

The Deep of Amon Garzak

Written by Dean Paolillo (dpaolillo@rcn.com)

Edited by John R. Brennan

The Deep of Amon Garzak is the sequel to the *Doom of Arnulf*. In this story, the heroes delve into the caverns and passages beneath the tower and uncover the machinations of the Shadow and its hideous servants. Like the story preceding it, this tale takes place between Bilbo's finding of the Ring of Power and the War of the Ring. It is designed for characters with 3-5 advancements. It is recommended that Narrator's download the *Doom of Arnulf* for additional background information about the Deep of Amon Garzak.

Like the *Doom of Arnulf*, Narrators be mindful of the subtle magic of Middle Earth while narrating this adventure. In the *Doom of Arnulf*, the drastic extremes of weather were used to cultivate theme and mood. In this tale, contrasts of light and darkness are used to similar effect. Darkness, shadow and obscuring mists will assist Narrators in evoking a sense of gloom and dread as the characters travel to the foreboding hill and explore the passages beneath the fort of Amon Garzak.

Narrator Notes

This story makes several assumptions regarding the conclusion of the *Doom of Arnulf*. In the telling of this tale, it is assumed that Deoch and Malbeth survived the assault on Alatópel. Khalin the Dwarf is presumed to have survived and is still in the company of our heroes. Cardoc is presumed slain but Yrreth and some of his Orc war band and servitors were driven from Alatópel. The village is presumed to have survived the battle.

It is possible, however, that one or both of the heirs of Alatópel were slain. Yrreth's Orcs may have seized Alatópel and Cardoc may have survived. Every possibility cannot be accounted for but different opening scenes and hooks are provided to account for some of the major possibilities. If the outcome of the *Doom of Arnulf* differs from what is presented here, you will have to make some adjustments to fit the circumstances of your chronicle.

Background

The hill is known as Amon Garzak and it bears a dark, decrepit tower that rises above the foothills and casts its shadow over the land. Once, it was known by the fair people of Rhudaur as Amon Galenloth or the "Hill of the Green Blossom," so called for the beautiful flowers that covered the slopes of the hill. The blossoms, however, have long since ceased to bloom. Thickets and weeds choke the life from the plants that once sparkled with radiant green flowers.

With the rise of Angmar, a tower was built on Amon Galenloth and inhabited by the evil men and Orcs in service to the Witch-King. Over the centuries, the hill became known by its harsh Orkish name, 'Garzak', which translated into Sindarin, is 'Gaurcarach' or in Westron: 'The Werewolf's Jaws.'

The Witch-King, through the power and sorcery of his dark master Sauron, called forth the fell spirits made flesh, the dreaded werewolves, to assist his Orcish and Edain servants in Angmar's war against the Dunedain of Arnor. The Witch-King named one of the mightiest of the dread creatures Sereghuan: "The Blood-Hound" of the Nazgul lord, who was summoned in the depths of Amon Garzak. A feared tracker and hunter, Sereghuan

claimed the life of any warrior who dared to face him. With Sereghuan at the lead of the Orc hosts, warriors lost all heart in the face of the enemy, and the wicked Orcs reveled in ill-begotten victory.

In the darkest hour, when all seemed lost against Sereghuan, aid came from the Eldar. A Noldor of Lindon named Hirnan arrived with a small band of Elvish warriors to aid the Dunedain in their struggle. Hirnan had existed through the first two Ages of the Sun and in the First Age, had suffered the loss of his loved ones to werewolves under the yolk of Morgoth's lieutenant, Sauron. The passing of the ages could not diminish the sorrow and anguish of Hirnan and he remained in Middle-Earth, seeking out those fell spirits, the werewolves, who had caused his misery.

The horrid tales of Sereghuan's wickedness had drawn Hirnan to Rhudaur. Hirnan did not fear the might of Sereghuan. With his sword Aglarelen, "the Glory of the Stars" and his armor forged by the Noldor in the ancient days, Hirnan rode upon his Elvish steed Aearroth (which means Ocean-foam in Westron) with the warriors of Rhudaur to face Sereghuan and the werewolf's vast host of Orcs and men in service to Angmar.

The enemy had chosen its attack under the cover of darkness, and the descendants of Numenor were hard pressed in the night until the moon and stars broke through the dark clouds that had lingered throughout the day and evening.

Under the stars, a furious light shone about the sword Aglarelen and the Orcs faltered in their attack. Hirnan seized the opportunity to face Sereghuan in combat and struck the werewolf a deep wound, causing Sereghuan to bellow a fearful and painful howl and break from the field of combat. The Orcs, disheartened and confused, broke rank. The enemy scattered and in disarray, was swept from the battleground.

The warriors of the Dunedain who remained were weary from the fierce conflict. Several suffered wounds during the melee and wished to retire from the conflict but Hirnan would not allow them to relent. Hirnan led the Dunedain and those of his own band who had survived the battle to pursue the enemy back to Amon Garzak. Hirnan prepared to lay siege to the tower. The men of Rhudaur begged him to retreat since they were too few to lay siege.

Hirnan, however, received unexpected aid. A bedraggled, dirty Dwarf name Ruric accompanied by several companions revealed themselves to the assembled host. They explained how they were escaped slaves, and for many a long year, were forced to build the tower upon the hill. In their labors, natural caverns were found when the foundation of the tower was laid.

The Dwarf slaves were forced to carve out passages and chambers for the practice of sorcery in the depths of Amon Garzak. The Dwarfs were clever and while they labored for the Orcs, they secretly built a passage to allow their escape. With the assault by the men of Rhudaur, they took advantage of the confusion to affect their flight. Desiring vengeance against their captors, the Dwarves, led by Ruric, hastily provided maps to Hirnan and his allies.

The Dwarves' assistance undermined the integrity of the tower and with its defenses compromised; it fell to Hirnan and the Dunedain. Sereghuan, however, did not face the invaders. Hirnan knew the werewolf hid in the passages carved by the Dwarves. The men of Rhudaur though brave and resolute, were war-weary and even victory was not enough to overcome their exhaustion and fear. They begged Hirnan to leave with them. Hirnan would not relent and cursed them for their cowardice.

One of the Dunedain, a lord named Aratobor, agreed to accompany Hirnan and the few Noldor who remained. Hirnan praised Aratobor and wished upon his line the blessings of the Valar. Aratobor saw that his men were

stricken with fear but he did not disparage them and bore them no ill-will for he knew they had suffered much and the dark power of the Witch-King's works struck them numb with fear. Without further delay, Hirnan turned to venture into the deep of Amon Garzak, a gloom that was so bleak that even the light of the sword Aglarelen was dimmed.

The men of Dunedain lingered until they heard the echoes of horrid howls and the cries of agony. Overcome by fear and shame, the survivors fled from Amon Garzak and swore never to speak of Hirnan and Aratobor's fate. The men of the region shunned the hill and its tower calling both cursed. Indeed, to this day, the green blossoms have ceased to flower since the hands of slaves built the walls of the tower.

When the realm of Rhudaur fell, the lore of Amon Garzak was forgotten by most and known only to a few. Its memory was preserved, however, for one man, a friend and vassal of Aratobor repented his shameful oath and the abandonment of Hirnan and Aratobor upon his deathbed. He told the tale to Aratobor's son who was now a man with children of his own. The tale was preserved through the ages; a tale that a young Arnulf inherited from his father and eventually had passed on to his children Malbeth and Deoch.

Plot Summary

This tale begins in the Great Hall of Alatopel. The characters discuss the continued dangers of Amon Garzak and agree to rid the land of its terrible curse.

The characters must travel the old paths back north once more. Along the way, a wicked crow in the service of Yrreth the magician spies upon the heroes. The crow, if not discovered, first warns a band of Orcs and then flies to his master. Yrreth then prepares for the character's arrival and sends a pack of wargs to attack. The characters must survive the Orc ambush and warg attack. The heroes are not without allies however, and receive aid from a ranger of the north named Andrandir.

Andrandir explains he is aiding Gandalf the Grey and agrees to help the characters against Yrreth and the Orcs of Amon Garzak. The characters must lay siege to the fort on the hill and defeat its defenders with a limited number of resources and men. Clever tactics and heroic efforts will be necessary to achieve success.

If successful, the characters can explore the caves beneath the hill. While exploring the caves, they discover the ghost of an old Dunedain hero. Aratobor pleads with the characters to break his curse and put his spirit to rest.

The characters potentially risk a deadly encounter with grim spiders and should they prevail, glean more information regarding the fate of Hirnan's band.

At the culmination of the quest, the characters encounter the remaining werewolf pack and to their dismay, learn that Sereghuan still plagues the earth. In the course of the ensuing battle, an ancient Elvish sword is revealed. If they successfully vanquish the werewolves and lift the curse, the heroes discover that Hirnan still lives.

Hooks for involving characters:

The hooks presented here continue to build on the hooks established in the *Doom of Arnulf*. The Narrator should of course, feel free to change the provided hooks or develop their own if it suits the needs of the chronicle.

You will notice in the hooks that follow that minor rewards are recommended for characters that act heroically and nobly. The Narrator may choose to ignore the rewards; however, the rewards are a useful way to allow the subtle magic of Middle-Earth to have an impact on the actions of heroes and to encourage the characters to act in a manner befitting heroes of Middle-Earth.

A Debt Paid, a Memory Honored

A character that came to Alatopel to honor his debt to Arnulf might decide Yrreth and the wickedness of Amon Garzak remain a threat to Alatopel and will decide to pursue the retreating sorcerer and his Orc servants. A character that is motivated by a strong sense of duty, moral obligation and honor is a shining example of the good in Middle-Earth. The Narrator should reward a character that acts in such a selfless manner. The Narrator may wish to give the character an experience point bonus at the conclusion of the story or a minor benefit during the course of the story such as +1 to combat tests while the character's actions are taken to remedy the evil of Amon Garzak.

Continuing Service to the Wise

Characters that participated in The Doom of Arnulf who were in service to Gandalf would likely return and inform the wizard of their success, or failure, as the case may be. After listening to their accomplishments, Gandalf will inquire about the werewolves and the tunnels. *Who led the werewolves? Was it the sorcerer? Did they explore the tunnels? What did they find or hear?* He will seem gravely concerned regardless of how the characters answered.

After some consideration, Gandalf will reveal what he knows of the tale of Hirnan and Sereghuan. Gandalf does not know about the events at the Tower of Amon Garzak. He knows only that Sereghuan was not slain in the initial battle and Hirnan and the Dunedain of Rhudaur pursued the werewolf and Orcs back to the tower and never returned. Gandalf fears that if Sereghuan takes command of any Orc tribes of the north, there would be few, strong enough to resist him again, now that the northern kingdoms of the Dunedain are in ruin.

If Alatopel was saved from Cardoc and Yrreth, Gandalf will ask the characters to return to Amon Garzak. He will insist the heroes discover whether Sereghuan still lurks in the bowels of the cursed hill while awaiting the bidding of his master the Witch King.

Gandalf does not ask the characters to slay the werewolf, fearing that the beast may be too powerful for the heroes to grapple. The characters, however, may suggest such a course of action. If so, Gandalf remarks about their courage and tells them that Hirnan's sword, "Aglarelen" could assist them in such a task, if the blade still exists.

Love and Duty

If the Narrator made a player character the true love of Deoch, that character might choose to linger with his love in Alatopel a while longer. The character likely attends the burial of her father Arnulf and remains to comfort Deoch. Over the course of the stay, wicked howls might be heard in the distance or tracks might be found near Alatopel. A character skilled in tracking might observe Warg tracks that suddenly change to the tracks of an upright creature neither Warg nor Man.

Deoch and her brother Malbeth are both concerned that the threat of Amon Garzak continues to grow. The character overhears Malbeth in discussion with Deoch fearfully speculating that: "perhaps Sereghuan still lives." If he questions Deoch or Malbeth about Sereghuan, he is told of the family's history and struggle against the

ancient nemesis. Malbeth decides he must venture to Amon Garzak and ensure that any lingering evil is purged from its black depths. Naturally, a heroic character will offer to assist.

If the Narrator uses this option, he or she should arrange a moment for the character and Deoch to say farewell. At this time, Deoch expresses her devotion and gives the character a token of her love. The Narrator can decide what is most appropriate: a brooch, a locket or embroidered leather cloak clasp are possibilities.

The power of Deoch's love for the character and the subtle magic of Middle-Earth imbues the item with a minor enchantment to protect the character, perhaps bestowing one point of armor protection or +1 to the character's favored reaction at the Narrator's discretion.

Khalin's Vengeance

The Dwarf has a score to settle with the black-hearted Yrreth! The magician murdered his brother. Khalin intends to return to Amon Garzak and slay Yrreth. He will announce as much and while he will not ask for aid, he hopes the characters agree to accompany him.

Characters should realize Khalin's aid proved invaluable in rescuing Deoch, aiding the Dwarf is the noble and heroic thing to do. A character that expresses a willingness to aid Khalin without thought of reward or treasure should receive an experience point bonus at the conclusion of the story. He or she will also gain the friendship of Khalin. The memories of Dwarfs are long and their friendship, once given, is strong and the bonds not easily undone. That alone is a vast reward!

Return to Alatopel

This hook requires the most work for the Narrator. This hook presumes that the forces of the Enemy were successful. Alatopel fell to the Orcs and either Cardoc or Yrreth now rule the area. The forces of evil grow stronger as other Orcs, inspired by his victory, gather under Yrreth's banner.

Several of the major characters like Deoch or Malbeth may have been slain in the final assault of Yrreth's Orcs. If so, the Narrator must decide who survived the assault and who leads the refugees of Alatopel. If one of the characters is a noble from Alatopel he or she might have gained in Renown and assumed the mantle of leadership.

In this scenario, Rangers of the North at the behest of Gandalf, or on their own initiative, will assist the characters in battling against the evil. If Cardoc survived, the characters will have an unexpected ally. After witnessing the depredations of the Orcs and the ruin of Alatopel, Cardoc realizes he has destroyed everything he desired. He loathes the Orcs, Yrreth and himself.

In this tale, the Narrator should arrange for Cardoc to betray the Orcs within Alatopel and give an advantage to the characters and their ranger allies. Cardoc, for example, might arrange to open the gates to Alatopel or slay a wall guard to allow the characters and rangers to gain entrance without alerting the Orcs. Cardoc's betrayal, however, should not go unnoticed and his death under a hail of Orc arrows might be a fitting ending for his duplicity.

Alternately, he might join in the battle against the Orcs and be struck a mortal blow. At the battle's conclusion (hopefully, the characters win this time!) the Narrator might wish to allow Cardoc to repent his misdeeds before he draws his final breath. Narrators should select or develop an end to Cardoc that's most satisfying to this chapter of the story.

Using Cardoc in this manner can be difficult. The characters really have no reason to trust Cardoc. The Narrator might wish to have Cardoc act through a proxy, perhaps a rogue in Cardoc's employ who has gained the confidence of the rangers and tells the characters that he's cultivated a spy within the Alatopel. The characters will be quite surprised to learn that their "man on the inside" is none other than Cardoc himself.

Once Alatopel is retaken, the Orcs and Yrreth flee to the Tower of Amon Garzak. It is likely that the characters won't be far behind their fleeing opponents. In this scenario, the Orcs might be sufficiently strong enough to hold the Tower, requiring the characters to gather the strength they need to lay siege. Undermining the defenses through the "hidden" tunnel will prove more difficult since the Orcs are now aware of the weakness in their defense and take steps to guard the entrance and add fortifications.

Chapter I: Return to the Tower

Scene I: The Great Hall

After a fine meal of roasted lamb, carrots, onions and freshly baked bread, the folk in Malbeth's hall sit content, some of the men with pipes in hand. The aroma of Hobbit-weed wafts on wisps of blue-gray smoke and mingles with the rich odor of mulled wine.

Bardwyn the minstrel entertains a captured audience with a bawdy tale, evoking great waves of laughter. Fair Deoch sits with several of her ladies in quiet conversation. Khalin and Torrgund can be heard discussing the finer points of armor craft while Khalin (justifiably) boasts of the mastery of Dwarfish smiths.

As you sit enjoying the comfort of the hall, your gaze falls upon Malbeth. The son of Arnulf's face betrays his worry despite the happiness surrounding him. His gaze seems to ponder a distant horizon far from the comfort of his brightly lit home.

The Narrator should use this scene as an opportunity to cultivate friendships and relationships that developed in the Doom of Arnulf. Characters who are warriors by trade might sit with Torrgund and Khalin relating tales of the heroes of old or their own ancestors.

Another character might be inclined to court a lady in the hall. Yet another might sit back and enjoy a pipe and engage in the idle talk of planting, harvests or local gossip. The Narrator may wish to afford a character that is so inclined to engage in a Games Test, risking a few coins for the chance of modest winnings.

Unless a previously role-played scene led to hostilities between a character and an NPC, this scene should be an opportunity for the characters to be at ease and further develop their sense of duty to the good people of Alatopel.

At some point a character should approach Malbeth and (depending upon the story hook for that character) inquire about Malbeth's melancholy, Yrreth, Amon Garzak or even the legend of Sereghuan.

If a character does not approach Malbeth, the young lord will take a moment to seek out one of the characters and discuss his concerns regarding Amon Garzak.

Narrator's Note: *The Narrator should choose the character with either close-ties to Alatopel or the one with the highest Renown.*

Of course, Malbeth will welcome other player characters that choose to join the conversation.

Malbeth will tell the character(s) that he fears Alatopel remains in danger from the evils of Amon Garzak. He explains that he fears the magician and his Orcs are not the only threats from the old tower.

At this juncture, the discussion should turn to the werewolves who assaulted Alatopel. If the players are unaware of the legend of Sereghuan, Malbeth will relate the battle between Sereghuan and the Noldor Hirnan. He will confess that he thinks the ancient werewolf Sereghuan still dwells in the Deep of Amon Garzak, awaiting the commands of a dreadful master.

Naturally, the discussion will turn to ridding Alatopel of the danger of the tower once and for all. Malbeth will remark that he has not been idle since the siege of Alatopel and has sent scouts to spy upon Amon Garzak. The scouts report that if Yrreth has returned to the tower, he has not gathered additional Orcs under his banner. Malbeth concludes that the bulk of the Orc war-band was slain in the siege of Alatopel. He reasons that the best chance of success is acting now, before the Orcs recoup their strength.

Malbeth will accompany the player characters and take his former band of Wolves' Heads with him. If the player characters do not want the aid, a successful Persuade Test at TN 15 will convince Malbeth not to undertake this mission.

It is very difficult to convince Malbeth not to accompany the heroes. Malbeth is young and believes in leading by example. He is uncomfortable with allowing others to act on his behalf, especially with such a dangerous task. A character's renown may provide a test modifier as noted in the Core Rulebook on page 54.

Of course, the player characters may welcome the aid of Malbeth and his men. If Malbeth and his band accompany the heroes, the Narrator should adjust the encounters of the story accordingly to account for the additional assistance. Once a decision is reached, Malbeth thanks the characters for their willingness to aid him and his folk and proposes that they set out on the next day.

At this point, Khalin overhears their plans and readily agrees to accompany the heroes to settle his score with Yrreth. If told that Yrreth may not be there, Khalin replies,

"No matter, his Orcs deserve a taste of my axe as surely as does the sorcerer himself! Let us drink in celebration of our impending victory!"

Scene II: The Road North Revisited

Narrator's Note: *It is quite possible to cut to Scene V and begin the adventure at the entrance to the tunnel on Amon Garzak. If the Narrator feels his players would not enjoy the labors of travel or if the Narrator wishes to evoke an immediate tension in the story rather than a gradual build-up, this might be a better option for the group.*

If Malbeth is accompanying the characters, the Narrator should read or describe the following exchange:

It is a fine bright morning, the sky is clear of clouds. Your steeds at the ready, Malbeth joins you with his men moments later. Deoch is among the throng of people who gather to wish you well. Torrgund looks to Malbeth and says:

"Milord, let me ride with you on this task."

Malbeth shakes his head and replies:

"Nay good Torrgund, you are needed here to see to Alatopel's defense should we not prevail and the shadow of Amon Garzak descend upon our home once more."

Torrkund frowns and says:

“As you will, it shall be done.”

With a wave to his people and a glance at his sister, Malbeth turns his steed to the open gate and the forested hills looming to the north.

The Narrator might wish to allow individuals to have their own departing scenes. For example, if a character has not already received the token of Deoch’s love, the Narrator may wish to use this moment for Deoch to express her love to the character before he departs and give that character the token of her love.

If Malbeth does not accompany the characters the Narrator should read or describe the following:

Malbeth regards each of you for a moment. “Truly, Alatopel has been blessed by the Valar, how else can we account for such noble friends? We shall look to the north and await your return. Until then, farewell.”

The gate of the stronghold is opened and the crowd watches you ride through, their faces betraying their thanks and their sorrow at your departure.

Weather Fair and Foul

The characters will once again travel the familiar road north towards the tower. If the characters participated on the Doom of Arnulf, they may recall that the weather itself was an obstacle with heavy winds and rains plaguing their journey. At the onset of this adventure, the characters will find the clear blue skies a good omen. Characters can attempt to use Weather Sense to decipher the future changes in the weather.

Over the course of their travel, clouds will steadily encroach, blotting out the sun and blue sky. The Narrator should indicate the gradual changes in the weather as the characters draw closer to the hill. The characters might surmise the weather seems like a portent of the dangers to come.

The Tower of Amon Garzak is approximately 17 Leagues (51 miles) to the north of Alatopel through forest-covered hills with old paths once used by woodsmen but now overgrown with thickets and reclaimed by the forest. The characters, however, have the benefit of having once traveled this route and a skilled tracker might notice the once hidden paths now have the telltale signs of passage.

The better weather and familiarity with the route will help reduce the travel time. Assuming the characters are riding lightly burdened steeds at a walking pace for 8 hours, it will take them four days to return to the hill. If the characters press their travel by two hours over the course of the four days, they can reach the hill by nightfall of the third day.

The first day of travel is uneventful. Yrreth, however, has not been idle since his last defeat at the hands of the heroes. Spies now monitor the comings and goings of Alatopel. Even Malbeth’s scouts did not venture unnoticed by Yrreth.

Several large crows serve as Yrreth’s eyes over Alatopel. The crow that notices the characters is named Fuinthol (“Gloomhelm” in Westron). Fuinthol will monitor the character’s progress through the woods. The crow will do his best to remain out of sight and in the high branches whenever possible. A player character might have the opportunity to spot Fuinthol by making an Observe (Spot) Test at TN 10.

The Narrator might consider having the characters make several Observe Tests to spot a variety of animals such as other birds, squirrels and deer over the course of the four days. The Narrator should allow a chance to spot the crow only after allowing several Observe tests against other animals. Spotting another animal, even a crow, after several such rolls might help disguise the crow's more sinister purpose.

Once Fuinthol ascertains that the heroes of Alatopel are proceeding north, he will take flight to alert the Orcs in service to Yrreth. If the characters are unaware of Fuinthol's activities, the crow will successfully alert the Orcs, allowing them to set up an ambush two days into the journey as described in Scene III.

If the crow somehow betrays his true nature to the player characters, the Orcs will not be prepared for the characters as described below. Instead, the Narrator should allow an equal opportunity for the Orcs and the characters to become aware of the other group.

Scene III: Orc Ambush

The Narrator should give the characters an opportunity to realize something has picked up their trail. On a successful opposed test (Observe skill versus the Orc Stealth test) the characters will become aware that they're being watched and followed, which might be enough of a warning to foil the Orc ambush. If the characters remain unaware of the presence of the Orcs read the following:

Clouds have slowly gathered over the course of the day, choking out the last of the blue sky. The dark of the forest pass deepens. You can smell the acrid odor of rotting tree limbs and wet pine needles upon the forest floor. The leaves and branches of the oak and ash trees bend like hunched trolls about to enjoy an unsavory meal. Suddenly, the harsh hiss of bow strings cuts through the forest air; a black-fledged dart strikes a tree branch above your head!

The Orcs will plan the ambush to their advantage, shadowing the movements of the heroes and striking at night. A band of 12 Forest Breed Orcs (see page 39 of the "Fell Beasts and Wondrous Magic" book for statistics on the Orcs) will ambush the characters. If you do not have access to Fell Beasts and Wondrous Magic, use the statistics on Orcs from the Core Rulebook.

The Orcs will ready bows and strike from a low ridge overlooking the path. They will all be gathered on that side of the road and will attempt several volleys of arrows before pressing the attack with their wicked blades. The Orcs will launch their arrows at any Dwarves or Elves in the band before any others; such is the power of their hate that it blinds them to any other stratagem.

A heroic act might be sufficient to break the craven-hearted Orcs' will to fight even if they're winning the battle. If the Orcs lose half their number, the survivors will attempt to retreat and alert their fellows, pressing on without sleep to reach the tower before the characters. The characters will be hard pressed to cut down the survivors over the next two days. Failure will certainly alert the Orcs of Amon Garzak of the characters.

In any event, once the crow Fuinthol has alerted the Orcs, he flies to master Yrreth to warn the magician that his enemies come to draw swords against him. Fuinthol reaches his master mid-day, leaving Yrreth a day and half to prepare for the arrival of the characters.

As part of his preparation Yrreth uses sorcery to enslave a nearby wolf pack and orders them to hunt down the characters as described in Scene IV.

Scene IV: Yrreth's Wargs

Darkness descends as you make camp, less than a half-day's travel to Amon Garzak. The air is rich with moisture and the ground fog thickens. Suddenly, howls can be heard. Leaping from the woods are hideous beasts bristling with fur, fanged snouts and powerful hunched bodies. Their feral eyes glint red in the light of your campfire. The air chills as the great lupine beasts pounce, guided by unnatural rage.

There are six wargs under the power of Yrreth. The wargs will relentlessly attack the characters unless they have some means of breaking the sorcery commanding their will. In that case, the surviving wargs will flee into the night. Statistics on Wargs can be found in the Core Rulebook or on page 51 of *Fell Beasts and Wondrous Magic*.

As the Wargs engage the characters, the characters receive unexpected aid. The Narrator should decide which character or characters are most hard pressed by the wargs. Several arrows sing from bows cutting down one or two of the wargs, hopefully turning the tide of the battle. Alternately, if the characters are faring well against the wargs, the volley of arrows can cut down the last two wargs, sparing the characters the risk of being hurt, yet still providing timely aid.

The characters owe their gratitude to a northern Dunedain ranger and his band. The Ranger will reveal his name as Andrandir and he leads a band of twelve. He will explain that the meeting was not by chance. He and his fellows were instructed by an old friend (Gandalf) to assist the characters in their task.

The characters will likely welcome the aid, especially if they're experiencing doubt about their chances of success. If the characters have not already deduced that the enemy is aware of their approach, the wolf attack should be an epiphany that Yrreth actively works to thwart their arrival.

The characters will likely be concerned that the tunnel is heavily guarded. Andrandir will confirm that their suspicion is true. He notes however, that Yrreth has not yet brought the other Orcs in the region under his banner. He will suggest that the battle may be costly but waiting may give Yrreth the time needed to rebuild his strength and unite the Orcs. The choice, of course, is the characters to make.

Scene V: The Attack on Amon Garzak

A thick fog cascades down the hill, weaving across the ground like outstretched limbs, covering the surrounding countryside. The shrouding mists distort sound and sight. Moisture clings to your skin and dampens your cloaks. The decrepit tower rises behind old walls worn with the passage of time and the elements. Dark figures (Orcs no doubt) saunter and shuffle along the walls.

Narrators should note that the enemies within the Tower and in the underground passages have a +3 modifier to use Intimidate (Fear) against the heroes because of the evil of the location and the lurking menace within. See page 233 of the Core Rulebook regarding the effects of fear on a character.

It is possible the characters may decide on a more direct attack on the tower defenses. The walls, though old and poorly kept over the centuries, are still stout with a protection of 4 and structure of 6. The gate, however, has a protection of 3 and structure of 4. The tower has a protection of 5 and 75 structure. Doors within the tower itself are considered average wooden doors with protection of 2 and structure of 3. The main tower door is more resilient, with a protection of 3 and structure of 5.

25 Orcs guard the tower walls. 20 Orcs guard the tower itself. Another 20 Orcs lurk in the dungeon below, awaiting an attempt to use the tunnel. Yrreth will redirect his forces as necessary, depending on what the characters do. In addition to Orcish swords and shortbows, each Orc carries a throwing spear.

A sufficiently large force with time to prepare for a siege would likely prevail in a short time over the tower's defense in its current state. The characters have neither the numbers nor the time to prepare for a more protracted affair. A direct assault on the walls will likely fail. The characters will have to risk the tunnels, something Yrreth is hoping for, believing he will be able to surround the characters and cut them down.

Once the characters are engaged in battle in the dungeon, Yrreth will order 10 of the tower guard to reinforce the dungeon and send another 10 Orcs from the walls to enter the tunnel, effectively cutting off an escape route and surrounding the characters. Yrreth will join the Orcs who descend the stairs into the dungeon. He is, however, unaware of Andrandir and his men.

Depending on how the characters employ the assistance of Andrandir, it could be the difference in the battle. If Andrandir and his men are used as a rear guard, they could easily cut down the Orcs as they approach the tunnel entrance. If successful, Andrandir would then lead half his men into the tunnel to assist the rest of the attackers.

If the characters overcome the Orcs in the dungeon, Yrreth will attempt to retreat and gather his forces in the main hall. He is not above leaving the Orcs to defend as he effects an escape. If Yrreth attempts to flee the battle, the Orcs' craven nature will undermine any final defense and the Orcs will break rank. The heroes, whomever are left, will win the day! Truly will the minstrel Bardywn sing of this stunning victory when he hears of it!

The Narrator should keep in mind the cowardly disposition of the Orcs. If the tide of battle turns against them, they are prone to flight, granting the characters a much-needed reprieve.

In addition, Khalin will make a heroic effort to ensure he brings the magician down once and for all. He'll not allow him to escape his grasp this time, even if it costs him his life. If the Narrator sees fit, the Narrator can use Khalin as an element of tragedy. Khalin could cut a swath through the Orcs and be struck by several Orc arrows as he forces his way to Yrreth, and with a mighty blow, hews the magician down, only to fall moments later from his wounds, his vengeance satisfied. At the Narrator's discretion, Khalin could mutter a few last words before succumbing to his wounds at the conclusion of the battle. Of course, the Narrator may prefer to give Khalin a fair shot at survival and let the dice determine his fate.

The crow Fuinthol is also fluttering about squawking and occasionally muttering a curse or two. A Player Character might recognize the bird as one that was seen previously during the course of their travels. If so, they might decide on a nasty consequence for the feathered spy or chose to ignore the bird and deal with more pressing matters. If Fuinthol escapes their ire, he will fly away and make an appearance later in the story.

The characters might be inclined to immediately search the tower (most likely for loot). The Narrator will have to decide whether to keep the story moving or allow this pause. Treasures and rewards are certainly due and appropriate. The Narrator might prefer to maintain the tension and emphasize to the characters that the real danger still lay below in the Deep of Amon Garzak. If the characters decide to explore the tower for wealth, a few echoing howls from the depths might help dissuade them from looting, at least until the depths are explored.

If the characters choose to loot the tower, the personnel effects of the black magician can be found. Therein lies the tomes stolen from Khalin's brother, see Scene VIII of the Doom of Arnulf. The tomes contain spells of sorcery, most notably, the vile power of Command. The Narrator is free to decide what loot the Orcs may have assembled or other odd items that Yrreth may have acquired in his travels. One such item might be an old map pinpointing an island off the coast of Umbar with the location of an ancient Numenorean treasure.

Chapter II: Into the Deep

Scene I: The Maw

The ruin and wreckage of battle lies strewn across the stone floor. Shattered swords, broken arrows and cleaved shields lie scattered about. Orc bodies rest in puddles of black blood like macabre islands in a strange, dark sea. The din of battle has given way to the silence of the grave, yet for a moment the echo of a beast's growl wind its way from the tunnel you now approach. The tunnel seems to devour all light and the air is still and stale. The Deep of Amon Garzak beckons you...

The lack of light in most areas of the tunnels will incur a –5 penalty to all physical tests, including combat for characters that operate blindly, as indicated in the Core Rulebook. Hopefully, characters have torches or some other means of creating light. Truly, a spell capable of such a feat is a great boon to any band of adventurers!

If the characters pause to examine the cavern passage before they enter it, they will notice carvings above the entranceway on an Observe (Spot) Test on a TN of 10. The writing is in the Black Speech. A loremaster or other person versed in the Black Speech can decipher the script on a successful check at TN 10.

By Morgul hand and blood fresh spilled

Angmar's Lord fulfills his will

And summons from the darkest depths

Hungry ghosts of wolfish flesh.

The Blood Hound of the Morgul Lord

That needs not mail, helm nor sword

Jaws of iron and claws that rend

Heralds death for Elves and Men.

Following this passage leads the characters down a rough, winding and steep pathway; the way is made dangerous by loose stones and moisture. Each character should make a Swiftess Reaction test at a TN 10 or otherwise stumble or slide, sending a small cascade of rocks and pebbles bouncing down the passageway, which alerts what lies beyond that visitors have arrived.

Eventually, the path levels and opens into a large, natural chamber with two branching paths.

Scene Two: Aratobor's Fall

If the characters take the left-hand path, they risk a treacherous fall. Mid-way down the passageway is a crevice, about three yards wide and 4 yards long. It is very difficult to spot without any light. If the characters are without any light source, the TN is 15. With the additional –5 penalty for physical tests, it's likely at least one character will plunge down the crevice.

If the characters have a light source the TN is only 10. The character directly behind the first character that falls can make a Swiftess reaction test of TN 10 to avoid taking the plunge as well. Additional characters are given sufficient warning because of the plight of their comrades and do not have to make a Swiftess test.

A character that falls down the crevice falls for 10 yards and suffers 2d6+3 damage. A swiftess test against a TN of 10 can reduce this damage by half. At the bottom of the crevice, the characters make a startling discovery. They're in a natural cavern with no other exits. If they hope to escape, they must either climb back up along the crevice walls or hope their companions have the sense to have brought a coil of rope on this venture.

Even a cursory exploration of the cavern reveals that they're not the first victims of the crevice. In the center of the cavern rests a skeleton covered in lime and other mineral deposits. The skeleton is adorned in a warrior's armor centuries old and still clasps a muck-covered sword in its hand. A careful examination of the skeleton reveals that the man broke an arm and one of his legs in the fall and could not attempt to climb back out and crawled to this spot, where he died.

A character with an appropriate lore (Narrator's discretion) such as pertaining to the realm of Rhudaur, ancient armors or Dunedain artifacts on a TN of 15 will be able to identify the armor as the once fine mail of the Dunedain of Rhudaur approximately 1000 years ago. If the Sword is examined, the muck and lime hide an ancient enchanted Dunadan Longsword (see Fell Beasts and Wondrous Magic page 92 for details on Dunadan blades).

The skeletal remains are all that is left of the stalwart Aratobor, the Dunedain who accompanied Hirnan against Sereghuan. A few moments after a character hefts the blade and attempts to remove the muck from it, the ghost of Aratobor appears. This phantom resembles the lord, only his features are gaunt and taut, its eyes are pale luminescent orbs. It appears draped in rotting clothes and armor. Moaning in despair and self-loathing it extends one of its bony, pale hands to the character.

The characters may think the restless spirit seeks to harm them and may move to attack. A pity for those characters, for this phantom is a portent and dangerous spirit if roused to anger. If the characters do not react with any hostility, the phantom speaks, his voice hoarse and crackling like brittle wood splintering:

"Hear me oh travelers of this treacherous path. Once I was Aratobor, of Dunedain blood of shining Rhudaur. Against Angmar I stood, against Sereghuan I faltered and in my shame I fell...and linger still."

If the characters are aware of the history of the region, Aratobor, Hirnan or Sereghuan, they will likely wish to question Aratobor further. The Narrator will have to devise some of his own responses to the characters' questions; however, sample responses for some of the more likely questions are provided.

What happened to Hirnan?

" Alas, I stood with Hirnan as mayhem and bloodshed befell us. The great beast Sereghuan leapt upon us and I despaired and fear chilled my heart. Blindly I ran and the earth swallowed me in my shame. Now I suffer a coward's fate until my wrong is undone."

How can we free you?

"Oh noble souls! Truly good still shines brightly against the darkness of Angmar! Seek the beast Sereghuan and strike it dead! To aid thee in that grim task, take up my sword and smite the werewolf through its heart and send its spirit back to the black pit whence it came!"

Sereghuan is still alive then?

“Bound am I, cursed, never to know the Hall of Mandos until the creature is slain.”

It should become clear through conversation with the phantom that Aratobor is bound by his shame and guilt for abandoning Hirnan in his time of need. The spirit cannot rest until it sees the destruction of Sereghuan, what the phantom believes is the cause of his misery.

The characters must be careful, taunting the spirit in any fashion, including chiding it about its cowardice will send it into a wicked rage and it will attack the characters. Should the characters return, the ghost of Aratobor might not remember what provoked its anger. Then again, it might and proceed to attack once more. It is important that the characters never become comfortable with the spirit. It's a soul in a tormented state and that should never be far from the characters' minds.

Scene III: Goriel's Lair

This scene takes place after the characters negotiate past the crevice and continue into the cavern beyond.

You emerge in a large cavern filled with stalagmites and stalactites. Along the cavern walls, at various intervals from the cavern ceiling to the cavern floor, are smaller caves. There are five smaller caves, apparently branching out from this area. One cave, however, allows a stream of moonlight or daylight as the case may be, to illuminate a small area in northwest section of the cave. Webs are strewn among the stalagmites and stalactites. A few cocoons dangle from the cavern ceiling. Looking closely at some of the cocoons, you can clearly perceive desiccated, nearly mummified husks in faded coppery-gold armor that were once Elves.

This is the lair of a spider brood. In fact, the largest and fiercest of the spiders is the progenitor of the spiders that once inhabited the dungeon of the tower. Those young spiders made their way to the dungeon and took up residence since food was plentiful thanks to the wicked Orcs who enjoyed watching the sport of the spiders feeding on helpless prisoners, animals and on occasion, an Orc who incurred the wrath of Yrreth.

The spiders here, however, are older, fatter and far viler. The spiders use the smaller caves to explore the cavern system for food, especially the cave that allows outside light. That particular cave leads to the forest, where animals such as deer and wild boar are plentiful.

Here are two cocoons with the remains of the good people of Middle-Earth. Two are the remains of elves that accompanied Hirnan to face Sereghuan. Wounded and fleeing the werewolves, they sought safety in this cavern, only to become the prey of the spiders. A few other cocoons contain the remains of deer, boars and an unlucky Orc or two.

Two of the Spiders lurk in webs on the cavern ceiling. Two more are in separate side caverns and slowly approach. The last, the mother of the other four emerges from the moonlit cave, hungry after a failed hunt. She attacks after her brood engages the heroes.

The Narrator should use the statistics for Spiders in the Core Rulebook on pages 295. The four “children” are Small Giant Spiders. The mother is a Large Giant Spider who calls herself Guriel “the dread daughter” of Ungoliant! If the Narrator has the Fell Beasts and Wondrous Magic sourcebook, substitute the Large Giant Spider statistics for the Greater Giant Spider statistics on page 27-28 of Fell Beasts and Wondrous Magic.

The Spiders will attempt to use their Poison of Sickness to weaken and disable adventurers. If successful in incapacitating their opponents, they'll web their comatose prey and string them up for a fine meal at their leisure.

If the characters slay two of Guriel's brood, she becomes enraged but fearful and warns the characters she will use her deadly venom if they do not leave her lair. If the characters press the attack, she'll make good on her word. If she takes more than two wound levels, she will hiss in anger and attempt to retreat up the cavern wall into the depths of one the tunnels. Her surviving brood will follow suit.

Once the spiders have been dealt with, whether permanently or not, the characters have few moments explore the chamber. If they cut down the cocoons with the corpses of the Elves, they'll find the corpses are wearing ancient Noldor armor that sport puncture wounds from the fangs of the spiders. On the cavern floor can be found the remains of two Elvish swords. One of the blades is shattered but the other, despite the centuries that have passed, is still serviceable. Once cleaned, oiled and sharpened, the blade is true and the weapon reveals itself as a masterwork of the Noldo smith Celegoras, forged nearly 1,500 years ago in Eregion. This masterwork item inflicts an additional point of damage. A few other items of Orcish make, rusted and rotted beyond use can be found as well. A few silver coins can be scavenged from the dead but most heroes worth their salt would frown at desecrating the corpses of fallen Noldor.

Unless the characters wish to scale the walls and chase the spiders or explore the tunnels leading into depths unknown, there is no other option but to turn around and proceed down the other passage.

Scene IV: The Den of Evil

The tunnel passage opens into a large cavern; minerals within the rock reflect the light you bear and cast a strange luminescence, shimmering across the chamber. The bones of many dead, whole rib cages, skulls and spines cover the cavern floor. Many of the bones are still adorned in rotting armor, or cling to shattered shields. Others seem shredded of all belongings and bear signs of rending claws and ripping teeth. In the center of the chamber is a crude altar of stones, like a small dolmen, bearing etchings similar to Elfish.

You can smell the fetid, feral odor of wet fur and stench of an animal's breath, an animal that must feast on raw flesh. Suddenly, from the depths of the darkness, you see glowing red eyes, then another set, then another. Low growls rumble from their gaping jaws. Their hideous forms come into view. Some of the creatures walk upright but are neither man nor wolf but a dread union of both. Others are on all fours, in the shapes of Wargs but you know them for what they are, werewolves in service to the Dark Lord and summoned by the Witch-King of Angmar long ago to plague the Dunedain of Rhudaur. These are the last of Sereghuan's pack and they crouch low, snarling ready to pounce, but suddenly pause.

A low, deep howl echoes through the chamber. From a tunnel entrance directly across from where you stand emerges another of the beasts, this one bears a horrid scar across its chest, marring its otherwise matted black fur. It shakes its head in challenge; saliva spills from its mouth as it bares yellowish fangs. Its breath reeks of rotted meat. Its name leaps unbidden to your lips as you try to squelch your terror: "Sereghuan." The creature's malevolent eyes widen in recognition, perhaps mild surprise that you know its name. Then its eyes narrow once more intent on the kill.

The Narrator should allow the characters a few moments for the characters to make a rousing declaration or two and have Sereghuan respond and at the appropriate moment, let the dogs out.

Werewolves are a serious challenge for characters in the recommended advancement range. The Narrator should carefully evaluate how wounded and weary the characters are and decide on an appropriate number of

foes. One werewolf per character and Sereghuan might be the maximum any band of heroes can sufficiently manage with any degree of success. If the Narrator believes his group is hardier, armored or otherwise capable of handling the challenge, he may choose to outnumber the group. The pack, however, should not exceed seven werewolves and Sereghuan. Statistically, Sereghuan has the same statistics as the other werewolves with the following additions: +2 to his attack skills and +1 to his health.

In this chamber, near the old altar, is the sword Aglarelen. It is muck-stained and buried beneath bones, old armor and such. It was the source of the dreadful scar still evident on Sereghuan. If the characters are struggling against the werewolves, the Narrator should consider allowing a character to find Aglarelen. Perhaps a werewolf sends a character sprawling and the character loses his own weapon and in desperation, notices the bluish glow beneath the muck, reaches out and grasps the hilt of the ancient Elfish blade in time to turn the tide of the battle. Alternately, the Narrator may elect to allow a character with the Charmed Life or Favor of Fortune edge stumble upon the blade.

If Sereghuan is slain and some of the other werewolves are still in battle, the Narrator should allow the character that slew Sereghuan to make an Intimidate skill roll. The result of that roll determines the TN of the werewolves who must make a Willpower Reaction test or attempt to flee. If the characters prevent the escape, the werewolves lose all control, overcome by fear and hate; they attack the characters relentlessly until they or the characters are vanquished.

If the characters are successful in their battle, a fuller examination of the chamber reveals that there are two other tunnels. The one that Sereghuan emerged from and one on the eastern side of the cavern wall, it is narrow and winding but eventually reaches a cave entrance to the surface. It is this passage that the werewolves used to reach the forest and Alatopol. The other passage leads to the last cave described in Scene V.

If the characters examine the altar, they feel a chill at the spot. While the altar is not enchanted, its legacy of evil, its use by the Witch-King and the summoning of the Werewolves is enough to make any character uneasy. If examined by a Loremaster, Magician or member of another order with the appropriate lore or ability to cast spells, the etchings in Black Speech provide the full text of the Werewolf's Call, a sorcery spell that is necessary to summon werewolves.

If a character chooses to retain the knowledge of the Werewolf's Call rather than marring the stones and making the text indecipherable, that character gains two points of corruption as opposed to the standard one point for learning a Sorcery spell. This spell is particularly heinous and evil; a source of much misery throughout the ages, to retain it directly furthers the machinations of Sauron. It is plainly, the wrong thing to do.

The Narrator may wish to allow other treasures to be found among the debris and wreckage of previously fallen warriors, animal carcasses and poor ambushed souls who were dragged here, screaming in terror, only to be devoured by the werewolves.

Scene V: The Tormented Prisoner

If the characters decide to explore the tunnel that Sereghuan exited they discover quite the surprise. Not everybody in the werewolves' den was slain and eaten.

You see an Elf, his right hand is missing and the stump is a mess of mangled scar tissue. His dark hair is very long, gnarled and matted. His body is emaciated. The stench of long years, filth and abuse heaped upon him assaults your

senses. He is bound by a neck collar and long rusty chain of Orkish make set to an iron loop in the wall, giving him a few scant feet in which to move.

As the characters approach, he weakly says: "Enough, enough, kill me Sereghuan, kill me." Even if the characters assure him Sereghuan is slain, he first believes the characters are a figment of his imagination, only when he's touched by them does he realize his rescuers are real and despite his Elvish nature, he weeps.

The characters have indeed discovered the fate of Hirnan.

Centuries ago, as the werewolves struggled against the invading host, the Elves and Aratobor succumbed to claw, fang and the terror of the werewolves. Eventually, only Hirnan stood, surrounded by the werewolf pack. He fought valiantly but as he slew one of the Werewolves, Sereghuan seized the opportunity to lock his jaws upon Hirnan's wrist and bit off his hand.

Sereghuan did not slay the Elf but instead chose to torment him for the wound that the Elf delivered. He would often torment and torture Hirnan, feeding him raw flesh, even the flesh of Men and Orcs to keep him alive. Hirnan, however, as much as he wished it, could not let himself die. Yet, despite a will that no mortal man could match, Hirnan had finally despaired. He had begun to die and now wished the release of death, only to be saved in his final hours.

The chain can be hewn or the lock picked by a character with Legerdemain (TN 10). Once freed, the characters will have to carry Hirnan to the surface. Their return, however, is uneventful, though if they pass near the crevice again, they hear Aratobor's voice one last time and the spirit whispers: "*Thou have saved me...many thanks dear friends...*"

Chapter III: Resolutions

Scene I: The Hill of Green Blossoms

Once the characters emerge from the caverns either back through the tower dungeon or out the passage of the werewolves' den, they see an extraordinary transformation has taken place whether it is day or night.

As you emerge from under the earth and look upon the hill and tower of Amon Garzak, you see an amazing event. Along the walls of the fort and all along the hill have blossomed beautiful and delicate green flowers. Amon Garzak is no more. Amon Galenloth has returned.

This should further hearten the characters as they venture back to Alatopel. Any character that chooses can use Weather-Sense and if successful, will prognosticate a fine week of sunshine and a mild breeze. Even the woods seem brighter, drier and friendly all the way back to Alatopel.

Hirnan after he has time to wash in a creek or small lake or pond, regains some sense of self, and explains the events of his final battle with Sereghuan. If a character has found Aglarelen, he does not inquire about the sword, though he may note which character has it and will quietly learn what he can of each character and what deeds they have accomplished as they travel back to Alatopel. If the character offers the sword back to Hirnan, he will accept it graciously and thank the character but will ask that the character carry the blade for now, since he is no condition to wield it.

Scene II: Alatopel Rejoices

When the characters are spotted returning the village erupts with activity and the sounds of joy. As the characters pass the gates, Deoch (and Malbeth if he did not accompany the characters) and others of the court have gathered with the common folk to welcome them back. There is intense rejoicing if all the characters survived. If they have lost friends, there is a mixture of sorrow and relief.

If Malbeth accompanied the heroes and was lost, the village is deeply troubled to have lost Arnulf and his son in so short of a time. If the character that is the love interest of Deoch has survived, there is some hope that a wedding will soon take place. In fact, the narrator could use the village celebration as the backdrop to a wedding of Deoch and the character.

If Khalin survived, and nobody else seeks to do so, with the blessing of the lord of Alatopel, he decides to take residence in the Tower of Amon Galenloth. He brings many of his kinsmen to help refashion tower and hewn the natural caves into a Dwarf-hold. Of course, there could still be a few dangers, such as few lingering spiders; he could use some assistance in eliminating. If successful, Khalin fashions the Tower of Amon Galenloth and its Deep into a fine Dwarf-hold, erasing all traces of the evil that once plagued it. If another character decides to lay claim to the tower (and offers an oath of fealty to the lord of Alatopel) then Khalin offers his services and those of his kinsmen in fashioning a new hold.

If a character still has Aratobor's sword, it should occur to that character that the weapon is an heirloom that rightfully belongs to Malbeth and Deoch. Of course, neither is aware that the sword the character possesses once belonged to Aratobor, and that character is free to keep it, ethics aside. A character, however, who reveals the origin of the sword and offers it to Malbeth will deeply move Malbeth and all the court. Malbeth will graciously accept the sword and then gift it willingly to the character in gratitude. This should automatically grant the character a Renown award of +2 above and beyond the total renown earned for the events in this story. Considering the scope of the story and the potential forces involved, the Narrator should be generous in considering the Renown award of the characters.

If Andrandir the Ranger survived, he takes his leave of the characters after the festival, wishing them well and counting them as allies and friends. He tells them he will take word to Gandalf of their impressive deeds. He sets out the a few days later with any of his surviving companions.

Hirnan also recovers fairly well after a hot bath, decent wholesome food and the open-hearts of the people of Alatopel. Malbeth and Deoch treat him as visiting royalty. He becomes a bit more talkative and chances a smile now and then. He looks very much like a noble Elf lord now that he is no longer tormented, though his eyes betray a suffering and pain that truly cannot be extinguished. He does, however, remain in Alatopel for as long as player characters do. Over that time, he continues to learn about the characters and exchange tales. The Narrator may wish to sow the seeds for future stories through the knowledge gleaned from conversations with Hirnan.

Their time in Alatopel should be a time of joy, pleasure, hot meals and friendships further cultivated. It is a time for the characters to heal their wounds, refresh their spirits and rejoice in the victory against the shadow. A time for them to sit back and breathe fine air and sniff the beautiful green blossoms that grow on Amon Galenloth.

Scene III: Hirnan's Farewell

After a time, whether the characters are ready to adventure or travel to some other parts in allegiance to some duty, Hirnan will decide it is time for him to depart. Before doing so, he will thank Deoch, Malbeth and the many people of Alatopel. They have done much to heal his spirit as well as his body. But, before he departs, he will grace one of the characters with Aglarelen. It does not need to be the character that first found the sword or

has carried it up until this time. The Narrator should base Hirnan's decision on what character best exemplifies heroic qualities, especially over the course of this story. Any character who accomplished a heroic task at considerable risk and exemplifies consistent heroic qualities would be a good candidate.

Hirnan will hand the character the sword with his one good hand and say:

"My thanks to you and your companions. I had despaired and you saved me. You brought me from the darkness and returned me to the dawn. Yet, I am much diminished. I have been driven by rage all these long years, angered at the loss those dear to me but the years have taken their toll as sure as the bite and malice of Sereghuan.

It is time I was on my way.

Aglarelen has served me well against the Shadow's servants. Its light was a guiding beacon of hope, like the stars against the black of night that a mariner trusts when upon the open seas. May it continue to light the way in your hand. My thanks again and farewell, for on the morrow, I travel to the Grey Havens and sail West."

Hirnan will enjoy that final evening in the company of the characters and the hall of Malbeth. Bardwyn's songs will be especially touching and heartfelt. On the morning, on a steed gifted by Malbeth and cloaked in green, Hirnan will bid his final farewell to the characters, Alatopel and Middle-Earth.

If the characters decide to travel with Hirnan to Lindon, until their roads part or otherwise see them off, allow one of them to spy a large, familiar looking black crow perched on a branch ahead. Before the character can react, Fuinthol caws and flies away. His mocking cries linger in the air and finally fade.

Here ends the *Deep of Amon Garzak*.

But the Adventures in Middle-Earth continue...

Appendix

Major NPCs

Malbeth, son of Arnulf, Lord of Alatopel

Race: Man (Middle)

Racial Abilities: Adaptable (+2 Swiftnes), Dominion of Man, Skilled

Attributes: Bearing 10(+2), Nimbleness 8(+1), Perception 8(+1), Strength 10(+2), Vitality 9(+1), Wits 7 (+0)

Reactions: Stamina +2, Swiftnes+1, Willpower +2, Wisdom +2

Defense: 11

Order: Noble, Warrior

Order Ability: Noble Mien

Advancements: 5

Skills: Armed Combat: Blades (Longsword) +7, Climb +2, Inspire +4, Intimidate +3, Observe +3, Language: Westron (Common)+7, Lore: Realm (Rhudaur)+6, Lore: History (Rhudaur)+5, Lore: History (Angmar)+3, Persuade +2, Ranged Combat +4, Ride +5, Run +1, Siegecraft +3, Survival (Hills)+2, Track+3

Edges: Command

Flaws: none

Health: 11

Courage: 4

Renown: 7

Gear: chainmail, large shield, spear, longsword, horn, short bow and a quiver of 20 arrows.

Khalin

Race: Dwarf

Racial Abilities: Animal Aversion, Craftsmanship, Firestarting, Hardness of Body, Hardness of Mind, Healthy

Attributes: Bearing 10(+2), Nimbleness 5(+0), Perception 6 (+0), Strength 13(+3), Vitality 9(+1), Wits 7 (+0)

Reactions: Stamina +3, Swiftmess+0, Willpower +0, Wisdom +0

Defense: 10

Order: Warrior

Order Ability: Evasion

Advancements: 4

Skills: Armed Combat: Axes (Battle Axe) +10, Climb +6, Intimidate +3, Observe +5, Language: Khuzdul (Common)+7, Language: Westron (Common)+4, Lore: Realm (Rhudaur)+2, Lore: History (Rhudaur)+2, Lore: History (Angmar)+2, Lore History (Blue Mountains)+4, Ranged Combat +2, Ride +2, Run +1, Siegecraft +6, Survival (Hills, Mountains)+5, Track (Orcs)+5

Edges: Warrior's Heart, Bold

Flaws: Stiff Necked

Health: 12

Courage: 3

Renown: 3

Gear: chainmail, Battle-Axe short bow and a quiver of 20 arrows.

Yrreth the Magician

Race: Man (Middle) Racial Abilities: Adaptable (+2 Swiftness), Dominion of Man, Skilled

Attributes: Bearing 11(+2), Nimbleness 7(+0), Perception 8 (+1), Strength 4(+0), Vitality 5(+0), Wits 12 (+3)

Reactions: Stamina +0, Swiftness+1, Willpower +4, Wisdom +2

Defense: 10

Order: Magician

Order Ability: Spellcasting 2, Wizard's Heart

Advancements: 5

Skills: Armed Combat +1, Climb +1, Debate +4, Intimidate +3, Language: Common (Westron) +7, Language: Sindarin+5, Language: Black Speech: +5, Language: Orkish +4, Lore: Realm (Angmar) +5, Lore: History (Angmar) +5, Lore: History (Mordor) +5,

Lore: Realm (Mordor)+3, Lore: History (Arnor)+4, Observe+3, Persuade +6, Ranged Combat +1, Ride +2, Run +1, Search +2

Edges: Strong Willed, Tireless, Command (Orcs of Amon Garzak)

Flaws: none

Health: 5

Courage: 2

Renown: 3

Spells: Beast Speech, Command (Sorcery), Enslave Beast (Sorcery), Evoke Fear (Sorcery), Voice of Command, Ruin (Sorcery)

Gear: Longsword, dagger

Andrandir, Ranger of the North

Race: Man (Dunedain)

Racial Abilities: Adaptable (+2 Swiftness), Dominion of Man, Skilled

Attributes: Bearing 10(+2), Nimbleness 9 (+1), Perception 8 (+1), Strength 10(+2), Vitality 9(+1), Wits 7 (+0)

Reactions: Stamina +2, Swiftness+1, Willpower +2, Wisdom +2

Defense: 11

Order: Warrior, Ranger

Order Ability: Evasion (Wr), Camouflage (Rgr)

Advancements: 8

Skills: Armed Combat: Blades (Longsword) +8, Climb +2, Inspire +4, Intimidate +3, Observe +3, Language: Westron (Common)+7, Lore: Realm (Rhudaur)+6, Lore: History (Rhudaur)+5, Lore: History (Angmar)+3, Persuade +2, Ranged Combat +5, Ride +3, Run +1, Siegecraft +1, Stealth +5, Survival (Hills)+7, Track+7, Weather Sense +3

Edges: Accurate

Flaws: none

Health: 11

Courage: 4

Renown: 3

Gear: leather armor, longsword, horn, longbow and a quiver of 20 arrows.

Hirnan

Race: Noldor Elf

Racial Abilities: Noldorin Lore, Inner Light, The Art, Beast Skill, Comfort, Elven Form, Elven-Sense, Elven-Sleep, Farsightedness, Ghost Scorn, Lightfootedness, Swift Healing

Attributes: Bearing 13(+3), Nimbleness 10(+2), Perception 10 (+2), Strength 9(+1), Vitality 11 (+2), Wits 13 (+3)

Reactions: Stamina +3, Swiftiness+2, Willpower +4, Wisdom +3

Defense: 12

Order: Warrior, Craftsman, Loremaster, Captain

Order Abilities: Evasion (War), Air of Command (Cap), Expertise (Lor): werewolves

Advancements: 20

Skills: Armed Combat +12, Climb +5, Craft: Jewelry +7, Debate +6, Insight +5, Intimidate +7, Language: Common (Westron) +8, Language: Sindarin+8, Language: Quenya: +6, Language: Orkish (regional dialect) +4, Lore: Realm (Lindon) +8, Lore: History (Lindon) +8, Lore: History (Lindon) +8, Lore: Realm (Eregion)+6, Lore: History (Arnor)+5, Lore: Werewolves +8, Observe+6, Persuade +8, Ranged Combat +8, Ride +8, Run +3, Search +5, Siegecraft +4

Edges: Valiant, Fell-Handed

Flaws: Crippling Wound

Health: 12

Courage: 4

Renown: 20

Spells: none

Gear: none

Item of Note

Aglarelen “Glory of the Stars”

Forged by Noldor smiths in the Second Age under a star filled sky, the smiths seemed to hammer the light of the stars into the blade itself. Aglarelen was forged for Hirnan to wage battle against the werewolves of Morgoth and Sauron. Under the star-filled sky or in the presence of werewolves, Aglarelen burns with a bluish radiance. Through the centuries, it served its wielder faithfully, until that fateful day when Sereghuan took the sword hand of Hirnan.

The blade has several powerful gifts. First, it grants its wielder a +5 bonus to attack tests against werewolves. Second, in the presence of werewolves or under the light of the stars, the sword glows with a bluish radiance. The radiance grows stronger as the werewolves approach closer. It can detect the presence of werewolves in a range of 250 yards. It's light is sufficient to illuminate 100 yards around the wielder with the light of a full moon and star filled sky. Only by sheathing the sword can the radiance be hidden, and a cloak must cover the hilt. Otherwise, the hilt and pommel will continue to bathe the area in its brilliant radiance. Lastly, against werewolves, the weapon inflicts an additional 2 points of damage. Thus, Aglarelen inflicts 2d6+7 points of damage against werewolves.

New Spell

Werewolf's Call [Sorcery]

Casting Time: 10 minutes

Range: Special

Duration: Special

Weariness TN: 12

Cost: 3 spell picks

Method: Standard, Runes

Specialty: None

Effect: This vile spell allows the caster to call forth a spirit that takes the shape of the dreaded werewolf, a spirit made flesh. The Werewolf appears within 10 yards of the caster, however, the spell does not grant any control

over the monster, and the creature is free to do, as it will, if the caster does not have the Command spell. If the caster successfully commands the werewolf, the caster does not need to continue to use the Command spell to compel obedience. However, if the caster wishes to continue to command the beast, the caster must make an opposed Willpower reaction test each day. Otherwise, the werewolf is freed from the sorcerer's control and may decide to turn on its former master. Once it takes form on Middle Earth, the creature will return from whence it came until slain. Werewolves will automatically serve Sauron or one in direct service to Sauron such as the Witch-King without the need for a command Spell. Statistics and details about werewolves can be found in the Core Rulebook and Fell Beasts and Wondrous Magic.