

## Attack on Amon Sûl

an adventure for The one ring written by Alexander Rosén

When: The company must be in or nearby

Amon Sûl in the year T.A 1409.

Where: The adventure begins in or nearby the watch tower of Amon Sûl, in Cardolan.

What: The Witch King and his host of orcs and other dark creatures attack and besiege the watch tower and eventually break through and raise it to the ground. One of the great seeing stones, a Palantir, is located in the tower and must be saved from falling into the hands of the enemy. The company will be asked by the king, Arveleg I himself, to get the stone to safety in Arthedain. They will be joined by one of the king's men, Arantil, who has the stone with him, and they must make sure he gets out alive and is escorted to Fornost.

**Why:** Amon Sûl is the main defensive outpost and with it gone the Witch King can destroy the land of Cardolan.



### Part One

# As the Shadow Fall on Weathertop (Fear & Stress)

Scouts report that an army is heading towards the tower and that it is led by the Witch King himself. Fear quickly spreads through the ranks of the soldiers in the tower, but the king, Arveleg I, manages to calm his troops down and defend the tower as well as they possibly can.

Part Two

#### Death and Fire (Panic & Death)

The siege does not last long and the forces of Angmar finally break through. During the chaos that follows the company must get out through one of the fort's hidden passages with Arantil and make sure they get out alive.

A group of warg riders soon pick up their trail and they will either have to shake off their followers or face them, outrunning the warg rider will be extremely difficult. If combat doesn't go the way of the warg riders, they will break off and rapport back to their leader.

### Part Three

# The Wolves of Angmar (Stress & Fatigue)

The company has to quickly move through the wild and won't have much time for rest as a pack of wolves have been sent out to hunt them

down. Will they discover the wolves in time or will they be ambushed at night time? The adventure ends when the company arrives in Fornost.





