

Illustration 1: "Escape From Númenor" artwork donated by Travis Henry (c) 2006-2008

Uswë

Númenorello

“Escape From Númenor”

Other Minds Magazine Issue #2 “Short” Version
A fan-based Middle-earth role playing adventure module
for use with any role playing gaming system set in J.R.R. Tolkien's universe.
(c) 2004-2008 Hawke

Eä Module #14001-OM Other Minds #2 Short Version
Draft Revision: 2010-05-31-04:08:18 PM

Many thanks for contributions by
Professor Chris Seeman, Travis Henry and Eric Duborg.
Additional thanks to Dr. Thomas Morwinsky for his detailed map of Númenor.

Also hanks to the following game testers:
Andrew, Chris S., Chris W., Jon N., Robert, & Jeff W.
Thanks to the early incarnation of this module, play testers:
Chris W., Shawn T., James, Rob V.

Front cover art by Travis Henry
Back cover art by Maria Lombide Ezpeleta
The full length version of this module will be available at the Númenor Project website:
<http://www.numenorproject.com>

Draft versions currently released under “normal copyright”.
Final releases planned to be released under “copyleft” options.
Currently considering one of the CC (Creative Commons) options pending further research.

Disclaimers:

ICE - Iron Crown Enterprises, Tolkien Enterprises, Tolkien Estate, Decipher, New Line Cinema, J.R.R. Tolkien, Wizards of the Coast.

Table of Contents

Uswë Númenorello - "Escape From Númenor".....	1	12.1 Adûnminulkan Keep.....	25
1 Preface.....	3	12.2 Village of Adûnurudzadan.....	26
2 Overview.....	4	12.3 Rómenna Docks Warehouse.....	28
3 Introduction (Short Version).....	5	13 Elendil's Fleet.....	29
4 Ciryaturion Speaks.....	6	14 The Fall.....	29
4.1 Elendil's Message.....	6	14.1 Too Late.....	29
5 The Debate.....	7	14.2 Just In Time.....	29
5.1 The Bounty.....	8	15 Encounters.....	30
6 Choosing A Path.....	8	15.1 Horses Caravan.....	31
6.1 Route 1 (Overview).....	10	15.2 Capital Road Sacrifice Caravan.....	32
7 Interruption.....	11	16 Appendices.....	33
8 The Chase Begins.....	11	16.1 Special Items.....	33
9 Unfolding the Tale.....	13	16.1.1 Stones of Zigûrun.....	33
9.1 Route 1 (Details).....	13	16.2 Game System Statistics.....	36
9.2 Route 1 Daily Events.....	13	16.2.1 MERP/Rolemaster.....	36
9.3 Day 1 (In the canyons).....	13	16.2.2 Decipher Lord of the Rings RPG.....	37
9.3.1 Day 1 Events.....	14	16.2.3 D20 (Eä).....	38
9.3.2 The Messenger.....	14	1.4 Large Black & White Map of Númenor.....	40
9.3.3 Adûnminulkan Keep.....	14	16.3 Player Handouts.....	40
9.3.4 Day 1 Random Encounters.....	15	16.3.1 Elendil's Message (Player Handout).....	41
9.4 Day 2 (Leaving the canyons).....	15	2 Elendil's Letter (PC Handout).....	41
9.4.1 Day 2 Events.....	15	1.3 Region Map 1 – With Route 1 Paths.....	42
9.4.2 Day 2 Random Encounters.....	15	1.2 Region Map 2 – With Route 1 Paths.....	43
9.5 Day 3 (Woods, hills, then open country).....	15	1.1 Region Map 3 – With Route 1 Paths.....	43
9.5.1 Day 3 Events.....	15	16.3.2 PC Rough Map of Numenor (Black & White).....	46
9.5.2 Day 3 Random Encounters.....	15	16.4 Area Maps.....	48
9.6 Day 4 – (Open land, through the woods).....	16	16.5 Fonts used.....	50
9.6.1 Day 4 Events.....	16	16.6 Abbreviations & Conventions Used.....	50
9.6.2 Day 4 Random Encounters.....	16		
9.7 Day 5 – (Hills, the Village of Adûnurudzadan ("West Mountain Home")).....	16		
9.7.1 Day 5 Events.....	17		
9.7.2 Day 5 (not-quite-so) Random Encounters.....	17		
9.8 Day 6.....	17		
9.8.1 Day 6 Events.....	17		
9.8.2 Day 6 Random Encounters.....	17		
9.9 Day 7 (North of the Meneltarma).....	18		
9.9.1 Day 7 Events.....	18		
9.9.2 Day 7 Random Encounters.....	18		
9.10 Day 8 (Within reach).....	18		
9.10.1 Day 8 Events.....	18		
9.10.2 Day 8 Random Encounters.....	18		
9.11 Day 9 – Capital City and the Bay.....	18		
9.11.1 Day 9 Events.....	18		
9.11.2 Day 9 Random Encounters.....	18		
10 Day 10 (Success or The End!)Day 10 Events.....	18		
10.1.1 Day 10 Random Encounters.....	18		
11 Cast of Characters.....	19		
11.1 Ciryaturion.....	19		
11.2 Aghân.....	20		
11.3 The Spy.....	21		
11.4 The Captain.....	22		
11.5 The Priests & Priestesses.....	23		
11.6 King's Man officers.....	23		
11.7 King's Man Soldier.....	23		
11.8 King's Man Messengers.....	24		
11.9 King's Man Scouts.....	24		
11.10 The Villagers.....	25		
12 Detailed Locations.....	25		

1 Preface

A little background information on the evolution of this module might be of interest to some people. Feel free to skip this section and get straight to the “meat” of this document if you wish.

1.1 *The Beginning.*

I have always enjoyed and had a fascination with Tolkien's focus on the Men of Westemne, and their various permutations over the “eons”.

This adventure originally started long ago, around 1999 or so as an adventure I wrote up for a group of fellow Middle-earth gaming friends. It was my campaign I called “Tunnel of Ages” ICE MERP 2nd Edition campaign. Using (loosely) the ideas from J.R.R. Tolkien's “The Lost Road” and others of his “time travel” ideas, I created a place where one could take divergent tunnels (through a vast array of challenges of course), that would then lead to significant time periods in different Ages of Middle-earth. This group that was beginning in the Fourth Age did not realize as they traveled back in time to the late Second Age and appeared in Númenor mere weeks before it's downfall. Of course, the players did not know exactly at first where they were, and what was going on. One player, who has a bloody photographic memory (thanks Shawn T!). :-) Figured out fairly quickly what was going on, and realized how quickly they needed to get off the doomed isle. Of course, realizing this was only a fraction of the challenge. I had them appear in the northern “spur” of the land, near to the “observatory”. Due to my moving from Utah to California part way through this campaign, it was unfortunately never quite finished, but we had a few fun sessions with it. All my gaming was put on hold for a few years for the most part while I did the “Silicon Valley .com thing”. It was not until life slowed down enough several years later that I thought to bring this adventure back to life.

1.2 *Resurrection and Reincarnation.*

This adventure was re-started as just an idea for a fast paced “ready to play” adventure module as I became a little more learned in my Tolkien lore. So it evolved and matured significantly from those very loosely based days in '99. I first started working on this “revival” back around 2004 or so. I wanted it to be system agnostic, meaning that any RPG game system could be used with it, and for it to be as “true” to the spirit of Tolkien's universe as I could make it, while still be eminently playable and not just a long essay on the final days of Númenor.

1.3 *Evolution to MerpCon*

As I made progress on this adventure outline, mostly

doing extensive research on Númenor and it's final days, I also developed the idea of creating an annual convention dedicated to role playing in J.R.R. Tolkien's world. This idea eventually became MerpCon (<http://www.merpcon.org>). I then decided to modify the ideas I had for this adventure to fit a convention setting, and had a rather rough, but sufficient outline and details for this to be used as the adventure of the first MerpCon I in 2005. In the weeks and final days before MerpCon I, Chris Seeman, Chris W. and others provided some valuable last minute input and editing for corrections and enhancements. C.S. actually helped in the days just prior to the adventure to develop the language for introduction. I had created a rather lengthy one (seen in the full length version of this adventure), he created a more scaled down one, including the text for the “Letter from Elendil”, and some of the suggested character names (Ciryaturion and Aghân). At MerpCon I, Chris Seeman actually helped co-GM, by playing some of the NPC's through out the three days of the marathon convention while I was the “Story Master” and C.W. was the “Rules Master”. I am extremely indebted to them both for all their great help on this, and for C.S. taking the time from his busy professorial teaching career to help on this endeavor.

The feedback on this adventure was very positive, and so I decided I should continue fleshing it out in more detail, continuing to refine it's accuracy through more research, as well as fill in a LOT more of the blanks that I had not needed to work on for the convention.

I kept trying to get it done in time for “next MerpCon”, but never seemed to get it finished, with never ending “niggling” plaguing me. Then in time for the Other Minds Issue 2 for a “minimal” version. Though it was slated for release with OM2, I missed even that deadline in trying to create a more scaled back version of the mammoth full length version, trying to deliver something that resembled completion. And here we are with OM3 coming out, and I'm scrambling to get this done in time to parallel that. It has been a long haul indeed. My many apologies for the years long delays.

So, now it's 2008 (already). I have “niggled” at this on and off for at least 4 years, - or 9 years depending on when you start counting from incarnations. A lot has happened in between, and so this had to be put on the back-burner periodically. The full length version of this adventure is still not quite finished, and easily around 100 pages long now. It includes 4 separate major routes details, as well as a couple of “sub routes” available. I also plan to “fix” it based on feedback from this shorter version, so your feedback is very much desired. The full length version's permutations means a group could potentially play this adventure 4 different times and get 4 very different results. This much shorter version, released for Other Minds Magazine Issue 2 3 is closer to the original MerpCon I style. I've left a lot of details out (which are in the full length version), so that you can customize this adventure as you wish using the various encounter tables and such. Just the first few days, a middle of the adventure encounter (The Village) and the last two days, have any real detail. The intervening days can be run in any way you, the GM wish. You can make it prolonged, detailed, and busy. A “slow crawl across

shards of broken glass”, sneaking and fighting through every hour of pursuit, situation and encounters, or fast paced, with just the daily “prods” to keep the sense of urgency to the party and sense of being pursued. You can use the various encounter chart suggestions as listed, or ignore them as you wish. However you want to play it, I hope you enjoy and all have a great time.

1.4 Signs and Portents.

This is the first in a series of adventures I am working on in Númenor known as the “Númenor Project”

(<http://www.numenorproject.com>), meant to be system agnostic, as part of the greater project of the “Eä RPG” series

(<http://www.earpg.com>).

The goal is to create, and encourage others to create, many “open port engineering” (Amiga term) modules and supplements set in J.R.R. Tolkien's Middle-earth universe, meant to work with any game system usually at any “level”, but with appendices available that let GM's use pre-existing game system information if desired (for ICE MERP2, RM, Decipher LotR, and Ea d20). The focus should be on a more “accurate” (to Tolkien's works) detail to the adventures, without sacrificing playability. This means that plot, story line, background, names, language, ideas, should first and foremost try to accurately as possible fit Tolkien's world, and not let game system expectations detract from that “realistic immersion” in Tolkien's setting.

This shorter version of the adventure, as it was for MerpCon I, only details stats for ICE's (Iron Crown Enterprises's) MERP (Middle-Earth Role Playing) 2nd Edition game system in the interest of making it small enough to fit with a printing of Other Minds Magazine. The stats are in the rear of the adventure in the appendices. The full length version has stats for all the aforementioned systems. I hope others will contribute with their game systems to it as well over time (Ambarquenta, Hither-lands, GURPS and other adaptations).

1.5 Background and A New Road.

This is actually my very first formally “published” adventure. I have been RPGing since 1979 and so have seen and learned much related to role playing gaming (and Tolkien) over that time period, but of course have much more to learn. I am continuing to learn more every time I find a chance to game or read more of Tolkien's and others' works.. I hope that my skills are now refined enough, combined with my love of Tolkien's work (and respect for J.R.R. Tolkien himself), to be able to at least somewhat be up to the task, and that this work lives up to that setting. No mean task that. I beg your forgiveness if it fails in any or many areas, and hope for constructive feedback to improve it before the final, full length version is released.

Yours in gratitude,

-Hawke

2 Overview

Geographical Setting: Númenor.

Time Period Setting: The Second Age 3319, 10 days before Westernes's (Q. “Númenóre”) destruction - as told in the tale of it's Downfall (A. “Akallabêth”) in the Silmarillion.

Premise: This is a fast paced, chase and race against time adventure. The characters are currently in Númenor for various reasons, and realize that the land is doomed and that they must evacuate. They are part of the Dúnedain “Faithful”, considered rebel's by the king. They attempt to find a means to flee to Middle-earth before the wrath of the Valar destroys the land and them along with it. There is nothing the characters can do to avert the destruction of Númenor, though they may be fooled by some into thinking it is possible. There are a number of escape routes to choose from. They will have to constantly avoid “The King's Men”, Sauron's followers the “zigûruzîrim” and be wary of many others who would not hesitate to turn in the Faithful for the considerable rewards offered.

Origin: This adventure module was originally developed for MerpCon I (2005) as the primary convention campaign. At that time it was designed to be played in six 4 hour sessions over the three days of the convention. This release is based on the same version of the module that was used in MerpCon I, but with it more fully fleshed out and detailed. The full length version of the module, with multiple routes and options for far more extensive game play is available at the Númenor Project <http://www.numenorproject.com> and Eä RPG websites: <http://www.earpg.com>. If your group played one session per “adventure day”, you could expect at least ten sessions of game time. There are plenty of hooks and opportunities, though still finite time, to have this be played over many sessions. Though multiple routes are mentioned in this version, only the “primary” route is fully detailed in this shorter version released for Other Minds magazine Issue #2 (February, 2008 edition) – apologies for the final release being so late.

Determining “Success”: The party members succeed if they survive the destruction of Númenor by escaping the island continent, and make it alive to landfall on the shores of Middle-earth, it's near islands, or elsewhere.

Character Strength/Level: Any “level” characters could play in this adventure since cleverness, speed and stealth are much more the priority than strength of arms, though there are chances for such expression as well. This adventure was originally geared at MerpCon I for roughly the equivalent of

5th to 7th level ICE MERP (Iron Crown Enterprises Middle-earth Role Playing) 2nd Edition characters. For the *Other Minds Magazine* version of this adventure, statistics are provided in the ICE MERP game system specific format. The full length version of this module has been adapted to be usable by (most) any role playing gaming system.

For MerpCon I (2005), pre-generated characters were created, all at 7th level using MERP rules for races, herbs, etc. These characters are provided at the end of this module for reference or to use as desired.

No matter which system or “level”, a party of stealth and cleverness will fare far better than a party that tries to “brute force” their way through the adventure by combat or magic.

Number of players: Any number of players can participate from 1 to 8+, but the usual recommended number is 3-6 players for a balance of party diversity and speed of play.

Different Introductions: For MerpCon 2005, the shorter introduction was used. If you have more time, and your players have the interest and attention span, it is recommended you read the full length introduction (included in the longer version of this module).

Character Backgrounds: Each character will have a different reason for being at this location at this time. A number of different backgrounds are detailed in the longer version of this adventure.

The most common PC (Player Character) background fits the opening introduction directly.

The PC is a member of the group of people working with the Faithful Dúnedain group that has been on the run for years. Hiding in the mountains, harrying the “Zigûruzîrim” (Sauron's followers), and “Narim n'Âru” (A. “The King's Men”), trying to enlighten the rest of the population, and constantly on the run from the hunting parties of Ar-Pharazôn's and Sauron's, minions.

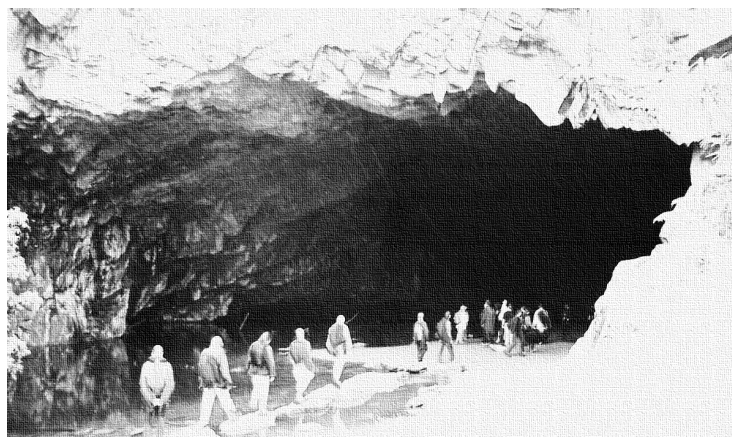


Illustration 2: Gathering at the Hideout

3 Introduction (SHORT VERSION)

Note: This is the much shorter version of the introduction. The full length version is in the full version of this module (eventually) available at the Númenor Project website: <http://www.numenorproject.com>

Day 1 - 7:00 am

GRAY BACKGROUND AREAS ARE TO BE READ ALOUD:

You and over 20 others have come to this urgent council meeting at the summons of the leader of the Faithful in this area. Tensions are high. The Omens from the West have had everyone full of tension and fear, topped with the seemingly tireless pursuit of “The King's Men” and Sauron's minions.

Not long ago, the weather used to be “ever apt to the needs and liking of Men: rain in due season and ever in measure; and sunshine, now warmer, now cooler, and winds from the sea. And when the wind was in the west, it seemed to many that it was filled with a fragrance, fleeting but sweet, heart-stirring, as of flowers that bloom for ever in undying meads and have no names on mortal shores.”

-- The Silmarillion (Akallabêth).

But no more.

As has happened for some years now, since Tar-Calion announced his intention to go to the Undying Lands, the period of sunset would unfold thusly:

You have heard reports that these lightnings have continued to increase over the years and have slain men upon hills, and in the fields, and in the streets of the cities.



Illustration 3: Sauron Defies the Wrath of The West, by Maria Lombide Fzneleta

here comes a great cloud in the evening,
gle with pinions spread to the north
t looms up, blotting out the sunset, and
pon Númenor.

e "Eagles of the Lords of the West"
wings, and thunder echoes between

ne Silmarillion (Akallabêth)

unnarnea; and in that hour the
faithless men, and The King's Men
called him a god and did all that he
would." -- The Silmarillion
(Akallabêth).

Nine and twenty days ago, Ar-Pharazôn's Armada set sail toward The West. On the day they set sail, the "Eagles of the Lords of the West" came up out of the day-fall, and "they were arrayed as for battle, advancing in a line, the end of which diminished beyond sight; and as they came their wings spread ever wider, grasping the sky. But now instead of utter darkness, the West burns red behind them, and they glow beneath, as though they were lit with a flame of great anger, so that all of Númenor is now illuminated as with a smoldering fire; and when you look upon the faces of your fellows, it seems to you that they are red with wrath." -- Slightly modified context based on The Silmarillion (Akallabêth).

The council leader Ciryaturion, is now stepping out from the mouth of the large cave used as a hide-way, and up onto the great stump of an ancient felled tree to use as a platform, with the rest of you gathered below looking up in anticipation...

4 Ciryaturion Speaks

"It is with a great heaviness of heart that I have summoned you all here; for I bear a message from our Lord, Elendil, that all must hear and act upon as their heart deems best."

"Who among us has not beheld the wrath of the Lords of the West, blotting out the evening sky as with blood? Who has not heard the great trumpet blast that our King let sound, setting forth with his armada to make war on the Powers that govern this

world?"

At this there is a murmuring from those gathered about you, about the foolishness, pride, and misdirection of the King and his men, and that only evil can come of this. Ciryaturion raises his hands for silence.

"Nearly a month has passed since that great fleet set sail. And if it does not come to grief, they will assuredly set foot in the Undying Lands very soon, thereby violating the Ban of the Valar. For there is but one loyalty from which no man can be absolved in heart for any cause. That trust, that allegiance, the 'King' has betrayed."

"Hear, then, the words of our Lord Elendil, delivered into my hands by Faeroyal, an Eagle of Manwë, the last that will ever alight upon these doomed shores:"

Ciryaturion then unfurls a scroll with the seal of Elendil upon it, and reads aloud...

4.1 Elendil's Message

"To all who keep faith with the Valar, friendship with the Eldar, and good will unto all Free Peoples."

'The days are dark, and there is no hope for Men, for the Faithful are few. Long and hard have we striven to avert the corruption of our homeland - in vain, for that land is now defiled.'

'Now we shall lose all that we have loved, fore-tasting death in life, seeking a land of exile elsewhere.'

'Yet all choices in this hour are fraught with peril; for you know well the charge our enemies make against us, that we are traitors and spies, marked for death and destruction, should our purpose be discovered.'

'Therefore, I bid all who still call themselves the Faithful, to hasten to the haven of Rómenna. There, are gathered what seaworthy vessels can be mustered, to bear us away from this fallen land. But east or north or south the Valar alone can say.'

From portents I believe a mere **ten days** remain before we

4 Ciryaturion Speaks

must depart. All those who do not arrive before that day, will sadly be left behind to share in the land's doom.

'Take only what you need to endure the journey, whether by land, coast, or river. Trust no one you do not already know to be true; even those who have not bowed their knee to Zigûrun the Deceiver yet fear him, and will not fail to betray us to the sacrificial fires of his priests.'

'May the Valar guide and protect you and keep you under the protection of the One, and bring you safely to us at the harbours of Rómenna.'

'Elendil, son of Amandil, Lord of Andúnië'

Ciryaturion: "So writes Elendil, son of Amandil, Lord of Andúnië."

[Allow for a fairly long dramatic pause before continuing, looking silently into the eyes of each participant.]

Ciryaturion continues:

"Yet even in our darkest hour, we do not stand utterly alone..."

At that, the council leader gestures behind with his right hand, and a figure steps out of the shadows from behind Ciryaturion. No one saw him standing only a few feet behind and to the right of the speaker until he moved. His dark deep-set eyes and pronounced brow giving him a menacing look, but his face is tranquil as he approaches the council leader to put their arms on each other's shoulders in greeting.

"This, is Aghân, one of the Drúedain. Friends and allies to our fathers of old."

"Aghân's people left this island long ago, troubled by visions and portents of ruin. Alas that we gave those premonitions no heed. For look! By the Valar! They all come to pass."

"But Aghân chose to linger – for our sake. In a dream, he foresaw our present peril, and resolved to lend his aid. He has agreed to guide those whom I will be accompanying to Rómenna by land."



Illustration 4: Wose by Jeff Worley

"Others of you may choose different paths that may have a better chance of reaching Rómenna in time without discovery, all paths are perilous. The long route by land is the path I have chosen."

"Remember what has happened to our brethren who have been caught by the King's Men. Those who survived arrest were taken to the temple in Armenelos and perished in evil flames as sacrifice to Morgoth."

Artwork needed here. Gathering of Faithful with Aghân and Ciryaturion in welcoming embrace. By cave mouth by torchlight.

5 The Debate

If anyone asks to see the letter, the Council leader will be willing to pass it around. At this point the GM may hand around the parchment-like letter for viewing (in appendices of this module).

Ciryaturion will now roll out a large black and white map of Númenor on the table before them opening up the discussion of the best route(s). The GM may now show to the players the map entitled "Escape from Númenor. PC Large Map #1". This is the large centerfold map created by Thomas Morwinksy included with this adventure module.

There are a number of dilemmas the council and

player characters have to address.

This section is normally far more detailed in the full length version of this adventure. However, for this shortened version used in MerpCon I, and for Other Minds Issue #2, only Route 1 will be detailed. The other NPCs could still take the other routes (GM's discretion), but less time and details are spent detailing the arguments for the other routes. Or the GM could opt to have a smaller number of NPCs gathered here, and just have everyone travel the same route together. (*The full length version of this module completely details at least 3 other possible routes of escape. The NorthWest Coast, the Western Bay, and southern route.*)

The eagle Faeroyal who delivered the message has already left, and stated the last of his kind are immediately leaving the island, so no further swift communication (or aide of transport) by the eagles will be available. There were only a handful of the eagles remaining at this late date anyhow.

There are 20 other “unnamed” NPCs gathered here in addition to the PC's, Ciryaturion, and Aghân. (*The GM may opt to only have a handful of NPCs if wishing to just make everyone stick to route #1.*)

It is not known by any member of this group, including Ciryaturion, how many faithful remain on the island in total, but it is all too few compared to the might of The King's Men, and Sauron's minions.

Provisions for this group are scarce, only enough for about 1 week of the 8-10 day journey, and time will be too tight for much hunting or foraging along the way. It is also unknown if there will be enough provisions on the ships in *Rómenna* for everyone on the long voyage away from the isle.

The King's Men are everywhere.
Sauron's priests, followers and spies are everywhere.

5.1 The Bounty

The average Númenórean citizen will not hesitate to turn in someone they believe to be Dúnedain for a huge reward. Most now believe the lies accusing the Faithful of being rebels and usurpers. The current rewards offered include for the non-noble: 1,000 pieces of gold and/or a lesser noble “title”. Far greater rewards and “recognition” for any soldier or nobility who turns in any “rebels” or their supporters. This has led to a terrible “witch hunt” with many

innocent Númenóreans being turned in as “traitorous Faithful”, and sacrificed to the greedy fires of Sauron.

There are only a limited number of horses available as well. A recent raid by The King's Men in the area, found the location of where the horses were being kept, and so now **the group only has 4 horses** left, one of which is only a small pony usually used as a pack horse.

This group is the furthest away from the capital Armenelos, near to Rómenna, where everyone is being told to flee towards. Rómenna is on the shore of the harbor that will contain the only sea-worthy vessels available heading to Middle-earth, and these will be the LAST vessels for the faithful to leave Númenor. Miss this chance, and there will be no other. It is hoped other groups have already left. Though it may be possible that those groups left in such a hurry, maybe provisions were left behind that could be scavenged en route. Unfortunately, there is no time to find out in advance. Though possibly the PC's or NPC's may opt to have someone on horse ride ahead to find out, while the others proceed on foot.

Recent scouting has confirmed that there are no sea-worthy vessels in the Bay of Nen Andûnië currently, only coastal vessels owned by fishermen, lesser nobles, and the occasional coastal patrol ship. Most of the greater sea worthy ships not under the control of Elendil, left as part of the Armada with Ar-Pharazôn to The West, with only a handful remaining in the East and West harbors.

A small river-craft has been used by the group occasionally to get quickly from the camp to the coast, and deploy from there. This craft though is only large enough to very precariously carry at most 8 persons and their equipment (a 9th person would cause the craft to sink in the rougher waters downstream).

The council will not initially dictate to anyone which route to take, instead hearing all arguments. Then all will separate (after potentially heated argument), into 4 separate groups.

6 Choosing A Path

[*In this shorter version of the module, just one path will be covered (and in less detail), rather than the multiple routes listed and detailed in the full length version of this adventure available at the Númenor Project website.]*

The player characters need to stay united as a group. Use the other NPCs, even Ciryaturion, or as a last resort Aghân if necessary, to keep them together by speaking with any “strays” in private. No amount of cajoling or convincing will get the other NPCs to go as one large group, and Ciryaturion will not order them. ***(Depending on GM preference)*** There will always be some who insist on taking the coastal and/or other routes, with some fairly convincing arguments that may encourage the PC's to wish to take the coastal route as well. ***(These other routes are detailed in the full length version of this module.)*** In that version the PCs may take any of the routes (or variants thereof). For this version of the adventure, all PC's must take Route 1 with Ciryaturion and Aghân.

The primary PC/NPC group will opt to take route 1 and go entirely by land (including the leader of the council, Ciryaturion) and will be taking all 4 horses, guided by Aghân.

(Optional): A second group will take the river-craft down to the coast in the hopes of finding a swift coastal craft, and then sailing around the north end of the isle to the meeting place. Using the river-craft could save at least a day or two, or more, over traveling by foot.

(Optional): A third group will head to the coast for a similar purpose, then some will have to travel by land (and be a day behind those on the river-craft) since the river-craft can only carry a very loaded maximum of 8 people. Those that take the river-craft could attempt to secure a coastal vessel while the others catch up.

(Optional): Another direction is for a group to climb over the ridges of the mountains to the north west and take a short cut to the northwest bay.

(Optional): A fourth group will want to try a “so crazy it just might work” approach. They may think they can try to steal and/or sabotage what is left behind from the Armada. The end result is that they may want to try to go where the armada was gathering (and left) in the bay of Nen Eldanna by the port city.

This group may have the idea, that with all the current chaos, that seizing one of those fully sea-worthy, not just coastal-worthy vessels, might be feasible, especially since many of the ships are barely manned, and will only have skeleton crews and guards.

The details on the benefits and risks of each route are detailed in the full length version of this adventure.

“The Kings Men” patrols generally only range in teams of 4-8 members per patrol. though sometimes they band together for larger organized raids. They try never to travel in groups less than 4 strong, except for the occasional individual messengers and scouts. The larger raiding parties range from 20 to 50 men.

A Dúnedain group in size from 4-8 is ideal because it is large enough to have a chance against the patrols, but not so large as to cause the raiding parties to easily track them, because of the small numbers being able to disappear much more readily.

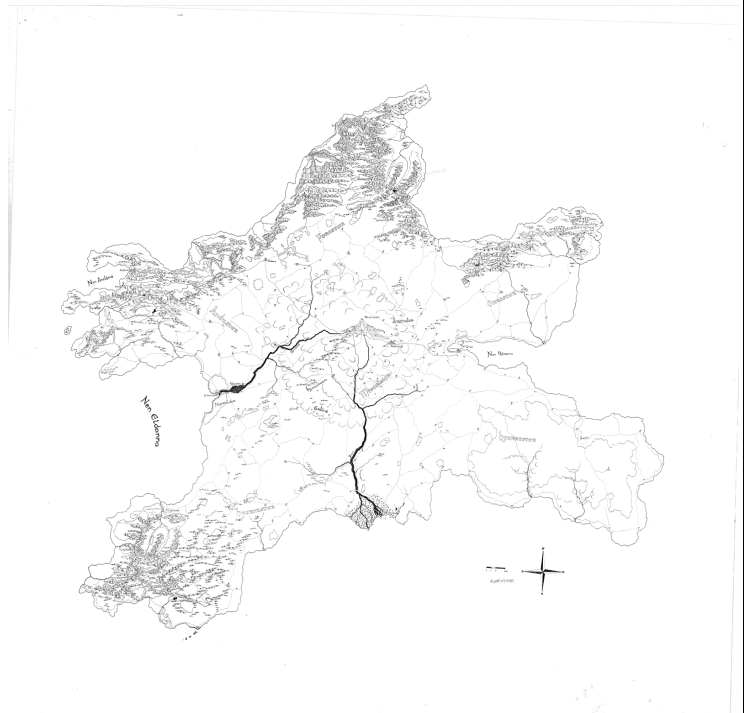


Illustration 5: Detailed Map of Númenor by Thomas Morwinsky

(not while in the canyons), if it looks like they may need a “boost” to make it in time.

This 600 mile trip is feasible, albeit it grueling. If they walk at an average brisk walking/jogging pace of 5+ mph (~8 kph). This means if they travel 14 hours a day, with a cumulation of 2 hours for breaks (meals, resting, etc.), and 8 hours for sleep, they could average 70 miles per day. That means they could possibly cover the entire 600 miles in a little less than 9 days. This would get them to the area near Rómenna within 8-9 days (the end of the 10th day is the end of Númenor).

6.1 Route 1 (Overview)

TRAVEL BY LAND, 600 miles

By land is the route that has been chosen by Ciryaturion, Aghân, and the PCs, but it has a high risk of encountering patrols and the deadly serious risk of being captured.

If the party, unable to acquire more horses, walks the entire distance, approximately 400 miles as the Eagle flies, and closer to 600 miles (~966 Kilometers) by foot because of the Meneltarma in between, they will have to make AT LEAST 60 miles (~97 kilometers) per day in order to even have a chance of arriving (just) in time (10 days). Though extremely rigorous and exhausting, this is feasible, if the party can maintain an average brisk pace of 5 miles per hour. The average human walking rate is 3 mph for average height, “Power walkers” average around 5 mph, “Speed walkers” even faster, with “Olympic walkers” up to 9 mph. These numbers are all for traveling across flat open land.

Walking 16 hours per day, from between 3 to 5 mph, equals around 48 to 80 miles per day. This means, if the party does not frequently go at a nearly jogging pace, or find horses to bear them, it will be extremely difficult for them to make it to Rómenna in time.

This is complicated even more by the initial terrain in the canyons and having to “lay low” and watch ahead and behind for pursuit and scouts. Fortunately, once the group is out of the canyons, they can make fairly brisk speed over mostly open and gentle terrain. There is an (optional) encounter available, based on GM's discretion, that gives the PC's an opportunity to acquire horses later in the adventure

7 Interruption



Illustration 6: Númenórean "Kings Man" Guard by José Enrique (2006)

Day 1 – 7:30 am

At some point during the debate, when it seems the players have at least decided somewhat which route they will take and which groups are formed, a scout will come running down to the meeting from his lookout post on the mountainside, out of breath.

He will indicate on the verge of panic that he's seen a large group of the "King's Men" coming from the east at a high rate of speed on horseback. There were at least three score of them, and they were heading straight towards the hideout. He estimates they will be here, if they do not slow, in little less than half an hour.

At this point Ciryaturion will quickly wrap up the meeting, bidding everyone good luck.

At that everyone will need to quickly get their gear from their resting areas, and head in the directions of each group's plan.

You may use your own description based on the

above information, or read aloud the following:

Suddenly, hastened footsteps are heard approaching from the hillside with the clamor of loose rocks and scree. In moments you see one of the lookout scouts swiftly approaching on foot.

The young scout quickly kneels before Ciryaturion, panting, his sweat drenching his light leather tunic. The leader beckons him rise and states: "Tanith, what news?"

The lookout responds hurriedly: "Sir, there is a large body of the King's Men, approaching from the East on horseback in haste. I counted nigh to three score, and they are taking an unswerving path here! They will arrive in little less than half an hour."

Ciryaturion: *"Can we make the bridge in time?"*

Tanith: *"No sir. They have already crossed it. I am not certain, but I believe there were a few men with torches that separated and are remaining down by the bridge as well. We are cut off from that route of escape!"*

At this there are murmurings of concern from the assemblage. With calm sternness, Ciryaturion beckons for silence.'

Ciryaturion: *"Do not panic, we have many routes from which to leave here as you well know. The bridge would have been the easiest and swiftest, but by no means is it our only egress. We can readily take the ridges and ravines north of here down to the river crossing. This will complicate the course for those taking the river-craft. But do not fear. This location was chosen wisely. They will not trap us here. We have already chosen our paths, we must but act a little more swiftly than first we thought. Go now! Gather swiftly what you may."*

"May the blessings of the Eldar the teachers, the Lords of the West the guardians of Arda, and Eru Ilúvatar, be upon you all."

8 The Chase Begins

Now the race begins to evade capture and at the same time, not lose too much time so as to make it to the

rendezvous before it is too late to join Elendil's small fleet. As the Faithful leave (*and optionally split in 4 directions*), the chase party of 54 men and women will arrive at the camp too late, but only mere minutes behind their prey. If anyone is lingering behind to see what happens, they will see mostly soldier-types of the King's Men, but with 4 of the zigûruzîrim (Sauron's followers): 2 priests and 2 priestesses. The raiding party will then split up based on the tracker's discerning how many groups of Faithful there were and the directions they went, but with the largest body pursuing the "main" group overland (Ciryaturion's group). Try to keep the group pursuing the party at least a 2:1 ratio (2 King's Men per Faithful). (*Details on this split up are fully detailed in the full version of this adventure*).

If all the Faithful are gathered into one party, then the entire force of King's Men will concentrate their efforts in finding this elusive group of Faithful. 4 guards were also already stationed back at the bridge with torches and bows, to keep an eye out in that area.

This large group of "King's Men" will be hounding the heroes on and off throughout the entire campaign. They may even pick up occasional reinforcements throughout the adventure. Unless the pursued somehow permanently dispatch their pursuers, or somehow lead the trackers to believe that the prey are dead, they will not give up! Sauron's minions have the King's Men deathly afraid of any failure, since they would rather deliver the Dúnedain as sacrificial offerings, than have one of the priests/priestesses offer them (the King's Men) as a sacrifice instead, because of failure. They would much rather die in combat than face that horrendous fate.

To make matters worse, there is a member of the party who is betraying the group by periodically notifying and leaving signs or tracks behind to be followed, that can be picked up by the Zigûruzîrim.

Artwork needed of the PC group with Ciryaturion and Aghân peering through the bushes/trees from the ridge, opposite their pursuers (the King's Men and the Zigûruzîrim) looking down on them below in the ravine as they are winding their way up.

If the players decide they want to peer from the ridge line tree cover, to catch a glimpse of their pursuers, they will see the following:

Day 1 – 8:00 am

Seen through the dim reddish twilight, a large group of soldiers, all on horseback, are swiftly winding their way up the curving riverside trail leading to the cave.

The ravine they follow putting them at the extreme range of a long bow shot from where you are now crouching. In addition to the usual soldiers and officers wearing the livery of "The King's Men", you see a handful of Zigûruzîrim, Sauron's priests and priestess's riding with them as well.

The raiding party quickly climbs up the ravine. Aghân and Ciryaturion agree haste is important, because they realize the King's Men will be able to track with little difficulty, the obvious trail your group has left behind with their horses and the size of your group.

Your party scrambles down the ridge line, eventually to the river, where a ford is available, though it is rather deep and cold.

Your party then heads North on the road, with two horsemen in the rear to keep an eye out for pursuit, and two footman scouts run ahead to watch for any others from that direction. Aghân and Ciryaturion are concerned that horses in the lead would be too noisy.

9 Unfolding the Tale

9.1 Route 1 (Details)

This section details the information necessary for anyone choosing to travel by land the entire route from the hideout in the west to the rendezvous in the East.

There will be at least one “King’s Men” spy in the group. This could be either a PC (if preferred by the GM and player) or an NPC. If this spy is searched, a small parchment hidden inside his clothes will be found containing a (simply) coded letter in Adûnaic making it clear he has been consigned to spy on these “Rebels” and will be rewarded by both the “Golden One” and the “Dark One”. That is the carrot. The stick (if interrogated) is that his/her family (spouse and young baby girl) has been taken hostage, and will be sacrificed if he does not do as they wish.

This spy will not attempt to thwart or expose the group in the first day or two, but if, after a while it seems likely that the pursuers may lose them, this spy take one of several actions, in escalating order:

1. Leave some clues or hints or messages to help the pursuers follow their trail and find them. This could include rocks set in a pattern, scribing on the bark of a tree, etc.
2. Attempt to sneak away and contact a patrol with information on where they will be going
3. Try to lead the group into an ambush
4. Attempt to assassinate a key party member, or at least lead them into some sort of trap
5. As a last resort, if they make it to Rómenna without the spy being discovered and all these other efforts failed, the spy will, when they reach Rómenna, at a key moment either slip away to find guards, or if in sight cry out, for the guards to “Seize these traitorous rebels!”.

If this spy remains undiscovered throughout the entire adventure, and makes it to Elendil’s ships. Elendil himself will send for him/her. Elendil’s informants found out about the spy’s predicament, and managed to steal away the kidnapped family members a few days ago, and bring them in safety to the ship. A tearful reunion will take place. If the spy is an NPC and did something terrible (such as cause the death of another), the spy will (at some point) cry out in horror and self loathing, and fling himself/herself from the ship, vanishing beneath the waves. If a PC played the spy, who performed any terrible deeds, stress to the player that his/her guilt is completely overwhelming...

9.2 Route 1 Daily Events

Outline of events for route 1.

Ciryaturion will lead this group, with the guidance of Aghân the Drûg. Those traveling by this path will be able to travel at an average foot rate of 50-80 or more miles per day if at a hastened walk with occasional jogging, and walking for 16 hours per day, over level straight easy terrain. That means this groups should be to the Rómenna area around the 8th or 9th day if they are not delayed by injury or other misfortunes. They will then need to find their contacts in Rómenna to tell them where to go for the rendezvous with the ships.

That will take them an additional half to 1-2 days.

9.3 Day 1 (In the canyons)

This picks up after the party has (hopefully) successfully evaded the raid, and escaped across the river. The group initially heads south, following the river that lets out of the cave hideout. Then before they come to the river joining/fork, they cut north for several miles.

They will cross the river _____ at location #?? on Regional Map 1.

Then they will head northeast then east, gradually curving southeast, through the canyon following, but off, the road. They will have to watch for patrols, and avoid the outposts, keeps, and even small towns along the way of this east-west road. This road is called _____.

It will certainly take them at least 2 days before they

leave the canyons. Their travel rate is likely to be the slowest during this time.

The GM may use master random encounter chart under the canyons and hills columns during their time in the canyon, or use the suggested encounters (created for MerpCon I).

Example Random Encounters Results List from MerpCon I.

The random encounters for MerpCon I were rolled in advance of the convention based on an hourly check for each day.

You can view the entire list that was generated for MerpCon I (2005), as an option to either use in your campaign, or as an example of how the encounters can add to the general traveling.

For a more fast paced game, have fewer of these “random” encounters, so that the party more quickly gets to the Village of , and to the Rómenna area.

As the party travels through the canyons, the following encounters will occur at approximately the following times (they do not have to be exactly to the minute).

9.3.1 Day 1 Events

Storms of rain and hail and violent winds begin, causing even some of the great ships to founder in the harbors. This has been a regular occurrence for some time now.

On this day however, the storm will no longer abate in the morning. And the lightning begins slaying men on towers, mountains, vales, seas, and in cities.

9.3.2 The Messenger

Day 1 – 10:00 am (verify time/distance)

As they travel through the reddish darkness, they will encounter a messenger/scout running on foot from one of the towers/keeps from north of the canyon. The group can easily hide in the small gullies to the left (west) side of the road, close to the river.

However, the observant scout will notice the fresh tracks in the muddy road (unless the party makes at least a rudimentary effort to hide them), and will pause, crouching to the ground and

holding his sword.

Looking back and forth in the direction of the group. He will be about 50' away from the party at this point. The party realizes he sees their tracks, but he seems uncertain what to do next, and remains squatting for a few moments.

This fellow has exceptional hearing, so if anyone even whispers, he will hear it. If the group remains silent and still, after a few moments, he will bolt to the south at a dead run (gritting his teeth for fear of an ambush).

If anyone moves or makes a sounds, that alerts him, he will quickly back pedal, and run North and East, towards a small copse of trees on the East side of the road about 50' away. The copse of trees is about 150' in diameter.

This fellow has exceptional tracking and hiding skills, but is not the best combatant. He can run quite fast and with endurance. If he takes any serious wounds, he will beg for mercy/surrender (if given a chance to). If captured, he will tell the party he is just a messenger. If asked what his message is, he will say he does not have one, he was on his way to receive a message from the (raiding party) on the results of the raid, and then was to relay the information back to the various outposts along these northern canyons.

He is of course lying.

It is only moderately difficult for the PC's to determine by skill checks that he is lying. If tortured, he will quickly give up the following information:

The voice within says 1 has become 4. (if they had split into 4 different groups at the beginning)

*The head of the serpents has gone North and East.
The blasphemers follow against the ancient course of waters.*

Do not waste resources on others.

Find the head, and cut it off.

This slightly semi-cryptic message was given by a lesser, scrying Zigûruzîrim priestess who is stationed in the keep to the North.

9.3.3 Adûnminulkan Keep

Adûnminulkan “West mountain hold” is a fortress that has additional troops, plus a Zigûruzîrim priestess with

one of the larger “Stones of Zigûr”. It is at the corner of the canyons, and has a fairly good view of the area (under normal conditions). See Regional Map **### location ###**. The real danger is that if the party gets too close to it (500') the traitor in the party will be able to use his lesser “Stone of Zigûr” to be easily tracked. This will cause the priestess to immediately send out troops from the keep to attempt to capture the group.

The current garrison is mostly depleted, so the party could, if quick enough, dispatch the attackers, but if they are not swift in doing so, they will be caught up by the following raiding party (currently about 30 minutes behind), because the priestess will immediately afterwards notify the raiders as to the situation.

The wisest course of action for the PC's is to give the keep as wide a berth as possible, and move on as quickly as possible.

9.3.4 Day 1 Random Encounters

These are additional (optional) encounters throughout the day as per MerpCon I results:

- 12:00 – Military Scout on foot (4 Kings men)
- 15:00 – King's messenger on foot
- 19:00 – Merchant/Vendor traveling by wagon with private escort (1 + 4 men) towards Adûnminulkan Keep.
- 20:00 – King's Patrol on horse (3 men)
- 21:00 – Dúnedain member wandering (1 man)

9.4 Day 2 (Leaving the canyons)

Now that the party is in the open they are at even greater risk of being spotted by patrols, watch towers, and outposts. They will roughly parallel the road southeast, until a few miles short of the crossroads, then they will follow the northeast road until it is time to camp. They will find a small wooded copse of trees with a pond, small stream with drinkable water, and possibly some easy game such as rabbits and deer if they take the time to hunt (1 hour). If any game is captured, the risk of a fire will be taken to cook more meat for the road (another 1 hour).

They will follow this road east out of the mountains heading slightly south. until they meet a crossroads. here they will take the North east branch to avoid the more heavily traveled and patrolled southern routes.

Use the Lands master random encounter chart under the open fields column during their time in the open fields.

9.4.1 Day 2 Events

Storm clouds continue and the lightning intensity of of the unending storm worsens.

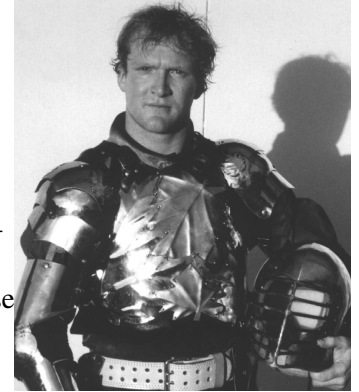
9.4.2 Day 2 Random Encounters

04:00 – King's messenger on horse on the nearest road, heading West.

15:00 – Tax/Tithe/Tribute Collector (1 collector+ 2 men - guards)

21:00 – Military scout on foot – heading West.

23:00 – Military tracker on horse from Adûnminulkan Keep, heading East, slowly following the party's trail.



SCA - White Belt -

© 1992-2008

by Hawke Studios

9.5 Day 3 (Woods, hills, then open country)

Use the open countryside encounter chat (of desired), otherwise, no significant events, just the ongoing storm.

9.5.1 Day 3 Events

More slain in the streets the cities and towns, from the storms and lightening strikes. Also many fights now worsen between small groups and villages having small battles, tempers of all flare easily.

9.5.2 Day 3 Random Encounters

04:00 – Lightning strikes in PC group, roll to see if NPC(s) hit/wounded/killed (except for Aghân and Ciryaturion).

06:00 – Allied/faithful messenger on foot, running West, trying to get to (this) group, he is very late, and that is why the eagle was sent instead. He did not know this. It was assumed he was captured or dead.

10:00 – Slave caravan (captured faithful and sympathizers) and escort (28 prisoners chained together, 5 King's men, 1 Priest), on road, slowly heading East to the capital and the temple, for sacrifice.

12:00 – Zigûruzîrim patrol on horse (3 men). These are soldier-types, not priesthood types.

18:00 – Military tracker on foot

9.6 Day 4 - (Open land, through the woods)

9.6.1 Day 4 Events

Weather turmoil and civil turmoil continues to worsen.

9.6.2 Day 4 Random Encounters

11:00 – Military tracker on horse, following party's trail slowly.

9.7 Day 5 - (Hills, the Village of Adûnurudzadan ("West Mountain Home").

This is a mandatory encounter. It is acceptable to adjust the day and/or exact map location, if needed, for this encounter. If the adventurers are running ahead or behind schedule, when they are in this area, have this scenario unfold the same way.

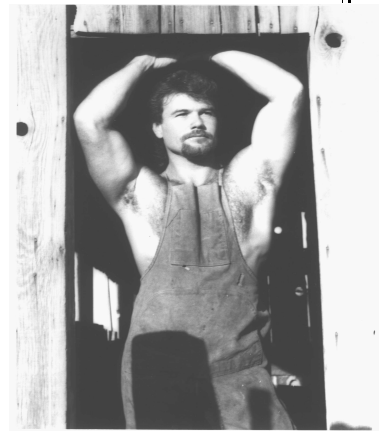


Illustration 7: Tamar the Smith

© Hawke Studios 1992-2008

Consult region map #__.

Consult village map: _____

Hills, open land, The Village of Adûnurudzadan (west mountain house/home), small woods, crossing a river.

If the party scouts ahead (as is wise), they will find this village with a pair of Zigûruzîrim (priest and priestess) and a pair of zealous men, who are really no more than bullying thugs who also happen to be zealots following the Dark one as laymen. They had a group of prisoners they were taking with them to be sacrificed at the capital city, but one of the priests has grown nervous at receiving word of the adventurers being in the area, and he wants to hurry and make a sacrifice of their prisoners now, rather than risk their being freed in transit. This poor little village is missing it's men, except for the lamed Smith (because of his value to the cavalry when passing through this remote area). All the able-bodied men and boys have already been conscripted into the armada and other forces of the king. All that remain are the town elder leader (*Sapthân*, Adûnaic for "Wise man", who is also the local miller), the smith (*Tamar* - literally means "Smith" in Adûnaic), 4 women, 2 other very elderly (and sickly) old men, and 6 children (5 boys, 1 girl) between 4 to 9 years old.

Sapthân is actually an old wizard who has been out of practice for many years (and hiding his past for fear of being found out by Zigûr and his followers). His more relatively hot-headed (also elderly) brother unfortunately was resistant to the priests demands, and so he was suddenly struck down by one of the zealots with a crushing blow to the skull, slaying him immediately. His body still remains alongside the altar (that the priests forced the villagers to erect from rough stone quarried from nearby). The priests

have forbidden anyone to touch the body or bury it, under threat of being cursed.

At one point, one of the young girls tried to escape, and was caught, and is now strapped down on the altar, the lead priest preparing a blood sacrifice. If this were not enough, their 7 prisoners have been strapped to posts in the center of town, and surrounded by large piles of wood soaked in oil. They will be offered up in a burning sacrifice at the same as the young girl is given up as a blood sacrifice. The priest is merely waiting for the right hour to begin enacting the final stage of this sacrifice. The party has only a short time to act before that time occurs.



Sapthân The Village Elder & "Wise Man"

There is a small outpost less than a league away on the main road, that could be quickly aroused if needed by the Zigûruzîrim. There are 8 men in that outpost, with 4 horses.

The Zigûruzîrim in the village have two caged wagons drawn by one horse each. These cages can each fit 8 prisoners easily, and double that very tightly.

Though the weather is terrible with wind, rain, lightning, etc. The priests seem to revel in the discord and consider it a sign of the right time for the sacrifice. They did have to resort to using oil on the wood pyre, because the wind and rain was putting out the flame before the pyre could properly catch and they did not want to waste their energies to use "alternate means" of igniting the pyre. Now with it thoroughly soaked in oil, it will not have any trouble catching once the priest puts torch to tinder.

The villagers are horrified at what has ensued, and dread even more what is about to transpire. They were forced to build all these accouterments under threat from the Zigûruzîrim, and were not even allowed to put the children out of sight of the horrors about to occur.

If a fight ensues, most of the villagers will flee to their homes, however the smith and the village elder will take cover, then prepare to assist in any way they can (cautiously).

The smith has a hidden stash of weapons and armor

in his smithy, that he will gladly give to the party if the situation permits. Either to help in freeing the village/prisoners, or after the fact, in gratitude.

If the PC's ask the villagers to come with them (IF they tell them why), they will gladly do so, but the elderly and sickly will have to ride in wagons, they absolutely can not proceed on foot or horseback. However, if the party asks without explaining why, only the prisoners will agree (readily), the villagers will remain.

9.7.1 Day 5 Events

The storm continues to worsen and small tremors begin to shake the land every few hours.

9.7.2 Day 5 (not-quite-so) Random Encounters

01:00 – Military convoy (horses/livestock) encamped for the night south of the road, 7 soldiers.

02:00 – King's man messenger on horse galloping on road from East, heading West, wanting information on the search for the PC's.

12:00 (this time can be varied to fit when the adventurers are actually in the area) – Sacrifice in progress at The Village of Adûnuruzadan.

15:00 – Military tracker on horse following the adventurers trail, but accidentally closer to the party than he realizes. The party's rear guard notices him, without his realizing he is so close (mere 500' behind the rear guard).

9.8 Day 6

9.8.1 Day 6 Events

Storm, civil turmoil, and tremors all worsen. If the group is running out of time too quickly, and still does not have sufficient horses to speed up, now would be a good time to use the encounter "Horses Caravan". (need better

name)

9.8.2 Day 6 Random Encounters

Hills, woods, open country

07:00 – King's messenger on foot, running between two nearest outposts from South to North, to notify that PC's are expected to be in the area very soon.

08:00 – lightning strikes (injuring, but not killing) a party NPC (50% it is the party spy (01-50)). Will be knocked down and stunned for 15 minutes. Will be able to walk with assistance for about an hour, after which he/she will be able to walk on his/her own again. There is a 10% chance that the stone was in the spy's hand at the time of the strike, and will still be clutching it, so a PC might make note of it.

13:00 – Zigûruzîrim messenger on horse, galloping back (if not intercepted previously at 02:00) to inform nearest outpost just East of the party, that they PC's are in the area.

16:00 – A High priestess of Zigûrun, with entourage (1 Zigûruzîrim priest, 1 priestess (High Priestess's apprentice), 4 zigûruzîrim warriors). En route to meet with searching soldiers, and to scold them for taking so long to find the PC's, and to aid in improving their ability to find, track, and capture the group.

19:00 – Military scouts on foot (2 men), from East heading West.

20:00 – Equipment/supplies convoy just about to make camp (10 soldiers).

9.9 Day 7 (North of the Meneltarma)

Meneltarma (“Pillar of Heaven”) seen in the flashes of lightning and red glow in the distance to the South.

9.9.1 Day 7 Events

Buildings being to suffer damage from the tremors

9.9.2 Day 7 Random Encounters

02:00 – Encamped zigûruzîrim soldiers, horse patrol (3 men)

04:00 – Military scouts on foot (2 men)

15:00 – King's Men patrol on foot (3 men)

17:00 – Lightning strikes near group, roll to see if anyone injured (non-fatal)

19:00 – 4 farmers in transit home from city, soon making camp.

9.10 Day 8 (Within reach)

of either Armenelos or Rommena or the Bay of Nen Romenna.

9.10.1 Day 8 Events

The tremors now become even more frequent, nearly constant, and damage increases.

9.10.2 Day 8 Random Encounters

00:00 – Nobles hunting party, encamped (9 members)

02:00 – Allied/faithful messenger on foot

05:00 – Mounted raiding party in transit to a raid (6 men)

09:00 – zigûruzîrim messenger on horse

13:00 – Farmer and his wife in transit home from city.

9.11 Day 9 - Capital City and the Bay

9.11.1 Day 9 Events

Now rifts and chasms open. Some hills and mountains slide and crumble.

9.11.2 Day 9 Random Encounters

08:00 Mounted raiding party in search of the group (5 men)

12:00 – Priestesses of Sauron in search of the group (especially if anyone has been performing any magic in the group) 4 priestesses.

19:00 – Vigilante 1

22:00 – Sacrificial escort in transit from Rómenna to Armenelos (adjust time/location to fit party location, and/or use a faithful messenger to inform party, this encounter is important, not totally random) 9 zigûruzîrim Soldiers, 1 priest 6 prisoners. This would be on a “main” road.

10 Day 10 (Success OR The End!) Day 10 Events

10.1.1 Day 10 Random Encounters

Adjust encounter chart for times of “day”, location (near city, town, bay, or out in the open countryside, roadside versus no roads, woods versus open country, in Armenelos surrounding areas, or in the city itself, likewise for Rómenna city, docks, etc.). Make it so that some encounters can only happen once and have some back story to it (for example the caravan of artists, heading to Armenelos to carve some grand statues in honor of The King and/or Sauron).



11 Cast of Characters

This section provides background and details about NPCs of significance in this adventure. It also provides generalized summaries of the more generic types of people encountered in the adventure such as King's Men soldiers. Game system specific statistics are listed in the Appendices.

11.1 Ciryaturion

Ciryaturion is the leader of the group of Faithful in the Northwest corner of Numenor. Ciryaturion (Quenya for “son of Ship Master”) was born the son of the current Admiral of Ar-Pharazôn's fleet. The title originally bestowed upon his father's position is Círyatûr “Ship Master” (Quenya), but with the adjustment to only using Adûnaic, the title is known as Balkabâr (“Master of the ships”), this is now the only name to which he any longer answers, even to family. Ciryaturion's father is a stout follower of the seat of the position of the King, though he privately is in strong



Illustration 8: Ciryaturion (temporary, need original artwork still)

disagreement with the King himself and his methods of acquiring the throne and subsequent plans, goals, and motivations. He is a soldier loyal to the throne. He has left with the armada to The West, despite his great inner struggle and foreboding of doom.

Ciryaturion and his father parted ways many years ago, when his father found out about his son's involvement with "The Faithful" as a young man. Though Balkabâr did not disagree with the principles of the Faithful to some extent, he did feel that any undermining of

the throne was wrong. It has been many years since Ciryaturion saw, spoke, or wrote to his father, and he carries a great sadness about the subject.

Ciryaturion's mother passed away in despair a decade ago. The signs from the West, the estrangement of her husband from her and their only child, Ciryaturion's being forced to remain in hiding from Sauron's minions keeping him away from her for long periods, well became too much for her. Her strong adherence in the Faithful's beliefs also led to Balkabâr leaving her alone for longer and longer periods remaining at sea or at the royal court, rather than dealing with the constant friction between them at home.

In the past 10 years since her passing, those who have seen Balkabâr, note the heavy brooding and slightly bowed shoulders of this very proud man, but he has never spoken of her since her passing, and will cut off anyone who brings up either her or his son.

Ciryaturion initially learned much of the seas, seacraft, and leadership in his younger years from his father grooming him for the admiralty. However, once Ciryaturion reached manhood, due to the teachings of his mother, he made clear to his father he did not wish to take up his namesake and the reigns of leadership as had been passed down through their family for generations.

Instead, he went more often to the wild inlands and undeveloped coastlines. There he met and befriended the dwindling population of the Drúedain, most notably a younger Aghân. They became fast friends over the years, and

some years ago swore blood-brother oaths to each other.

Ciryaturion is now 150 years old (his father just passed the 200 mark earlier this year). He has well developed skills in sailing, ship-captaining, weather-prediction (normal weather), shipbuilding, naval strategy and tactics from his father. From his mother, he developed strong skills in herb lore, healing, historical lore, Quenya & Sindarin, and some lesser "magics" related to nature, healing, and tracking. He has learned much about tracking, trapping, and hunting over the years from his Drûg friend, but his outdoor skills pale in comparison to Aghân's. Aghân even taught Ciryaturion the secretive tongue of the Drúedain (against Aghân's tribal elders edicts). He is most proficient with the Númenórean bow, followed closely by the longsword. He usually only wears a well-worn soft leather armor jerkin, and keeps his head, arms and legs free of any heavy encumbrance other than clothing or light leather. For RPG game system statistics, see the Appendices.

He stands at 6'5" and a muscular though wiry 190 lbs. His mid-length hair has gone completely gray and he keeps his face clean-shaven. Prior to his mother's death he was known for his perpetual slightly mischievous smirk (much to his father's irritation). But since her passing, he bears a constantly stern, and rather sorrowful countenance.

11.2 Aghân



Aghân is the last Drúedain on Númenor. He is also the blood-oath-brother of Ciryaturion. Aghân's family was not of any special background or ranking (for the Drúedain), his mother and father were very humble. Over the years different families had visions of death and destruction and a general sense of evil coming to the island, and a feeling that

11 Cast of Characters

the ground under their feet was no longer stable. So, family by family, and tribe by tribe, they slowly departed Númenor.

When Aghân's parents began to have the "Dream of Leaving", Aghân was torn. He had become closer to the Dúnedain than many of his people, due to his close friendship with Ciryaturion. Also, he had a different dream than the others. A more specific dream of his friend Ciryaturion and others of his group of Faithful being captured by Sauron's minions, and sacrificed to the Dark One's fires.

Over time he understood what he had to do. He had to stay. His family and tribe greatly disapproved, and tried to convince, cajole, and threaten him to come with them, but he was steadfast in his belief that he had a "purpose", and that he would be belying his part in the Song of Creation if he fled with the others before his time. He was reprimanded by the tribal elders for such haughty self-image in his impact on the Song of Creation. His family left grieving, believing they would never see him again.

Over the years he has roamed the isle mostly alone, the last of his kind. Occasionally joining with Ciryaturion, but more often than not off in the wilds alone, meditating and waiting for his time.

At last that time has come, and he feels an urgency, but also an additional energy, driving him to feats beyond his normal humble background. He will gladly sacrifice his life to keep Ciryaturion and his people from the fires of Zigûrun. This almost fatalistic attitude makes him almost fey in his taking on any combat, though he will not jeopardize the group's secrecy to engage in combat. He may from time to time, disappear from the group, to slay any scouts that have picked up their trail. Only if combat with a larger group is inevitable will this feyness become apparent to others (besides Ciryaturion). It will seem to some almost that Aghân is reckless in his abandon, but he will not fight out of control, just with the great energy of "knowing" he is living his life's great purpose. This makes him a formidable foe to any who dare to fight him, especially since he has completely shed any and all fears of death. He has already embraced it, whether it comes on the isle of Numenor or elsewhere, death pales in comparison to his "Purpose". He already had significantly strong hunting and stalking skills, matched by none of the Dúnedain, and few of the Drúedain.

Aghân indeed could make the difference in the party making it across the countryside unfettered. Once they near the city however, his skills will be of far less value. He will actually begin to feel uncertain, if not quite afraid, and

somewhat crestfallen in the city, due to its utterly strange environment (to him). He will be VERY uncomfortable on any boat, and especially sea worthy vessels (as well as sea sick at the slightest choppiness). He also will not ride a horse unless Ciryaturion makes him ride with him if they need haste. He can keep up on foot, with the horses for quite some distance.

Aghân's Adûnaic and Sindarin is very basic and broken, so he speaks little, and when he does so, in what seems a very primitive mode of speech. This can mislead many to think him slow of mind, and primitive in ideas. Those who believe such things will be greatly mistaken. He has a very sharp mind and wit. He has become a great philosophical mind as well, and might make from time to time, very "deep" comments to a PC (or NPC publicly), that belies the seemingly simple and primitive garb and manner.

Aghân and Ciryaturion have spent many years developing a long series of "inside jokes" and synergy with each other. Also Aghân (against the protests of his parents and tribal elders when they found out) taught Ciryaturion the Drúedain tongue.

Aghân is an incredible woodsman. His tracking, subterfuge, hunting, and trap building skills are now the greatest on the isle since his people have left. He is deadly with his multi-function spear. His spear can be either thrown or used in melee combat. Additionally, he designed the spear from a very strong but flexible (bamboo-like) material, that is actually hollowed out and doubles as his blowgun (with twice the normal range of an average blowgun). He is a master of herb lore, and knows all of the flora and fauna of all parts of the island.

Aghân is a stout, large bellied, but very strong and agile 4' tall with very sun darkened skin. His prominent brow and deep set dark eyes seem menacing except in the rare instances that a brief almost cherub-like smile flits across his face (usually only in the company of Ciryaturion when they are bantering). When angered his eyes actually glow with a dark redness (as do all his kind) that is quite terrifying to behold, especially in the now constant twilight darkness that has befallen the isle. He wears only a loin cloth, and a backpack-like soft bag made from the skin of some animal on his back that bears his few belongings.

Aghân is actually friendly to anyone who attempts to be friendly and speak with him, though his language skills to cause some limitations and sometimes misunderstandings in developing such friendships. He is normally exceptionally

patient and compassionate, but brutal in his quick and efficient dispatch of anyone he believes to be evil or his foe. If he finds out about the spy in the group, he will not hesitate to torture this person into full confession. And only Ciryaturion will be able to dissuade him from quickly slaying the spy afterwards if the spy has caused any significant harm to the party (otherwise he will be rather more compassionate to the spy's plight).

11.3 The Spy



11.4 The Captain



SCA - White Belt -

© 1992-2007

by Hawke Studios

11.5 The Priests & Priestesses



11.7 King's Man Soldier

These make up the bulk of the King's army. They are usually wearing either rigid leather sometimes with studs or rings sewn on, or in chain mail (usually only for more plained combat). They usually opt to not wear arm or leg gear (other than clothing) unless they are expecting trouble (as is the case with those pursuing the party). Those expecting combat are usually donning full chain with chain arm and leg protection and smaller helms as well.

For weapons they usually carry a Numenorean Long Bow and fighting spear or a light ax. Some few have swords that have been handed down through the family. Swords are usually reserved for officers otherwise.

11.6 King's Man officers

11.8 King's Men Messengers

These are the lifeblood of not only the King, but the entire royal court. Though only the King's Men Messengers have the livery of the King, they are no different than messengers for the other nobility, and oft times the King's men messengers bear (sometimes additional) messages for the nobles as well.

They rarely wear any armor, and if do, only don a soft leather tunic. If they are runners, they wear thick sturdy boots, that are light and flexible but able to hold up to the long distance running. If they are on horse, they have more solid soles and heels, but still flexible leather. They are usually only girded with a dagger or short sword.

and eventually achieved a higher placement as trusted and well trained scouts.

They are usually only shorn in soft (but sturdy) boots and a soft leather armor jerkin for runners, or with hard boots (but more flexible than the more heavily armored soldiers) and soft leather leggings and jerkin for the mounted scouts.

They carry only a short sort with them usually. Some few choose to carry a short bow as well (horsemen only). The goal is observation and information gathering not conflict.

11.9 King's Men Scouts

These lightly armed and armored soldiers can be either running on foot, or on small but swift horses. They give up extra arms and armor in the interest of speed, maneuverability and stealth. Many started out as messengers

Sauron/Morgoth priests (any Q. or W. names for them?)
 Riverboat men
 Lakemen
 Elven NPC _____
 Eagle _____
 Leader of the Faithful _____
 Captain of Faithful ship _____
 1st mate of Faithful ship _____

11.10 The Villagers

Sauron aka _____
 Ar-Pharazon aka _____
 Leader of the small group of "Faithful" (20+ men)

Leader of the "Kings Men" larger unit (20-50 men strong) in the area _____

Various "King's Men" Patrol groups (4 men (sometimes 2 groups stay together making the patrol 8 in size, but it's really two patrols working together) (what Q. and W. names for them?)

Various villagers
 Various Travellers
 Various mercenaries
 Various Sailors
 Various fishermen
 Dockworkers

Nen Andunie Dockmaster _____

Nen Eldanna Dockmaster _____

Farmers _____

Grain merchant _____

Other merchants

Shepherders

Ranchers

Horse trader _____

Shipwright _____

Blacksmith _____

Weaponsmith _____

Armorsmith _____

Moneychanger _____

12 Detailed Locations

Only very brief summaries of the locations are detailed here. For far more detail, see the Númenor Project website.

12.1 Adûnminûlkan Keep

Only the exterior information of this location is listed in this shorter version of the module. The full length version details the keep inside and out, as well as a number of interesting NPC's, and a potential scenario situation.

12.2 Village of Adûnurudzadan

The Village of Adûnurudzadan (“West Mountain Home”) is located around the North West slopes of the Meneltarma foothills.

Far more detail on the village and it's villagers is included in the full length version of this module. This (shorter) version gives a much more brief listing of information for the encounter and the NPCs involved.



Illustration 9: Village of Adinuruzadan by Hawke 2006-2008

Rommenna Docks Warehouse Exterior Area Map... Romennan Warehouse Interior Map

12.3 Rómenna Docks Warehouse

The group's contact is located at a warehouse on the docks of Romenna. When the party arrives however, they may find out that they are a little too late, or worse, a little early.

If the location of the contact was discussed around the spy, he will make an effort to get information about this contact and location prior to the party's arrival at the location. If he is unable to do so, he will do so the moment he is out of sight at the warehouse.

If able to notify in advance, the group will arrive to find the place already ransacked, and the contacts missing. However, they will find a boy hiding in one of the crates (upon searching) who will explain that a large contingent (20) of the King's Men, accompanied by one of the zigurunzirim raided the warehouse accusing the owner of being a traitor. He, and his workers and wife have all been taken prisoner to

the dockside holding area. Waiting to be taken in the next sacrificial caravan (almost daily).

If the raid has not happened yet when the party arrives, then they party will have to decide whether to flee or fight. There will be a back way out, and the contact's people will stall to buy time for the party to escape out the back (underground) route.

13 Elendil's Fleet

The shorter version of this module only gives a brief summary of how the party finds and joins the fleet (if they are in time). The full length version of this module goes into far more detail about the fleet and various NPC's.

14 The Fall

The party members have two ways of experiencing the Fall of Numenor.

1. If they do not make it on time to Elendil's fleet. Titled "Too Late".
2. If they make it in time to Elendil's fleet. "Just In Time".

14.1 Too Late

14.2 Just In Time

15 Encounters

15.1 *Horses Caravan*

Horse Caravan Map

Capital Road Sacrifice Caravan Map

15.2

16.1 Special Items

16.1.1 Stones of Zigûrun.

She received information from the spy within the group. The contact is kept via a very small (palm size) stone that the traitor carries. This stone at first glance seem like normal oblong smooth dark river rock. But upon closer inspection, it turns out they are the ground bones of sacrificed Faithful, that have been mixed with their blood, and various other ingredients, and then enchanted. The purpose of the stones is to act as a basic communication device (audio only).

The range is about 100 miles in open country, and about half that distance in the canyons (and only about 500 feet if underground). The user has to utter a brief statement: *„In the service of the true King of Men, I humbly call“*.

If there is a „receiving“ stone in the area, within range, the stone will warm moderately, then the user can speak the message into the stone.

When the message is finished, the user states *„I give of myself wholly to my lord and master, Zigûrun.“*

If the user does not state this phrase, the stone will suddenly heat to white hot temperature, and within a few seconds be completely turned to ash.

These stones are uni-directional, NOT bi-directional. The user can „send/broadcast“ a message, but can not receive. The user DOES receive a moderate burning sensation in the palm if/when the message has been received/acknowledged by the receiver.

The Zigûrim keep a pair of these kinds of stones. The smaller one, to send messages to each other, and a much larger one (kept in a small armored box usually), about the size of a canteloupe, and of considerable weight for it's size (approximately 30 pounds). This larger stone can receive messages from the smaller ones, and can transmit to each other (again, audio only), and at a range of 250 miles.

These stones can only „receive“ when a Zigûrim is concentrating upon it (with the appropriate incantations and rituals, and blood sacrifices as well).

There are a dozen of these larger stones created.

There are 120 of the smaller stones created.

In addition to the audio, the smaller stones, when concentrated upon and held in hand, can also act as a homing beacon to each other. This means one can use a smaller stone to find another smaller stone. But, this detection range is only for approximately 500'.

One other „Feature“ these smaller stones have, that none but highest ranking priests (and Sauron) know, is that it actually takes ones life force to „power“ the stones. (The larger stones do not cause these side effects, but they do add to „corruption“). This also does NOT affect true priests and priestesses of Zigûrun, only laymen.

Each time the smaller stone is used, the user loses some of their health (hit points permanently lost), and it also slowly causes them

16 Appendices

to develop a skin disorder.

Each „use“ of the smaller stone, consumes 1-6 hp/bd. And has a 10% chance of the user gaining 1 corruption point. The larger stones have a 25% chance.

Additionally, the user steadily has worse and worse „night mares“ and finds it more and more difficult to sleep during the night (but easier to sleep during the „day“).

The skin disorder starts as a rash on the palm (that holds the stone), and slowly spreads. The rash is not very visible, but does itch moderately. After the user loses about 50% of their health permanently, the rash erupts into puss-filled sores in their armpits and groin areas.

At this point, the stones will no longer function for the user, in fact, each time the user attempts to utilize the stones at this point, a sharp stab will occur in the hand holding the stone, and the stone will actually absorb some blood directly from the user's hand very painfully (1-10 hp/bd). This will usually dissuade further use.

These effects can be cured by the priests/priestesses of Zigûrun, but the lost hit points are never regained. However, they can use the stones again once the sores have cleared up.

If untreated, the sores last 1-4 weeks before clearing up on their own.

Unfortunately, if they do not get treatment (from Zigûrim) before the sores clear up, on the day the last sore is gone from sight, the afflicted will suddenly fall to the ground, with an exquisitely painful headache. They then have a 10% chance of suffering from a fatal cranial hemorrhaging, and will be dead within a few (excruciating) minutes. This will occur each „morning“ as the sun crests the horizon (seen or not, unless underground, then safe).

The spy is currently at about 20% of his health lost. Only the slight rash on the right hand and arm has manifest so far, and the nightmares have reached a level, that he tries to always take the night shifts, so he can sleep in the „Day“ time.

As the party rounds the northern bend of the canyons, they will have to continue to evade partols. However, as long as the party does not stop for along rest (and allow the spy to slink away long enough to „transmit“), they will not be directly pursued (until the spy can do so on his shift).

The rest of the adventure is pretty much determined by

1. Random encounters (and GM volition)
2. The pursuing raiders, based on the opportunities of the spy PC/NPC being able to communicate their position during short available windows.

This is pretty much the rest of the adventure, except for the Village of Adûnurudzadan, and when the party finally nears Romenna.

The village scene has a group of villagers sadly watching as some Zigûrim prepare an impromptu sacrifice in their village center. There is some contention between the two priests however, because one is arguing the other should take the prisoners to Romenna, and not do this sacrifice here. The priest says it's too risky on the roads with word of the „rebels“ being in the area, and he doesn't want to risk losing the sacrifices, so he's doing it here.

There are 4 soldiers, and 2 „zealots“ with the 2 priests and the 6 prisoners.

There are 37 villagers in total, including women, children, and the elderly (most of the able bodied men have been conscripted into the military and are gone with the armada). There would normally be more than 50 villagers, so there are a number of empty rooms here.

The 6 prisoners are:

The 2 priests are (1 priest, 1 priestess):

The 4 soldiers are:

The 2 zealots are:

Some key members of the village are:

Village members summary (number of children, women, etc.).

The horse herders.

Precious group of many horses. This could save the party in a number of ways, including time, and trying to get their pursuers off their backs. Of course, it also makes it more difficult to hide. There will not only be more than enough horses, they will recognize 2 horses that were once their own groups. These horses were being slowly led from the West side of the isle to the East. Especially use this encounter if the PC's are falling behind on their schedule (likely).

There are only 2 soldiers as guards, and then the 4 horse handlers,

driving this small herd of trained/tamed horses. There are 27 horses total (including what the handlers and soldiers are riding). The guards will fight to the death (it means their death anyway if they lose this herd), whereas the handlers will flee if threatened (and able to flee), but will put up a tentative fight (if/until they see they are totally outnumbered/outskilled). They will readily surrender if flight is not an option.

If the party shows their strength early on, one (or both) of the soldiers might, instead of fighting, take flight to try to get reinforcements, if it is obvious there are too many.

The soldiers are not „evil“ but are VERY loyal to the king. They do not like Zigûrun though (any of the members).

The (potential) encounter on the main road to the capital city. With the caravan of prisoners.

A large convoy of prisoners is en route to the capital city, and the Temple, for sacrifice. There are more than 22 prisoners.

This caravan is guarded by 8 zigûruzîrim soldiers, 2 priests, 2 priestesses, and 1 higher ranking priestess. Plus there are drivers for each wagon.

There are 4-6 prisoners per wagon. There are 4 wagons.

The priests/priestesses are riding along on the wagons.

2 of the soldiers are on horseback, the remaining 6 are on foot and/or sitting on a wagon/cage.

The prisoners are held in cages bolted to flatbed wagons, each drawn by 2 horses (one horse in front of the other, offset on each side, with the closest horse on the right, and the lead horse on the left).

If the characters are watching the main road (near or from afar), or trying to cross it, THAT is time to have them either get word of this coming caravan, or for them to see this very slow moving caravan.

Getting to the Ships.

Will not be totally straight forward. It can be an adventure unto itself (depending on time of course).

The ships are just out of site East of the Bay. If the adventurers arrive on day 9 or 10. There will not be anyone readily available to help them get to Elendil's ships. They will have to „commandeer“ a small vessel (fishing or otherwise) to get them (and any prisoners they've freed) out to the ships. AND they will be guessing the general location of the ships, without actually knowing the exact location.

If they get there before day 9. Then Aghân or Ciryaturion will be able to find their contact in town (Dangerous unto itself, going in there, and Aghân would stand out too much to do so while the streets are busy (and open)). There will be found to be a number of „wanted“ posters in the city and at the city gates, includin

Ciryatur, and some of the other members of the rebels. So showing their faces would be a „bad“ thing.

Worse yet, everyone has to „check in“ and out to gain admittance past the gates, where their contact is hidden.

Their contact runs a warehouse close to the docks.

If they are there exactly on day 8. They will have the encounter: Warehouse raid, Day 8.

If they get there after Day 8, they will find the place damaged, with obvious battle, and no contact to be found (taken prisoner – possibly the group may have, or maybe will, save him if they raid the prisoner caravan).

If they get there before day 8 (unlikely), then they can meet the contact, and make arrangements to get a small boat on the north shore to pick them up to take them to Elendil's fleet. however, that boat will not arrive until the next day Day 8 at the earliest). So the raid will happen on the warehouse no matter. But the boat will be there if the party made the arrangements in time.

Further investigation at an inn, will help the party glean the clues as to the warehouse keepers situation if the party investigates. This could lead them to the prisoner convoy, to raid it to free the contact.

Current King = Ar-Pharazôn “The Golden”. Now wields the Sceptre of the Sea-kings, 24th (and final) king of Numenor.

His sails dyed scarlet red and gold. His hosts tents were blue, gold, and white. The king's men's garb is Scarlet, Red with gold. (what emblem?)

Sauron's loyal men wear Black with Gold. (what emblem?)

Names Definitions

Based on information from "Sauron Defeated" and Ardalambion website, and a number of other's help.

Adûnaic = language of Númenor.

Adûnurudzadan = West mountain house/home.

Adûnminulkan = west mountain hold.

kadar = city

kadar-lâi = "city folk"

minul (minil, minal) = mountain (also see urud, urid)

minulkan = mountain hold

urud = mountain, pl. urîd (Sauron Defeated, 251).

zadan (zadân) = house (fully inflected in Sauron Defeated, 430).

zâin "lands", pl. of zâyin. From *zâyîn; in azra-zâin.

zâyan "land" (423), pl. zâin. In Yôzâyân, q.v.

-zê "at" (429)

city = kadar

west, westward = adûn

of = an

16.2.2 Decipher Lord of the Rings RPG

16.2.3 D20 (Eä)

1.4 Large Black & White Map of Númenor

by Thomas Morwinsky

Notes



16.3 Player Handouts

16.3.1 Elendil's Message (Player Handout)

This is a version of Elendil's message that can be handed around to the players to view as they wish.

2 Elendil's Letter (PC Handout)

This is a version of Elendil's message that can be handed around to the players to view as they wish.

To all who keep faith with the Valar:

1.3 Region Map 1 - Witch Route Paths

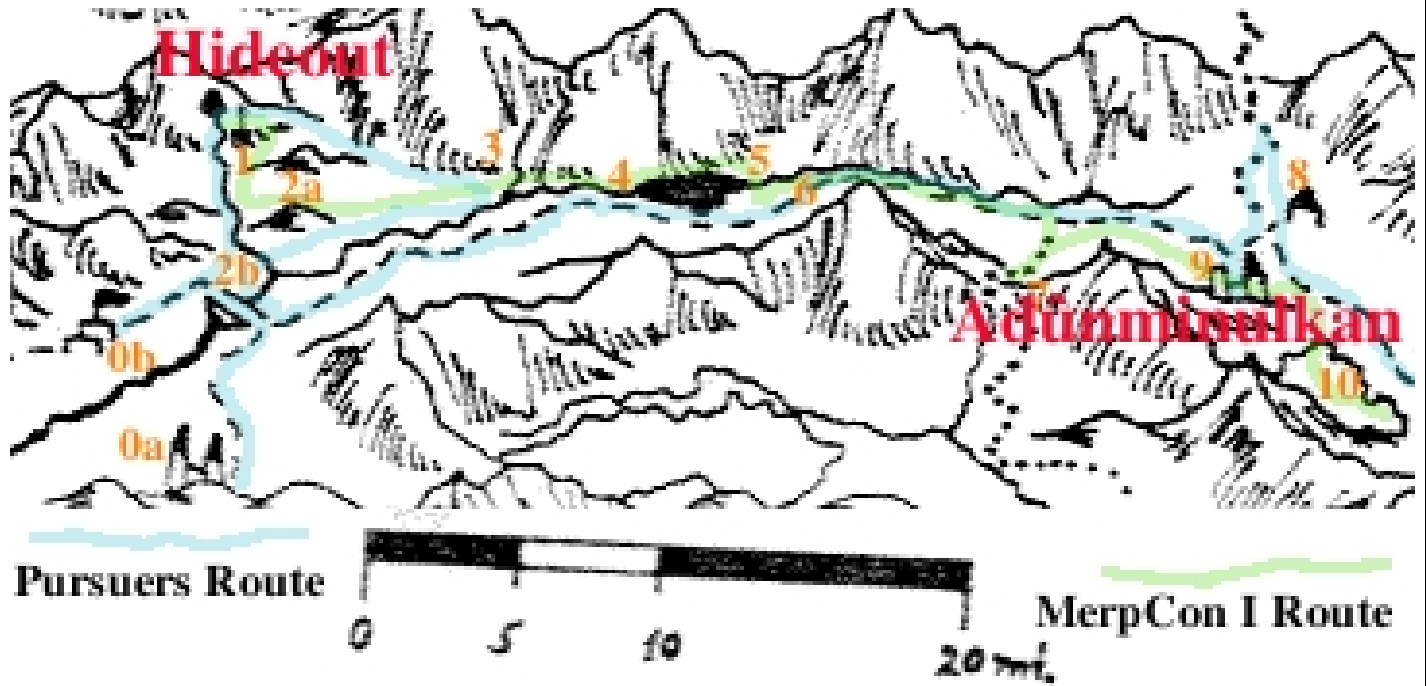


Illustration 11: Region Map 1

Illustration 10: Elendil's Letter PC Handout

1.2 Region Map 2 - With Route 1 Paths



Illustration 12: Region Map 2

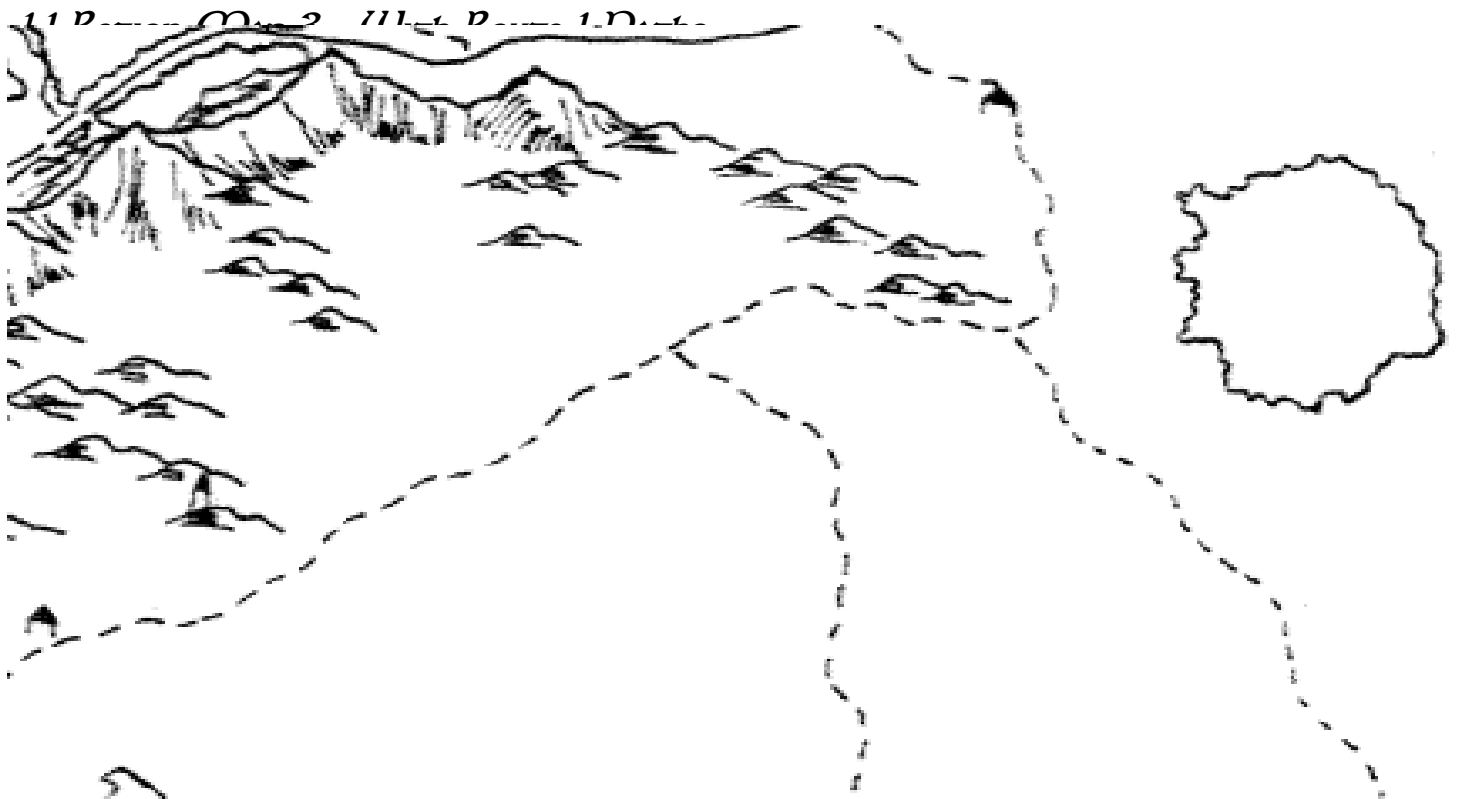


Illustration 13: Region Map 3

Region Map 6 – with route



Illustration 16: Region Map 6

Region Map 7 – with route

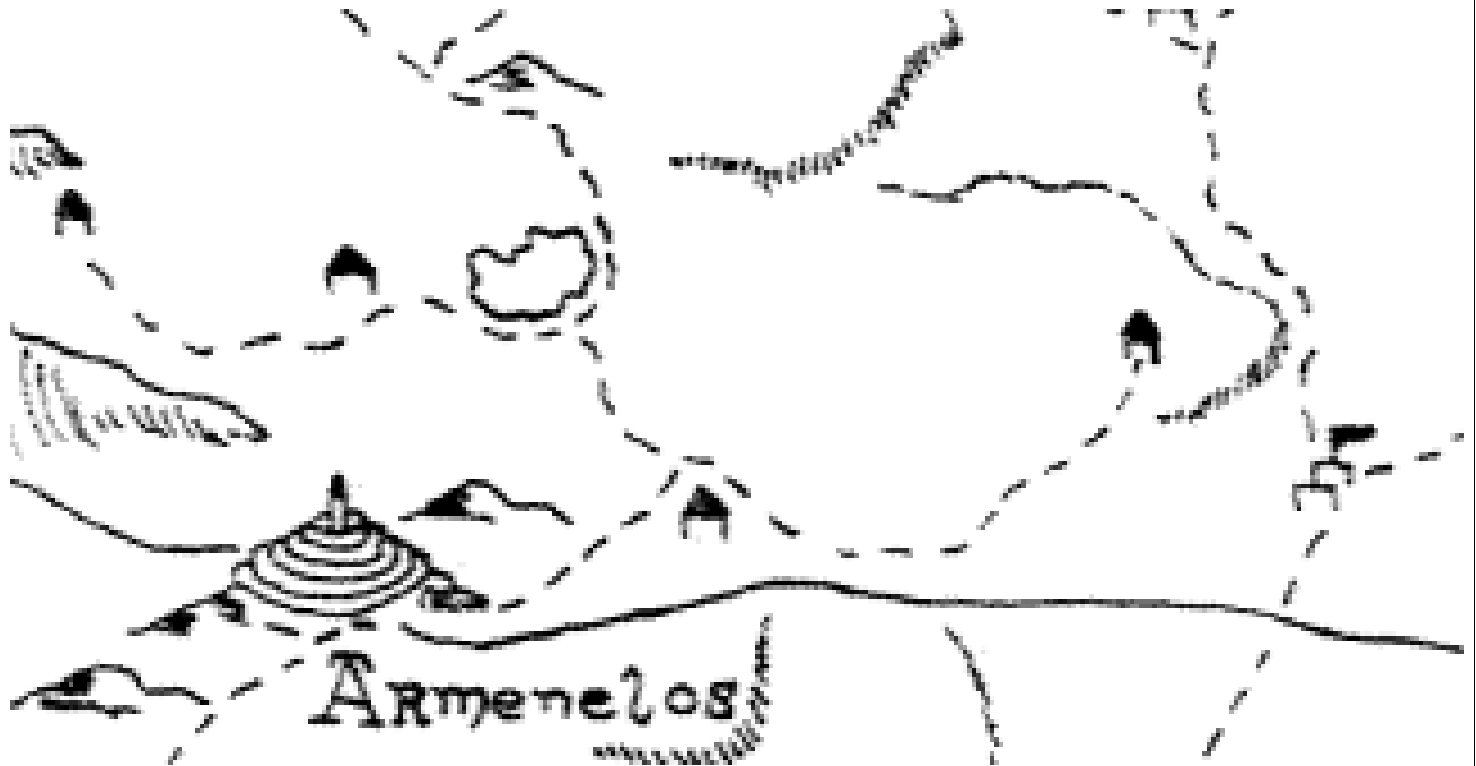


Illustration 17: Region Map 7

*16.3.2 PC Rough Map of Numenor
(Black & White)*

16.4 Area Caps

16.5 Fonts used

FreeSerif size 11 for body and most text.

URW Chancery L 14 for quotations and parts to be read aloud (if with a grey background).

Kelt VARIOUS SIZES FOR HEADINGS

16.6 Abbreviations & Conventions Used

The King's Men.....5
 zigûruzîrim.....5, 13, 18p., 32
 Zigûruzîrim..... 13, 15pp.

Illustrations Index

Illustration 1: "Escape From Númenor" artwork donated by Travis Henry (c) 2006-2008.....1
 Illustration 2: Gathering at the Hideout.....6
 Illustration 3: Sauron Defies the Wrath of The West, by Maria Lombide Ezpeleta.....6
 Illustration 4: Wose by Jeff Worley.....8
 Illustration 5: Detailed Map of Númenor by Thomas Morwinsky.... 10
 Illustration 6: Númenórean "Kings Man" Guard by José Enrique (2006).....12
 Illustration 7: Tamar the Smith.....17
 Illustration 8: Ciryaturion (temporary, need original artwork still). . 20
 Illustration 9: Village of Adûnurudzadan by Hawke 2006-2008...25
 Illustration 10: Elendil's Letter PC Handout.....37
 Illustration 11: Region Map 1.....39
 Illustration 12: Region Map 2.....40
 Illustration 13: Region Map 3.....40
 Illustration 14: Region Map 4.....41
 Illustration 15: Region Map 5.....41
 Illustration 16: Region Map 6.....43
 Illustration 17: Region Map 7.....43

Alphabetical Index

Adûnminulkan.....3, 15p., 24, 33
 adûnurudzadan.....33
 Adûnurudzadan.....3, 17p., 25, 32p.
 Aghân.....3p., 8pp., 14, 16, 20p., 33
 Armenelos.....8p., 18p.
 Ciryaturion.....3p., 7pp., 16, 19pp., 33
 Dúnedain.....5, 9p., 13, 15, 20p., 34
 faithful.....9, 16, 19
 Faithful.....5pp., 13, 19p., 23, 31
 king's men.....33
 King's men.....16
 King's Men.....5p., 8p., 12pp., 18p., 23, 26
 merpcon.....4
 MerpCon.....4p., 9, 14p.
 Narim n'Âru.....5
 Númenórë.....5
 Rómenna.....7pp., 11, 14, 19, 26
 spy.....14, 18, 21, 26, 31p.
 Spy.....3, 22

Index of Tables

Bibliography

An Eä Open System
Ready-to-play
Adventure Module

EAMODU11103

Escape From Númenor



Sauron Defies the Wrath of The West, by Maria Lombide Ezpeleta

