriends' Pillar") marking the junction of the divided Dúnadan kingdoms. The forces of Angmar pulled it down in 1409, but left the broken stone lying within sight of the road. By then it had already acquired its permanent nickname; the merchants who braved the dangers of the Menatar Romen in those dangerous years called it the "Three-fools' Stone."

GM Note: The Three-fools' Stone removes Fear and Cancels Essence at 10th level once on every person who touches it. It also cures 2-20 points of damage and relieves pain and exhaustion. Any evil being touching the stone suffers the reverse of these effects.

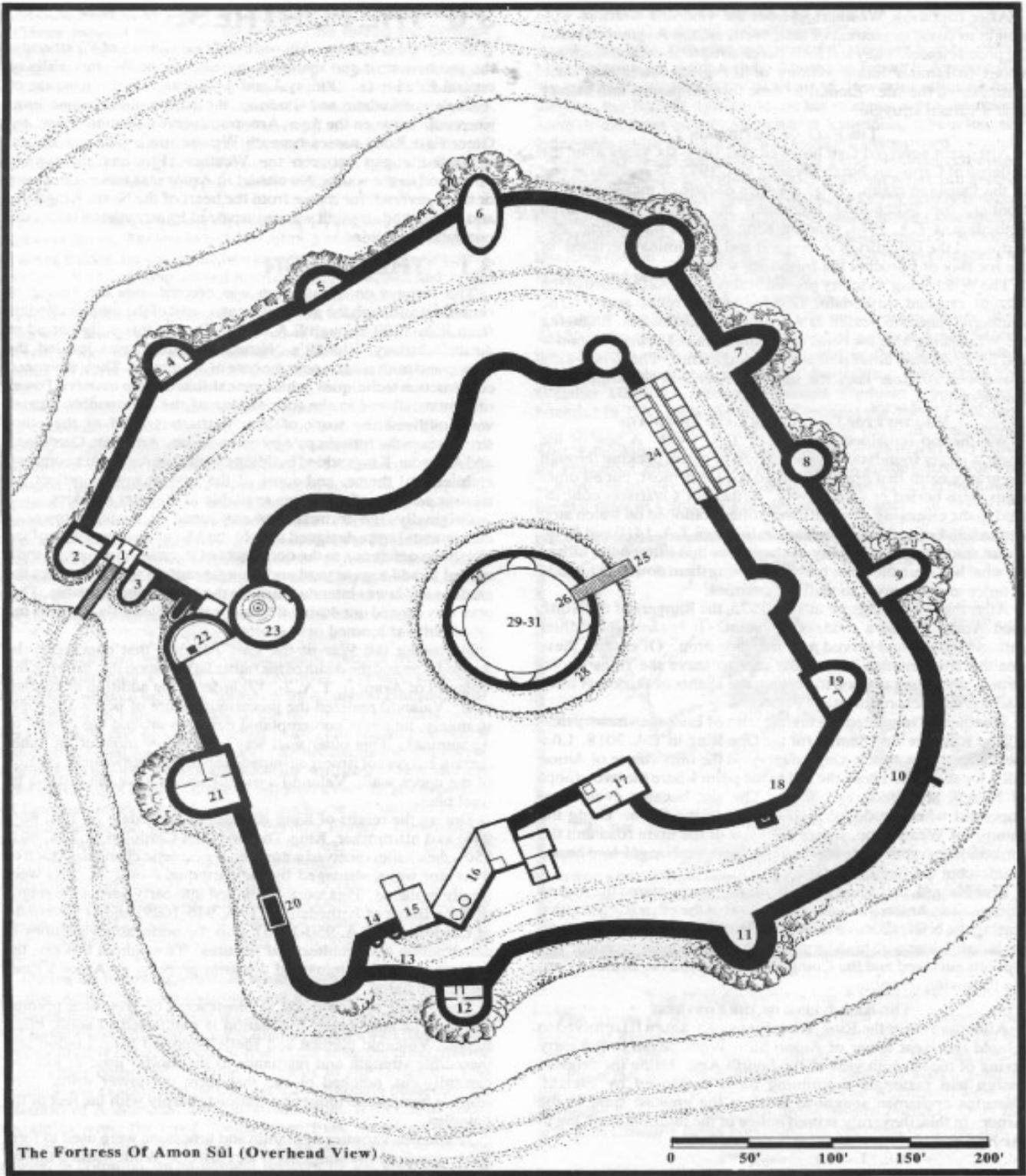
In the mid-fourteenth century, Rhudaur fell under the

influence of the Witch-king of Angmar; Argeleb I of Arthedain then claimed the rulership of all the Dúnedain of Rhudaur, and belied his own claims by fortifying the flanks of the Eryn Sûl, once the peaceful heart of Arnor, against the threat from the east. In T.A. 1356 the Rhudaurim—insulted by the construction, goaded and aided by Angmar—attacked with all the force they could muster. Argeleb died in a sally on the northern flank of Weathertop, but his son, Arveleg I, defeated the invaders and completed the defense works.

Arthedain and Angmar lay closest together far north of Weathertop, along the Rammas Formen, and in the long wars between the two realms that land was the common battlefield. However, the Hillmen who had taken the rule of Rhudaur were still dangerous; the Lone Lands were abandoned, and the Eryn Sûl were never again a safe pasture for the Elendili.

Fifty years after the fall of Rhudaur, the Witch-king dropped all pretense of negotiation and made his first great effort to exterminate the Dúnedain. In the winter of T.A. 1408-1409, the Lord of the Nazgûl secretly moved his forces south into the Angle and stripped the land of its harvest and herds. The great rivers froze seemingly at his command, and the greatest army seen in Eriador in a thousand years marched west to besiege Weathertop. The Witch-king's magic broke the gates of Amon Sûl; he drove an Arthadan-Cardolani army westward, slaying both nations' Kings and overrunning the Eryn Sûl and eastern Arthedain.

The Witch-king hoped to permanently erase the memory of the Elendili from the lands he'd conquered. His Orcs burned and leveled the fortress of Amon Sûl and every other tower and village along the East Road. They hunted the people like beasts through the hills, slew their cattle, and ruined their wells and gardens. When the armies of Cirdan of Lindon and the new King Araphor of



Arthedain drove out the Angmarean forces, little remained for the Dúnedain to reclaim.

Araphor reorganized the remnants of the Arthedain in the aftermath of the war and consolidated his rule of the ruined lands. In T.A. 1412, Durlin of the Water, the last surviving male relative of the three families that had ruled the Emyrn Sûl, was raised to the rank of Aroquen and given a fief encompassing all southeastern Arthedain. His grandson, Raimáro, still governs in Oiomíril, holding the line of.....

24 THE PALANTÍRI

From Wikipedia: <https://en.wikipedia.org/wiki/Palantir>

24.1.1 Origins and characteristics

When one looks into a *palantír*, one can communicate with other such stones and anyone who might be looking into them; beings of great power can manipulate the stones to see virtually any part of the world. They were made by the [Elves of Valinor](#) in the Uttermost West, by the [Noldor](#) and maybe even [Fëanor](#) himself. Many *palantíri* were made, but the number is not known. Some had power over other stones. They were of various sizes; the smallest had a diameter of about a foot (30 cm), while the largest filled a large chamber. The larger stones allowed one to walk around them, thereby changing the viewpoint of its vision. The Master Stone was kept in the tower of [Avallónë](#) on [Tol Eressëa](#), but no record is made of successful communication from any *palantír* of [Middle-earth](#) to this one. They are believed to have a power over people, as seen from the experience of [Peregrin Took](#) and the Orthanc-stone.^[1] However, it is unclear if Pippin's compulsion to use the Orthanc-stone was imparted by the stone itself, or if it was a result of Sauron's influence over it. According to Gandalf, it is beyond the skill of both [Sauron](#) and [Saruman](#) to create the *palantíri* and that Sauron cannot make the *palantíri* "lie", or create false images (though he could show selective images to create a false impression in the viewer).

The stones' gaze can pierce anything except darkness and shadow. A technique called *shrouding* was used when something was to be kept secret from the enemies' eyes. Knowledge of this technique was lost long ago, although [Sauron](#) probably knew of it.^{([citation needed](#))}

At the end of the Third Age, the *palantíri* were important during the events of [The Lord of the Rings](#). [Saruman](#) looked through the Orthanc stone, and saw what he thought was an unassailable strength in Mordor, helping to corrupt him. When Pippin touched the stone, without intent to spy, Sauron, looking the other way with voyeuristic intent thought he saw the hobbit who had the [One Ring](#), misdirecting him from the true infiltration of Frodo, then hundreds of miles away. When Aragorn used the stone, again without attempt to spy, Sauron thought that it meant that Aragorn had the Ring, again distracting him from the true presence of the Ring on its way to [Mount Doom](#). When the Steward [Denethor](#) used the stone, he was convinced that there was no hope for Minas Tirith, driving him to suicide and nearly to the murder of [Faramir](#).

Some of the stones were given to the [Dúnedain](#) of [Númenor](#) as a gift, during the [Second Age](#). Of these, [Elendil](#) took seven with him on his flight to Middle-earth, and after the Kingdoms in Exile had been established, they were distributed among seven places: four in [Gondor](#) and three in [Aranor](#). Sauron captured the *palantír* of Minas Ithil and used it to corrupt Saruman, who had the *palantír* of Orthanc; and [Denethor](#), who had the *palantír* of Minas Tirith.

By the end of the [Third Age](#), four had been lost, with two lost in [Forochel](#), one in [Anduin](#), and one buried amongst the ruins of the Dark Tower of [Barad-dûr](#); a fifth had been rendered virtually unusable (the *palantír* of Minas Tirith showed only the burning hands of Denethor save to those with the strength of will to turn it elsewhere). Of the two remaining functional stones, one was retained by the king of the [Reunited Kingdom](#); the other was taken from Middle-earth by the Elves.

24.1.2 Stones of Arnor

24.1.2.1 *Elostirion*

One Stone, called *Elendil's Stone*, was placed in the tower of [Elostirion](#) in the [Tower Hills](#), just west of the [Shire](#). Its location was only known to a few and it remained hidden there until it was taken back to the West with the three [Elven Rings](#). It was unique among the stones brought to Middle-earth, in that it did not communicate with the others and would only look west along the [Straight Road](#) to [Avallónë](#).

24.1.2.2 *Amon Sûl*

The *palantír* of [Amon Sûl](#), most powerful of the three in Arnor, was kept for centuries in the Watchtower of Amon Sûl. When [Arnor](#) was divided into three kingdoms, all of them claimed Amon Sûl, largely because of the *palantír*. Just before [Angmar](#) captured and destroyed the Watchtower in [T.A. 1409](#), the Stone was removed and taken to [Fornost](#). It remained there until Fornost too was overrun, when [Arvedui](#) took it to [Foroachel](#). It was lost in [T.A. 1975](#) when the ship on which he was travelling foundered in the ice.

24.1.2.3 *Annúminas*

The last Stone of the North was placed in [Annúminas](#) on the shores of [Lake Evendim](#). When Annúminas was abandoned and the Kings moved to Fornost, they took the *palantír* with them. This Stone was also lost when [Arvedui](#) was shipwrecked.

24.1.3 Stones of Gondor

24.1.3.1 *Osgiliath*

The Stone of [Osgiliath](#) was the largest and most powerful of the seven. It alone could "eavesdrop" on the others (only two *palantíri* could communicate with each other at one time, and none other but the Osgiliath stone could intercept that communication). It was placed in a tower on the great bridge in Osgiliath that crossed the [Anduin](#). The domed ceiling was painted to resemble a starry sky, and gave its name (*os-giliath*, the Dome of Stars) to the city itself. This Stone was the first to be lost: during the civil war of the [Kin-strife](#) around the middle of the Third Age, the Dome of Stars was destroyed and the *palantír* fell into the [River Anduin](#).

24.1.3.2 *Minas Ithil (Minas Morgul)*

One Stone was placed at [Minas Ithil](#) in the mountains that came to be known as the [Ephel Dúath](#). When Minas Ithil fell to the [Nazgûl](#) in [T.A. 2002](#), the Ithil-Stone came into [Sauron's](#) hands, and leading up to the [War of the Ring](#) was kept by him in [Barad-dûr](#). It was presumably lost at the [fall of Sauron](#), but since the stones are virtually indestructible, it would still be buried in the wreckage of the Dark Tower, or (as Christopher Tolkien speculates in [Unfinished Tales](#)) destroyed by the eruption of [Orodruin](#).

24.1.3.3 *Orthanc*

One Stone was placed at Angrenost (Isengard) in [Orthanc](#), the great tower built by the [Dúnedain](#) in the Second Age at the southern end of the [Misty Mountains](#). In [T.A. 2759](#), [Saruman](#) obtained the keys of Orthanc from Beren, the ruling Steward of Gondor, possibly because Saruman desired to use the *palantír* to garner information on his neighbours and their activities. The stone was also partially responsible for Saruman's fall from grace, as he

was using it when he came upon Sauron, and was ensnared by him, though his transformation to one of the fallen [Maiar](#) had undoubtedly begun much earlier. Saruman later used the stone to confer with Sauron through the Ithil-stone in Barad-dûr. By showing Saruman selective visions of his new armies, Sauron convinced the [Wizard](#) that he was going to win the [War of the Ring](#), regardless of whether he actually found the One Ring.

Later, [Grima Wormtongue](#) cast the stone down from [Orthanc](#), where it was recovered by [Peregrin Took](#) and turned over to [Gandalf](#). Peregrin inadvertently contacted Sauron, after which Gandalf turned the stone over to [Aragorn](#).

Using the stone, Aragorn declared himself as the heir of [Isildur](#) to Sauron, seeking to distract him from [Frodo](#). Sauron was led to believe that the [One Ring](#) had fallen into the hands of Aragorn or some other Western leader, and this was partly responsible for Sauron's hasty assault against [Gondor](#). Sauron's attack, before he was fully ready, deeply influenced the outcome of the war. The Orthanc-stone remained in the custody of the Kings of Gondor in the [Fourth Age](#), the only one to remain fully functional.

24.1.3.4 Minas Anor

One Stone, the "*palantír* of [Anárion](#)", was placed at [Minas Anor](#), which eventually became the capital of [Gondor](#) and was renamed [Minas Tirith](#). This *palantír* was used by the [Kings of Gondor](#), but when Minas Ithil fell to the Ringwraiths, [Eärnil II](#) stopped using it; not only did Sauron now have access to the network, but the *palantír* of [Anárion](#) had the strongest link of all seven to the Ithil-stone. The Stone was not used again for many centuries, until Steward [Denethor II](#), began to use it in an attempt to find out the enemy's movements and better protect his city. Eventually, [Sauron](#) encountered him (it seems that Denethor did not know he had actually been in contact with Sauron himself). Denethor, unlike [Saruman](#), did not turn to wickedness, but his great efforts of will, regularly fighting against Sauron, caused him to age quickly. Furthermore, with the Ithil-stone, Sauron largely controlled what Denethor saw, leading to the latter's despair and insanity. For instance, Denethor saw a black fleet of apparent reinforcements for Sauron's forces coming from supposedly safe territory, unaware that the ships were actually carrying [Aragorn's](#) forces coming to relieve the city. Denethor was holding the stone when he committed [suicide](#) on a funeral [pyre](#), and afterwards the Stone was rendered virtually unusable, as only people of great strength would see in it anything other than two flaming withered hands.

Two of the legendary "Seeing-stones," of the seven Palantíri, lie within the bounds of Arthedain, and a third is nearby under the care of Cirdan's Elves in the White Towers of the Tower Hills. The Palantír of Amon Sûl, the largest of the three at nearly 3' in diameter, was located in the tower on Weathertop until the Witch-king's armies besieged the place in T.A. 1409. The smaller Palantír of Annúminas was kept in the Royal Halls; but both stones were later removed to Fornost. Unlike the jewels

and lesser heirlooms of past Kings, the Seeing stones are never displayed in public; few outside the highest reaches of the Royal Court even have clear knowledge of their existence.

Only Kings and their appointed Guardians are given access to the Palantíri, which are locked away in guarded rooms (often encased in steel "shrouds") high in the towers of the capital city. Only in Court are the Stones cited as sources of information, and those citations are also stored far from the public eye.

The Seeing-stones are "connected"; that is, each Palantír transmits to and receives "silent speech" from another in use at the time, its "answering" Stone. The Stones display visual images of scenes and acts that have occurred, are occurring, or might yet occur, but they cannot transmit speech or interpret the images shown. Thus the need for Guardians and Seers, as well as Kings, to explain what the Stones have pictured is clear.

The Palantíri are full of beauty and mystery. Perfect

spheres of a dark hue when at rest, they look very much like crystal globes in the cradling cups of the marble tables upon which they rest. (An intent observer may notice a minute flame flickering deep in the center of an unused Stone.) The smallest Stone is only one foot in diameter, the two largest—the one at Osgiliath (in Gondor) and the one originally kept at Amon Sûl—are so great that a man acting alone cannot lift them. If dropped, the Stones are undamaged—but intense enchanted heat can shatter them.

Invisible to the uninitiated, unmarked poles within the Palantiri indicate alignment, and each Stone has an upright, proper position. Their permanent "upper" and "nether" poles must be placed in line with the earth's center in order for the user to see through their viewing faces. Lesser Stones are even tied to a set orientation; for example, the Palantir of Orthanc's west viewing surface has to be aimed westward or it would remain blank. Even more restricted is the Seeing-stone of the Tower of Elostirion in the Tower Hills, which is tied to the original Master-stone on the Elven isle of Eressëa and can only face westward, away from Middle-earth and over the Bent Sea. However, the major Seeing-stones can be viewed at many angles and can flash scenes of happenings in any direction and at amazing distances. For example, the Palantiri of Fornost might reveal to the Arthadan Royal Court scenes from a battle in Gondor, a distance of hundreds of miles.

However powerful, the Palantiri have their limitations, the major one being their failure to illuminate a scene hidden or cloaked in darkness. A viewer sees things as if he were present at the scene and subject to its conditions of lighting. Thus, action taking place inside an unlighted cave could not be viewed by a Palantir. The darkness of a cave is all but absolute and too much for a Seeing-stone to counteract. Nonetheless, the lightlessness within solid objects will not obscure a view to a place beyond them, so that a user of a Stone can gaze through "things" without hindrance. One can peek into a chamber through a door or even a mountainside, although the room's details might be obscured by poor lighting. Also, ungoverned visions are usually random, hazy glimpses enshrouded by a misty foreground, making the skill and knowledge of the Stones' Guardians crucial.

To utilize a Seeing-stone fully requires many years of practice and education, plus the gift of "seeing," or correctly interpreting the vision. To begin, the viewer—whether Minister, Guardian, or Royalty—must focus his will and concentrate his energies upon the dark Stone, an exhausting effort in itself. Standing about three feet from the Palantir, facing the stone in the direction he desires to look, he brings forth visions—a battlefield scene, let us say. Should the user desire, he can enlarge his field of

vision to display a vast host of enemies on the march, or he can focus upon a single object held in one warrior's hand—a weapon or a jewel, for example.

In the case of communications between Stones, he can see the thoughts of the one with whom he deals—provided the "connecting" user is in accord and is able to clearly bring forth the image. The Palantiri cannot read the thoughts of an unwilling user, and in such cases what they display is totally a matter of the wills of the two users involved.

After the rise of Angmar around T.A. 1300, the Stoneusers of Arthedain and Gondor have used the stones to communicate much more frequently. As trouble brews and boils over, the Dúnadan kingdoms try to put aside their differences and exchange information about enemy movement and strengths, and suggest and coordinate strategies to counter them.

Both of the remaining Palantiri of the North are lost in the Bay of Forochel in T.A. 1975

25 HANDOUT – THE SUMMONS

Greetings from the Court of King Arveleg I of Arthedain, and Arnor The Northern Kingdom in Exile.

Over the years you have proven your mettle, valour, strength, courage, intellect, cunning, and heroism in the face of great challenges, always serving the greater good of the Free Peoples of Middle-earth.

The King of Arthedain asks of you a favour, and hopes that you will Accept the call to serve once again on the side of all goodly and free peoples.

Please come to Annúminas as swiftly as you may, there the details of the appointment for which you have been called will be provided to you in detail.

On behalf of His Royal Highness, King Arveleg I of Arthedain, his ever humble and faithful servant, Antudor, Senschal of Annúminas.

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