

# The Chronicles of The Wanderers of the Wilderlands

## LR3 Of Ports, Of Sprits, and a Sea of Rúm.

### Synopsis

Late Summer of TA 2946

The Party embark on an expedition down the River Running to the regions around the Sea of Rhún. The reason for the journey is partially up to the narrator, and the backgrounds of the characters, the suggestion giving involves knowledge of wines, agriculture, markets etc. Hopefully a member of the party has such knowledge. It is envisaged the party are familiar with the Dale region, and having played LR1\_The Dragons Ring and/or LR\_2 The Sword and The Stone will be an advantage.

In the Chronicle Saruman will interact and maybe 'join' the party. He is in the region because:

- Due to an unusually good summer 4 years back there is a great batch of Dorwinion Special-Vat (Port) coming to maturity, and he wishes to attain a good deal.
- He has heard from his spies of a Magician in a 'Guise of Azure' being rumoured to be in the area.
- Gandalf himself was in the Dorwinion / Rhún region in late spring of this year, but Sarumans agents have not found what Gandalf is up to, so he wishes to look himself.

He is in the midst of becoming more obsessive about the ring, ever jealous of Gandalf, and hungry for power but certainly still opposed to the Shadow in all its forms and 'good'. Assume he has 41 advancements and 3 corruption points.

There is in fact a 'blue wizard' in the area. He was a Dunedain scholar from Minas Tirith, on a mission of lore and exploration, to various areas of the East. He himself had heard of a cult that was thought based around a 'blue wizard'. Unfortunately it was just a ruse, he was duped, and his mind by sneered by the Mouth of Sauron. The Mouth had been sent from Dol Guldur back to Mordor early in 2935 when the search for ring near the Anduin, was winding down. (The great enemy had heard stirrings of up-risings and meddling with his affairs in the East)

The Mouth of Sauron kept the lore-master prisoner for a few years until he had both drained much knowledge of Gondor and the libraries of the 'White City' from him, and corrupted him into Sorcery. He then let his prisoner go, with the poor wretches mind so tormented he believed himself to be a blue wizard. He came to the lands around Rhún and has been stirring up trouble and ill feeling and meddling in others affairs. He has also made himself lord of the Mountains SW of the sea of Rhún and is leader of a disparate band of fell men and trolls. He is having a tower built in a hidden vale. He and his band have become very fond of the rich and strong wines and spirits grown in the region.

It is envisaged the party will get heed of these events and troubles and take action. Saruman himself may also have something to 'say', and indeed, gain....

Assuming the Sea of Rhún is a light salt-water body, brined up from its tributaires. Supports a wide range of 'fish' varieties. At its centre a sort of 'raging whirlpool' exists, currently the lair of a fell creature recently arrived from Mordor.

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#### NOTES:

No weapon damage is noted on stat blocks, only bonus due to strength. Some weapon damage has been errated recently by Decipher so choose as you see fit.

## 1 CHAPTER 1: Journey down the River Running

### 1.1 Act 1 Of Boats and Bottles

**Scene:** Some party members, acting on a commercial basis, are taking a load of bottles to the Dorwinion lands for future wine production. Whole assortment of elven, dwarven and Long Lake men, bottle / flask / skin types. Other party members of a less mercantile bent may have river skills or act as guards. A member of Long Lake who has commissioned the trade supplies a long barge. Assume the party have played previous parts of the 'wanderers of the Wilderland' campaign.

Regional, craft, wine skills:

- TN 5 At least 1 boat per month is now travelling up and down the River Running in trade
- TN 10 Dorwiniad Special 2942 Vatage should really be well matured by now, twas an exceptional year 4 years ago.
- TN 5 Most of the recent wolf and goblin activity in the region has gone. Assume all stragglers from the battle of FA in the area are now dead or fled to distant lairs.

"So it is that previous trade negotiations have gone well and you are to escort a large cargo of bottles, flasks and other glass-wares to the edges of the sea of Rhún. A payment in gold, from the old dragons horde, is also been sent as a part goodwill gesture and part payment for other wines and food-stuffs to be sent back up river. You are on-board the *Pinot Wave*, a sleek looking, but difficult to control, long barge. Mix of man and elven touches to its design. A glass merchant, Brand, has requested your assistance and 4 other able crewman will guide the vessel. Your role is to guard the gold and assist with any specialist racial and other lore / skills you will have. The party is a good reflection of the current racial mix in the Long Lake area.

**Setting:** Journey from a loading area in Long Lake down river to the edges of the Sea of Rhún. Passes wilderness areas of nomads to east of river, and fertile plains for horticulture to the West. You get the feeling from the odd boatman and new settlers on the river of a time of great prosperity and peace approaching, like in the old days when more elves dwelt in the region and the Dorwinion and Rhun cultures were free of malice and peril

### 1.2 Act 2 Attacked!

**Scene:** Some newly established river pirates attack the party's ship in an act of theft and intimidation.

**Setting:** while docked at the small Port of Rhiabar, a few days up river of the sea of Rhún. Likely to try and sneak aboard in the cover of darkness and take what they can. Feel confident in their abilities so may engage in combat, trying to resolve it as quick as possible, and overcome their enemies so as to make their escape over the water easier.

Rhiabar is a fine example of old elven influence mixed with a certain influx of the 'West-meets-East'. It is by no means large, having some few hundred residents, and has little in the way of true housing as many people are just passing through. It is a place to hear tales of strange things beyond the misty mountains and far beyond the great Inland Sea.

The few permanent residence consider themselves Dorwinion, and it is one of the few places in Middle-Earth where mixed cultures get along. In the coming decades, with the rekindling of the fires of Mordor this will likely change, but as with the Long Lake area to the North, at this moment in time, it is a 'good' place to be.

They will perhaps be 2d6 boats, mostly small in size but maybe d3 more sea-worthy than river-worthy, that have come up from the Sea. Perhaps the parties boat just looks a more tempting, if potentially more tricky, target.

Talk in the hamlet is off grand tales of dragons and dwarves, movement of people for trade rather than in armies or as refugees. The weather will hold reflecting the apparent tranquillity, and aside from the pirate raid, which could even be an optional event, it is a time for the party to learn of new folk, exotic foods (mainly fish) and fine wine and spirits.

*Region / Food(Fish).* TN 15. Abundance of usually bottom dwelling flat-fish on the menu at a reasonable price. Fish are generally harder to catch and expensive and they taste more tender usually. These are genuine flat-fish. If ask just say market in Northing Bay seems to have an abundance of these fish. Perhaps they do taste slightly less tender... Some early 2942 Port is available here at a very reasonable price, but it isn't quite the best.

### **1.3 Act 3 A Storm in a Port**

**Scene:** The party evidence a wild storm and here rumours of a blue wizards dwimmer-craft on the Southern Shores.

**Setting:** A newish docking area, with a true eastern influence on the NW edge of the Sea of Rhún.

The parties boat should arrive in the Port of Northing Bay, just as the weather turns cold and a great storm forms over the Inland Sea. It will rage for several days. You may wish to have the party help in mundane ways in helping the Port survive the storm, or use their craft in the aftermath to assist in repairs. Any transactions Brand the bottle-merchant has should go ok, but the folk he is dealing with here will press hard for more of a bargain on their part.

While lasting out the storm they find themselves in an environment very different to that of Rhiabar, and Esgaroth. The folk here are mainly insular fisher-folk, very much Easterling in thought. Distrust of elves and dwarves, and their legends are of betrayal by such races and other mannish races to the West. Feel in the past they were abandoned and left to fall under the sway of Mordor, and then blamed and punished when the shadow was pushed back. Yet again in recent years they see the West and their elf-friends having influence here, but will these stay should any shadow or threat arise again.

While sheltering, or other tasks, they will hear talk of a threat from beyond the Sea, of tales of what folk call and 'Wizard of Azure' carving out a realm in the Drum mountains. If the party show no interest in this the weather will clear and they are free to head back up North. If they show some curiosity, move onto Chapter 2. Either way Chapter 1 ends and relevant awards should be given.

### **Cast of Characters**

**The Bottle Merchant Brand.** Very pragmatic man, long history of glass-craft in his family. Lost much in the dragons attack, as did many, but is wagering all he has

managed to acquire, borrow and peddle, on these shipments. Will accompany the expedition for the whole journey. Slightly rotund man, red in the face from over-indulgence, but likeable and knowledgeable. He has equivalent of 6 advancements, 4 in craftsman and 2 in mariner. Very much a non-combatant but +10 skill in his area and +5 to most social skills / perception skills. He has 9 health

**Crew of the Pinot Wave** Four men of Dale. Little Apprehensive at renewed journeying and abundance of elves and dwarves in the region, mixed with a bit of excitement and the thought of the fine spirits the region South has to offer. Able mariners, skilled at hunting and fishing, with bow and spear. Have 2-4 advancements each.

MONSTER BLOCK, non-Spell User			Skills		total
NAME	Boatmen of Dale				4 adv
Health	11	Boons	Combat	basic	3
Stamina	3	travel sense	spear	+1	7
Swift / Init	2	dominion	sbow		6
Willpower	2	adaptable	Physical	basic	4
Wisdom	1	skilled	athletic	swim	6
Defence	11+smSh	Armour of heroes	seacraft	boat	4
Armour	Leather	AP: 4	Academic	basic	3
Courage	2	Flaws	lang	Westron	4
Corruption	0	Fealty (to Dale)	lore	Long lake	3
Renown	0	Stiff-Necked	Social	basic	2
Size	m		perform	sing	4
			debate	parley	3
<b>WOUNDS</b>		penalty	-3	-6	dead
fast-play	1	hits taken,	4	9	11
	2	hits taken,	8	17	22
	3	hits taken,	13	20	33

**Pirates of Rhiabar** Due to the drop in goblin numbers East of the rivers, with the last remnants of the Battle Of 5A driven out or slain, these bandits have become more daring. Actually acquired a small boat with which to drag of stolen booty, close next to potential targets, and sneak on-board and escape. Some of them are out of work men of Esgaroth, un-needed as New Esgaroth is being built on land. Others a mish-mash of mixed race men that fate has thrown together. They have had no dealings with the 'Azure wizard', but would likely join him if an offer was made. No armour, short blades, throwing dagger and axes, short bows. They have equivalent of 1-2 advancements in mariner or craftsman.

MONSTER BLOCK, non-Spell User			Skills		total
NAME	Pirates of Rhiabar				
Health	9	Boons	Combat	basic	1
Stamina	1	evasion	S. Sword	+1	3
Swift / Init	3 / 6	dominion	dagger, Throw	+1	5
Willpower	2	adaptable	Physical	basic	3
Wisdom	2	skilled	Climb + Swim		5
Defence	12+smSh	fleet foot*	Seacraft	boats	5

Armour	none	wary	Academic	Basic	1
Courage	0	Flaws	lang	Easterling	3
Corruption	3	craven	lore	Rhun	3
Renown	0	grasping	Social	Basic	1
Size	m		perform	Dance	2
			debate	negotiate	2
<b>WOUNDS</b>		<i>penalty</i>	<b>-3</b>	<b>-6</b>	<b>dead</b>
<i>fast-play</i>	1	hits taken,	4	7	9
	2	hits taken,	7	14	18
	3	hits taken,	11	16	27

## 2 CHAPTER 2: Meddling in the Affairs of Wizards

### 2.1 Act 1 And Thence across the Sea of Rhún

**Scene:** The parties interest should be tweaked as to who this blue wizard is, why he is stirring up un-rest. Preparation for a few days sailing over the sea of Rhún, a freak bad storm puts folk ill at ease and delays things. A mysterious old man is seen in the town.

**Setting:** The main Northern Port on the Sea. Any kinds of enquiry and use of social skills in the town will likely have a chance to reveal the following. Use whatever skill fits the area /act.

- TN 5. Within the last few months someone calling himself the 'Azure Wizard' has rallied bandits and mal-contents in a portion of the hills SW of the Sea, called the Drums.
- TN 10. He has taken it upon himself to make his men wear a blue sash. They have also raided ships and some inland areas.
- TN 5. A local shop has been robbed of some glass turning equipment and specialised tools for such.
- TN 10. A nice old gentlemanly bloke has been also enquiring. It appears this bloke was both very knowledgeable and very interested on whatever topics the folk he talked too were employed in. That is with the glass shop he knew about colouring, strength, etc., to the Inn-keep he was wise in ale-keeping, to a builder he knew about structural points and so on...hey he is Saruman after-all. All may give a slight difference in his description. Hopefully the party, even out of character, may suspect he is Gandalf. Let them!!
- TN 15 find a witness to an attack, a sort of mariner-ranger fellow, who is convinced he saw a troll with the raiders who 'walked in the sun'!!!! He has kept this quite until he can find some authority or authentication.
- TN 15 find another victim who says some of the pirates are the gruffest and ugliest men I have ever seen.
- TN 5. Of late, with these early autumn storms some say the eye of the lake, that is its centre, is more perilous than ever.

Eventually the party may try to find the old man. He is likely found sitting by the docks discussing the intricacies of catching large fish, such as salt-pike or deep-water shark found in the 'Sea'. He will seem very amicable and will gladly join any trip over the Sea. The party will feel 'disinclined' to observe him too closely, sense power etc, they will just seem to naturally trust him, and listen intently to stories of 'the one that got away'...?!?!

They will also need to procure a 'sea-worthy' boat to cross the sea. This may need a degree of interaction and bargaining but don't get carried away with minute details. A fair price would be 1sp per person, for a slow trip involving some fishing and net / basket / trap retrieval, or 3sp per person for a direct trip.

### 2.2 Act 2 The Turn of the Tide

**Scene:** A feel for life in this inland sea, severe weather and high waves in its centre. Rescue of a distressed fishing boat. The Old Man, calls himself Stone-Fisher, joins the boat as it heads over the sea. If the party pass near the eye they may encounter a fell

creature, sent from Mordor, that know dwells there, in a an effort to spread despair and cut down on new trade in the area.

**Setting:** A journey on the sea itself. It is this creature that is staring up bottom dwelling flat-fish and putting them under stress. They have become more abundant in nets but less tender as a result.

### 2.3 Act 3 **The Battle on the Beach**

**Scene:** Waylaid by boats of the blue wizard, the old man on-board parties vessel may quell things and calm assailants.

**Setting:** South-Western Shore of the Sea. If the party have had a very hard time of it with the fell creature you could maybe forgo this event, or have the party land safely and have them surprise the pirates as they rest up out of the sun or are just not in a prepared state.

As approaching land on the South-West shore, out of the cover of a small tributary appear three small boats, being rapidly rowed and then steered as their sails catch the wind. They seem to almost skim across the water. Observe TN based on distance they all have a blue sash about their abdomens. About 3 to 6 men on each boat, armed with light or no armour, and carrying small shields and spears. Do the party attempt to flee by their boat, do they land and fight on-shore?

The Land to the South-West has a few scattered trees before it enters small but ominous mountains. The area is said to be filled with small valleys, that have strange echoing features so even a mans foot-steps can sound as a drum, hence the name of the place.

Have the party stumble upon the small bay where the pirates dock their 'skimmers'. Could be a few other boats and pirates there. Prisoners if questioned, by especially Saruman, will yield up where the Azure wizard hides. If the party have slaughtered everybody they may well have come to a dead end of their own making. In this bay will be stocks of wine and spirits, stolen, perhaps the odd kidnap victim, tools and components for boat building and repair. Food stocks, perhaps other stolen bounty, lean-tos and shacks to dwell in. Also two crudely made and polished mirrors, which in time will be used for signalling the old elven outpost in the *Drums*.

### Cast Of Characters

**The Ships Crew** Tight knit band who for years have employed their skills against the weird whims of the sea of Rhún. In the past their ancestors were under the sway of the shadow and their vessels used to ferry and fetch for the enemies of the west. With these influences long gone they are trying to get on well with men, and other races, of the West. As the words of deceit are spread as Mordor arises this situation may change. Lightly armed with long knives, daggers or light axes and hammers. They have equivalent of 2-4 advancements in mariner or craftsman.

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	<b>Sailors of Rhun</b>			4 adv	
Health	13	Boons	Combat	basic	3
Stamina	4	evasion	long-knife	+1	6
Swift / Init	1	dominion	sbow		5
Willpower	1	adaptable	Physical	basic	5



Wisdom	1	skilled	athletic	swim	7
Defence	11		seacraft	sea	5
Armour	None		Academic	basic	3
Courage	3	Flaws	lang	Easterling	5
Corruption	0		lore	Rhun	4
Renown	0		Social	basic	1
Size	m		perform	sing	3
			debate	negotiate	2
<b>WOUNDS</b>		penalty	-3	-6	dead
fast-play	1	hits taken,	5	10	13
	2	hits taken,	10	20	26
	3	hits taken,	16	23	39

**The Azure Scourge** Men from the South of the sea and mountains who have long hated most others. Life in this region is harsh and any new sort of powerful leaders can play into their mind-set. Few are great watermen, but a select few have some skill. Armed in leather with small shields and a few spears each. Adorned in blue sashes and stolen bits of booty. They have equivalent of 1 -2 advancements.

MONSTER BLOCK, non-Spell		Skills		total	
<b>User</b>					
NAME	<b>The Azure Scourge</b>				2 adv.
Health	10	Boons	Combat	basic	3
Stamina	2	evasion	spear	+2	5
Swift / Init	2 / 5	dominion	hammer	+2	4
Willpower	2	adaptable	Physical	basic	3
Wisdom	2	skilled	Climb + Swim		5
Defence	12+smSh	wary	Seacraft	boats	4
Armour	leather	AP: 2	Academic	Basic	1
Courage	0	Flaws	lang	Easterling	3
Corruption	3	craven	lore	Rhun	3
Renown	0	grasping	Social	Basic	1
Size	m		perform	Dance	2
			debate	negotiate	2
<b>WOUNDS</b>		penalty	-3	-6	dead
fast-play	1	hits taken,	4	8	10
	2	hits taken,	8	15	20
	3	hits taken,	12	18	30

**The Fell Creature** Sent by Mordor to ensure trade across the sea doesn't flourish. Sauron expects the elves and men of Dale will attempt such deals with the folk here and he does not wish it.

MONSTER BLOCK, non-Spell		User Skills		total	
NAME	<b>Monster in the Eye of Rhun</b>				
Health	20	Boons	Combat	basic	5
Stamina	8	wary	slam /str	2d6+6	12

Swift / Init	0 / 3	hardy	grasp /nim	d6+3+held	8
Willpower	5	ambidex	<b>Physical</b>	basic	6
Wisdom	3	Keen eyes 2	Swim		15
Defence	6*		Observe	Spot	8 (12)
Armour	Thick skin : AP 4		<b>Academic</b>	basic	1
Courage	0	Flaws	lore	mordor	4
Corruption	20	Fealty	lang	blackspeech	2
Renown	2		<b>Social</b>	basic	0
Size	H		Intimidate	Fear	8
<b>WOUND</b>	<b>LEVELS</b>	penalty			
20	0	20	-3	20	-9
20	-1	20	-5		
20	-1	20	-7		
<b>Poison</b>	Inhalation / Onset d6 rounds / Potency+5 / Paralysis-half / Treatment+5.				
<b>Notes:</b> 2 large tentacles for slam attacks and 4 finer ones for grasping Doesnt have great maw so kills and swallows. Has about 14 other tentacles around its bloated spherical body for slow propulsion. Has numerous eyes once per minutes will spew a poison cloud at a grasped individual to daze and easily drown. It in area for any time it will be nicknamed the 'Octopois'					

**The Stone-Fisher** In this guise have Saruman able to do whatever you wish him too. He is approaching the peak of his powers and this will be one of the last times he leaves Orthanc. Use stat-block in Core Rulebook if something comes up.

### 3 CHAPTER 3: A Cloak of Many Colours

#### 3.1 Act 1 Deep in The Drums

**Scene:** Journey into the small but tricky mountain range known as the Drums. Small bandit outpost, holds stores of stolen goods. Some slaves. Learn more about the blue wizard. Equipment to build a telescope of sorts.

**Setting:** Small, rugged pass into the mountains and an old elven keep. About 1 days slow walk into the mountains, on a side of a valley atop a stair of 303 steps lies the crumbling elf watch tower of *Ara Amonbar*, called in common the High Reach. From here a great view of the sea is gained and a signal from here can just been seen within the 'wizards vale', another half days walk in.

The Drum mountains themselves are bleak if not large. Foot-steps echo through the crags and chasms and the noise can be very great in times of high winds and storms.

The elven tower was built sometime in the mid-late second age, and none no live who remember by whom and why. It is likely it was too watch activities on the sea and on a very clear day Greenwood the great would be a welcome sight, way off to the North-West.

Approaching in secrecy up the stairs is a difficult task and any on watch on the tower have a +2 bonus to their opposed observe rolls. Raining arrows down on targets on the stairs also benefits from this bonus of +2. The azure wizard has a good runner and three of his best bow-men situated in the tower with longbows. Gaining the stairs causes weariness to act at three times rate.

Basically the only servicable part of the tower is its base. Here the men sleep, keep watch, take notes of activity in the region, gamble with their booty, cook the diet of roasted bird they mostly live on. A large cover can be raised over this part of the tower in times of rainfall. They have a fair supply of oil for light and heat. 140 or so arrows here, bow-strings and each has a set of six very fine arrow-heads that do +1 damage. Between them they have booty of good wine, 1 fine rum, 4d6 sp, 8d6 bp. One has a gold ring stolen from a Dorwinion 'gypsy'.

Their book of notes in a sort of Easterling short-hand details the

- Raging of the lake in recent days,
- A group of mercenaries and locals (perhaps on the look-out for these bandit-folk).
- A note that they saw a giant eagle
- Types of small boats that go to and from some of the local coastal villages.

An observation of 20 may with luck reveal the valley to the South where the Azure wizard has set-up his domain.

#### 3.2 Act 2 The Towers, Too.

**Scene:** Confrontation with the blue wizard in a hidden vale. He has a cloak, coloured with various phopshors which is incline to shimmer as varying degrees of light touch it and also when the temperature changes. Tower in the process of being raised, wall also being built as a ring of stone. Various pits being dug for forges etc. Breeding area to create half-orcs and half-trolls. It appears some of Sarumans later ploys where not original...

**Setting:** Foundations of a tower in a partially walled vale. Small cave system.

Ahead see a vale in a dead end. A decent size stonewall is somewhat under construction, using local stone. *Skill roll may show it to be of an average quality.* In the centre between the stone wall and valley wall, the foundations of a tower are being worked on. *Observe:Spot* at TN 15 will see a small cave in the vale end walls. If it is daylight then some dozen or so individuals will be working on wall and tower. Assume men are working on wall, and half-breeds on tower, as they don't get on. Aside from the specific numbers noted below of the half-breeds add as many men as you feel necessary. If the wizard is killed or surrenders the men will likely leave, or surrender under Saruman's influence. But the half-breeds will be quite loyal to the azure wizard, though Saruman's art could break this bond. Indeed Saruman may himself take custody of the half-breeds for study and to see what can be done for their condition. May be a good opportunity for a duel, albeit short, between Saruman and the Azure Wizard. Saruman will know instantly he isn't a 'blue wizard'.....

**The Wall** Will finally be 3/4 of a ring shape with the rest the valley wall. About 1/3 complete at the moment with bare foundation laid for rest. It is very well made and is about 7ft high with a platform on the inner side for defenders.

**The Tower** Will be 5 stories high with then a small spiral steeple up equivalent to 2 more stories to mount a telescope. Currently only scaffold up to a storey and a half exist with only one storey complete and only half of this having ceiling. This provides shelter for the wizard and a room for some of his more personal and delicate equipment (glass lenses for example). The wizard will have a fair quantity of monies, alchemical equipment for making of poultices and elixirs (most of which add to stamina rolls or remove weariness).

**The Cave** There was a period of time in the mid 3<sup>rd</sup> age called the 'watchful peace' when Sauron left Dol Guldur and came to Rhun. It maybe this cave area was a base of operations, in which you could expand it somewhat or it may just be one large simple cave used for storage and the quarters of more light sensitive minions. Large store of weapons and armour here. Miscellaneous booty and foodstuffs and cooking and sleeping area. Perhaps there are some orc brews being made or unique elixirs made by the Azure Wizard. Perhaps a rare moss / fungi grows in the cave that has been used to poison-tip arrows.

### 3.3 Act 3

#### All Roads lead to Isengard

**Scene:** Having undone the wizard's work if he is still alive Saruman asks if they escort the man back to Isengard where he will see if his ills can be cured....He will also take back, whether dead or alive the half-breeds whose presence he will report to the white council in due time. This act 3 may merely be a discussion between Saruman and the party on the fate of all the bandits. Saruman says he can put them to good work, after the party have escorted him back.

**Setting:** Uneventful journey back to Orthanc. Though it will take in some interesting countryside along wold and into the Gap of Rohan. Could have a interdiction by men of Rohan, as they are not hostile with Saruman as of yet. Indeed his words will prove soothing to the riders, as the potential, presence of half-breed prisoners is explained. Saruman is at this time trying to reconcile the Riddermark and scattered Dunlending tribes. He also is good 'friends' with Treebeard in Fangorn and intends to search some of the ruins of Eregion before he next meets the white Council. If he can create a settled

land around the area of Orthanc and a wide perimeter it will allow him peace and stability to continues his studies and searches.

**Aftermath** If the party have seemed able and trustworthy Saruman will call upon them in the future for a task, in *LR5\_Three rings of Orthanc*, where some ancient scripts of Celembimbors from the SA 1100 both reveals to Sarumna the Art of Ring-Making and adds incentive for him to search Eregion....

## Cast Of Characters

**Half-Orcs** Product from the mind of the Wizard, who wished for tough allies able to work in varied conditions, but he disliked the idea of working with Uruk-Hai, so has used sorcery to cross Mordor orcs and some of the more wilder Variag / Easterlings. There a 3 of these from the same brood. They have equivalent of 2 advancements.

MONSTER BLOCK, non-Spell User			Skills		total
NAME	Half-Orcs of the Azure Wizard			adv 2	
Health	12	Boons	Combat	basic	4
Stamina	3	Night Eyed 1	spear	+2	8
Swift / Init	3	Evasion			
Willpower	1	Fell Hand: Men 1	Physical	basic	3
Wisdom	0		athletic	run	4
Defence	10		observe	listen	4
Armour	mail+smsh AP: 5		Academic	basic	2
Courage	0	Flaws	lang	Westron	5
Corruption	8	Fealty (to wizard)	lore	Rhun	3
Renown	0	hatred (elves. The west)	Social	basic	2
Size	m		Intimidate	Fear	5
<b>WOUNDS</b>		penalty	-3	-6	dead
fast-play	1	hits taken,	5	10	12
	2	hits taken,	9	18	24
	3	hits taken,	14	22	36

**Half-Trolls** Product from the mind of the Wizard, who wished for tough allies able to work in varied conditions, requiring great strength but he disliked the idea of working with Full trolls. He has used sorcery to cross a Troll from the South-East and some of the more wilder variag / easterlings. He has successfully breed two of these. They have equivalent of 3 advancements. 8 and a half feet tall.

MONSTER BLOCK, non-Spell User			Skills		total
NAME	Half Trolls of the azure wizard			adv: 3	
Health	16	Boons	Combat	basic	4
Stamina	4	hardy	troll axe 2h	3d6+8	8
Swift / Init	2/5	night eys1	rock	2d6+6	5
Willpower	1	wary	Physical	basic	3
Wisdom	1	fell hand: men 2	track	men	4
Defence	8*		athletic	run	5
Armour	skin + light mail, AP 6		Academic	basic	-1

<i>Courage</i>	0	<b>Flaws</b>	lore	The Drums	5
<i>Corruption</i>	13	hatred (the west)	lang	easterling	3
<i>Renown</i>	0	grasping	<b>Social</b>	basic	-3
<i>Size</i>	L	Sunlight (-1 act)	Intimidate	might	5
<b>WOUNDS</b>		<i>penalty</i>	-3	-6	dead
16	0	16	-3	16	-9
16	-1	16	-5		
16	-1	16	-7		

**The Tower Watch** 1-2 advancement Easterlings / Dorwinion folk. Skilled in Longbow and Perception skills. Have a good stock of arrows, and equipment to maintain their bows. Wear no armour but will have the edges to compliment archery.

MONSTER BLOCK, non-Spell		Skills		total		
User						
<b>NAME</b>	<b>Easterling Archers</b>				<b>2 adv</b>	
<b>Health</b>	9	<b>Boons</b>	<b>Combat</b>	basic	2	
Stamina	1	evasion	dagger	+0	2	
Swift / Init	3/6	dominion	longbow		5	
Willpower	2	adaptable	<b>Physical</b>	basic	2	
Wisdom	3	skilled	Climb		3	
Defence	13	wary	Observe	Spot	4	
Armour	mail	AP: 4	<b>Academic</b>	Basic	2	
<i>Courage</i>	0	<b>Flaws</b>	lang	Easterling	4	
<i>Corruption</i>	6	craven	lore	Rhun	4	
<i>Renown</i>	0	grasping	<b>Social</b>	Basic	1	
<i>Size</i>	m		perform	Dance	3	
			debate	negotiate	2	
<b>WOUNDS</b>		<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	

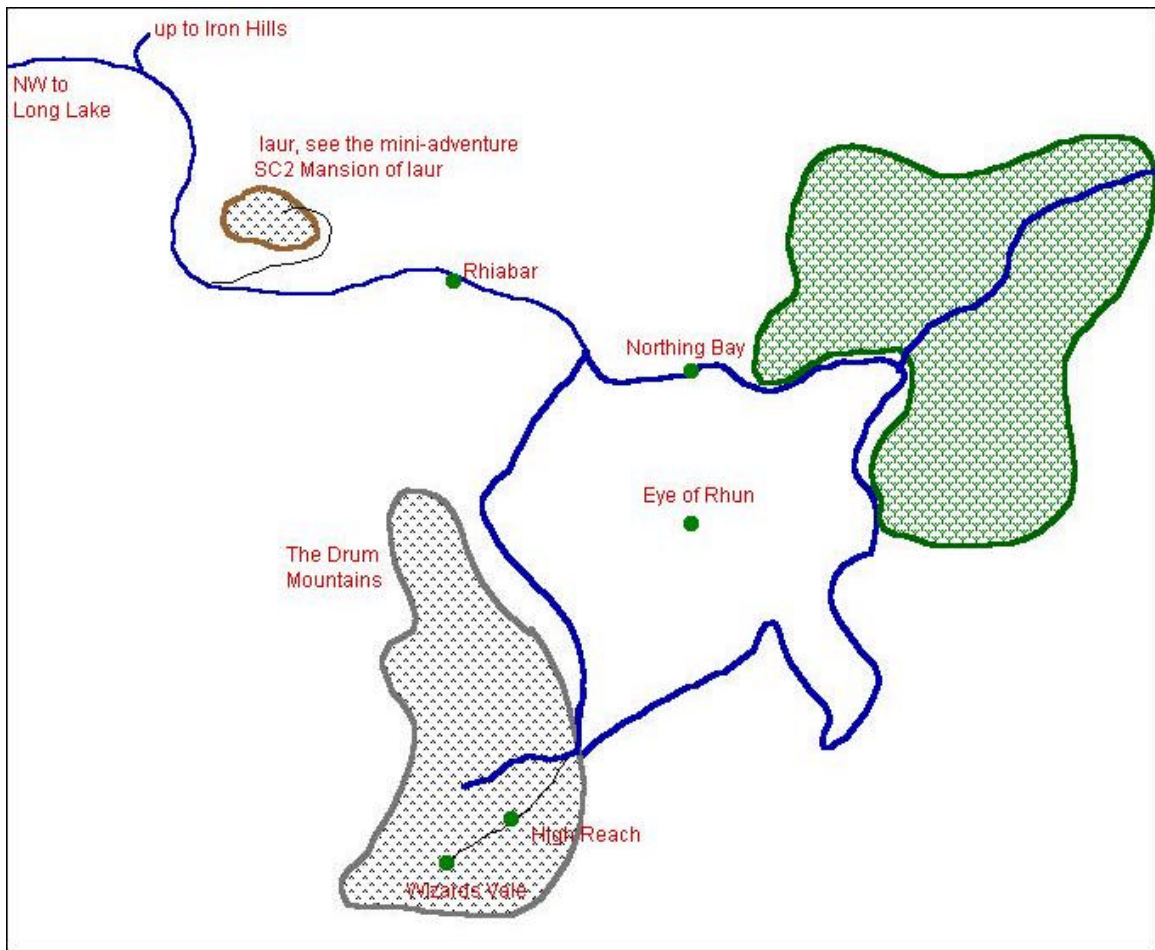
**Easterling Bandits** Like the pirate faction, this miserable nomads were crying out for a leader. Decent horse-folk, with mail, small shields and spears. They have equivalent of 1/2 to 1 advancement.

MONSTER BLOCK, non-Spell		Skills		total		
User						
<b>NAME</b>	<b>Easterling Bandits</b>				<b>1 adv</b>	
<b>Health</b>	10	<b>Boons</b>	<b>Combat</b>	basic	2	
Stamina	2	evasion	spear	+1	4	
Swift / Init	2 / 5	dominion	sbow		3	
Willpower	2	adaptable	<b>Physical</b>	basic	2	
Wisdom	2	skilled	Climb + Swim		3	
Defence	12+smSh	wary	Ride	horse	6	
Armour	mail	AP: 4	<b>Academic</b>	Basic	2	
<i>Courage</i>	0	<b>Flaws</b>	lang	Easterling	4	
<i>Corruption</i>	7	craven	lore	Rhun	4	

Renown	0	grasping	Social	Basic	1
Size	m		perform	Dance	3
			debate	negotiate	2
<b>WOUNDS</b>		penalty	-3	-6	dead
fast-play	1	hits taken,	4	8	10
	2	hits taken,	8	15	20
	3	hits taken,	12	18	30

**The 'Blue Wizard'.** This poor deluded scholar looks in his late 60's but is barely 40, such is the turmoil he has gone through. He has the equivalent of 8 advancements, all as a loremaster and has had 4 spell picks from order abilities. He is armed with a fine short-sword from his fencing days and a blackened wooden staff with a blue gem in it. This adds +2 bonus to weariness rolls and +1 to intimidate with power. It was a gift from the Mouth and is evil. Saruman will certainly break it.

MONSTER BLOCK, non-Spell User		Skills		total
<b>NAME</b>	<b>Minas Tirith Loremaster 'Azure Wizard'</b>			<b>8 adv.</b>
Health	11	<b>Boons</b>	<b>Combat</b>	basic 2
Stamina	2(6)	keen ears	shortsword	+1 8
Swift / Init	5	dominion	range spell	5
Willpower	5	adaptable	<b>Physical</b>	basic 2
Wisdom	2	skilled	stealth	surveil 4
Defence	11	tireless*	observe	listen 6(8)
		dwimercraft	<b>Academic</b>	basic 6
Courage	3		lang	westron 8
Corruption	12	<b>Flaws</b>	lore	gondor 8
Renown	2		<b>Social</b>	basic 4
Size	m		Intimidate	fear 6
Armour	leather, AP 3		persuade	charm 4
<b>WOUNDS</b>	dodge=15, parry=17			
	0	11	-5	11
	-1	11	-7	11
	-3	11	-9	11
Spells	Bearing 10(+2)		Spell Weary +7	
			picks	TN spec
	1	Create Light	1	5
	2	Lightning , 50ft range	1	12 dwimcraft
	3	Change Hue	1	8
	4	Sense Power	1	5
	5	Wizards Guise	1	8
	6	Shades and Phantoms(S)	1	8
	7	Far speak	1	9
	8	Blinding Flash	1	10





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