

Tolkien Moot 2012 Adventure

Theme: Hobbits

Title: The Wandering Days

(Before the Shire)

Third age 1150

Adventure area overview



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Introduction

This adventure was written for use at the annual role-playing gaming convention Tolkien Moot VIII 2012. This is meant to be played in 6 sessions lasting approximately 3-5 hours per session over a three day period (Friday, Saturday, Sunday).

The adventure is geared for groups of 2-7 players of fairly experienced player character background (about 7th level for those systems using levels such as D&D, MERP, etc.). The theme is around Hobbits, but allows the players to use any of the Free Peoples' races or cultures (Men, Elves, Dwarves, Hobbits, etc.)

This adventure is designed to work with any role-playing game system designed for, or modified to fit within, a Tolkien-based campaign. The premise of the adventure is based on the first few pages of the Prologue to The Lord of the Rings, describing the Hobbits during their Wandering Days as they migrated west from the Anduin Vales into Eriador as darkness continued to grow from southern Mirkwood (previously Greenwood the Great) due to the Necromancer of Dol Guldur.

Story Overview

Hobbits have been leaving the Anduin and Greenwood the Great areas first as a trickle beginning Third Age 1050, and steadily increasing bit by bit as Greenwood has become increasingly known as Mirkwood. There is a foulness growing from the southern half of Mirkwood, becoming increasingly worse.

Orcs are becoming bolder in the area and the Misty Mountains. Moria is still abandoned. The ancient East-West Old Forest or Old Dwarven road is becoming increasingly hazardous. Orcs, Trolls, giant spiders, and more have become bolder and begun attacking not just individuals who stay out too late, but rumours have spread of entire Hobbit villages suddenly disappearing.

Once such village has decided it is time for their denizens to collectively move west over the Misty mountains and join their kindred that have been steadily settling in Eriador in the lands between the Misty Mountains and the River Baranduin.

But these roads are now increasingly treacherous. Without the dwarves around to use and maintain them. The Hobbits of this village have put out the word they need some hale and hearty adventuring types to scout out the best path for them to take, and then help escort them west on the long road through Mirkwood, over the Misty Mountains, and into Eriador.

It is late August, Third Age, 1150 when the player characters arrive at the Hobbit village. This village is a mix of Harfoots, Stoors, and Fallohides, though the slightly larger majority are Fallohide. The village is located a few miles into Mirkwood, south of the Old Forest Road, about 60 miles east of the Old Ford, and 10 miles south of the Old Forest Road in a pleasant meadow in the foothills of the Mountains of Mirkwood.

The Fallohides liked the area for it's ideal mix of game, while the Stoors like that it was alongside a fair sized stream leading south forming (on the LM map) the border between the West Eaves of Mirkwood and the Heart of Mirkwood (on the LM map).

The Hobbit village is named: _____

LoreMaster/GameMaster/DungeonMaster/Storyteller/etc. area map #1



Player area map #1



A Warm Hobbit Welcome

Players are gathered at the Hobbit village. The Hobbits have welcomed them with great fanfare and generosity. Having prepared a bountiful feast (even by Hobbit standards) to welcome and thank the adventurers for helping them prepare for their Great Move.

The village leader, a Fallohide Hobbit has greeted each PC as they have arrived in the town in answer to their call. There are 126 hobbits in this village.

After a wonderful feast, various speeches, and an enjoyable time had by all. The PC's rest for the night. The following morning they are once again fed hearty breakfasts, and by the time the speeches of thanks are finished, an only slightly less hearty "second breakfast".

The adventurers are then richly provisioned with 3 weeks of good rations each. One of the PC's will be given the Player Map #1 to share with the others (provide as black and white handout).

MOTIVATIONS

The LM and Players can of course create their own stories as to why their character has come in answer to the call of the villagers, but here are some suggestions for each race/culture:

Men

The King of Gondor (or Arnor) wants these friendly and industrious people to be able to move safely through the King's lands, and feels that a (or more than one) representative of the King should be there to see to the villagers well-being. Also the king would like to know more about these reclusive Halflings.

Dwarves

The mostly likely route takes them through the Misty Mountains, and if the High Pass or Mountain Passes are not available, perhaps they may take the southern Redhorn Pass nigh to Khazad-dum. Even if they do take the High Pass, word of Goblins haranguing travelers has made the Dwarf's axe hungry for some orc necks.

Elves

The darkening of Greenwood the Great is disheartening, and the Elves' leader(s) would like to know more about just how bad this transition into "Mirkwood" really is. Also they are curious about these little known Little People.

Hobbits

The character may be a member of the village, or one of the surrounding villages, or if a Harfoot or Stoor, may have been with one of the groups that already migrated west years before, and has come here to help ease the migration for these kindred. Maybe there are relatives in the village that the Hobbit wishes to see safely over the mountains.

Travel

As long as the adventurers remain on the Old Forest Road, they travel at Easy rate of 0.5x (½ as long, aka double the distance per day) time all the way through Mirkwood to the Misty Mountains foothills. But leaving the road while still in Mirkwood is x3 time to travel (1/3 speed, aka three times longer). Only 1x in the Anduin Vales (East and West), and x5 (1/5 the speed, aka five times longer) once reaching the upper levels of the Pass.

Typical travel times (at 1x) (page 34 of TOR RPG LM):

- On foot: 20 miles per day
- On horseback: 40 miles per day
- On boat downstream: 20 miles per day (5-10 miles per day when upstream)

So, traveling on foot The Old Forest Road would be 40 miles per day. Off the road while still in Mirkwood would be only 7 miles per day. Off the road in the Anduin Vales would be 20 miles per day. The High Pass, a mere 4 miles per day (in good weather).

The suggested route is fairly straightforward, west along the Old Forest Road (aka Old Dwarf Road), through the Misty Mountains and into Eriador.

It is approximately 150 miles from the Hobbit village to base of the Misty Mountains at the High Pass. From the base of the Misty Mountains to the summit of The High Pass is another 40 miles. The time on the road or in the Anduin Vales is halved further if on horseback, but they cannot ride horseback in the forest or in the pass.

If the adventurers remain on the road, it should only take them about 4 days from leaving the village to the base of the misty mountains. Assuming no encounters or other issues slowing them down further, it will take them another 8 days to reach the summit of the pass from the base of the misty mountains. And then the remaining time to return (about 12 days to return).

There should not be any encounters between the Hobbit village and the Anduin. Between the Old Ford and the Misty Mountains there may be (LM discretion, or roll about a 10% chance each night) an encounter with small band of 6-12 Goblins (lesser orcs). At the base of the Misty mountains, there is a 50% chance at night of a goblin encounter. The PC's are tasked to climb to the summit of the pass and see if it is still clear and safe, then return. By then the villagers will have finished their harvests (the Harfoots), and their fishing (the Stoors), and their hunting/tanning/jerkying (The Fallohides) so that they have enough provisions for the whole village.

Returning to the Village

The journey back has about the same level of encounter risk if they have not had any combat encounters so far. However, if they had any fights with goblins on the way up, if any of the orcs lived to escape, they will have found reinforcements. They will attempt to ambush the adventurers near the base of the pass on their way back down, triggering a small land slide (not completely blocking the pass, but definitely presenting some real risk of injury).

There will be twice as many goblins now (12-24). They are still lesser orcs, but now there will be

one stronger orc as well (about twice the strength of the other orcs, and much more cunning).

The players can run past the rock slide and outrun the orcs if they realize they are outnumbered. The orcs are up on the upper side of the road, and not able to easily engage in melee combat (only throwing rocks and the occasional orc arrow at the adventurers). The PC's should probably be encouraged to run through rather than fight these numbers at this disadvantageous position. The orcs will not pursue, feeling they have made their point, and scored a victory by driving the party away. If the party fights, hopefully the adventurers survive, but the goblins are more than happy to knock them out with boulders and take them prisoner if the PC's are not able to fight their way out of this successfully.

Something is Wrong

When the PC's are about a mile away from the village, they realize something is wrong. The more perceptive ones will smell smoke, Within half a mile, everyone will smell the smoke, and see it over the thick trees beginning to thin at the edges of the meadow. As the group comes into view of the village, they will see it smoldering and burned to the ground. There will be a dozen or so Hobbit bodies hacked into pieces, scattered around the village, and even a few heads mounted on crude orc spears. But the rest of the villagers are not to be found. They do find the bodies of 5 slain orcs.

Searching the southern portion of the village reveals a heavily trodden trail south into Mirkwood, following the east bank of the stream. Clearly many scores of hobbit feet, and at least a score of Orc boots can be seen in the trampled earth.

The hobbits were attacked in the middle of the night. The night guards were quietly slain and did not raise the alarm. By the time the Hobbits awoke, it was too late. There were 25 orcs in the raiding party at the beginning. The hobbits slew 5 of them, even though they were in little more than their nightshirts, before they were either slain or rounded up. They have been tied on rope together, and are being marched at a cruel pace to Dol Guldur to serve as slaves.

Pursuing the Orcs

It will take the Orcs, slowed down somewhat by the Hobbits, and especially by the lack of a real trail as they hack their way back through the forest, a rate of 3x. While the adventurers, if they choose to follow (must be on foot), can follow the trail at a faster rate of only 2x delay.

After traveling southwest for 20 miles, the orcs cut across the swiftly flowing 4' deep, 10' wide stream (using ropes), to avoid running into the woodmen about 10 miles further south. They then travel on the east bank of the stream. Normally at a 5x delay, but they had already hacked a trail up to this point (mostly), so it is only at 2x delay.

They will continue traveling night and day in these perpetually dark woods, stopping for only 4 hours during the height of the day, each day. The Hobbits are being exhausted by this, and 2-12 of them total will one by one collapse from exhaustion. When they do not get up, the lead orc will slay them, leaving their body there. The PC's will find the bodies, or signs of them, in some cases half eaten by various creatures.

Spiders!

Just south of the lake at the Narrows of the Forest, the Orcs will run into a nasty group of giant spiders. There will be a battle between 20 spiders and 20 orcs. 1-6 orcs will be slain, 1-6 hobbits will be captured and dragged away by the spiders, and 6-12 spiders will be slain by the orcs. The spiders will retreat. The orcs will leave the bodies of their fallen comrades behind. They will not pursue the spiders or attempt to rescue the captured hobbits.

If the players are not too far behind, they will see clear signs that hobbits were captured by spiders, and dragged off. It will be recent enough that one of the characters (Especially any elves) will believe that the hobbits can probably still be saved from the spiders. The trail will be easy to follow, though it doubles back northeast about a mile through 5x delay terrain.

There the PC's will find a knot of trees heavily laced with spider webs and the remaining 8-14 spiders. The captured hobbits will still be alive, though cocooned and paralyzed. They will remain paralyzed for 1-4 more hours (each will have different resistance to the poison).

Meanwhile the orcs have slowed to 4x delay rate in the Narrows. When they reach Southern Mirkwood, they will find a road they have built that allows them to travel at 1x (normal) rate the remaining miles to Dol Guldur (about 80 miles).

Too Late?

If the PC's do not catch up with the Orcs before the prisoners are delivered to Dol Guldur. Then the PC's will have to concoct a pretty cunning plan to rescue the prisoners from such a strong and well garrisoned fortress. The only thing that makes it somewhat easier is that the east wall is currently under heavy construction, and the prisoners will be immediately put to work there, along with about 30 other slaves already there (mostly Men, women, and children, but a few hobbits, and even a Dwarf).

Prison Break

If the PC's observe carefully, they will see that the orcs are not very attentive to the prisoners. It is easily possible for the PC's to create a distraction to the West or elsewhere, that causes all but 1-4 of the orcs (there are normally about 5-10 orcs on duty on the east wall) to run to see what is happening. If the PC's trigger an alert from the remaining orcs, it will take 6-12 minutes for any of the orcs that left to return from the time the alarm is triggered (or 12-24 minutes if an orc quietly escapes). The alarm is a simple large iron triangle bell (cowboy style).

When the alarm is triggered, 20-30 orcs will come running. With another 1-4 orcs every minute up to a maximum of 120 orcs.

Pursued by Orcs

If the PC's manage to rescue the prisoners, they are going to be on the run from pursuing orcs. About 2 groups of 12-24 orcs will pursue them. Each group will have 1-2 trolls with them. The trolls

can only travel at night. One group will follow the escapees' trail directly. The other orc group will run to the Anduin vales, and spread out along the eaves of Mirkwood watching for the party to exit the forest. They will remain hidden until spotting the PC's and/or prisoners, then will run about a half mile away and blow their horn, passing the word. Then the other orcs within hearing distance will blow their horns, and they will begin to group up, and join any others pursuing the PC's and prisoners.

The noise may cause some Woodmen to attack some orcs from the safety of their trees. But they will only risk themselves slightly, and will kill no more than half of the pursuing orcs in the immediate vicinity of the PC's. The PC's are now far enough south, they are much closer to either the Mountain Pass or Redhorn Pass, than the originally planned High Pass (which is now likely on alert with goblins from the earlier encounters anyway).

The idea is to keep the PC's and prisoner on the run, not to kill them off too soon. If the PC's can make it to the foothills of the Misty Mountains, they will have the high ground, and be able to fend off the orcs more effectively.

Running Out of Time

Weeks will have passed now, and it will likely be late September, or even October. The first snows have whitened the peaks of the mountains. If they do not cross the passes soon, they will have to go south around through Calenardhon, because the snows will close the passes soon.

Other Encounters

Other creatures that the PC's may encounter:

Dunlendings / Hillmen (neutral/wary, or aggressive).

Other orcs

Small groups of Men travellers.

Woodmen

Eotheid (pre-Rohan)

Wild animals (bears, boars, badgers, etc.)

Individual Elf

Trolls (only at night, but more frequent the further south or deeper east into the woods)

Outside of Mirkwood (or the mountains), the orcs will generally only travel at night. They are not yet willing to reveal themselves in the day time, plus the direct sun is unpleasant for them.

To break up the ever-pressing stress of pursuit, and to avoid this being only a hack, slash, and run, adventure. A few other ideas should be incorporated throughout the adventure.

Other Ideas

1. One of the hobbits is a traitor. This may be a player character or a non-player character. Either out of greed, or because loved one(s) are already imprisoned and threatened to be slain, this character will drop clues, open gates/doors, and generally do all that can be done to keep the pursuers on their trail, while not risking being detected as helping the orcs.
2. Encounters with the woodmen will generally not risk violence, but could be a little tense, however the Woodmen have healing arts that are remarkable, and could help the party rejuvenate quickly.
3. The PC's might, if still hugging to Greenwood, run into an Ent, that if the PC's tell there are orcs near by, will run off in a "hasty" fashion to dispatch directly, or if convinced by the PC's, help them prepare an ambush to the orcs. The orcs will flee at the mere sight of the Ent.
4. The PC's may run into a small troupe of Elven musicians and poets (3-9). They are barely armed, but happy to provide a little light entertainment, and perhaps advice on a path to lose their pursuers.
5. A Giant Eagle is seen from time to time by the more keen sighted, high in the distance above, or on a far peak, or on one of the very tall trees of Greenwood.
6. If near any of the marshes, beware the Will-o'-wisps!
7. Various farmers, merchants, trappers, and others may be found if on any of the roads. Opportunities to exchange news about current events, abound. Also a chance for advice on the road ahead, etc.
8. The surviving Hobbits are very grateful, but there is some factionalizing occurring within the surviving group. Some insist to forget the passes, and travel south ASAP. Others insist they must get over the passes ASAP before the snows make them impassable. The passes are faster, but risky depending on how late in the year they are. The southern route runs the risk of orcs or wild hillmen being more likely to encounter. Yet a third faction (mostly Fallohides) insists they should travel due north to their kindred in the upper vales. If the snows have come already, they can winter there in comfort and added safety. Then try the passes the following summer. This runs the risk of bringing the orcs into attack and plundering many other innocents along the way, plundering farm homes, fishermen, etc. (though under cover of night).many will protest putting more of their kindred at risk, while others will insist the kindred need to be warned. Some individuals or very small groups, may want to break away to run and warn the other villages about what they have seen at Dol Guldur, and to get them to move west as well.
9.

Appendices

Relevant Timeline Snippets

Third Age

- 1050 - The shadow of [Sauron](#) falls upon *Greenwood the Great*, which is renamed [Mirkwood](#). The Harfoots are the first of the [Hobbits](#) to begin to slowly migrate west to [Eriador](#).
- 1150's (earlier) – The Stoors, mostly along the banks of Anduin begin moving west along the course of the Loudwater southwards, settling between Tharbad and the borders of Dunland before later moving north again.
- 1150's (later) – The Fallohides are the last to migrate west. The majority residing in the northern Upper Anduin Vales, many migrated over the Misty Mountains north of Rivendell and then came down south along the River Hoarwell, settling in Eriador.
- 1600 - Two [Fallohide](#) brothers decided to cross the River [Baranduin](#) and settle on the other side, and are followed by large numbers of [Hobbits](#)
- 1601 - The [Shire](#) is first settled by [Hobbits](#) - Shire Reckoning Year 1.
- 1636 - The [Great Plague](#) decimates [Gondor](#) and [Rhovanion](#); [Cirith Ungol](#) is abandoned
- 2463 - [Sméagol](#) (later known as [Gollum](#)) becomes the fourth bearer of the [One Ring](#), after killing his cousin [Déagol](#)
- 1974 - The kingdom of [Arthedain](#) is conquered by [Angmar](#)
- 1975 - [Gondor](#) destroys [Angmar](#) in the [Battle of Fornost](#), death of [Arvedui](#)
- 1980 - The [Moria Dwarves](#) awaken [Durin's Bane](#), a [Balrog](#), which kills [Durin VI](#), king of Khazad-dûm; the [Nazgûl](#) return to [Mordor](#) and lay siege to [Minas Ithil](#).
- 1981 - [Durin VI](#)'s son, [Náin I](#), is also killed, and the [Dwarves](#) flee [Moria](#); deaths of [Amroth](#) and [Nimrodel](#)
- 1999 - [Erebor](#) is founded by [Thráin I](#), discovers [Arkenstone](#)
- 2043 - King Eärnil II of Gondor dies and his son, the Witch-king's old enemy, [Eärnur](#) inherits the throne. Upon his coronation, the [Witch-king](#) challenges him to combat, but King Eärnur refuses.
- 2050 - The [Witch-king](#) again challenges King [Eärnur](#), this time he accepts. Eärnur rides out of [Minas Tirith](#) to meet the Witch-king in [Minas Morgul](#). He enters the city's gates and is never seen again, thus ending the reign of the [Gondorian Kings](#) and causing the beginning of the Ruling [Stewards of Gondor](#), until the time of [King Elessar](#). (aka Aragorn)
- 2063 - [Gandalf](#) drives [Sauron](#) from Dol Guldur. The Watchful Peace begins.
- 2210 - [Thorin I](#), son of [Thráin I](#), leaves [Erebor](#) with most of his people, settles in the [Grey Mountains](#)
- 2430 - Approximate birth year of [Sméagol](#)
- 2460 - [Sauron](#) returns to [Middle-earth](#); establishes himself in [Dol Guldur](#) in southern [Mirkwood](#). The Watchful Peace ends.
- 2463 - [Sméagol](#) (later known as [Gollum](#)) becomes the fourth bearer of the [One Ring](#), after killing his cousin [Déagol](#)
- 2501–2510 - [Eorl the Young](#), lord of the [Éothéod](#) and first king of [Rohan](#) (2510–2545).
- 2509 - [Cirion](#), [Steward of Gondor](#), sends summons to the [Éothéod](#) for military aid; [Celebrían](#) is waylaid by [Orcs](#), receives a poisoned wound, and consequentially departs [Middle-earth](#)

- 2510 - The alliance between [Rohan](#) and [Gondor](#) comes into existence. The [Easterlings](#) launch a massive invasion of Gondor. The [Balchoth](#) invade [Rhovanion](#) (which disappears as an independent realm) and Gondor, conquering much of [Calenardhon](#), but are driven back by the people of [Éothéod](#); Gondor gives the now-uninhabited [province](#) of Calenardhon to the people of Éothéod
- 2570 Dragons attack the Dwarf settlements in the [Grey Mountains](#) (great time period for a Dwarven vs. Dragons campaign)
- 2589 - [Dáin I](#) and his son [Frór](#) are killed by a [cold-drake](#)
- 2590 - [Thrór](#), son of [Dáin I](#), leaves the [Grey Mountains](#) and resettles [The Lonely Mountain](#), his brother, [Grór](#), settles in the [Iron Hills](#)
- 2747 - [Bandobras "Bullroarer" Took](#) leads a force of [hobbits](#) and defeats invading [Orcs](#) of the [Misty Mountains](#) in the [Northfarthing](#) at the [Battle of Greenfields](#)
- 2770 - [Smaug](#) lays waste to the town of [Dale](#) and captures [Erebor](#) with all of its treasure. The surviving dwarves there are driven into exile.
- 2790 - [Thrór](#) enters [Moria](#) and is killed by [Orc](#) chieftain [Azog](#), starting the [War of the Dwarves and Orcs](#)
- 2850 - [Gandalf](#) enters [Dol Guldur](#) and confirms that the evil thereby found is indeed [Sauron](#) returned; [Thráin II](#), broken, raving, and dying, gives Gandalf his map and key to be passed on to his son, [Thorin Oakenshield](#)
- 2931 - Birth of [Aragorn](#), son of Arathorn II and Gilraen
- March 15, 2941 - [Thorin Oakenshield](#) meets with [Gandalf the Grey](#) at the [Prancing Pony](#) in [Bree](#), the [Quest of Erebor](#) begins
- July, 2941 - [Bilbo Baggins](#) obtains the [One Ring](#); the [White Council](#) drives [Sauron](#) out of [Dol Guldur](#)
- October, 2941 - [Esgaroth](#) is attacked by the [dragon Smaug](#), who is consequentially killed by [Bard the Bowman](#); [Thorin Oakenshield](#), [Fíli](#), and [Kíli](#) killed at the [Battle of Five Armies](#) along with [Bolg](#) son of [Azog](#); [Dáin II Ironfoot](#) becomes King of [The Lonely Mountain](#); Town of [Dale](#) reestablished by Bard

Timeline of Arda Wikipedia.

Shire Reckoning is the [Hobbits'](#) calendar. They number the years from the year [Marcho](#) and [Blanco](#), two [Fallohide](#) brothers, crossed the [Brandywine River](#), [TA 1601](#). It had twelve months, each with thirty days. The journey of the Fellowship of the Ring started S.R. 1418 (Shire Reckoning) (Third Age 3018)

Around the year 1050 of the [Third Age](#), 'the shadow of [Dol Guldur](#)' fell upon it, and men began to call it *Taur-nu-Fuin* and *Taur-e-Ndaedelos* (Sindarin: *forest of great fear*).^[9] The shadow was the power of Sauron who, under a concealed identity, established himself at the hill-fortress of Dol Guldur on *Amon Lanc*. The presence of Sauron's minions drove the Elves (now led by [Thranduil](#), son of Oropher) further northward, so that by the end of the [Third Age](#) they were a diminished and wary people who had entrenched themselves beyond the *Mountains of Mirkwood* (*Emyn Fuin*, formerly the *Emyn Duir* or "Dark Mountains"). The [Old Forest Road](#) or Old *Dwarf Road* crossed the forest east to west, but due to

its relative proximity to Dol Guldur, the road was mostly unusable. The [Elves](#) made a path farther to the north, which ended somewhere in the marshes south of the [Long Lake](#) of [Esgaroth](#).

In *The Hobbit*, [Bilbo Baggins](#), along with [Thorin Oakenshield](#) and his band of [Dwarves](#) — minus the Wizard, [Gandalf](#) — ventured into Mirkwood during their quest to regain [Erebor](#) from the [Dragon Smaug](#). During their passage through Mirkwood, the party encountered and was captured by many [Giant Spiders](#), descended from [Shelob](#). Shortly after the dwarves' escape they were taken prisoner by the Elves and brought before Thranduil, who imprisoned the dwarves. While unclear, it was shortly after or possibly even during these events, that the [White Council](#) flushed Sauron out of [Dol Guldur](#), and as he fled to [Mordor](#) his influence in Mirkwood diminished for a while.

Years later, [Gollum](#), after his release from Mordor, was captured by [Aragorn](#) and brought as a prisoner to Thranduil's realm. Out of pity, they allowed the creature some freedom to roam the forest (under close guard). Gollum escaped custody during an [Orc](#) raid, and fled south to [Moria](#) in search of the [One Ring](#).

After Sauron's destruction at the conclusion of the Third Age, Mirkwood was cleansed by [Galadriel](#) and became known as **Eryn Lasgalen**, Sindarin for the **Wood of Greenleaves**.

Mirkwood was located in [Rhovanion](#), east of the [Anduin](#) in [Middle-earth](#). It lies east of the [Misty Mountains' rain shadow](#) and has a humid-[continental climate](#); winters are cold throughout but much longer in the north, while the south has hotter summers.

Mirkwood contained one of the few remaining Elven settlements of the [Fourth Age](#). It was inhabited by Silvan elves, who were more reluctant to depart Middle-earth than their Noldorin kin. Those from [Lothlórien](#) who did not accompany Galadriel to the West migrated to the forest during the early Fourth Age.

[Legolas](#), a member of the [Fellowship of the Ring](#) and Thranduil's son, was a prince of Mirkwood.

http://lotr.wikia.com/wiki/Wandering_Days

The **Wandering Days** are what the [Hobbits](#) refer to as the period of time that they had begun their great migration from the upper [Vales of Anduin](#) and the feet of the [Misty Mountains](#), and into various parts of [Eriador](#) and finally to what would be known as [the Shire](#).

For some millennia, the hobbits lived relatively peaceful and comfortable lives in the upper [Vales of Anduin](#) and at the feet of the [Misty Mountains](#), but by the mid-twelve century of the [Third Age](#) things started to change and life was becoming difficult for them. [Men](#) were beginning to increase in the lands near them and with [Sauron](#) occupying [Dol Guldur](#), the long and peaceful [forest](#) of [Greenwood the Great](#) was becoming evil. Beginning in [TA 1050](#), the migration began but not all at once as only the [Harfoot](#) tribe was willing to make the journey over the Misty Mountains. The [Fallohides](#) and the [Stoors](#) joined them in [TA 1150](#).

The Hobbit tribes settled in many different places in Eriador. The Harfoots went over the mountains making it as far as [Weathertop](#) and were later intermingled with the Fallohides settling there in the [Weather Hills](#) for a time. The Stoors, who climbed the [Redhorn Pass](#) through the mountains settled in the [Angle](#) and [Dunland](#) living there for many centuries. In the Angle, they were intermingled with both the Fallohides and the Harfoots in a series of settlements known as the [Forgotten Villages](#).

With the threat from [Angmar](#) worsening, the Stoors in the north moved south to Dunland with their kin

some even returned to the Vales of Anduin settling in the [Gladden Fields](#), and were probably the ancestors of [Déagol](#) and [Sméagol](#). By [TA 1300](#), mixed groups of hobbits began settling in [Bree-land](#) especially in the village of [Staddle](#) where they lived peacefully side by side with the [Men of Bree](#). Bree-land was their home for over three-hundred years until [TA 1601](#) when [King Argeleb II](#) of [Arthedain](#) granted the land between the [Far Downs](#) and the [Brandywine river](#) to the hobbits. Large mixed groups of hobbits migrated there during that year and later in [TA 1630](#), the remainder of the Stooks of Dunland moved there as well. Some hobbits chose to remain in [Bree](#) where they lived there ever after.

These events are considered ancient history and are the first time Hobbits appear in written records and is known to be farthest back time all oral history and memories go back, making their origins unknown.

Adventure seed ideas.

Plan for 6 gaming sessions. With session 1 a “pre-convention” game session for hardcore players. Then the main campaign really beginning with session 2 that evening.

Miles 90% committed, in the afternoon.
William not attending.

Drake running ea d20 table. (youth)

Hawke running The One Ring table (Adults)

Brennan running GURPS in Middle-earth (youth).

References

In addition to hobbit, search also under Perian, and Shire-folk

Unfinished Tales

287.

Harfoots known

Numenorean's called Hobbits "halflings".

Elves called Hobbits in Sindarin, "perian". Peian is silvan for halfling, plural periannath.

"halfling" applied first in 1050 Tale of Years in Arnor at first to Harfoots, then later to Fallohides and Stoors.

Gandalf referred to them as "The Little People"

U.T. 331 *

There is an account of the Long Winter of 2758-59 as it affected Rohan in Appendix A (II) to The Lord of the Rings, and the entry in the Tale of Years mentions that "Gandalf came to the aid of the Shirefolk".

UT 331 "They had begun to forget: forget their own beginnings and legends, forget what little they had known about the greatness of the world. It was not yet gone, but it was getting buried: the memory of the high and the perilous. But you cannot teach that sort of thing to a whole people quickly...."

UT 342

Gollum would not know the term "hobbit", which was a local and not a universal Westron word. He would probably not use "Halfling" since he was one himself and Hobbits disliked the name.

..be found in the Vales of Anduin, in the same region as Gollum himself had once lived.

UT 353

#9 In a letter written in 1959 my father said: "between 2463 [when Deagol the Stoor found the One Ring, according to the Tale of Years] and the beginning Gandalf's special enquiries concerning the Ring (nearly 500 years later) they [the Stoors] appear indeed to have died out altogether (except of course for Smeagol); or to have fled from the shadow of Dol Guldur.'

LotR (red book)

pg 10

Hobbits are an unobtrusive but very ancient people, more numerous formerly than they are today; for they love peace and quiet and good tilled earth: well-ordered and well-farmed countryside was their favorite haunt. They do not and did not understand or like machines more complicated than a forge-bellows, a water-mill or a hand-loom, though they were skilful with tools. Even in ancient days they were, as a rule, shy of 'the Big Folk', as they call us, and now they avoid us with dismay are becoming

hard to find. They are quick of hearing and sharp-eyed, and though they are inclined to be fat and do not hurry unnecessarily, they are nonetheless nimble and deft in their movements. They possessed from the first the art of disappearing swiftly and silently, when large folk whom they do not wish to meet come blundering by; and this art they have developed until to Men it may seem magical. But Hobbits have never, in fact studied magic of any kind, and their elusiveness is due solely to a professional skill that heredity and practice, and a close friendship with the earth, have rendered inimitable by bigger and clumsier races.

For they are a little people, smaller than Dwarves: less stout and stcky, that is, even when they are not actually much shorter. Their height is variable, ranging between two and four feet of our measure. They seldom now reach three feet; but they have dwindled, they say, and in ancient days they were taller. According to the Red Book, Bandober Took (Bullroarer), son of Isengrim the Second, was four foot five and able to ride a horse. He was surpassed in all Hobbit records only by two famous characters of old; but that curious matter is dealt with in this book. [Merry and Pippin?]

....

.....

..... pg 11... The beginning of Hobbits lies far back in the Elder Days that are now lost and forgotten. Only the Elves still preserve any records of that vanished time, and their traditions are concerned almost entirely with their own history, in which Men appear seldom and Hobbits are not mentioned at all. Yet it is clear tht Hobbits had, in fact, lived quietly in Middle-earth for many long years before other folk became even aware of them. And the world being after all full of strange creatures beyond count, these little people seemed of very little importance.

.....

...Of their original home the Hobbits in Bilbo's time preserved no knowledge.....

pg12...

Their [Hobbits] own records began only after the settlement of the Shire, and their most ancient legends hardly looked further back than their **Wandering Days**. It is clear, nonetheless, from these legends, and from the evidence of their peculiar words and customs, that like many other folk Hobbits had in the distant past moved westward. Their earliest tales seem to glimpse a time when they dwelt in the upper vales of Anduin, between the eaves of Greenwood the Great and the Misty Mountains. Why they later undertook the hard and perilous crossing of the mountains into Eriador is no longer certain. Their own accounts speak of the multiplying of Men in the land, and of a shadow that fell on the forest, so that it became darkened and its new name was Mirkwood.

[timeline? Around Sauron settling into Dol Guldur?]

Before the crossing of the mountains the Hobbits had already become divided into three somewhat different breeds. Harfoots, Stoors, and Fallohides. The Harfoots were browner of skin, smaller and shorter, and they were beardless and bootless; their hands feet were neat and nimble; and they preferred highlands and hillsides. The Stoors were broader, heavier in build; their feet and hands were larger, and they preferred flat lands and riversides. The Fallohides were fairer of skin and also of hair, and they were taller and slimmer than the others; they were lovers of trees and of woodlands.

The Harfoots had much to do with Dwarves in ancient times, and long lived in the foothills of the mountains. They moved westward early, and roamed over Eriador as far as Weathertop while the others were still in Wilderland. They were the most normal and representative variety of Hobbit, and far the most numerous. They were the most inclined to settle in one place, and longest preserved their ancestral habit of living in tunnels and holes.

The Stoors lingered long by the banks of the Great River Anduin, and were less shy of Men. They came west after the Harfoots and followed the course of the Loudwater southwards; and there many of them long dwelt between Tharbad and the borders of Dunland before they moved north again.

The Fallohides, the least numerous, were a northerly branch. They were more friendly with Elves than the other Hobbits were, and had more skill in language and song than in handicrafts; and of old they preferred hunting to tilling. They crossed the mountains north of Rivendell and came down the River Hoarwell. In Eridor they soon mingled with the other kinds that had preceded them, but being somewhat bolder and more adventurous, they were often found as leaders or chieftains among clans of Harfoots or Stoors. Even in Bilbo's time the strong Fallohidish strain could still be noted among the greater families, such as the Tookes and the Masters of Buckland.

....About this time legend among the Hobbits first becomes history with a reckoning of years. For it was in the one thousand six hundred and first year of the Third Age [T.A. 1601] that the Fallohide brothers, Marcho and Blanco, set out from Bree; and having obtained permission from the high king at Fornost [Argeleb II, the 20th of the Northern line, which came to an end with Arvedui 300 years later], they crossed the brown river Baranduin with a great following of Hobbits. They passed over the Bridge of Stonebows, that had been built in the days of the power of the North Kingdom, and they took all the land beyond to dwell in, between the river and the Far Downs. All that was demanded of them was that they should keep the Great Bridge in repair, and all other bridges and roads, speed the king's messengers, and acknowledge his lordship.

Thus began the *Shire-reckoning*, for the year of the crossing of the Brandywin (as the Hobbits turned the name) became Year One of the Shire, and all later dates were reckoned from it.

Ideas, cross-reference occupation of Dol Guldur and Hobbits moving west. Times were now be treacherous.

Maybe party is helping a group of Hobbit migrate west through the Misty Mountains to Bree? Have to travel through Greenwood the Great but it now has growing evil from Dol Guldur, plus what is going on with the Misty Mountain passes and orcs? Trolls? What is status on Khazad-dum then? How are the hills and forests just west of Misty Mountains?

So, party of Elves, Dwarves, Men, escorting group of 12-20+ or so Hobbits?

Or maybe the group is scouting ahead of a group of 100-200 Hobbits?

So the party is about a day or so in advance, to run into any issues, and "clear the path" for the families coming 1-2 days behind? Or more time than that? Explore ahead a few weeks, then report back if it is time for the families to leave?

But when the group returns, the Hobbits have been captured (by Orcs?) and are being marched south to Dol Guldur? The group now should try to rescue the survivors, and then escort them west, while being pursued by any Orcs (and Trolls?)? Ringwraith?

Who is attending and which tables are they assigned? See spreadsheet.