

the dragon's ring - an introductory adventure for
the one ring

1 Background to the chronicle

It is 3 years after the attack by Smaug on the Lake Town 'Esgaroth'. A ceremony of remembrance, and celebration of the new re-building, and racial unity, will take place on the evening of the first day of the adventure proper. Just as the 'players' get into the spirit of the occasion, they or maybe some other will spot movement near the lake, to the south of the ceremony and thus will begin the adventure.

After the battle of five armies in autumn of 2941 scattered bands of goblin troopers, bodyguards and wolves were seen fleeing the battle. Most would have headed West and North, but some fled anywhere in blind panic. The eagles especially would have driven the wits out of anyone. One goblin group fled blindly South toward the lake and was for the most part cut down. One rather lucky goblin floundered in the waters of the lake and grasped onto a ring, a gold ring with a dull green gem. He felt compelled by the ring and put it on. Unknown to him it was a dwarven ring that had been thought devoured, by Smaug. It had in fact been worn into his scales. Wearing the ring increased the goblin's stealth and so he was able to escape and finally stopped his retreat and hid in marshes and woods to the East of Mirkwood, north-east of the Great Forest Road.

Over a few brief years the ring gave him power and he was able to collect

a group of stragglers to his cause, including goblins from Gundabad who had also fled, wolves and orcs fleeing from Dol Guldur when the Necromancer was driven out by the White Council. He has even evaded spiders with it and has been trying to persuade them to help him. He has recently heard of a troll group near the mountains in Mirkwood. He has been able to make nice items in a very short time frame and uses these things as bribes and payment. In the 3 years of hiding they have had one run in with elves, as a result eight orcs and two wolves were killed, but the goblin was able to escape, so the elves named him *Faron-i-Fuin*, the Hunter of the Night, as a result of this encounter, and sent out Valsir to track the goblin down.

This ring, the Ring of Clay, played upon the goblins mind and his thirst for greed and gain increased. It has reached the point where he has persuaded those around him to go on a daring raid to gain the gems and jewels from the dragons' hide. Its carcass slowly lies decomposing in the Lake. It just happens this raid takes place just after the ceremony...

Having being driven out by the White Council, Sauron now secretly dwells in Barad-dûr busy re-building. When the ring was put on he sensed its use and decides at some point to dispatch a lieutenant of Mordor to investigate and retrieve this ring (this is envisaged as the sequel adventure).

1.1 The Ring of Clay

At the end of the First Age, many of the Dwarves of Nogrod left their Kingdom, which had been ruined, in the Great Battle. They travelled Eastwards to Khazad-Dum and there mingled with Durin's folk. The Dwarves of Nogrod were the Broadbeam clan, of whom Bifur, Bofur and Bombur were descendants, and their rash actions led to the conflict with Thingol's people. Remnants of the Broadbeam clan remained in the Blue Mountains for many ages.

In the Second Age, when Celebrimbor was forging the rings of power, Durin III received the chief of the Seven Rings. Also present in Moria were the lords of the Broadbeams, whose royal family had died out. Although they had mingled to some extent with Durin's people, they still had their own Lord, who swore fealty to the heirs of Durin, but was a great Dwarf Lord in his own right. He too received a ring, although from 'Annatar', not Celebrimbor. When the Balrog arose in Moria, the majority of the surviving Broadbeam clan travelled with Thrain I to found the Kingdom under the Mountain. In 2770, Smaug descended on Erebor and the Lord of the Broadbeams gave his life in a desperate battle with Smaug, as he believed (naively) that he could use the power of his ring to defeat the Worm, and / or buy time for his liege lord Thrór to escape (which he did, carrying his own ring). After routing the Dwarves and settling onto his golden bed, Smaug is drawn to the power of the ring and first thinks of swallowing it but instead places it at the top of his hoard and in

time forgets it, though in time it does influence him (the lure of the ring would also have aided in drawing Smaug to the mountain initially).

1.2 Description of the Dwarven Ring

General Powers (common to all): all the rings have the power to protect themselves – hiding from the sight of others if worn, only being seen if the observer has either great power and/or wearing a ring themselves. They can also change size, large enough to slip off a finger. Secondly, they extend the wearer's lifespan, initially this is a benefit, but gradually this becomes burdensome.

The Ring Of Clay, (Q. Kemenáno), the 'earth commander'. Its gemstone is Jade (Jadeite) a dark, green stone with little lustre. The ring gives the wielder the power to 'listen' to stone and earth, and hide (not quite meld) with the earth and stone, and to craft with stone and earth. But it also makes the wielder lust after crafted items (not so much rich ore or veins of mithril and uncut gems), ie vases, cups, statues, tapestries, furniture, jewellery etc. Hence the power of this ring increased Smaug's fury over the theft of the single, finely worked two handled cup that Bilbo stole.

The ring may look 'unpolished' (ie like clay) initially, but to the wearer it has a fine, metallic sheen to it and the gem glistens, especially when the wearer works.

1.3 Abilities of the Ring Of Clay

Extended Life-Span for non-dwarves (at least double)

Ring is innately TN 20 to be seen by Awareness or Search

Gain Dragon-Sickness Shadow Weakness. If new wearer already has this, they gain the first flaw, Grasping.

Standard of Living raised one level & Treasure of 5 points. If already rich, gain Treasure of 10pts.

Craft skill raised by one.

The wearer adds their favoured Heart score when spending a Hope point to resist domination attempts, such as uses of Awe, Persuade etc.

Gains the Distinctive Feature Elusive – this is why the orc is so hard to catch. This also works against magical detection attempts, unless the other party is also a ringbearer.

2 Introduction to the area around lake-town

Read aloud to the players:

It is late autumn, in the year ta 2944. three years since the dragon came down from the mountain and laid great fire upon the lake, three years since the great battle of five armies, and three years of re-building, esgaroth itself, with wood and crafters from the realm of the elven king, is being built anew. tall elegant watchtowers line its outer edge, and there is a well-integrated mix of cultures of the lake-folk, elves and woodmen. twenty miles to the north dale, and some smaller surrounding hamlets are also being rebuilt, although here more stone is used and there is a slightly more dwarven influence. there is peace in the land as the goblins are scattered, the wolves cower away and even the necromancer has supposedly been driven from his lair in the south of the forest. the number of dwarves and elves in these mannish towns grow less each year, as the towns get nearer to completion. memories, especially the memories of men, fade fast and it may be as the decades past, the time of the 'alliance', when the free peoples joined together and fought the goblins and wolves, will fade and dwarves and elves will be seen as intruders and interlopers.

*BUT NOT FOR NOW... FOR SOON IS THE
THIRD ANNIVERSARY OF THE DEATH
OF THE GREAT DRAGON.
THERE WILL BE A SOMBRE
CEREMONY AND A CELEBRATORY
FEAST TO CELEBRATE THE VICTORY OF
THE ALLIANCE, HELD IN THE NEW
ESGAROTH.*

3 the 'hunter of the night'

3.1 Synopsis: After a ceremony to mark 3 years after Smaug's attack, the party track the 'ring of clay' bearing goblin back to his lair.

3.2 Introduction

*tonight, as in the past two years,
a PROCESSION OF TORCHES WILL PASS
AROUND THE LAKE AND A SMALL
CONTINGENT STEP OUT ONTO THE
ONE OF THE FEW REMAINING
WOODEN QUAYS (FROM THE OLD
TOWN). THEN AS THE TORCHES ARE
LOWERED AND EXTINGUISHED THE
DYING EMBERS WILL ILLUMINATE A
SINGLE BOWMAN*. HE WILL FIRE A
SINGLE FLAMING ARROW INTO THE AIR,
AND AS IT REACHES ITS ZENITH, THE
POWDERS IN ITS HEAD WILL IGNITE, A
SHIMMER OF SPARKS WILL LIGHT UP
THE NIGHT AIR, AND THEN SPIRAL
DOWN INTO THE COLD DEPTHS OF THE
LAKE AND BE EXTINGUISHED
FOREVER.
MUCH FEASTING, MERRIMENT AND
TALES OF DRAGONS, AND GOBLINS, AND
BEAR-MEN AND GREAT EAGLES WILL*

*BE TOLD LATE INTO THE NIGHT, UNTIL
THE DAWN BREAKS AND THE WEARY
AND THE AFFECTED WILL SLEEP OF
THEIR ENDEAVOURS ON A DAY OF
REST.....*

* The bowmen, Brin, will be a newly recruited member of the Bowmen's Guild, a small group of archers chosen and trained for strong eyes and steady hands to become defenders of Esgaroth.

3.3 Scene 1 Conflict at the Lake


Just as the 'players' get into the spirit of the occasion, they or maybe some other NPC nearby will spot (Awareness TN 14) movement near the lake, to the south of the ceremony....

If anybody moves, and stealthily enough, they will observe about a half dozen or so creatures at the waters edge near the place where Smaug fell.

There are:

4 goblins (originally from Gundabad),
2 Orcs of Dol Guldûr, a Wolf and the
ring-bearing goblin (who is issuing
orders), assuming 4 PC's.

If the party is larger you could increase this number and if smaller have town yeomanry and other armed individuals on hand to assist. A hue and cry will make them act defensively, which may seem unusual. The nerve of the ring-bearing goblin will break if some of his fellows are killed (the Gundabad goblins) and if he flees the rest will panic and scatter (due to the ring's presence no longer around). A general hue and cry will no doubt arise and many men of Esgaroth will arrive at the scene with staves and



bows. This combat should only go for a few rounds before the alarm brings more townsmen and the creatures all flee...

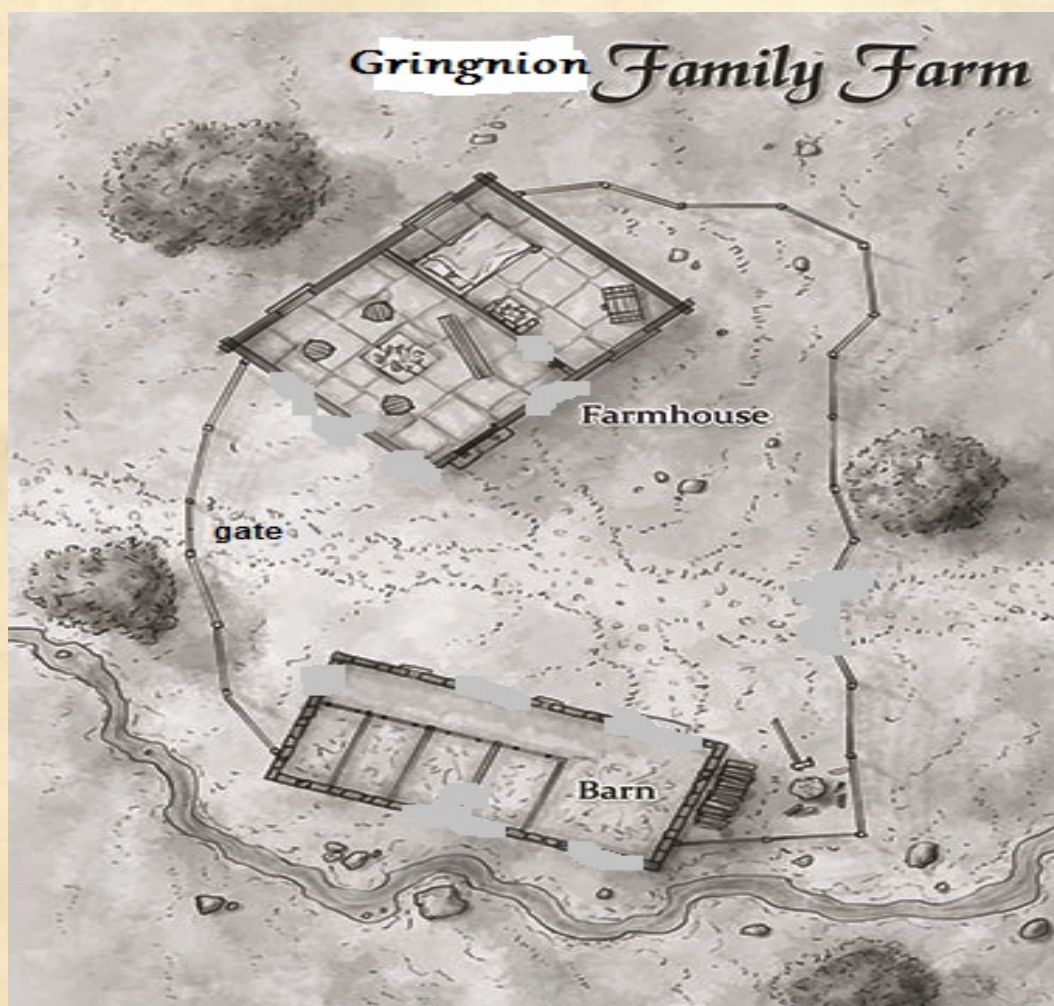
If the PC's search (TN 18)) the area they will find a fair number of gems that have fallen from the dragon's carcass. The amount is up to the Loremaster but if it is large tensions may arise about who should claim them, whether they should be thrown back into the lake etc., but gems worth up to 10 Treasure points (depending on no. of characters, presence of townsmen etc).

the areas near the lake and Dale to the north are cultivated, found throughout the region are roaming flocks of deer and wild goat. Some more fertile areas (especially near rivers) have small copses and woods. Generally, the further south the bleaker the country becomes, with the more southern and easterly part semi-arid, with very few trees and animals, and also the further east the more chance of encountering swarming insects and other vermin. In very dry areas there are fissures in the ground and rocky crags that are often hiding places for orcs or even worse creatures.

3.4 Scene 2 Flight and pursuit into the wilds

No tracks of the fleeing goblin will be found but the tracks (Hunting TN 14)) the band made on approaching Long Lake will be visible, and these can be tracked back about 12 miles to an abandoned homestead southeast of the lake (see below). At some point on the journey the party may note they are being followed (Awareness TN 14), but only on an extraordinary success will they detect their pursuer, who is Valsir the elf. A character with the Keen-eyed trait only needs a great success. The journey to the homestead is considered easy ground with occasional rolling hills, moderately difficult terrain (no Fatigue test required, but modifier of 1.5x to distance, meaning it takes one day to get to the homestead).


A Lore TN 12 for the region: This area is known as the Upper Marches and is nominally considered part of Daleland, subject to King Bard. Only



The homestead is quite large and consists of a single storey farmhouse with a barn, protected by a wooden fence 7ft high, with 2 gates, although the rear-gate into the orchard is missing. An orchard is attached which has become over-grown and wild but is still productive (TN 14 Lore may add details of agriculture and industry of such an area, flora and fauna as well). Boars have recently moved into the orchard. There is a small stream that supplies water, which flows to the left back to the river. The homestead was abandoned when Dale was being re-established, as it was the traditional home of the

Gringnion family who formerly dwelt here (TN 25 Lore to know this as they are a minor noble family).

The Outer fence and the roofs of the buildings are intact, but parts of the farmhouse and barn have been stripped and transported away. At the abandoned homestead there are a few evil men (total number should be at least equal to no. of PC's), who have been persuaded by the ringbearer to stay here, but will betray who & where the goblin is if spared their lives, and confirm that the goblin was here, although only briefly. They are Easterlings who came west on a raid but most of their number were killed by a troll, and



fled to this homestead, where they met the ringbearer. If any combat ensues they will all flee if they appear to be losing, the boss will try to get away on the only horse (which is in the barn in the furthest left stable). Use Table of PC's ambushing on p.43 to determine how alert the men are – an eye result on the PC's Stealth (or other skill used) means that the men all have their ranged weapons & armour ready, the boss is awake, and a lookout is on the gate of the homestead, which will be shut & locked. If the PC's are successful in sneaking up, then the boss will be asleep in the bedroom, with the other men all talking in the other room of the homestead and the gate will be open (Note: smart PC's who make a Battle roll beforehand as a Task will realise the advantages of going around to the rear of the homestead through the orchard, although this means the possibility of disturbing a boar).

Chapter 4 Showdown at the river-base.

The journey from the homestead to the large tree inside the small wood near the river (on the map, this is the small wood on the east bank of the Running river) is 38 miles (3 days, one Fatigue test at TN 16 – any hazard rolled will occur inside the wood on the third day, just before the party reaches the tree).

On the third day read this aloud:


“you have already been travelling for most of the day, when you can see up ahead a small wood is getting larger, and

also you can see the bend of a river in the distance. you can also see a black blur above the trees.”

This is a flock of great black birds, if spotted with Awareness TN 20 the party can try and conceal their presence entering the wood. Before the flock gets to the party the entire flock veers West and heads towards Mirkwood – this is considered an ill-omen by Woodmen, so any Woodmen characters must make a Corruption test TN 12 or receive a Shadow point.

As it is near dusk, the party may (if a hazard is rolled) stumble upon a collection of orcs or goblins allied to the 'ring-bearer', who have been sheltering from the relentless sun (equal in number to the PC's). Some will engage the party while others flee into the wood and towards the large tree-post, Hunting TN 10 to track them. All trails lead to an area beneath an abandoned small elven tree-post, about 30 yards from the river's edge. Refer to the map below. Read aloud:

“a great tree forms the centre of a lookout post, perhaps from elves many years ago. you can make out a large circular first tier around the tree about soft up that looks somewhat overgrown. if there are any higher platforms then they are well hidden in a rich leafy canopy. the earth around the tree has been dug out to form a small redoubt about half a man's height”



The roots of the tree now provide a hole for the wolves to dwell in. On the main level of the elven tree-post is the orcs' lair, above that in the upper quarters are the surviving goblins, and at the top lookout is a lone great spider the ring-bearer has been trying to ally himself with. About 30 years ago, when the spider was but small a great wind swept it over the river to this small wood, and here she has dwelt since, preying on unsuspecting birds. It may be that very few of the goblins allies remain (depending on what has occurred earlier), perhaps a couple of wolves at the base of the tree and 2 or 3 goblins, up on high. The spider will not threaten the PC's unless attacked or it can get a solitary target.

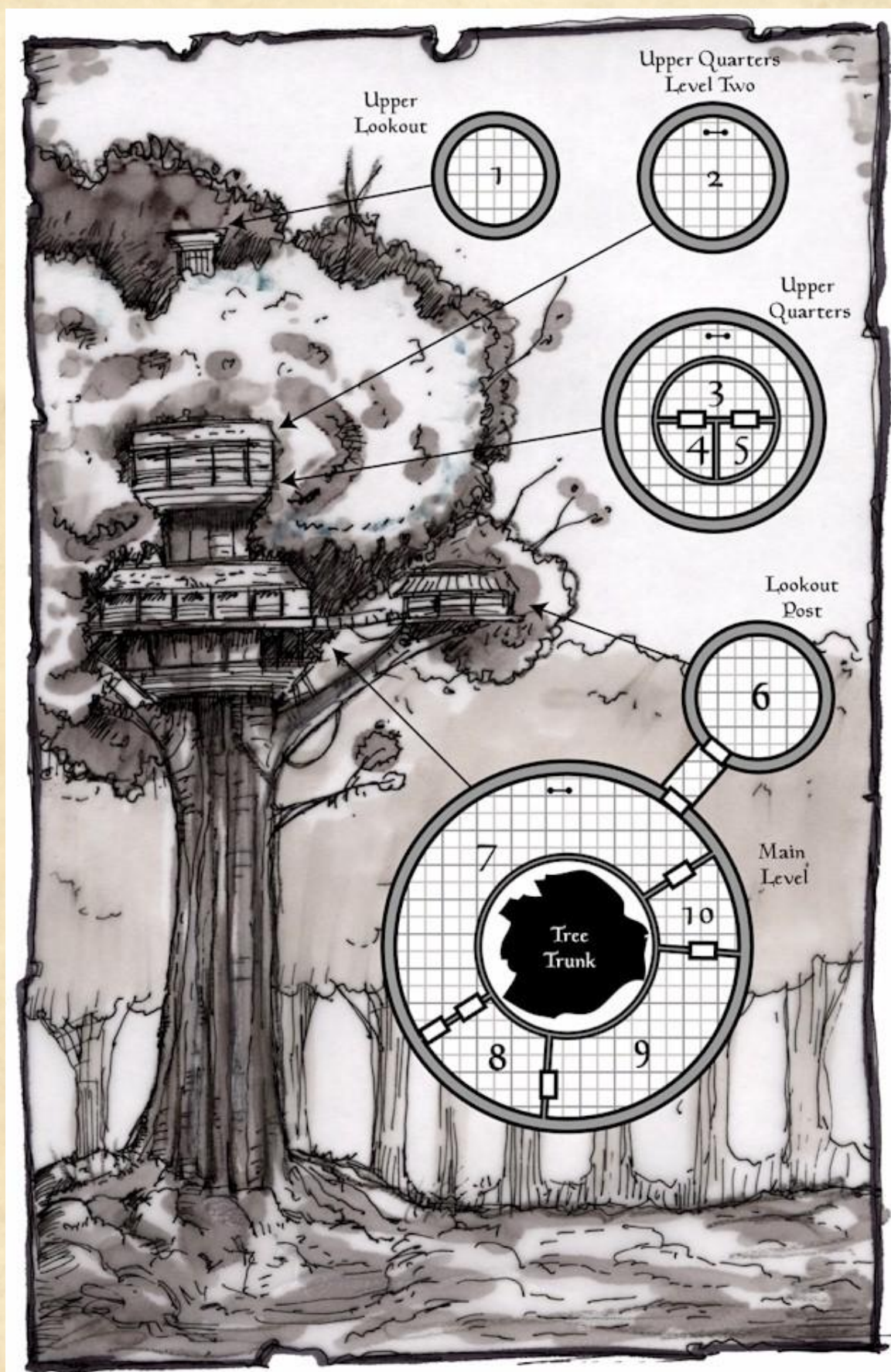
4.1 Base of the Tree-Post

This area looks a very picturesque part of this small wood. A small canoe is hidden under some thickets nearby (Awareness TN 14). The earth has been moved (in the last few years) to form a small defensive redoubt (about half a man's height), but it all seems to fit the area nicely as though done with some care and skill. The earth for the redoubt has come from digging around the base of a large tree as some kind of dwelling can be seen in its roots. If alerted by either the birds or fleeing orcs, the PC's will be considered to be attacking and cannot roll Battle, as the orcs and wolves will be protected somewhat by the redoubt, and all the survivors will be here, including the ringbearer goblin, who will fight this time, because even though scared he has his treasures to protect, which are hidden in his quarters.

There is a stinking den here, a home for wolves (easier to smell its presence than observe or hear from within it). Within are bones etc. A number of twines act as rope ladders up the tree (Athletics TN 14, with a +1 bonus to the roll due to the good hand-holds). These will have been cut down if the party has alerted the creatures to their presence. There are three of these from the ground to the Main Level some 80 feet up.

4.2 Main Level.

A rope ladder comes up to the point indicated in #7 - this is the communal area for the orcs, so the place stinks, filthy tables etc. and a large pot with indescribable mess inside. Another rope ladder goes up to the Upper level from here. #8 is the quarters of the leader of the orcs - nothing of value here and has not been used for a while as the last orc leader was killed by the ringbearer some time ago and no leader has been appointed. #9 is the sleeping quarters for the orcs. #10 is the storeroom, within are some very skilfully crafted stone work and wood-work, well made wooden and stone weapons and tools. There are even a number of fancy items, which are well made, have a dwarven feel to them and are considered Treasure of 1. #6 is a small lookout post, a small circular area reached by a wooden bridge - if alerted then there will be a goblin archer here, who will be able to fire arrows at the PC's during the initial battle. This is not covered (despite picture) so duty here is not liked.



Map of the Tree-Post base for the 'Hunter of the Night' (note: bottom of the tree has now been dug out).

4.3 Upper Level.

There is a platform 15ft wide around this post (not covered), but within are some small covered rooms, #3-5 are sleeping quarters for surviving goblins, so the place also stinks, although less so than the main level.

4.4 Upper Level Two.

#2 on map - these are the quarters of the ringbearer and have been richly furnished (as a goblin would regard luxury). Hidden here under various skins (Search TN 14) are a few gems, gold etc., his hoard - Treasure rating of 3 (has only been at this for a few years, not hundreds!).

4.5 Upper Lookout

#1 on map this is a small circular post some 20ft in radius, home now to a great spider (who usually hangs above in the canopy - will certainly do so if alerted). From here the lands South and East could have been observed in the past, but the foliage has been untended and grown somewhat wild, all over the post, although the rope ladder to it is still usable.

5. Aftermath

The small enemy band has been killed and (if found) the party now have the quandary about what to do with a magic ring (which they will find out if one of them puts it on). This again proffers good chance for interaction. Valsir will arrive to ask for it (and explain what it is when it is given to him), if the PC's do find a ring on the goblin, however, a Dwarven PC (or any PC with Dragon-sickness) will not want to give him the ring. Valsir will also ask if the PC's wish to accompany him back to the Elven King's Hall's (the next adventure!).

6 the supporting cast

Faron-i-Fuin, the hunter of the night. The goblin wearing the 'ring of clay'. Like many such goblins, he has lived a harsh, fast life being bred in the dark for war against the hated dwarves. When news of the death of Smaug reached Gundabad, like many of his kind a frenzy rippled throughout his community, with a chance of claiming a dragons horde and to kill the few dwarves who where there. In the battle he, like all his kind felt victory was at hand until the eagles came and ripped up the goblin ranks. He fled South with about 100 or so other confused goblins. When they reached the lake

his survivors were being picked off by bowman from the town and forced into the lake, when he suddenly fell into the water, but by some chance he grabbed at the ring, and then found he could hide well and fled from the townsmen. With time he developed an art for making gifts and crafts and used these to bribe and pay, and develop a small band of followers. In time the ring played on his greed and he slowly started to take things back from his 'allies'. Just recently the thought of more gems near the dragon's carcass has been too great and he has persuaded, via the powers of the ring, his group to accompany him on a mission of retrieval.

Attribute Level		Attacks					
7 (ring adds 2)		Type	DMG	Edge	Injury	Called Shot	Skill
Endurance	Hate	Heavy Scimitar (2h)	7	10	14	Break Shield	3
25	7	Spear	4	9	12	Pierce	2
Parry	Armour	Orc-axe (2h)	5	Eye	16	Break Shield	3
4*	3d						
Skills							
Personality 3	Survival 2	Damage Taken:	<input type="text"/>		<input type="text"/>	END Remaining Hate Remaining	
Movement 4*	Custom 1	Hate Spent:	<input type="text"/>		<input type="text"/>		
Perception 3	Vocation 2	Wounded?	<input type="text"/>		<input type="text"/>		
		Special Abilities					
Type	Hate	Description					
Snake-like Speed	1	Double creature's base Parry score. Can be done after attack roll made					
Horrible Strength	1	Add Attribute bonus to damage					
Hate Sunlight		Creature loses 1 Hate at the end of the first round exposed to sunlight					
Commanding Voice	1	Restore 1 Hate to all creatures of same Kind in the confrontation					
Elusive (from ring)	0	Any attack aware of automatically fails unless great or extraordinary success					

Hatred (dwarves)	All weapons & attacks vs dwarves are favoured
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Goblin allies from Gundabad

Lost and bewildered survivors of the battle of the Five Armies, they would have perished alone and miserable had the ring-bearing goblin not shown such leadership, there are three Orc-soldiers and one Goblin-archer (when first encountered at lake).

Orc, Goblin Archer

Attribute Level		Attacks				
2		Type	DMG	Edge	Injury	Called Shot
Endurance	Hate	Bow of Horn	4	0	12	Poison
8	1	Jagged Knife	3	C	14	0
Parry	Armour	1	#N/A	#N/A	#N/A	#N/A
2	2d					
Skills		<div>Damage Taken: <div></div></div> <div>Hate Spent: <div></div></div> <div>Hate Wounded?</div> <div>Special Abilities</div>				
Personality 1	Survival 2					
Movement 3	Custom 1					
Perception 2	Vocation 1					
		<div>8</div> <div>1</div> <div>END Remaining Hate Remaining</div>				
Type	Hate	Description				
Hate Sunlight		Creature loses 1 Hate at the end of the first round expose sunlight				
Denizen of the Dark		Double Attribute bonus if in the Dark				
Craven		If at 0 Hate, immediately Flee!				
Hatred -dwarves		All weapon & attacks vs dwarves are favoured				

Multiple Opponents							
#1	<input type="checkbox"/>	END Lost	<input type="text"/>	Remaining	8	Hate	<input type="text"/>
#2	<input type="checkbox"/>	END Lost	<input type="text"/>	Remaining	8	Hate	<input type="text"/>
#3	<input type="checkbox"/>	END Lost	<input type="text"/>	Remaining	8	Hate	<input type="text"/>
#4		END Lost	<input type="text"/>	Remaining	8	Hate	<input type="text"/>

Orc, Soldier

Attribute Level		Attacks					
3		Type	DMG	Edge	Injury	Called Shot	Sk
Endurance	Hate	Bent Sword	4	0	12	Disarm	2
12	1	Spear	4	9	12	Pierce	2
Parry	Armour						
3 / +1	3d						
Skills		<div>Damage Taken: <div><div></div></div>12</div> <div>Hate Spent: <div><div></div></div>1</div> <div>Wounded?</div> <div>Hate Remaining</div>					
Personality 2	Survival 2						
Movement 2	Custom 1						
Perception 3	Vocation 1						
Special Abilities							
Type	Hate	Description					
Hate Sunlight		Creature loses 1 Hate at the end of the first round exposed to sunlight					
Craven		If at 0 Hate, immediately Flee!					

Multiple Opponents							
#1	<input type="checkbox"/>	END		Remaining	12	Hate	Remaining
	<input type="checkbox"/>	Lost					
	<input type="checkbox"/>	END					
#2		Lost		Remaining	12	Hate	Remaining
		END					
		Lost					
#3		END		Remaining	12	Hate	Remaining
		Lost					
		END					
#4		Lost		Remaining	12	Hate	Remaining

Orc allies from Dol Guldur

Terrified and driven out of Dol Guldur by the white council, and (seemingly) abandoned by their lord. They would have perished in Mirkwood had they not stumbled upon the goblin and his band of warriors. There is one Orc soldier (as per above stats), and one Snaga tracker remaining, & one warg.

Orc, Snaga Tracker

Attribute Level		Attacks								
2		Type	DM G	Edge	Injury	Called Shot	Skill			
Endurance	Hate	Bow of Horn	4	0	12	Poison	2			
8	2	Jagged Knife	3	C	14	0	2			
Parry	Armour									
3	2d									
Skills		<div>Damage Taken: <div></div></div> <div>Hate Spent: <div></div></div> <div>Wounded ?</div> <div>Special Abilities</div>								
Personality 2	Survival 2								8	END Remaining
Movement 2	Custom 1								2	Hate Remaining
Perception 3	Vocation 1									
		Special Abilities								
Type	Hate	Description								
Snake-like Speed	1	Double creature's base Parry score. Can be done after attack roll made								
Hate Sunlight		Creature loses 1 Hate at the end of the first round exposed to sunlight								

Multiple Opponents								
#	END	Lost	END	Lost	END	Lost	END	Lost
#1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Warg, Wild



Attribute Level		Attacks					
3		Type	DMG	Edge	Injury	Called Shot	Skill
Endurance	Hate	Warg Bite	2	10	14	Pierce	2
12	1						
Parry	Armour						
5	2d						

Skills					
Personality 1	Survival 2	Damage Taken:	<input type="text"/>	<input type="text"/>	12
Movement 3	Custom 0	Hate Spent:	<input type="text"/>		1
Perception 2	Vocation 0	Wounded?			

Special Abilities		
Type	Hate	Description
Seize Victim		If main attack hits, victim is held (cannot change stance and halve Parry)
Great Leap	1	Can attack any hero in any stance
Fear of Fire		Loses 1 Hate at the end of the first round fighting an adversary with fire

Multiple Opponents									
#1	<input type="checkbox"/>	END	<input type="text"/>	Remaining	12	Hate	<input type="text"/>	Remaining	1
#2	<input type="checkbox"/>	Lost	<input type="text"/>	Remaining	12	Hate	<input type="text"/>	Remaining	1
#3	<input type="checkbox"/>	END	<input type="text"/>	Remaining	12	Hate	<input type="text"/>	Remaining	1
#4	<input type="checkbox"/>	Lost	<input type="text"/>	Remaining	12	Hate	<input type="text"/>	Remaining	1

The Spider of the Glade

No name she uses, the goblins band have named her 'lurker' for she watches much and acts little. Thirty years she has dwelt on this side of the river. There is something about the goblin leader she cannot resist, a power about him she feels near compelled to serve, a great-ness like in stories of old her brood mothers told. As she is mostly self taught, as well as instincts, perhaps she is not as sharp or cruel as others of her kind are. She has a small collection of bones, husks and incidental treasures from these. Her favourite pieces are six silver horses, made by Smiths of Rohan.

Attribute Level		Attacks					
4		Type	DMG	Edge	Injury	Called Shot	Skill
Endurance	Hate	Ensnare	*	*	*	*	3
25	2	Sting	3	10	14	Poison	2
Parry	Armour						
5	3d						
Skills							
Personality 3	Survival 2	Damage Taken:	<input type="text"/>	<input type="text"/>	25	END Remaining	
Movement 3	Custom 2	Hate Spent:	<input type="text"/>	<input type="text"/>	2	Hate Remaining	
Perception 2	Vocation 1	Wounded?					
		Special Abilities					
Type	Hate	Description					
Strike Fear TN/16	1	Force all companions to make a Fear Test.					
Seize Victim (Ensnare)		If main attack with web hits, victim is held (cannot change stance and halve Parry)					
Dreadful Spells	1	Force Corruption Test to gain Shadow point, also fail of Test means cannot attack spider for					
		No.of rds = 10-Wisdom					
Denizen of the Dark		Double Attribute bonus if in the Dark					

Multiple Opponents									
#	END	Lost	END	Lost	END	Lost	END	Lost	
#1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
#2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
#3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
#4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Easterling Men at the Homestead

This group is from a land near the Sea of Rhun, and while exploring the wilds most of their number were killed by a troll. Unsure of how to react to the goblins or orcs, one of them was able to communicate and tales were told of past victories when their races were joined. They are still uneasy, but unsure what to do.

The Boss

Probably an ex-soldier, bitter, cruel and slightly paranoid. He has the best equipment, and can use it well, although is not really a leader as such. Unless alerted, will be in the bedroom asleep.

Attribute Level		Attacks				
4		Type	DMG	Edge	Injury	Called Shot
Endurance	Hate	Sword	5	10	16	Disarm
15	5	Dagger	3	Eye	12	Pierce
Parry	Armour	Bow				
4/+2	2d +4					
Skills		<div>Damage Taken: <input type="text"/> <input type="text"/> 15 END Remaining</div> <div>Hate Spent: <input type="checkbox"/> 5 Hate Remaining</div> <div>Wounded?</div> <div>Special Abilities</div>				
Personality 3	Survival 3					
Movement 3	Custom 1					
Perception 2	Vocation 3					
Type	Hate	Description				
Commanding Voice	1	Restore 1 Hate to all creatures of same Kind in the confront				
Expert Ambusher		If the brigands are led by the boss, and they've set up a trap for travelers (this will only occur if they are on the alert), raise the difficulty level of the PC's Awareness/Battle tests to avoid being ambushed by one.				
Dirty Fighting	1	If the bandit hits with a melee attack, he can immediately spend hate point to send the target to the ground, as if the target was knocked back (but still suffering the full effect of the attack). Prevents the hero's usage of voluntary knockback.				

Multiple Opponents							
#1	<input type="checkbox"/>	END Lost	<input type="text"/>	Remaining	15	Hate	<input type="text"/>
#2	<input type="checkbox"/>	END Lost	<input type="text"/>	Remaining	15	Hate	<input type="text"/>
#3	<input type="checkbox"/>	END Lost	<input type="text"/>	Remaining	15	Hate	<input type="text"/>
#4		END Lost	<input type="text"/>	Remaining	15	Hate	<input type="text"/>

The strong man

Every boss needs a strong man, to keep the lesser brigands in fear. Big & strong like an ox. With can cut a horse in half with one swing. Unless alerted, he will be in the main room, probably do

Attribute Level		Attacks				
4		Type	DMG	Edge	Injury	Called Shot
Endurance	Hate	2-H Axe	9	Eye	20	Break Shield
19	3	Dagger	3	Eye	12	Pierce
Parry	Armour					
3	2d					
Skills		<div>Damage Taken: <div><div></div><div></div></div>19END Remaining</div> <div>Hate Spent: <div><div></div></div>3Hate Remaining</div> <div>Wounded?</div>				
Personality 1	Survival 3					
Movement 3	Custom 1					
Perception 2	Vocation 1					
Special Abilities						
Type	Hate	Description				
Horrible Strength	1	Add attribute bonus to damage inflicted				
Dirty Fighting	1	If the bandit hits with a melee attack, he can immediately hate point to send the target to the ground, as if the target was knocked back (but still suffering the full effect of the attack)				
		Prevents the hero's usage of voluntary knockback.				

Multiple Opponents						
#1	<input type="checkbox"/>	END Lost		Remaining	19	Hate
#2	<input type="checkbox"/>	END Lost		Remaining	19	Hate
#3	<input type="checkbox"/>	END Lost		Remaining	19	Hate
#4		END Lost		Remaining	19	Hate


The bandits (minimum 2, add 1 for each PC over 3)

Ragtag band of brigands, with old wooden shields, rusty axes and creaking shortbows. They wear a poor mix of armour items and will surrender quickly if their leader is down.

Attribute Level		Attacks					
2		Type	DMG	Edge	Injury	Called Shot	Skill
Endurance	Hate	Axe*	5	Eye	18	Break Shield	2
9	1	Spear*	5	9	14	Pierce	2
Parry	Armour	Bow*	5	10	14	Pierce	2
2/+2*	2d*	Dagger*	3	Eye	12	Pierce	1
Skills							
Personality 0	Survival 0	Damage Taken:	<input type="text"/>	<input type="text"/>	9	END Remaining	
Movement 0	Custom 0	Hate Spent:	<input type="checkbox"/>		1	Hate Remaining	
Perception 0	Vocation 0	Wounded?					
		Special Abilities					
Type	Hate	Description					
Dirty Fighting	1	If the bandit hits with a melee attack, he can immediately spend a hate point to send the target to the ground, as if the target was knocked back (but still suffering the full effect of the attack). Prevents the hero's usage of voluntary knockback					
Craven		Will flee if no hate points left unless leader present and unwounded					
*poor equipment		Any Gandalf results rolled (by either side) indicate broken equipment, in addition to other results.					

Multiple Opponents									
#1	<input type="checkbox"/>	END	<input type="text"/>	Remaining	9	Hate	<input type="text"/>	Remaining	0
	<input type="checkbox"/>	Lost	<input type="text"/>						
	<input type="checkbox"/>	END	<input type="text"/>	Remaining	9	Hate	<input type="text"/>	Remaining	0
#2		Lost	<input type="text"/>						
		END	<input type="text"/>	Remaining	9	Hate	<input type="text"/>	Remaining	0
#3		Lost	<input type="text"/>						
		END	<input type="text"/>	Remaining	9	Hate	<input type="text"/>	Remaining	0
#4		Lost	<input type="text"/>						
				Remaining	9	Hate	<input type="text"/>	Remaining	0

Valsir. A 'wood-elf' from the fortress of the Elven-King. He was deep in Mirkwood when the call came to depart to the Lake so he missed the battle of FA. This means he doesn't have any of the little camaraderie and companionship for other races some of his kin now has. He has been observing and killing lost and dazed orcs, leaderless in the forest. He recently journeyed to New Esgaroth, on a mission for his lord. He was present, though not obviously, for the ceremony and has been tracking the party. He can sense the nearness of the Dark Lieutenant and is fated to meet him, and do battle. He is a mighty warrior with his staff, has great lore and hopes someday to gain some spells. He carries with him a powerful heirloom of his family with may protect him somewhat from sorcery.



Name Valsir

Culture Elf of Mirkwood (Sinda) **Standard of Living** Martial




Cultural Blessing The Speakers (make an appropriate skill roll to do actions such as listen to stones & rivers, sing to beasts etc)

Calling Warden **Shadow weakness** Lure of Power - Arrogant




Specialities Shadow-Lore, Mirkwood-lore, Beast lore, Enemy lore (orcs), Fire, Herbs, Leechcraft.

Distinctive Features Determined, Keen-eyed, Cautious, Elusive, Hardy, Quick of Hearing, Secret, Swift




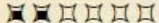


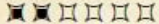
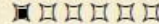


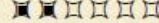


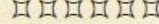
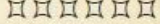
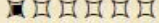


- TRAITS -

Body  **Heart**  **Wits** 







- ATTRIBUTES -

Experience  **Valour**  **Wisdom** 



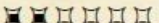

- COMMON SKILLS -

Awe 	Inspire 	Persuade 
Athletics 	*Travel 	*Stealth 
*Awareness 	Insight 	*Search 
*Explore 	Healing 	*Hunting 
Song 	Courtesy 	Riddle 
Craft 	Battle 	Lore 

- SKILL GROUPS

personality 
movement 
perception 
survival 
custom 
vocation 

- WEAPON SKILLS -

* (Bows) 	damage <u>5</u>	edge <u>10</u>	injury <u>14</u>	enc <u>1</u>
* Staff (2h) 	damage <u>3</u>	edge <u>G</u>	injury <u>12</u>	enc <u>2</u>
Sword 	damage <u>5</u>	edge <u>10</u>	injury <u>16</u>	enc <u>2</u>
Dagger 	damage <u>3</u>	edge <u>G</u>	injury <u>12</u>	enc <u>0</u>

- REWARDS -

Sindar Cloak (+2 Stealth, reroll Feat die)

Staff of Spell-breaking (+2 vs all Sorcery) special gift

Dagger of the Galadhrim (+2 Parry bonus if using)

Woodland bow (extra volley always unless surprised)

- VIRTUES -

Hands of the Healer (+1/2 Song to Heal & Elvish boots (+2 Stealth). Expertise x 4 (Favoured skills)

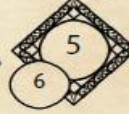
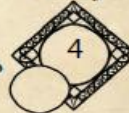
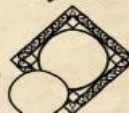
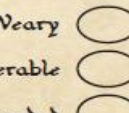
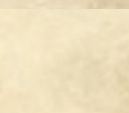
Experienced ranger (Hope to increase success of Hunt, Search & Explore, also Explore to gather info on beasts)

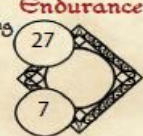
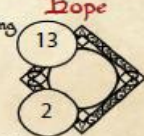
Deadly Archer: Hope pt to get bonus = Heart).

Dour Handed - ranged Damage +1




- GEAR -

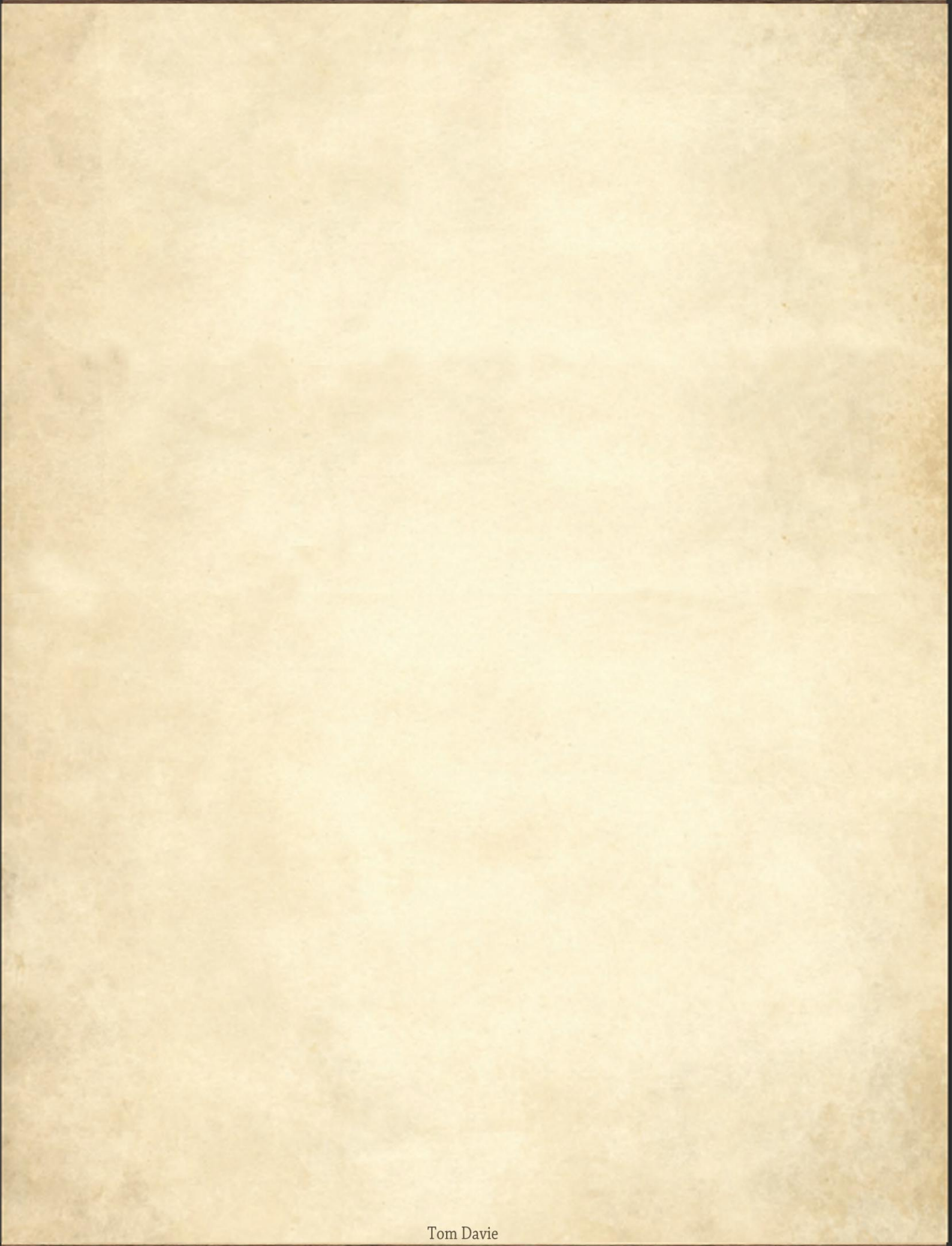
armour	enc
headgear	enc
shield	enc
Healing herbs (+1 to Healing rolls)	
Traveling gear	enc 2

Damage  **Parry**  **Shield**  **Armour**  **Head gear** 

Endurance  **Hope** 

Starting Score **Fatigue** **Shadow**

Weariness  **Miserable**  **Wounded** 



Tom Davie

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