

# The Chronicles of The Wanderers of the Wilderlands

## LR2 The Sword and The Stone.

### Synopsis

Late 2944 / Early 2945.

The party are contacted by a crippled dwarf, Funwar\* IV (wolvesbane) from the Iron Hills, who actually fought under Dain at the Battle of FA. He lost a hand to a large wolf, and crushed its skull with his other!! In non-conflict times he was a travelling blacksmith. Meeting in Dale, Erebor itself, or Esgaroth. He requires an able group to travel South, toward the dead marshes.

*(pronounced as Fin-Wah)*

A few dwarves were present in the War of the Last Alliance. At a fairly hidden location he says, is a tomb belonging to an ancestor, who died during this campaign. He has an amulet which is linked to a fine blade, he thinks buried there. He also has some vague details on a map with some notes. Closer the stone gets to the sword the more it glows, which should help them find this hidden tomb. He says he is basically an impoverished noble, who really needs the sword as a great token for a wedding 'trove' for his daughter. Needs to re-earn his wealth.

When the party arrive they find the tomb freshly broken in, a ring-wraith sensed the tomb and used spells to break down the wards, hence it is no longer hidden and is revealed and easier to find, even though the gem doesn't glow much in that area. All items within have been taken, and a 'vengeful spirit' has arisen as a result, maybe? In it were the dwarf-lord and 6 of his guard. Slain some few days before the battle that drove Sauron from the field. His tomb is therefore not in the area flooded by the marshes and is slightly more NE.

Gem glows slightly and if follow its light approach a ruined fort, in the marsh itself, dating back from the time of the last alliance. Recently been re-occupied by troops from Mordor. From 2 different orc clans, and without a leader there, as the ring-wraith has moved on, there is tension, also a troll there, whom neither clan are 'fond' of. A group from Mordor will arrive soon to assess all the items from the tomb. Eastern men are due to garrison the place when the orcs have finished re-building in a few years time.

Party need to see what trouble can be caused, retrieve sword and other treasures. May be pursued?

On return to the lake area, find dwarf and he accepts sword. He also gladly agrees to share any relics from the tomb and is keen to hear any tales, and suggests he buys them a great breakfast tomorrow or maybe evening meal the next night? . The next day he is in fact gone, without a trace.. He has studied the sword, and placed the gem in it, for it has space for such a thing, and it has commanded he returns to his homeland.....

"In fact the ancestor Funwar, was actually fighting on the side of the enemy. This is not well known and has been lost in history. The map and notes states his fathers name as Turnkey, which Funwar IV assumes is some lost humorous term, in fact it said Turncoat, and the difference has been lost over the ages. The sword is in fact called 'Elf-Binder'. When returned intact to the gem, it allows some empathic contact with the 'great enemy' himself, The wards put on the tomb were as much to keep things in, as out and away!!"

The crumbling 'noble house' lies somewhat south of the iron hills, his ancestral home which is a bit of a ruined hall part of an old tin and copper mine, not his current place, which is very central in the iron hills clan.

If the party decide to follow him, and they can find out where his current home is, on the end of the first day they find two travellers dead, a single sword wound, and their eyes cut out. Maybe eyes are needed to power the empathy abilities??

Back at his ancestral home, some men who have been dwelling there, petty bandits, fall under the sword's sway. The dwarf awaits the group of Easterlings who would have taken up in the ruined fort near the dead marshes, to be re-directed to dwell here and form a spy unit, on the dwarven kingdoms, and to sour elf-man-dwarf relations. Of course the party may get their first, if they can track the dwarf's cart and mule, or some other plot device.

Conflict, non-lethal, at the Hall. Besieged by eastern forces, trying to attain the sword, rescued by iron hill forces??

A Note on 'Monster Blocks'

Just a brief stat block for adversaries.

**Boons** includes all positive racial abilities, edges and order abilities

Creatures will have fast play 1,2,3 wounds. The level of this is highlighted.

**Defence** is Mod Nimb+10+a note of any shield + size as if opponent is medium sized.

Bearing mod is only given for 'spell users'

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# 1 CHAPTER 1: THE DWARVEN HEIRLOOM.

## 1.1 Scene 1 FUNWARS REQUEST

Set in one of the towns around the lake, probably be in a tavern, market, but anywhere will do. Approached by a swarthy, ageing dwarf. He has many scars, and the most prominent thing about him being his lack of a left hand. He is perhaps slightly taller than the average dwarf.

" Greeting and warm cheer to you. Are you the ones I have heard tales about, for I am looking for able folk, to do me a great service. I am Funwar IV (he has *renown* of 2), some call me wolvesbane. I lost this at the great battle, and the hard times I had before it, are harder still. I am a dwarf of some lineage, but alas little wealth. I intend to rectify this situation with your help. I am in need of a sign, a symbol, a relic, for my daughters trove. I have an ancestor who I believe has just what I may need. He died at the time of the great war when the shadow was first cut down, nearly 3 millenia ago. With him was buried his mighty blade and other relics and wealth of my house. It is my belief that's his tomb still exists intact as I have notes and tales to say it was protected by mighty wards and words to hide it. How can we find it, well I have a gem that is said to glow when the sword is near! Are you willing to undertake the long journey to Dagorlad? In return you can have a share each of any other treasures buried in the tomb. With the shadow lessened from Mirkwood I feel the time to travel is as safe as it will ever be. I can supply you with a few pack animals and a few weeks food supply. Are you the stout-hearts I seek? Can I entrust you my mine, and my kins, future? I realise re-opening a tomb is frowned upon but with times as they are, something just feels right about my quest? "

Using various skills to tell he is being honest and is telling all he knows to the best of his ability. *TN of 10*

He says great travel his beyond him now and he will not accompany you. He has a simple blue gem on an iron bracer. Also a tattered collection of bound notes, maps, drawings, some old, some new.

- *An approximation of where tomb is in Dagorlad*
- *Rough drawing of a tomb*
- *Hidden dip it appears to be in*
- *Faded words of magic*
- *Picture of a short bladed sword*
- *Funwar Turnkey name is noted*
- *Burial with loyal house-guard*
- *Lots gaps in family history, only detailed since migration to Iron hills in 2768*
- *Pre third age seemed fairly 'nomadic' in nature.*

Characters may have various lore skills that can confirm these rumours and facts. *TN* at least 15. Also note that

- *Region: Most tombs of the battle were hastily built. Funwar must have died either pre or some time after main battle.*
- *Region: The marsh supposedly flooded most areas hence tales of ghosts and such.*
- *Race: Very little at all known of this line, or this dwarf, odd he seems so lost to history?*
- *Magic: For his tomb to be protected by magic must mean something significant.*

Awards A few skill awards and role-play awards based on the party having amicable conversation with the dwarf, him gaining confidence in them, and them maybe contributing to his knowledge base. Award up to 5 skill awards based on TN, and perhaps 25-100 scene and role-play awards dependent on how well it went.

## 1.2 Scene 2 THE JOURNEY SOUTH

Using the distances given in the Core Rules, the total distance to the tomb is about 170 miles.

See Map 1

### 1.2.1 Wilderland

A very sparse region, with many miles crossed on rough, coarse grasses, insects and sparse bird-life. Very little signs of larger animal life, and even less humanoid. Mostly rolling hills, some crags and flats. May have possible encounters with

- Small fertile area bearing an abundance of flowers and birds and evidence of small mammals and game.
- Medium copse of very old trees. Evidence on a spot TN 20, of its use as a camp-site on rare occasion, but a camp-site of skilled folk who hide themselves well. A bear may have passed this way, or still be present, many foxes may be the top of the food chain, feeding on numerous mice and voles.
- Eastern / Dorwinion nomads, 6-12. Talk of civil strife far to the East, dark shadows over the sea of Rhun, terrible cults and secrets in rumour. Will trade gems and wines and cloths for items of metal / tool nature. Assume their leader has +6 to such skills, but has -2 penalty due to need for things. May have seen troll signs or wolves, if the party impress them.
- Rogue wolf pack, once under the control of Mordor, they are somewhat leaderless and without purpose. Not necessarily hostile, and will draw somewhat to any in the party who have attained corruption points.
- Troll, in an area of some desolation. Cave may be traceable (track TN of 10). Inside will be many broken wine gourds and pots, few dead orcs skulls, and a cloak of some fine make and a fine spear of gold and silver. (*preserved*, so as not to corrode and has a heroic +1 bonus versus men of darkness, +2 against Easterlings in particular).  
Anyone with lore:Gondor on a
  - TN 10 can see the two are from Gondor,
  - TN:15 belong to a noble house there.
  - TN 20 house no longer exists

Returning item to authorities in Minas Tirith will yield both gold and +1 renown, as well as being a good and proper act. The spear has jewellery value of about 25gp.

- Rough terrain requiring TN 10 manoeuvring rolls, whether climb, ride etc.
- Heavy downpour hampers movement and vision, may be 'lost' somewhat, spook any horses or other animals.

### **1.2.2 Dagorlad and the Dead Marshes.**

Scene of great battles of the past will loom in the distance. Increase in numbers of flies, and generally wetter, than not wholly marsh, under foot even some miles away. Numbers of birds increase, but even these have little colour and seem to match the mood. Rolling hills, crags and occasional copse, replaced by a vast expansive plain. Great mountains and hills of Mordor loom large to the SouthEast. Whole area of some dread. Requires a TN 5 willpower reaction or affected some what by fear (see p. 277)

See Map 2

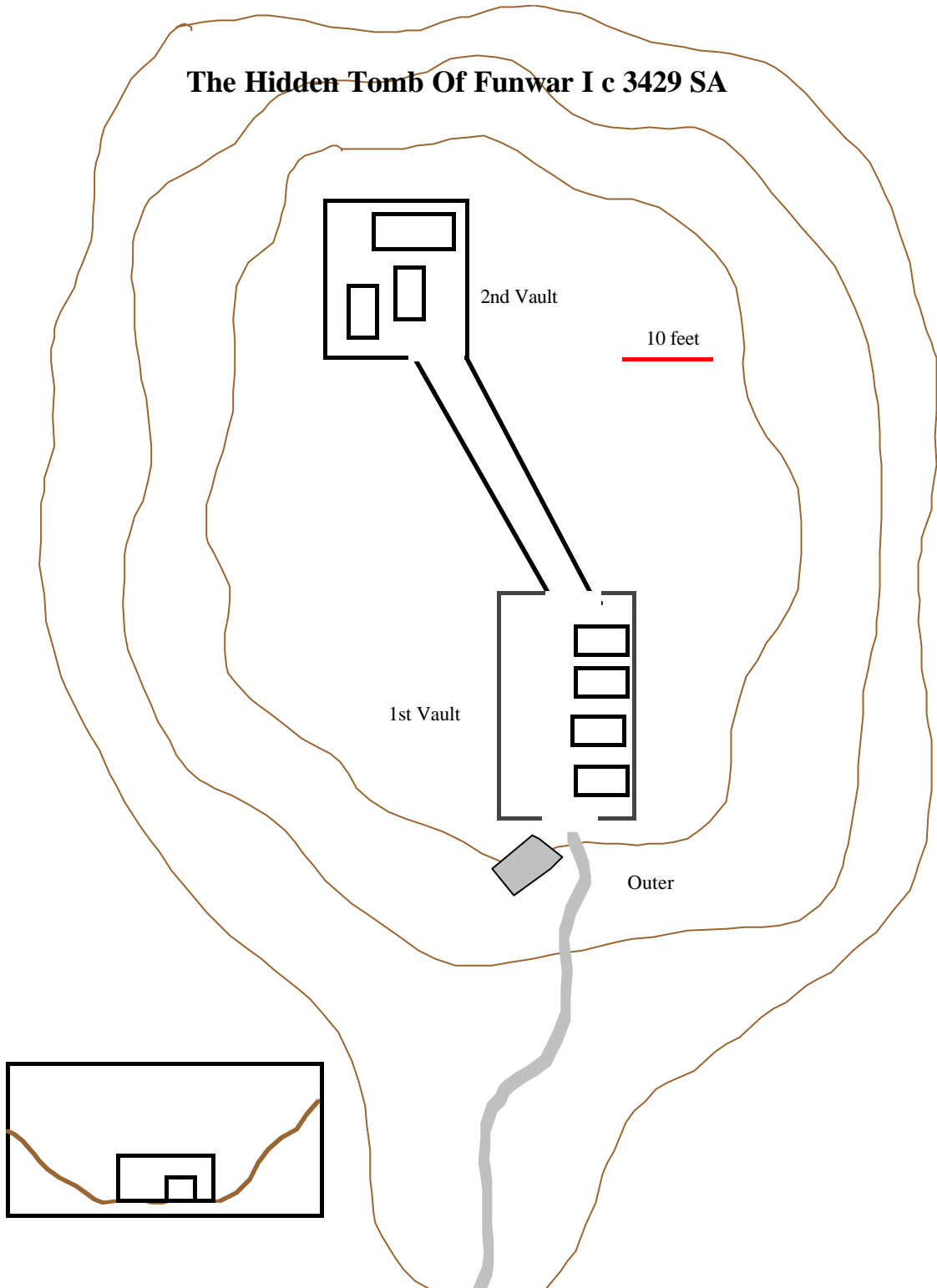
Awards up to 1 exp. award per mile travelled if the characters showed patience dealing with a scene of little action or role-playing, and not over-reacting if you opt for a scene / encounter of some action. Rather did they get a feel for the new lands they explore, the sparseness of the wilds, respect for its rawness and subtle beauty? Intuitive methods to aid survival, stealth and such may attain up to a further 100 exp.

### **1.3 Scene 3 THE TOMB of FUNWAR**

The gem barely glows here, but according to the map and notes, this rise feels about right. Look down from atop the rise into a small dip, about 15feet deep and 60 feet across. The tomb is within a large mound of moved earth. To your dismay the tomb door is open, and in fact lying on the ground before it. You see know a half dozen lightly footed boot marks, of humanoid type, leading away from here to West and South, *they then get very tricky to follow.*

See map of Funwars Tomb.

# The Hidden Tomb Of Funwar I c 3429 SA



### 1.3.1 Outer Vault

As you investigate see that the door has been very recently removed and broken. Inside you see dust still has thick and undisturbed for the most part. For example you see no footprints within. Your light source (the Sun?) illuminates what is probably an outer tomb, maybe used by the house-guards, and beyond this tomb a small tunnel leads in further. Four stone plinths, roughly shaped, line the east wall and the dried skeleton of a dwarf lies on each. Their hands are placed on long handled axes. They wear mail and great helms, with the armour that looks penetrated by arrows, signifying perhaps death by an ambush than some glorious last stand. The bodies do look disturbed and maybe certain artefacts have been removed from them. *The axes here, with a bit of a sharpen, can be made back up to masterwork quality. Two of the dwarves still wear silver chains of their wrists, worth about 10sp each.*

### 1.3.2 Inner Vault

Narrow tunnel leads about 20 feet further in to another vault. Areas here is heavily disturbed were the Nazgul has opened the door. Within here is the disturbed and evil spirit of the dwarf, Funwar I. *It will attack with great anger, especially any elves or dwarves. The party may wonder why this is so??*

In the inner vault are 3 more stone plinths bearing bodies. The two attending captains one has had his right arm disturbed and it lies on the floor, and the other, his left is no longer in contact with the rest of the body. *A shield and axe has been removed. The body of the presumed dwarf-lord, his skull is missing as is the sword and scabbard probably removed also. A bronze chain (8sp value, had spiritual meaning not wealth) remains around his neck, that bears a small red gem. Value 12 gold pennies, it is a very nice piece, he took from a slain elf maiden of Lindon. The armour of those in here looks pierced by many arrows as well.*

The gem barely glows here. If follow the tracks South and West, though these are rapidly lost as the area grows marshy, the gem begins to shine more. After a 9 hour trudge, through tricky terrain, atop a slow but fair rise is the ruins of a fortress.

Awards Skill awards dependent on how tomb was explored, spirit was dealt with and a deduction on what has happened. Award up to 10 skill awards based on TN, and perhaps 50-150 scene awards dependent on how well it went, whether characters should honour under duress, how they aiding each other. Any courage points spent fighting the spirit should be re-cooped.

Chapter award of up to 500.

## 1.4 Cast Of Characters

***Easterling Nomads.*** Only 2 to 4 will be the equivalent of a starting character, and maybe 1 to 2 will have up to 3 advancements. Majority therefore, have no order, the ones of note may be a loremaster: wise women, craftsman: gardeners, warrior:basic.



**The Lost Pack** up to 20 wolves of which, 11 are adults, 7 of these are males, and three of which are from the same litter and are the driving force behind them (2 fast play wounds).

MONSTER BLOCK, non-Spell		Skills		total	
User					
NAME	<b>Wolf, of the Lost Pack</b>				
Health	9	Boons	Combat	basic	5
Stamina	3		fang	d6+1	5
Swift / Init	3				
Willpower	-1		Physical	basic	3
Wisdom	-1		track	scent	4
Defence	10		athletic	run	6
Armour	skin, AP 2		Academic	basic	-3
Courage	0	Flaws			
Corruption	8				
Renown	0		Social	basic	-1
Size	M		Intimidate	fear	3
<b>WOUNDS</b>		penalty	-3	-6	dead
<i>fast-play</i>	1	hits taken,	4	7	9
	2	hits taken,	7	14	18
	3	hits taken,	11	16	27

**The Crag Troll** A loner and more viscous than most trolls. Due to a conflict ages past he has lost most of the claws on his right hand, lessening the damage it does by 2 points.

MONSTER BLOCK, non-Spell		User		Skills		total		
NAME								
<b>Crag Troll</b>								
Health	18	Boons	Combat	basic	5			
Stamina	5		hardy	claw	3d6+4	7		
Swift / Init	1		night eyes2	rock	3d6	3		
Willpower	1			Physical	basic	2		
Wisdom	0			track	men	4		
Defence	8*			athletic	run	1		
Armour	skin, AP 3		Academic	basic	-3			
Courage	0	Flaws	black speech		2			
Corruption	10		westron	1				
Renown	0		Social	basic	-3			
Size	L		Intimidate	might	3			
<b>WOUNDS</b>		penalty	-3	-6	dead			
<i>fast-play</i>	1	hits taken,	7	14	18			
	2	hits taken,	14	27	36			
	3	hits taken,	22	32	54			

**Malevolent Spirit of Funwar** His spirit, though evil had rested somewhat in clam, until the ring-wraith disturbed his 'peace'. The presence of such a powerful force has re-kindled all hatreds and rage and the spirit lurks within the confines of its tomb, awaiting a chance to let the blood of elves, before it will rest once more. If its physical form is destroyed, rather like a wight, its tomb needs emptying, and its contents exposed to the sun. It has no spells but is physically tough.

MONSTER BLOCK, Spell User					
NAME	Least Wight		Skills		total
Health	13	Boons	Combat	basic	
Stamina	6		shortsword	2d6+6	6
Swift / Init	3		claw	d6+4	4
Willpower	4		Physical	basic	
Wisdom	3		Observe	spot	4
Defence	11		stealth	hide	9
<i>Armor</i>			Academic	basic	
bearing	3				
		Flaws			
<i>Courage</i>	0		Social	basic	
Corruption	15		Intimidate	fear	8
Renown	0				
<b>WOUNDS</b>		<i>penalty</i>	<b>-3</b>	<b>-6</b>	<b>dead</b>
<i>fast-play</i>	1	hits taken,	5	10	13
	2	hits taken,	10	20	26
	3	hits taken,	16	23	39
<b>Spells</b>	None				<b>TN bonus</b>
	No Icy Touch				

## 2 CHAPTER 2: THE HOLD OF THE NAZGUL

Like much of the area, Sauron intends to re-build forces and forts, until when he has power and confidence enough, Barad-dur will arise again. This watch-fort was cut off in mid-SA 3433, and finally emptied and ruined in late SA 3435. It had garrisoned a mix of eastern men cavalry and orc spearmen. The garrison was killed by elves. Men of Gondor used some of the stabling and walls as shelter in the winter of SA 3436-38. It made a useful staging post for those moving from the front-line besieging Barad-dur. It is likely Anorien, brother of Isildur and son of Elendil stayed here a month before the 'bolts of Barad-dur' slew him in SA 3440.

It has been occasionally used as a shelter by travellers / nomads, and has had orcs in it since late TA 2942. Most recently it is being re-built and its foundations strengthened against floodwaters and the creeping marshlands. Eventually again it will serve as a cavalry station for Eastern Men, loyal to Mordor.

There are members of two orc clans currently here, a working group of lesser orcs (goblins well call them) and some tougher orcs (Uruks), who serve one of the nine. The Uruks favour spears and charging, the goblins will usually try to avoid combat, but see 2.2.2.5, below. The two groups despise each other, but are kept in line when their dark leader is present. A troll has recently moved here, in a ruined out-building. Everyone hates it, and the each clan uses him to harass and bully the other.

### 2.1 Scene 1 SURVEILLANCE AND SCOUTS

Characters would do well to watch a while. Need to ensure they realise a full assault without some tact, or splitting up the enemy, is near suicidal.

- In the day can hear occasional sounds of construction going on.
- At the night even more so with stones being replaced and re-shaped.
- Every 36-48 hours delivery of 1 large carts of supplies, pulled by a beast of burden and 3 uruk teamsters arrives. If 2 consecutive are ambushed the orc captain dispatches a squad of orcs to investigate. If a cart is ambushed and a survivor gets to the base, the orc captain will dispatch troops.
- Goblin workers roam out at night foraging, on one such foray a group of them will gang up and kill the *Uruk* who is with them.
- A goblin may be thrown to the troll to teach the other goblins a lesson.
- Goblins may get an Uruk intoxicated and manipulate him into seeing the troll and sealing his doom.
- A group of wolves may arrive, and goblins dispatched upon them. This group will do a large perimeter patrol.
- The *Nazgul* may return. It will be preceded by 24 hours by a group of Easterling riders in black, who will whip the orcs into shape.

### 2.2 Scene 2 RUIN RAIDERS

The number of inhabitants in the ruins should depend on what the party can handle, and how well they have manipulated some of the strife within. One *uruk* could perhaps be a *captain elite* or a *sorcerous magician*.

The sword the party seeks is on the 2<sup>nd</sup> floor of the tower.

## **2.2.1 External of the Ruins**

Quite simple building composed, at least once, of a large hall, with a small watchtower, outer store and a stable.

*No map is supplied as it's all quite self-explanatory*

### **2.2.1.1 Site Over-view**

The watchtower has been largely repaired (*craft: stone-smith*, or similar TN 10. Actually likely tower was a 4 or 5 storey high historically. (Looks more like two and a small upper storey, after its recent repair). Large stable looks in good state of repair. Main keep still has holes and a partial roof, all of which looks new. Outer store basic foundations, and about 40% perimeter has a small wall, up to 7ft tall, with a platform so defenders could fire out. A small area outside looks like it is under some agricultural activity (*lore / craft: gardens* TN 5, a pasture is being re-planted).

### **2.2.1.2 Outer Store**

Barely consists of foundations being built on site of a previous hold. It will have 7 compartments on completion (*lore: TN 15*, size of 3 storey but likely only have one floor).

### **2.2.1.3 Stable**

Made of local stone with timber from about 3ft up to its height of 14ft. Has intact double wooded doors. (*If the party has been observant they will realise there is a troll in here with a large club*) If they have just blundered into area roll a *track* TN 15 to note vague troll footprints).

As noted below the troll within is unremarkable and will attack anyone not showing great authority to it. Needs an *Intimidate* or similar presence upon it of TN 20 to give it an order. Add 5 to TN if order is from anyone except a human. (It will recognise and obey any dark magicians, ring-wraith etc.). A good guise may therefore make it easier to influence.

## **2.2.2 Internal of the Main Keep**

Made of Stone, in a style of more than 3000 years ago. No attempt has been made to merge old and new construction, hence an ugly look to a once fine hall. Stone floor and narrow high windows. Perhaps these once doubled as arrow stations. Even in its glory days, this place would have felt dark and cold.

### **2.2.2.1        *Ground Floor***

Keep has a double door sized area for entry in its East (*facing Mordor*), though no new door as yet. Sheets of sackcloth are used as a barrier. Within is a huge great hall, currently a bit of a smelly heap of an orc barrack. Stone and wood bunks are being made, (*Siegecraft / fortifications TN 10*: and perhaps up to 80 folk could be billeted here upon completion).

The roof is only 75% completed. 5 small rooms off to North-side, presumably from officers and leaders, all are currently empty and look damp.

In the west a large pit has been built, with rope ladders down. It looks like a previous cellar is being extended somewhat.

South-West has a set of steps attached to the wall. Beneath this, is the wall itself, is a doorway into the tower.

### **2.2.2.2        *Middle Floor***

Aside from some structural repairs, this area is no re-used as yet. May have consisted of a number of smaller rooms, perhaps a kitchen, mess hall and such in the past. From here one can easily climb onto the roof.

From the roof (with a TN of 10) access to the top of the tower can be gained.

### **2.2.2.3        *The Tower***

Once fairly tall watchtower, very visible in the surrounding plains. Would have been a welcome site to the cavalry forces that were stationed here. Of the 5 floors only 2 and a small watch-post have been repaired and modified.

Base of the tower is a small cookhouse, used to make stews to feed the orcs here, and to distil orc brews and grogs. Sacks containing root vegetables and spices put into these concoctions.

Next floor up of the tower is the current room of the keep commander, *a few suggestions for his order are outlined below*

Simple bunk and desk and chair, with a few sacks of personal effects. On the table are a number of scrolls carrying orders of a written nature, rather than word of mouth as is more common. The scrolls basically outline

- Time-scales for completion.
- List of materials due to be sent. *None are anything out of the ordinary except craft TN 10: Smithcraft, items useful for making a good signalling device.*
- Detachment of 60 Easterling cavalry is due in about 5 weeks.
- A drawing of Funwars' tomb and a sketch of the sword.

The top of the tower has both a simple telescope (about x12 magnification) and a small beacon for signalling. It is not adequate to the remoteness of the area and a better signal light is on its way.

The sword itself is actually hidden under the bed, with a TN of 10 to find where it has been secreted.

Too one side are the missing shield and axe from the tomb

***Funwars Sword, Elf-Binder*** The sword is slightly shorter than a short-sword, but broader set, ideal for a shorter but strong race like a dwarf. It is certainly masterwork quality and if toyed with and swung, feels nicely balanced. Time has not ravaged its edge, *blade preservation*. It can be detected as vaguely enchanted, but until the gem is placed inside it, it seems weak and unclear. Using the blade in battle gains the wielder a corruption point.

Anyone, other than of the line of Funwar needs a spot TN 25, to notice when the sword is held in a certain way, at dusk in fact, it has a groove within, the same size as the gemstone. As though a *veil* spell is upon it. A dwarf of Funwars line can see this at anytime and with a relative *craft* roll of TN 15 can make the gem fit in, or remove it, it is quite delicate and tricky.

When fully restored the blade bestows the following.

- +1 to armed combat.
- Wielder gains the *flaws: Hatred (Elves), Misery (-2 to all social skills based on charm and friendship)*
- Wielder gains the *edge: fell-handed (2) versus elves.*
- Immediately gain 3 corruption points and gain 1 corruption point per month.
- Gain the sorcerous spell *Evoke Fear* as a magical ability. Its use gains 1 corruption point per use.

***The Shield of Steadfast*** . Simple black glass hammer on it. It is a *masterwork small shield, adds +1 to parry*. It is not magical. Wielder gains a corruption point.

***Grimfires Axe of Striking*** . Very old battle axe, dating from the early second age. In its time it was used to battle to worms of the north, as well as a more nefarious use toward the later centuries of the second age. As such it has both a *heroic* and *un-heroic* quality. It basically is +1 to strike men of good heart, and does +2 damage versus worms and similar 'nameless things'.

- If used for evil purpose it loses the worm damage ability and become +1 to damage men of good heart as well, and the wielder gains 3 corruption points.
- If used for good intent the wielder gains 1 corruption point, which will be lost in time, and the weapon loses its man-striking ability and becomes +4 damage versus worms and the 'nameless things' Gandalf states live in the deeps.

*Assume 'Grimfire' and 'Steadfast' are of Funwars Folk, fellow fallen dwarves..*

#### **2.2.2.4 Lower Dungeon.**

This area looks as though it may be divided into two parts. One may be a store, but currently doubles as a pit for goblins to sleep in. The other may become a forge area, perhaps for the making of regalia and items to keep a cavalry unit supplied.

#### **2.2.2.5 Routines and Tactics of the inhabitants**

Whatever number of inhabitants the narrator decides is here there should be at least 24 *goblins* and 12 *Uruks* and 1 leader.

If attacked the goblins will generally panic like a rabble, but gain in confidence. (Maybe give them a willpower roll dependent on situation. For example if even 1 elf were to charge a group of them they would scatter). But if their assailants begin to fail against the Uruks or troll, they will then improvise weapons and gang up on individuals.

The Uruks will attempt to get organised and deploy their number in good order, seeking to attack limited enemies at a time and overpower them quickly. They favour spears and melee.

## 2.3 Scene 3

## RETURN TO THE LAKE

Assuming they have the weapon and head back North. Dependent on time used so far, and the narrator's whim, you may have them followed. For up to about half the distance back, there is a chance they will be followed. After that assume not.

The journey back will obviously be nearly the reverse of the journey there. Making use of some of the details of the journey south may break up any tedium with a 'dull' journey. Awards Numerous Skill awards dependent on how surveillance was carried out, ambushes and assault success etc.. May award up to 20+ skill awards based on TN, and perhaps 250 scene awards dependent on how well it went, whether characters should honour under duress, how they aiding each other. Any courage points spent fighting any enemy spell-casters, or worse, should be re-cooped.

Chapter award of up to 1000, as it is likely the largest, longest to play, of the chronicle.

## 2.4 Cast Of Characters

*Goblin workers, clan of whitestone.* Unremarkable group of standard lesser orcs. Mostly unarmoured and lightly armed

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	<b>Goblins, stone-workers</b>				
Health	6	Boons	Combat	basic	0
Stamina	1	Keen Nose			
Swift / Init	1	Night Eyed 2	dagger	2d6	1
Willpower	-1	Evasion	Physical	basic	2
Wisdom	0		craft	stone	3
Defence	13*		athletic	hide	2
Armour	skin, AP1		Academic	basic	-1
Courage	0	Flaws	orc	whitestone	3
Corruption	8	Craven			
Renown	0	Hatred (elves, dwarves)	Social	basic	-1
Size	s				
WOUNDS		penalty	-3	-6	dead
fast-play	1	hits taken,	2	5	6
	2	hits taken,	5	9	12
	3	hits taken,	7	11	18

**Uruk Guards, those of the marshes long.** Favoured group of greater orcs. Leader is a Nazgul. Very loyal to each other and their lord, and despise and hate everything else. Favour spears and rapid charges to overwhelm their enemies. Rarely engage in ranged combat, preferring ambush and rapid over-run. Occasionally use wolves.

MONSTER BLOCK, non-Spell User			Skills		total
NAME	<b>Uruks, Of The Spear Head</b>				
Health	12	Boons	Combat	basic	4
Stamina	3	Night Eyed 2	spear	2d6+5	7
Swift / Init	2	Evasion			
Willpower	2	Favoured Weapon	Physical	basic	2
Wisdom	0	:spear	athletic	run	5
Defence	10		observe	listen	3
Armour	skin+mail, c+h, AP 6		Academic	basic	2
Courage	0	Flaws	lang	orc	5
Corruption	15	Fealty (to nazgul)	lore	mordor	3
Renown	0	hatred (elves, men)	Social	basic	-2
Size	m		Intimidate	Fear	5
<b>WOUNDS</b>		<i>penalty</i>	<b>-3</b>	<b>-6</b>	<b>dead</b>
<i>fast-play</i>	1	hits taken,	5	10	12
	2	hits taken,	9	18	24
	3	hits taken,	14	22	36

**Keep Overlord.** If you deem it worthwhile for the ruins as a whole to have an overlord, it can be

- one of the Uruks above with 2 more advances than any other, or
- slightly more powerful one who has spent a rank on becoming a captain and has one elite order ability, or
- perhaps the detailed Uruk rogue/magician below.

MONSTER BLOCK, Spell User			Skills		total
NAME	<b>Sorcerer, Captain of Dagorlad</b>				
Health	10	Boons	Combat	basic	2
Stamina	5	dominion	shortsword	2d6+4	6
Swift / Init	2 (5)	adaptable	dagger, ra	2d6	3
Willpower	3	skilled	Physical	basic	2
Wisdom	2	wary	observe	spot	3
Defence	11	Spellcasting	stealth	sneak	4
Armour	Mail,c, MW AP 5		Academic	basic	3
Courage	1		lang orc/westron		4
Corruption	11	Flaws	lore region / mordor		5
Renown	2	Fealty (Nazgul)	Social	basic	1
Size	m	Dull eared	Inspire		6



			Persuade	charm	7
<b>WOUNDS</b>		<i>penalty</i>	<b>-3</b>	<b>-6</b>	<b>dead</b>
<i>fast-play</i>	1	hits taken,	4	8	10
	2	hits taken,	8	15	20
	3	hits taken,	12	18	30
<b>Spells</b>					<b>TN bonus</b>
	Veiling Shadows				+2
	Kindle Fire, Fiery Missile, Burning sparks				+0

He at least will have masterwork armour and weapon. His men call him ‘ *The Calling from Afar*’

If a magician he may also have a gift from his ring-wraith commander, a fine black-steel helm that confers

His men call him ‘ *The Calling from Afar*’.

- +3 to Persuade (Charm)
- Dwimmercraft in *Veiling Shadow* Spells

**Troll** Nothing special about it, just placed here as extra strength.

MONSTER BLOCK, non-Spell User Skills					total
<b>NAME</b>	<b>Hill Troll</b>				
Health	18	<b>Boons</b>	<b>Combat</b>	basic	5
Stamina	5	hardy	claw	3d6+6	7
Swift / Init	0	night eyes2	spear	3d6	3
Willpower	1		<b>Physical</b>	basic	2
Wisdom	1		track	men	3
Defence	8*		athletic	run	3
Armour	skin, AP 3		<b>Academic</b>	basic	-3
<i>Courage</i>	0	<b>Flaws</b>	black speech		4
<i>Corruption</i>	15		westron		2
<i>Renown</i>	0		<b>Social</b>	basic	-3
Size	L		Intimidate	might	4
<b>WOUNDS</b>		<i>penalty</i>	<b>-3</b>	<b>-6</b>	<b>dead</b>
<i>fast-play</i>	1	hits taken,	7	14	18
	2	hits taken,	14	27	36
	3	hits taken,	22	32	54

### **3 CHAPTER 3: THE ONCE GREAT HALLS OF THE LINE OF FUNWAR.**

On your return the dwarf can be contacted as pre-arranged in Chapter 1. Most willing to hear about his ancestors' fate, but once he has the blade, only has vague interest in what else the party found and made decisions on. After taking the blade, he is fairly agitated to go, and agrees to allow the party to, appraise other items they may have found, and he will buy them a special breakfast in the money and add whatever reward he can muster. He then retires to the Inn he is staying at, 'The Lakers Watch', and will meet them at 8am for breakfast and further discussion. He is most keen to study the blade and see what other notes he has can reveal.

Come the morning and the dwarf will have fled, very early, pre-dawn in fact. When reunited the gem becomes able to empathetically send messengers between wielder and the words true master, Sauron. Contest of will, which any normal mortal will lose, despite the weak link the sword has, this is not a *palantir*. It is long since the great enemy has sneered the mind of a dwarf. To assist this new 'ally' Sauron will instruct the Easterling Cavalry detachment to liaise with the dwarf will all speed.

The dwarf is compelled to return to his ancestral homeland, and this is where he has fled. He has gone on his small two wheeled / 1 horse cart. His rooms at the Inn are empty, though he has left a coat hanging on a rack. A piece of paper inside is a contact for some work he has been commissioned to do, making some small carts for a silver mine recently re-established in Dale. This info is not significant to the Chronicle, just shows he left in a hurry, and possibly, a distracted state.

He will have a lead on the party, and tracking will be very difficult as they have no idea where he has gone. Other dwarves, or maybe one in the party, will confirm he lives in the main conclaves of the Iron Hills but had a family hall somewhat more South and East, may even allow certain dwarves in town to know exact location.

In time, a few days actually, some scouts from the area will report two dead farmers found at a crossroads. Each killed with a single stab wound some days ago, and their eyes cut out. Can maybe track the cart, or follow track as it passes by spent mines.

Party may try to seek out the dwarves daughter, and other family in the Iron Hills. May need some diplomacy for such a meeting, but they will give location of dwarves ancient home.

Someone may come up with another way. If the party decide not to pursue, you could have a member of Funwars clan / family come to town to seek his fate, maybe the party where the last to see him.

#### **3.1 Scene 1 THE SWORD HEADS EAST**

The journey may actually be a far distance dependent on the parties start location. From the town of Esgaroth to the hall is 72 miles. It is assumed when the party arrive Funwar IV will have been there a few days, parleyed with the outlaws there, and struck up some kind of deal.

The journey will probably consist of half in plains, gentle hills, in fairly fertile land, some scattered settlements. The second part will cross steep hills, around the base of mountains. Pass through 1 or 2 abandoned settlements attached to spent mines. Some of these abandoned mines may be homes to wolves and trolls. If their positions are noted it is likely in time forces will be dispatched to deal with them. Maybe the wolves are from the battle of FA. If the party investigate deeply into the mines they may find goblins that have set-up there, ghosts or malevolent spirits, tomb of dead miners, bats of the enemy (perhaps tended by a goblin tribal spell-caster), abandoned deeper dwarf settlements and more grand tombs. Delving too deep, if the party did, may reveal serpent like beasts and giant insects. Any such delays will give Funwar more time to develop his defences, give himself a chance to recruit stray goblins and wolves to his cause. Even a small advanced force of the Easterlings may have arrived. Funwar given time will

- Fortify the area
  - Cause a landslide to block the only track in
  - Seek to persuade his family to join him, and use the sword's influence to sway others.
- May require a few ride / teamster rolls dependent on how party travel.

Eventually the track will climb a small valley for 600 yards, then dip into a bowl where is the site of the 175 year old 'Halls of Funwar'.

Awards Whatever skills the party have used should be rewarded. Perhaps an xp per mile travelled in difficult terrain. Not being distracted by ruins, and possible areas to explore, and sticking to the task in hand should be rewarded a 50-75 xp scene award.

### **3.2 Scene 2 STAND-OFF**

The hall was at first a surface (area 1), then shallow mine (areas 2 to 4), first established in 2785. In time a large natural cavern was entered (area 7, opened into in 2803) and this becomes hall and home. After a good 100 years of delving, assaying, and subsequent extraction the tin and copper ran dry, and the hall was slowly abandoned again, until Funwar's Father left the area to go to the main steading at the Iron Hills in 2879. At its height in 2857 four whole dwarven families lived here, a total of 37 dwarves at its largest. *This place was (is) a home and a work area, so is a 'dull dungeon' to explore. My attempt to create the feel of a small dwarven community*

#### **3.2.1 External to the Hall**

Perhaps once on this small plateau stood building of wood and, partially of stone. Over the years these seem to have decayed, or maybe have been re-used. (Need *Observe:search TN 15*, or *Stonecraft TN 10* to notice stone door carved seamlessly into the rock face at the North edge of plateau). A *track of TN 15* will reveal a small number of human sized footprints have accessed the area. Also see with a *TN 10* hoof-prints, and a *TN 5* shows cart tracks.

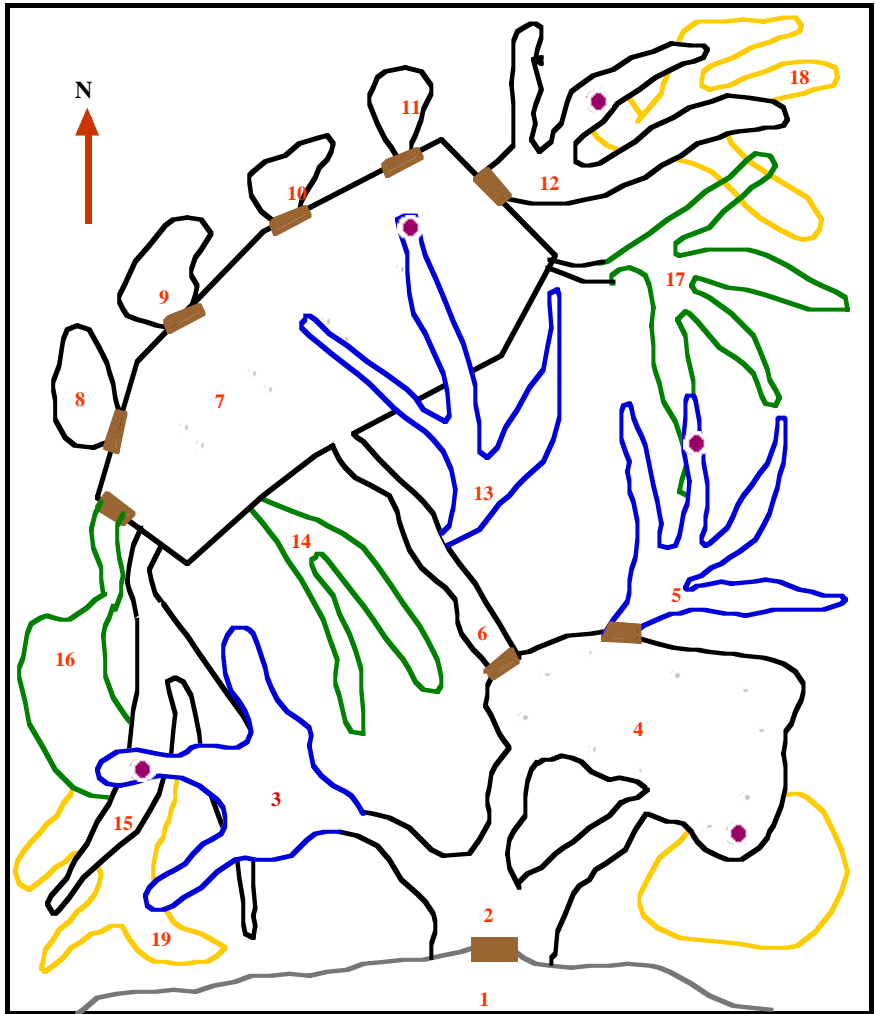
Door is hinged to open up as double doors and has a keyhole hidden (*TN 10*) behind a hinged flap. Lock is *TN 15* to pick, but isn't locked!






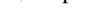

#### **3.2.2 Details of the Inner of the Hall**

see attached map to note hall / mine split over 4 levels, or tiers. Any room number , **XY**, corresponds to the number in section 3.2.1.**XY**

•

The Great Halls Of Funwar  
Established: TA 2785



- |  |  |
|--|--|
|  The High Tier  |  3 yards          |
|  The Lode Tier  |  Spiral stairwell |
|  The Lower Tier |  Door             |
|  The Base Tier  |  |

- All doors unless noted are average (see p.242).
- All ceilings in passageways are 5 1/2ft high unless noted
- All room ceilings are 7 to 9 ft all unless noted.
- Spiral stairs are wide enough for a dwarf to pass through carrying a load in his pack and tools in his arms.

#### **3.2.1.1 Outer.**

See description above. This is the plateau where the surface mine was started.

#### **3.3.1.2 Entry Hall**

*Stonesmith TN 15* will reveal this was a partial-mine face some 100 years ago, and looking at the geology, for tin and copper. It now is a stable of sorts with a cart, cart-pony and three riding horses in here. All animals look well tended.

#### **3.3.1.3 First Face**

*Craft; mines / Stonesmith TN 10 Site of the first true internal mine face.* Very fractured rock has been structurally strengthened. Narrow spiral stairwell down. Evidence of tracks for rail carts, but long since removed.

#### **3.3.1.4 First Great Hall**

Finely shaped room, probably not naturally this large. Columns carved from rock reaching up to a 10ft high ceiling with the columns splay out like tree branches. 4 large stone block in its centre (*Stonesmith / Craft; sculpture TN 5*, probably a great stone table here once). Last use of this area was as a smelter / forge, though its early life was probably as a more of a gathering 'moot' hall.

#### **3.3.1.5 Recent Vein**

*Craft; mines TN 10.* Still some thin veins of metal. Judge that this was excavated in the latter years of the mine. 3 broken ore carts are in here.

#### **3.3.1.6 Tracked Corridor**

A track for cart transport still exits here.

#### **3.3.1.7 The Great Hall of The Funwars**

*Great natural cave.* It is likely for a time this hall once rang out with song, smells of fine meat on the bones, of pipe-smoke and grand talk fuelled by warm meads. Now, like many great dwarven halls it is silent. The room has great carved columns, each the likeness of dwarves, with dates and names you recognise from Funwar IV's notes. A large stone table dominated the centre, with a huge fire-pit in the middle of this, accessed from the SW (looks directly in the direction of *Khazad Dum*). Stone benches and chairs ring the grand table, perhaps up to 40 could get around it for the one great communal meal dwarves make of their evenings.

#### **3.3.1.8 Family Room**

In times past this would have been a room for a whole dwarf family of up to 8. Bunks of various sizes line its walls.

It is used now by the three bandits whom Funwar IV has gained the assistance off. Personal affects are scatter about, raincoats, worn boots, belt, shirts, the odd dagger, playing cards and dropped copper piece.

#### **3.3.1.9 Family Room**

In times past this would have been a room for a whole dwarf family of up to 8. Bunks of various sizes line its walls.

It is used now Funwar IV himself. This room has more décor in the form of stone statues, a number of rusting axes on the wall. One bunk has a large sheet thrown over it, obscuring something. *It contains a wooden tripod with a black painted helm on, with a candle in, if lit gives an eerie red fiery eye affect.* Cause a reaction against fear (willpower, TN 12). *It is quite new.*

#### **3.3.1.10 Family Room (Tomb after 2973)**

After a partial collapse of the cave in 3.3.1.18, the two brothers who lived in this room were entombed in here, along with their father who was moved from the Halls Mausoleum in area 3.3.1.16 (father had died naturally in 2938). On the door, in Khuzdul, is written,

*Funnan & Faddon, the sons of Forstin, re-united, TA 2973.*

#### **3.3.1.11 Family Room**

In times past this would have been a room for a whole dwarf family of up to 8. Bunks of various sizes line its walls. The area is slightly damp, and filling with a subterranean moss as water infiltrates from cracks in the NW corner.

#### **3.3.1.12 Mine Face / Workshop / Nursery**

Exhausted mine face. Have a number of wooden benches and stools and a small fenced area. *Search TN*, find a number of bits of small broken knife blades and nails and wood pegs. Fenced area was a nursery for 'dwarvings', so even from an early age they become accustomed to task and toil.

#### **3.1.1.13 Mine Face / Animal Pens**

Exhausted mine face. Has a number of pens in it and my well have been adapted for keeping mountain goats and sheep in. They were likely slaughtered in one of the tunnels and lowered down into the great hall.

#### **3.1.1.14 Mine Face**

Rather small compared to other face. *Craft / Lore TN 10*, note the ceiling here looks very unstable and maybe the cause of the abandonment of the faces. A pile of 'shaft props' in here and about 300ft of rope in small bundles.

#### **3.1.1.15 Mine Face / Corridor**

*Craft / Lore TN 15*, this area looks very ore poor and was maybe just an exploratory dig, that became a corridor

#### **3.1.1.16 Armoury / Tools-Shop**

Here were made and stored weapons and armour, for times of peril (and also as a tithe to pay to the Leaders of the Iron Hills). Maybe have in here *a hidden door (TN 20 to find)* behind which can be found a supply of fine small shields, long-knives and battle-axes, say 6 of each, some master-work if the Narrator is feeling generous.

#### **3.1.1.17 The Last Face**

By *Craft / Lore TN 5* can see this was the last face used. Still some meagre deposits of ore within.

#### **3.1.1.18 Exploratory digs**

Workings that yielded no ore

#### **3.1.1.19 Exploratory digs**

Workings that yielded no ore

#### **3.1.1.20 Water Source**

Small borehole, with water bubbling up through to form a pool. Load of skin-hide tubing / pipes in here. *Craft / Lore TN 15* beginnings of an attempt to set up a system to pump

water throughout the hall. Dwarves bathed here. If anybody searches the pool they find a sodden rotting dwarven wind up toy 'dwarf'.

*Notes on the scene.* I suggest that the dwarf and the bandits and the party meet fairly early on, so the halls are largely unexplored. This may add to any fighting retreat against the Easterling hordes....

### **3.3 Scene 3 THE EASTERLINGS ARE COMING.**

At some time of tension, the great doors of the hall should open and a skirmish group of 6 Easterlings should enter. They will be un-prepared for conflict as they assume they are meeting allies. A second wave of 6-10 men will likely be not too organised. After this their captain will have realised he has a serious problem, having already committed, and maybe lost 25% of his force.

*Notes on scene / chapter / chronicle.* This Chapter may run like a 'reverse dungeon'. That is, the characters may gain easy access to the halls and will be met by the dwarf and his new allies as soon as they note the characters. This encounter should be one of words and influence, with combat as the losing option. With judicious use of *inspire et al*, and perhaps courage points, it may be able to separate the dwarf from the sword, assuming the party have decided the sword is influencing the dwarf. If they haven't perhaps, at the cost of a courage point, one dwarf / or magically sensitive character has a dream of ill-portent, the sword bringing ruin to the area, the despoiling of Thorins Tombs, and such. Combat is a solution but killing Funwar IV isn't an ideal ending. The 'reverse' bit kicks in when the 60 or so Easterling Horseman arrive. The party may have to defend the dungeon. The presence of the dark man, especially if they have a foul leader, will stir up the local fauna, winged ones be able to reach the Steading in the iron Mountains in good time. Can the party hold out until a force of two dozen dwarves arrive?. Caught in the open against cavalry these dwarves could well loose, but under the ground, in ancient halls they should win. To aid in the spirit of LOTR, the dwarves should arrive at a critical time. Maybe the party have beaten off a sortie or two, but the bulk of the enemy are getting ready to attack again, in better order and with more tactics. An epic ending with Balwyn removing Cold-Strike the Easterlings' head with a great stroke of his axe will do, perhaps even the cowardly Easterlings then spear the dwarf captain in their retreat after faking surrender and the dwarves accept no further quarter and kill them to a man. Between the dwarves and the party they may have dozens of horses, as well as weapons and other supplies, they could then sell. If Funwar IV is dead, the proceeds of these should go to his daughters dowry.

Also have a small matter of a corrupting weapon to deal with. Perhaps be broken down by dwarven craftsman, or elven smiths. Maybe it is kept by a character vowing to use it for good purpose.

#### Awards

### **3.4 Cast Of Characters**

**Funwar (IV) Wolvesbane** A dwarf of the Iron Hills. Born in 2854. Had 6 advancements in warrior, (noble start package), pre battle of the FA, and has added 5 in craftsman, smith, since. Always 'resented', maybe too strong a word, leaving their 'great cavern', and he vowed he would re-claim it for his children, and have his daughter and her betrothed dwell there and bring merriment and toil back to it. Using his short-sword, has a throwing dagger. Wears no armour or shield.

MONSTER BLOCK, non-Spell User			Skills		total
NAME	<b>Funwar IV, Dwarf Veterans of the Iron Hills</b>				
Health	17	Boons	Combat	basic	6
Stamina	5	dwarven	s.sword	2d6+6	12
Swift / Init	1	warriors heart	dagger	2d6+2	7
Willpower	3	evasion	Physical	basic	4
Wisdom	0	weap mas	craft	smith	11
Defence	11+smSh	swift strike 1	athletic	climb	6
		armour heroes	Academic	basic	3
Courage	5	fell hand/elf	healing	treat w	6
Corruption	0	flaws	lore	iron hills	4
Renown	1	hatred	Social	basic	1
Size	m	misery	debate	bargian	6
Armour	None / AP 2		persuade	oratory	4
<b>WOUNDS</b>		penalty	-3	-6	dead
fast-play	1	hits taken,	7	14	17
	2	hits taken,	13	26	34
	3	hits taken,	20	31	51

**Bandit Folk of Esgaroth** Run out of town shortly after the dragons attack for trying to profit from misery. Only 4 remain out of a band of nearly a dozen. All are 'middle men' of Dale. Rogue order to a man, mix of pick-pocket and outlaw. 1-2 advances.

MONSTER BLOCK, non-Spell User			Skills		total
NAME	<b>Bandit Scourge of Esgaroth</b>				
	1 adv.				
Health	9	Boons	Combat	basic	1
Stamina	1	evasion	long-knife	2d6+3	3
Swift / Init	3 / 6	dominion	dagger, Throw	2d6+2	5
Willpower	2	adaptable	Physical	basic	3
Wisdom	2	skilled	ledgerdmain	ride	4
Defence	12+smSh	fleet foot*	stealth	hide	4
Armour	none	wary	Academic	basic	1
Courage	0	Flaws	lang	westron	3
Corruption	5	craven	lore	long-lake	4
Renown	0	grasping	Social	basic	2
Size	m		perform	sing	3
			debate	negotiate	3
<b>WOUNDS</b>		penalty	-3	-6	dead
fast-play	1	hits taken,	4	7	9
	2	hits taken,	7	14	18
	3	hits taken,	11	16	27



**Easterling Cavalry** Clad in no armour, but will have scale available. All will be armed with spear, small shield. Twelve of them will have short bows. Despite being nearer to their enemies they will favour a billet here rather than in a swamp! Most will be basic with no advances. They are a fairly newly formed unit.

MONSTER BLOCK, non-Spell User		Skills			total
NAME	<b>Easterling Cavalry, Novice</b>				
Health	10	Boons	Combat	basic	2
Stamina	2	travel sense	spear	2d6+4	4
Swift / Init	2	dominion	sbow	2d6+2	3
Willpower	1	adaptable	Physical	basic	2
Wisdom	1	skilled	athletic	ride	5
Defence	11+smSh		observe	spot	2
Armour	mail, c, AP4		Academic	basic	3
Courage	0	Flaws	lang	easterling	4
Corruption	8	Fealty (to captain)	lore	Rhun	3
Renown	0		Social	basic	0
Size	m		perform	sing	2
			debate	bargain	1
WOUNDS		penalty	-3	-6	dead
fast-play	1	hits taken,	4	8	10
	2	hits taken,	8	15	20
	3	hits taken,	12	18	30

**Cold-Strike, unit Commander** Evil and cruel, and a willing servant of Mordor, like his line of fathers before him. He is 39 years old and has a very wrinkled, scabby face and is 'ugly'. He owns masterwork leather and masterwork scimitar. He also carries a spear but doesn't have a shield. He has 5 advances in warrior, with a 'scout' starting package.

MONSTER BLOCK, non-Spell User		Skills			total
NAME	<b>Easterling Cavalry, commander</b>				
Health	14	Boons	Combat	basic	3
Stamina	2	travel sense	scimitar	2d6+6	9
Swift / Init	3	dominion	sbow	2d6+2	5
Willpower	2	adaptable	Physical	basic	2
Wisdom	2	skilled	athletic	ride	5
Defence	12	battle hardened	observe	spot	2
		dodge	Academic	basic	3
Courage	3		siegecraft	leader	6
Corruption	12	Flaws	lore	mordor	4
Renown	2		Social	basic	2
Size	m		Intimidate	fear	4
Armour	leather, AP 3		debate	parley	3
WOUNDS		penalty	-3	-6	dead
fast-play	1	hits taken,	6	11	14
	2	hits taken,	11	21	28
	3	hits taken,	17	25	42

**Warriors of the Iron Hills** Veterans from the battle of FA, these are a grim and determined folk, filled with renewed hope and vigour. Each is clad in dwarf mail with battle axes and a few mattock uses. Only 6 have short-bows. Each is a warrior with 4 to 7 advances, and all have the 'sentinel' starting package.

MONSTER BLOCK, non-Spell User		Skills			total
NAME	<b>Dwarf Veterans of the Iron Hills</b>				
Health	15	<b>Boons</b>	<b>Combat</b>	<b>basic</b>	2
Stamina	4	dwarven	batte axe	2d6+5	12
Swift / Init	1	warriors heart	spear, thr	2d6+3	7
Willpower	2	evasion	<b>Physical</b>	<b>basic</b>	3
Wisdom	1	weap mas	craft	smith	7
Defence	11+smSh	swift strike 1	stealth	hide	4
Armour	dwarf mail / AP 7		<b>Academic</b>	<b>basic</b>	3
Courage	5	<b>Flaws</b>	healing	treat w	6
Corruption	0		lore	iron hills	4
Renown	1		<b>Social</b>	<b>basic</b>	2
Size	m		intimidate	majesty	5
			inspire		3
<b>WOUNDS</b>		<i>penalty</i>	-3	-6	<b>dead</b>
<i>fast-play</i>	1	hits taken,	6	12	15
	2	hits taken,	11	23	30
	3	hits taken,	18	27	45

**Balwyn, Captain of the Dwarven Host** . When Thorins call went up at the battle of FA, Balwyn lead a charge to get to his lord. Alas when he arrived, his lord had already been slain. His count of slain goblins for that day was more than 50 (*and people say that weariness rolls in combat will never be needed...*) . He is Captain of his own company now and is as happy and content as any dwarf can be. He is clad is mithril dwarf-chain and carries a *heroic* great axe with a lineage over a 1000 years old. With 8 advancements in warrior, and 4 in Captain, he is a worthy foe, and a great ally.

MONSTER BLOCK, non-Spell User		Skills			total
NAME	<b>Dwarf, Balwyn Capatin of The iron Hills</b>				adv 14
Health	18	<b>Boons</b>	<b>Combat</b>	<b>basic</b>	5
Stamina	6	dwarven	battle axe	2d6+5	20
Swift / Init	2	warriors heart	dagger	2d6+2	7
Willpower	2	evasion	<b>Physical</b>	<b>basic</b>	4
Wisdom	4	weap mas	craft	smith	8
Defence	11+smSh	swift strike 2	observe	spot	6
		dodge	<b>Academic</b>	<b>basic</b>	3
Courage	5	wise	healing	treat w	8
Corruption	0	air of command	lore	iron hills	4
Renown	1	<b>Flaws</b>	<b>Social</b>	<b>basic</b>	2
Size	m	battle fury	intimidate	majesty	8
Armour	mithril dwarf mail, AP 17		inspire		6
<b>WOUNDS</b>		<i>penalty</i>	-3	-6	<b>dead</b>

<i>fast-play</i>	1	hits taken,	7	14	18
	2	hits taken,	14	27	36
	3	hits taken,	22	32	54

MAP 2



chapter 3

chapter 1

y mountains

withered heath

IRON HILLS

EREBOR

ESGAROTH

mountains of Mirkwood

FOREST ROAD

Water Running

SEA OF RHÛN

the Brown Lands

Agordad

dead marshes

mountain

ASH MOUNTAINS

radim

mount doom

Bârad-dûm

SORGORON

MORDOR

SEA OF NURNEN

nurn

mountains of shadow

Khând

the White Road

Lonbor

Hand-drawn map of Middle-earth showing various regions, mountains, and rivers. A red line traces a path from the Mountains of Mirkwood to the Sea of Nurnen. The map includes labels like 'Iron Hills', 'Ash Mountains', 'Mordor', and 'Khând'. Two blue boxes highlight 'chapter 1' and 'chapter 3'.

