

...TO LIVE FOREVER...

A Scenario for MERP

For 3–5 mid-level PCs

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Layouts were generated using **AutoRealm** v2.1 and **GIMP** v2.2.10; glossary uses **Dragon Flame** v2.0.

Sponsor: Eric DuBourg and the yahoo MERP fangroup website:

<http://games.groups.yahoo.com/group/fan-modules/>.

1.0 INTRODUCTION

LEGAL DISCLAIMER

To Live Forever is a non-commercial, fan-created adventure scenario designed for the MERP RPG by Iron Crown Enterprises (now out-of-print). This document is intended for the personal use of RPG players and GMs, as an aid for their role-playing enjoyment. All references to the works of JRR Tolkien are the property of Tolkien Enterprises (TE) and/or the Tolkien Estate; additionally, MERP and all references to that game system are the property of Iron Crown Enterprises (ICE). All other material is the property of the author, and may not be offered for sale, nor altered, without permission. Please note that TE has been extremely aggressive against any perceived infringement of their intellectual property rights.

SETTING AND REQUIREMENTS

This scenario assumes that the reader is familiar with the works of JRR Tolkien and the MERP RPG system. The GM must have access to the MERP rulebook and the relevant maps/modules for the adventure area chosen. It also assumes the default date of 1640 T.A. set by ICE, however, almost any Third Age date before the War of the Ring should work fine. A rural setting in Gondor is recommended – almost any location with a village or small town in the general vicinity will suffice. Some rural areas in Cardolan might work well, too. The antagonists described herein are mixed Dúnedain/Rural men, with access to sizable resources, so these points should be considered when choosing the location. It is preferable that at least one of the PCs be acquainted with the NPC Gellon, but this is not necessary.

It is also assumed that the party is aligned on the side of the Free Peoples (or at least not opposed to them), and against Darkness.

The difficulty level is set for mid-level PCs, but can be adjusted for higher or lower level parties; suggestions: for lower level of play, reduce Golodh’s level and make Amlugion a normal human, and/or have Gellon assist the party; for higher level, simply increase the levels of both antagonists and the number of undead.

DEFINITIONS/TERMS

Unusual or unique terms:

Amlugion: S. “Son of the Dragon”

Brannon: S. “Lord, Master”; a title of honor or nobility.

Faer: S. “Spirit”, i.e. “Soul”

Gellon: S. “Joyful One, Triumphant One”

Golodh: S. “Wise One”

Merethrond: S. Feast-Hall”

2.0 THE TALE

Death has always been the weak spot in Dúnedain morality. Even the best of them have had their doubts about “the Gift of Men.” This is the story of Brannon Bladorthin Amlugion, a wealthy, retired merchant from Pelargir. He was a typical Lesser Dúnedain in many respects for most of his life, although not notably magnanimous. After his retirement, he found the time to enjoy many pleasures of life that his years of hard work had earned him - and denied him. He began to wonder how long he would live to enjoy these good things. These thoughts eventually became frets, then fears, and finally a neurosis that drove him to extremes and ruined his bliss. He began to quietly seek for a method to prolong his life. His investigations eventually led him to a man who had exactly what Amlugion was looking for: a recipe for longevity. This mage of dubious background and questionable reputation calls himself Golodh. No one seems to know much about him, except that he came to Bar Amlug about a year ago, presumably as a healer in the service of Amlugion. He is, in fact, an agent of Darkness, set loose in Gondor on a special mission of evil. And he does, in fact, have a key to longevity – one that carries a terrible price that someone must pay.

Golodh’s procedure requires the blood of a living host with a faer. Naturally, the host soon dies from the draining. So far, only three persons have been killed, but that number will only rise.

3.0 NPCs

Bladorthin Amlugion appears to be an aging Dúnedain, strong but pale. The strange thing about his aging is that it has notably stopped – some say reversed – even considering his ethnic origins. While not fundamentally evil or cruel, he definitely crossed the line of decency. The longevity procedure has now turned him into an undead monster – a vampire – and he will realize this fact soon. He no longer needs Golodh’s help to extract a victim’s faer – he is capable of doing this himself by drawing forth and consuming their blood.

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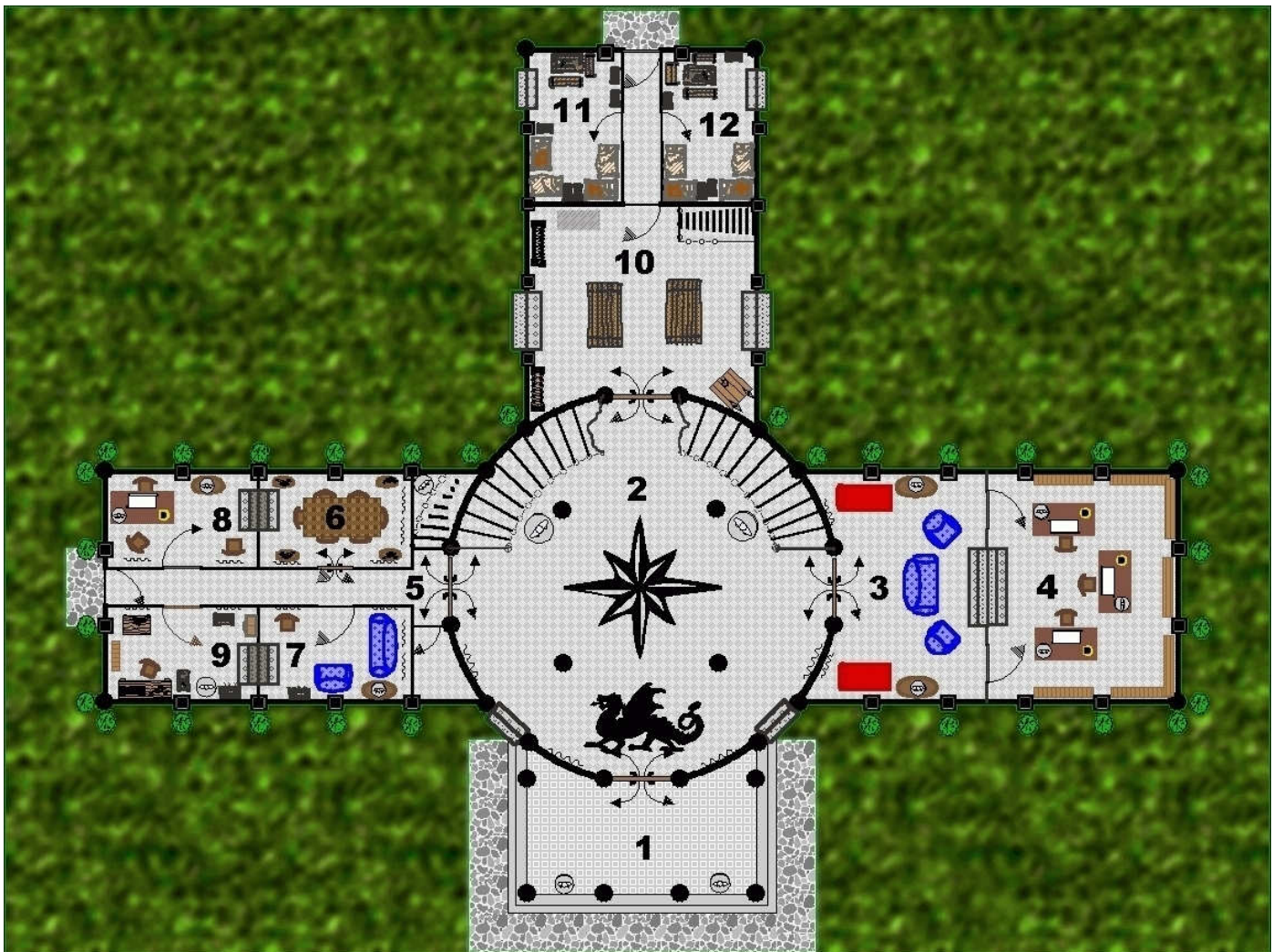
Golodh has thus become expendable, and will soon be eliminated to preserve Amlugion's secret. The servants have already been ensorcelled. Amlugion is also becoming very sensitive to light, and has begun to rest in the most secure, private place in his manor hidden from sunlight: his crypt. He will do almost anything to ensure his own survival. His victims (drained, not slain) will also become vampires, secretly spreading undeath throughout the land. Amlugion's title (Brannon) and name (Amlugion) came from his father.

Golodh is a middle-aged, itinerant mage from Rhovanion, of mixed blood, who fell easily under the lure of evil. Now he is only a pawn in the Dark One's machinations. Golodh was not fully aware of the potential or risks of the "longevity" process, and so was unwilling to try it out on himself (although he told Amlugion that he had). He is aware of Amlugion's transformation, and has

become alarmed. He is currently planning his exit from the scene. While truly cruel and viscous, he is smart enough to see his own peril, and he knows that he cannot resist Amlugion alone.

Gellon is an urban man from rural Anfalas, a former adventurer who came to the country to live in peace and quiet. He now resides with a local widow in a nearby village. He has become very suspicious of Amlugion and his "Physician" ever since disappearances started about a year ago. He is, of course quite correct in his suspicions. Amlugion and Golodh have both noticed his interest in their doings, and he has been marked for elimination very soon. If the PC's are not already acquainted with him, he will seek them out to assist him to find and stop whoever is responsible for the disappearances, and to ascertain the fate of the missing.

4.0 LAYOUTS



Manse Level 1

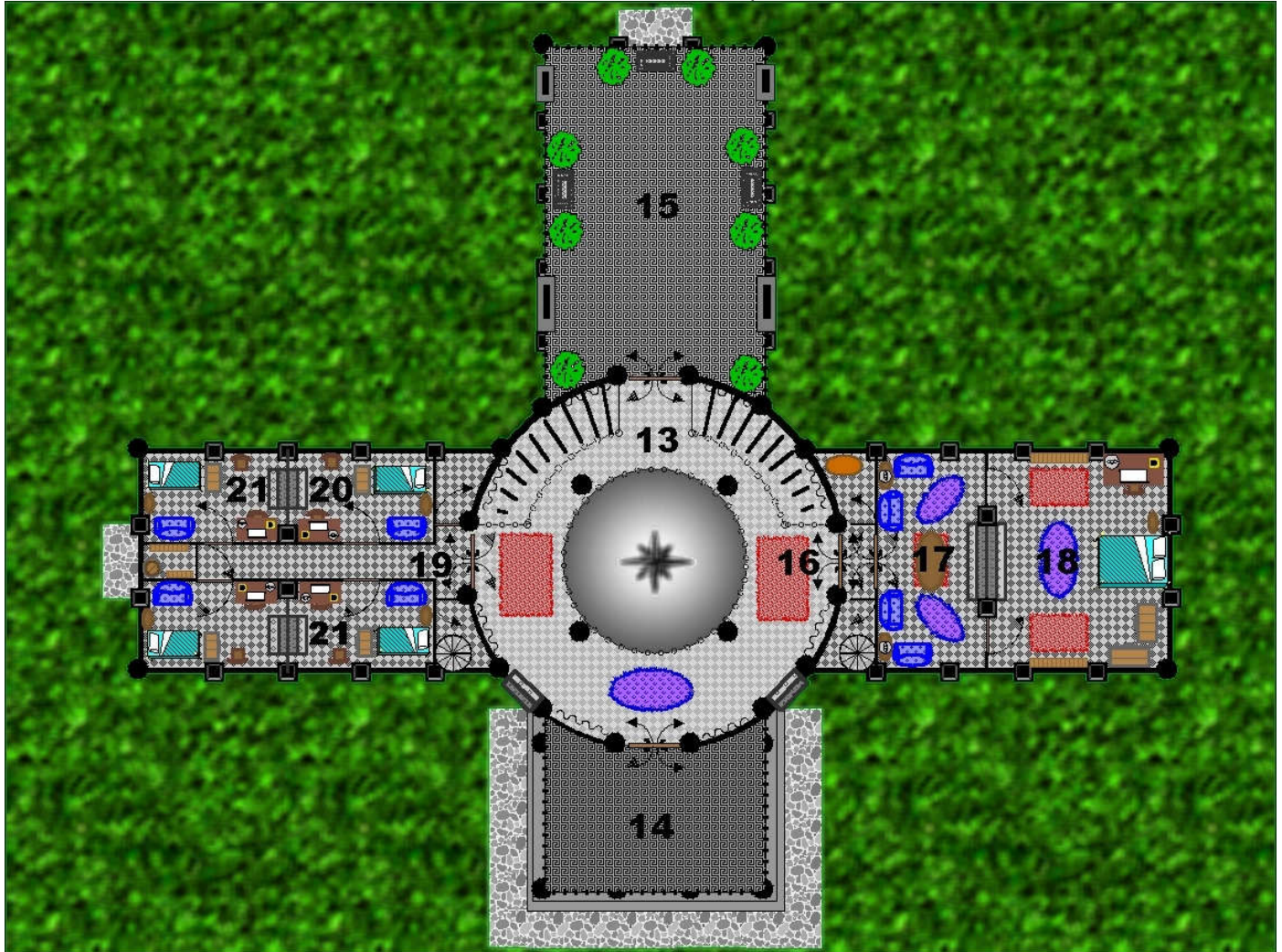
MANSE GROUND FLOOR

- 1. Entrance Porch.** An open-air porch covered by a roof; the main doors are usually barred from the inside (Hard -10) when the residents are at home; callers will be answered by the butler; the

manse is built of dark-brown-colored sandstone; large, barred windows on exterior walls.

- 2. Merethrond.** With a balcony above topped by a dome; elegant marble inlaid pavement; stairs to right and left to second floor balcony.
- 3. Salon.** Guests will usually be received here.

4. **Library.** Mostly the collection of Amlugion, Golodh has contributed little; both spend a good bit of time here; some of the scrolls/books may be valuable (GM's discretion), but none are magical.
5. **Foyer.** Stairs down to cellars to the right, commode to the left.
6. **Dining Room.** Meals are usually taken here; the Merethrond can be set up with tables and used for feasts, but this has not happened in quite some time.
7. **Parlor.** For more intimate conversation.
8. **Amlugion's Office.** The desk is unlocked; there are no important or incriminating documents here.
9. **Golodh's Workroom.** Golodh has turned this room into a private workroom; various mundane herbs are lying about; the chest (locked, Routine +30) holds valuable herbs: 5xArkasu, 5xYaran, 1xSuranie, and 1xUraana.
10. **Kitchen.** The usual accouterments; stairs down to storage cellars; trapdoor in corner for easy lifting of supplies by a skid with ropes and pulleys.
11. **Male Servants' quarters.** Currently only the butler and gardener, neither of whom have any possessions of value.
12. **Female Servants' quarters.** The cook and a maid/helper live here; neither have any possessions of value.



Manse Level 2

MANSE SECOND FLOOR

13. **Balcony.** The doors at the top of the stairs, as well as those opposite, open onto outdoor terraces; these doors are usually barred (Hard -10) from inside; valuable carpets.
14. **Front Terrace.** Open-air.
15. **Rear Terrace.** Open-air; potted plants, benches.
16. **Foyer.** Both pairs of double doors are usually locked (Very Hard -20) when Amlugion is inside;

Storage Closet to right with spiral stairs to trapdoor (barred on inside, Hard -10) to roof; commode/bath to left.

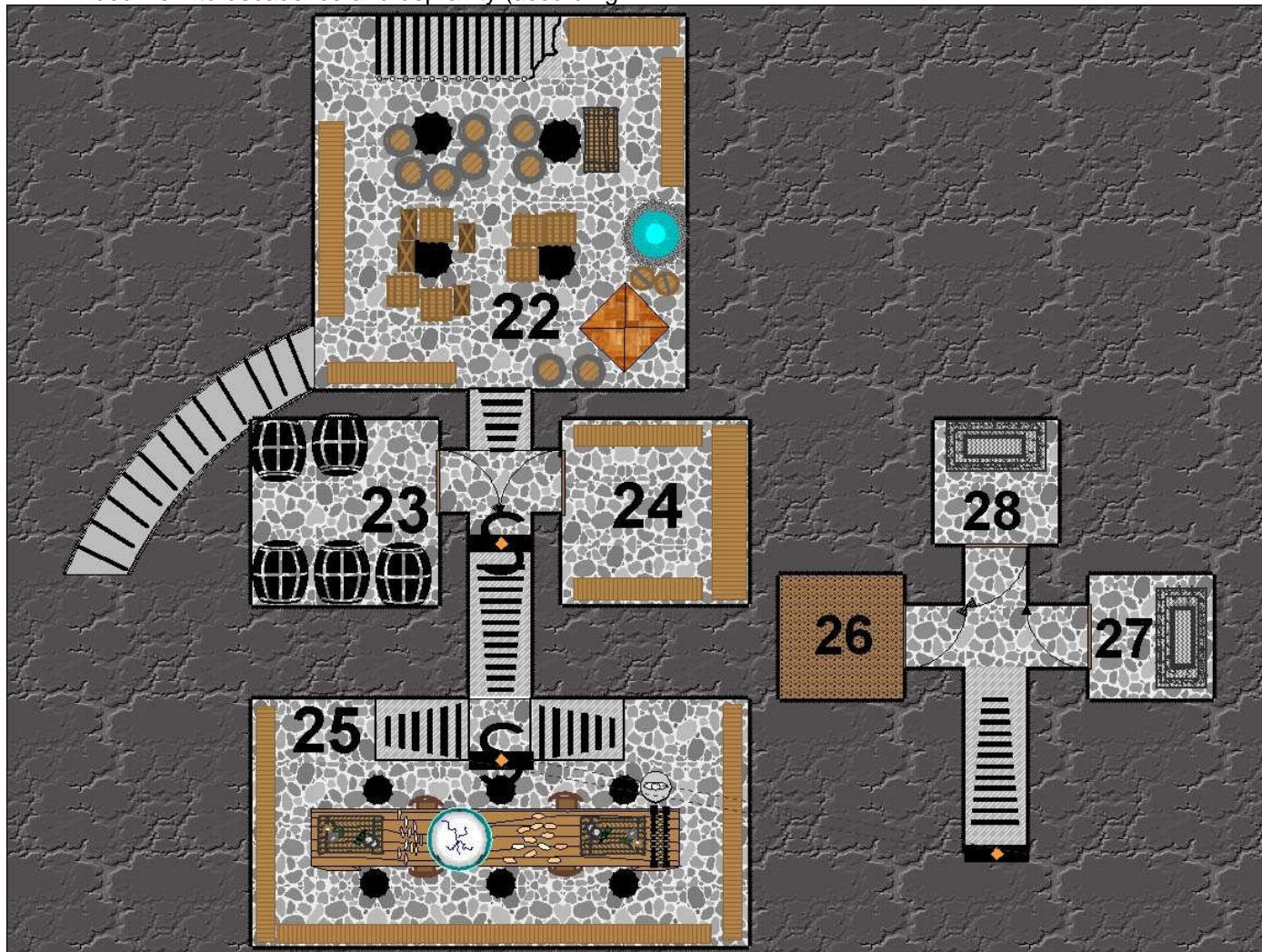
17. **Study.** Amlugion's suite, sumptuously appointed; the carpets in particular are valuable.
18. **Bedroom.** Amlugion's quarters; he has been very careful to leave no incriminating documents lying around; his valuables are in the two chests: +15 longsword (family heirloom), 100 gp, 500 sp, 1000 cp.

19. Hallway. Commode/bath to right, closet with stairs to trapdoor (barred on inside, Hard -10) to roof; storage closet at far end.

20. Bedroom. Reserved for Amlugion's son though he has not been here for several years; on the desk is a letter to Amlugion from his son, explaining his reason for leaving: his father's decline into decadence and depravity (according

to the letter – it is a clue for the players, and is not admissible proof).

21. Bedrooms. Guests will be housed here; Golodh's room is the first on the left; the chest (locked, Hard -10, and trapped, Hard -10, needle injects *Slota* poison) contains his valuables: spell books, scroll detailing the spell used to drain a faer, 10 gp, 100 sp, 500 cp.



Manse Cellars

MANSE CELLARS

- 22. Root Cellar.** Mainly food supplies in barrels and boxes; also a water well.
- 23. Ale Cellar.** Well stocked.
- 24. Wine Cellar.** Some very fine (and valuable) Dorwinion vintages.
- 25. Laboratory.** Right out of Frankenstein: Tables covered with bubbling beakers of liquid, some scrolls and books lying about, animal parts (some disturbingly human-looking) preserved in glass jars, shelves lined with jars of various herbs, powders, tinctures, and even an electrostatic sphere (Van de Graaff high voltage generator). A secret door under the landing opens to a steep, narrow stairway down to the crypts.

- 26. Crypt.** Unfinished; the three bodies are buried under the dirt floor of the crypt (Hard -10 to spot).
- 27.** The first Brannon is interred in this crypt.
- 28. Crypt.** Bladorthin Amlugion's stone coffin is open; he has placed some cushions in it to comfort him whilst he rests therein.

5.0 THE TASK

The task here is twofold: to prevent the murder of Gellon (or anyone else), and to expose and destroy Amlugion, thus preventing the spread of evil: a plague of vampires throughout the land. Amlugion has not "fed" for a while, so he is becoming quite thirsty. Gellon is his primary target, but if Gellon is well protected, Amlugion will find some other victim – possibly one of the PC's if they can be caught alone and unaware, or even Golodh.

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There is no immediate danger of confronting another vampire. Amlugion became aware of the result of completely draining someone, and did not want any competition, so he killed all of his previous victims before they were completely drained.

5.1 STARTING THE PLAYERS

The adventure starts when the PCs meet with Gellon. It is left to the GM to decide the details of the locale. If there is no village nearby where people can congregate, then this meeting will probably happen at Gellon's cottage. In any event, he will not let the first day end without telling the PCs about the goings-on in the area and his suspicions. He will ask the PCs for help very directly. Gellon is well aware that he is a primary target because of his activities.

5.2 AIDS

The PC's have a major heads-up with the information that Gellon provides (he does not, however, know any specifics). In addition, the antagonists are not united, and this might be exploited. If necessary, the GM can work in hints that undead are involved. Finally, Gellon may assist the characters.

5.3 OBSTACLES

Amlugion and Golodh should be sufficient in themselves to provide strong opposition. If the party is strong, the GM can have them cooperate, which should increase the challenge. If necessary, Amlugion can order the servants to obstruct the PCs. Finally, both Amlugion and Golodh can animate the murdered people as minor undead (ghouls, skeletons) to bolster their strength (assume Golodh has an evil mage spell list to do so).

5.4 REWARDS

The personal possessions of Amlugion and Golodh provide the main material rewards. Few would question the PCs' right to these wergilds. However, news travels fast, and Amlugion's son will be summoned forthwith to arrange his father's estate. Though saddened, he knows that events were heading inevitably toward this outcome. He will not begrudge the PCs some compensation, but he will not let them loot the entire manse.

6.0 ENCOUNTERS

The only encounters in this adventure will be with Brannon Amlugion and Golodh, with possibly their undead minions to boost. Stats follow.

Combat Summaries										
Name/#	Lvl	Speed	Hits	AT	DB	Melee OB	1 st /2 nd /3 rd	Size	Crit*	Notes
Bladorthin Amlugion	15	VF	150	No	+65	100LCI/—/—		H	L	Lesser Dúnadan Vampire
Undead: Immune to stun & bleed crits; Spell Lists: Spirit Mastery, Living Change, PP15x1=15										
Ghoul, greater/1	3	SL/MF	50	RL	+10	40SBa/50SCI/45we		M	I	Stupid; Infects wounds
Skeleton, lesser/2	3	MD/MF	55	No	+10	40we/50MBa/—		M	I	Ignores bleed crits, Pu=Cr
Servants/4	1	MD/MF	35	No	+15	30pa or 25da/—/—		M	R	Rural Men/Women, charmed

NPC Summaries										
Name	Lvl	Hits	AT	DB	SH/GR	Melee OB	Missile OB	General Clm/Rd/Sw/Trk	Subterfuge SH/PL/DT	Notes
Golodh	7	49	No	+15	No	+10bs	+10sb	+10/+10/+10/+20	+10/+20/+10	Rural Man; Mage
Ag90, Co80, SD35, Me90, Re90, St75, Qu90, Pr45, Em35, In90; RdRun +69, UsItm +69, DirSpl +80, BasSpl +14; Mage Spell Lists: (10), PP 7x1x3=21; Torque x3 PP Mult; +5bs										
Gellon	5	38	No	+15	No	+15bs	+10cp	+10/+10/+10/+20	+10/+20/-10	Urban Man; Mage
Ag50, Co75, SD90, Me95, Re95, St65, Qu50, Pr95, Em90, In95; RdRun +55, UsItm +45, DirSpl +70, BasSpl +10; Mage Spell Lists: (7), PP 5x2x2=20; Staff x2 PP Mult; +10bs										

*I = normal table with severity reduced by *one* (e.g., "E" becomes a "D", "D" becomes a "C", etc.; ignore "A" results).

