

## A Short Cut To Adventure 2: The Spoiling of The Mansion of Iaur

### TA Post 2944, Pre-2953

Party uniquely suited for a trade fleet heading down the river running to Dorwinion. Due to Smaug a lack of hops, grapes and decent wine in the Long Lake region, land still not wholly recovered and agriculture been neglected somewhat due to housing need. Intend to send 5 boats down river laden with dwarven iron, tools, elf bows and spears, and dale agricultural tools and wool. In return for hops, grapes, wines, spirits, grain and seeds.

Riders have set up this meeting for no boat has done the journey for the time since the dragon struck.

- Journey through rough hills and scrub, wild beats still roam, wild horses, and some nomadic folk
- Flat rich plains benefiting from the micro-climate and rivers / streams. Areas cultivated or left wild as a source of berries, herbs, fungi and animals
- Some scattered settlements, quite basic in nature. Like woodmen and elves fit to their environment so these Eastern folk, un-touched by the hand of the Shadow, bend stone, rock and thatch to blend in.

**Rhûn (S. "East")** is a vast region of nearly 500,000 square miles. Most of it is open territory covered grasslands of varying quality. Western Rhûn is dominated by the mountains, rolling hills, and river vales near the Inland Sea of Rhûn (S. "Nen Rhúnen"). A mix of groups, of which the Dorwinrim are predominate, live along the northern and western shores of the Inland Sea.

Note after many days, and nearing the journeys end a change in the air. Feeling of some despoilment, reaching to the NE of this part of the river.

<i>Observe-Listen</i>	Hush amongst the wild-life and river banks
<i>Weather watch</i>	Chill in the air, and maybe sense of cloudiness spoiling an otherwise fine spring.
<i>Observe-Spot</i>	Few birds ducking and darting, sparse nests amongst the trees
<i>Track</i>	See by river tracks not of voles, hares and foxes, but those of wolves and heavy booted humanoids.
<i>Lore</i>	Region largely free of wolves. Home to some bears, and certainly not a place one would find goblins or orcs.

Follow tracks, feel the despoilation eventually after 6 miles NE come across a ruined fort atop a slight knoll See ghosts of eastern folk caravans and nomads. *WP reaction v +5 fear*. These spirits will no tlak they just circle a large perimeter around Iaur. They will go if their bodies, in the garden area, are laid to rest.

**Synopsis:** Mansion of Iaur Old Elven Tower from pre TA 1600 when elves more prevalent here. Up until 3 years ago it had been used by a group of nomadic Easterling folk who, having fled the perils in the East, used this hall as there winter retreat, before returning to their nomadic life in the other seasons. 3 years ago, as they returned for winter, stragglers from the Battle of FA had occupied the place. A large group of bats, goblins, including a sub-chief, and wolves, had taken up residence. The slaughter was brutal. Their wagons and gear have been taken by the goblins, used as firewood etc. the fort they had filled with culture, art and life is no a pit of evil.

### The Keep At Iaur

**Stable** haunt of 40 or so bats.

- 1 Entry**
- 2 Great Hall** Smelly hold of wolves
- 3 Provisions Store** used for weapon repair as well
- 4 Kitchen**
- 5 Wash Room**
- 6 Study Hall**
- 7 Workshop** leader.
- 8 Back Entry and Garden** dumped bones of eastern folk
- 9 Hall of Tales** small wine racks and place of rest. +2 to weariness rolls in here if fires re-lit and cheer returns. *WIS reaction v TN*, feel peace
- 10 Practise of Arms** finely carved hall once. Scenes of hunting and archery.

11 **Armoury** hidden, TN15. Suit light elven mail. AP 5, can hide easily under clothes. Supple. Selection of very fine spears. 4 with blade preservation spells on, and one masterwork.

12 **Hall of Arts** mass pit for the goblins.

behind a painting is a locked small vault. Contains heirlooms and jewellery. 100 gold-pieces, male excellent gifts back to elf king.

MONSTER BLOCK, non-Spell		Skills		total	
User					
NAME	<b>Wolf, Despolier of Rhun</b>				
Health	9	Boons	Combat	basic	5
Stamina	4	hardy night eys2	fang	d6+2	4
Swift / Init	2				
Willpower	-1		Physical	basic	3
Wisdom	-1		track	scent	4
Defence	10		athletic	run	6
Armour	skin, AP 2		Academic	basic	-3
Courage	0	Flaws			
Corruption	8				
Renown	0		Social	basic	-1
Size	M		Intimidate	fear	3
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

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	<b>Goblins, ex of gundabad, Despoliers of Rhun</b>				
Health	7	Boons	Combat	basic	1
Stamina	1	Keen Nose Night Eyed 2	spear	2d6+2	3
Swift / Init	1		clubs	2d6+1	4
Willpower	-1		Physical	basic	2
Wisdom	0		observe	smell	3
Defence	12*		athletic	hide	3
Armour	leather, AP 2		Academic	basic	-1
Courage	0	Flaws Craven Hatred (elves, dwarves)	orc	goblinton	3
Corruption	8				
Renown	0		Social	basic	-1
Size	s m				
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	<b>Goblins, guardians of gundabad, sub-chief of Iaur</b>				

Health	8	<b>Boons</b>	<b>Combat</b>	<b>basic</b>	2
Stamina	1		scimitar	2d6+5	4
Swift / Init	1		dagger, thr	2d6	3
Willpower	0		<b>Physical</b>	<b>basic</b>	3
Wisdom	0		observe	smell	3
Defence	10		athletic	sneak	3
Armour	mail, c+h, AP 5		<b>Academic</b>	<b>basic</b>	-1
Courage		<b>Flaws</b>	orc	goblinton	2
Corruption					
Renown			<b>Social</b>	<b>basic</b>	-1
Size	m		Intimidate	Fear	2
	m				
<b>WOUNDS</b>		<i>penalty</i>	<b>-3</b>	<b>-6</b>	<b>dead</b>
<i>fast-play</i>	1	hits taken,	3	6	8
	2	hits taken,	6	12	16
	3	hits taken,	10	14	24

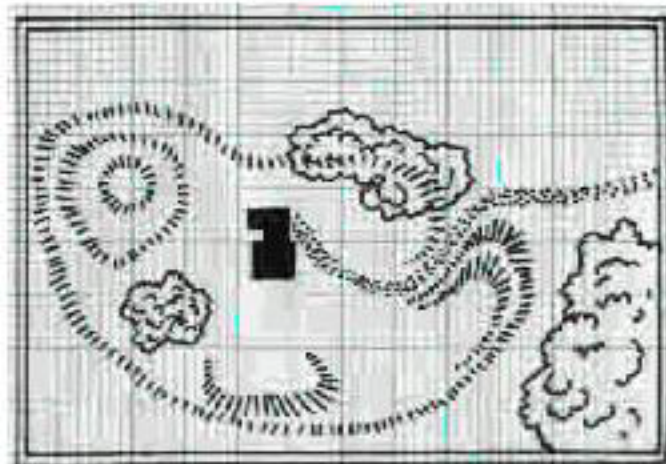
<b>MONSTER BLOCK, non-Spell User</b>		<b>Skills</b>		<b>total</b>	
<b>NAME</b>	<b>Goblins, Chiefs of gundabad, Lord of Iaur</b>				
Health	9	<b>Boons</b>	<b>Combat</b>	<b>basic</b>	
Stamina	1	Night Eyed 2	scimitar	2d6+5	7
Swift / Init	1/4	Evasion			
Willpower	1	Favoured Weapon	<b>Physical</b>	<b>basic</b>	
Wisdom	0		athletic	run	5
Defence	10		observe	listen	3
Armour	mail, c+h, AP 5,		<b>Academic</b>	<b>basic</b>	
Courage		<b>Flaws</b>	lang	orc	5
Corruption		Fealty (darkness)	lore	mordor	3
Renown		hatred (elves, men)	<b>Social</b>	<b>basic</b>	
Size	m		Intimidate	Fear	5
<b>WOUNDS</b>		<i>penalty</i>	<b>-3</b>	<b>-6</b>	<b>dead</b>
<i>fast-play</i>	1	hits taken,	4	7	9
	2	hits taken,	7	14	18
	3	hits taken,	11	16	27

- Next river junction is the trade area, village of *Rhiabar*

**Synopsis:** can report findings at the fort. Pledges of aid and mutual benefit made. Stress that further East the enemy has more sympathisers. In the past the area has sent tribute to Mordor. Ensure that the scattered folk are aware of threats issues. Nothing else odd has occurred in the region.

- Use of lore and social skills. Stay a few days.
- Return up-river after hopefully successful trip.

# THE MANSION AT IAUR



## The Keep & Manor

- 1 Entry
- 2 Great Hall
- 3 Provision Store
- 4 Kitchen
- 5 Wash Room
- 6 Study Hall
- 7 Garbage
- 8 Back Entry and Garden
- 9 Hall of Tales
- 10 Practice of Arms
- 11 Armoury
- 12 Hall of Jests

