

A Short Cut to Adventure 3. Trolls, Treason and Treasure.

For characters with 2 to 4 advancements, and at least 1 dwarven party member.

1 Set Up.

TA 2941 to around 2980 or so.

The adventurers will stumble upon 2 mines in a small valley in the Iron Hills, in the lands East of Erebor. Ideally it should happen in Chapter 3 of the chronicle LOR2_The Sword and the Stone, en rout to Funwars mansion. Both mines have a small associated ruin just outside their doors. They are linked underground. Ideally the party will find the troll mine first, be beaten back by the numbers of trolls within. Some few hundred yards away as they flee on the opposite wall of the valley they find the haunted mine. Hopefully with Smaug the Dragon dead they realise the fires of the North are quenched, they release the oath-breaker whom then progress to the troll mine, destroy them and fulfil a great deed and their spirits go the glory in the Halls of Mandos.

2 Haunted Mine.

Bare foundations remain, almost as though great force been used to eradicate evidence of settlements. Strange metal doors fitted at the mine entry, newer than mine and foundations. Writing in Khuzdul on door. Need TN language roll.

"Herein lie the Oath-Breakers, Doomed until the fires of the North are quenched, they are called anew, and the fires of the heart rekindled" Even reading requires a WP v Intimidate(fear)+0.

- TN 15 to pick or use normal rules for breaking down.
- One great tunnel leading down (craft:stone/mine TN 10) different to classic dwarven 3 shaft approach common in this region (TN 10 mining / stonecraft)..
- If noisy /disruptive etc., a malevolent spirit arises in a form of an armoured dwarf. Equivalent to a barrow wight (with no spells) in dwarf mail and wields a small axe and shield. Placed here by the shadow in 2911. Trace insignia to a tomb further down hall. **AP:5, Axe+10 Def: 11, A servant of the shadow in-life, brought form once more on the cursing of the dwarves.**
- After a few twists, a spiral stair fills the way down (shaft of 300ft), some crumbling. It is 60ft wide.
- Down to base see dwarven figures almost limping and dragging themselves, these are the oath-breakers, the undead...guess they look like *zombies*
 - One room off feels very cold, this is where they hid from dragons in their fear and failure
 - This containers a great hearth of still polished metal. A great symbolic hammer lies here (bang metal to summon oath-breakers, light fire, and tell of Smaugs death (ie *call them anew and re-kindled their fires.* They will then take up their arms, about 3 dozen dwarves, march to the troll infested mine and kill them off, hence destroying the last trolls in the iron hills.
 - They will march down a shaft and into the other mine some 3000yds away, destroy the trolls and fade

3 The Troll Mine.

- Buildings here still fairly intact. No door / gate to mine, just a crudley fitting stone (TN 20 strength to move or squeeze with maybe climb/acrobatics over top, TN 15).
- Area first with, a circle of halls within halls, shows evidence of trolls.
- Beyond this is a massive great stone been rolled, (as above but +5 to all TNs), by the trolls residence.
- Many trolls (should be too many) beyond perhaps a dozen scattered within 7 great halls. Beyond this a stairwell goes down into mined out seams and eventually meets up to Haunted Mine.

MONSTER BLOCK, non-Spell		Skills			total
User					
NAME	Iron Hills Trolls				
Health	22	Boons	Combat	basic	5
Stamina	7	hardy	Clubs	3d6+7	8
Swift / Init	2/5	night eyes2	rock	3d6+4	3
Willpower	3	wary	Physical	basic	2
Wisdom	0		track	dwarves	5
Defence	8*		athletic	run	3
Armour	skin+ hides, AP 6		Academic	basic	-3

<i>Courage</i>	0	Flaws	black speech	2	
<i>Corruption</i>	10		westron	2	
<i>Renown</i>	0		Social	basic	-3
<i>Size</i>	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

Rewards :

- Find Suit of Enchanted Dwarf-Corslet Mail AP:7 (2/3 weight) in a dwarf tomb.
- Collection of 90sp and 30SP and 200cp in a treasurey
- Long knife of The West (+1 enchantment, +2 to resist sorcerous spells) on a troll
Gift after the war versus Angmar, long lost in a troll raid.
- Find an enchanted oil that gives extra AP:3 versus fire for one hour. 2 medium sized applications.
- 600 exp if everything is fulfilled, plus a bonus if they realise early the trolls are too strong, and another if they manage not to attack the oath-breakers...