



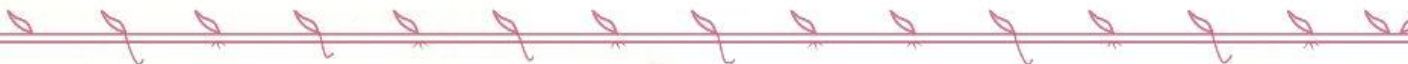
an adventure for The one ring
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When: The company must be in or nearby Amon Sûl in the year T.A 1409.

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.



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

