

JOURNEY TO RIVENDELL

The players can ask for Gilraen's help to locate the valley. She will grant a guide as a reward to the company. If they have a guide, they accumulate only 1 point of fatigue, and the journey goes well. The guide leaves them at the beginning of the path marked by the white stones.

Travellers approaching the Misty Mountains from the lands of Eriador may find themselves marching across a high moor. This vast slope leading up to the heights is only broken by sudden and steep valleys carved by running water, with trees growing along their slopes. Avoiding these deep gullies and ravines sends travellers leagues out of their way, if they don't know the proper route. Those that do know seek a path marked by small white stones, running to the edge of a sheer drop.

As the company gets near to the valley, the Scout must make a SCAN roll to find the white stone path. If the Scout is an Elf, the roll gains (1d). If they have never been to Rivendell before, the roll loses (1d) instead. The Scout can make two rolls each day, and each set of failures represents a day spent searching among the gullies and ravines, or carefully edging around dangerous terrain.

If the roll fails.

Th players need to camp each night. After two days wandering across the valley, the players food supplies run low. They need to find some food in the wild. A successful HUNTING roll will provide food for another two days. If the roll fails, they accumulate a point of fatigue for each day gone without food. They can trade the failure with a success with woe. In which case they stumble a bit too close to a cave, from which a horrible stink comes out. If they do so, and don't take precautions, like going very far away from the place, in the night they are woken by some grunts and noises. A stone troll is looking for them. They can fight it, or run away, or hide (STEALTH), whatevs.

Stone-troll Robber

A Stone-troll Robber's appearance, while always frightful, is made less monstrous by their tendency to wear simple clothes, cook their food and use tools like drinking jugs and barrels.

STONE-TROLL ROBBER

Hungry, Irritable

ATTRIBUTE LEVEL

8

ENDURANCE MIGHT HATE PARRY ARMOUR

60

2

8

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3

COMBAT PROFICIENCIES: Club 3 (6/16, Break Shield),
Crush 2 (6/12, Setze)

FEELABILITIES: Hatred (Dwarves). When fighting Dwarves, all the creature's rolls are Favoured.

Horrible Strength. If the creature scores a Piercing Blow, spend 1 Hate to make the target's Protection roll ill-favoured.

RIVENDELL
OVERVIEW



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|-----------------------|---------------------|
| 1. Elrond's House | 8. Training Grounds |
| 2. Stables | 9. Armoury |
| 3. Sanctuary | 10. Outbuilding |
| 4. Smithy | 11. Erebor's House |
| 5. Residence | 12. Bathhouse |
| 6. Infirmary | 13. Bridge |
| 7. Glorfindel's House | |

ARRIVAL AT RIVENDELL

Far below lies the valley of Rivendell, reached by a path that switches back and forth as it descends towards the river at the bottom. At the top of the slope the air is filled with the scent of pine-trees, and it grows warmer as you climb down. The trees soon change to beech and oak, and the path ends in an open glade not far above the banks of the river Bruinen. The path is steep, and wanderers travelling with ponies should lead their animals on foot.

As you walked on the path night fell, and in the glade you see lights dancing. As you approach you see these are dancing elves, singing and laughing at the stars.

Greeting you as you approach is Gildor Inglorion of the House of Finarfin. He invites you to join the revelries for the night (you all gain a point of hope), where he explains they sing to Elbereth Gilthoniel, the Queen of the Stars.

In the morning, he offers you drink and breakfast in the meadow, before directing you to the House of Elrond, over the bridge. At the entrance of Elrond's House is a tall elf, gray haired, conversing with another elf, who leaves just before you approach. "Ah, our visitors. Come, come. My name is Erethor, Counsellor of Elrond Eärendil's son. Welcome to Imladris. I hope you are enjoying the hospitality of the elves."

Erethor is willing to lead you to Elrond. Elrond will listen to you, and provide answers if he can. If he hears Gandalf's request, he will urge you to follow the counsel of the wizard. He also tells he has heard rumors of strangers in the South, around Lond Daer, asking inquisitively about Imladris. He urges you not to reveal its existence to anyone you do not fully and completely trust, lest your access to the valley be completely lost. But Elrond will welcome information on who these foreigners might be.

But you are welcome to rest in Imladris for a while, as you are tired from your journeys. He reveals the letter is from Saruman the White, wisest and most learned of Wizards.

FELLOWSHIP PHASE

The players can take a fellowship phase now. They also have the chance to switch patron with Elrond or Gilraen.

To thank you for saving Aragorn's life, at your departure he gifts you with four flasks of Miruvor, two travelling cordials and two healing salves, brewed by Erethor himself. At your departure you also see two tall elves, identical, fully barded for war, and mounting on two powerful white steed. If asked, they reveal to be Elladan and Elrohir. They are travelling to the Angle to join the recovered Aragorn, and stamp out together the orcish menace in the South Downs.

TO THARBAD AT LAST

According to the route chosen by the players, they might pass by Eregion, called Hollin these days.

If they do so, Burin knows that these lands were inhabited by elves once, who traded with the dwarves of Durin's folk in mighty Khazad-dûm, where their old king Thrór met its fate, at the beginning of the War of the Dwarves and Orcs. Burin's grandfather fell in that war, like so many other dwarves.

One night, as you camp through Eregion, you seem to hear whisper and voices coming from the stones. A roll of EXPLORE reveals you are camping upon the ruins of what long ago might have been a city.

EVT. CROSSING THE SWANFLEET

Crossing Eregion is a dangerous business. Often orc raiders descend from the mountains to hunt. A bad travel outcome might imply crossing path with an Orc warband.

A positive outcome, i.e. encountering a traveller, can put them in contact with one of the "newcomers" of the swanfleet, which can explain how to bypass the treachery paths of the Swanfleet.

As the players approach the swanfleet, the terrain becomes swampy, and the ground soft. It takes time to travel even at the beginning of the swamp. As they proceed, the trees become thicker, and finding the right path is a challenge. Chattering noises are all around them. At the edge of your vision, you seem to see things sliding in and out of the water. With a successful AWARENESS roll a player can hear words among the chattering. "strangers" "toys" "longbeard" "lost".

With a successful SCAN roll the players can spot an otter sliding out of the water and hiding behind a bush, standing there and looking at you.

If the player initiates the dialogue, the otters reveal that they can speak, and they can guide the players out of the marsh, in exchange for payment in silver coins. If interrogated/persuaded, they can also be bought by CRAFTING some toys.

If the players attack the otters, they'll be on their own. Plus the inhabitants of the swanfleet will be hostile to the company in the future. They need to find a way out of the swanfleet by passing at least 3 EXPLORE rolls. Each failure counts as a point of fatigue gained.

THARBAD

Use the book to describe Tharbad. They might arrive from the North or from the South.

Either way, they arrive at sunset, and they are not permitted to enter the North gate/cross the river. However, if coming from the North, they meet a farmer by the name of Randall, who can let the players sleep comfortably in the stable (counts as recovering 1 point of fatigue).

From the south, they will have to stay at the RoadHouse, guarded by Gurnow's men.

Once in Tharbad, they can try gathering rumors, but they are inevitably redirected to Master Gurnow, Captain of the Haven, and Lady Stock, but getting an audience seems impossible. Amelia is more accessible, if lofty, and will try to test the players by pickpocketing them. If the player notice her, she grants her help.

She knows that a man fitting the description passed by Tharbad some time ago. He got an audience with Captain Gurnow, and then moved to the South Bank. She knows nothing more, but Gurnow may. It is easy enough to obtain that, but it is likely he will just lie.

At the Bridge Inn, a boxing match takes place. (One of) the players can participate against the champion. If win, the player wins the prize of 1 treasure. Brawling is -1d, damage of 1 (modifiable to 2 if it takes forever).

SOUTHERNER CHAMPION			ATTRIBUTE LEVEL	
Cruel, Tough			5	
ENDURANCE	MIGHT	RESOLVE	PARRY	ARMOUR
20	1	5	+2	3
COMBAT PROFICIENCIES: Spear 3 (4/14, Pierce), Long-hafted Axe 3 (6/18, Break Shield)				
FELLABILITIES: <i>Fierce</i> . Spend 1 Resolve point to <i>gain</i> (1d) on an attack and to make the roll <i>Favoured</i> .				

If the player puts up a good show, he is approached by a large, strong man called Tharnow. He is the deputy captain and eldest son of Gurnow. He is stupid and brutal, but wants to hire the player in the guard. If the player accepts they can persuade/influence him the other players as well.

Once hired, they can stay at the inn for the night, and they are to report to the Red Palace in the morning.

They are then told to report to Tom Brass, and go with him to keep order at the Stone of the Two Kingdoms. He leads to a ferry, which lands you close to the half-collapsed Ringil Tower, and then you walk towards the stone. Brass says "Looking forward to the job?" And tries to ask what your motivations are.

Tom Brass, Watch Lieutenant

Young Tom Brass is Tharbad-born and Tharbad-bred – but he never knew the town before Gurnow took over. As far as he knows, this has always been a place where might makes right and everyone's lives are controlled by the Captain and the watch. So, Tom Brass lives his life according to those rules – he's made himself useful to Gurnow, rising through the ranks of the watch and helping them grind his kinfolk into the river mud. He's useful to everyone – If you want something done or something fetched or something kept quiet, Tom's the man to talk to. If you want things done properly, and secretly, and without mess, Tom's the man for the job. He's not the best fighter in Tharbad, or the swiftest, but Tom knows that if he falls, he'll be back in the river mud with the rest of the townsfolk, and he's never going back down again.

In secret Tom nurtures his dangerous ambition, and he's waiting for an opportunity to eliminate old Gurnow and his brood, and take the Captain's throne for himself. Maybe all he needs is the right friends...

OCCUPATION: Watch Lieutenant

DISTINCTIVE FEATURE: Wilful

Brass is a sharp fellow, and if rightly prompted he might be willing to tell what he knows, for a price. He can understand you're not really interested in being in the watch. You are here for something else. He is not interested in gold however, but favors. He will hold you to that, and might come calling on it at any time. It will likely involve information.'

But before that, job to do. You arrive at the square, and a woman, a man, and a small girl are tied on the stone, back bared. A large man is looking at the gathered crowd with a piece of parchment in his hands. He nods at Tom, and Tom directs you to a wing of the square, instructing you to keep an eye on eventual troublemakers in the crowd.

The large man then start proclaiming that Harry Baker, son of Matt and Mary Baker, brother of Lily, has breached the law, and Captain Gurnow rules, fording the river at night, leaving Tharbad without permission. After two days, each member of the family will be flogged five times. If he does not return withing five days,

they will be flogged 10 times. The flogging will continue until Harry returns.

In the square there are other five guards, plus Tom Brass, the speaker Phil, Thurnow, and the flogger, a large brutish man called . If the players gets figgity, Tom warns them to hold their temper. The Bakers are lucky - Bill, the man with the flail, is kind-hearted, and will do the bare minimum. Phil or Thurnow would be much worse.

The player either fully rebel, or can't do much to stop the execution. The crowd is murmuring, but no trouble appears.

After the spectacle, the crowd disperses, and they can go getting lunch with Tom Brass at the Roadhouse Inn.

He reveals that Gurnow has previously paid tribute to this Arhak and his band, through a contact called Bili Congar. Strange that Bili was not with Arhak, the fellow speaks terrible Westron. But he came to collect tribute. Somehow through Gurnow got the gist that Arhak mercenary band was no more, or at least severely maimed. He took the chance and sent Arhak to the Shadow. Fellow was not happy, and swords were drawn. But There were many more swords behind Gurnow, so the fellow backed down and went his way, swearing vengeance. Got talky on the way out though, and he shouted *"The sailing shadow eats town. You all slaving. You see."* So Gurnow made me follow the group at a distance, and they went out of the North Gate, and followed the Grey Flood. I followed them for a couple of days, and then came back. So, that is what Gurnow could have told you, if he did not lie.

But now, there's the thing. That's why you need Tom Brass. You are not the only one interested in Arhak. There's been a dark-skinned fellow in town for a few months. He pays tribute to Gurnow, so he has freedom to come and go, and got to take one of the ruined houses here in the South Bank as his own. Spent weeks wooing and spending time with all sailors and travelling folks coming by, asking for all sort of things. Real curious fella. And after he heard about Arhak's outburst, he got real interested in that too.

THE HOUSE OF THE SPY

The house looks abandoned, but in good enough condition. A good craftman can see that the door and windows have been recently fixed, and the roof reinforced. Someone plans to spend some time in town.

If the player waits and SCAN, they see no sign of movement. They can try breaking in, but the door is locked. They can lockpick it, but doing so triggers a poisonous trap (~orc poison), unless they SCAN the lock first and deactivate it with a CRAFT roll. Alternatively, the player trying to lockpick the door needs to do a successful AWARENESS check, followed by a successful ATHLETICS check.

Alternatively they can try climbing (ATHLETICS) and breaking through a window, though they risk attracting attention that way. If they attract attention, a guard for each player comes investigating (footpad) plus a bandit chief (guards).

Inside, the house is well kept, and has a single room above – the bottom floor is kept as a sort of storage room, plus a table, a firepit, and a chair. The room above has a surprisingly comfortable bed with very heavy dyner, and a large desk filled with maps of all sorts and making. Many have annotations in an unknown language along the Greyflood river. Another circles a few locations in Eregion. LORE will tell you those are old elven cities.

There are letters as well. Some are incomprehensible, using foreign cyphers. Another is from Johan Fleet, a merchant from Lond Daer. It seems a receipt for a shipment of a large amount of grain, to be sent toward a specific place in the North-South road south of Tharbad. He also thanks for some tip on a map, and he promises to follow up on whether he finds out anything of relevance in the Chetwood.

Finally, a map marks a specific place in the middle of Minriath, and scribbles all around the path, indicating a patterned grid search, and next to the circle mark the name you were looking for “Arhak?” with a question mark next to it.

In the house you also find a chest. Again it has a lock (not poisoned). If opened, the players find a small treasure in coins and gems (1d3 each).

The players can choose to try finding Arhak, or remain in Tharbad. Or investigate Lond Daer.

FINDING ARHAK

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