

LOR5 A Thousand Years Of War

A Chronicle set in 2975 TA for company having 10-15 advancements.

An elf with a connection to Mirkwood and a Man of 'Arnor'. Characters with a wide variety of skills and experience over many parts of North-Western Middle-Earth.

Synopsis. It is the year 2975, T.A. A millenia since the witch-king waged war on the realms of Arnor, in a series of battles of which their was ultimately no victor. Men have forgotten this time, but the witch-king has not. At his masters behest he is to test the resolve of the occupants of the Northern Realms to see what remains of their ancient lineage, and strive to lessen what aid they could possibly send to the Southern kingdom of Gondor, come the eruption of the next war.

In chapter 1 The party will learn, from a comment from Radagast, that the trees around the river Anduin, near to the great east road, are disappearing. From Thranduil they will learn of greatly increased activity in Southern Mirkwood and even orcish advances into Northern Mirkwood. The trees are being sundered to create a great raft to carry an artefact of great power from Dol Goldur to Mount Gram, a mighty captain of the Witch-King is the sorceror involved. This building is taking place in a hidden place of power on the Anduin itself. Raids into Northern Mirkwood are diversionary to keep the elf numbers, and woodsman, concentrated there.

In chapter 2 The party will hopefully begin to pursue this artefact as it crosses the high Pass, going through goblin town, and gathering many goblins to go to Mount Gram. The party may be beaten back and have to not go via Goblin town, but a totally outdoor journey, or potentially pass through Moria. Party will likely have need to pass into Rivendell to warn them. From here rangers will be sent out to quietly muster able folk to resist any invasion. Long hidden artefacts of Westernesse will be revealed to counter this threat.

In chapter 3 Party will assist in a sudden and strong raid against an advanced force of the enemy around Fornost. From information they will learn that the artefact, the 'Wyrding of the North' is to be placed in the barrow downs to cause an evocation of dark and night and to rouse the wights within the barrows to seek out the living. Hopefully able folk and such will come to counter this, and then small orc armies will then strike at certain, now less well, defended areas to cause despair and chaos. Meanwhile the main element of the plan is to assail the collected rangers and able folk and a secret force will make to the barrow-downs to raid ancient treasures and flee North with them to Carn Dum where an attempt will be made to undo as many as possible. This way it is hoped a generation of able warriors of the North will be slain and possible weapons removed from potential use in coming conflicts.

For the parties part it is hoped somewhere along the way they can stop the artefact being made or use the plans to rapidly raid into Mount Gram before any great army is readied.

A Thousand Years of War

Contents

Chapter 1 Mysteries in Mirkwood

- Act 1 Words from the 'Wise'
- Act 2 Fights in the Forest
- Act 3 Secrets of Minas Angen
- Awards

Chapter 2 The Misty Mountains Cold

- Act 1 Pursuers and Pursued
- Act 2 Under and Over
- Act 3 The Sanctuary Of Imladris
- Awards

Chapter 3 Storms In Arnor

- Act 1 Destiny at Deadmans' Dike
- Act 2 The Artefact Of Terror
- Act 3 Minions of Darkness
- Awards

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 MYSTERIES IN MIRKWOOD

In which the party learns of increased activity in Southern Mirkwood and mysterious disappearance of the trees on the banks of the Anduin. They battle some troll-variant in an old ruin in the mountains of Mirkwood. Find cause of tree felling near banks of Anduin, and get prepared to trail the enemy band.

Act 1 Words from the 'Wise'

The party should be assembled somewhere in Northern Mirkwood. The Elven Halls could be one place or perhaps woodman town. Maybe some other elven outpost. It is summer of the Year 2975.

So it is you are gathered at a meeting of similar minds. Recent news is that much activity has been seen of orcs and worse in the south of Mirkwood. Once abandoned haunts have been re-occupied and trolls have been seen once more in the mountains of Mirkwood. It is thought likely a large attack is imminent and many outer outposts have been stripped of guardians to reinforce the centre and East of Northern Mirkwood. The woodman are to actively patrol the now lighter guarded North-West areas, just in case this is a ruse.

If an attack is likely it is best its intention is known and its aims disrupted. It is proposed small groups are dispatched to infiltrate into enemy held territory to disrupt what can be disrupted and to learn of the enemies plans. It seems most likely the hill of Sorcery has been re-occupied by some force.

What is requested of the parties company is to investigate an old fort in the mountains of the misty mountains thought to be recently occupied by trolls. *Assumes the party have great experience in combating trolls, something other folk from these parts don't have.*

- Several troll tracks been found, not as large as normal trolls
- The deep cover of the tree boughs seems to assist them to move in dusk /dawn conditions
- Can they be a special breed of 'forest troll'?
- Several ruins in the mountains of Mirkwood, especially towards the western end, all were thought abandoned when the necromancer fled in 2941.

As the party are setting up to leave, checking equipment and maps to the area they are going, a tallish looking man with a brown beard, wearing scraggy and unkempt brown robes approaches. *It is Radagast the Brown and it is likely he has met the party before and he will seem less lucid and more distracted.*

" May bird-song fill your hearts with joy, and great blessings be on your journey. I am the dweller of Rhosgobel and friend of the forest. I beseech a task to you on completion of your next sojourn. On the Eastern banks of the Anduin, not far the isle of Carrock the trees, alas, are missing. Its as though some great hand has plucked them from the tranquility and comfort of the earth itself. I have found no trace of their passing as though they were lifted up into the sky beyond. Their was a lingering fell power there, but alas I could not trace...and a king-fisher looked unwell so I had to tend to

that...which reminds me the honey yield of the bees of Carrock is low and needs my attention, find me there, amongst the summers blooms....and he is suddenly gone.

Awards: What lores do the party have of the region. What concerns do they show. Gain 25 -100 xp each for seeking lore and knowledge and being enthused and up for this grim task.

Act 2 Fights in the Forest

The journey toward the area of the trolls sightings may be uneventful. As they near you could have them blunder into a deep forested area occupied by:

- spiders recently displaced by the trolls. They will be few in number, have not set up complex webs and have no spiderlings or egg clutches, and no incidental treasure.
- orcs, in regalia of the eye and Mordor, recently re-assigned, and occupying some caves at the North-west tip of the mountains. Maybe this orc group has either Easterling leader or Dorwinion slaves, or both. Perhaps the caves need expanding to become wolf pits.
- Lone forest troll lugging back a couple of small forest deer it has just hunted. Deer have slowly been returning to these areas of the forest, but will likely soon be driven away again.

The forest trolls are currently holed up in the ruins of Ilmaryen Keep. This is located 8 miles North of the *Men-I-Naugrim*, in the South western end of the mountains of Mirkwood, *Emyn-nu-Fuin*. Prior to the driving out of the necromancer this place held many goblins and wolves. The keep has a steep slope leading up to it from the North and a better track leading up from the South.

- Keep was built sometime around TA 900 by men.
- The keep was occupied by the shadow in 1400 TA. In 2943 TA, the last remaining goblins were killed by the elves.
- In 2950 dwarven engineers started to dismantle the keep, but stopped there work when the fires of Mount Doom where re-lit.

The main keep is all but gone but its two end towers remain relatively intact. The Forest Trolls dwell in one tower, and the other is used by visitors and orcs.

Northern Approach

" A very steep path climbs up towards two thick set if not tall towers of the fort. A rapidly falling stream criss-crosses this path. The towers must be a good 400 feet vertically up, with the path being about 400 yards in total. The path looks an exposed walk, maybe climb, in parts. It is likely this is a minor way up, recent in origin and a more sturdy path exists elsewhere".

The orcs have look-outs facing the North steep climb where anybody climbing is quite vulnerable to observation and arrows as the path twists up. Make 1 TN 10 roll to resist weariness unless climbing / walking up very slowly. Anybody climbing up slowly is a TN 10 to be observed by the occasional look-out. Anybody going more rapid is less

likely to be spotted (TN 15 observe) but may suffer weariness. Also a degree of slipperiness where a fast flowing, but not wide or deep stream flows. In parts it is akin to a small waterfall. A couple of TN 10 climb rolls should bypass these well enough. Anyone trying to drag a mount up here will have a face half a dozen TN 20 rolls for climb and such and be a lot more visible.

Alternatively a character could try to climb up various ways, using bushes and small trees as cover. This should require a TN 15 to at least climb, stealth and weariness at various parts of the climb.

Southern Approach

"There is a wide track, suitable for a cart or large wagon leading from the forest road proper, up to the two towers of the keep. After travelling along this track for 6 miles get to the base of the mountains. The track is surrounded on all sides by heavy trees and foliage cover making approach well covered".

From here it, at a distance of some 2 miles, (Observe-spot TN 15 for non-elves, 5 for elves) looks like the main keep is dismantled. This may explain why the track up this area is littered with worked stone (from the main keep) rolled downhill for some undisclosed future use perhaps. *TN 15 Stonecraft* (tell original stonework of men in origin, and recent work on it done by dwarves). The area look quite scorched, in the last 50 or more years, and the wilderness has not yet fully recovered to provide great cover up to the keep.

Surprisingly the few orcs in the tower do not set a watch on the Southern track. In the day a party will only be observed by sound until they enter the direct keep environs. Don't tell the party it will be so easy. There are also many large rocks at the top to provide cover. If approaching at night then it is highly likely the forest trolls are very active in the region between keep, and the base of mountain.

Other Approaches

It is difficult to fully account for the ingenuity of PC's. They may try to scale the mountain from both the West side, which would be well hidden or to drop from the higher eastern areas having gained access elsewhere.

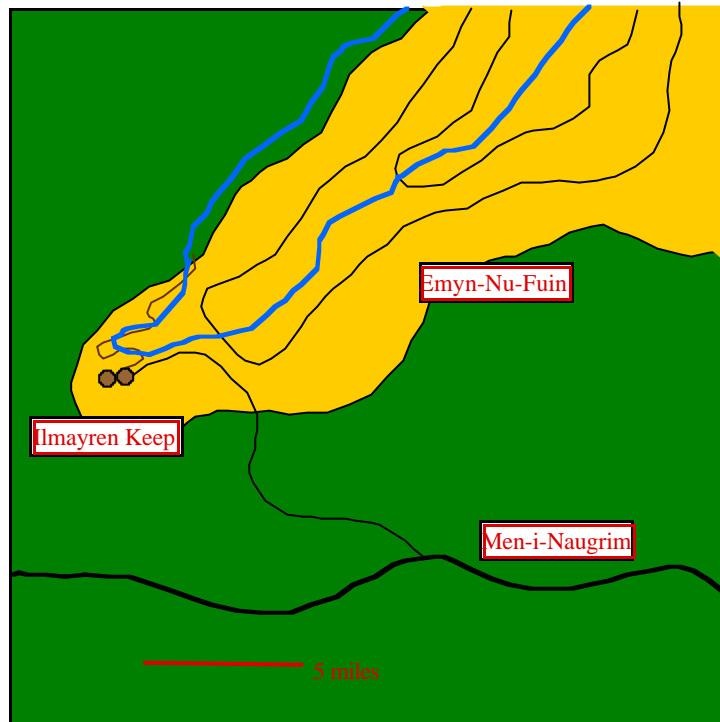
Ilmaryen Keep and Environs.

Consists of two 50 feet tall, and 75 feet wide stout looking towers and the ruins of a keep in between, the gap being about 160 feet between the two. Both towers look to have three stories and a crenallated roof area.

The *western tower* looks most in disrepair and in fact has a gaping hole in its eastern side, which has large wooden boards leaning against it (TN Craft; building. TN 10. This looks like a ceiling/floor and is in fact the 1st floor above the ground floor ripped out by the tall trolls and now used as a door). Within are a maximum of six forest trolls, minus any you deem to have encountered earlier on. They are cunning if not smart. They will go into a rage if hit by fire or axes. They occupy the whole ground floor and have ripped out the ceiling and stairway up. Anyone climbing up there will found a trashed and mostly missing 1st floor. A stairway goes up still to second floor which is largely intact.

In here you could have a heavily pregnant spider, or one with a young brood who is bidding her time.

Ilmaryen Keep In Southern Mirkwood



Equally the rampaging of the trolls could have loosened some wall boards, that hide a secret stash of Gondorian gold bars, never found by previous occupants. Up to a dozen worth 12 GP each, weighing 2lb each. You could substitute another treasure, perhaps coins or stolen jewellery from a time when bandits dwelt here. It is highly unlikely anything magical will be found here.

Combat in the western tower will not likely rouse the orcs in the east tower as they are used to the racket by now.

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Forest Trolls of The Mountains of Mirkwood				
Health	20	Boons	Combat	basic	5
Stamina	5	hardy night eyes 1	battle axe	2d6+8	9
Swift / Init	2/5		spears	2d6+6	7
Willpower	3	wary fell hand: spiders	Physical	basic	2
Wisdom	2		track	men	5
Defence	8*		athletic	run	3
Armour	skin+ bark, AP 7, lge Sh		Academic	basic	-3
Courage	0	Flaws	black speech		3
Corruption	12	Hate spiders / elves	westron		3
Renown	0	Fealty to Nazgul	Social	basic	-2
Size	L	Battle Rage	Intimidate	might	3
Dodge:	12	Parry	23	ranged	13
WOUNDS					
20	0	20	-1	20	-7
20	0	20	-3		DEAD
20	0	20	-5		

AP is only 3 versus axes and 0 versus fire.

Dim sunlight roll stamina TN 10 to avoid turn to stone.

Turn in normal daylight.

Slightly shorter and less broad than normal trolls. More 'tree' look to them still perhaps.

The *Eastern Tower* is currently home to a very small, but able, orc band. There are 7 members and they are very recently arrived. Their role is basically as a 'presence' only, but to hopefully draw the attention of the elves and woodmen. They are to act as though they are preparing the fort for a large influx of others of their kind.

Within the tower the 8 rooms over 3 floors are relatively intact, though the contents may not be. The lower floor of the tower was a large armoury, but is now where the orcs are billeted. The 1st floor was a barrack-house, and the 2nd housed captains of dark renown. The upper 2 floors are empty, except for ruined bedding and storage. The lower floor doesn't yet have a great stench of orcish occupation, but will in time. Orcs are well equipped, even to the extent of them having masterwork scimitars, a large number of arrows, and a goodly amount of rope, oil, torches, sacks, and light tools.

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Uruks, Of The Long Eye, stationed in Mirkwood				
Health	13	Boons	Combat	basic	4
Stamina	4	Night Eyed 2	scimitar		10

Swift / Init	2	Evasion	short bows		6
Willpower	2	Favoured Weapon	Physical	basic	2
Wisdom	2	scimitar	athletic	climb	5
Defence	10		observe	listen	3
Armour	skin+mail, c+h, AP 6, sm Sh		Academic	basic	1
Courage	0	Flaws	lang	orc	5
Corruption	15	Fealty (to nazgul)	lore	mordor	3
Renown	0	hatred (elves, men)	Social	basic	1
Size	m		Intimidate	Fear	4
dodge	15	Parry	22	Ranged	15
WOUNDS		penalty	-3	-6	dead
fast-play	1	hits taken,	5	10	13
	2	hits taken,	10	20	26
	3	hits taken,	16	23	39

After dealing with the trolls and orcs, whether by combat or making note of their actions, i.e. not much, and number, not many, the party can travel the road west toward the edge of the wood and begin investigation of the tree issue for Radagast.

Awards Chances are used a lot of physical skills and some lore, so maybe up to 250 in skill earned points to distribute. That number again if the trolls and orcs prove troublesome in combat, with maybe another 100 exp for bravery and valiance in the combat (i.e it wasn't a walk in the park and took some thought).

Act 3 Secrets of Minas Angen

The party leave the forest, and in whatever order, discover the site of the missing trees, find the workshop in Minas Angen, meet with Beornings and Radagast at the Carrock, and decide to pursue whatever it was needing a large raft, west over the mountains. Can assume the path out of the forest is fairly safe to travel. An observant person may spot a few elven watch-post and the odd elven sentry. They will have nothing extraordinary to report.

The Carrock

Is as described in *The Hobbit*, thought the animals are somewhat more watchful of approaching strangers. South of the Carrock along the river a few houses are being built and a number of River-Houses dwell. They all fit in seamlessly with the surrounding steep riverbanks, tree copses and rocky outcrops.

The dwellings in the Carrock themselves look little changed and not expanded since 2941. A number of large Beorning folk are working here on tending to agriculture and armed woodsmen seem to be on watch and patrol with bows. If approach anywhere near the famous bee-hives can see a brown robed man talking to the bees.

"The Empress bee, the Queen of Queens, is a little unwell and has a feeling of sadness she has gained from the land and flora upon it. The honey yields have dropped somewhat and the small amounts of 'Empress Jelly' have somewhat lost their protective edge and

curative properties. I am trying to coax her back to full health, so best you tarry here not too long. Now strangers, how can I help".

He seems most surprised if it is mentioned he requested their aid.

He will add that the trees seem to have stopped disappearing over the last week or so.

If any wood-men are asked why they are on guard or are otherwise approached they say

" Four nights back a terrible black cloud hung over this region and the forest and the lower mountains. People were stricken by a lethargic and fearful malady. Seemed to last the whole night. Also sporadic thunder rumbles and severs short bursts of rain. Radagast himself was struck down with the malady worst of all its seems, he went quite pale. Since then everyone seems ok but we have been extra watchful".

The Missing Trees

About 13 miles down from the Carrock, in a fairly flat clear area are 16 great holes in the ground along the river. *The river here is very wide at 40 yards or so, and moderately fast, and would need a degree of skill to boat across and get strength to swim.* It is as you have been told that the trees have been seemingly ripped out of the ground. PC's May think they are ents or ent-wives that have moved. Any skill in forests, agriculture, flora, etc at TN 15, will show minute details of shrivelled and decayed roots to the trees (where they have been *blasted by sorcery* or *sundered*), showing they have been ripped out rather than moved of their own accord.

The trees have been ripped out , carried somewhat further downstream and made into a great raft able to carry the artefact. *May seem a lot of work but the only 2 places where this artefact could be forged is Dol Goldur or Barad-dur. These were the tree deemed suitable and nearest to Minas Anghen.*

As the tracks have been cleverly hidden by sorcery the party may struggle to find the next step. Suggestions are:

- Make a wisdom reaction of TN 20, then able to follow some well hidden tracks at a roll of TN 10.
- Sense Power TN 25, may follow what is in essence a lay-line of sorcery suppressed by the sorcerer who created it.
- Observe(Spot) TN 25 about 400 yards down river the remains of the raft on the West side of the River.
- Observe (Feel) TN 25 as pass over the subterranean part of Minas Anghen assuming walking very close to the river. A search / sense power roll TN 15 will then reveal passed the *phantasms* that guard the Minas Anghen
- Fluke a dwarven lore about some ancient 2nd age dwarven chambers along the river
- Deduce by measuring etc the most likley point to take the trees by measuring the closest distance to other tree South or Minas Anghen, or East to Mirkwood itself. That is from Minas Anghen the 16 trees are 400 yards, Mirkwood is 700 yards, and

trees South of the chambers are 900 yards. Hopefully by estimating a location, one of the other methods above will come to fruition.

- Something else I cant think off but some bright spark can.
- In my campaign the party had actually found this place in 2944, so elves in the party would certainly have memory of this!!

The Chambers of Minas Anghen

Very small 'fort' built into a small naturally rocky 'jetty', of sorts, of the river. It also extends partially into / under the river bank. It was built sometime in SA 1300 during the 'spirit of co-operation' between elf and dwarf as a small minerals exploitation base, which only lasted for 12 years or so, but has resisted the elements well since then.

Search TN 10 will find a large set of steps cunningly carved into the rock leading down. *See Map. Scattered within are items for making large raft.* A number of fine axes, stiff and strong twine, and wooden planks lie in its main chamber. The other chambers are empty but show signs of being occupied by orcs. Search TN 15, will ind a discarded and burnt piece of paper, that got extinguished by the damp. On it are partial plans of a large raft, notes showing buoyancy and attachment points. Craft; TN 15 looks like it was going to be carrying something quite heavy and unwieldy.

Unfortunately beyond a dark corridor that extends East under the banks are three werewolves left behind to stop these such investigations. *See Core Rulebook*

Awards Act award dependent on good thinking of 125xp. The werewolves, like the trolls, should prove a decent challenge worth 60xp each. Some lore and roleplaying awards if a sense of perhaps urgency and some great doom may be on the way for 50xp each.

A good chapter award of 500xp to share, plus up to 75xp each for general roleplaying, enjoyment and participation in the Chapter.

Party will have to manage to cross the river somehow and pick up the trail over the *Misty Mountains Cold*, in Chapter 2

CHAPTER 2 THE MISTY MOUNTAINS COLD

The party are pursuing a large artefact or machine of some sort, made recently in Mirkwood. It has crossed the river Anduin on a large raft and is headed up to the high pass, to go through goblin town and onwards eventually to Mount Gram. From here a mighty army of goblins will be rallied. A captain of the witch-King himself is overseeing the operation. The party will likely be beaten back as it tries to enter goblin town. A decision then needs to be made to take the high road over the mountains or turn back and go through Moria.

Act 1 Pursuers and Pursued

Having crossed the river you stand at the feet of the Misty Mountains. As the weather is fine you can see their grandeur and majesty, and great height and challenge. With a *track of only TN 10* can find great wheel tracks the have been formed in the earth. A large cart must bear whatever you pursue. Myriads of booted Uruk-Hai footprints are also with the cart. *Track TN 15* (large beasts) will show slight remains a large hoofed footprint, perhaps from some great beast of burden.

You follow the tracks from the flat plains near the mountains and up the main 'road' over the peak. This road once formed part of the great link from West to East. Of late the road has become more safe, as woodmen and the river folk of Anduin have aided in keeping it clear. If such folk are on the pass currently they may not be of enough force to face whatever fiend drives the orcs and their beasts forward. The enemy appear to be going at some quite forced pace.

If the party succeed in a run roll of TN 10, and then a weariness of TN 15 they will catch glimpse of the column as it passes into the mountains. If they fail the Dark Captain, will have laid shadows and phantoms to mask it passing. Whatever the rolls above as there near a place to camp for the night, they see up many 1000's of yards flashes of burning fire as though fiery arrows where lighting up the sky. Suddenly a darkness suppresses the whole of the mountain, thunder rages and winds swirl up on high, then great screams echo out from the mountain, the fires are dimmed and all is quiet.

The Pass-Wardens Camp

Eventually meet a small plateau as you are about two-thirds the way up. Here must have been a 'semi permanent' camp. It must have also been the scene of last nights conflagration. Spent and burnt arrows litter the area. Up to a dozen have found good mark as evidenced by the dead and partially burnt Uruk-Hai. The bodies of partially devoured men of the vale and forest below can also be found. Areas of rock and small wooden framed buildings have been rent by some great and terrible power.

Out of a hidden cleft appear two bewildered and wounded men holding small wooden bows. They seemed relieved at your presence.

" Can you assist our Captain. The enemy leader cast a shard into his shoulder, a shard which disappeared after contact, foul fiend. His now lingers in a terrible state and the septic wound is beyond our skill".

The captain looks a well experienced and grizzled folk of Beorning lineage. His left shoulder has a black and foul wound, and his whole body trembles with cold and infection. Need a TN 15 heal to figure how to counter this sorcery and a TN 25 (treat wounds) heal due to its terrible nature. If healed the Captain will fall into a deep sleep for many days but will recover, but never fully.

The men will impart information if asked.

We were but 8 pass-wardens, who hold station here in Spring and Summer. We saw a great cart pulled by 4 strange looking Ox-like beasts, but with great tusks and humped backs. Many armoured orcs where with them. We decided to impede cart, beats and orc by firing fiery arrows at them. This caused them panic and one beast looked sorely wounded. Then the shadow and fear came on us and a great rending of the land and our flesh. Our captain rallied us with great victories of yester-year but a bolt was fired by the Dark Captain and our leader fell. We picked him up and carried him, fearing we would be slaughtered by the orcs. But their leader showed great command and they carried on with their toil up the mountain.

Hopefully our arrows of fire will have alerted our folks below and a rescue team will be on its way. Any elf can see in fact that about 2 dozen men and elves, are making their way up the path.

Awards. Non-combative scene, but a chance to demonstrate physical skills and healing, maybe some lore, and inspiring themselves and the pass-wardens, and using reactions to resist fatigue. 100xp to share, plus individual skills bonus up to 25 for the tracker, healer, and such.

Act 2 Under and Over

Continue on until you are nearly at the top. *Hidden ahead are a group or orc archers, six in all with a couple more bearing large horns for blowing.* They have Stealth (surveill) +6, and Observe (smell) +5. If the party spot the archers they may be able to circumvent then and kill the horn wielders before they get a chance to blow. If the orcs spot the party they will open fire at medium range for a short-bow. Anyone charging up moves at 2/3 speed due to slope, at +2TN due to terrain. Any weariness is also at +2TN extra.

Anyone casting spells can make an Insight of TN 10 (or sense power TN 15) to notice there actions are being 'watched'.

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Uruks, Of The Long Eye, Misty Mountain archrs				
Health	13	Boons	Combat	basic	4
Stamina	3	Night Eyed 1	scimitars		6
Swift / Init	4	Evasion	short bows		13
Willpower	2	Favoured Weapon	Physical	basic	4
Wisdom	1	Short-bow	athletic	surveill	6
Defence	10	Accurate	observe	smell	5
Armour	skin+mail, c, AP 5, sm Sh		Academic	basic	2
Courage	0	Flaws	lang	orc	5
Corruption	15	Fealty (to nazgul)	lore	mordor	3
Renown	0	hatred (elves, men)	Social	basic	0

Size	m		Intimidate	Fear	4
dodge	17	Parry	22	Ranged	15
WOUNDS		<i>penalty</i>	-3	-6	dead
<i>fast-play</i>	1	hits taken,	5	10	13
	2	hits taken,	10	20	26
	3	hits taken,	16	23	39

Horn wielders have +8 scimitar and no bow skill.

Reached the plateau of the High Pass and the barely crumbling ancient road can just be seen. The party may see two great stone doors open into the mountain and a procession of at least 100 Uruk-Heading in behind the cart and beasts described by the Pass-Wardens. The door will shut with a resounding thud.

- If the horns sounded about 60 goblins spearmen and archers will be waiting on the other side of the doors, if the party can find a way to open them.
- Shadows and Phantasms may hide the door entrance if the Long Eye had time to cast such a spell
- Party on a search TN 20 may find a secret entry into the goblins myriad maze.

Goblin Town

- If the straight road is followed it is also the most dangerous. The party will be plagued constantly by goblins and occasional select Uruks of The Long Eye. The hit and runs will not let up and the party may be very wary, be unable to tend their wounded and may just double back and leave.
- They could pass by secret ways but this will involve *wisdom reactions* to avoid getting lost, and stealth, it also means if an alarm does sound they will be harrassed from all sides and become trapped.

On the plus side this action puts pressure on the Captain and he will leave up to 25 Uruks behind. He will also not have chance to convince, Alog the goblin-chief to supply him with soldiers, and there will therefore be 500 less goblins available to him at Mount Gram.

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Goblins, spearman of gundabad, moria and msty mtns				
Health	7	Boons	Combat	basic	0
Stamina	1	Keen Nose			
Swift / Init	1	Night Eyed 2	spear	2d6+4	4
Willpower	-1		Physical	basic	2
Wisdom	0		observe	smell	3
Defence	13		athletic	hide	3
Armour	leather, AP 2		Academic	basic	-1
<i>Courage</i>	0	Flaws	orc	goblintown	3
<i>Corruption</i>	8	Craven			
<i>Renown</i>	0	Hatred (elves, dwarves)	Social	basic	-1
Size	s				
Dodge	13	Parry	13	Ranged	12

WOUNDS		penalty	-3	-6	dead
fast-play	1	hits taken,	3	6	7
	2	hits taken,	5	11	14
	3	hits taken,	8	13	21

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Goblins, guardians of gundabad, moria and msty mtns				
Health	8	Boons	Combat	basic	2
Stamina	1	Fell hand: dwarves	scimitar	2d6+5	5
Swift / Init	1/4	Wary	dagger, thr	2d6	3
Willpower	0	Keen Nose	Physical	basic	3
Wisdom	0		observe	smell	3
Defence	10		athletic	sneak	3
Armour	mail, c+h, AP 5		Academic	basic	-1
Courage		Flaws	orc	goblintown	2
Corruption		Fealty (to King), Hatred			
Renown		Battle Fury	Social	basic	-1
Size	m		Intimidate	Fear	2
Dodge	11	Parry	14	Ranged	12
WOUNDS		penalty	-3	-6	dead
fast-play	1	hits taken,	3	6	8
	2	hits taken,	6	12	16
	3	hits taken,	10	14	24

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Goblins, Chiefs of gundabad, moria and msty mtns				
Health	9	Boons	Combat	basic	
Stamina	1	Night Eyed 2	scimitar	2d6+5	7
Swift / Init	1/4	Evasion			
Willpower	1	Favoured Weapon	Physical	basic	
Wisdom	0	scimitar	athletic	run	5
Defence	11		observe	listen	3
Armour	mail, c+h, AP 5, smSh+3		Academic	basic	
Courage		Flaws	lang	orc	5
Corruption		Fealty (darkness)	lore	mordor	3
Renown		hatred (elves, men)	Social	basic	
Size	m		Intimidate	Fear	5
Dodge	11	Parry	19	Ranged	14
WOUNDS		penalty	-3	-6	dead
fast-play	1	hits taken,	4	7	9
	2	hits taken,	7	14	18
	3	hits taken,	11	16	27

The High Pass

- This route may be taken as an alternative. About 15 Uruks will have been dispatched this way, they role is to set traps and slow down the party. The path is not suitable for the large cart.
- Wolves will also be in evidence here and one very potent Warg, will do its best to rile the giants who often dwell here. If the party face down the giants more fool them. If they sensibly seek to avoid and duck and weave and press on, you could have a number of greater eagles swoop down to other influence the giants or to scatter the wolves. If the party can isolate and kill the great Warg the other wolves will scatter.
- Taking this route gives the Dark Captain some time so at Mount Gram will be the number of goblins listed, unmodified.

Moria

- This would be an extreme last choice. It will greatly slow the party and allow better recruitment for the captain, adding another 750 goblins available at Mount Gram. The way through Moria will be quite tricky travel wise as it is in great disrepair prior to Balins attempt to re-settle in 15 years or so times. They will be very few goblins and no balrogs encountered, especially if the party takes higher routes. This area may have several cave trolls though.
- The West Gate will open and close normally. The area outside is not so flooded as it will be in later times and there are no tentacled beasties waiting.

Other Routes

Knowledgeable characters may now of other ways over the mountains

Difficult to predict how things will be from now on.

- They may see the convoy heading North to Mount Gram accompanied by any number of goblins, or maybe not.
- Can the party take on the 50+ Uruks still in the convoy and the dark captain?
- Quite sensibly the party may decide to head to nearby Rivendell to inform the forces there?
- Could contrive to have an elf or two from Rivendell have seen activity on the mountains and passes and have them meet the party.
- Party member could be sorely wounded from a poisoned arrow and need healing assistance.

Hopefully by some means the party head toward Rivendell.

Awards Could have faced some stiff combat based challenges. They should be rewarded from bravery and valour, not recklessness and stupidity. Likely used nay number of physical skills as well. Should get a decent scene reward of 300xp, plus up to 100xp extra each for other things listed above.

Act 3 The Sanctuary Of Imladris

Journey to Rivendell should not be too troublesome. The land will seem peaceful and tranquil, and a weariness level can be lifted almost immediately. The party may notice they are being watched against a +12 surveill skill, and eventually anyway a number of elves will make themselves known if the parties intent feels right. Everyone of the players, if not their characters, should have a good feel for what Rivendell is like. Refer to the Hobbit, Lord of the Rings, The Core Rule Book and the Fellowship Source Book. Have present whomever you wish, even Gandalf and Aragorn, both somewhat incognito.

The party should be warmly greeted and given as comfortable and restful quarters as are possible in the days. Elrond will be keen to here what they say and at a dinner a sort of mini-council will be heard. Many Dunadan and elves present, and especially a very attentive Glorfindel (whom had a prime role in the conflicts of c.1975). How the council responds depends on what the party have seen, have a suspicion of, and what they are just guessing. Some points may be

- Selected folk of the North will be made aware and beginning scouting areas North of Rivendell and near the Ettenmoors and such
- Secret arms caches will be made in hidden stations
- Way-points to feed large number of folk will be set up secretly and discretely.
- Party if they are willing should go somewhere North and Central, perhaps around Fornost or a nearby village, or hidden sanctum.
- Glorfindel and a company of elves will be made ready to move and react as events occur.
- Things must be done quietly and quickly, and no alert or provocation should be made toward the enemies of the North less trouble comes, when in fact it is not due.
- A messenger will be sent west to the Blue /White Mountains to alert the dwarves and elves there, that times of strife and ill-fortune may be coming.
- Anything else the party can suggest will be given favour, as will any request they may have.

Awards Up to 150xp should be earned for meeting some of the great and good, and hopefully the party should so due respect and awe. If a character wishes to spend an advance on either lore and language or courage and renown it can be done at the cost of 0.5 or 1 point less respectively. It may also be a time to earn a flaw or oath or some such to the might lords here, but a relevant edge can also be earned.

After a few days rest, all weariness should be lifted and all ills cured. For the characters next three positive skill or reaction rolls a +1 bonus can be added due to the inspiring nature of their meeting and interaction. If generous you can allow any courage point spent in the next 48 hours to have an extra +1 to whatever action it affects. A chapter award of up to 600 can also be shred between the party.