

Stories of the Greenway Company

An adventure companion to the Fornost Erain fan supplement

Version 1.0



”Then the Greenway will be opened again, and his messengers will come north,
and there will be comings and goings, and the evil things will be driven
out of the waste-lands.”

—Gandalf, *The Return of the King*

Chapter 1

Introduction

This booklet contains three adventures taking place on consecutive seasons around the ancient city of Fornost Erain: *Kings of Norbury*, p. 5, *Over hill and under hill*, p. 13, and *Fell Winter*, p. 22. The text is for the Loremaster's eyes only.

The *Fornost Erain* fan supplement is needed as background material for location and faction descriptions. The adventures are more linear than the Landmark-like material of the supplement, but they have room for digressions and open-ended exploration, supported by the supplement's material.

Each adventure can be run in a single gaming session, and they can be combined into an overarching mini-campaign. The adventures are suitable

for demonstrating *The One Ring* to new players at a gaming convention or similar event. *Campaign*, p. 2, presents the framework of the mini-campaign. The adventures can also be a starting point for a longer campaign in Fornost.

Compared to the official *The One Ring* Starter Set, the themes of these adventures are darker, and the rules are on display in their full complexity (apart from a handful of exceptions described below). The scenarios are designed for heroes who already have a handful of adventures under their belts. *Characters and Treasure*, p. 31, presents six pre-generated character sheets.

Chapter 2

Campaign

The three adventures of this booklet form a mini-campaign, a series of loosely connected ‘one-shots,’ which may be completed in one 4–5 hour gaming session each. The adventures are new-player-friendly, and it is possible to change players between the episodes; in this case, the Loremaster should recap the previous events to the new group, paying particular attention to the effect the events had on the characters. The adventures start with helpful summaries.

The Company

The heroes of the scenarios form the Greenway Company, a group of adventurers united to defend the land against various threats arising from Fornost. The Company consists of six pre-generated characters, see *Characters and Treasure*, p. 31. A Company of 4–5 heroes is recommended for each adventure (see adventure descriptions for details), but the participating heroes may change from adventure to adventure—this way, the players get to test out different aspects of the game, or new players get to choose their preferred character. The events of the previous adventures carry over mechanically through the characters’ Hope and Shadow points and acquired magical items.

The characters are:

- Chad Miller, a local farmhand eager for adventure,
- Farin, a Dwarven scholar mapping out the movements of the Enemy in the North,
- Griffon Goodbody, a Shirriff of the Shire protecting his fellow Hobbits in ways they cannot,
- Gwaeth, a Ranger of the North sworn to protect the city of Fornost,
- Ingrith, a Barding hunter seeking worthy foes to slay,
- Nimloth, a wandering Elf who keeps the Shadow at bay through the power of song.

Overview of the adventures

The campaign consists of three adventures, to be played in order:

In *Kings of Norbury*, p. 5, the Company gathers and travels to Fornost to deal with a group of tomb-robbing highwaymen. In the ancient city, they stumble into a creature of darkness and a cursed false king.

Over hill and under hill, p. 13, starts when Orcs kidnap people from the local farmsteads. The heroes pursue the villains to the tunnels beneath Fornost, where they may mess with Orc politics and meet monsters more foul.

During the *Fell Winter*, p. 22, deep snow covers the fields and hills and threatens the livelihoods of the locals. The heroes must find the source of the unnatural cold and bring it to an end. Signs again point to Fornost, where the Company encounters Hillman cultists, a hidden laboratory, and the Witch-king’s heir.

Rules

These changes to *The One Ring* rules create a smooth and rewarding one-shot experience.

The Company. The Company has no Patron and no Fellowship Focuses. Their Fellowship score equals the number of Player-heroes plus two, plus any additional points from Bree-blood and similar sources. The *Farmsteads* (see *Fornost Erain*) are a safe haven and a suitable place to end an adventure.

Journeys and Dungeon delving. The adventures include little travelling, and it is recommended that the Journey rules are not used. The Dungeon delving rules from *Fornost Erain* can be used as normal, though the Loremaster may opt to skip them if time is of concern. In this case, have each Player-hero gain one or two points of Fatigue when moving from one key location to another, resisted by a **Travel** roll as usual. The Delve length is always set to ‘short’, so a typical delve takes some hours.

Fellowship Phases. At the end of the adventure, the involved Player-heroes undergo Spiritual Recovery as usual. Other aspects of a Fellowship Phase are skipped: the heroes don't gain or spend Skill or Adventure points or engage in undertakings. There are no Yule Fellowship Phases. The Company is assumed to spend the Fellowship Phases at the farmsteads helping out the locals, as outlined in the adventures.

The Player-heroes heal all Wounds, recover all Endurance, and remove all Fatigue during a Fellowship Phase, as usual.

Treasure. Instead of rolling Feat dice to determine the magical treasure found in a Hoard, the Loremaster should place by hand items from the Treasure Index in *Characters and Treasure*, p. 31, into any Hoard the Company finds. Ideally, each Player-hero finds one piece of magical treasure per adventure. (Some of the adventures are more Hoard-heavy than others—don't worry if this rule is not followed to the letter. The goal is to reward the players in a memorable fashion if treasure is found.)

The Famous Weapons and Armour have all listed Qualities unlocked from the moment they are found. The Loremaster should let the heroes identify the properties of their magical items during the adventure through experimenting or a **Lore** roll. At the latest, the heroes should learn these properties at the end of the adventure, as if taking the Study Magical Items and Meet Patron undertakings.

Teaching the rules to new players. These adventures are a suitable first glimpse into *The One Ring* for new players. They aim to demonstrate various aspects of the system, such as Combat, magical items, and the Shadow Paths. However, teaching all the rules may present a challenge, especially in the confines of a few-hour convention game slot. Here are some tips to help the Loremaster.

- Before the game starts, it is enough to describe briefly the dice mechanics in relation to the Skills. Everything else can be explained as the game progresses or when a player has a question.
- Be the players' ally—advise them on options they may not be aware of (but let them make the decisions).
- The Loremaster should be familiar with all the Player-heroes, especially their Cultural Virtues, and point out when they are applicable.
- When a Player-hero is about to make a challenging Skill roll, it is time to explain how rolls may be modified using Hope, Distinctive Fea-

tures, Magical successes, and support.

- The adventures are set up so that there is a brief combat encounter in the beginning. This is a chance to learn the basics of combat, from stances to attack rolls. Combat Tasks may be introduced in later encounters.
- When a Success icon is rolled in combat, explain the Special Damage options. To keep things simple, it is recommended to restrict these to Heavy Blow and Pierce.
- In combat, use the adversaries' Hate and Resolve points to adjust the difficulty to a suitable level. The first combat encounters should be easy, later ones challenging.
- When Player-heroes lose Endurance or Hope, check if they become Weary or Miserable.
- Be prepared to engage with the Shadow system. Fornost is a dreadful place, and some of the pre-generated characters start close to being Miserable or even close to a bout of madness.
- Accidents happen. In the somewhat unlikely case a character dies during an adventure, let the player rejoin with another character—there should be one or two in reserve.
- Don't stress over the details! Practically everything can be resolved with the basic dice mechanics. If a player misses a nuance of their character, that's fine as long as everyone is having fun.

Running the adventures

The adventure descriptions first list an estimated duration, a recommended number of Player-heroes, and the point in time the adventure occurs in Middle-earth's history—three consecutive seasons starting from the year 2966 of the Third Age. The description then lists the material from *Fornost Erain* used in the adventure. The Loremaster should familiarise themselves with the listed locations and factions. (The Loremaster may omit the faction and Loremaster character descriptions in the *What's going on?* sections of the locations—these are replaced by the adventure text.)

Next, in a section called *What's going on?*, the text describes the events that have taken place up until the adventure's start and the likely progression of events if the Player-heroes don't intervene. This information is for the Loremaster only.

The adventures are divided into multiple parts, each described in two types of sections: scenes and triggers. The **scenes** are the default type and give the likely flow of events or a handful of alternatives that

depend on Player-hero actions. **Red text** is meant to be read aloud or paraphrased to the players. In the first scene, in particular, this text explains the adventure's starting point to the players, summarising previous events.

The **triggers** are complications the Loremaster should introduce at the most opportune moment to present a new challenge or to move the plot forward. Often, a trigger leads to the adventure's next part or climax. Not all triggers need to be used: the Lore-

master should pick the ones that best fit the current session.

The scenes are, first and foremost, guidelines: when the dice start rolling, events may move in unexpected directions. The Loremaster is encouraged to embrace this unpredictability and use the *Fornost Erain* material as a guide if an adventure veers from the described path. If needed, the triggers help push the heroes back on track.

Chapter 3

Kings of Norbury

‘The Tower trembles; to the tombs of kings doom approaches. The Dead awaken...’

Duration	Heroes	Time	Locations	Other material
4 hours	4 (Gwaeth preferred)	Summer, 2966 T.A.	<i>Farmsteads, Ruined mansion, Crypts, Throne room</i>	<i>Highwaymen, Devourer in Darkness</i>

What’s going on?

Two months ago, a storm raged and the earth trembled at Fornost Erain, the ruined fortress city at the end of the Greenway. The Devourer in Darkness, a beast of Shadow hungering for all things beautiful, awakened beneath the city’s Royal Palace and started to slowly crawl up onto the surface.

One month ago, a wanderer called Caleb Thyme sought shelter in the ruins and stumbled upon a treasure in a collapsed cellar, unearthed by the recent events. Excited, he hurried to Bree to share his findings. There, Alayna Rosebud adopted Caled into her gang of highwaymen and mounted an expedition to Fornost. Two weeks ago, they recruited fresh blood from the farmsteads along the Greenway and made a camp in Fornost’s crypts, some forty ruffians strong.

Meanwhile, the Devourer in Darkness had risen from the depths, prowling the city by night, seeking treasure to consume. It ate the riches in the exposed cellar and left, forcing the highwaymen to search elsewhere. The ruffians have yet to encounter the monster in person.

Every day, the highwaymen spread to the city’s crumbling streets, looking for valuables. They have secured a handful, but many are dissatisfied with the slow progress. Now, supplies are running low, and groups of highwaymen raid the farmsteads for food, with varying success.

Alayna, now a self-styled Queen of Fornost, has kept the robbers away from two likely targets: the tombs of kings in the crypts and the Royal Palace where all roads meet. As tensions grow, it is only a matter of time before someone breaks her orders. Whoever ventures into the Palace will find treasure indeed, but it is guarded by the False King, the undead spirit of a traitor from the city’s dark past.

Gwaeth the Ranger, a protector of the land, arrived to investigate the recent events and found the

plunderers. She decided to gather a group of adventurers to defend the ancient city—and maybe learn something about the darkness lurking beneath the surface.

Part I: Greenway

The adventure starts with the Player-heroes gathering in the Inn of the Prancing Pony in Bree, summoned by Gwaeth the Ranger.

Prancing Pony

In Spring 2966 T.A., rumours circle in Bree-land of strange happenings on the northern hills. Around the ruins of the dead kings’ old city—Deadmen’s Dike, as the locals call it—a storm raged one night, accompanied by lightning and trembles of the earth. For a few days, people wonder what devilry was behind the foul phenomenon. Then, the event is forgotten, ignored as strange news from far-off lands.

In early summer, word spreads in Bree: somebody is putting together a Company of trustworthy persons for an errand in the north, concerning a matter of ‘historical importance’ and ‘public safety.’ Interested parties are directed to the Inn of the Prancing Pony. As you arrive, the innkeeper—one Barnabas Butterbur—waves you to a corner table, where a figure sits in the shadows. A Ranger of the North, revealed by their worn travelling gear and the sideways glances of the other patrons.

Going around the table, let the players introduce their characters and describe their arrival. Note that **Chad**, if played by someone, only joins the group later (see *Farmsteads* below). If someone is playing **Gwaeth**, let them go last and take over to tell the others what she knows of the situation at Fornost. If no one is playing Gwaeth, take her role.

Let the players discuss the situation and share their own information. Answer any questions they may have about the details.

What Gwaeth knows.

- Fornost was abandoned a thousand years ago. No one goes there except the Rangers.
- Gwaeth has been to the city many times. Recently, she returned to investigate the rumours about an earthquake.
- To her surprise, she found a group of Men moving about, perhaps robbers who'd come to plunder the city's treasures. Their relation to the earthquake is unclear.
- Poking around in the ruins is dangerous, and in any case, the city belongs to the Dúnedain, not would-be tomb robbers. These ruffians must be driven out.
- If treasure *is* found during the expedition, each member of the Company may receive a fair cut as compensation for their efforts—Gwaeth is more concerned about the city's sanctity than its riches.

Going north

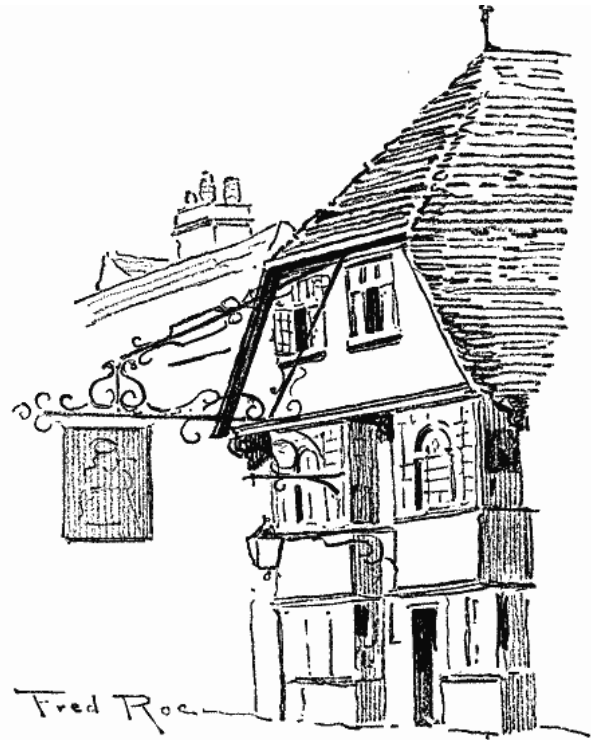
The next day, the Company starts their journey towards Fornost. The Loremaster may wish to use a **map** as a visual aid.

You start your journey early in the morning, heading out of the West-gate of Bree and turning north. Birds chirp, the wind carries the scent of fresh hay, and you feel the sun's warmth upon your faces. It is summer.

The road is old and covered in grass. The locals call it the Greenway. Once upon a time, it was a highway connecting the southern and northern capitals of the world of Men, bustling with merchants, knights, and messengers. Now, only moss-covered ruins remain, dotting the rolling plains around you. You follow the road for a week, meeting no other travellers.

As your feet start to grow weary, you spot signs of life: farmsteads standing amidst cornfields. Behind them loom the North Downs, and the road's end.

Journey rules. To save time, the Loremaster should omit the usual Journey rules and instead have each hero **gain 2 Fatigue**, resisted by a **Travel** roll (reduce Fatigue by 1 for a Success and by 1 more for each Success icon rolled). The heroes have no mounts in this scenario.



Farmsteads

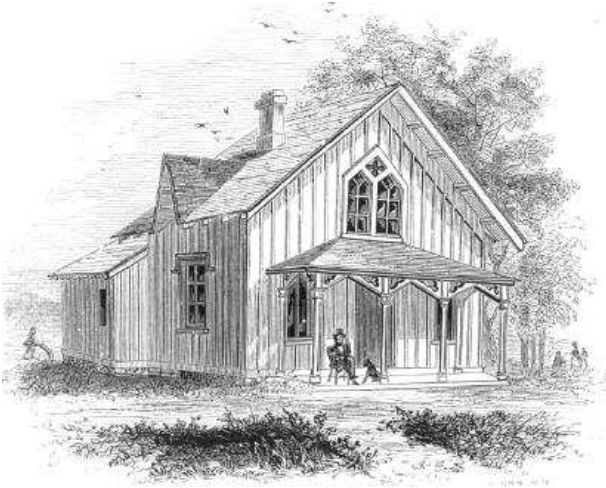
Farmhouses, barns, and a mill lie scattered around the landscape. Here and there, you see people working on the fields or tending to animals.

When passing by, you hear a ruckus from the nearest farm: raised voices and a loud 'thud'. Hurrying closer, you see four armed thugs standing next to a cart and a pony. Three of them are loading the cart with stuffed sacks, while the last one—a big, scarred man—watches menacingly at a dazed man lying on the ground. A woman stands at the doorway of a farmhouse with a hand raised to cover her mouth.

The men are from Alayna's gang (**three Highway Robbers**, *The One Ring*, p. 147, and **Tom Cooper**, see *Highwaymen in Fornost Erain*), and they have just beaten up **Jeb Stone**, a local farmer (the woman is his scared wife, **Wendy**). The ruffians are here to rob the locals and bring the spoils to Fornost (in this case, four sacks of potatoes, the cart, and the pony named Binky).

For more about the farms, see *Farmsteads* in *Fornost Erain*.

What the farmers know. Chad and the locals know that a group of highwaymen came this way two weeks ago and lured local youths to join them with promises of treasure. Now, they're coming back to steal food-stuff and supplies.



Dealing with the highwaymen. If someone plays **Chad**, let them take over. The boy is first to the scene and eager to deal with the scoundrels. They play though, laugh the lad off, and explain it is their right to take from the locals for ‘keeping the roads safe’ and ‘also feeding your sons and brothers.’ Attempts to drive the highwaymen away without violence *lose (1d)*. However, if things come to blows, the rest run off when one of them falls.

Interrogating a captive. If the Company catches and interrogates one of the ruffians, they reveal the following:

- They are part of a bigger group—a few dozen—encamped at Fornost.
- The leader of the group is a woman called Alayna Rosebud. The highwaymen respect her greatly.
- The plan was to find treasure, but there’s been some trouble with that, so the group also patrols the countryside for some ‘extra profit.’

The bandit is not eager to talk about the details. (If necessary, explain to the players that mistreating an unarmed prisoner is an unheroic Misdeed worth 4 Shadow points.)

The abandoned city

Fornost is less than a day’s distance away from the Farmsteads.

After the farmsteads, there are only sheep and ever-steepening hills. On top of one rises the crumbling wall of an abandoned city. You follow the Greenway up the slope and arrive at a collapsed gate. Beyond, the road branches into a patchwork of cracked streets surrounding collapsed buildings. Nature has taken over, covering the place’s ancient glory in grass and vines. Welcome to Fornost Erain, Norbury of the Kings.

Proceed to Part II.

Part II: Norbury of the Kings

In this part, the Company explores Fornost grounds. It is recommended they first find the *Ruined cellar*, then the *Hideout* of the highwaymen, and finally, if they go looking, the *Palace*.

Dungeon delving rules should be used to move between the locations. If the heroes are helped by (or follow) the highwaymen, they may use the rules for Old paths well-trodden.

Ruined cellar

The cellar of a collapsed mansion used to contain a trove of treasure (the trove found by Caleb Thyme), but the Devourer in Darkness destroyed it and covered the walls with its crystalline excretion. Now, the monster is nowhere to be seen, but its dark tracks smear the ground. See *Ruined mansion* in *Fornost Erain* for details.

When the Company arrives, **two Highway Robbers** (*The One Ring*, p. 147) are investigating the site, trying to puzzle out what happened to the treasure here and checking one more time if something valuable was left behind.

Spying on the highwaymen. One of the highwaymen squats at the edge of the cellar opening next to a rope that extends down. The other one is in the cellar, hidden from view. With a successful **Stealth** or **Scan** roll, the heroes can hear bits of their discussion:

ROBBER 1: (above ground) ‘Anything down there?’

ROBBER 2: (undeground, voice echoes slightly) ‘Still nothing. Told you so. No matter what that Caleb fellow says, this place’s emptier than a beggar’s purse. Except for this... weird stuff.’

ROBBER 1: ‘Well, keep looking. Boss’s not gonna like us coming back empty-handed.’

ROBBER 2: (sighs) ‘Fine. Maybe the crystal is of some value.’

Confronting the highwaymen. The robbers try to drive the Company away, claiming Fornost’s treasures to be theirs by right (they were here first, after all; finders, keepers). Attempts at diplomacy *lose (1d)*, but the pair is easily intimidated and may flee to the Hideout, trying to shake off any pursuers and alerting their colleagues.

Hideout

When approaching the highwaymen's hideout, the Company first spots smoke rising from small fires. In a clearing amidst the ruins, ten ruffians sit around the flames, cooking, chatting, and drinking. One or two stand in watch. In the middle of the camp, there is a pile of crates and sacks full of supplies stolen from the Farmsteads. For details, see the *Crypts in Fornost Erain*.

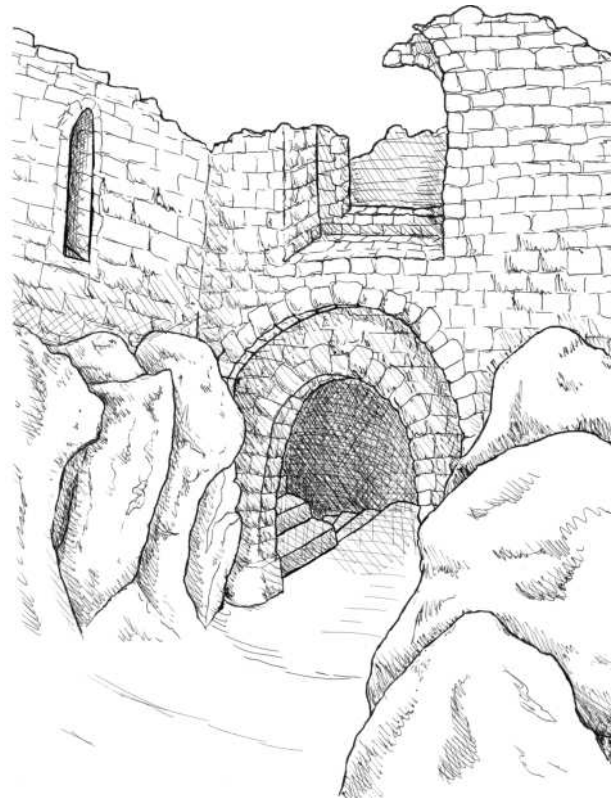
Gathering information. If the Company spies the highwaymen from a hidden vantage point (rolls of **Stealth** and **Scan**), they learn the following:

- The ruffians come and go in groups, sometimes bringing in little trinkets. They descend underground via a staircase in the middle of the clearing. There are at least a few dozen in total.
- The voice of a particularly eager youth carries over a distance: ‘**This is so cool, you guys! We’re, like, real adventurers!**’ ‘**Why did Mistress Rosebud forbid us from entering the Palace? Surely that’s where the true treasure is!**’ ‘**I’m brave enough to go in!**’ This is **Amos Junior**, whom Chad recognises as a youngster from the Farmsteads. His comments are interlaced with quieter remarks and bursts of laughter from the other highwaymen.
- Sitting aside from the others is a dishevelled man in ragged clothes. He winces when someone approaches. Unlike the others, the man is unarmed. This is **Caleb Thyme**, the vagabond who found the treasure in the Ruined cellar.
- The leader of the bunch is **Alayna Rosebud**, a hot-tempered woman constantly toying with her knives. In the evenings, she gives fiery speeches to keep the gang’s spirits high: ‘**Hear me out! I’ve heard disturbing rumours—talk of abandoning our little expedition. Of giving up and going home. I trust these rumours are false. Don’t forget: you came here to be rich men. We are strong, and we will have what is ours! There is more treasure buried in these ruins, I feel it in my gut. The old kings are dead, they need it not; let them lie in their tombs. With our own hands, we shall build something better! Don’t lose faith now. When we hit it big, I shall be the Queen of Fornost—and every man who follows me shall be a Lord!**’ Occasionally, Alayna flings her knives within inches of a lazy highwayman, spurring them to work. Those who take more than their fair

share of food and drink she punishes by forcing them to stand still while she practices her knife throws on a target set upon their head (an apple, usually).

Both Amos Junior and Caleb Thyme can be convinced to tell the details of the highwaymen’s operation (as described in *What’s going on?*), if the Company manages to speak to them in private. **Caleb** knows how to navigate the city to reach the Ruined cellar, Palace, or the entrance of the crypts. **Amos** looks up to Alayna Rosebud but is dismayed by her orders to stay out of the more exciting locations—the youngster is eager to find treasure, regardless of danger. The other young recruits from the Farmsteads, a dozen or so in total, look up to Amos and will follow his initiative.

Causing mischief. The Company may choose to cause mischief from the shadows, trying to drive the highwaymen away without confronting them directly. This is a **Laborious Skill Endeavour** (Resistance 6) with a time limit of 5—make the players describe their plan in detail and assign bonus and penalty Success dice as appropriate. Failure means the Company is spotted. On a success, half of the highwaymen decide to leave Fornost, but they demand their share of the treasure before they go. Both cases lead to a fight (see *Fight!* below).



Negotiating with the highwaymen. If the Company approaches the highwaymen openly, they are met with hostility. The highwaymen are eager to drive away any contenders to their treasure, and they have the strength of numbers. There is a brief window to negotiate before things escalate—this can played out as a **Council** with Alayna, with the others shouting comments from the sidelines. See Alayna’s speech above for her arguments. The highwaymen make a Reluctant audience: rolls *lose* (1d).

First, figure out the Company’s goal.

- Letting the Company retreat without a fight is a reasonable request (Resistance 3).
- Letting the heroes join the gang is a hard sell in the face of their diminishing supplies: a bold request (Resistance 6).
- It is difficult to speak the highwaymen into leaving Fornost—this is a bold request (Resistance 6), and a success only convinces some of them, leading to infighting over the treasure, see *Fight!* below.
- A daring Company may lure Alayna into a one-on-one fight for the gang’s leadership—however, this is an outrageous request (Resistance 9).

Depending on their objective, a clever Company may use at least the following **arguments**:

- The highwaymen are getting grumpy over the diminishing supplies, and the local members aren’t happy about raiding the Farmsteads.
- Alayna is a charismatic leader, but her erratic behaviour rubs some highwaymen the wrong way.
- Despite their efforts, the group has only found a little treasure this far.

Reward good arguments with bonus Success dice.



Fight! If the Company challenges a unified group of highwaymen, they face a hard fight. A total of **10 Footpads** and **10 Highway Robbers** (*The One Ring*, p. 147) join the battle, together with **Alayna Rosebud** (and possibly **Tom Cooper**, if he survived the previous encounter with the Company).

The enemies arrive in **waves**, one new enemy engaging each hero each round, to a maximum of three enemies per hero. Alayna and Tom only join the fray if their henchmen start to fall. The highwaymen believe in strength in numbers but turn to flee if fifteen of them are defeated.

If the Company has successfully sown seeds of doubt into the robbers’ minds (see *Causing mischief* and *Negotiating with the highwaymen* above), they **turn against each other**, fighting over what to do and who gets to keep their accumulated treasure (hidden in the underground chamber). The Company may use the opportunity to slip away, or they may press the attack, facing only the highwaymen’s leaders: Alayna, Tom, and three Highway Robbers.

If the heroes **win the fight**, the highwaymen flee from Fornost. Note that not all highwaymen are in the camp—groups roaming the city may still cause trouble to the Company, though they will eventually leave if their leaders were defeated. If the heroes **lose**, they are captured (see below), and any highwaymen dissidents are beaten into submission.

Captured. If the Player-heroes fall in battle against the highwaymen, they are tied up and dragged to the underground chamber, into a corner separated from the room by hanging cloths. Two guards watch over them constantly while the leaders consider the heroes’ fate. The Loremaster may introduce one of the triggers below to sow chaos and give the heroes a chance to escape. Alternatively, Alayna may force the heroes to enter the Palace, only letting them out if they bring back suitable treasure (this leads to Part III).

Palace

All roads merge here: a grand courtyard in front of an ancient palace with a crumbling facade, wings spanning into the distance, and ruined towers reaching towards the sky. This is the true end of the Greenway, the seat of power of a forgotten age.

Something is wrong: the front door of the Palace lies in splinters on the pavement. Dark tracks smear the ground.

For details, see *Palace entrance* in *Fornost Erain*. The Loremaster should emphasise the ominous feeling emanating from the dark halls beyond the broken door—**Gwaeth**, in particular, understands something is very wrong here. Whatever is going on in the Palace may be more important than the trouble with the highwaymen.

If the Company ventures in, move to Part III.

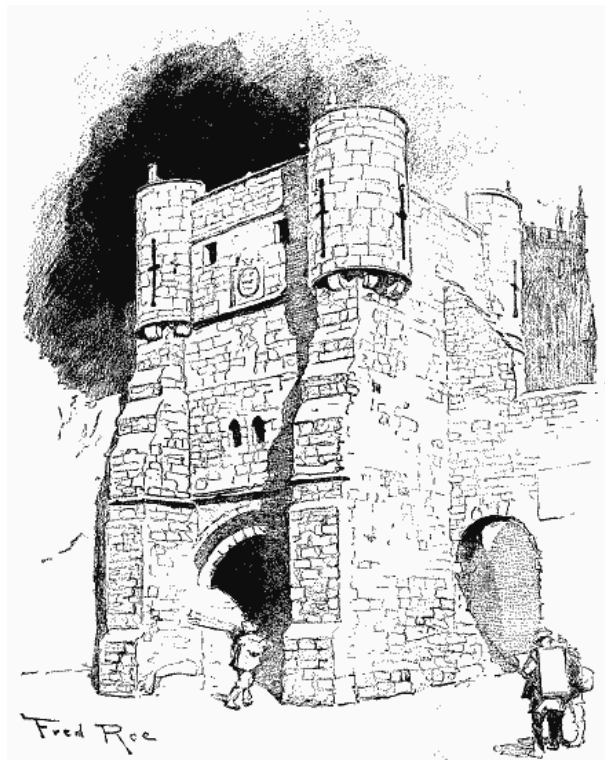
Trigger: Devourer in Darkness

The Devourer in Darkness (see *Fornost Erain*) roams the grounds of Fornost. It may attack the Company or the Highwaymen, seeking treasure to consume on their persons or in the underground section of the highwaymen's hideout.

The Devourer is best used as a distraction to sow chaos and help the Company out of a tight spot like being defeated or captured by the highwaymen. **If the ruffians are present**, the Devourer directs one or two attacks against them each round. The highwaymen won't be effective in combat against the beast, and after a round or two, they turn and flee in terror. The Devourer is a formidable opponent, but if the Company manages to defeat it in the open, they earn the highwaymen's respect—afterwards, the robbers will obey the Company's orders concerning their operation in Fornost.

If the Company investigates the **crypts** connected to the highwaymen's hideout, the Devourer may appear and start an attack on the magical Seal there. It first drives off anyone on the way, then sucks the Seal dry and breaks through the door, vanishing into the Palace. If the Company follows, move to Part III.

If the Company decides to **follow the Devourer's tracks** left at the Ruined cellar and the Palace, it's best to leave the confrontation with the beast to Part III. In this case, the tracks lead to the vicinity of the *Throne room*.



Trigger: Tomb robbers

A pair of highwaymen (**two Highway Robbers**, *The One Ring*, p. 147) defy Alayna's orders and sneak into the crypts to rob the tombs of the old kings. The Player-heroes may spot them exchanging meaningful glances, grabbing shovels, and slipping away. If the Company have gained the highwaymen's trust, the robbers may even ask them to join in the endeavour.

The pair enters the crypts' main chamber through the chapel or the side corridors, see *Crypts* in *Fornost Erain*, and starts opening the tombs. Unhappy with their findings, the robbers may continue into the Palace through the tunnel behind the sealed door. If the Player-heroes follow, move to Part III. Alternatively, the Devourer in Darkness may appear, see above.

Trigger: Raiders of the Royal Palace

Amos and a handful of other youngsters are eager to sneak into the Palace to seek treasure. They don't take Alayna's warnings seriously and want to show their mettle through a feat of bravery.

The group may slip away during the night, taking their belongings with them. Alternatively, they may run to the Palace when the Devourer in Darkness attacks, determined to find one big score before fleeing the city. Chad or the other Highwaymen may realise they're missing; their tracks lead into the Palace through the front entrance. If the Company follows, move to Part III.



Part III: The Royal Palace

Ahead of you, empty corridors, ruined chambers, and crumbling staircases join together into a grand citadel of stone and shadow. In your mind's eye, you can imagine people gossiping, dancing, and dining here, nobles of a happier age a thousand years ago. Those people are dead—and this may be their tomb.

The Company may enter the Palace either from the front entrance or through the crypts. Regardless, they **gain 1 Shadow (Dread)** when entering the dark corridors for the first time. Ask the Company who carries light.

For a trek through the Palace, play out a **Dungeon delve** that ends in the *Throne room*. If the heroes start in the crypts, they will quickly find stairs up—consider the delve to take place entirely on the Palace ground floor. If the Company is following the tracks of the highwaymen or the Devourer in Darkness, they lose the trail towards the end of the delve but will catch up with their target soon enough.

Throne room

You arrive on a small balcony. Below you, a long gallery stretches into the darkness. At its end, you can barely make out black shapes against tall, murky windows.

See *Fornost Erain* for details of the *Throne room*. The Company enters from the balcony; they can see the throne of the undead False King looming ahead, surrounded by cursed treasure. The room offers a glimpse into Fornost's dark past.

Fighting the False King. As described in *Fornost Erain*, if the False King or his treasure are disturbed, the King attacks and the room is filled with Shadows (Shadow Level 1). If the Loremaster wishes to use this as the climax of the adventure, they may add in **two Fell Wraiths** (*The One Ring*, p. 155) for an extra challenge, entering from the side corridors.

Trigger: raiders and the False King's wrath

If Amos and his group or the tomb robbers entered the Palace in Part II, they make their way into the Throne room. When the Company arrives, they see the highwaymen's torches at the room's end. The raiders are about to loot the treasure, arousing the False King's anger; only quick action from the Player-heroes can stop them.

Trigger: Devourer in Darkness

The Devourer in Darkness may arrive at the scene before, during, Or after the Company fights the False King. The Company must decide whether to leave the room's treasure behind or defy the monster. If the Company leaves the treasure untouched, the Devourer will trash the False King and proceed to feast on the riches.

Trigger: Highwayman ambush

If the Loremaster wishes to add one more encounter into the adventure, the highwaymen (**five Highway Robbers**, *The One Ring*, p. 147, led by either **Tom Cooper** or **Alayna Rosebud**) may wait for the heroes at the Palace's entrance when they come out. The highwaymen demand the heroes to hand over all the treasure they found (they won't believe the heroes would come back empty-handed).

Ending the adventure

The adventure may end in several ways. Confronting the False King is an ideal way to wrap things up, letting the Company ponder what to do with his cursed treasure. Alternatively, a grand fight with the highwaymen or the Devourer in Darkness is a fine climax for the scenario.

After the climax, the Loremaster may narrate a short epilogue. The Company returns to the Farmsteads to recuperate. Depending on the events of the adventure, they may decide to guard the farms against the remaining highwaymen or keep watch against more sinister things, pondering what to do about the darkness inside Fornost. For a while, everyone is on edge, but the summer passes, and the ruined city stays silent. Yet this feels like a calm before a storm—the last word has not been heard of Fornost Erain, Norbury of the Kings.

Time management. To run the adventure in one session, the Loremaster may need to shorten or cut out some scenes. Follow the players' interests. One Company may skip dealing with the highwaymen and move straight into the Palace; another one may not enter the Palace at all. This is fine—not every scene and trigger needs to come into play in a given adventure. Regardless of the Company's achievements, Fornost always has more mysteries to solve.

**Themes**

An advanced Loremaster may emphasise the following themes to tie the various elements of the adventure into a coherent whole.

Kings in Norbury. The Loremaster may highlight the struggle for the city's future and the echoes of its history. Alayna would like to claim the city for her gang, pronouncing herself the new Queen. The Rangers of the North believe the site to be their birthright and wait for the time when the rightful king returns and rebuilds the Nothern Kingdom. The kings of old sleep in the crypts, and a False King sits on a throne inside the Royal Palace, daring anyone to challenge his rule.

The road goes ever on. The Loremaster may repeatedly return to the Greenway and its state of disrepair as a symbol for forgotten days of glory. The adventure starts with the heroes travelling north, where vegetation creeps in to cover the unused road. It leads to the gates of Fornost, a once-mighty capital of the old world, and transforms into the sprawling streets of the city, which are in an even sorer state than the road outside. In Fornost, all roads lead to the Royal Palace, the true end of the Greenway and the climax of the adventure.

Chapter 4

Over hill and under hill

‘Orcs were multiplying again in the mountains. Trolls were abroad, no longer dull-witted, but cunning and armed with dreadful weapons. And there were murmured hints of creatures more terrible than all these, but they had no name.’

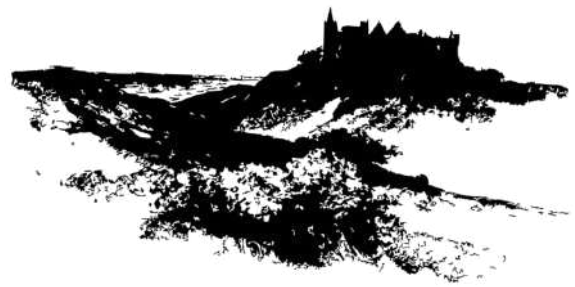
Duration	Heroes	Time	Locations	Other material
4 hours	4	Autumn, 2966 T.A.	<i>Farmsteads, Watchtower, Troll’s lair, Orc caves, Chasm, Dungeons</i>	<i>Gulbug’s tribe, Devourer in Darkness</i>

What’s going on?

In the summer, Gulbug the Orc-chieftain led his tribe to the North Downs. In the shadow of the abandoned city of Fornost, they found caves to settle in. First, the Orcs lived a quiet life, hunting and gathering, trying to avoid the attention of the Rangers of the North and the Orc-bosses of the mountains. However, as autumn approached, tensions arose. The Goblin Lugnash led a failed rebellion against Gulbug, aiming to return the tribe to the proper Orc ways of raiding and plundering. Lugnash was imprisoned and his fellow conspirators punished, but Gulbug realised he had to appease the tribe’s thirst for action.

So it was that Magbarog, Gulbug’s second-in-command, gathered the tribe’s vilest warriors and led them to pillage and plunder the nearby farmsteads. Some of the farmers, led by Old Miller, tried to stand in the raiders’ way with little success. Leaving the village ablaze, Magbarog led the Orcs back into the night, aiming to reach the caves before daybreak. They captured some of the farmers for later amusement.

A rescue operation must follow the Orcs’ tracks to the North Downs, find the Orc caves, and figure out a way to sneak in without alerting the whole tribe. The caves’ back entrances connect into the tunnel system beneath the hills, but the tunnels hold their own dangers—the Devourer in Darkness preys around the chasm, and Frank the Troll guards another nearby exit. Lugnash is imprisoned with the farmers and may help or hinder an escape attempt.



Past events

You are members of the Greenway Company, a group of adventurers banded together to protect the Free Peoples of Middle-earth against the returning Enemy.

A few months ago, you followed rumours to Fornost Erain, a ruined fortress city at the edge of the North Downs. You found highwaymen looting the city’s tombs and robbing the nearby farms. Even viler things moved in the shadows—monsters and dead things from beyond the grave. The highwaymen were driven away, but you decided to stay in the area to guard the farmers against any lingering threats.

Throughout the summer, you have tracked the remnants of the highwaymen, ensuring they’re gone for good. Our adventure starts one autumn evening, as you return to the farmsteads from your wanderings...



Part I: Over hill

The adventure starts with the Company in their camp along the Greenway, still some miles from the farmsteads, huddled around a fire. Let the players introduce their characters and move to the next section.

Raiders on the farms

At midnight, red lights blaze up in the north, in the direction of the nearby farmsteads. Fire! You quickly gather your stuff and run.

You run for the better part of an hour, watching the fire spread and hearing the screams carried over the plains. When you finally reach the nearest farm, you see them in the swirling smoke: Orcs, chasing people out of burning buildings, carrying sacks of valuables. One of them notices you and lets out a mad laugh.

‘Look, lads! More swines—more sport for us! Lads, cut them to shreds!’

Five Orcs raise their blades and charge.

Exhausted by the run and by their previous journeys, each Player-hero **gains 3 points of Fatigue**, resisted by **Travel** (similarly to a Journey).

Fighting the Orcs. The Orc group consists of **four Orc Guards** and one **Orc-chieftain**.

By the time the heroes reach the farms, Magbarog has already issued the retreat command—these last remaining Orcs are stragglers, the maddest of the bunch, and they fight to the death.

Putting out the flames. After dealing with the Orcs, the Company may help the farmers douse the fires. This is a **Laborious Skill Endeavour** (Resistance 6), with a time limit of 4, and entails organising people (for example, with **Enhearten**) and helping to carry water (**Athletics**) before the raided farm houses burn down completely.

Putting out the flames takes until the morning, making it more difficult to pursue the retreating Orcs, see below. However, a thankful farmer gives

the heroes a **golden coin** with the visage of an old king on its face—currency of the old kingdoms? The coin was found in the mud after the attack. Maybe the Orcs have found old treasure somewhere in the hills? (The coin is from the *Dungeons*; the Orcs have indeed stashed more of its kind in their treasure pile in the *Orc caves*.)

What the farmers know. After the situation has calmed down, the farmers can tell the Company the following:

- The Orcs attacked suddenly at multiple farms. There were 30–40 of them, wielding torches and nasty weapons.
- Old Miller (**Chad’s father**) led a dozen farmers against the attackers. Two of them are dead, four are wounded, and four were captured and dragged off by the Orcs—including Miller himself. One Orc died in the fight.
- Torch-carrying Orcs set houses aflame, repeating the word ‘ghâsh’ (the Orcish word for ‘fire’).
- The Orcs stole both valuables (silver cutlery and other family heirlooms) and produce (potatoes, carrots, cured meat). They carried their prey off into the night, towards the northern hills.
- The command to leave was given by the band’s leader—a big, nasty Orc the others called Magbarog. She carried a massive axe and yelled something about the ‘need to get back before daybreak.’

The farmers are desperate, but they don’t have the strength or the courage to resist the Orcs. Knowing the Company’s reputation, they plead with the heroes to rescue the captured men and women—and, if possible, retrieve the stolen goods as well. The weather is getting colder and the Orcs took a large portion of the farmsteads’ winter storages.



Pursuit into the night

If the Company pursues the Orcs straight away, they can follow the raiders' distant lights to the north. Staying on the enemy's heels is a **Laborious Skill Endeavour** (Resistance 6), with a time limit of 4. The Company can, for example, keep track of the Orcs with **Scan**, regain a lost trail with **Hunting**, or simply make haste with **Athletics**.

The Loremaster may enliven the Endeavour with the following details:

- Orc-torches shine ahead in a long row. The raiding party must be dozens of Orcs strong.
- The terrain starts to get hilly. Occasionally, the Orc-lights vanish into a valley before rising to sight again. Further ahead, higher fells loom against the starlit sky—the North Downs that divide Eriador's northern wastes in two.
- To your left, on a high hill, stands the ruined Fornost Erain, the capital of the ancient world. The city is hard to see in the darkness, but the mere knowledge of its presence sends shivers along your spines. The Orcs circle around it, keeping a safe distance.

The pursuit leads the Company to the edge of the North Downs, some distance from Fornost.

- If the Skill Endeavour **succeeds**, the Company sees the Orcs vanishing into a cave at a hillside at the break of dawn, see *Orc caves* below. Move to Part II.
- If the Company **fails**, they lose the Orcs. Move to the *Search for the Orc caves*.

Either way, each Player-hero **gains 2 Fatigue** from the exertion, resisted by **Travel** (similarly to a Journey).

Search for the Orc caves

If the Company stops to help the farmers with the fire, or if they lose the Orcs during the night, they must follow the Orcs' trail in the morning.

The breaking dawn exposes the tracks of dozens of Orcs. It leads to the North Downs, to the hills and valleys behind Fornost Erain. There, the terrain turns rocky, and the trail vanishes. The slopes are empty as far as the eye can see—the enemy must be hiding somewhere out of sight.

Searching the hills is a **Laborious Skill Endeavour** (Resistance 6). There is no time limit.

- For each **successful roll**, if the Endeavour is not complete, the Loremaster should choose or roll for a *clue* from the table below. The clues provide flavour and may divert the adventure in different directions.
- For each **unsuccessful roll**, the Loremaster should choose or roll for a *setback*.

When the Endeavour is complete, the Company finds the *Orc caves* (move to Part II). If the Company wants to search for more clues (say, to find additional entrances into the tunnels), they may continue the Endeavour further.



CLUE TABLE:

Success die	Event	Description
1	Watchtower	The Company spots the <i>Watchtower</i> on a nearby hill, see <i>Fornost Erain</i> . If the heroes survey the land from the hilltop, they <i>gain (1d)</i> for a Scan roll for the Skill Endeavour. If the heroes find the tower's hidden cellar and venture underground, end the Endeavour and move to Part II.
2	Abandoned Orc-cave	Orc-footprints cover the ground in front of a small cave. Inside are the remains of an old campfire and a broken spear.
3	Troll-print	Large, heavy footprints are imprinted in the mud. They were made by Frank the Troll. If the Company decides to follow the trail, the next success in the Skill Endeavour leads them to the <i>Troll's lair</i> . End the Endeavour and proceed to Part II.
4	Loose Button	A green button lies on the ground. Old Miller plugged it off of his shirt to help trackers. The captives must be still alive: everyone in the Company regains 1 Hope.
5	Hillside Entrance	The Company stumbles upon a tunnel mouth hidden behind bushes. This is the hillside exit of the <i>Chasm</i> , see <i>Fornost Erain</i> . If the Company ventures in, end the Endeavour and move to Part II.
6	Stomped Mushrooms	Orc-boots have recently stomped on a patch of mushrooms. Studying the direction of the footprints, the Player-heroes <i>gain (1d)</i> for the next roll in the Endeavour.



SETBACK TABLE:

Success die	Event	Description
1	Foul Weather	A sudden storm gathers, and the Player-heroes get soaked in heavy rain. Everyone in the Company gains 1 point of Fatigue.
2	Exhaustion	Physical exertion and lack of sleep catch up to the heroes. They all gain 1 point of Fatigue.
3	Dwindling Supplies	The heroes realise they didn't pack enough supplies for a long trek. All heroes lose 1 Hope.
4	Getting Lost	The Company walks in circles, losing time. All heroes lose 1 Hope.
5	Loose Earth	Ground crumbles beneath the feet of the Player-hero who made the last roll. They must succeed in an Athletics roll or suffer a severe loss of Endurance.
6	Ominous Drawing	An old, crude painting on a cliff side depicts Orcs swarming the city of Fornost. Everyone in the Company gains 1 Shadow point (Dread).

Part II: Under hill

Once the Company finds an entrance to the tunnels—either directly at the Orc caves or through the watchtower, the Troll’s lair, or the passage leading to the Chasm—they need to reach the Orcs’ prison, free the captives, and flee. The sections below describe how to use the tunnels and the key locations during this quest. The locations are described in more detail in *Fornost Erain*.

Through the tunnels

The **Dungeon delving** rules can be used to move through the tunnels with the following modifications:

- To keep things simple, the Loremaster may neglect Arvedui’s path.
- It is advisable to connect the different tunnel locations to different entrances in the Orc caves: the Troll’s lair to the southern tunnel and the Chasm to the approach.

The Loremaster may use the following description for flavour:

The tunnels spread under the hills like the strands of a cobweb. Dampness makes torches burn low, and the shadows creep closer. You get the distinct feeling you’re not alone: something lurks in the darkness.

The Loremaster should use the following **signs of Orc activity** to lead the Company towards the Orc caves:

- An Orc corpse lies on the ground. It was killed by Frank the Troll near his lair or by the Devourer in Darkness near the Chasm.
- A wounded Orc has left a trail of dark blood on the floor and walls, leading towards the Orc caves.
- Small, crude ‘X’ marks on the walls indicate passages explored by the Orcs near their caves.
- Sounds of distant footsteps and the smell of roasted meat emanate from the Orc caves’ direction.





Troll's lair

If the Company enters the lair **through the front entrance**, Frank the Troll (Stone-troll Robber, *The One Ring*, p. 152, with the **Thick Hide** Fell Ability of a Cave-troll) is in the treasure room counting his riches. A low fire burns in the main room's fire pit, but the side rooms are dark; the heroes only hear the clinking of gold coins and a voice humming:

'Hum-dumdi-dum, lots of shiny things, little shiny things...'

To sneak past unnoticed, each hero must succeed in a **Stealth** roll.

If the Company enters **through the back entrance** on their way back from the Orc caves, Frank is in the main room roasting a lamb. The heroes must choose an approach: negotiate with the troll, attack, or wait until he finishes eating and goes to sleep?

Frank is too large to chase the heroes into the tunnels, and he won't step out into the sun during the day.

Chasm

If the Company approaches the Chasm **from the hillside exit**, they encounter a party of torch-carrying Orcs on the other side of the Devourer's rift (**five Orc Soldiers**, *The One Ring*, p. 150). One of them is a prisoner from Lugnash's rebellion; the others are forcing him across the chasm to atone for his transgressions by seeking treasure at the *Dungeons*. The Orcs push the bridge over the chasm, and the prisoner starts to cross hesitantly. The heroes catch part of their conversation:

ORC 1: 'Shoo, maggot! You betrayed the boss-man; now you pay the price.'

ORC 2: (on the bridge) 'But... What if the monster returns?'

ORC 1: (laughs) 'You don't worry about that, maggot! If *you* don't return with *treasure*, you better not return at all! Treasure is what the boss wants, or the Black Blade, if you wish to be forgiven!'

ORC 2: 'Will you... wait for me?'

ORC 1: 'Not for long! We want to go back home, sleeping, soon as possible. You better hurry!'

(The 'Black Blade' is the *Black Blade of the Mountain King*, see *Fornost Erain*, sought by Gulbug. The 'monster' refers to the Devourer in Darkness.)

The prisoner scrambles towards the Dungeons, muttering a series of directions under his breath; the Orcs know the way. The Company may follow with a successful **Stealth** roll (the trip takes an hour or so)—it should be clear, though, that this is not the way to the Orcs' base of operations. If left unchecked, the Orc is ambushed and killed in the Dungeons by Wraiths; his corpse is left in the tunnel next to their treasure trove.

The other Orcs wait a few hours, after which they draw the bridge back and head to the Orc caves. The bridge is the Company's best bet to cross the rift.

Devourer in Darkness. The ground around the chasm is stained with black marks left by the Devourer. The beast may appear at the most opportune moment, see *Trigger: Devourer in Darkness*.



Orc caves

The Company reaches the Orc caves during the daytime when most Orcs are asleep. Only a handful of guards remain awake. Confronting the Orcs directly is risky; **sneaking through** the caves to the prison is the heroes' best bet. The Loremaster should call for **Stealth** rolls for each chamber the heroes cross with sleeping Orcs or Orc guards. See *Fornost Erain* for details.

If the Company wishes to **take out Orc guards** before the guards have the chance to sound the alarm, they must successfully ambush their opponents (each participating hero must succeed in a **Stealth** roll) and finish them off during the first round of combat.

To track the Company's progress, the players can **draw a map** of the caves as they go.

Cave mouth. The ground in front of the cave entrance is covered in Orc footprints. **Two Orc Soldiers** (*The One Ring*, p. 150) stand guard. The Loremaster should emphasise the enemy's overwhelming numbers: a direct approach is unlikely to work.

The Company should make an **Awareness** roll. If successful, they spot an unguarded crack in the rockside that leads into the side caves (see *Fornost Erain*).

Treasure cave and storage cave. The valuables and supplies stolen from the farmers are stored in the treasure cave and the storage cave, respectively, alongside the rest of the tribe's hoard. There is more than the Company can likely carry—**50 Load points worth of valuables** and **100 Load points worth of supplies**. The captives, if freed, can carry 10 points of Load each.

Prisoners. The captives—a woman, two men, and **Old Miller**—lie shackled into metal poles in the Orcs' prison. They are beaten and bruised but not lethally wounded. An Orc guarding the prison's entrance (**Orc Guard**, *The One Ring*, p. 150) holds the key to the shackles.

When the freed captives are following the Company, all **Stealth** and **Athletics** rolls to avoid enemies *lose* (1d). If the Player-heroes wish to cover the captives' retreat in combat, they need to hold the enemy off for two rounds.

Old Miller has the *Bold* Distinctive Feature and can provide assistance to the Company. If handed a weapon, he fights alongside a hero; the hero *gains* (1d) on attack rolls. If the hero receives a Piercing Blow, Miller throws himself in the way and is considered Dying (see *The One Ring*, p. 101).

Lugnash is also shackled here. He begs the heroes to free him, too, claiming to be an enemy of Gulbug, the Orc-boss, and promising to show the Company the quickest way out. He claims he was wrongfully imprisoned for the bigger Orcs' amusement and will surely be squashed in the fighting pit if left here.

If accompanied by Lugnash, the Company's Guide *gains* (1d) on all **Delving tests**. The Orc tries to lead the Company to the Chasm and then onward to the Dungeons to nick some treasure from the Wraiths' trove, and perhaps further to the Palace's upper levels to seek the Black Blade of the Mountain King (his fellow conspirators were sent to seek treasure from the Palace earlier, with the express command to find the Blade). He figures his new minions—the Player-heroes—will defend him against dangers, but he won't reveal his plans, repeating promises of a quick exit. The Loremaster should call for an **Insight** roll—if successful, the heroes realise Lugnash only wants to use them for his own purposes. If suitably intimidated, the Orc reveals his true motive and points the heroes towards the Chasm's hillside exit or the Troll's lair.

If the heroes refuse to help Lugnash, he yells out, alarming the other Orcs (see *Trigger: Alarm!*).





Trigger: Following the trail

In the Orc caves, The Loremaster may sprinkle the following clues of the prisoners' location on the Company's path:

- More green buttons lie on the ground, dropped by Old Miller.
- A pair of Orcs chat quietly: 'The raid was a success?' 'A great success, I hear. And they caught some prisoners! We're gonna have some fun later. Threw them into the prison behind the pit, together with that traitorous Lugnash-fellow...'. The Orcs gesture in the prison's direction.
- Old Miller yells for help. The Orc Guard goes to beat him up, and the yell is cut short.

Trigger: Alarm!

If the Orcs are alarmed to the Company's presence, they come running. If the Company tries to outrun their pursuers, replace the **Stealth** rolls with **Athletics** rolls as the heroes sprint through the caves (see *Orc caves* above). If the Company hides, all further **Stealth** rolls *lose (1d)*: the Orcs are up and investigating the cause of the commotion. If the heroes are caught in a fight, use the rules in the *Melee in the main cave* box in *Fornost Erain*.

If the heroes flee into the tunnels, out of the Orc caves, use *Trigger: Chased!* below.

Trigger: Magbarog

A light sleeper, Magbarog may wake up to the sound of someone sneaking through the Orc caves. She follows the Company to the prison and confronts them at the edge of the fighting pit. (Lugnash squeaks in fear and warns the Company of the big Orc's fighting prowess.) Magbarog sounds the alarm and charges; the Company has two rounds to deal with her before more Orcs join the fray (see *Trigger: Alarm!*).

Dungeons

If the heroes follow Lugnash, they may end up in the Dungeons, entering through the treasure chamber. The Orc hauls in as much treasure as it can carry. The Devourer in Darkness is not currently in, though it may appear at a dramatic moment (see below). The **Wraiths** are the main obstacle between the Company and the Palace's upper levels.

To keep the adventure within the time limit, the Loremaster may cut the Company's adventures within the Palace short—a single Dungeon delve leads them through the Palace underground level to a long staircase that ends at an abandoned kitchen on the Palace ground floor, next to an exit. Lugnash refuses to step outside into the sun and scurries off to explore the Palace's upper levels.

Trigger: Devourer in Darkness

At the most opportune moment, the Devourer in Darkness may ambush the Company. It can crawl up from the Chasm, reaching out with its tentacles to crash the Orc-bridge, or strike at the Dungeons or next to the Orc caves. The Devourer's appearance may be the climax of the adventure. It may even scare away Orcs that are assaulting the Company—out of the frying pan, into the fire.

Trigger: Chased!

If the Company flees an enemy into the tunnels, or if the Loremaster wishes to crank up the tension—for example, for a final climactic flight—the Company may be chased by the Orcs or the Devourer in Darkness. The Orcs, in particular, will notice the missing prisoners sooner or later and will pursue, with the sound of drums and horns echoing in the tunnels. See the Dungeon delving rules in *Fornost Erain* for details on running a chase.



Trigger: Rangers to the rescue

Before settling in the caves, Gulbug's tribe thieved and plundered its way through the land, attracting the attention of the Rangers of the North. A group of Rangers (**Mothwen**, **Tarmund**, **Searos**, and **Caladion** from *Fornost Erain*) are tracking the tribe and may appear in the nick of time to help the Company out of trouble. The Rangers won't enter the tunnels, but they may engage Orcs or Frank the Troll at a cave entrance, drawing heat away from the Company and letting them escape.

Ending the adventure

The adventure ends when the heroes exit the tunnels with the freed captives. The Loremaster should make the final phases of their escape exciting—an intense chase or an encounter with the Devourer in Darkness or Frank the Troll is appropriate. No monster follows the Company out into the sunlight, and the trek back to the farms is uneventful.

The farmers rejoice for the saved captives and welcome the heroes to rest at their homes. The Greenway Company stays for a while to keep watch over the farmsteads, but the hills are silent. No new Orc attack comes. Maybe the Orcs are dealing with the tribe's internal problems or clashing with one of the tunnels' other threats. However, if the heroes failed to retrieve the stolen supplies, the next winter will be harsh. As the first snows fall, the farmers regulate what little food they have and prepare for a long wait for spring.

Time management. The adventure is very modular. Different groups may take wildly different routes through the tunnels and encounter different adversaries. The Loremaster may make it easier to bypass obstacles with stealth to speed things up and use the various triggers to add encounters that increase the run time. If a group is particularly fast, the Lore-

master may improvise a final encounter at the farms next night, with Magbarog leading a band of Orc warriors on a revenge strike.

Themes

An advanced Loremaster may emphasise the following themes to tie the various elements of the adventure into a coherent whole.

Light and darkness. The Loremaster may play up the contrast between light and darkness. The adventure starts in the nighttime, with red flames rising towards the dark sky. The atmosphere is gloomy and hopeless. The tunnels are pitch black; the only light emanates from the fires of the heroes and villains. Enemies are heard before they are seen, and even when seen, they start as black shapes looming in the shadows. If the heroes wish to remain unnoticed, they must extinguish their torches and feel their way through the darkness. The Devourer in Darkness has a complicated relationship with light, sucking it in greedily but also fearing an open flame. All the enemies lurking in the tunnels fear the Sun and won't walk outside in the daytime; if the Company is chased, the daylight shining at the end of a tunnel is their salvation.

Time pressure. The Company is in a hurry: who knows how long the captives will survive in the hands of the Orcs? The Loremaster may emphasise the growing desperation if the Company's search for the Orc caves drags on. When the captives are free, the Loremaster should keep up the sense of urgency: the Orcs soon notice the missing prisoners and start a chase. If the adventure takes place in one gaming session of limited length, the Loremaster may even stipulate that the rescue operation fails if the clock runs out—the Company gets lost in the tunnels and the captives are dead. So get moving!

Chapter 5

Fell Winter

‘Mean folk shall rule the last remnant of the Kings of Men, lurking in the hills until all are hounded out...’

Duration	Heroes	Time	Locations	Other material
5 hours	5	Winter, 2967 T.A.	<i>Farmsteads, Cultist camp, Upper hall, Feasthall, Library, Grand staircase, Witch-king’s laboratory</i>	<i>Cult of the Witch, Witch-king’s sceptre, Elizabeth</i>

What’s going on?

On the northern wastes of Eriador live clans of Hillmen, people tracing their ancestry back to the ancient kingdom of Rhudaur, who once swore fealty to the Enemy. Rhudaur is long gone, but secret cults to the Witch-king live on among the Hillmen. One such cult is led by Catelyn, a Dúnedain woman who receives strange visions through a fractured mask. Her cult calls her the Witch and believes her to be the Witch-king’s heir, destined to bring back the glory days of Angmar.

This year, the winter is harsh. The hills are covered in deep snow and the wind howls. The spring that was supposed to be right around the corner never came. The cold spell is not natural: it is caused by an ancient evil buried beneath the ruins of Fornost Erain. As if responding to the strange events of the city, the Witch-king’s sceptre has awakened and summoned a fell winter upon the land.

Catelyn has received visions of a door opening underground; the Witch-king’s sceptre beckons her to come and claim it. Through the blizzard, she led her cult to Fornost to search for the artefact. The Hillmen made a camp on the North Downs, and two weeks ago an expedition took over the upper levels of the Royal Palace. Now, they seek a way down. Patrolling Rangers spotted the cultists’ tracks in the snow, concerned about outsiders entering their ancestral city.

On the farmsteads near Fornost, people are suffering. Ill-equipped for the prolonged winter, their supplies are running out. The situation is desperate. A group of heroes helps the locals in any way they can, gathering to a council at Cherry Lane Farm to find a way to survive.



Past events

Winter has continued for months. You are the Greenway Company, a group of heroes lodging at the farms near Fornost Erain, the ancient, ruined city of kings. Much has happened near the old fortress city since you arrived: you’ve helped the locals fend off both highwaymen and Orcs. Now, the farmers trust you and you share their hearth and the food at their table while guarding them against new threats. It is a mutual bond.

Last year was difficult, but the winter is harder still. The farmsteads are covered in snow. It blocks the roads and threatens to collapse the roofs of buildings. A freezing wind attacks anyone daring to step outside. You help as best you can, carrying firewood and distributing the remaining food, but storages are running low. If things don’t change, people will start dying.

In fact, the winter seems a little *too* harsh. Spring should have arrived weeks ago—yet it didn’t. Those of you with knowledge of such things can’t help but wonder if the frost is the work of the Shadow. Could it be connected to the mysterious events in Fornost?

Part I: Through the snow

The adventure starts at Cherry Lane Farm (see *Farmsteads* in *Fornost Erain*), where the Company considers their options with their allies.

Council at Cherry Lane Farm

The locals have gathered at Cherry Lane Farm, one of the bigger farmhouses of the region, to seek shelter and guidance. Heads of families stand around a big table with a group of Rangers of the North, fresh from a patrol. A council is about to start.

Women and children have packed into a side room. Next to a fireplace, an old lady sits in a rocking chair, surrounded by youngsters. She is about to start a story. The parents give her disapproving looks.

More people are scattered around the house—there are a few dozen farmers here in total. A teenaged girl sits next to a window, peering out into the blizzard with a frown on her face.

Ask the players to introduce their characters and describe how they engage in the meeting. **Gwaeth** is expected to attend the council with the Rangers and the farmers. **Chad** is not present yet (see *Wolf attack!* below). Relay the following to the Player-heroes present.

Council. **Amos Summers**, the owner of the house, speaks for the farmers. He lays down the situation.

- The farms will run out of supplies within two weeks. The storages are spent or buried under snow and ice. Southern merchants haven't shown up in months.
- Gathering wood and hunting for game is nigh impossible as long as the blizzard continues.
- Evacuating south to Bree has been brought up, but the roads are drowned in snow, and the elderly won't survive the trip through the cold.

Four Rangers are present, in addition to Gwaeth: **Tarmund**, **Mothwen**, **Saeros**, and **Caladion** (see *Rangers of the North* in *Fornost Erain*). They have been scouting Fornost and its surroundings. Tarmund gives their report.

- Before winter arrived properly, the Rangers entered Fornost and scouted the ruined Royal Palace. The place was quiet but eery; they drew a **map** of the upper floors but never ventured deep. The Rangers hand the map to the Company (see *Part II: The castle*).
- A week or so ago, the Rangers found tracks in the snow, a deep trail between Fornost and the North Downs.
- In the night, the Rangers have seen a green

light shining from an upper floor of the Palace near the main entrance.

- The weather forced the Rangers to seek shelter at the farms before they could investigate more thoroughly. They are exhausted and need some days to recuperate.

After the reports, those present turn to the heroes—in particular, to **Gwaeth**—for advice. There are no easy solutions to the farmers' troubles, but the Rangers' concerns clearly warrant an investigation.

Elizabeth's story. The old lady in the rocking chair is **Elizabeth** (see *Fornost Erain*), and she tells a story about the days of old.

'When the Men of the West first came to these parts thousands of years ago, what they found were forests and wastelands. They built cities and crowned themselves kings. The land's old inhabitants bowed to them. The Northern Kingdom, they called their realm, and it prospered for centuries.

But there rose another kingdom, the Dread Realm of Angmar. It was ruled by the terrible Witch-king, a sorcerer wielding a crown, a mask, and a black sceptre of dark magicks. They say he had no head! And some of the land's old inhabitants, the Hillmen, bowed to him instead of the Men of the West.

There was a long and terrible war which lasted for centuries, and in its center was the Norbury of the Kings, the capital of the Northern Kingdom, which now lies in ruins. For the Witch-king invaded the city, and ruled there for a year and a day.

It is said the Witch-king, wielding his black sceptre, could command the spirits of wind and weather, to control frost and thaw. Now, the winter was cold that year, just like it is now, and it is said the Witch-king summoned great ice and storm to sink the ship of the Last King in the North, who had escaped to sea. So ended the rule of the Men of the West.

But the Witch-king also was thwarted, by a great host of Men and Elves, who drove him away from the North. Yet to this day, the Norbury of Kings lies in ruin and, it is said, haunted by the terrible power of Angmar that still lingers in the ruins of the Royal Palace.

Old lore has it that one day the Witch-king's heir shall return to reclaim that power, and the land be covered in darkness!

Children gasp at the tale's end, and Elizabeth grins. Adults roll their eyes. Like most of her knowledge, Elizabeth learned the tale from her mother and doesn't have much to add, even if the heroes press her.

Girl at the window. The girl at the window is **Hannah**, Amos's eldest daughter and Chad's sweetheart. She knows Chad is out in the snow to haul a load of firewood to the farm. He is late, and she is worried, keeping a constant eye on the yard for signs of movement.

When Elizabeth's tale is over and the council is ending, Hannah lets out a shout that turns from excitement to fear. Something moves in the blizzard—the shape of a Man, chased by dark figures. If a hero accompanies her at the window, they may make a **Scan** roll to recognize Chad followed by five large wolves.

Wolf attack!

If **Chad** is one of the Player-heroes, read the following to his player: **You are riding a sleigh and a horse through the blizzard, carrying firewood to the Cherry Lane Farm. Suddenly, you hear a howl in the distance. Then another one, and a third—closer. Grey shapes appear amidst the falling snow. You see the hill of the farmhouse looming ahead and spur the horse on, but one of the shapes reaches you and jumps. The sleigh falls over, and you roll to the ground. Clutching your father's sword, you scramble to your feet and run up the hill, towards safety, beasts on your heels.**

Chad should make an **Athletics** roll. If the roll succeeds, Chad reaches the farmhouse's yard before the wolves attack, and other alerted heroes may join him in the fight. If the roll fails, the wolves reach Chad on the slope—he has to fight alone against two of them for one round before other characters can join. If someone was in the window with Hannah, they may join Chad for this first round.

Read the following to the other heroes: **Chad runs up the hillside towards the farmhouse. Right on his heels run five large wolves with shining eyes and gaping maws. The closest one charges forward and leaps!**

Wolves. The pack consists of **four Wild Wolves**, led by a **Wolf-chieftain** (*The One Ring*, p. 136–137). The wolves are hungry and fight until three of them are dead, at which point the rest flee.

The Wolf-chieftain is smart and knows the Common Speech. It has seen the cultists and remembers the old tales; with its last dying breath or just before fleeing, it threatens the heroes:

'You may have won this battle, Man-spawns, but the Witch-king's heir is here. Soon, my kind shall feast!'





Into the snow

After dealing with the wolves, the heroes must decide how to proceed. All signs point towards Fornost Erain and its Royal Palace: maybe a solution is buried within?

The day after the meeting, the snowfall stops. This is the heroes' chance to make their play. The Rangers of the North are in no shape to travel, but they promise to keep the farmers safe in case of further wolf attacks.

As the Company sets off, read the following:

Snow crunches beneath your feet as you set off into the crisp morning air. For a while, sunlight glimmers on the pristine snow crust, then clouds cover the sky. Avoiding the deepest snowbanks, you make your way towards the hills.

Clearing a way through the snow is hard work, but after half a day, you arrive at the feet of the North Downs, covered in a white blanket. On the nearest hill rises Fornost Erain, Norbury of the Kings.

Exhausted by the trip, each Player-hero gains 3 **Fatigue**, reduced by a **Travel** roll, as if after a Journey.

Cultist trail. The cultists have left a wide trail through the snow behind the hill of Fornost, made by a cart and half a dozen people. The trail is easy to find. In one direction, it leads to the *Cultist camp*, in the other, to the Palace's *Back entrance*. If the Company follows the latter route, move to Part II.

To Fornost. If the Company heads straight to the city, perhaps following the rumour of green light in the night, the Loremaster may skip Dungeon delving for Fornost grounds and move straight to Part II and the *Palace entrance*.

Cultist camp

Each Player-hero gains 2 **Fatigue**, reduced by a **Travel** roll, both for the trip to the camp and for the trip back.

Like everything around here, the cultist camp is covered in snow. See *Fornost Erain* for the camp's layout and events there. The Company's visit should focus on discovering hints of the cult's purpose: to find the Witch-king's sceptre, an artefact with the power to command weather. The Loremaster can use the following **clues** to direct the Company:

- Hillmen discuss their mission—see *Trigger: Spying on the Hillmen*.
- Priests in fur-lined winter robes move around the ritual square and in and out of the Witch's tent. Inside the tent, the Company may find information—see *Trigger: Scattered paperwork*.
- In the evening, the priests gather around the fire pit to sacrifice a white rabbit to the spirits. **Simeag**, their leader, chants in the Hillmen's tongue, asking for visions to guide the clan, power to withstand the snow, and fortune for the Witch-king's heir in her quest in Fornost. The Player-heroes must succeed in a **Lore** roll to understand the basics of the chant.



Trigger: Spying on the Hillmen

Heroes spying on the Hillmen overhear snippets of conversations:

- Hillmen discuss the supply runs, mentioning ‘camp,’ ‘castle,’ ‘cart,’ and ‘heir.’
- A group of cultists listens to an elderly Hillman telling a story of the days of Angmar, mentioning ‘Witch-king,’ ‘Men of the West,’ ‘war,’ and ‘sorcery.’
- Cultists discuss their mission in Fornost, mentioning ‘search,’ ‘sceptre,’ and ‘underground.’

Understanding the basics of the Hillmen’s tongue requires a successful **Lore** roll.

Trigger: Interrogating the Hillmen

If a cultist is caught for interrogation, they answer questions in broken Common Speech, revealing the following:

- The cult is led by the mysterious Witch, the Witch-king’s heir, who guides the others through her visions.
- The cult has a camp on the hills, with a forward expedition in Fornost.
- The cult searches for a magical sceptre buried somewhere underground beneath the Royal Palace of Fornost.

- The cult wants to expand their territory and take revenge on the Free Peoples for wrongs suffered a long time ago. The sceptre gives them this power.

Trigger: Scattered paperwork

The Company may find scattered pieces of the Hillmen’s paperwork in the Cultist camp and around the Royal Palace of Fornost, including:

- A message from the camp to the expedition in Fornost:
‘The supplies are dwindling. I pray your search soon bears fruit. May the visions guide the Heir. –Simeag’
- A message from the expedition to the camp:
‘We have set up camp in the upper floor of the Royal Palace. The search continues. –C’
- Scribbled drawings depicting a five-pronged sceptre and a partly open door. The word ‘UNDERGROUND’ is written next to the door and circled many times. (Catelyn made the notes based on her visions; the cultists have since produced several copies.)

Most of the writing is in the Hillmen’s native tongue; deciphering the basics requires a successful **Lore** roll. The Loremaster may use these clues to keep up the players’ interest or to reward them for successfully infiltrating Hillman territory.



Part II: The castle

The **Dungeon delving rules** should be used to move between locations inside the castle. On the Palace ground and upper floors, the **Rangers' map** helps the heroes navigate, indicating all the locations listed in this section. The Guide **gains (1d)** for the Delving tests.

Eventually, the heroes are likely to seek a way underground: the *Grand staircase*, found on the map. The Loremaster may control the flow of the adventure by deciding which locations the Company runs into on their way. Example routes include:

- Palace entrance → Library → Grand staircase
- Palace entrance → Upper hall → Grand staircase
- Back entrance → Library → Grand staircase
- Palace entrance → Upper hall → Library (through the spiral staircase) → Grand staircase

The locations are described in detail in *Fornost Erain*. The following sections give additional instructions on using the locations in this adventure.

Palace entrance

If the Company plans to investigate the nightly green lights, they are likely to come to the Palace's front entrance. The ground floor entrances are **blocked by snow**. Digging through is a **Laborious Skill Endeavour** (Resistance 6). Every time a Player-hero fails a roll, they **gain 1 Fatigue**.

If the heroes circle around the Palace looking for another way in, they find the unblocked *Back entrance*. Alternatively, they may climb to the balcony where the light emanates from.

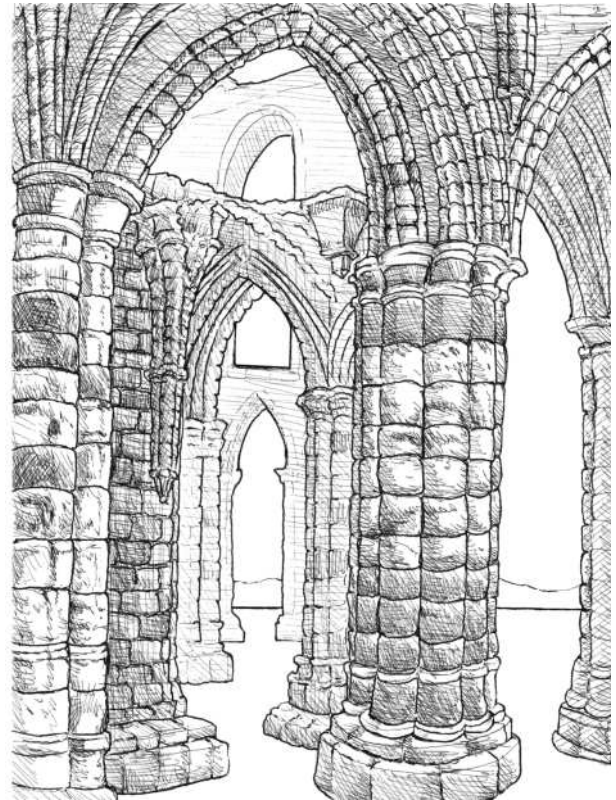
Upper hall

When the Witch-king's sceptre awakened, the magic of the Upper hall also turned on: the ghost lights burn during the nights, and the obsidian throne gives visions to those who dare to sit on it.

Throne. Instead of the visions described in the *Sitting on the throne* box in *Fornost Erain*, the throne offers the following vision:

The earth shakes beneath the hills. Massive brass doors move ajar somewhere underground. A black sceptre with an end like a five-pronged crown is engulfed by frost. A mask hovers in darkness, and a voice echoes: Come, claim my power.

The mask is that of the Witch-king, the same worn by Catelyn and the statue at the Grand staircase.



Hillmen. During the night, a **Mask-bearer** and **three Southerner Raiders** (*The One Ring*, p. 146) come to the Upper hall. The Mask-bearer keeps watch while the cultists sit on the throne one by one to receive visions. A sitting cultist freezes in place, and after a few minutes, their companions lift them back up, shaking their heads. The cultists try to pry information about the Witch-king's sceptre, with little success. When they are done, the cultists exit into the direction of the Feast hall.

If confronted by the Player-heroes, the cultists draw their weapons and threaten the intruders in broken Common Speech. They don't want to fight outnumbered, though, and would rather retreat to the Feast hall to call for reinforcements.

Feast hall

If the Company follows the cultists from the Upper hall, they find the Feast hall occupied by the cult. The area is swarming with Hillmen, and guards patrol the surrounding corridors. Catelyn is not here, but **two Mask-bearers** are.

Sneaking in is difficult; attacking is a suicide. The Hillmen attack outsiders on sight. Still, a resourceful Company may find information here—see *Trigger: Spying on the Hillmen* and *Trigger: Scattered paperwork*.

Back entrance

If the Company follows the cultist trail towards the Palace (see *Into the snow*), they find a collapsed section of the city wall and, close by, a door cleared of snow. The door leads to the Palace's **abandoned kitchen** with a stove, long tables, and scattered, rusty metalware. Crates full of root vegetables have been left in a corner by the cultists.

Library

The Library is a side destination on the Company's way towards the Grand staircase. On their way past, the heroes see light shining from the library hall and hear the sound of footsteps and the shuffling of parchment. There are cultists here, and information.

Cultists. **Four Southerner Raiders** (*The One Ring*, p. 146) carry lanterns and search the shelves of the library hall for hints of a way down. If the Company spies on them, they hear snippets of a conversation in the Hillmen's own tongue (**Lore** roll to understand): *'Nothing here... Just decayed tomes... No way underground.'*

If confronted, the Hillmen act aggressively, but they don't want to fight here—instead, they retreat towards the Feast hall through the Library's spiral staircase.

Books. The cultists are currently studying the Library's few surviving tomes. The tomes may provide the heroes interesting information about Fornost's history; see *Fornost Erain* for details.

Grand staircase

The Grand Staircase is the Company's gateway to the underground level. The Company may enter either through the upper or middle landing, depending on their route through the Palace. The **statue** of the Witch-king ties into the adventure's themes—the heroes recognise the figure with a successful **Lore** roll. Once the heroes venture to the bottom level, move to Part III.

Trigger: cultist in the shadows

A cultist may follow the Company in the shadows as they trek through the Palace. The Loremaster should ask for periodic **Awareness** rolls to determine if the Company notices the spy. If spotted, the cultist tries to escape to report the Company's presence to Catelyn. If caught, the cultist is fearful and surrenders; see *Trigger: Interrogating the Hillmen* above.

The Loremaster may use this trigger to feed the Company information about the cult, especially if the Company dodges other cultist encounters on their way to the Grand staircase.



Part III: Heart of winter

Dungeon delving rules may be used for the Company's trek through the Palace's underground level. The Ranger map no longer helps the heroes here, but there is only one destination: the Witch-king's laboratory.

Witch-king's laboratory

The Witch-king's laboratory is described in *Fornost Erain*.

The laboratory's sealed **doors are ajar**. They were opened by the Witch-king's sceptre when it started to call out to Catelyn. Cold emanates from behind the doors; every surface is covered in frost. The heroes can see their breath condense in the air.

Sceptre. The cold intensifies in the war room. The Witch-king's sceptre is ice-cold: a Player-hero touching it with bare hands **suffers a moderate loss of Endurance** (on top of any Endurance loss caused by the blades protecting the sceptre). A Player-hero holding the sceptre recognizes it as the source of the cold that holds the land in its grip.

When the sceptre is drawn, Catelyn senses its presence clearly and leads the cultists against the heroes. The heroes will likely have to wait until they are safely back at the surface to deal with the sceptre.



Trigger: Armour spirits

As described in *Fornost Erain*, the suits of armour on the laboratory's walls may come to life to defend the Witch-king's secrets at the most opportune moment.

Trigger: Hillman ambush

The Hillman cultists may ambush the Company after they retrieve the sceptre—for example, at the laboratory's doors or on the middle landing of the Grand staircase. Their forces include **Catelyn, three Mask-bearers**, and **four Southerner Raiders** (*The One Ring*, p. 146).

Confronting Catelyn. The cultists block the Company's way and Catelyn steps forward. She holds her hand out and, from behind her broken mask, speaks in an icy voice:

'Hand over the sceptre. It belongs to me by birthright. I am the Heir.'

Attentive heroes realize the masked woman is not one of the Hillmen—in fact, her height, pale skin, and dark hair indicate she's one of the Dúnedain. If provoked, she reveals the following about the sceptre, herself, and the cult:

- The sceptre belonged to the Witch-king, who ruled here a thousand years ago. The sceptre has the power to control the weather, and it is the cause of the continuing winter. If the heroes hand her the sceptre, Catelyn promises to end the spell—she knows how.
- Catelyn is a descendant of kings (or so she claims), and has a right to the spoils of the war against Angmar, the sceptre included. The Rangers of the North are weak; they would rather hide the sceptre than use its power for the greater good.
- Too long the land has suffered in confusion and chaos. Catelyn has 'seen the way,' and with the power of the sceptre, she will make others bow before her and restore the glory of the old days.

Catelyn will not negotiate about the sceptre. If necessary, she repeats her demand—hand over the sceptre, or die. If the heroes oblige, she lets them go, and the winter will indeed end. However, as should be clear to the Company, Catelyn's goals are nefarious: she will use the sceptre to raise a host of dark spirits and march to conquer Eriador. Opposing her is the heroic choice.

Fight. If the heroes refuse to hand over the sceptre, the cultists attack. This is a difficult fight, and fleeing with the sceptre may be the heroes' best option. The cultists try to block the exit; unless the heroes outnumber their foes, they may **flee** past the blockade only by assuming a **Defensive stance** and succeeding in an attack roll, as described in *The One Ring*.

Dealing with the sceptre

To end the cold spell, the Company has at least the following options:

- Try to use the sceptre to command the weather—a dangerous proposition, see the rules for the sceptre in *Fornost Erain*.
- Destroy the sceptre by melting it in a forge. This can be done at the farmsteads, but at first it only makes the blizzard worse, as the dark magic is released. The farms get buried under multiple yards of snow and ice before the storm subsides, leading to loss of life and property.
- Bring the sceptre to one of the Wise hoping they can undo the magic.
- Take the sceptre far away, bringing the cold weather with it but saving the farmsteads.

Council, again. The Company may opt to bring the sceptre to the farmsteads, in which case the farmers and the Rangers gather to a new council, trying to decide the best course of action.

- Some of the locals—Old Miller chief among them—advocate for using the sceptre to end the spell and protect the village.
- Amos Summers wants to see the sceptre gone and doesn't want the farms endangered by foolish experiments.
- The Rangers suggest Elrond Half-elven may know how to deal with the sceptre.

The final decision falls on the Player-heroes.

Ending the adventure

After the Player-heroes decide what to do with the sceptre, the adventure ends. The Loremaster may narrate the consequences of the decision or leave the story open—if the sceptre is not destroyed outright, there may yet be more adventures in store for the Greenway Company before the threat is over.

One way or another, as the sceptre's influence on the land around Fornost fades, so does the winter. Spring arrives, bringing relief and joy to the farmers. The sun shines warmly again, green returns to the trees, and birdsong fills the air. After a difficult end to a difficult year, the locals start the process of recovery and rebuilding. What becomes of the cult of the Witch? That is a topic for another tale.

Time management. The middle part of the adventure branches into many directions, and the Loremaster may pick and choose which locations the Company encounters on their way to the Witch-king's laboratory. The other locations act as a setup

for the laboratory, which is the adventure's focal point; sufficient time should be reserved for its exploration. If in a hurry, the Loremaster may skip the encounter with the armour spirits and move straight to the climactic encounter with the cultists.



Themes

An advanced Loremaster may emphasise the following themes to tie the various elements of the adventure into a coherent whole.

Snow and ice. The struggle against the cold is central to the adventure. The Loremaster may emphasise the difficult conditions when the Company travels: slogging through deep banks of snow is exhausting, and melting snow wets the heroes' clothes. Frost covers the characters' facial hair, and wind numbs exposed skin. Inside the castle, the cold intensifies, especially when the heroes descend underground towards the Witch-king's laboratory. Breath condenses in the air, and touching metal burns the hand. A layer of ice covers flat surfaces, crackling beneath the feet and making staircases and corridors slippery. The weather is deadly: the heroes must keep moving and keep warm.

Heritage of the Dúnedain. The Dúnedain first came to Eriador as colonists, building settlements and cutting down forests. Later, they built prosperous kingdoms, ruling over the land's original inhabitants in harmony. However, some did not accept their dominion: the Hillmen of Rhudaur joined Angmar in its war against Arthedain. When Angmar fell, the Hillmen's civilisation was razed to the ground, and a thousand years later, they still harbour ill will against the Free Peoples. In Catelwyn, the worst traits of both sides combine: the Dúnedain's arrogance (hailing back to the last kings of Númenor) and the Hillmen's bitterness and willingness to side with the Enemy to reach their goals. The full story of Catelwyn and the Dúnedain is not central to the adventure, but if the Loremaster so wishes, they may expand on this aspects of the tale. The cultists, Elizabeth, and the Rangers can all offer insights into Catelwyn's character. Knowledgeable Player-heroes may recall details from the history of the Northern Kingdom, or find them in the books of the Library.

Chapter 6

Characters and Treasure

The next pages present:

- The character sheets for the six heroes of the Greenway Company (one for each *The One Ring* Heroic Culture and Calling),
- General character descriptions and adventure-specific prompts,
- Starting values for Treasure ratings, Hope and Shadow points, and Shadow scars (if any),
- Summaries of the characters' Cultural Virtues and other important mechanics.

The characters were built using *The One Ring* rules and 16–24 Skill and Adventure points each. The extra Success dice from useful items have been marked in the Skill boxes with open circles.

Descriptions. Before the game starts, the players should read their character's general description and

the adventure-specific prompt. The prompts offer character motivations, role-playing opportunities, and character-specific knowledge that may help the players during the game.

Starting values. The characters' differing starting values and ratings compensate for the differences in used Experience points and help demonstrate the mechanics related to Hope and Shadow to new players. The values should be set before the first adventure, *Kings of Norbury*, p. 5; they then carry over to the next adventures as described in *Campaign*, p. 2.

Treasure Index. After the character sheets, there is a Treasure Index with two magical items for each hero. As instructed in *Campaign*, the Loremaster should distribute these items freely during the adventures. The Index is presented as cards that the Loremaster may print, cut, and hand out to the players once they learn the properties of their items.

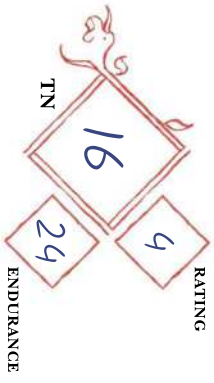
NAME
Chad Miller

Heroic Culture *Men of Bree*
Cultural Blessing *Bree-blood*
Calling *Treasure Hunter*

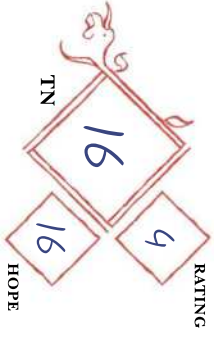
Age *17*
Patron *Shadow Path*
Standard of Living *Comm.*

Treasure
Distinctive Features *Eager, True-hearted,*
Burglary
Flaws

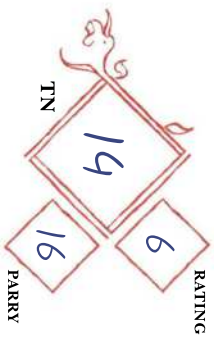
STRENGTH



HEART



WITS



SKILLS

<input type="checkbox"/> Awe	<input type="checkbox"/> Einhearten	<input type="checkbox"/> Persuade
<input type="checkbox"/> Athletics	<input type="checkbox"/> Travel	<input type="checkbox"/> Stealth
<input type="checkbox"/> Awareness	<input checked="" type="checkbox"/> Insight	<input type="checkbox"/> Scan
<input type="checkbox"/> Hunting	<input type="checkbox"/> Healing	<input checked="" type="checkbox"/> Explore
<input type="checkbox"/> Song	<input type="checkbox"/> Courtesy	<input type="checkbox"/> Riddle
<input type="checkbox"/> Craft	<input type="checkbox"/> Battle	<input type="checkbox"/> Lore

REWARDS

VALOUR:
Keen Sword (family heirloom)
(Piercing Blow on 9+)

VIRTUES

WISDOM:
Confidence (+2 Hope, 16 total)
Desperate Courage

CONDITIONS

Worn
 Miserable
 Wounded
Injury:

COMBAT PROFICIENCIES

Axes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bows	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spears	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Swords	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

TRAVELLING GEAR

Padded shoes (Stealth)
An interesting stick (Explore)

WAR GEAR

Sword	Damage: 4	Injury: 16	Load: 2	Notes: Keen
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ARMOUR

Leather Shirt	Protection: 1d	Load: 3
Helm		

SHIELD

	Parry	Load
--	-------	------

Chad Miller (Men of Bree / Treasure Hunter)

You are an ordinary boy from an ordinary farm, living an ordinary life of working in the fields with the grown-ups, stick-fighting with your friends, and courting the girl you fancy. But when things start to go down in the ancient ruins nearby, nobody is safe, and somebody needs to do something. That somebody is you. And was there some talk of treasure? You don't your father's old sword and join a band of adventurers to free your homeland of the Shadow.

Kings of Norbury: A few weeks ago, a band of ruffians came up along the Greenway, led by a woman carrying two knives. They invited people on a treasure hunt in the ruins of old Norbury, and many youngsters joined them, including your friend Amos. Now, they're coming back, threatening people and stealing foodstuff. They must be stopped. The treasure sounds interesting, though.

Over hill and under hill: Your father has been kidnapped! You were carrying his sword, hanging around with the local adventurers, and you arrived at the scene too late. Would he have been able to defend himself with a weapon, or would he have ended up killed like the other farmers?

Fell Winter: You have been helping the locals to the best of your ability, hauling firewood through the blizzard with a horse-drawn sleigh. Today, on one of your treks, you hear howling from behind...

Starting values	
Treasure	31
Hope	16/16
Shadow	0

Bree-blood: Increases the Fellowship score by 1 point (affects the whole Fellowship!).

Desperate Courage: When you choose to spend Hope on a roll, you can choose to also gain 1 Shadow to be Inspired for that roll (gain 2 Success Dice instead of 1).

Making rolls:
Roll 1 Feat die (12-sided) (2 if Favoured/Unfavoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:
Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (to needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope):
Eye of Sauron automatic failure.

Wearry (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.

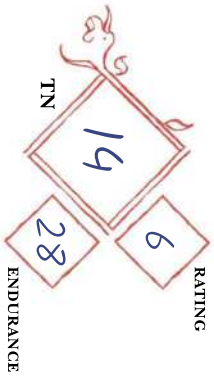
NAME
Farin

Heroic Culture *Dwarves of Durin's folk*
 Cultural Blessing *Redoubtable, Naugrim*
 Calling *Scholar*

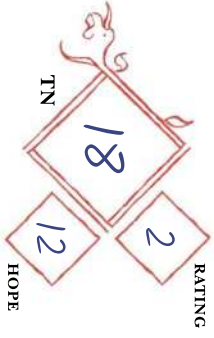
Age *197* Standard of Living *Prosperous*
 Patron *Shadow Path*
 Shadow Path *Lure of Secrets*

Treasure
 Distinctive Features *Proud, Lordly,*
Rhymes of Lore
 Flaws

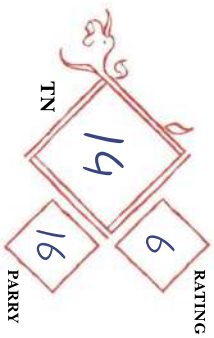
STRENGTH



HEART



WITS



SKILLS

- Awe
- Athletics
- Awareness
- Hunting
- Song
- Craft

- Einhearten
- Travel
- Insight
- Healing
- Courtesy
- Battle

- Persuade
- Stealth
- Scan
- Explore
- Riddle
- Lore

COMBAT PROFICIENCIES

- Axes
- Bows
- Spears
- Swords

REWARDS

Grievous Mattock
 (+1 Damage, 8 total)

VIRTUES

Confidence (+2 Hope, 12 total)
 Broken Spells (Song, Craft, Stealth)
 Dark for Dark Business

CONDITIONS

- Wary
- Miserable
- Wounded

Injury

TRAVELLING GEAR

- Rune-adorned hammer (Craft)
- Travelling boots (Travel)
- Tome: History of the North (Lore)

WAR GEAR

	Damage	Injury	Load	Notes
Mattock	8	18	3	2-handed, Grievous
Short Spear	3	14	2	Can be thrown

ARMOUR

	Protection	Load
Coat of Mail	+4d	6
Helm Helm	+1d	2

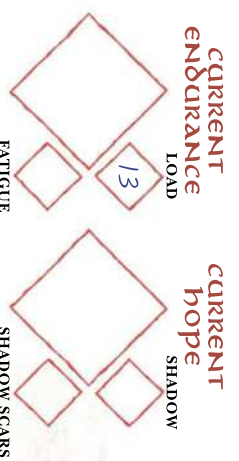
SHIELD

	Parry	Load

ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE

CURRENT ENDURANCE LOAD CURRENT hope SHADOW

FATIGUE SHADOW SCARS



Farin (Dwarves of Durin's folk / Scholar)

You are a renowned scholar of the ancient world and a friend and advisor of Dáin Ironfoot, the King under the Mountain. In your youth, you lost many friends to Orc-blades in the battle of Azanulbizar. Later, you travelled across the North, visiting the ruined strongholds of Men and Dwarves, and learned many secrets. Worried of the rumours of the returning Enemy, Dáin has sent you out once more to gather intelligence about the old gathering places of the Shadow and aid the heroes of Eriador with your expertise.

Kings of Norbury: You know many things about Fornost Erain, the ancient city of the Dúnedain. They say the city's Royal Palace was a marvel to behold, and Dwarves aided in constructing its underground levels. Later, the city was overtaken by the Shadow.

Over hill and under hill: Cursed Orcs. During the day, they hide underground in tunnels and caves. Such tunnel networks always have a backdoor, but they also attract worse creatures...

Fell Winter: Some sources say the Witch-king of Angmar was not only a sorcerer but also a maker of evil artefacts. Such a craft requires a workshop. If there is one in Fornost, it is sure to hold great secrets but also deadly traps.

Starting values	
Treasure	125
Hope	10/12
Shadow	4
Shadow scars	1

Redoubtable: You halve the Load rating of any armour you're wearing (rounding fractions up), including helms (but not shields) (already taken into account on character sheet).

Naugrim: Dwarfven adventurers cannot use the following pieces of war gear: great bow, great spear, and great shield.

Broken Spells: You can spend 1 Hope to achieve a Magical success in one of the Skills marked with a rune (Song, Craft, Stealth).

Dark for Dark Business: When you are in the dark (at night or underground), you are Inspired on all your rolls (when spending Hope, gain 2 Success Dice instead of 1).

Making rolls:
Roll 1 Feat die (12-sided) (2 if Favoured/Unfavoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:
Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:
Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (to needed for Piercing Blow).

Conditions:
Miserable (Shadow equal or greater than Hope):
Eye of Sauron automatic failure.

Wearry (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.

Griffo Goodbody

NAME

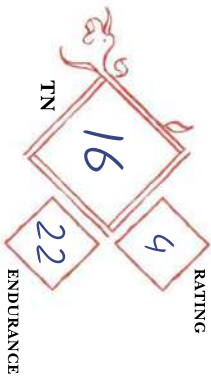
Heroic Culture *Hobbits of the Shire*
 Cultural Blessing *Hobbit-sense, Halflings*
 Calling *Warden*

Age *62* Standard of Living *Comm.*
 Patron *Shadow Path*
 Shadow Path *Path of Despair*

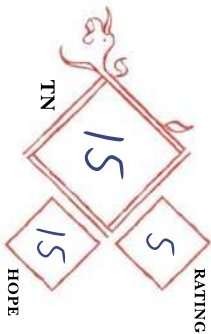
Treasure

Distinctive Features *Inquisitive, Rustic,*
Shadow-Lore
 Flaws

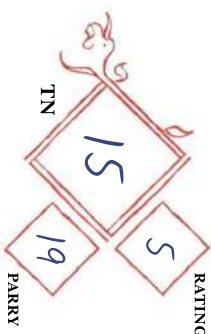
STRENGTH



HEART



WITS



SKILLS

- Awe
- Athletics
- Awareness
- Hunting
- Song
- Craft

- Einhearten
- Travel
- Insight
- Healing
- Courtesy
- Battle

- Persuade
- Stealth
- Scan
- Explore
- Riddle
- Lore

COMBAT PROFICIENCIES

- Axes
- Bows
- Spears
- Swords

REWARDS



Close-Fitting Leather Corslet of Cunning Make (+2 to Protection roll. -2 Load, 4 total)

VIRTUES



Mastery (Riddle, Scan) Tough as Old Tree-roots

CONDITIONS

- Wary
- Miserable
- Wounded

Injury

TRAVELLING GEAR

Pipe (Riddle)
Magnifying glass (Scan)

WAR GEAR

Short Sword

Damage 3

Injury 16

Load 1

Notes

ARMOUR

Leather Corslet

Protection 2d+2

Load 4

Helm

SHIELD

Shield

Parry 2

Load 4

THE ONE RING

Griffo Goodbody (Hobbits of the Shire / Warden)

You are a hardboiled cop, an investigator of mysteries, an ex-Shirriff of the Shire. In your previous life as a guardian of your homeland, you saw hints of the rising Shadow: ruffians on the roads, Warg trails in the wild, and strands of a greater darkness gathering in the hidden places of the world. After a fateful encounter with a stray Orc, you left your home to pursue the darkness to its source. Your feathered cap reminds you of your oath to protect the Shire and its innocent, if naïve, inhabitants.

Kings of Norbury: The Hobbits tell tales of Fornost, the Norbury of Kings, where the kings of old sat and ruled the land. Who knew the city still exists? What mysteries lie within? Better make sure no unsavoury folks try to reclaim the throne.

Over hill and under hill: Kidnappings are a serious business. If this Miller chap is to be rescued, it should be done with stealth and cunning, Hobbit-style.

Fell Winter: This frost is not natural, you can feel it in your gut. There are no coincidences – the strange happenings in those old ruins of Fornost must be related. This needs investigating. What starts in the north eventually reaches the Shire, so best to stop it in its tracks.

Starting values	
Treasure	81
Hope	11/15
Shadow	0

Hobbit-sense: Your Wisdom rolls are Favoured, and you gain (1d) on all Shadow Tests made to resist the effects of Greed.

Halflings: Hobbits can only use the following weapons: axe, bow, club, cudgel, dagger, short sword, short spear, spear. Hobbits cannot use a great shield.

Mastery: You have two additional Favoured Skills (Riddle, Scan).

Tough as Old Tree-roots: When you are Wounded, the severity roll is Favoured. In addition, double your Endurance recovery when resting.

Making rolls:
Roll 1 Feat die (12-sided) (2 if Favoured/III-favoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:
Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (to needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope):
Eye of Sauron automatic failure.

Wearry (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.

Gwaeth (Rangers of the North / Captain)

You are a Ranger of the North. Your duty is to lead your fellow Free Peoples in the struggle against the Enemy, and you take your duty seriously. The city of Fornost Erain is your ancestral home and part of your territory, and whether they know it or not, the folk of the surrounding lands depend on your protection. When Fornost's peace is threatened, you gather a band of heroes to aid you in your fight. You don't particularly trust strangers, but any help is welcome in the face of the gathering darkness.

Kings of Norbury: You have been to Fornost many times – it's a quiet, forgotten city. But you heard rumours of the earth trembling around the site, and when investigating, you saw unsavoury folk gathering in the ruins – ruffians and thieves, by the looks of it. Now you're putting together a company to drive them out. Any treasure in Fornost belongs to your people, not these would-be tomb robbers.

Over hill and under hill: Over the last months, the Rangers have seen signs of Orcs on the North Downs, but they have eluded pursuers this far. Not anymore. The Rangers have records of tunnels criss-crossing the hills, used as secret passageways in and out of the city of Fornost in the old days. Maybe they still exist?

Fell Winter: Fornost is the heritage of your people, the Dúnedain. Whoever this "Witch-king's heir" is, they have no right to the ruins or anything found within.

Starting values	
Treasure	15
Hope	9/11
Shadow	3

Kings of Men: Add 1 point to one Attribute of your choice (added to Strength, already taken into account on character sheet).

Allegiance of the Dúnedain: During the Fellowship Phase, you recover a maximum number of Hope points equal to half your Heart score (rounding fractions up).

Royalty Revealed: Once per combat, when you fight in an Open stance you may attempt the Rally. Comrades combat task as a secondary action. Additionally, all members of the Company (you included) are Inspired on all their rolls in the following round.

Strength of Will: You gain (1d) on all Shadow Tests made to resist the effects of Dread.

Making rolls:
Roll 1 Feat die (12-sided) (2 if Favoured/Unfavoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:
Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (to needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

Wearry (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.

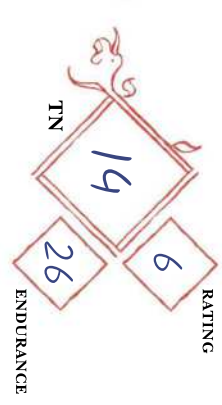
NAME
Ingrith

Heroic Culture *Barlings*
 Cultural Blessing *Stout-hearted*
 Calling *Champion*

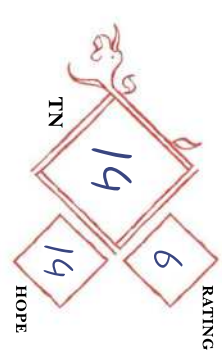
Age *31*
 Patron *Shadow Path*
 Standard of Living *Prosperous*
 Curse of Vengeance

Treasure
 Distinctive Features *Fierce, Tall,*
 Flaws *Enemy-Lore: Evil Men*

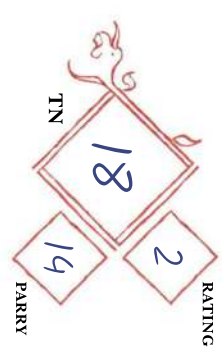
STRENGTH



HEART



WITS



SKILLS

- Awe
- Athletics
- Awareness
- Hunting
- Song
- Craft

- Einhearten
- Travel
- Insight
- Healing
- Courtesy
- Battle

- Persuade
- Stealth
- Scan
- Explore
- Riddle
- Lore

COMBAT PROFICIENCIES

- Axes
- Bows
- Spears
- Swords

REWARDS

Keen Great Bow
 (Piercing Blow on 9+)
 Fell Sword (+2 Injury, 18 total)

VIRTUES

Dour-handed
 Dragon-slayer

CONDITIONS

- Wary
- Miserable
- Wounded

TRAVELLING GEAR

Travel flask (Travel)
 Coil of rope (Athletics)
 War-horn (Awe)

WAR GEAR

	Damage	Injury	Load	Notes
Great Bow	4	16	4	Ranged. 2-handed, Keen
Sword	4	18	2	Fell

ARMOUR

	Protection	Load
Leather Corset	2d	6
Helm Helm	1d	4

SHIELD

	Parry	Load

Ingrith (Bardings / Champion)

Hunt is your business, and big game is your prey. Following your passion, you chase down the most dangerous enemies of the Free Peoples. Like your king Bard, your skill with the bow is legendary, and your dream is to one day take down a dragon or another mighty beast of the Shadow, though you know that Men are the most dangerous beast of all. Your hunt often takes you far from home, to whichever land needs your skill in eradicating the forces of the Enemy.

Kings of Norbury: These are wild lands beyond the reach of law. Bad men need to be taken down. But keep your eyes open – bigger prey may be waiting in those ruins at the Greenway's end.

Over hill and under hill: Orcs! Finally, a worthy hunt. Their raid leader, in particular, the big one, would be a worthwhile opponent. But remember: there's always a bigger fish – who knows what else can be found wherever those Orcs hide?

Fell Winter: Who moves on the hills? Surviving outside in this weather is difficult – they would need a camp full of supplies. Tracking is easy in the snow, if the blizzard doesn't wipe off the trail.

Starting values	
Treasure	106
Hope	12/4
Shadow	7

Stout-hearted: Your Valour rolls are Favoured.

Dour-handed: Add +1 to damage on a Heavy Blow, and +1 to Feat Die on a Pierce.

Dragon-slayer: When you fight creatures with Might 2 or more (creatures that make multiple attacks per round), all your attack rolls are Favoured.

Making rolls:

Roll 1 Feat die (12-sided) (2 if Favoured/Unfavoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:

Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (to needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

Wearry (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.

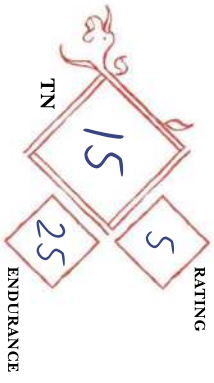
NAME
Nimloth

Heroic Culture *Elves of Lindon*
 Cultural Blessing *Elven-skill, Long Defeat*
 Calling *Messenger*

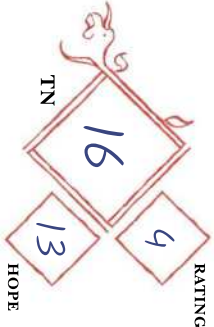
Age *191*
 Patron *Shadow Path*
 Standard of Living *Frugal*
 Shadow Path *Wandering-Madness*

Treasure
 Distinctive Features *Fair, Subtle, Folk-Love*
 Flaws

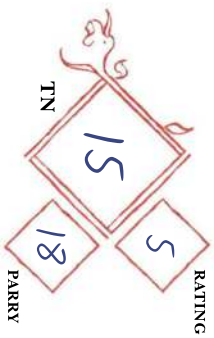
STRENGTH



HEART



WITS



SKILLS

- Awe
- Athletics
- Awareness
- Hunting
- Song
- Craft

- Einhearten
- Travel
- Insight
- Healing
- Courtesy
- Battle

- Persuade
- Stealth
- Scan
- Explore
- Riddle
- Lore

COMBAT PROFICIENCIES

- Axes
- Bows
- Spears
- Swords

REWARDS



VIRTUES



Fell Spear (+2 Injury, 16/18 total)

Nimbleness (+1 Parry, 18 total)
 Elbereth! Gilthoniel!
 Against the Unseen

WAR GEAR

	Damage	Injury	Load	Notes
Spear	4	16/18	3	1/2-handed, Fell. Can be thrown
Bow	3	14	2	2-handed

ARMOUR

	Protection	Load
Helm	1d	3
SHIELD	Parry	Load

ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE

CURRENT ENDURANCE LOAD CURRENT hope SHADOW

FATIGUE SHADOW SCARS

CONDITIONS

- Wary
 - Miserable
 - Wounded
- Injury

TRAVELLING GEAR

Necklace with a blue gemstone (Song)
 Song of Victory (Company-wide)

Nimloth (Elves of Lindon / Messenger)

You are part of a wandering company of Elves, used to trekking across hills and woodlands on paths hidden from mortal eyes. As you walk, you sing: songs of the old days, the fading beauty of the world, and your longing for the Sea. Like Lithien of legends, your songs have the power to sway hearts and lift the weariness of the listeners, warding off the influence of the Shadow. You cherish this gift. Occasionally, you leave your Elvish company and join a band of heroes to shine your light in the darkest pits of the world.

Kings of Norbury: Men say Fornost is haunted. Such matters are more complicated than they understand, but evil spirits do exist, and it's unwise to disturb them.

Over hill and under hill: During your wanderings on the North Downs, you have come across many holes and cave openings. They invoke an ill feeling in you. Evil things are known to sleep in the deep recesses of the earth.

Fell Winter: Snow has never hindered the wandering folk, but this year there is something eerie in the wind, and the Men of these lands seem to be suffering. The Witch-king was driven away a long time ago, and he won't return, but someone else may be meddling with forces they don't understand.

Starting values	
Treasure	11
Hope	11/13
Shadow	3

Elven-skill: If you are not Miserable, you can spend 1 point of Hope to achieve a Magical success on a roll when using a Skill in which you possess at least one rank.

Long Defeat: When it is time to remove accumulated Shadow during the Fellowship Phase, you can only remove a maximum of 1 point.

Elbereth! Gilthorniel! Raise your maximum Hope rating by 1 point (accounted for on the character sheet). During the Adventuring Phase you can become Inspired on a number of rolls equal to your Wisdom rating (3) (when Inspired, gain (2d) instead of (1d) when spending Hope).

Against the Unseen: All your Shadow Tests due to Dread are Favoured, and you additionally gain (1d) on those rolls forced upon you by an evil spirit or ghost (including creatures possessed by one).

Song of Victory: Once per adventure, in Combat: All heroes make Song rolls. Heroes succeeding in the roll ignore the effects of being Weary for the length of the Combat. Use a Success icon to make a failed hero succeed.

Making rolls:

Roll 1 Feat die (12-sided) (2 if Favoured/Unfavoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:

Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (10 needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

Weary (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.

Forest-runner's boots

Wondrous Item, Boots
Chad Miller

Blessings: Athletics, Stealth.
(Spend 1 Hope for a Magical success in the Skill.)

Fine leather boots of Elvish make, decorated with leaf-shaped imprints.

Swan-plume helm

Famous Armour, Helm
Númenorean craftsmanship
Chad Miller

Protection	Load
+1d+2	2

Close-fitting: +2 to Protection rolls (total +1d+2).

Cunning Make: -2 Load (2 total).

Helmet with a white plume. Worn by one of Isildur's captains, a man named Beleg, in the War of the Last Alliance.

Healing stone

Marvellous Artefact, Rune-stone
Farin

Blessing: Healing.
(Spend 1 Hope for a Magical success in the Skill.)

A smooth stone with a Dwarven rune carved on it. The rune represents an old healing spell.

Royal mithril coat

Famous Armour, Coat of Mail
Dwarven craftsmanship
Farin

Protection	Load
+4d+3	3*

Mithril Armour: A coat of mail made of Mithril has a Load rating of 6 (*halved to 3 by Redoubtable).

Ancient Close-fitting: +3 to Protection roll (total +4d+3).

A coat of mail weaved of mithril links, gifted to Men by the Dwarves of Khazad-dûm. The chest is decorated with seven stars surrounding a silver sceptre, a symbol of old Arnor.

Star-adorned buttons

*Marvellous Artefact, Two buttons
Griffo Goodbody*

Blessing: Courtesy.
(Spend 1 Hope for a Magical success in the Skill.)

Seven tiny star-like diamonds are set on these buttons. Worn on the sleeves or the front of a coat, they make an impressive sight.

Star's edge, Tinusigil

*Famous Weapon, Short Sword
Elven craftsmanship
Griffo Goodbody*

Damage	Injury	Load
3	16	1

Bane: The Enemy.

Keen: Piercing Blow on a 9+.

Luminescence: Weapon shines with a pale, cold light when a Bane creature is nearby. Bane creatures can't ambush the Company.

Bronze wiring and bronzen stars decorate the hilt of this sword. It was forged by the Elven-smiths of Nargothrond and glows in the presence of the servants of the Enemy.

Sun cloak

*Marvellous Artefact, Cloak
Gwaeth*

Blessing: Enhearten.
(Spend 1 Hope for a Magical success in the Skill.)

The image of a red, blazing sun is embroidered on this magnificent cloak.

Flame-point

*Famous Weapon, Spear
Dwarven craftsmanship
Gwaeth*

Damage	Injury	Load
4	16 (1h)/18 (2h)	3

Fell: +2 to Injury (16 (1h)/18 (2h) total).

Flame of Hope: When you hit your target, all members of the Company (you included) recover 1 point of Endurance, plus 1 for each Success icon (6) rolled.

Dwarves of Nogrod forged this spear out of hollow steel to fight dragons. The gold-rimmed tip lights up near a fire.

Royal hunting belt

*Marvellous Artefact, Belt
Ingrith*

Blessing: Hunting.
(Spend 1 Hope for a Magical success in the Skill.)

This golden belt is adorned with images of Men hunting deer and boars.

Shadow-piercer, Gwathmaeg

*Famous Weapon, Great Bow
Númenorean craftsmanship
Ingrith*

Damage	Injury	Load
4	18	4

Banes: Undead, Evil Men.

Keen: Piercing Blow on a 9+.

Fell: +2 to Injury (18 total).

Foe-Slaying: When you score a Piercing Blow on a Bane creature, the Protection roll of the target is Ill-favoured.

Elvish blessings are set in silver on this powerful bow. The Númenoreans constructed it for war to target Sauron's most powerful commanders.

Ring of seeing

*Marvellous Artefact, Ring
Nimloth*

Blessing: Awareness.
(Spend 1 Hope for a Magical success in the Skill.)

A golden ring that sharpens the wearer's senses to the Unseen.

Harp of Doriath

*Wondrous Item, Harp
Nimloth*

Blessings: Song, Enhearten.
(Spend 1 Hope for a Magical success in the Skill.)

A small Elven harp made of silver. It belonged to a court musician of King Thingol.

Chapter 7

Appendix

Promotional material

The following texts may be used to advertise the game in a convention or similar event:

Kings of Norbury

For centuries, the city of Fornost slept, the tombs of kings untouched. Then the ground trembles, unearthing hidden gold and forgotten passageways. Rangers of the North hurry to protect their ancient home, highwaymen scramble for loose treasure, and more sinister things stir in the shadows. Who claims Fornost Erain, Norbury of the Kings?

Join the Greenway Company for an adventure in Fornost Erain, the ancient fortress city of northern Middle-earth. Knowledge of the rules is not needed.

Over hill and under hill

Orcs! They attacked the farmhouses and carried off silver plates, potato sacks, and Old Miller. A company of heroes pursues, first to the hills and then underground. But worse things than goblins hunt in the shadow of the ruined city of Fornost. . .

Join the Greenway Company for their second adventure in Fornost Erain, the ancient fortress city of northern Middle-earth. Knowledge of the previous adventure or the rules is not needed.

Fell Winter

Deep snow covers Fornost, the abandoned city of Kings. Along the Greenway, farmers huddle around their fires, rationing food and staying out of the blizzard. Yet someone moves outside, digging up things once forgotten. What evil lies beneath the ruins of Fornost? Is the cold spell the work of the Shadow? And who is the Witch-king's heir?

Join the Greenway Company for their third adventure in Fornost Erain, the ancient fortress city of northern Middle-earth. Knowledge of the previous adventures or the rules is not needed.

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