

A Short Cut to Adventure 5 A Time of Dwimmerlaiks

For characters with 6 to 8 advancements, with a good racial mix.

Setting: Northern Rohan, near the edge of Fangorn in ~TA 2950

Synopsis.

Party encounter a group of Rohirrim travellers that have just been assailed by a creature they called a dwimmerlaik, some fey and wicked spirit. It killed a man leaving his son an orphan, who has since disappeared. These folk have sent their best rider to get help, but it will be some hours before a group of warriors arrive. A Huorn has gone very hostile, due to its pools being polluted by a nazguls passing. Party are asked to help find the boy, the mans body, drive of this evil spirit and they may also fight the orcs who are infesting the region, and have various cultural clashes and issues, and even a run in with a ring-wraith if your feeling cruel.

A dwimmerlaik is a Rohirric term for anything fairy / fey like and includes elves and hobbits, even dwarves and anything else that cant be simply explained. This huorn is very defence of the woodlands, and since the run in with the ring-wraith, is got very aroused and aggressive and attacked the Rohan folk for merely watering their horses.

1 The Rohirrim

Party are likely en route to either Isengard or the Gap of Rohan in general and maybe heading NW direction not too far way from the Misty mountain or indeed Fangorn Forest. See a group of travellers, some mounted, some not heading a South-Westerly direction. Observe (spot) TN 10 to see they look like Rohirrim and they also look in some distress with injured people and mounts.

There are 2 women, 3 mature men and a youth. They are on 3 ok horses and leading 3 others, with small scratches about them (*from a twiggy hand*). As soon as the party approach the youth grabs a bow and the three men spears. One women and two men have bandaged wounds. "keep back", one man shouts, "out of the mark, fiends of ill-omen" shouts a woman, "more fey plague us, the marshals will make them pay, these fairies folks, deceiving and cruel dwimmerlaik". This assumes the party has elves, dwarves and foreign types in it. The Rohan are not looking for a fight and it will take persuade *et al* rolls against wisdom of +2 (plus 3 because of there tense situation) and will need more than a marginal success to influence them.

- If the party succeed in opening amicable conversation:

They calm somewhat, and indeed look relieved. They ask if you have healers amongst you as something foul attacked them early this morning near the watchful wood (Fangorn) to the North. There are 2 injured and 1 wounded people and 3 injured horses. *Hopefully the party will do this by mundane means as elves casting healing spells at them will do them no good and add another +5 difficulty to any social interactions.* They can describe the area just west of the main forest some 12 miles away. They were watering their horses near some pools. It was quite odd as the horses didn't seem to wish to take the water, though it looked wholesome enough. The air seemed to still in the woods and suddenly the whole ground shock as it was as though vines and bushes attacked us. Galma was swept crashing into some nearby rocks and must have dies instantly, our horses spooked and ran and many of us received cuts and gashes form this strange torrent. We all scattered but I noticed poor Galmod, Galmas' only child and son, and a motherless one at that, run toward where his father lay. We all managed to re-assemble about 20 minutes or so later, minus a few horses. We sent off Eorlan, as he has the most able horse to seek help from our men of arms, so hopefully he will find some soon. We will continue heading home. Could you with your strange and clever ways seek to find young master Galmod, and maybe find Galmas' body so it can be buried properly? Hopefully many of our riders will be in that are soon and can assist you or take back whomever you find. Take this token, a cloak clasp, as a symbol you are aiding us, to give to whatever warriors arrive. Go with our thanks

- If the party fail in social interactions

Stay away strangers and peoples of poor portent. If you wish to aid go North by following our tracks, there is a foul fiend there indeed. A curse upon you both, you weird and airey kind should be together so go bathe in its pools why don't you. Tarry not here for many of our warriors come and they will not be as kind or helpless as we. With that they scuttle off fast....

The child, the future father of Grima (Galmodson) Wormtongue himself, Is still alive, driven to hide by orcs, or ring-wraith if you wish. He is still near to his fathers body. The huorn seems oddly fascinated by the orcs camp-fires

2 Journey to the grove

This should be uneventful and as they skirt the borders of Fangorn it will have a weird and still feel to it. Track of TN 10 to follow the horses hooves, and TN 15 as they near the huorns grove as there are hoof-prints all over and it is difficult finding their source. Watching out for orc camp fires, sense power and other observations / searches may be needed.

Round some tree cospes to see a series of 10-20ft wide pools, in an area of rather wild bushes and flowers. It may have seemed idyllic if not for the odd feeling the places has. You see the sources of smoke as about 8 orcs huddle round a small fire in a shaded area in the centre (if you wish the pot may contain the remains of Galma). Observe (spot) TN 20 will see a 10 year boy hiding to the East.

Assuming the party attack the orcs, after about 4 are down the rest will start to scatter, one will in fact come flying back as it gets battered by the tainted huorn...."coming out of the forest you see a 40ft tall tree, but this no ordinary tree, for it moves, in an albeit stiff manner, and its mood looks black and gloomy and it has a tainted feel to it. You may have heard of animated trees but you would not expect them to look like this one...."

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Orcs, Of Southern Misty Mountain, Servants of the 8th.				
Health	12	Boons	Combat	basic	3
Stamina	3	Night Eyed 2	Spear, Arm	2d6+5	7
Swift / Init	2	Evasion	Spear, Ran	2d6+5	5
Willpower	2	Favoured Weapon	Physical	basic	3
Wisdom	0	:spear	athletic	run	6
Defence	10		observe	listen	4
Armour	skin+mail, c+h, AP 6, sm Sh+3		Academic	basic	0
Courage	0	Flaws	lang	orc	5
Corruption	15	Fealty (to nazgul)	lore	Misty Mtn.	4
Renown	0	hatred (men)	Social	basic	0
Size	m		Intimidate	Fear	4
Dodge	15	Ranged	15	Parry	19
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

You can have the orcs scatter and flee, or have them rallied by a spell-casting leader or the appearance of the ring-wraith, depends on how evil and corrupt you feel. The ring-wraith can be driven off by a strong will, and various loremaster /minstrel voice abilities, evoke awe spells etc. If your Chronicle needs it, this may be an opportune moment for an heroic death, fighting off the ring-wraith while everyone else escapes with the boy and their lives....

3 The Tainted Huorn

MONSTER BLOCK, non-Spell User		Skills		total	
NAME	Tainted Huorn				
Health	22	Boons	Combat	basic	6
Stamina	8		Fist	3d6+8	12
Swift / Init	1		Trample	Death	5
Willpower	6		Physical	basic	2

Wisdom		3	observe	feel'	8
Defence	6*		athletic	run	6
Armour	Barkskin, AP 8 (see below)		Academic	basic	0
<i>Courage</i>	0	Flaws	fangorn	lore	2
<i>Corruption</i>	7		westron	lang	2 (cant speak)
<i>Renown</i>	0		Social	basic	1
Size	L		Intimidate	might	8
Dodge:		11	Parry	25	
WOUNDS		<i>penalty</i>			
22	0	22	-1	22	-7
22	0	22	-3	22	-9
22	-1	22	-5		

Vulnerabilities Its tough bark can turn aside arrow, hammer and sword with ease. AP is only 3 versus axes and 0 versus fire

To big to block Any attempt to parry without large shield suffers a -5 penalty. All successful parries against its fist result in half damage to the parrying character anyway due to the mass behind the blow. It can be dodged it normally

Grasping Hands. It can grasp with its fists for half damage only, follow grapple rules (It has a +8 Str bonus) thereafter.

How the mighty are fallen. It will drop characters from its full reach of 50 feet for free or use an action to fling them for the equivalent drop of 100 feet (see the rules on falling damage)

Stomp the orcs On a successful hit by a trample attack must make a swiftness reaction v TN 15 or be instantly crushed to death, if miraculously avoid the majority of the foots stomp take 3d6+12 damage, unless a 25 is rolled in which case no damage is taken. Instant death only occurs to creatures of a large size or less (1 size category bigger than a man or smaller).

These roots grow deep. Such is the awe it generates its intimidate might skill operates continuously at half effect

4 The Riders of Rohan

18 riders will appear in full mail and well armed. This is certainly enough to drive off, or kill, huorn and orcs. The ring-wraith itself will flee from these, by losing its cape and be 'invisible'. Their demeanour will vary dependent on the boys safety, how honey-tongued the party can be, the token perhaps given the party earlier etc.

5 Rewards A basic 600 exp to share, plus more for valour and courage against the hourn, or ring-wraith. Bonus for good negotiation with the hurt Rohirric and the large group of riders.