

THREE RINGS OF ORTHANC

A CODA-LOTR Chronicle for characters with up to 10 advancements. Magicians, Elves and Dwarves most welcome.

Prologue: Unfortunately there is a lot of pre-amble in this chronicle as it fits tightly into a campaign I'm running. Before it is played a number of things are fairly essential to fulfill

- The party must have met Saruman, even 'adventured' with him (see *Chronicle LOR3*) and have visited Orthanc / Isengard in the past.
- Notes from Celebrimbors, the 'ring-maker' of the elven smiths, must have been found by either the party (I suggest having them found in the *mini-adventure SCA1*).
- The campaign / Middle-Earth in general is in a quiet time, a full five years had passed in mine where the party has split up and returned to their homes. This allowed some PC's to get married and one even had a child!

Pre-Amble A: Celebrimbors notes on ring-making

- Have notes by Celebrimbors on ring making dated SA 900 and 1100, before Sauron's arrival on the scene
- Celebrimbors notes on ring-making, of making the 'minor trinkets'
- Frustration as to times of infusion
- Lack of permanency in some creations
- Mirror the spirit without to the soul within
- Veils put upon them to hide them from those of ill intent
- By time, no need for runes or marks or words of activation
- Make and Preserve that what is made
- Twin minor Rings called 'Summers Gate' (*Annonlaire*) and 'Winters Wall' (*Ramhrive*) given to minor dwarf lords, (co-ruling thanes of Drunan Dun).
- Hints they were stored at a small dwarf mansion called Drunan Dun
- This mansion borders the lost land Of Eregion and is slightly NW of Morias West Gate.
- Until year TA 1670's good dwarf and elf relations.

Pre-Amble B: Past dealings with the White Wizard

- Saruman will have learned the above info some time in the last 2 to 5 years.
- Saruman will be most interested and will take this info from the party and make them forget
- Party will leave Isengard, arrayed in new finery, and bearing symbol of the White Hand
- Saruman will command some Dunlending allies to seek out Drunan Dun. They will fail.
- A year later Saruman uses Palantir to locate this dwarf mansion
- A Further expedition, about 12-18 months from the present, results in failure and all the Dunnish folk who went there die.
- Saruman is at this time trying to educate / help the remnants of Dunnish folk and in peace negotiations between them and Rohan.
- Saruman summons party back, as perhaps they are fated to succeed.

Pre-Amble C: Histories and notes on Eregion.

In Eregion long ago many Elven-rings were made, magic rings as you call them, and they were, of course, of various kinds: some more potent and some less. The lesser rings were only essays in the craft before it was full-grown, and to the Elven-smiths they were but trifles - yet to my mind dangerous for mortals.

But the Great Rings, the Rings of Power, they were perilous

After the defeat of Morgoth in the First Age, some of the remaining Noldorin Elves settled in Eregion and built a city called Ost-in-Edhil around the year 750 in the Second Age close to the west gate of the dwarven kingdom of Moria.

About the year 1200, Sauron came among the Elves in a fair form using the name Annatar (Lord of Gifts), but with a dark plan to ensare them. Sauron greatly desired to "persuade the Elves to his service, for he knew that the Firstborn had the greater power." He taught them secret lore, and with this knowledge their craftsmen (a guild called the Gwaith-i-Mirdain, the People of the Jewel-smiths) created the Rings of Power which included the Seven and the Nine.

The chief power (of all the rings alike) was the prevention or slowing of decay (i.e. 'change' viewed as a regrettable thing), the preservation of what is desired or loved, or its semblance -this is more or less an Elvish motive. But also they enhanced the natural powers of a possessor - thus approaching 'magic', a motive easily corruptible into evil, a lust for domination. And finally they had other powers, more directly derived from Sauron...such as rendering invisible the material body, and making things of the invisible world visible.

Angered that his plan was revealed and failed, Sauron made war on the Elves to claim the Rings without his help they could not have made. He laid Eregion to waste and sacked the Elvish city of Ost-in-edhil. He then captured and tortured Celebrimbor into revealing where the Rings were hidden:

"There Sauron took the Nine Rings and other lesser works of the Mirdain; but the Seven and the Three he could not find. Then Celebrimbor was put to torment, and Sauron learned from him where the Seven were bestowed. This Celebrimbor revealed, because neither the Seven nor the Nine did he value as he valued the Three: the Seven and the Nine were made with Sauron's aid, whereas the Three were made by Celebrimbor alone, with a different power and purpose."

Using Celebrimbor's body as a battle standard on a pole, Sauron returned with war and overran all of Eriador in search for the Three Elven Rings. But he never found them and only suspected where they were hid. With the help of the Numenoreans, Sauron was finally driven out of Eriador c. 1701 Second Age and there was peace for a long while.

Adventure Synopsis.

On Sarumans urging the party are asked to seek out the lost dwarven mansion of Drunan Dun. He hopes two rings of power still exist there. It is his intention to tell the White Council the One Ring is lost at sea, and in secret with his own talent, notes and scrolls from ancient times, and these rings to forge both his own ring, and further his quest for the One Ring.

The party will pass up the west side of the Misty Mountains on a 300 mile journey to Eregion (want men call Hollin) near to Morias west Gate. They will pass through country ruled by various Dunlending tribes, though they are no longer the power they once were, or though they were.

The further North the party travel the more signs of orc and goblin activity they will see. Indeed there is an old Fort, that once was of Arnor, but know of Dunnish folk, that orcs and trolls have recently assailed. The party may be able to assist the Dunlendings and gain some favour.

The party will enter Eregion, possibly with a detour through Ost-In-Edhil. They will finally arrive at the mansion of Drunan Dun.

They will find the remains of the Dunnish expedition, all slain, or worse. Also find numbers of goblins, and some terrifying creatures of Unlife (the touched), many of them former Dunlendings. Deep within the mansion lives the vampire *Sereg Mereth* (blood-feast), forgotten for over 5000 years. The two rings still exist, though guarded by spells only kinship between elf and dwarf can overcome.

While they are within the mansion Sauron will declare himself Lord of Men, and the fires of Mount Doom will billow out thunder and fear throughout middle-earth. The vampire despising the 'lieutenant' Sauron, and his hatred for him may be the way the party escape a grim fight.

The party will eventually return to Orthanc, where there is a stand-off between Rohan and its Dunnish occupants. Saruman will not be present. It is likley the party will keep the minor rings of power, and thing will not feel right. It is likely this will make an enemy of Saruman at worst.

I have used a lot of other peoples material in this and I hope I gave acknowledgements where due and to the right people and web-sites

CHAPTER 1 A RING RE-FORMED.

- Act 1 The Road To Insengard
- Act 2 The Will of the White Wizard
- Act 3 The Tribes of The Dunnish

CHAPTER 2 ECHOES OF PAST AND PRESENT

- Act 1 Brief Interlude
- Act 2 Ruins Of Ost-In-Edhil
- Act 3 Desolation of Eregion

CHAPTER 3 TO THE MANOR BORN

- Act 1 In Darkness and Legend
- Act 2 The Lord of Drunan Dum
- Act 3 Showdown in the Vale Of Isen

Epilogue

House Rules

To cut down on dice rolling for monsters / NPC's

1. **Dodge**: assume a 10 is rolled and to this is added swiftness reaction. Add +3 for evasion, +3 for warrior order ability dodge.

2. **Parry**: Assume a 7 is always rolled and added normally.

Hence a monster block listing will always have a rating for defence / dodge /parry and ranged and cuts down on the need for a dice roll or two.

3. **Skills** basic skill level for physical, combat, knowledge and social. Specific skill bonuses include stat and miscellaneous but not speciality

battle axe	2d6+8	9
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Means this forest troll has +9 to hit with axes, and +11 in total with a battle axe.

4. **Wounds** If fast play wounds noted for creature it will have 1, 2 or 3.

WOUNDS		<i>penalty</i>	-3	-6	dead
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<i>fast-play</i>	1	hits taken,	5	10	13
	2	hits taken,	10	20	26
	3	hits taken,	16	23	39

This orc has 3 fast play wounds. After taking 16 health he is at -3, after 23 he is at-6, after 39 he is dead. Faster than playing full wounds but more realistic than saying the orc is killed by 3 hits (afterall daggers don't do as much damage as a battle axe).

CHAPTER 1 A Ring Re-formed.

Scene 1 The Road To Isengard

It is Spring TA 2951 and the party are scattered throughout Middle-Earth.

The year 2951 rolls on, but this year is different. Talk of secret armies and new shadows rising. Of distrust and dis-harmony, where there was mutual benefit and strife. Where men and elves and dwarves had lived together so things no longer seem right. Many bats and wolves are said to be on the prowl. Goblins are reported in some numbers again, rushing back to old haunts and lairs. On overall a great sense of impending doom, as though some mighty force was lingering throughout the world, waiting but a moment to be unleashed.....

Just as you wonder what to do, should you find old allies and companions, so it is a great black bird visits each of you. In its mouth, it carries a simple leaf, a white, five pronged leaf. It can mean only one thing, your once travelling companion and mentor of old has need of you, and so with some renewed purpose you take up axe and sword, armour and bow and begin the long journey back to Isengard.

The summer is not warm, and frequent winds and rain, blowing seemingly endless from the East dog your journey. But coincidence is feeling kind, as it that all of you arrive at the base of the Vale of Orthanc, entrance to Isengard, at the same time. Maybe portents and omens are not so bad.

This is basically months before Sauron declares himself lord of Men, and Barad-dur is begun re-building and the fires of Mount Doom re-ignite.

Party will have spent a good 3 weeks rest in the gardens of Isengard and the Towers of Orthanc. Have seen how Saruman has cleverly partially dammed the River Isen and re-directed its flow to more efficiently irrigate the gardens and, supply water under force to a number of workshops powered by waterwheels. Craft:gardening TN 15 (cleverly even has a number of drains and such to stop flooding, this control seems to prolong the growing season and your filled with bewonderment at the autumnal apple breeds).

Notice one area has a distillery where a brandy called 'Red Infidel' is being made. It is sweet and potent. Though some trees still grow for beauty and relaxing and retreat, others are being grown more compact and practical and some workshops churn out hoes, plow-shares and larger implements for mounting on beats of burden. Hairy Dunlending folk are here learning techniques of growing and tool-making, and even being schooled in the art of writing, by an apprentice of Sarumans

On one day you are here a delegation of heavily armoured horsemen visit, flags of green with white horses. You learn it is further peace talks over the disputed last of the Westmarch / fold /mark which both Rohan and the clannish Dunlendings claim...

Rewards. Get 50-100xp each depending how well they settle into the big changes occurring, and if they gain a sense of foreboding.

Scene2 The Will of the White Wizard

You are summoned to a meeting hall in Orthanc. The loremaster you had seen teaching the Dunlendings speaks as the White Wizard descends the stairs...

This is...

Saruman The Wise, Saruman The White, Chief of all Wizards.

Saruman The Teacher, Saruman The Peace-maker, Man of Skill.

Saruman Far-Sighted, Saruman Friend of Men, The Un-maker Of Shadow.

For was it not by his skill the enemy was driven from your homeland*

*This last line should be directed at any elf from Mirkwood, or if there are none present replaced with something like:

For was it not by his skill the enemy was driven from his sorcerous domain.

If roll an opposed insight versus Sarumans wisdom reaction, you can see he is irritable and somewhat distracted, and quite weary. He is getting anxious of late, and has been using the Palnatir more than is probably wise

Saruman speaks “Greetings my old friends and allies. Sorry I have not addressed you sooner but their has been changes in the wind and I have been most busy. I need you to undertake a long and difficult journey”. *It may be oppurtune to handout ‘handout 1’ and assume ether Saruman, or a party member has region lore: Eregion, Lore: Rings et al. If you don’t wish this then read the passages on the hand-out to the players.*

“ You will pass through the lands of the Dunnish folk. Many I have tried to bring under a peaceful banner, some have, and some are hostile yet. Be careful in your dealings with them, and in time there maybe great peace between the folk of hill and plains. I feel time is of the essence, if we are to get these trophies in time to learn their secrets. Do this for me and you will have the eternal gratitude of the master of Isengard....

Rewards A lot of information to take in, and difficult to judge reaction. Saruman is still acting for the good of the free peoples, just, so hopefully the party will pick up on this, and will not press him to much on his concerns, meddling in the affairs of wizards is dangerous. Award up to 200xp to be shared throughout those who gained from this scene.

Act 3 The Tribes of The Dunning.

Synopsis: The journey from Isengard to the river of Glanduin passes through the lands of 5 differing tribes. *Refer to Map*

Distance: 280 miles

A 3 days over flat plains before leaving the gap of Rohan. Lands of allies, tribe Dobac. Most Southern tribe, great hatred of the Rohirrim. A dying tribe in many ways. Majority of the people within Orthanc are from this tribe. If visit village

B Tribe Roth dwell to west end of the forest and Clan Trefoch within the wood and the mountains edge. Roth are great plains folk and introvert and xenophobes. Trefoch are highly spiritual and worship wood and earth spirits, and pay homage to the might of Methdras, the last peak of the Misty Mountains.

C Tribe Colgar are a fierce and proud people. Love of birds and count many flocks of Crebain as their allies. Very hostile to us and best avoided.

Pass into area a small flock of Crebain appear hovering above the party. They fly off NE, and if the party do not follow they will return and try to grab parties attention to follow them. If this does not work a TN 20 observe will be needed to sense a great still in the air and the feel of death and fear. If follow this come across a ruined, but mostly repaired fort, with a black watch-tower (very crudely repaired). Their has been a recent fight here and the smell of death lingers. *Crebain will be here also*

Minas Anghen, home of the seer of the Colgar. Old Arnor fort with a black watch-tower. Recent raid by an orc-tribe, loyal to Mordor, from the misty mountains. Re-assigned from the mass hordes that dwelt in Dol Guldor, meant to stir up trouble in Dunland, ironically to oppose Sarumans peace efforts. Lead them to the *seven stones* and perhaps in time the *orc outpost* (follow tracks and stuff for a day). These are both optional areas for Narrators to create and distract the party if they need some action. As the party in my adventure travelled by wagon they had to take a long route to get to *Minas Anghen*. In the over-night camp on a ridge I had them attacked my waves of Uruks until when all looked dim, tribesman of Colgar came to their aid and together they took back The seer can be rescued, her sister is held at a holy site of *seven stones* from their tracks can be made to an orc staging / outpost. Wrecking this releves the threat to the tribes for a while.

. If aided they will join with Isengard in time.

D Plains and some wetlands of the tribe Eoghann. At war with the Southern tribes and also men of the West dwelling in nearby Rhuadaur. Hate elves as well. Thoroughly hostile.

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Uruks,				
Health	14	Boons	Combat	basic	
Stamina	4	Night Eyed 2	spear	2d6+4	7
Swift / Init	2	Evasion	short bow	2d6+2	6
Willpower	2	Favoured Weapon	Physical	basic	
Wisdom	0	:spear	athletic	run	5
Defence	10		observe	listen	3
Armour	skin+mail, c+h, AP 6		Academic	basic	
Courage	0	Flaws	lang	orc	5
Corruption	15	Fealty (to Sauron)	lore	mordor	3
Renown	0	hatred (dwarves, men)	Social	basic	
Size	m		Intimidate	Fear	5
Parry: 16					

WOUNDS		<i>penalty</i>	-3	-6	dead
<i>fast-play</i>	1	hits taken,	6	11	14
	2	hits taken,	11	21	28
	3	hits taken,	17	25	42

MONSTER BLOCK, non-Spell		Skills		total	
User					
NAME	Misty Mountain Trolls				
Health	22	Boons	Combat	basic	5
Stamina	7	hardy	Clubs	3d6+7	8
Swift / Init	2/5	night eys2	rock	3d6+4	3
Willpower	3	wary	Physical	basic	2
Wisdom	0		track	men	5
Defence	8*		athletic	run	3
Armour	skin+ hides, AP 6		Academic	basic	-3
Courage	0	Flaws	black speech		2
Corruption	10		westron		2
Renown	0		Social	basic	-3
Size	L		Intimidate	might	5
Dodge:	12	Parry	17		
WOUNDS		<i>penalty</i>	-3	-6	dead
<i>fast-play</i>	1	hits taken,	9	18	22
	2	hits taken,	17	33	44
	3	hits taken,	26	40	66

MONSTER BLOCK, non-Spell		Skills		total	
User					
NAME	Dunlending Hunters				
Health	12	Boons	Combat	basic	2
Stamina	3	evasion	hand axe	2d6+3	4
Swift / Init	3/6	dominion	shortbowbow	2d6+4	6
Willpower	3	adaptable	Physical	basic	3
Wisdom	1	skilled	Climb / Stealth	Sneak	4
Defence	13	wary	Observe	Spot	4
Armour	leather+sh	AP: 3	Academic	Basic	2
Courage	0	Flaws	lang	Dunnish	4
Corruption	6	craven	lore	Dunland	4
Renown	0	grasping	Social	Basic	1
Size	m		perform	Sing	3
parry	16		debate	barter	2
WOUND S		<i>penalty</i>	-3	-6	dead
<i>fast-play</i>	1	hits taken,	5	10	12
	2	hits taken,	9	18	24
	3	hits taken,	14	22	36

MALE NAMES OF THE DUNLENDINGS :

Brac (Free), Cadarn (Strong), Cadoc (Battle-Sharp), Cant (White), Caradoc (Beloved), Garnoc (Dweller-by-the-Alder-Tree-River), Geth (Dark), Gormadoc (Over-Fortunate), Gorsad (From-the-Mound), Madoc (Fortunate), Melmidoc (Servant-Fortunate), Marroc (Striving-Rule), Sadoc (Battle), Saradoc (Amiable).

FEMALE NAMES OF THE DUNLENDINGS :

Berthoc (Wealthy), Cadi (Pure), Dera (Wild Spirit), Dicra (Slow), Heled (Good-Wound), Modron (Mother), Sath (Arrow), Sarf (Snake).

Got these names fro Valinor web-site, or Deciphers board, and thanks to both these sites.

CHAPTER 2 ECHOES OF PAST AND PRESENT

Synopsis. Journey from River Glanduin to the Mansion of Drunan Dum.

This part of the Journey is covered in the Short Cut to Adventure *The Horror of Hollin*. If Gandlaf deems them worthy he may assist them by lending them the sword *Glamdring*. The whole mini-adventure is repeated here for completeness

A Short Cut To Adventure 4, The Hollin Horror

For characters with 6 to 8 advancements, with a mix of combat and magical ability.

Act 1 Set-Up. TA after 2951, before 2953.

The party meet Gandalf and some ranger allies in the ruins of Ost-In-Edhil. With sauron recently announcing himself king of men this area of the misty mountains is filled with orc activity. The rangers are trying to get a measure of all this. Gandalf warns them of a new and hidden evil in the region. Unfortunately the party run straight into it, a fell creature part troll-part ent wielding a weapon forged by the Witch-King for his wars against Arnor. By defeating it they aid the magic of the land recover.

Act 2 The Ruins of Ost-In-Edhil

Assumes party are heading North toward Eregion (Hollin), perhaps on the way to Rivendell, Moria or Angmar

www.stewardandking.net hosts a nice map of this area.

Across a decrepit but intact bridge lies the ruins of the great haven of elven smiths of old. Saurons vengeance upon these people was terrible to behold, such is the fate of many who have stood against the great enemy. Once beautiful walkways, minarettes, columns, mosaics, statues, arches, gateways, flag-poles, fountains, steps and stairs, grand houses and workshops beyond compare lie in ruin.

Few buildings remain intact at all, perhaps the odd stable here, a bakery, a meeting hall, a small square. What numbers of trolls and orcs that fell upon the city is not known, but here and there are great rents in the earth, foundations utterly destroyed by the sundering sorceries of the shadow, and the mighty mace in his fell hand...

Some semblance of hope remains as time is a great healer, even of such terrible wounds. Various trees, wild grasses and thickets grow in dense clusters. Some show flashes of the vibrant autumnal colours that must have pervaded the area some 5000 years ago. Birds fly overhead and small deer frolic amongst the shelter and safety of ruined buildings.

So it is you have crossed the southern bridge, and you see stretching East and West myriad small rivers and canals that dominate this region. That they are still intact is testament to their construction, and so the area remains mostly not flooded. Your destination is to cross through the ruined city and to the bridge at the North-west end.

City must once have been a great sight to behold, with riches adorning much. It is likely that which the enemy didn't steal before he was crushed decades after he assailed the city, has been plundered by tomb-raiders and petty rogues.

You have progressed some half way across, wary for lingering orcs that may have recently returned, the lairs of bandits or spirits of the long slain when almost from nowhere there is a shimmering silvery light some 20 yards ahead, almost a visage of a great knight upon a mighty steed bearing a great shining lance and a winged helm, all a silver-grey mithril in colour....It

speaks in a voice that digs deep into your heart and minds and you feel taken aback, nay afraid of this ancient ghost. *Intimidate (Might) +16...*

The following text was specific to my party, you'll have to adjust as you see fit....

"What business does an elf, a dwarf, a woman and a little orc have in the ruins of this once proud city....."

- Nori ...shouldn't you be at your forge, for there is a great chill approaching....
- Vint...should you not be warming peoples hearts against the coming peril with song and spirits...
- Aragil...oh noble prince, should you not be with your people, organising and leading them for coming storms....
- Priscilla Merryjugs.... I may have known you'd be where you shouldn't....involved in things you should not be. Like you, your abandoned garden is getting most over grown, to big for its boots, though those elven dainties you have seem to fit most fine.....ha, ha, ha....and suddenly the light and power fades and instead of great armour is a grey cloak, instead of a keen lance, a gnarled staff, and where there was a winged helm, is but a pointy and battered grey hat....though the riders horse is truly great to behold.....

Behind this grey rider, out of cover appear half a dozen rugged, tall men in green and brown, carrying stout yew bows and long knives.....

Gandalf speaks..."Where is your destination? Not here I hope, there is a power arisen in Eregion that is best not disturbed. I fear, with recent renewed orc numbers in the region, this evil may stalk anew.

These folk are rangers of the North and you could not be in safer company, or as is said, more dangerous.

Rangers. 2 will escort the party North, 2 more will head West with Gandalf and the other 2 will stay awhile in the city....

Boridil and Allarn. Seem to have a fairly playful spirit within them, and perhaps some elven blood in their distant ancestry.

MONSTER BLOCK, non-Spell User		Skills			total
NAME	trainee rangers of the North		adv: 5-7		
Health	12	Boons	Combat	basic	5
Stamina	6	Elf blood	s.sword	2d6+5	12
Swift / Init	6/9	travelled	longbow	2d6+4	10
Willpower	5	Fell-hand: orcs2	Physical	basic	5
Wisdom	4	wary	percept	listen	7
Defence	13	evasion	stealth	hide	12
Armour	leath/AP 6*	woodcrafty	Academic	basic	3
Courage	6	armour heroes 2	healing	Herbal rem	7
Corruption	0	favour fortune 2	lore	Arnor	5
Renown	3	Flaws	Social	basic	3
Size	m	Oath	inquire		4
		Fealty	inspire		6
WOUNDS		penalty	-3	-6	dead
fast-play	1	hits taken,	5	10	12
	2	hits taken,	9	18	24

	3	hits taken,	14	22	36
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Act 3 Desolation of Eregion

In his search for the One ring the great shadow has sent agents back to this region, on the off chance the connection it has to some degree has drawn it, or its current wielder, to here. These agents have chanced upon the area known as the glittering ways in the last ten years and now a creature of fell might has been left here. Its essences have somewhat dulled the brightness of the ores and the earth and also left an area of withering within 500 feet of the Cave entry. It will be obvious this area is under some curse or malaise...

The creature is a perversion of an Ent, but is not truly akin to a troll. In the shelter of the rocks and hills were it dwells, and hides, it looks akin to a somewhat petrified tree, about 25 feet tall. . Very pale grey in the leaves, with a deeper-grey to the trunk. Observe (spot) TN 20 will show it to have legs and arm limbs somewhat. In the heart of the trunk is a might enruned sword of an evil nature, and this is its focus. In the dark of caves and at night it becomes fully mobile and looks more troll / stone-like with sickly leaves and mosses attached to it. It has great limbs, one of which wields the 'Witch-Blade' with deadly accuracy and malicious intent. It has a great dislike of fire and light. Taking extra damage from fiery blows, is as a troll regard bane weapons, and light spells stun it for a round (unless it can make a Willpower save equal to the TN of the light bringing spell) be it lightning, create light, blinding flash etc

MONSTER BLOCK, Spell User		Skills			total
NAME	Fell Creature of The Glittering Way				
Health	22	Boons	Combat	basic	8
Stamina	7(12)	hardy	Witchblade	2d6+11	14
Swift / Init	3/6	night eyes2	Fist	3d6+7	10
Willpower	5	wary	Physical	basic	4
Wisdom	3	fell-hand, dwa/2	track	dwarves	7
Defence	6*		athletic	run	5
Armour	Skin AP 5 (10 in static state)		Academic	basic	-3
Courage	2	Flaws	black speech		2
Corruption	20		westron		2
Renown	0		Social	basic	-3
Size	VL		Intimidate	might	8
Dodge:	13	Parry-fist	19	Bearing	10
WOUNDS	Need to hit by more than 21 for extra success, and then only by a baneweapon which could be to: disarm the creature; put it as further -2 due to wound to arm, leg or eye; gain initiative over it; gain +3 to next strike against it; do maximum damage.				
0	22	-1	22	-7	22
0	22	-3	22	-9	22
-1	22	-5	22	() in static state	
Spells:	1 Quench Fire (needs to roll weariness) 2 Counter Spell any spell requiring only 1 pick and no pre-requisite Do this for free 3 Guarding Spell (no need to roll weariness) 4 Slumber (extra pick, no need to roll weariness) 5 Bane (needs to roll weariness)				

Takes maximum damage from fire based attacks

3 actions a round. Attack once with its sword, once with its fist, once with magic...

The Witch-Blade. Forged by The Witch-king himself, in his battles in the TA in the North. Runes of the 'Undoing of the North' along the jet black blade.

Gives +4 bonus to all fear related skills, spells, etc against Men.

Bane Spell against horses.

It is other-wise a +1 to armed combat skill large two handed enchanted blade (doing 2d6+6 damage). It can be destroyed with a blow with another enchanted sword versus a TN of 31, failure by more than 10 shatters the attacking blade or a smith-craft roll in a great forge can unmake it, but taints the forge forever. Need a 21; failure by 10 or more curses the forger. Such a forge may still exist in Ost-In-Edhil, Erebor, Orthanc, Rivendell and similar.

In the hands of the witch-king it can inspire / rally orcs , create darkness and fogs, and raise wights from the dead, killed by a trauma, within barrows. With Saurons return Morgul Blades will be used by the witch-king

Vale of the Glittering Ways

Round a series of large rocks and crags until you enter a small hidden vale some 250 yards in a semi-circle, with the flat side forming into the Western end of the Hollin Ridge. Something feels very wrong and your two ranger companions immediately draw and nock arrows. What you thought would have been a pleasant hidden sanctum has decayed and declined, for the most part. The first 150 yards in looks fine, thorny bushes, scattered small trees, wild flowers grow, small insects flutter, birds skip and frolic. The rest of the distance to the mountain looks withered and petrified. The areas looks a mass of different greys, large insects seems to swarm, small pools either dry or septic looking dot the area and it looks like there is only tree struggling to survive, clinging against the mountain-side and that too looks dried and ashen.

Observe spot at TN 10-20 dependent on distance, see a small set of steps leading into a 4 yard wide by 3 yard high cave, this entry seemingly the centre of the despoilation, where the withered tree clings to the last vestiges of existence. (Sense Power 15 will detect a powerful evil influence). The insects fluttering around are about half a foot long and seems to smell quite bad. (must roll willpower TN 10 or be annoyed by them and then resist weariness TN 15 or become tired in vein rant to swat them..). Every 0 minutes spent in area requires another roll. The insects will only feed on a fully exhausted non-moving target. Relevant songs and words may drive off these scavengers...

Into the Cave

These caverns must once have been amongst some of the most spectacular in Middle-Earth. Enter one vast great cavern. The glow of your lights on the ores and gems is pleasing, but once must have been spectacular. Carved seats and benches ring the walls and myriad small pools fill the place, reflecting light and glimmer to add to the spectacle.

Search / Stonecraft, see there has been minor attempt to mine this area, remnants of crude tools and goblin bodies lay around.

Rewards. 750 exp for destroying the beast. Either a point of courage or renown for valour and bravery and great deeds. After the beast is defeated weariness levels and wounds heal in the caves at twice normal rate.

Aside from the above the journey from River of Glanduin to Drunnan Dum (120 miles) should be uneventful

CHAPTER 3 TO THE MANOR BORN

Synopsis: This bit is something of a dungeon romp, *thanks to Andy Warner at legendgames.co.uk for the map*. I suggest cutting around the blocks of map rather than drawing and exploring the whole thing room by room.

Act 1 In Darkness and Legend

Outside view

Giving rise to its valley name. Feels as a place of dread with little growing at all in this small valley. Survival TN:5 / Observe TN:10. See the remains of a Dunning camp, not tidy but not wasteful as is there way.

West part of the halls contain a goblin tribe who moved in within the last decade, the Eastern part the undead and undiscovered dwarven halls. Deep in the ravine sleeps the vampire.... Evil names of those in Drunan Dun.

thuar = abhorrent

>sereg = blood

>mor, vorn = black

>dagnir = bane

>ring = cold

>dur, mor = dark

>nil, nur, dil, dur = lover of

>firn = dead

>gurth = death

>yulda = means draught (as in a thing you drink)

>carach, carag, carack, carch = fangs

>galad = light

>engwa = sikly

>ath, dae, gwith, wath = shadow

>aeg = fell

>mereth = feast

Names and Stats from Valinor and Steward and King

Sereg Mereth (blood-feast)

He was left behind when Sauron was driven out of Eriador. In a space of 30 years all in this mansion fell ill and died under his influence. So for nearly 5000 years he has slept, and dreamed of glorious times. Occassionally awakend by some unfortunate thing entering the dwarven mansion. All his victims have long since faded. Until last year when two Dunlending expeditions entered here on the behest of Saruman. No all since victims for the vampire, they dwell here as fell sprits under his control, some as the 'recent', some as the 'older'.....In time they will age and fade into shadow and out of time but for know these undead dwell in the shadow and dark, awaiting victims...

The two minor rings are still in here, held under protective spells few creatures of shadow could overcome, but a meeting of dwarf and elf could, signifying a time of union and friendship, between elf and dwarf once more...

Vampires are creations of Morgoth and Sauron (who was known as a Lord of Vampires in the First Age). Fell spirits bound into demonic man/bat form. Most of the breed were probably destroyed in the War of Wrath at the end of the First Age but some may still lurk in various dark

corners of Middle Earth, either serving Sauron—their master of old—or engaging in their own evil pursuits. The stats below represent the “typical” case, if such a thing can be said to exist. If there was ever any real consistency to the breed in the Elder Days, they have lost such in the intervening ages. The general man/bat mixture is relatively constant, but beyond that it is hard to say. Some vampires can pass for men in bad light (the weaker ones, typically), others have taken on different animal features (frequently gaining an affinity to that beast in the process), while others appear simply horribly twisted and deformed. Most vampires aren’t very bright, but vampire lords can be expected to be much more cunning (with correspondingly higher Wits and appropriate Lore skills).

MONSTER BLOCK, Spell User					
NAME	Those touched by Sereg Mereth, the recent (12 or more)				
Health	10	Boons	Combat	basic	
Stamina	2				
Swift / Init	2		claw	d6+3	6
Willpower	0		Physical	basic	
Wisdom	0		Observe	spot	5
Defence	11		stealth	hide	7
Armor	furs/ AP 2		Academic	basic	
bearing	3	Flaws			
		Fealty			
Courage	0		Social	basic	
Corruption	12		Intimidate	fear	3
Renown	0				
	10 0		10 -3		10 -7
	10 -1		10 -5		10 -9
Need to hit by 16+ for extraordinary success					
Mundane armour gives only half protection					
Demi-vampires, souless and mindless, cannabalistic					

MONSTER BLOCK, Spell User					
NAME	Those touched by Sereg Mereth, the older (3)				
Health	12	Boons	Combat	basic	
Stamina	3		bite	2d6	
Swift / Init	3		claw	2d6+1	8
Willpower	1		Physical	basic	5
Wisdom	1		Observe	spot	6
Defence	11		Stealth	hide	9
Armor	AP 3		Academic	basic	
bearing	8	Flaws			
		Fealty			
Courage	0		Social	basic	
Corruption	12		Intimidate	fear	5
Renown	0				
	12 0		12 -3		12 -7
	12 -1		12 -5		12 -9
Need to hit by 16+ for extraordinary success					
Mundane armour gives only half protection					
Spells: Fog Raising, Misdirection, Sense Power, Slumber					
Need to roll to cast a spell					

Demi-vampires, hungry and cruel, cannibalistic

Morgurth, was tribal shaman. Very, very pale, frail looking man. Has +6 initiative, a speed hidden by his frailty. Light mail

Aegwath, as a walking shadow, raven-like wings and hooked claws like a hawk. +2 difficulty to resist his slumber spells. Tough feathers.

Thaur Ring. Scaley and reptilian. Many teeth and claws. Does extra +2 cold damage

Each of these has been gifted fine and ancient dwarven and elven jewels. Values in the range of 5D6 GP's each.

Sereg Mereth

Attributes: Bearing 14(+4), Nimbleness 12(+3), Perception 12(+3), Strength 15(+4), Vitality 13(+3), Wits 5(0)

Reactions: Stamina +4, Swiftiness +3, Willpower +4, Wisdom +4

Skills: *incl stats...* Armed Combat: Natural Weapons (Claws) +11, Insight (Corruption) +8, Intimidate (Fear) +14, Jump (Take Off and Landing) +14, Observe (Smell) +8, Stealth (Lurking) +9, Track (Smell) +8

Health: 17 Counts as a large creature...

Need a hit by 16+ for superior success.

Wounds		Wounds		Wounds	
17	0	17	-3	17	-9
17	0	17	-5		
17	-1	17	-7		

Defence: 13 / Dodge 13 / Parry 20

Special Abilities:

Drink Blood: A vampire's bite drains 1 point of Vitality in addition to doing 2D6+2 damage. The bite is normally only useful if the vampire is in close combat, however.

Iron Claws: A vampire's claws are made of iron and can rend the most powerful armor. Damage is 2D6+4, mundane armor protects at half its effectiveness.

Flight: Vampires can fly at double pace.

Radiate Fear: Continuous Intimidate effect at half strength (generally the roll is +14, modified by circumstance). Just being in the general presence with no line of sight merits a roll at +7.

Hurt by Sunlight: Vampires are fatigued by sunlight or other "holy" light, e.g., the Phial of Galadriel. Full sunlight would require Weariness checks at TN 20, with the light on a very cloudy day TN 5. Dawn is especially painful to them: +5 TN. Each level of failure incurs another weariness level.

Spells:

Command,
Enslave Beast,
Fog Raising,
Forgetfulness,

Holding Spell,
 Mastery of Shapes (Creatures of darkness), *This is the shape it is now stuck in, a walking wolf-type shape with a mans head with a wolves mane / crown, stragglng grey hair, huge great claws, looks about 12ft tall...due to shadow and wings effects...*
 Misdirection,
 Power of the Land,
 Sense Power,
 Shadow of Fear,
 Slumber
 Veiling Shadow.

1 DRUNAN DUM

Front gate is set against on of the larger mountains of the Hollin Ridge. Even here the calm and tranquility of elf-lands seem apparent, especially compared against the coldness and harshness of the great Misty Mountains to the East.

2 ENTRY & GUARD

Great stone door lies partially open. Few relics of the Dunnish folk who came here many months back are scattered about. Tents, , water-skins, rain cloaks and such as is more needed outside. In the entry passages the first few torch sconces bare burnt down torches and used faggots lie on the floor.

Rooms round and about are for guardians of the gateway and drop off points for stores that would have come from outside. The weapons racks are mostly empty except for a few rusty axes and small shields.

3 UPPER GUARD

Even as you enter this upper area you sense the place is occupied. 3 dozen lesser goblins who will flee in panic if at all assailed, but also 12 of the vampyrs elite warriors. The whole area has a terrible stench about it and is littered with items looted from the rest of this mansion and further a field. Items from kitchens, forges, workshops, mining, agriculture, armouries, bells and gongs, ropes and pulleys, etc. Vats of bubbling goblin stews and grogs.

SEARCH	Examples of things found.
1-5	Set of wooden spoons, small phial of oil, tinderbox, 2 well made torches,
6-10	Bronze necklace (2 small hammers, 3SP), Mattock (carved shapes of a long lost dwarf house),
11-15	Battle-Axe head, mastercraft. Gauntlets add +1 damage to unarmed combat, ench.
16-20	Set of masterwork tools for smithcraft. Etched, serpents, gold ring (12GP), 30SP+120cp in a box.
21 plus	Elven rope in a silk bag, Belt, guarding runes on it, 25GP diamond,

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Goblins, Vassals of The Vampire, Blood Wing Clan			adv:3-4	
Health	9	Boons	Combat	basic	3
Stamina	1	Night Eyed 2	scim/spear	2d6+6/4	10
Swift / Init	4	Evasion	short bow	2d6+3	7
Willpower	1	Favoured Weapon	Physical	basic	3
Wisdom	0	swift-strike 1	athletic	stealth	8

Defence	10*		observe	listen	5
Armour	mail, c+h, AP 5, smSh+3		Academic	basic	2
Courage		Flaws	lang	goblin, misty	5
Corruption		Fealty (darkness)	lore	mines	4
Renown		hatred (dwarves, men)	Social	basic	2
Size	s	Greed	Intimidate	Fear	5
dodge: 16 / ranged 21 / parry 24			Persuade	Torture	4
WOUNDS		<i>penalty</i>	-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

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Goblins, spearman of msty mtns				
Health	7	Boons	Combat	basic	2
Stamina	1	Keen Nose			
Swift / Init	1	Night Eyed 2	spears	2d6+4	4
Willpower	-1	dodge	Physical	basic	2
Wisdom	0		observe	smell	3
Defence	13*		athletic	hide	3
Armour	leather, AP 2		Academic	basic	-1
Courage	0	Flaws	lang	goblin, misty	3
Corruption	8	Craven			
Renown	0	Hatred (elves, dwarves)	Social	basic	-1
Size	s				
dodge: 16 / ranged 13 / parry 13					
WOUNDS		<i>penalty</i>	-3	-6	dead
<i>fast-play</i>	1	hits taken,	3	6	7
	2	hits taken,	5	11	14
	3	hits taken,	8	13	21

4 MAIN STORE & KITCHENS.

Huge first main hall and adjacent rooms. Here perishable provisions for the mansion would be stored. Also a large kitchen would have served the busy dwarven folk. The 1st hall itself looks as though it could have held many workers at a time. It feels more like a practical eating place rather than one where celebration and song would ring out. Servants would also have been stationed here, drawn from the ranks of those serving a family fealty or perhaps as a punishment for crimes.

5 UPPER REST AREA

A place where miners could catch a quick sleep or drink or tale, while still on long duty rosters or emergency call up. Now thoroughly deserted

6 CHASM and MINE WORKINGS

This area has a vast chasm worked down into the area beneath Drunan Dum. Here the main silver veins were exploited. Scaffold still clings to walls, myriad of ropes and walkways line the shaft as it goes downwards. TN 10 to 20 to climb down various bits. A sturdy stone bridge crosses this chasm. A few rooms around this area serve as small stores or repair areas.

On the bridge itself are 4 Dunnish folk suspended by their ankles from bits of scaffold. They have been slit open from top to toe and many of their innards removed. By the look of horror on their faces this may have been done while they still lived. This looks like a form of carnage beyond even the most wicked and cruel of goblins.

The 12 lesser servants (touched) of the vampire cling beneath the chasm and will leap to attack to trap party on the bridge....

"These creatures look like the worst of nightmares. Their lower halves are as men, (Observe spot TN 10, they are of Dunnish origin). Their upper halves are not. Their upper bodies seem disproportionately large, making them stand about 7 feet in height. Their arms are extended and thin looking but end in sharp talons. Their skin has a varied appearance of fur, scales and feathers. Their necks seem almost non-existent with thick shoulders ending in a thick wide head. Somewhat akin to a wolf, but pale and with some mannish features. They have red eyes, foul serpent-like black tongues and many short sharp looking fangs, but a vacant look about them. What horror could do this to a mere mortal. They are terrible to behold and seem as cruel as any of the other works of the enemy and shadow"

They are the lesser touched.

7 THE GREAT HALL OF DRUNAN DUM

The 3 major taken dwell in this room, they mostly either rest or pace about and chatter to each other about ancient tales of the Dunnish, but in the sense that they were actually there, being those heroes.

What times and great tales must have once been held in this hall. For nearly a thousand years these great place flourished. In a time of elf and dwarf harmony before deceit, death and ruin fell in these lands. Central to the hall are 7 great pillars, carved in the likeness of the strongest and broadest of trees. *Spot TN 10* (The central pillar is almost of a tree with something of a face, and arms and legs, in place of branches).

At the Eastern end is a circle of 3 carved chairs, two of stone and one of wood with its back directly to the West. *Woodcraft TN 5*, elven in style (TN 20 carved by Celebrimbór himself, as a master-smith).

History Dwarves / Region Lore (Eregion)..

- TN 5 Maybe in times of great import and announcement some 300 dwarves could have fit in here, listening to the ruling of the twin thanes of Drunan Dum
- TN 10 (Thanes of the 2 clans, *Stout-Hearts* and *Grey-Beards*).
- TN 15 Last two leading thanes were Furin (II) Fireclever (Stout-Heart) and Bundin (I) Longstride (a very tall Grey-Beard).
- TN 20 Furin died fighting Sauron's invasion, these dwarves did not close their doors to the elves. Bundin and some of his folk fled North and tales of his line are lost to history.

Search TN 15. Near a step beneath one of the dwarven thrones looks almost like a keyhole of sorts. *TN 10 legerdemain or search* to note a series of mechanisms pass within this hole, not all to do with its locking mechanism. Almost as though there is a trigger or worse a trap. It is TN 15 to pick this lock or an opening spell should suffice.

A whole section of floor swings open upon successful picking of the lock. Within is a circular hole some 4 feet in width and 3 feet deep. Within is a fine looking leather glove and a fine looking steel gauntlet, both are masterwork and slightly 'magical'. Also within is a gold chain with a silvery hammer on it (TN 10 smithcraft, it's actually an alloy of about 60% mithril!, worth

about 50GP in the right place!!). Bronze helm with a red jewel in it. This is strongly enchanted, helm of clan *Stout-Heart*, made in the closing years of the 1st age.

- Adds +3 to the wearers fire-starting skill.
- Any fire spell used by wearer is as though cast by *dwimmercraft*
- Can cast relevant fire spells as though with the *runic* ability
- Gives AP of 4 versus mundane, magical and dragon-fire.
- Wearer can read *Ithildin* letters.

Third point is quite useful as without this ability the chamber of the rings will be tricky to get in to.

Despite the passage of time this place holds much of its old majesty and there seems little sign of despoilation by goblin or worse.

Behind the throne is a moderately hidden door (TN 10/20 to Search/Spot) made of wood but coloured like rock. It is not locked.

8-10 THE QUARTERS OF THE TROVEN

Here were small family holdings used by married dwarves with children to still bear responsibility for. Place been heavily ruined in the past, but looks long since occupied.

The set of quarters to the South is still somewhat occupied, by a couple of trolls and some goblins lackies.

MONSTER BLOCK, non-Spell User Skills					total
NAME	Troll Lords of Drunan Dum				
Health	24	Boons	Combat	basic	5
Stamina	8	hardy*	Clubs	3d6+7	10(12)
Swift / Init	1 / 4	night eyes 2	rock	3d6+4	3(5)
Willpower	4	wary	Physical	basic	2
Wisdom	1	Fell hand	track	dwarves	6
Defence	7*	Dwarves:2	athletic	run	5
Armour	skin+ mail, AP 7, Lg Sh		Academic	basic	-3
Courage	0	Flaws	black speech		3
Corruption	10		westron		2
Renown	0		Social	basic	-3
Size	L		Intimidate	might	7
Dodge:	11	Parry	24	Ranged	12
WOUNDS*		penalty			
24	0	24	-1	24	-7
24	0	24	-3		DEAD
24	0	24	-5		

Very ancient trolls indeed, have learnt much and are quite cunning, not at all brute like. Wisdom of the ages and the vampires influence have tolled well upon them.

MONSTER BLOCK, non-Spell User Skills					total
NAME	Goblins, spearman of msty mtns				
Health	7	Boons	Combat	basic	2
Stamina	1	Keen Nose			
Swift / Init	1	Night Eyed 2	spears	2d6+3	6
Willpower	-1	dodge	Physical	basic	2
Wisdom	0		observe	smell	4

Defence	13*		athletic	hide	3
Armour	leather, AP 2 / smSh		Academic	basic	-1
Courage	0	Flaws	lang	goblin, misty	3
Corruption	8	Craven			
Renown	0	Hatred (elves, dwarves)	Social	basic	-1
Size	s	Fealty to Trolls			
dodge: 16 / ranged 16 / parry 20					
WOUNDS		penalty	-3	-6	dead
<i>fast-play</i>	1	hits taken,	3	6	7
	2	hits taken,	5	11	14
	3	hits taken,	8	13	21

11 THE SECRET WAYS

The inner sanctums of Drunan Dum. Consists of.

- **Meeting Room.** Just behind great hall and thrones is a place where the mightiest of lords could discuss new mining and trade strategies, and occasional plans for war.
- **Room of Runes.** Where craftsman and wielders of magic could enchant and enrune items. What great wonders were created and attempted to be created here. Small area radiates an aura of peace and order. Make a *wisdom reaction of TN 10* can focus mind to gain +2 bonus to crafts and +3 bonus to mental skills, including spell-casting, while in this room.
- **The Last Armoury.** Chamber houses weapons and armour racks. These would have been used in any last stand the occupants of the mansion of Drunan Dum would have had to make. Though the mansion doesn't feel like it was 'invaded', in the normal sense, and this place hasn't been ransacked, the racks are empty.
- **Scriptorium of the Ages.** Simple bookstands, shelves and chairs. Here would have been written the collection accounts of the histories of the ages. What worth and value would such books have now?

12 THE CHAMBER OF THE RINGS

Corridor with a magnificently carved ceiling, ends in a small circular chamber. What is most strange about the chamber is the numbers of carved indentations in the walls and floors. The look like various hand and foot prints. Some of the prints are stout and wide, some longer and slender, and perhaps some 80 or 90 or so are in here in total.

- Sense power *TN 20* finds a strong but masked power, a *roll of 11-20* may have a sense of some power that once lingered here.
- Make a wisdom reaction of *TN 15* manage to count them, though they feel confusing to count, there are 77 in all.
- There are markings in here but as can only be seen as *Ithildin Fire*.

If seen correctly see the outline of a door, two outlined sets of foot and hand-prints, one set of each size. If an elf were to fill one and a dwarf another, writing around the whole door is highlighted in quenya. "Friendship as was, and Friendship as is" and the door opens.

If unable to read the Ithildin, can search *TN 25* to find outline of a door and the use *Insight 25* or *wisdom reaction TN 20* to solve where an elf and dwarf should stand.

"Within room is a simple pedestal, displayed upon it on a small display stand are two rings"

Winters Wall and Summer Gate.

ACT 2 THE LORD OF DRUNAN DUM

On Exit and crossing Chasm once more...

As you cross the chasm observe(touch), TN 10 notice a subtle change in the atmosphere, as though it is getting chiller and drier. From either side of the chasm come arcing up great clouds of darkness, billowing and flowing, till at their peak they look like two out-stretched wings of some great black bird.

There is an echoing of a myriad chirps and beats and a mass of bats flies up into the chamber, from either side of the bridge and on nearing the ceiling they disperse to the West and East....

Roll innate intimidate fear for the vampire

You feel compelled to look west to the end of the bridge and standing there is a thing of great terror and shadow. Its presence fills you with dread and its are the wings that seemingly fill the chamber. It is wreathed in almost a black flame, and you see little clear form except where its great iron-like claws glitter claws of torch-light, and you see a sort of beats-like head. It appears to be slightly wolf like in its pointed features and slight mane. It has two canine teeth as terrible as its claws and eyes filled with malice and hatred of long years.

It speaks, in a tongue you know not, but the words are filled with seemingly venom and doom. (*roll intimidate; Fear*). It is the Black Speech.

If any can converse the creature says his name and he has lived years un-numbered even in the eyes of the elder kind (elves). *He is at least 7000 years old in this form.*

- He asks why creatures of such short lives disturb his long rest and preparations.
- He awaits the return of his master for the last great battle
- If any mention Sauron, he goes into a rage for a few rounds and attacks with spells, while venting fury at the name of the fool lieutenant, bringer of misfortune, and cowering wretch (he blames Sauron for all the ills that befell Morgoth).
- If the vampire can be calmed he will explain that Sauron took his shroud so he can no longer walk in the sun and can no longer shape and transform myself.
- If told Sauron still exists in one form or another he will vow his vengeance and allow them to leave if they promise never to return.

ACT 3 SHOWDOWN IN THE VALE OF ISEN

So it is you have left the dwarven mansion and head south along the west edge of the Misty Mountains. There is an aire of general disquiet and tension, and this atmposphere puts your company in a sombre mood that even ale and tale cannot lift. You occasionally get a glimpse of a great dark and ominous cloud way to the SE at times when the mountain peaks are low.

The Dunnish lands you pass through seem to hold a wary and cold people and you receive little hopsitality. All around are signs and wards to drive off evil spirits and all the portent of they shaman and wise women are of doom and fear.

So it is you round the last peak at the feet of the mountains and a terrible sight can be seen. Way of to the south and eats, in Mordor where the shadows lie, is the source of this blackening of the sky. You can just make out flares and fires leaping from a volcano, the fires of mount Doom have been re-kindled. It appears the lord of Mordor, the great bane of the west, the red eye, has returned. Automatically lose a level of weariness unless best reaction roll versus a 20 TN is made, and you manage to slip the malaise, severe failures reduce weariness even more.

The Walls of Isengard and the Fires from afar.

A few days later, in Rohan, you approach Isengard. In the vale all is not well. You approach the gates, these have been cleaned and polished and seem more grand and imposing. Here and there on the walls the tops have been altered to hold battlements and small archer towers. There is an altercation near the closed gates as well.

About 60 men of Rohan, and their fine horses, await outside. They have dumped some equipment so as to make a 'camp' of sorts.

Observe(listen) TN 10 arguing with Dunmen in the Gatehouse

Observe (spot) TN 10 see a number of Rohirrim are injured and being tended in the camp.

Observe (sense power) TN 15. The will of Saruman that normally pervades this area is not present, you surmise he is not at home.

The Rohirric, alarmed by the fires of Mount Doom, that have now raged for 5 days, seek the wisdom of Saruman, or one of his advisors at least. The Dúnedain guards have been ordered to only let certain people into Isengard at this point, and 'strawheads' are definitely not on the list. Arguments back and forth about

- Where is the new light of co-operation between or peoples?
- The white wizard told us the enemy may be abroad and who knows what spies, seeking what information, about what area?

If the party approach the gate-guard and explain who they are the guard says 'ah, it is you, good tidings indeed, I will call for someone to escort you'.

Party may be able to calm Rohirrim and persuade them to leave on the promise the party will air their grievances and report back to them. Or maybe they say perhaps the folk of Rohan should look to their homes if foul forces are abroad. May help if the party have successfully completed the mini-adventure SCA5_A Time of DwimmerLaik.

Rewards. Adventure should have been long and hard and I feel at least 1500xp in total should be rewarded to each character by the end.

ITEMS OF NOTE

The 2 lesser Trinkets

- *Extended Life-Span for all, ageing at 50% rate.*
- *Ring is innately TN 15 to be observed**
 - *Summers Gate : Bronze ring with a red ruby*
 - +3 to Smithcraft*
 - All metal items made are as masterwork*
 - Act as though the spell 'xxx'*
 - *Winters Wall: Mithril ring with a white gem.*
 - +3 to Stonecraft*
 - All non-metal items made are as masterwork*
 - Act as though the spell 'xxx'*

If a non-dwarf wears one and a dwarf another any item they make together (at a TN of 25) will be enchanted...

- *The wearer gains an inner strength, passion, cause and determination, such things as burn in all good hearts, but ever-kindled and brighter. +2 to Will-power and Wisdom tests to resist 'command and ill action'.*
- *Veil spell acts innately upon the wearer**

Handout 1

History In Eregion long ago many Elven-rings were made, magic rings as you call them, and they were, of course, of various kinds: some more potent and some less.

The lesser rings were only essays in the craft before it was full-grown, and to the Elven-smiths they were but trifles - yet to my mind dangerous for mortals.

But the Great Rings, the Rings of Power, they were perilous

After the defeat of Morgoth in the First Age, some of the remaining Noldorin Elves settled in Eregion and built a city called Ost-in-Edhil around the year 750 in the Second Age close to the west gate of the dwarven kingdom of Moria.

About the year 1200, Sauron came among the Elves in a fair form using the name Annatar (Lord of Gifts), but with a dark plan to ensnare them. Sauron greatly desired to "persuade the Elves to his service, for he knew that the Firstborn had the greater power." He taught them secret lore, and with this knowledge their craftsmen (a guild called the Gwaith-i-Mirdain, the People of the Jewel-smiths) created the Rings of Power which included the Seven and the Nine.

The chief power (of all the rings alike) was the prevention or slowing of decay (i.e. 'change' viewed as a regrettable thing), the preservation of what is desired or loved, or its semblance - this is more or less an Elvish motive. But also they enhanced the natural powers of a possessor - thus approaching 'magic', a motive easily corruptible into evil, a lust for domination. And finally they had other powers, more directly derived from Sauron...such as rendering invisible the material body, and making things of the invisible world visible.

Angered that his plan was revealed and failed, Sauron made war on the Elves to claim the Rings without his help they could not have made. He laid Eregion to waste and sacked the Elvish city of Ost-in-edhil. He then captured and tortured Celebrimbor into revealing where the Rings were hidden:

"There Sauron took the Nine Rings and other lesser works of the Mirdain; but the Seven and the Three he could not find. Then Celebrimbor was put to torment, and Sauron learned from him where the Seven were bestowed. This Celebrimbor revealed, because neither the Seven nor the Nine did he value as he valued the Three: the Seven and the Nine were made with Sauron's aid, whereas the Three were made by Celebrimbor alone, with a different power and purpose."

Using Celebrimbor's body as a battle standard on a pole, Sauron returned with war and overran all of Eriador in search for the Three Elven Rings. But he never found them and only suspected where they were hid. With the help of the Numenoreans, Sauron was finally driven out of Eriador c. 1701 Second Age and there was peace for a long while.

Recent Findings Have notes by Celebrimbor on ring making dated SA 900 and 1100, before Sauron's arrival on the scene

Celebrimbor's notes on ring-making, of making the 'minor trifles'

Frustration as to times of infusion

Lack of permanency in some creations

Mirror the spirit without to the soul within

Veils put upon them to hide them from those of ill intent

By time, no need for runes or marks or words of activation

Make and Preserve that what is made

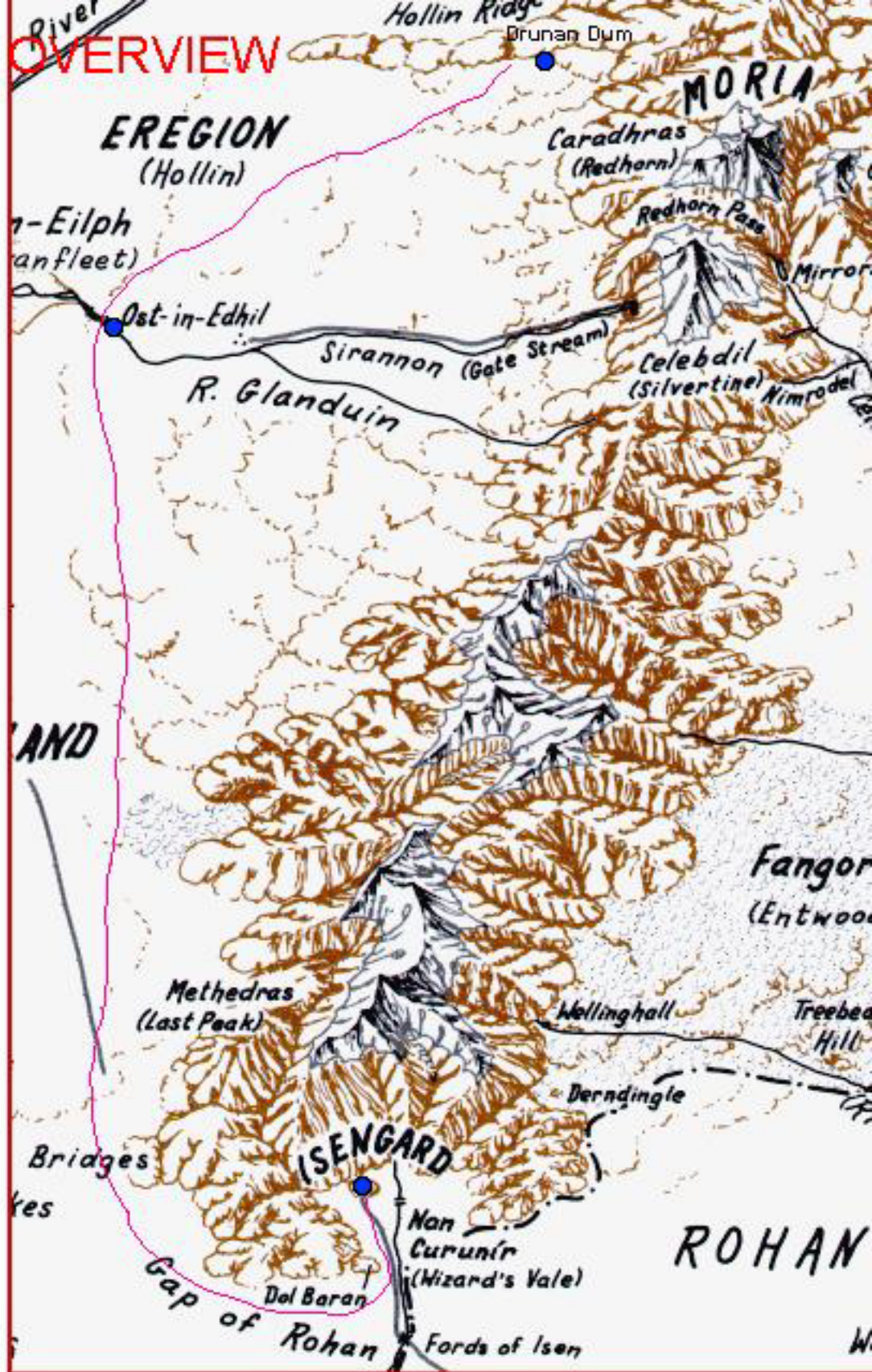
Twin minor Rings called 'Summers Gate' (*Annonlaire*) and 'Winters Wall' (*Ramhrive*) given to minor dwarf lords, (co-ruling thanes of Drunan Dun).

Hints they were stored at a small dwarf mansion called Drunan Dun

This mansion borders the lost land Of Eregion and is slightly NW of Moria's West Gate.

Until year TA 1670's good dwarf and elf relations.

MAP 1 OVERVIEW



MAP 2: Tribal Locations

~180 miles



D

Cillien

Fearan

C

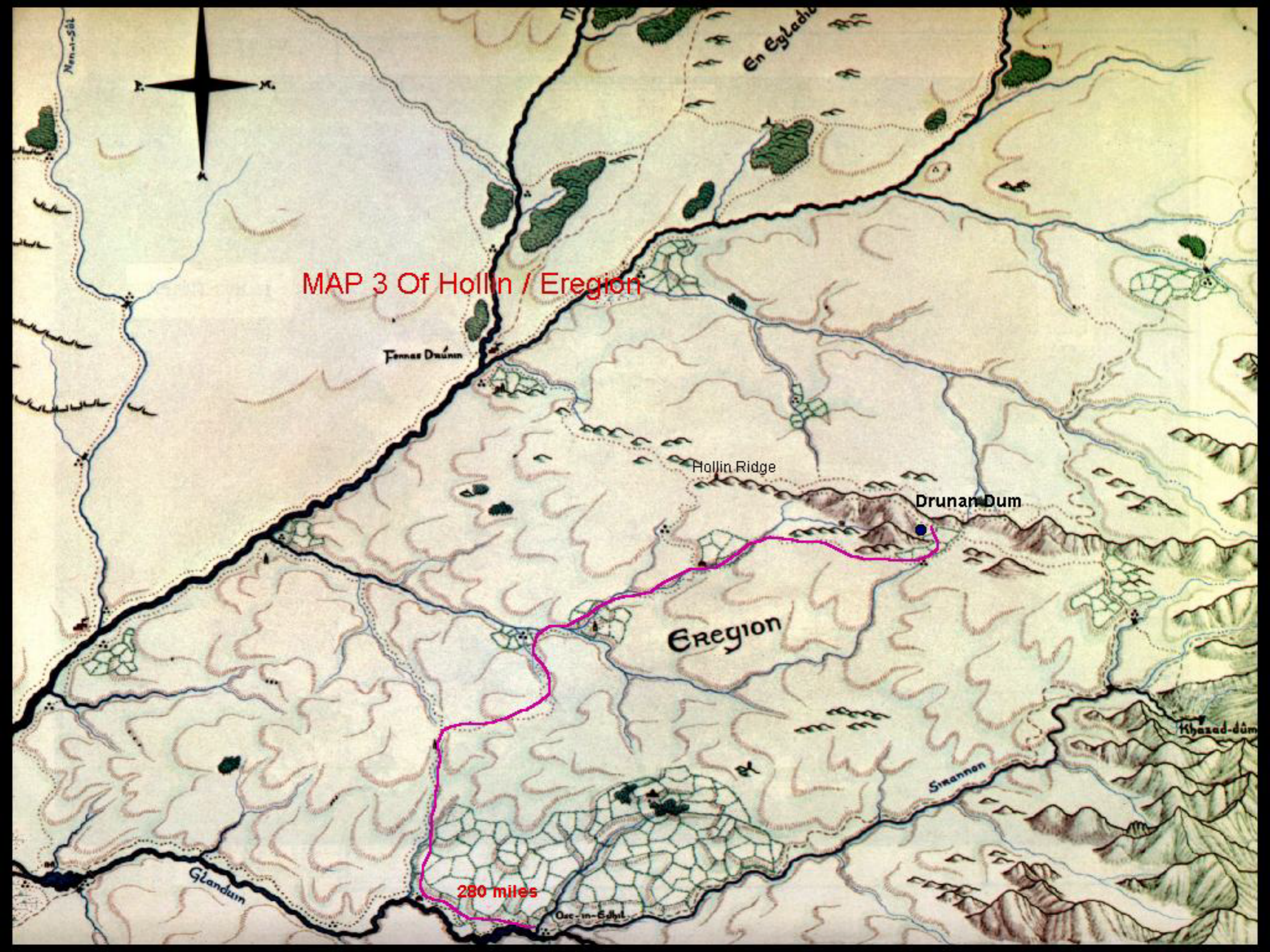
Chori
Ceandh

B

A

Anghenose

Nan
Curunin



MAP 5 DRUNAN INNER

In Feb 1800, the mines were over-run by Yeek. In the years that followed, the entire place fell to the Yeek - numbers seemed to stay high, no matter how many were slain. The next years hold a massive population of Yeek - there will be many for years to come.

