

ÚFIRALA



Quenya for “Undying Love”
A Campaign for Tolkien Moot XII (2016)
by Hawke Robinson and Drake Robinson
<http://www.tolkienmoot.org>
ROUGH DRAFT / OUTLINE
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I PREAMBLE

This adventure was written for Tolkien Moot XII in 2016 (<http://www.tolkienmoot.org>).

Since this adventure was designed for a full day convention setting, it is by design a fast-paced adventure, and should suffice as it is for approximately 3-5 sessions lasting 3-4 hours each.

The adventure takes places in Third Age 2949, around the same time that Gandalf and Balin visited the Shire (between the events detailed in The Hobbit and The Lord of the Rings).

The adventurers will begin in Minas Tirith, and roam between the northern slopes of The White Mountains and the Entwash, through Anorien, through Rohan, lower and upper Dunland along the southern spur of the Misty Mountains.

1.1 Disclaimers

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All of the maps to this adventure were created by Hawke Robinson, no previously published maps were used.

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1.1.2 Credits

This adventure was written by Hawke Robinson and Drake Robinson.

Hawke & Drake brainstormed ideas together and fleshed out the overall adventure storyline.

Hawke performed the heavy research work, templating, maps, sketches, and gamification.

Drake wrote most of the “storified” portions, narratives, and dialog.

1.2 Role-playing Game Systems

For Tolkien Moot XII (2016), Drake updated the Eä d20 RPG rules for AD&D 1st Edition, since that is what he preferred to run at his (very full!) table.

Hawke ran Cubicle 7's The One Ring Role-Playing Game (TOR RPG), with some improvisations to address the magic aspects since TOR doesn't cover magic such as necromancy. While cultures have “magic like” abilities throughout, and there are magical creatures and items, how to create and run an NPC that has specialized in the Sauronic/Morgothian necromantic abilities Tolkien frequently referenced, are not elaborated upon, so Hawke borrowed from a combination of his own Eä RPGS rules, TOR RPG, Decipher LotR, and ICE MERP.

2 INTRODUCTION

This adventure takes place between the events depicted in J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*.

It is the year 2949 in the Third Age.

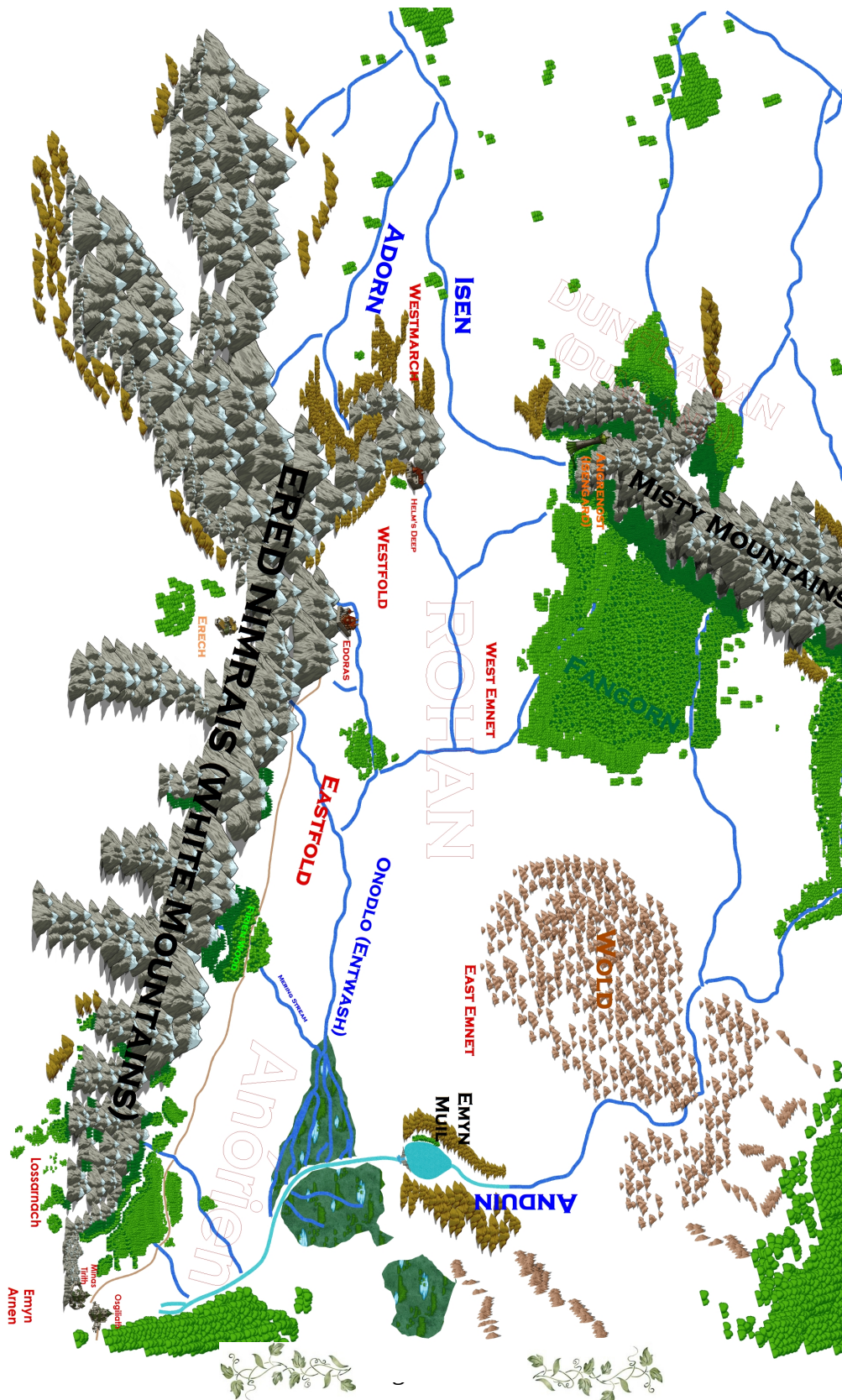
The Heroes are in Minas Tirith. The fairly experienced PCs have adventured with each other in previous years, and they have some renown throughout the lands of the Free Peoples.

They are summoned by the Steward of Gondor, where they are asked to assist a minor noble at the border of Rohan and Gondor, Anórien, in locating her husband's missing body, to help put his uneasy spirit to rest. But of course, things are never that simple...

2.1 Overview Area Map 1

Full size version available here:

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/undying-love-overview-map-try-3-floor-1.png/view>



2.2 Summary timeline of recent events in the Third Age (T.A.) of Middle-earth:

2.2.1.1 Historical Timeline

This adventure begins in Third Age (T.A.) 2949 (Shire Reckoning (S.R.) 1349).

T.A. S.R.

2931 1331 Aragorn born

2933 1333 Death of Arathorn II, Aragorn becomes Chieftain of the Dúnedain, Paladin Took II born

2939 1339 Saruman discovers Sauron is searching the Gladden Fields

2941 1341 Bilbo gains the One Ring, Sauron driven from Dol Guldur, Thorin II Oakenshield becomes King of Erebor, Battle of Five Armies, Dáin II becomes King of Erebor, Deaths of Hildigrim Took, Fili, Kili, Bolg, Smaug and Thorin II Oakenshield, Birth of Tolman Cotton

2942 1342 Sauron returns to Mordor

2944 1344 Dale rebuilt, Gollum begins his hunt

2949 1349 Gandalf and Balin visit the Shire - The PCs/Heroes Begins the Adventure "Undying Love"

2951 1351 Sauron sends three Nazgûl to reoccupy Dol Guldur, Construction begins on Barad-dûr

2952 1352 Elrond reveals to 'Estel' his true name and ancestry; he gives Aragorn the Shards of Narsil. In the woods of Rivendell, Aragorn meets Arwen. Aragorn goes into the Wild.

2953 1353 Last meeting of the White Council, Death of Turgon, Ecthelion II becomes Ruling Steward of Gondor, Saruman begins to fortify Isengard

2954 1354 Orodruin re-awakens

2956 1356 Aragorn meets Gandalf

2957 1357 Aragorn begins his great journeys as Thorongil

3014 1414 Gríma Wormtongue becomes chief council for Théoden

3016 1416 Arwen returns to Imladris.

3017 1417 Gollum captured and taken to Barad-dûr, Éomer becomes Marshal, Gandalf reads the scroll in Minas Tirith

3018 1418 Thranduil assailed by Orcs, Osgiliath taken, Gollum hides in Moria, Sauron learns of the treachery of Saruman

3019 1419 Deaths of Gollum, Boromir, Denethor II, Dáin II, Brand, Lotho Sackville-Baggins, Saruman, Théoden, Nazgûl destroyed, One Ring destroyed, End of Sauron, Bard II becomes King of Dale, Thorin III Stonehelm becomes King of Erebor, Aragorn takes the name Elessar, Aragorn takes the Sceptre of the Reunited Kingdom, Mirkwood renamed Eryn Lasgalen, East Lórien founded

3020 1420 Drúedain destroy remnant of Saruman's Orcs, Faramir and Éowyn wed, Samwise weds Rose Cotton, Death of Lobelia Bracegirdle (Sackville-Baggins)

3021 1421 Elanor Gamgee born, Éomer and Lothiriel wed, Elrond, Galadriel, Gandalf, Bilbo and Frodo pass over the Sea

ATTENTION PLAYERS:
PLAYERS STOP READING NOW!

If you are a player and plan to participate in this adventure,

STOP READING NOW!

Reading any more will ruin the adventure for you!

THE REST OF THE DOCUMENT BELOW THIS POINT IS ONLY FOR GAME MASTERS / LORE
MASTERS / DUNGEON MASTERS / NARRATORS / STORYTELLERS / NARRATORS / ETC... EYES
ONLY.

2.3 GM Overview

Date: Third Age 2949

Location(s): Gondor, Rohan, Dunland, White Mountains, Misty Mountains, Southern Mirkwood.

The PC's are in Minas Tirith when they are summoned by the Steward of Gondor and provided a letter requesting they help the Lady of a minor House on the Gondor/Rohan border at the Mering Stream.

She is recently widowed, but the spectre of her husband keeps returning asking her to find and bury his body so that he may have release. She has asked the Heroes to help in this endeavor.

When the Heroes arrive, and investigate further, they find that the situation is more complicated. The eldest son was apparently slain by the father, and then the father turned on his own men. His body cannot be found at the battlefield, and the few survivors from the battle have come back gibbering madmen.

When the Heroes investigate the battlefield, they are accosted by various forms of undead. They also are visited by the dead lord, who pleads with them still to find his body, but also that his wife just gave birth, but the baby has been kidnapped by a witch, the one that drove his spirit from his own body!

The Heroes will then pursue the witch and her shambling minions, trying to catch her, retrieve the baby, and try to either slay her, and/or drive her spirit from the lord's body. She is a necromantic witch, escaped from Dol Guldur's raid by the White Council in 2941, but with a twist. She is not your typical "evil hearted bad guy", all she has done is for the goal of trying to save her love, an elf taken prisoner by The Necromancer/Sauron.

The witch does not directly attack the heroes, rather relying on the many forms of undead that she summons, to fight in her stead, while she uses magics to disappear herself and flee, while the PCs are bogged down fighting the walking dead, and worse.

The Heroes will pursue the witch across Rohan, through The Gap, and into Dunland. "Trapping" her at her lair in the foothills of southwest Misty Mountains. But it is dangerous to take on a witch (and her coven) in her lair, which is well appointed and prepared.

Success for the heroes, could have several different outcomes. The most ideal would be for the Heroes to hear the witch's own story, then to drive the witch from the lord's body and have the disembodied spirit of the lord return to his own body, and save the newborn baby. Though that means the elf prisoner will remain under Sauron's control indefinitely.

Slightly less ideal an outcome would be for the PC's to slay the witch, prevent her from taking

another host body, save the newborn baby, and bury the body of the lord in hallowed ground, thus freeing his spirit.

Even less ideal an outcome would be for the PCs to slay the witch, but she possesses another and escapes (with or without the baby (she is also capable of possessing the baby in desperation)), return the newborn baby, but unable to properly bury the lord's body, he continues as a specter haunting both the battle field and the estate.

The nearly worst case scenario that would still be somewhat of a success, would be for the PCs to slay the witch in the lord's body, but she possess one of the PC's, and remains in control without the other heroes knowing (right away). The lord's body isn't buried properly, so his spirit does not rest. They return with only the baby, but the witch will be waiting to possess the baby when it is grown, to continue her goal of freeing her imprisoned love.

There are many other variant outcomes possible.

2.3.1 Back story

This story actually begins decades before the events the PCs experience in this adventure. The PCs might never be aware of this back story, but it is important for the GM/DM/LM to understand it, so that the many antagonist, Hûnbûrz the Witch (previously Allana Vlamberge), will be played properly based on her motivations. Rather than a plain, cookie-cut evil villain, a little more complex character that is justifying her terrible actions, in her view, for the greater good of saving her love (an Elf captured and tortured by Sauron).

A young Allana Vlamberge (later Hûnbûrz the Witch), was the daughter of a higher-ranked servant family in the service of the court of Minas Tirith. She helped her parents as a servant with the upkeep of the upper levels. When young Allana was about 12 years old, an elven contingent, from the very isolationist elven kingdom of Northern Mirkwood, came to the court on affairs of business/state. One of the elves (Fion Alcarion), although typically aloof, was especially kind to Allana (and in her eyes the most handsome of all the elves in attendance), and she was quickly smitten. She waited on him hand and foot. Before leaving some weeks later, he left her a little token of appreciation for all her efforts. And that was it, her heart was forever ensnared!

Some years later he returned. Allana was now a young mature woman. And though still a child in the eyes of the Eldar, he had to admit some attractiveness both in her appearance and manner. Through hard work, and an exceptionally keen mind, Allana was now head of the servants, and ran the back rooms exceptionally efficiently. Though there was a hardness in her work manner that led many to shy away from her, limiting her personal relationships. She was obsessive in her work and attention to detail, and could be quite harsh with anyone

not living up to her standards. This worked very well for her professionally, but it was hard on her few attempts at relationships (friends or otherwise).

As for romance, though a number of people did try to court her, even some from the nobility, her heart was already given to the elf, though he did not know it yet.

Fion's second visit lasted several months, and over this time, the elf and Allana became closer, and now the elf had to acknowledge he had feelings for her as well, though he knew it was forbidden by his kin. Not only a servant, but not even an elf! Before he left again, they both expressed their feelings in private to each other. But he told her it could not be known, else they would both be in dire trouble. They kissed once and briefly held each other. She did not care what others thought, but was so joyous that he felt the same for her, she would gladly keep the secret knowing the truth!

He would be gone again for a few years, but he was expected to return, and then they would continue this conversation.

The years passed.

He did not return.

Finally the elven contingent that Fion was associated with arrived some 10 years later. Allana was now 30. Fion was not among those present. When she inquired further, she found that he had gone missing some years ago, while en route for a mission, while passing too near Southern Mirkwood, his expedition was attacked by orcs, but Fion's body was not to be found. All efforts to find a trace of him were in vain.

It was then she decided she would, at all costs, find her missing love. When it came time for a special contingent from Minas Tirith to grace the halls of the Northern Mirkwood Elf King Thranduil's halls (a rare opportunity for any), she ingratiated herself upon one of the human contingent's nobility, and was allowed to come along as servant.

Such wonders she saw!

She delved deeper into the disappearance of her love. Then on the return voyage to Minas Tirith. As they neared Southern Mirkwood, she separated from the group, on the excuse of visiting family. Though begrudging of losing her excellent services, she was allowed to leave, though many insisted on an escort, she assured them she would be fine over the short distance to her "family".

In truth, she stopped at a small town where she had a cousin, and had arranged for equipment, training, and a guide into the outer edges of Southern Mirkwood. But then was on her When she found the location where the elf went missing. And due to her attention to detail, she found something that even the elves had overlooked. A small distinctive button

from his coat. She knew it well. She found a few more clues, and it lead her slowly in the direction of the “abandoned” lair of The Necromancer!

Being a servant who was exceptional at being unseen until needed, one day she crept within sight of the mountain, and saw well-hidden signs of considerable activity. She hoped her love was still alive and likely imprisoned within, though she imagined he was experiencing unspeakable horrors. She fled back to town in tears. Her hope crushed. How could she ever hope to assail or infiltrate such a fortress! Her heart ached for the terrors her love must be suffering.

The night before her 40th birthday, she met with one of the Woodsmen Shamans, and old woman told Allana she was walking on a precipice, but she also said that if she dared walk the darker path, rather than returning to light, she would indeed find, and see, her love, though the seeress could not say if Allana would succeed in freeing him or not. The seeress stated that that path was too shrouded in darkness to see the end result.

This was the spark of hope that Allana needed, despite the stringent warnings. The following morning, on her 40th birthday, she awoke with a clear plan in her mind. She would rescue him. At any cost. She had recently been hearing rumors that practitioners of the black arts were passing through the area from time to time, on their way to the Necromancer's abode. She sought out some of these, and professing an interest, eventually accompanied a forming coven. When they saw what a strong will and a quick mind she had, they accepted her into their fold.

She was determined that she would study the black arts, and eventually, over time, find her love in the dungeons somewhere within. Then she could free him and they could run away together! Whatever unpleasantness they asked of her would be worth it to save him!

The years passed, and she was exceptional in her learning. All the while telling herself, that the ends justified the means. Eventually she took on her new Shadow name, Hünbûrz (Black Heart). Her first human sacrifice was the most difficult. But weeks before she was required to take this next step further into darkness, she found information that her elf was indeed still alive and confined in the nether regions of Dol Guldur! So it gave her the “strength” to commit such a heinous act. In the name of love...

Over time she found the cell in which he was kept. As the seeress predicted, she laid eyes upon her love at last! She saw him unconscious, barely clinging to life, badly wounded from grievous tortures and deprivations. She began to secretly leave him extra food and water, helping him recover his strength, waiting for the chance to free him. Though he did not know she was there.

She was now nearly 70 years old. While her elf love did not appear to have aged in body, the

torture had clearly taken a toll on the rest of him. She feared that if he saw her in this old woman's body, he would no longer care for her. So she began researching alternatives...

Then The White Council struck, and rove Sauron and his minions from Dol Guldur. As the attack began, Hûnbûrz hurried down into the dungeons hoping to use the chaos of the attack as the chance to free her love.

His cell door was empty, and The White Council's minions fast on her heels. She quickly opened a neighboring cell and hid within.

Then with great words of power the doors began to fling open, freeing the prisoners, and pouring bright light into the darkest corners. Realizing that her love must have been taken with some of the other prisoners along with Sauron on the others, she couldn't risk capture interfering with her goal of setting him free, but in her current attire as a witch of The Necromancer, she would likely be slain or at least imprisoned and questioned.

So in desperation, and apologies to the weak prisoner, she cast one of her strongest spells yet, and forced out the spirit of the Prisoner Alagon, and placed her spirit within his body, leaving her body empty of spirit, lying on the ground, staring into nothingness.

The ruse worked, and she was set free as Alagon, without any suspicion. Later she did indeed determine that her love was alive and now captive in Mordor.

She gathered to her side some of the lesser witches that had escaped but not made it to Mordor, and they found an old abandoned keep in Dunland, empty of travelers, filled with barrows, where they could form a new Coven, with Hûnbûrz now as the head witch. The coven consists of Hûnbûrz and 2 other witches, and their aides/assistants/apprentices.

Her plan was to become strong enough, and slip into Mordor with a force worthy of Sauron's accepting her. And once again try to find her love's prison and set him free.

But the body she had possessed was failing. She found that only those of Dûnedain blood were strong enough for the possession, but even they began to show signs of duress, blisters forming, the skin mottling, and within too few years signs of death and disease. She needed a new body if she was to present herself in Mordor, so she began searching.

Eventually she found a minor noble family at the Rohan / Gondor border along the Mering Stream. They had a teenage son. Though she missed her female form. She devised a plan to lure the son out, and possess his body.

The plan worked, but then the son's father several days later caught up with Hûnbûrz, and engaged in battle, one of the soldiers inadvertently mortally wounding the boy's body. The father running up for the killing blow of this leader of horror in the darkness, and in the flickering torchlight saw his son, and he hesitated.

That gave Hûnbûrz the time necessary to once again use the spell to leave the mortally wounded son's body, and enter the father's. She then turned on the soldiers, and they fled in confusion and terror (the few surviving).

In the year of Third Age 2949, Hûnbûrz is now 78 years old.

The father's body, though Dúnedain, would not last long enough for her plans. But she realized that the wife/mother was going to shortly have a new baby, and she devised a plan to kidnap the child on its day of birth, raise it, and then possess it, and then finally go to Mordor and free her love at long last!

2.4 Major NPCs of Note

2.4.1 Hûnbûrz “The Witch/Necromancer”

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/the-witch-before-changes.png/view>

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/the-witch-as-lord-erbenaine.png/view>

Name Under Sauron: Burgul Matuurz (Shadow Mortal)

Instead try: Hûnbûrz (Huun-buurz) (Black Heart (lit. Heart that is dark as night)).

Bûrz = dark (adj) TK, 2. night (noun) AA

hûn = heart (noun) LOS (< Quenya hón)

be careful always to put the adjective after the word it modifies.

Pronounce û = <https://en.wikipedia.org/wiki/%C3%9B> &

<http://www.unwords.com/view/pronounce.html>

Black Speech / Morbeth sources:

Neo Black Speech:

<http://www.thelandofshadow.com/mordorgate/darkdownloads/blackspeech/BS-B-.htm>

And

<http://minidragon.freesevers.com/Oldsite/morbeth.html>

Currently Possessing: Thaindan Nathedan Erbenaine (Eldest son of Lord Erbenainne)

Second Possessed: Thainan Erbenaine (Lord Erbenaine himself)

First Possessed: Alagon Yew-Bow (Dunedain Ranger Prisoner in Dol Guldûr).

Original Name: Allana Vlamberge (of Minas Tirith)

Primary Antagonist. The story revolves around the motivations, actions, and reactions of this NPC.

2.4.2 Lady Alise Erbenaine

"The Lady"

Age: 49

Name: Alise Erbenaine

Pregnant.

Wife of the Lord whose body is currently possessed by The Witch. Carries Lord Thaindan Erbenaine's only male heir. Other son killed in battle with father, and daughters married off.

Baby will be born during early stages of adventure. It is a girl.

The baby is kidnapped during the middle of the night, hours after birth, by The Witch.

2.4.3 Lord Thaindan Erbenain

"The Lord"

Name: Thaindan Erbenaine

Currently possessed by The Witch.

Age: 65

His disembodied, traumatized, and confused spirit, flitting between the battlefield and his estate, searching for his body, and begging for respite.

2.4.4 Nathedan Erbenaine

(Eldest son of Lord Erbenainne)

Briefly possessed by the witch.

Age: 19 at age of death.

2.5 The current state of Gondor, Rohan, Dunland, & Surrounding Areas

This section provides some background information regarding some of the key areas of note throughout this adventure.

Source information is gleaned from information in the bibliography & research notes section, as well as Iron Crown Enterprises Middle-earth Role-Playing (ICE MERP), Cubicle 7's The One Ring Role-Playing Game (TOR RPG), Other Hands Magazine (OH), Other Minds Magazine (OM), and other sources. If a section is blank, refer to one of the above listed sources (TOR RPG & ICE MERP most frequently).

These are for now mostly place holders to remind the LM to read more information about these areas in preparation for the adventure, especially if implementing a longer campaign, rather than the short convention-based mini-adventure.

2.5.1 Gondor

2.5.2 Rohan

2.5.3 Dunland

2.5.4 Surrounding Areas of Note

3 OPTIONAL PRE-ADVENTURE PART 0

Starting Date: T.A. 2949, ... (October 1st)

Starting Location: Minas Tirith

Overview:

Anorien, area along Misty Mountains and Entwash, west of Minas Tirith.

This part of the adventure is mostly about learning about Minas Tirith and the immediately surrounding area. This includes the layout of the city, the appropriate interactions with the complex culture, politics, etc.

3.1 Travel

Travel will be mostly throughout the greater city of Minas Tirith, through the 7 gates, etc.

There is the possibility of traveling the Pelenor Fields, and as far as Osgiliath, but that is unlikely.

It is later October, and the weather is changing into Fall.

This part of the adventure does not involve travel beyond the Minas Tirith / Osgiliath areas.

The majority of the time will be spent in Minas Tirith learning the ropes of the city.

Travel will be mostly through the 7 gates of the city to achieve specific goals, and involvement in some political intrigue, that will also prepare the PCs for the core adventure in Stage 1.

4 ADVENTURE PART I

Starting Date: T.A. 2949, ... (November 1st)

Starting Location: Minas Tirith, _____ Hall of Heroes ??? Hall of Summoning???

Summoned to the Steward of Gondor; Turgon, he greets the party with a grim visage and informs them of the following: "I have received news from an outlying Noble, known as Lord Erbanaine, Or rather his wife, requesting the (however many PC's there are) by name, and pleading I relay her letter to you, so here you go. Now, I have other matters to tend to, if you'll kindly excuse me.

(It doesn't make much sense that she would know all those in the party. Maybe one or two members, and then they can persuade their compatriots to come along. Maybe one of the PCs is related to her, a cousin or some such?) Point of it is they're adventurers all of renown, and she calls on this well known party to help solve a problem

The Letter reads, in a clearly feminine hand- (unnecessary)

Dear (Adventurers name, each one)

I am the recent widow of House Erbanaine, and I request you come to our estate with the upmost haste. My Husband, Lord Thaindan Erbanaine, was recently slain in an unexpected battle, against unknown foes, and his spirit is not at rest! yet he does not rest peacefully. I have sent soldiers to retrieve his body to the place he died, but they have returned with nothing more than strange tales, his body nowhere to be found!

Many know of your valourous deeds for those most in need. So please, come to House Erbanaine's aid, and you will be well rewarded, gold, and riches, or titles and lands if you prefer. help me find my husband's body and put it to rest, so that his spirit may at last be set free.

Lady Alise of House Erbanaine, Widow of Thaindan Erbanaine, and Holder of the House.

4.1 Travel from Minas Tirith to Erbenaine Estate

It is early November. The PC's will be following the Great West Road through the Druedan Forest, and then the open fields of Anorien, to the western border of Gondor and the eastern border of Rohan, by the Mering Stream.

They may have a brief encounter with Druedain (Woses) in the forest, mostly just glimpses of being watched by squat figures more felt than seen (perhaps their imagination from all the legends).

Then upon the open lands of Anorien, they will be under a constant drizzle of chill rain. Thankfully the well cobbled tree-lined road makes for unimpeded travel. Seeing the occasional Gondorian patrol or messenger passing by quickly on horse or foot from time to time.

Eventually after (how many??? HOW should I know?) days, they will arrive at the estate. Soaked and chilled to the bone, but otherwise unmolested and without event.

4.2 Erbenaine Estate

At the Erbanaine Estate, the people seem strained, tight lipped and almost rude, with no desire to speak with the PC's about the unsettling events. Though if the PC's can convince someone to talk, they tell a tale of their late Lord's spirit walking about the Lady's estate, and that their Lord recently fell in battle against what was supposed to be a minor inconvenience, likely some orcs {Need more filler here, as information/clews for the PC's to discover I was kind of hoping to get that out of you, as I threw that down earlier}

There were (how many) soldiers that survived the first battle (where son was taken), and second battle (where father was taken).

Only a single soldier survived the first battle, and he died of his wounds shortly thereafter? Maybe just 2 from the second. The two soldiers provide similar but contradictory accounts, in very broken, ranting, terror-filled babbling incoherently/semi-coherently about:

"the dead", "spirits", "the son turned on us", "no it was Lord Erbenaine that turned on us". Spirits, dead soldiers, horrible chills, faint glowing lights in the fog, so cold, can never get warm. We're already dead. The dead there are walking. Our own soldiers, dead in the eyes, attacked us. No, it was ancient soldiers and legend that slew our comrades. They had terrible weapons. No, they tore at our flesh with horrible, rotten, bony claws and rotten teeth.

Specifically once they get into the Anorien, and more specifically the lands of the Erbanaine's, Some villagers the PCs may encounter, some of which are initially closed lipped refugees from towns across the river along the border of Erbanaine's land and Rohan, but

regardless, other's babble insanely, those they talk to very grudgingly impart their information.

As they move closer farther west of the Mering Stream, people seem grimmer, and more tightlipped. Though many know and have heard the news that the few surviving men sent to recover their late lord's body, are insane, and the majority of which are dead, and unburied.

The PC's reach the Medium sized town of (Town A) which is more of a sprawl, with the walled manor house of the Erbanaine's sitting atop a hill, plainly visible, the banner of the family (a golden hawk, wing's spread) clearly visible. The town is notably larger than Bree.

Continue to the Below after whatever they do in town; they will receive word from a servant that they've been summoned to the Erbanaine Manor. Recently known to have fallen in battle on the edge of his lands, located in (battle location a). You await the lady of the house in a large sitting room, lovely tapestries decorate the room, of battles and hunting, and most notably the banner of the late Lord Erbanaine; servants bustle about, hardly answering any questions with anything but "speak to our Lady Erbanaine."

After about five-ten minutes, the Lady comes down the stairs, wearing a large dress, of fine black silks, clearly a mourning dress.. And she is very pregnant. On the young side of middle aged for one of Dunedain descent, with dark hair, and sharp blue eyes. They're clearly rimmed with red.

"I welcome you to the manor house of my late husband." Lady Erbanaine says, her voice tight with strain, she sounds almost ready to cry, but she bears herself nobly. "I am Lady Alise Erbanaine, Lady of (Whatever District of the Anorien the Erbanaine's rule) and late wife to the former Lord Thaindan Erbanaine. And I ask for your help; to put my husbands spirit to rest." She pauses, but cuts off any questions with a sharp glance, before she continues.

"These last few nights, for about two weeks; my husband's spirit has appeared in my bedroom, pleading to put his body to rest, claiming he has lost it. Or more specifically, he said "I was driven from my body before my time." Unfortunately the pall-bearers and soldiers we sent to recover bodies have returned.... Different. Many have died of those that returned, other's bear only a semblance of sanity... And some don't remember their encounter at all."

"So I ask you, heroes whose names have disseminated throughout the land; please, lay my late husband to rest, and destroy whatever evil may be keeping him from peace. In return, those of you who wish, will be given your weight in silver, and/or lands and titles but I implore you, lay my husband to rest, and allow me and my child, to be comforted by the knowledge that my husband is at peace."

At this point, the PC's may ask questions concerning the nature of these things, all the lady knows is the following: There were small raids across the border, against small villages, near

the northernmost town of the Erbanaine's land. Her Husband led a reasonably large force against the disturbance, and had apparently won the battle. But just as her husband was to strike the fatal blow, he changed, and his men fled before him as he turned against them. She doesn't know exactly what they fought, but only that it was terrifying, and the soldiers and pall bearers have trouble communicating exactly what happened.

Also she knows her husband was so concerned to head there because his only son of 17 at the time, was in charge of the garrison at the northern border. From one of the sane men, now dead, he told her they fought her son, Thainan Erbanaine, apparently his father hesitated to strike the mortal blow, and then turned against his own men.

4.3 Traveling to the Keep

As they players travel to the battlefield, they (if they go cross country) hear little as there's nothing in the way of villages, but they'll reach (Garrison A) and hear of the unspeakable horrors that happened.

The few men who weren't pulled to the battlefield (all of 5 out of a garrison of 20) will tell if they know they're sent by their lady that they themselves were attacked while on patrol by shambling men, as the sun darkened, suddenly it was pitch black. They lit their torches in time to see what looked like corpses shambling at them. It dragged down three of their brethren, while half the group fled (five men), and the last they saw was Thaindan charging a man in a black robe, with a strange symbol upon it (symbol of Morgoth)

The five other men's mounts fled, no matter how hard they tried to turn them back. When they returned, they found a dozen rotted corpses strewn about, along with the bodies of two men, both of which torn apart, the others missing, including their lord Thaindan.

The garrison was quickly reinforced to a strength of 15 men, but the five mentioned above are the only one's from the original garrison.

4.4 At the Battlefield, Father Witnesses His Son's Death

Men shouted, their horses rampaging about in fear, even the most hardened of war-horses unsteady, thus the men fought on foot. Battered and wounded, they fought, slaying undead, their numbers pressing against Lord Erbanaine's forces. But both the dead that fought around him, and his own men, gave them space.

Not ten paces away, a man walked towards Erbanaine, his own son. Dark hair from his mother, and his father's green eyes, but something seemed wrong... The hair had turned silver in patches, and those eyes seemed... Different.

It raised Erbanaine's hackles, and he lifted his bastard-sword in a salute. Shouts raged around him, men screaming and dying, but many undead died around him. Being pushed steadily back.

Taking a deep breath, Erbanaine stepped forward, blade steady. His... 'son' lunged for him, the sword and shield he wielded held with familiarity, but at the same time awkwardness. Parrying, Erbanaine brought his blade around with a clang as sword struck shield.

Kicking, his son staggered back, slashing at the air by reflex and grazing Erbanaine's shin. He ignored the pain, a silent rage filling him. This is not my son. That rage screamed, building, as his blade began hammering down and down again, whatever this thing was, he would end it, if only to rid the earth of this impression.

The skill with which he fought was no where near his father's, despite Thainan his son, being an almost equal swordsman before. Now he wilted back, barely keeping steel from biting into flesh. Rage filled Thaindan, as blade knocked shield aside, a kick to the stomach caused Thainan's body to fall to his back, his blade slashing deeply into artery in his swordarm.

Raising his blade in two hands, Thaindan prepared to plunge. And then his only son's voice called to him. "Father... Please..." He said weakly. His voice, only stopped breaking a month ago, it pleaded.

He hesitated. His blade wavered for a second.

Pain tore through him. His very being, like leaping into the forge of a blacksmith. His very being seemed to shake. Every sensation powerful. Overwhelming. And under the pain, something pushing. He couldn't resist with so much pain.

It vanished. Erbanaine stood, staring at the battlefield. His son's eyes opened. They looked right. But...

Erbanaine stared at his body, blade held casually to the side. His son spoke "Father, what's happening. Please, you must help me, I already feel weak.... Father?" His son croaked, as Erbanaine's body turned, and charged his own men. Thaindan watched in horror, as his men panicked, Thaindan's blade slaughtering his own men.

And one man, who stood in a sea of slain undead, hesitated for a moment, then Erbanaine's body plunged through his neck, and he died, blood gurgling from his throat.

Staring at his son, Thaindan watched, screaming silently, as his son's eyes slowly clouded, and his final struggles stopped.

The battlefield is across the river atop a mound of barrows. At night, a group of Rohirrim

speak of strange sounds coming from some small hills. The Rohirrim

Across the river, the PC's will find about eighty corpses at the battlefield, most of which are old rotted corpses, many bitten into, most in ancient rustic armor. The party if they investigate/loot the area will find a ring (of invisibility if identified) as well as gondorian gear, but only a handful of gondorian corpses remain (above ground) On the ground lays a sword, that is clearly magical, but it is a sword of Undead Slaying (or some sort of powerful anti-undead slaying weapon- and the corpse of the man that held it is the only Gondorian corpse there, with a great many rotted corpses and several piles of something, surrounding him.

If the party ventures into the underground barrows, they will find about ten zombies, a coupe ghouls, a barrow wight and the wraith of a fallen elf, they will fight the party. During the night they come above ground, and the wight and wraith are much more powerful.

Before the PC's leave the battlefield however (perhaps they intend to come back or something) the ghost of the father appears, clearly distressed, and wailing, but he will speak to the PC's. And he will tell them: "My Son, oh my poor son. He's been taken. Stolen by whatever being performed the horror that forced me from my body"

The ghost will tell the party essentially, that during the night, his wife had just given birth to their son (Ulric Erbanaine) and in the morning when the mother/servant went to check on the child, he was gone. But the ghost of Thaindan Erbanaine tells them that he can feel whatever being forced him free of his corpse, is fleeing north west and that his wife and he himself; beg for the party to chase after their son and whatever stole him. (aka the possessed body of Thaindan himself.)

5 PLACES OF NOTE

This section provides some background information regarding some of the key areas of note throughout this adventure.

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5.1 Hall at Minas Tirith

5.2 Anórien

5.3 The Main Road Between Minas Tirith & The Lord & Lady's Manor

5.4 Towns Along the Way

5.5 Lord & Lady's Hall at _____

5.6 The Battlefield Near _____ town

5.7 Travel

Well established and maintained roads up to the Rohan border. After that they fall into disrepair in some areas, since many Rohirrim ride across the countryside rather than conforming to regular roads.

5.8 Weather

It is late Fall, heading into Winter. The weather is still tolerable during the daytime at this southern clime, but during the evenings becomes quite “nippy” and rather cold during the night and early morning.

The weather is highly changeable, ranging from clear and warm, to cold and drizzly, and some chances of wet snow in the daytime, to more solid snow during the night.

6 ADVENTURE PART 2

Adventure Stage 2: Crossing into Rohan

Starting Date: T.A. 2949, ... (~ Nov. 15th ???)

Starting Location:

Overview:

The party can head her off pretty easily, assuming they don't dally, they will catch wind of her within (x amount of time) and not really have any trouble following her shambling army, easily caught. However, when they catch sight of her, she has about twenty zombies with her, a handful of ghouls, and several greater undead

If the PC's attack, they likely could tear through her small army easily, and if that's the case, she will flee, using her magic to hide herself, and all but invisible unless someone with sight into the plane of the wraiths (or is using the ring) She will however attack initially, and if she thinks she can take the party, she will stay unless the battle appears to turn against her, the second that happens, she will flee, leaving her force to gain as much distance as possible, running west by south-west, to hit up the closest barrow she knows of. There are two witches in that force, who will likely stay and fight, trying to buy their leader time, and they are capturable, and will give information somewhat freely if they're let free. (fat chance)

The PC's will likely be delayed by the force, which she would consider leaving immediately if the initial assault against it goes poorly for her troops. Those that catch sight of 'her' face, will recognize him as the face of one of the paintings at the manor. It's clearly lord Thaindan, and the ghost looks almost identical, though the steel gray temples of the painting and the ghost, are now long streaks of white through his hair.

As the Witch gains distance from the party, she will begin zigzagging, raising dead at all the barrows she can, to delay the PC's, there's approximately (scale to how much time is left of the second session, and try to pace) barrows along the way, each one holding a ring of invisibility.

Several skeletons and a few other nasties populate each one, clearly a force that wouldn't likely kill the party, but definitely slow them down, and hurt them. Attrition is the point of those barrows at this point.

As the PC's pass through villages, many reasonably close to the barrows, they will find villagers speaking of atrocities and some villages even completely wiped out, and raised as weaker undead, to further delay the party as they get closer to Dunland and the Witch gets

increasingly desperate, she crosses the line and kills to raise more dead to fight for her.

By the time the PC's reach dunland, and follow her trail all the way there, she should have had time to recharge, and gather the few (many?) witches she has left of her coven, and bring her power center to bear.

The ending of this section will take place just outside of her power center, which is a dozens of mounds of barrows leading up into the mountains above Dunland, with many many wights populating them, seeking bodies. Several rings of invisibility are scattered throughout there.

Before that point however, lie villages probably, and those that would be willing to talk (though the Dunlendings have a very anti everything disposition) will talk about a darkness that they now try to avoid, in the mountains. It moved there not long ago, but since then, dreams have been troubling, and they feel something menacing from there.

6.1 Places of Note

This section provides some background information regarding some of the key areas of note throughout this adventure.

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6.2 Eastern Rohan

6.3 Central Rohan

6.4 White Mountains

6.5 Northwestern Rohan

6.6 Rohan / Dunland Border

6.7 Isengard

6.8 Travel

7 ADVENTURE PART 3

Adventure Stage 3: Assault of Burgul Gund (Shadow Stone)

Starting Date:

Starting Location:

Overview:

A rows upon rows of barrows stand before the party, before they can reach the keep they see nestled some ways up the mountains, however, many many barrow wights dwell here, and will by all means sense the living, and come for them, seeking new bodies to take as their own. Wraiths also wander there, and between the castle and the keep, ghosts traverse the area.

Witch #1 is in the tower to the northwest, across the river, overlooking the vale, exerting her will upon the many creatures between the heroes and the Witches Lair. If/when she sees the heroes make it to the river, she will quickly make her way to the Witches lair via the back mountain trail, to aide in the final defense.

In addition to everything else, the castle is full of haunts, various spirits of those which are mentally hurt before death, and make the keep seem almost haunted to the adventurers, as they are under the control of several of the witches.

If the party gets past that mess of death and destruction, happy days for them. Now they have a castle or keep to deal with, which has walls that have been patched together, even though the towers are much shorter than they used to be, they've been cleared and restructured somewhat. Witch #2 is seated in the remnants of the tower overlooking the wall, keeping focused on the creatures patrolling the area. A single witch patrols the top A dozen skeletons with golden amulets sit atop the wall, bows with them in hand, each with a quiver of a dozen or so arrows. She will exert her will over the creatures just outside of the keep, on the walls, and within the courtyard. Buying time for Witch #1 to enter the keep from the rear hidden entrance, and for the lead witch, Hünbûrz, to finishing the final protective measures in place for the inner sanctum.

In the main courtyard of the castle, stands a plethora of zombies, ready to rise up if the proper command word is spoken. They along with the skeletons interspersed are mindless fodder. Overall the ancient keep is damaged and strewn with wreckage, with a few wagons lying strewn about, barely unpacked.

In a cave overlooking the keep, is the lair of a vampire allied with the witches lie several vampires and their sire, inaccessible unless one can fly. It will remain above watching if it is daytime. During the night, if it sees any opportunities, it will fly down and harass the party. It

will not risk its life overmuch however. If the witches are all killed, it will fly back to its lair and hideout there, waiting for the danger to pass.

As the PC's make their way through the castle, they begin to realize that it looks temporary, most of the repairs are shoddily done and likely wouldn't last very long, there's nothing to speak of in decoration or cosmetic improvement. It seems almost to have been shorn up as a place to winter at most. In addition to haunts, there are 1-6 Spectre's who are controlled by the Witches second most powerful Witch

Within the keep past the spectres, lie nothing but the Witches, their apprentices, and their familiars, as well as their complex defenses, with chambers in the keep.

In the lower level, the crypt tunnels, awaits the lead witch, Hünbürz, with a remaining number of undead at her fingertips, ready to raise in moments. Right behind her sitting room where she waits, lay piles upon piles of gold, the epicenter of her power as she draws on the Morgoth taint of gold.

Once the PC's reach her, her dead will arise. However, she will not have them attack, yet. She will cry out to the party and ask "Why do you follow me so? Did not wish you any harm, but I could not allow you to stop me in my endeavor. Don't you understand, I only wish to free my love! He has been taken by Sauron! Please do not try to stop me!" She will cry out to the party. Hopefully they'll pause and engage in dialogue.

Essentially she will tell the party that she has good intentions, and she isn't doing the wrong thing, even though she'll say what she's doing isn't the purest of ways, she's not evil because of her end goal. She isn't doing it for power, but she's building her power to free her Elven love.

If the party will listen, she will tell the tale of her love being taken by the Necromancer, and her becoming a witch under him, in the hopes of getting closer to her love, in order to free him. But just before she could free him, the White Council attacked, and Sauron fled with her love.

She was wounded during the invasion, and as she lay in the prison, just before the white council would destroy her, she used a spell and took over the body of one of the nearby prisoners. A Dunedain ranger. She was then set free in that guise, her plans in tatters. She intended to rebuild her power, in the hopes of once again getting close enough to Sauron (now in Mordor), and whisk her love away.

Unfortunately she needed a new body, as after 8 years, the body she had been in was too weak to support her, so she sought a new body. She took Thaindan's son, but was caught by Thaindan's forces in battle, and the possessed son's body was also mortally wounded, so she felt "forced" to take the father's body. Knowing his body wouldn't last long, she then took the

child to prolong her life, for when her current body would begin failing, she could take the infant as she matured enough to support her, and thus she would have her chance to free her love.

If the party insists on fighting, she will, with tears in her eyes, she will order her undead to attack, filling the narrow crypt-halls, crying that they shouldn't make her do this, that if they'd only leave her alone, she would be able to free her love. She will no longer flee, there is no other route out of these crypts.

She will use all of her power to destroy the PC's. This location is where she is at her strongest, and in desperation will make every effort to destroy them. If she is slain, she will try to take over any dunedain in the party, to prolong her life. If that is not possible, she will try to possess the body of the baby.

7.1 In Summary

Stage 1: The Barrow Mounds and the Barrow Wights

Stage 2: The Archers atop the wall, led by the Witch, if she is killed, skeletons become mindless

Stage 3: Mindless Zombie and Skeleton Fodder

Stage 4: Ghouls and a Witch controlling them.

Behind the Witch, sits a terrified midwife, who is caring for the baby, and was taken from the Erbanaine's Manor, is the newborn Erbenain daughter, in a gold-lined baby's crib.

The room and crypts are filled with piles and piles of gold, with other gold-based enormous riches piled wall to wall. Those with the requisite abilities, such as elves and Dunedain, will sense the taint of the gold.

7.2 Places of Note

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7.3 Southern Misty Mountains

7.4 Dunland (lowlands)

7.5 Dunland (midlands)

7.6 Dunland (highlands)

7.7 Travel

8 OPTIONAL POST-ADVENTURE PART 4

Starting Date:

Starting Location:

Overview:

8.1 Travel

8.2 Places of Note

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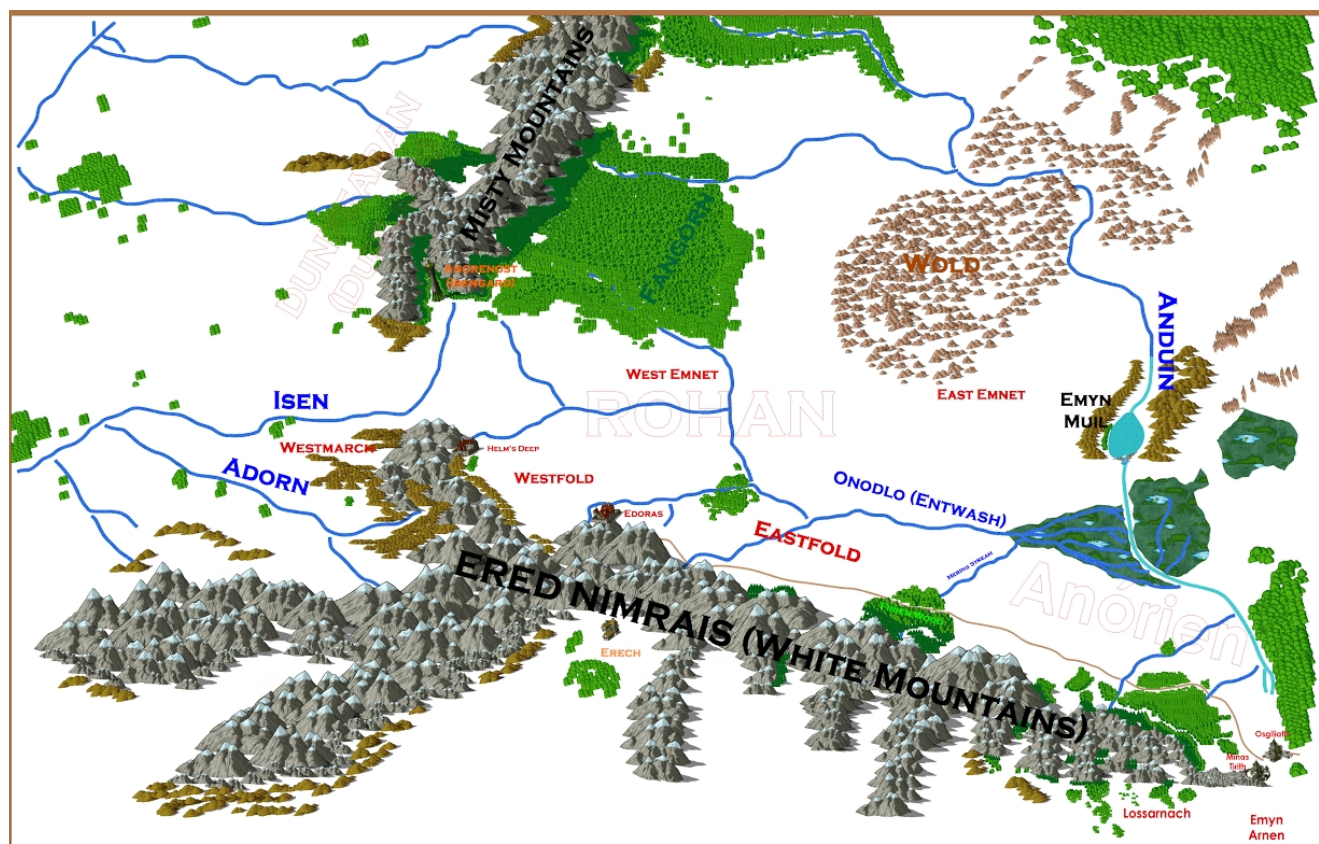
9 8. NOTES ON NECROMANCY

See the various notes in the Bibliography & Research Notes section.

Also optionally see (for TOR RPG):

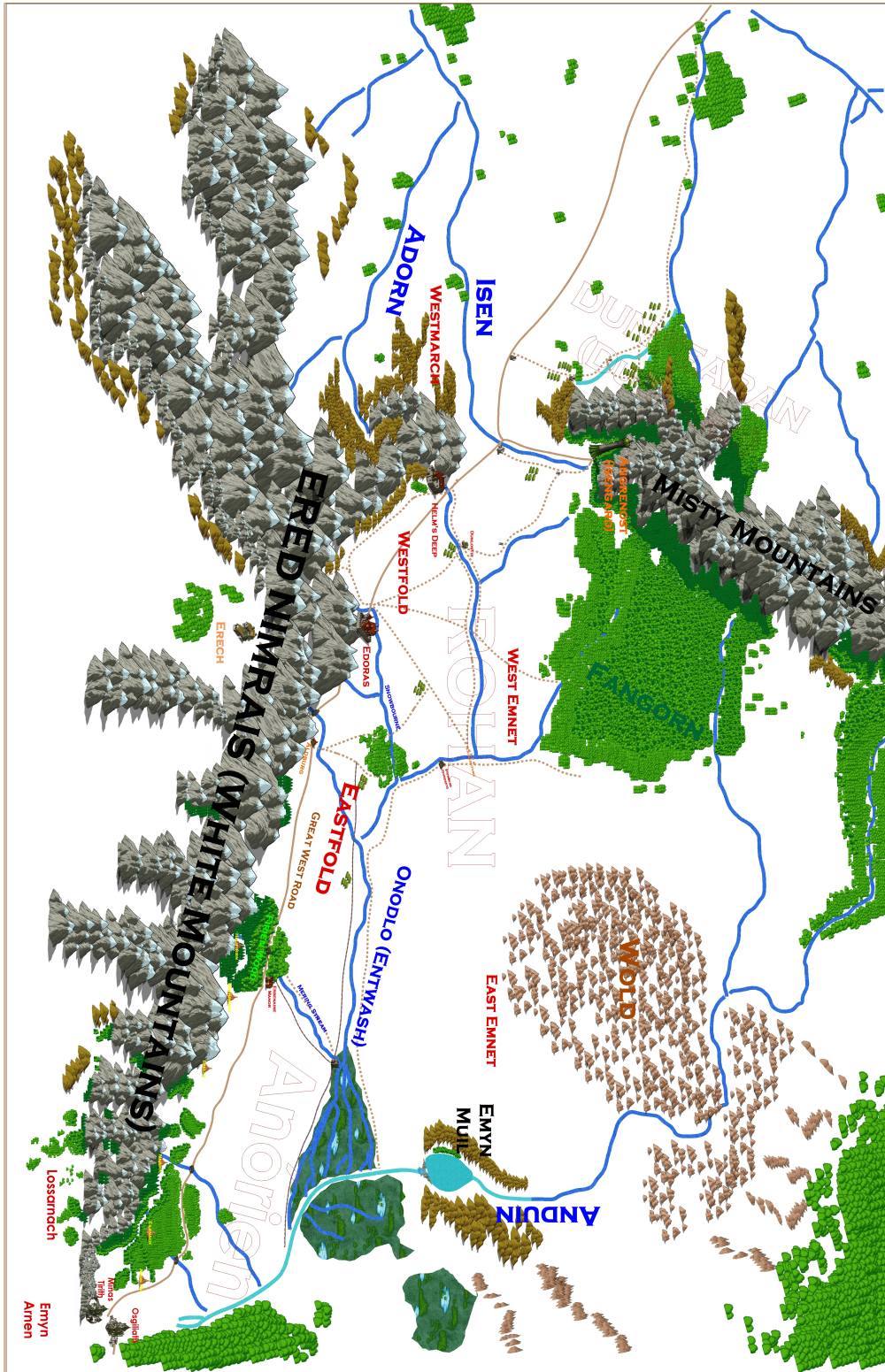
TOR RPG: <http://forums.cubicle7.co.uk/viewtopic.php?f=56&t=1586&start=70#p28851>

10.1 High Level Overview Map (Map 1)



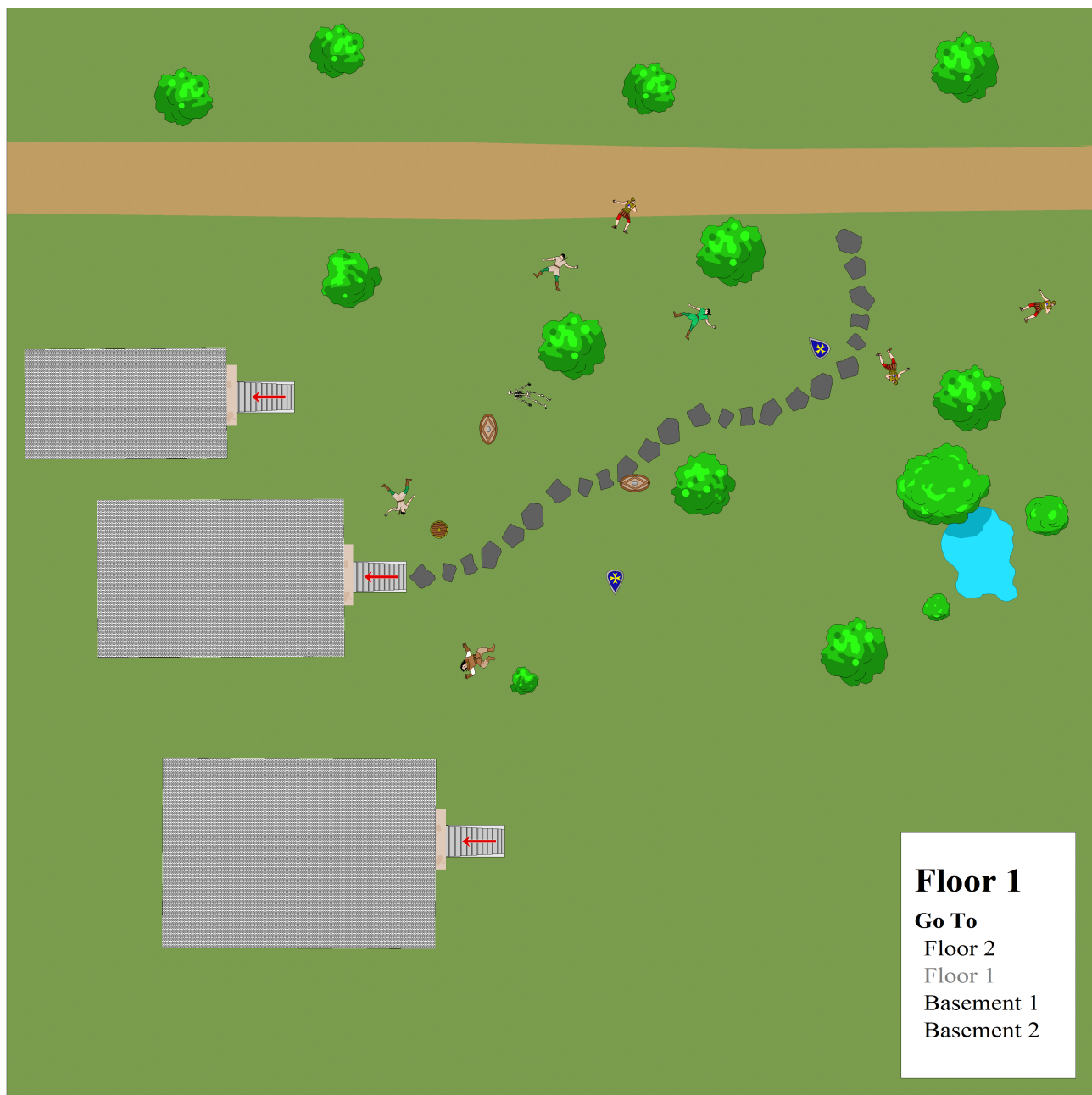
10.2 GM Overview Map (more detailed).

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/undying-love-overview-map-try-3-floor-1-20160713a.png/view>



10.3 The Battlefield at the barrows

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/the-battlefield-at-the-barrows-floor-1.png/view>



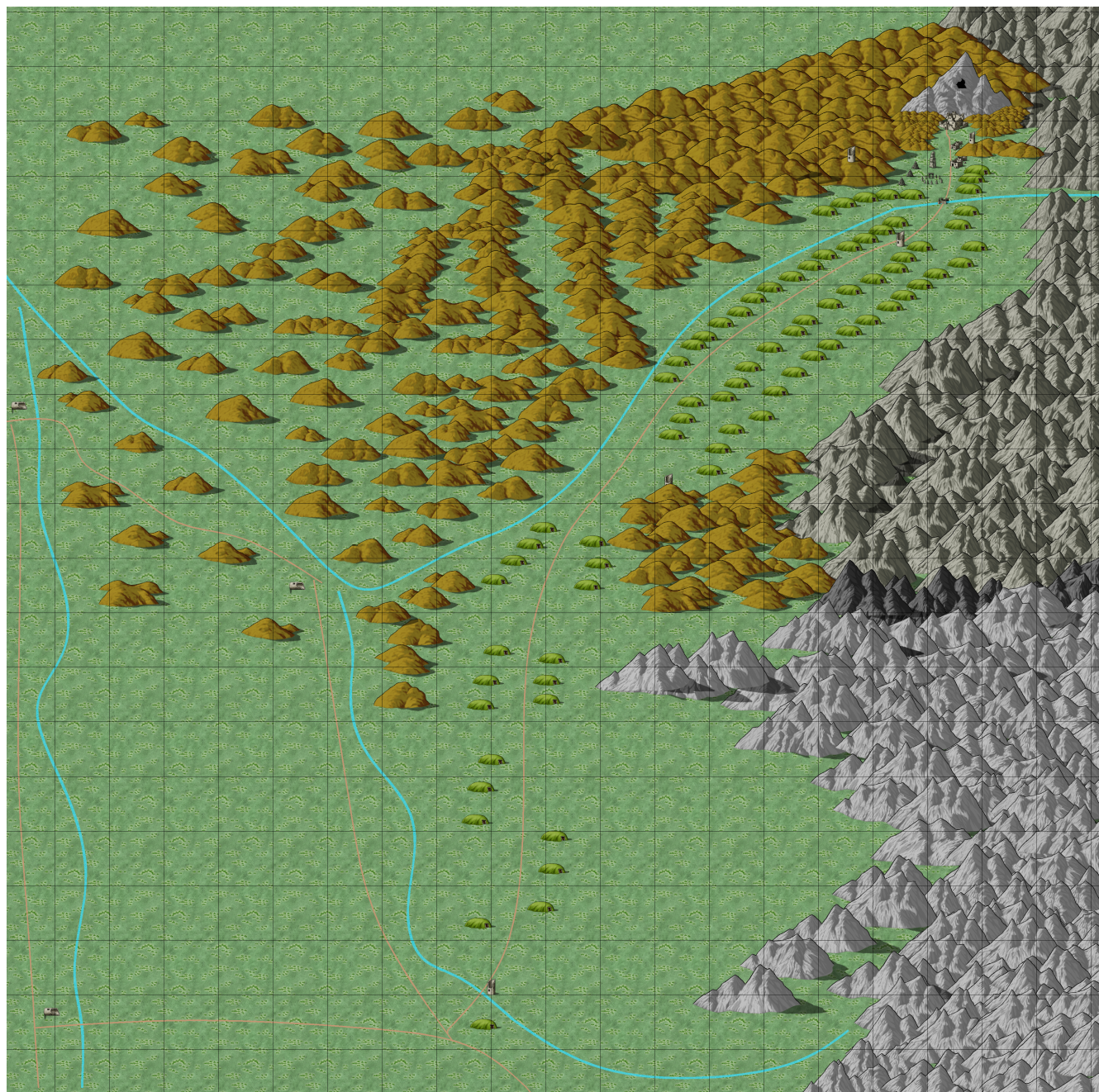
10.4 Example Barrows

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/battlefield-barrows-1.png/view>

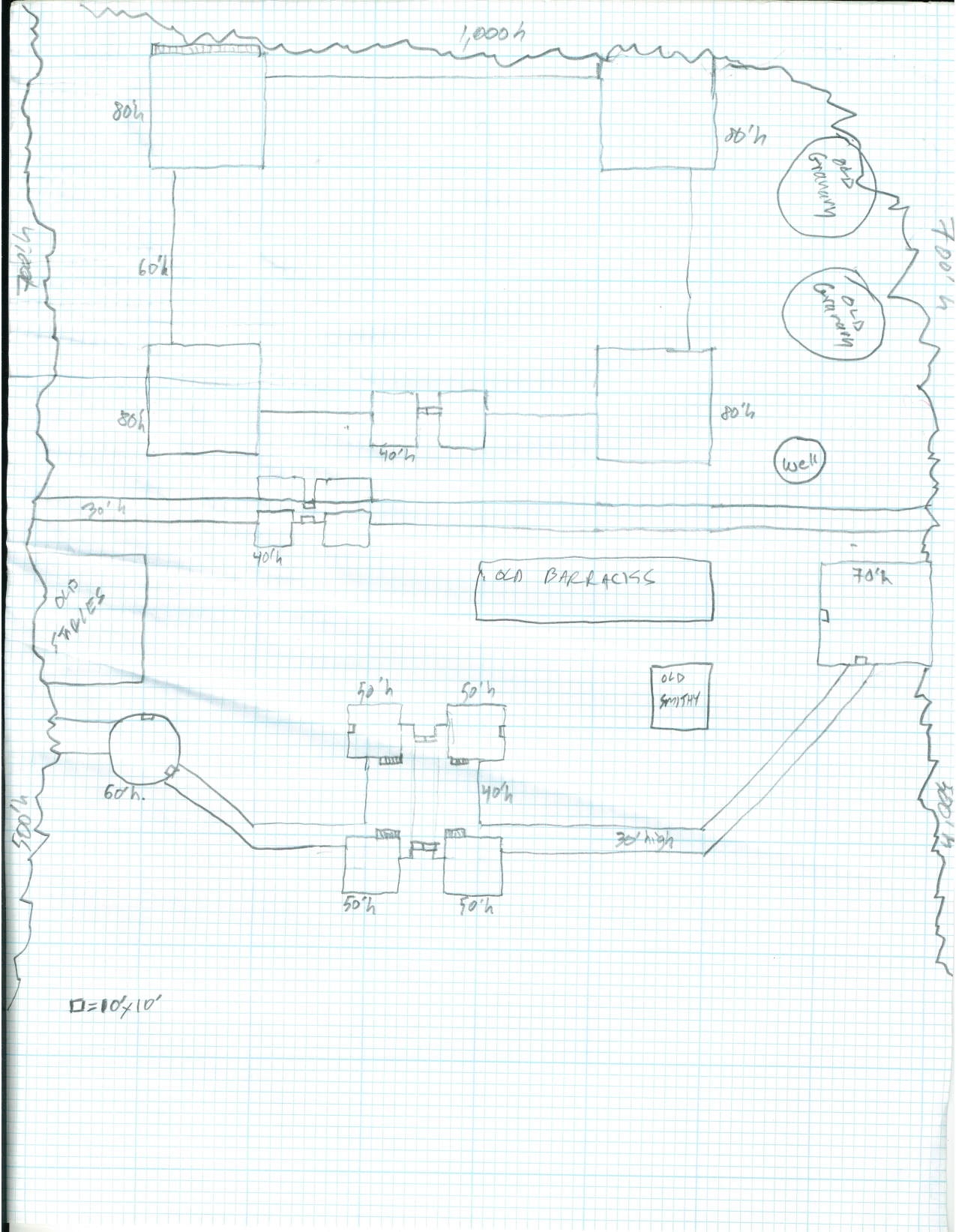


10.5 The Witches Vale in Dunland

<http://tolkienmoot.org/archives/documents/2016-tolkien-moot-xii/the-witches-vale.png/view>

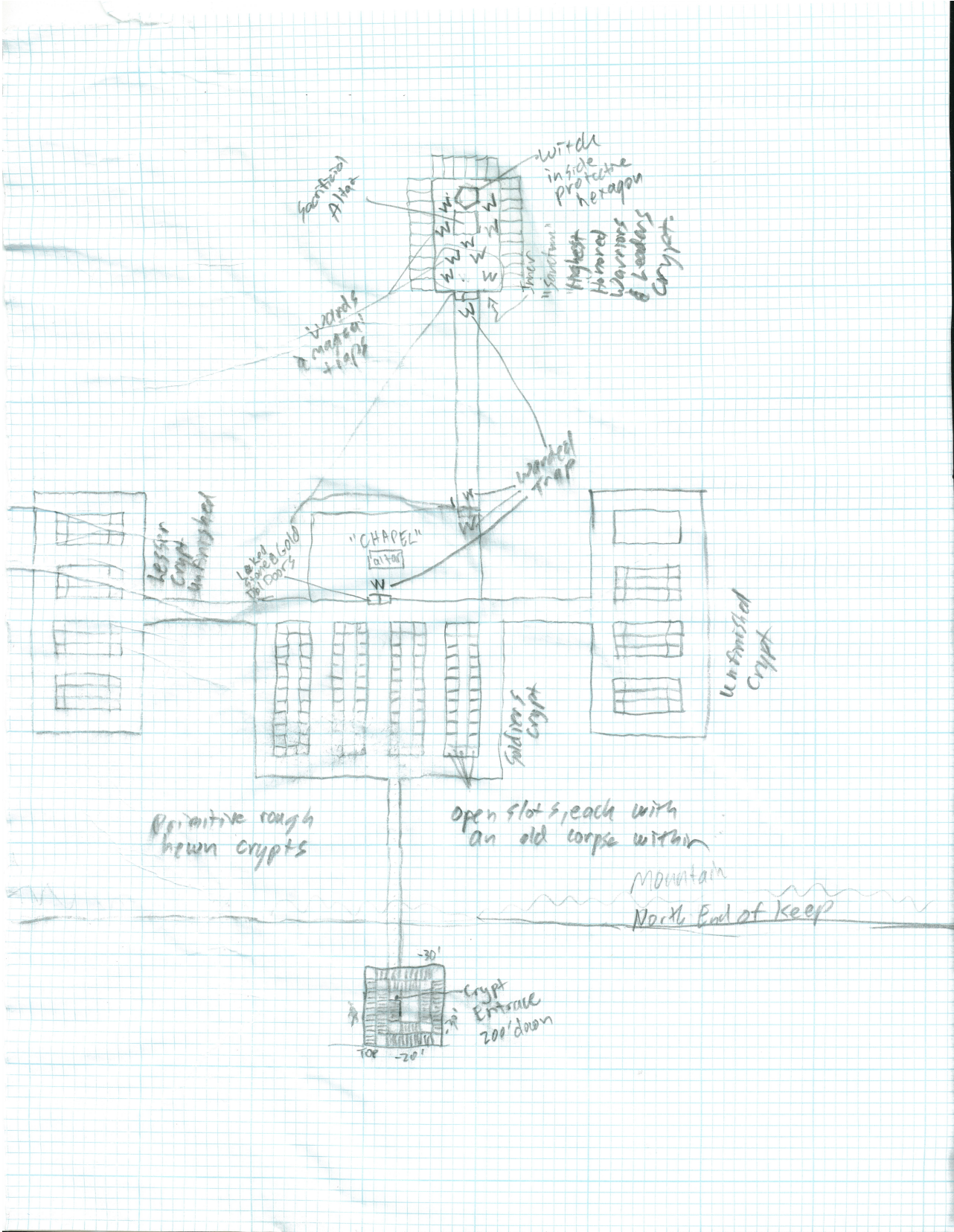


10.6



10.7

The Witch's Lair (Interior, Lower Catacombs)



10.8 Note regarding treasure & taint, risk of gaining Shadow:

- From the hoard of a Troll
- From the hoard of a Dragon
- Stolen from an ancient Barrow
- From a stronghold of the Dark Lord

11 NPCs & CREATURES

11.1 The Witch - Hûnbûrz

11.2 The Elf - Fion Alcarion

11.3 The Lady

11.4 The Lord -

11.5 The Son -

11.6 The Newborn (daughter) -

11.7 Surviving guard that died shortly thereafter (first battle)

11.8 Two surviving (but mad) guards (second battle)

11.9 Head of the House (servants)

11.10 Steward's Lead Courtier

11.11 Various Minas Tirith Courtiers, Guards, Contacts for “pre-adventure”.

11.12 The Wose (Ghan-buri-ghan age?)

11.13 Gondorian Small Patrol on horse (4)

11.14 Gondorian Messenger (on foot)

11.15 Gondorian Messenger (on horse)

11.16 The Estate’s Master at arms

11.17 The Outpost’s Lead officer

11.18 The Outpost’s Soldiers

11.19 The Estate's (few remaining) Soldiers

11.20 The 2 Rohirrim riders reporting strangeness

11.21 Rohirrim Patrol (4 to 24)

11.22 Rohan village refugees (1-6 at a time as Witch passes through towns)

11.23 Lesser Witches (2)

11.23.1 Witch #1 -

Familiar:

Apprentice(s):

11.23.2 Witch #2 -

Familiar:

Apprentice(s):

11.23.3 Incorporeal (Spirits & Spirit-like)

11.23.3.1 Corpse Lights

Various spirit-based lights that attempt to lure victims to an untimely demise.

11.23.3.1.1 Corpse Candles

11.23.3.1.2 Corpse Lanterns

Larger version of Corpse Candles...

11.23.3.1.3 Swamp Stars

11.23.3.2 Ghosts

"...once-living beings that do not have a physical body any more, but that are still able to affect the world of the living in some way. They may be the manifestation of restless souls of dead Men or faded Elves, still trapped in the circles of the world by some strong obligation, like a broken oath or an unfulfilled promise." TOR RPG Rivendell p 76.

11.23.3.3 Spectres

"...powerful or strong-willed Men or Elves who died while pursuing acts of passion and great pride..." "...they can linger on after death, haunting places they once used to love or inhabit." "...restless spirits that, while not violent in nature, sow sorrow and despair, seeking the lamentation of others in regret for their own misdeeds. They manifest only in the dead of night, and never far away from their haunting places. Their apparitions are said to intensify at times of great unquiet and coming death." TOR RPG Rivendell p 80

11.23.4 Corporeal – “Mindless”

11.23.4.1 Skeletons - See Walking Dead

11.23.4.2 Walking Dead (Zombies)

Several types of Walking Dead (Zombies) can be found in this adventure. “These monsters do not have much in common with the other undead creatures, as they are the product of some dark enchantment, and do not have a spiritual component. The walking dead are the bodies of the dead that have been reanimated by sorcery.” – TOR RPG Rivendell p. 75. I would count this type of sorcery as necromancy specifically.

11.23.5 Corporeal - “Aware”

11.23.5.1 Ghouls - See Mewlips / Marsh Dwellers

11.23.5.2 Gibbet King

Though not used directly in this campaign, information listed here as useful reference of all

the undead possibilities to consider.

"...a rotting human corpse, little more than a skeleton held together with blackened sinews and rags. ... unholy light ...dances in the skeleton's eye-sockets." TOR RPG Tales from Wilderland p. 133-134.

11.23.5.3 *Mewlips / Marsh Dwellers*

"...underground cellars" and other dank, dark, abodes "are the realm of the (Mewlips). Here they try to lure their victims, to then kill and feed upon them. Every valuable is stripped from their bodies..." "They appear as shambling humanoid creatures with clammy pale flesh, like that of a corpse left to rot in the water. They move slowly and quietly, leaving behind wet footprints with their bare feet. A fell light in their small eyes suggest a wicked vitality and intent." "...attack by biting their victims, or try(ing) to injure ... with their unclean claws." TOR RPG Core Rulebook, The Marsh Bell, p. 299.

11.23.5.3.1 Poem by J.R.R. Tolkien featuring the Mewlips:

The Shadows where the Mewlips dwell

Are dark and wet as ink,

And slow and softly rings their bell,

As in the slime you sink.

You sink into the slime, who dare

To knock upon their door,

While down the grinning gargoyles stare

And noisome waters pour.

Beside the rotting river-strand

The drooping willows weep,

And gloomily the gorcrows stand

Croaking in their sleep.

Over the Merlock Mountains a long and weary way,
In a mouldy valley where the trees are grey,
By a dark pool's borders without wind or tide,
Moonless and sunless, the Mewlips hide.

The cellars where the Mewlips sit
Are deep and dank and cold
With single sickly candle lit;
And there they count their gold.

Their walls are wet, their ceilings drip;
Their feet upon the floor
Go softly with a squish-flap-flip,
As they sidle to the door.

They peep out slyly; through a crack
Their feeling fingers creep,
And when they've finished, in a sack
Your bones they take to keep.

Beyond the Merlock Mountains, a long and lonely road,
Through the spider-shadows and the marsh of Tode,
And through the wood of hanging trees and gallows-weed,
You go to find the Mewlips - and the Mewlips feed.

11.23.5.4 *Undead Warriors*

"Once young and valorous men...have been stripped of their lives and will by the Dark arts. Their shrivelled bodies are all that is left of them." TOR RPG Tales from Wilderland p. 78.

11.23.5.5 *Dead Men of Dunharrow*

TOR RPG The Horse-lords of Rohan, p.129.

11.23.5.6 *Dead Men of Dunland*

See stats for Dead Men of Dunharrow, and substitute Dunlendings for Oathbreakers.

11.23.5.7 *Dead Men of Rohan*

See stats for Dead men of Dunharrow, and substitute Rohirrim for Oathbreakers.

11.23.5.8 *Bog Soldiers*

"...withered and stained black by the foetid muck but recognisable still, even though a thousand years have passed. On dark, moonless nights, dozens of undead soldiers rise again from the silent waters." TOR RPG Rivendell p 78

11.23.5.9 *Wights*

"... evil spirits that directly inhabit the remains of the deceased. As they control a body, their physical manifestation can be harmed normally, but their spiritual possession makes them much more resistant to injury..." TOR RPG Rivendell p 75.

11.23.5.10 *Barrow-wights*

"...these restless spirits still rise from their tombs under the dreaded Barrow-downs. Known

as the Barrow-wights, they are drawn by the life and warmth of those unfortunate travellers who are lost in the trackless region(s). They strike from the cover of thick mists, or under the cloak of night, seeking to subdue their prey with their spells and take them into their barrow tombs. There, the victims are sacrificed in a twisted ceremony that harkens back to their once-noble lives..." TOR RPG Rivendell p 77.

11.23.5.11 Night-wight

"...is a thing of shadow, haunting the remains of a warrior who once fell into corruption. It attacks using a wicked spear with a barbed head, and will resort to using its claws if disarmed." TOR RPG Tales from Wilderland p. 30.

11.23.5.12 Wood-wights

"During the long centuries of the rule of the Necromancer, many evil spirits issued from Dol Guldur..." "...other inhabited the corpses of lost travellers and victims..." "...Those that have seen Wood-rights and lived to tell the tale, speak fearfully of shambling horrors composed of bones, leaf mould and fallen tree branches, and skulls that leered out of the darkness." TOR RPG The Darkening of Mirkwood p. 137.

11.23.5.13 Wraith

"...similar to the Nazgul, as they once were living beings who were consumed by sorcery or by another malevolent power. They are now undead, and live in both the living world and the wraith-world. Unlike the Ringwraiths, these lesser wraiths have only a physical shape, albeit partially faded and thus resistant to harm." TOR RPG Rivendell p 76.

11.23.5.14 Fell-wraiths

Some were victims of the Black Plague of T.A. 1636, but "...did not perish, and were slowly consumed by it instead. Condemned to a perpetual anguish by the sorcery..." "... they are still today their slaves, pale reflections of their dark masters, always intent at spreading

darkness and corruption at their command." "...appear as crooked wanderers, roaming among ancient ruins and the sites of forgotten battles. They are generally wrapped in cloaks to hide their spectral features: their flesh is almost transparent, and their eyes seem to glow like embers. If encountered in the hours of twilight, they may pass as Men, as they can speak, even if with an unusual hissing voice and strange accents. Fell Wraiths carry old weapons and battered shields, relics from an age of strife they employ to deadly effectiveness." TOR RPG Rivendell p 79.

11.23.5.15 Werewolf - Bolgpu

TOR RPG p 247: "It is suspected by the most learned among the Wise that the cruelst of packs of Wargs might be led by the foulest of creatures: trusted servants of the Dark lord returned from the Ancient World to serve him once again. Devouring spirits trapped in wolf-form, they hate the very soil they walk upon, and desire only to defile and ruin in an attempt to quench the dreadful hunger that consumes their mortal bodies.

There is a werewolf guarding the entrance of the Witches Vale, named Bolgpu (blood-thirsty jaw/maw/mouth). It watches from its lair of an old burned out tower on the hill above the entrance of the Witches Vale.

11.23.5.16 Vampire - Secret Shadows

TOR RPG p 248: "In the Elder Days, the Dark Lord counted among his servants a number of mysterious bat-like creatures, sometimes said to possess the power to change shape. "

P. 249: "Taking the form of great misshapen bats, these servants of Sauron fly on their great fingered wings to carry his dark tidings or to spy upon the land, or join a swarm of Great Bats when war or hunt has provided them with prey. These Vampires belong to an astute and patient breed, always aware of the will of their Master and ready to do his bidding. Ages ago they were able to disguise their foul appearance and appear as beautiful women. Today, they may appear as such only briefly, to confound their opponents."

Upon a strong hit, their bite or claws raking if touching flesh, can potentially sap the attributes (and/or levels in level-based RPGs), and strengthen the vampire in so doing.

11.23.5.17 Zombies - See "Walking Dead"

11.24 Other Creatures

11.24.1 Barrow Owls

"...Nocturnal and exceedingly specialized, they are virtually blind when confronted with bright light...they startle easily and swarm like bees when confronted with a potential foe. They carry numerous diseases, including rabies and lycanthresis, to which they are immune." ICE MERP Creatures of Middle-earth p. 7.

11.24.2 Bats (Cavern Wings)

"...large intelligent bats...in the Misty Mountains...weapon is their razor sharp claws...best defense is to pick out the leader (bat), for if that bat is slain, the rest will retreat until the clock sorts itself out and chooses a new leader." ICE MERP Creatures of Middle-earth p. 7.

11.24.3 Crebain (Large Crows)

5' wingspan. "Large black crows with evil natures... Primarily carrion eaters... They will also mob injured creatures and, if under instructions from some evil intelligence, uninjured individuals travelling alone or lost. Keen-sighted and attracted by shining or brightly-colored objects, they make excellent spies. They are most common on south-central Middle-earth, including Fangorn and Dunland, but may be found elsewhere, especially near centers of evil." ICE MERP Creatures of Middle-earth, p. 53.

11.24.4 Dunmen's Dogs

"...kept only by the tribal Dunlendings, the Dunmen's Dogs look like a large, fat toy hound. These dogs are sometimes used as guards or for pack-hunting, of which they are marginally capable. Most Dunmen's Dogs end up in the stewpot." ICE MERP Creatures of Middle-earth p. 34.

12 GAME SYSTEM SPECIFIC INFORMATION

12.1 Eä d20 AD&D 1st Edition

12.1.1 Monsters

-Zombies: Monster Manual 1- Pg:103

AC: 8

Hit Dice: 2

Move: 6

Damage: 1-8

-Wraith: Monster Manual 1-Pg:102

AC: 4

Hit Dice: 5+3

Drains as Wight

1-6 cold damage hp

-Wight: Monster Manual 1-Pg: 100

AC: 5

Hit Dice: 4+3

1-4 cold damage + 1lvl of Energy Drain

-Vampire: Monster Manual 1-Pg: 99

AC: 1-Spectre: Monster Manual 1: Pg: 89

AC: 2

Hit Dice: 8

-Skeleton: Monster Manual 1-Pg: 87-88

AC: 7

Hit Dice: 1

Always deals 1-6 hit points of damage

Takes half damage from sharp and edged weapons

-Ghouls ("Mewlips"?): Monster Manual 1-Pg: 43-44

AC: 6

Hit Dice: 2

All but elves must make a paralyzation save if struck

12.1.2 TOR RPG

Useful TOR RPG Index: http://www.wolvesau.net/oneringsrpg/TOR_Index.pdf

13.1 Bibliography & Research Notes

13.2 Keywords

Undead

Spirit

Wraith

Ringwraith

Zombie

Vampire

Ghost

Haunt

Grave

Dead

Death, see mortality

Devil

Gift of Men, see mortality

Reincarnation

Evil

Necromancer, cy, antic

Witch

13.3 Questions

What happens to Men when they die (normally)?

What happens abnormally?

Assuming same for Hobbits?

Same 2 questions for Elves?

"" Half-elves?

Dwarves?

Orcs?

Trolls?

Maia?

Drúedain/Woses?

Wolves?

Giants?

Ents?

Eagles?

Eagles of Manwë?

Balrogs?

Dragons?

Ungoliant? (and her "children")?

Locations known to have "undead"?

Stories mentioning, even obliquely haunting, spirits, undead, vampire, ghost, etc.

13.3.1 The Letters of J.R.R. Tolkien

Undead = 0

Spirit = 0

Wraith = 0

Ringwraith = 42

157

159

267

273

286

330-2

382

Black riders = 272

273

Nazgul = 79

104

178

206

330-2

444

No great physical power but inspire unreasoning fear: 272

Witch-king = 272

273

277

282

reduced to impotence when defeated = 331

Zombie = 0

Vampire = 0

Ghosts = 103

Haunt = 0

Grave = 0

Dead = Dead Marshes = 72.73.76.303

Dead Men = 248

248 how various people wanted more information (justification for the Appendices), for example more information on the Dead Men.

Death = see Mortality

Devil = 48.228.344

Gift of Men, see mortality = elves & men represent problem of death = 236

Men are doomed to leave the world, Elves doomed not to leave it = 147. 246

mortal or immortal nature could not be altered except by the One = 151.194.204.411

death and the nature of man = 205.237.285

Men must accept death = 145.154-6.205.286

death is not a punishment = 205.286

death as doom or gift of God to Men = 147.151.155.189.205.267.285.286

death is freedom from the circles of the world = 147.286.325

real theme of LR is death and immortality = 246.262.267.284

Reincarnation = 147.187-9.236.286

Evil = and power of creation = 187.190-1.195.

Shadow = 207.296

After Third Age evil not incarnate = 154.160.207.252

(Gandalf) death and return from death = 201-3.237.

Life, purpose of: 399-400

13.3.2 LotR (Memorial 7 book edition):

Songs & Poems: Wight's Chant: I 186

Persons Beasts & Monsters: Barrow-wights: I 172-3, 185-8, II 65, V 17.

Black Rider(s), I 99ff., III 82, etc. V 28ff. (see Nazgul).

Dead Faces, IV 38, 43. The Dead ones, IV 39. See Dead marshes, Mere.

Dead Men, the. V 71, 175. Sleepless Dead, V 52. the Dead: iii 124, V 51, 60-2, 71, 174, etc.

See King, Paths, Shadow Host.

King of the Dead: v 61f., 173, 175

King of the Nine Riders: IV 144.

Men of Darkness: iv 105

Nazgul (ring-wraith): ii 45, 54, iii 49, etc. v 30, etc.

Ringwraiths, I 68, etc. iii 118, iv 138, v 188, vi 70,

Shadow Host: v 62, 172, 174-5

Shadow-men: v 61

Shadows: v 62

Shadows of Men: V 172

Grey Host, V 173 (see Dead men).

Winged Shadow(s) v 66, 95

Witch-king, vii 15, 17-18, 30-32

Witch-lord of Angmar, I 6

King of Angmar, v 99

of Minas Morgul: vi 136

Morgul-king: iv 143

Morgul-lord: ii 7

dreadful king I 260

fell chieftain ii 55

Black Captain: v 97, 112

Captain of Despair v 99

the (great) Captain: ii 64, v 101, 111 179, etc.

the High Nazgul: iv 184

Lord of the Nazgul: v 99, 113, 126, 128

King, lord of the Nine Riders: iv 142-3

of the Ringwraiths: vi 9, 34

Wraith-king, -lord, iv 142-3, cf. I 258, 281-2,
see Appendix A.

Wraiths (used by Gollum for Ringwraiths): iv 41, 46

Wraith-king, -lord, see Witch-king.

13.3.2.1 *III Places*

Anórien v 6

“‘In the land of Gondor’, the wizard answered. ‘The land of Anórien is still passing by’”
(Gandalf to Pippin)

Barrow-downs: I 150, 182, 111, 43, v 133

Barrowfield: vi 110

Cirith Gorgor, ii 209, iv 49, 53, v 188

The Haunted Pass, iv 49

Dagorlad: ii 36, iv 29, 35, 95, v 72, 74

Dead City (Minas Morgul): iv 181

Dead Marshes: ii 50, 209, iv 26, 36-9

Deadman's Dike (Fornost): ii 38, vi 133

Door of the Dead: v 56

Downs, I 150ff. Downlands, I 216

Dwimorberg: (Haunted Mountain): v 56, 68.

Erech: v 51, 172

Hill of: v 52, 61

Stone of: v 51-2, 59ff, (see also Black Stone).

Far Downs: I 6, vi 180.

Gladden Fields: I 69ff, ii 78

Gladden River, ii 78.

Hallows, the: vi 101, 109

Haunted Mountain, see Dwimorberg...

Mere of Dead Faces, iv 43

North Downs: ii 38, vi 133

Paths of the Dead: v 43, 48, 50-4, 70f, 75, 137, 163, 172, 176

Shadowmere: ii 26

Tombs, the: v 141

White Downs: I 8, 13, vi 145, 180

13.3.2.2 *IV Things*

Barrow-blade, Sam's sword: ii 144

Stone of Erech, a tryst-stone (symbol of Isildur's overlordship), v 51-2, 59-60, the Black Stone, v 51, 61, 172, 174, the Stone, v 61-2.

13.3.3 Silmarillion, The

Index of Names

Beren, Son of Barahir, returning from the dead, alone of Mortal Men. Aka Camlost, Erchamion, One-Hand.

121, 147. 177. 187. 194-206. 208-30. 242. 258. 285. 290-1. 305.

Erchamion, as above and 292.

Cabed Naeramarth, "Leap of Dreadful Doom", name given to Cabed-en-Aras after Nienor leapt from its cliffs. 276, 282.

Caragdûr. The precipice on the north side of Amon Gwareth. (The Hill of Gondolin), from which Eöl was cast to his death. 165.

Dagorlad "Battle Plan" the place of the great battle north of Mordor between Sauron and the Last Alliance of Elves and Men at the end of the Second Age, 364, 367.

Dor Firn-i-Guinar "Land of the Dead that Live", name of that region in Ossiriand where Beren and Luthien dwelt after their return 229, 291.

Tol Galen, The Green Isle" in the river Adurant in Ossiriand, where Beren and Lúthien dwelt after their return 147. 229. 290.

Feänturi, "Masters of Spirits", the Valar Námo (Mandos) and Irmo (Lórien). 21

Irmo the Vala usually named Lórien, the place of his dwelling. Irmo means "Desirer", or "Master of Desire", 21, 24, 68.

Halls of Awaiting, aka Halls of Mandos. 72

Haudh-en-Arwen - "The Ladybarrow", the burial mound of Haleth in the Forest of Brethil. 176.

Haudh-en-Elleth – The mound in which Finduilas was buried, near the Crossings of Teiglin. 261. 270-1. 275. 270.

Haudh-en-Ndengin. "The Mound of Slain". In the desert of Anfauglith, where were piled the bodies of the Elves and Men that died in the Nirnaeth Arnoediad. 241-2

Haudh-en-Nirnaeth, "The Mound of Tears", another name of Haudh-en-Ndengin. 241

kelvar, An Elvish word retained in the speeches of Yavanna and Manwë in Chapter II: "animals, living things that move". 43-4.

Lúthien, Tinúviel: The daughter of King Thingol and Melian the Maia, who after the fulfillment of the Quest of the Silmaril and the death of Beren chose to become mortal and to share his fate. 103. 108. 147. 177. 195. 199-203. 208-30. 242. 290-2. 305. 309. 315. 322.

Mandos: the place of the dwelling in Aman of the Vala properly known as Námo, the Judge, though this name was seldom used, and he himself was usually referred to as Mandos.

Namo means "Ordainer" or "Judge". 21

Named as Vala: 18. 21-3. 47. 52. 70. 73. 77-8. 87. 98. 113. 118. 121. 129-30. 154. 227. 308. 316.

Named as the place of his dwelling (including Halls of Mandos, also Halls of Awaiting, Houses of the Dead): 22. 38. 42. 52. 61. 68-9. 73. 99. 121. 125. 227. 289.

With reference to the Doom of the Noldor and the Curse of Mandos: 1500 154-5. 166. 169. 201. 205. 213. 297.

Belegurth "Great Death" aka Morgoth/Melkor. Seldom used. Passim (after the rape of the Silmarils usually called Morgoth): see especially 4-5, 8. 25. 50. 51. 70-1. 90-2. 117. 251.

320.

Prophecy of the North: The Doom of the Noldor, uttered by Mandos on the coast of Aruman. 98.

Rian daughter of Belegund (nephew of Barahir, the father of Beren), wife of Huor and mother of Tuor; after Huor's death died of grief on the Haudh-en-Ndengin. 177. 187. 194. 242. 294.

Ring-wraiths, The slaves of the Nine Rings of Men and chief servants of Sauron; also called Nazgûl Úlairi. 330. 361. 368. 372. 376.

Stone of the Hapless: Memorial stone of Túrin and Nienor by Cabed Naeramarth in the river Teiglin 283-4.

Tol Morwen, Island in the sea after the drowning of Beleriand on which stood the memorial stone of Túrin, Nienor, and Morwen. 284.

Thuringwethil, "Woman of Secret Shadow", the messenger of Sauron from Tol-in-Gaurhoth who took the form of a great bat and in whose shape Lúthien entered Angband. 216.

13.3.4 Unfinished Tales

Aldburg

Aldburg (OE. 'Old Fortress') was one of the oldest settlements of Middle-earth, in Rohan. It was recorded to have been built by Eorl in the region known as the Folde, some miles to the southeast of Edoras. Though he and his family moved to Edoras early in Rohan's history, Aldburg remained a seat of noblemen.

At the time of the War of the Ring, it was the home of King Théoden's nephew Éomer, who was Third Marshal of the Mark, and heir of the Kingship of Rohan himself.

Amon Anwar, Sindarin name of Halifirien, seventh of the beacons of Gondor in Ered Nimrais. 301-2.308-10.316. Translated as Hill of Awe 301-2. 308, and partially as Hill of Anwar 306.309-10. Also simply Anwar 306. See Eilenaer, Halifirien, Wood of Anwar.

Anórien, Region of Gondor north of Ered Nimrais 260.301.306.308-9.338.369-70.384.387

260 "In the time of the War of the Ring, when all the land north of the White Mountains (save Anórien) as far as the Limlight had become part of the Kingdom of Rohan,..."

301 In Anórien many people still dwelt and had the task of guarding the northern approaches, either out of Calenardhon or across the Anduin at Cair Andros. For communication with them the three oldest beacons (Amon Dîn, Eilenach, and Min-Rimmon) were built and maintained, (en 35) but though the line of the Mering Stream was fortified (between the impassable marshes of its confluence with the Entwash and the bridge where the Road passed westward out of the Firien Wood) it was not permitted that any fort or beacon should be set upon Amon Anwar.

306

308-309

338

369-370

384

387

Barrow-downs: Downs east of the Old Forest, on which were great burial-mounds said to have been built in the First Age by the forefathers of the Edain before they entered Beleriand. 348, 370.

See Turn Gorthad

Barrow-wights: Evil spirits dwelling in the burial-mounds on the Barrow-downs. 348, 354.

Beren (1): Man of the House of Bëor, who cut the Silmaril from Morgoth's crown, and alone of mortal Men returned from the dead. 57-8, 63, 74, 77, 79, 84, 116, 157, 161, 171. Called after his return from Angband Erchamion 77, translated One-hand 57, 171; and Camlost "Empty-handed" 161.

Cabed-en-Aras: Deep gorge in the river Teiglin, where Túrin slew Glaurung and where Nienor leaped to her death. 130-2. 137-8. 142. 144-5. 149-50. Translated the Deer's Leap. 140. 150. See Cabed-Naeramarth.

Cabed-Naeramarth: "Leap of Dreadful Doom", name given to Cabed-en-Aras after Nienor leaped from its cliffs. 138. 145. 150.

Dagorlad "Battle Plain", east of Eryn Mui and near the Dead Marshes; site of the great battle between Sauron and the Last Alliance of Elves and Men at the end of the Second Age. 235. 271. 289-290. 292. 296. 312-13. 319. Battle of Dagorlad: 240, 243-4, 258. ...

Dead Marshes: Wide stagnant marshes south-east of Eryn Mui, in which the slain of the Battle of Dagorlad were seen. 258, 293-5, 342.

Dead Men of Dunharrow: See Dunharrow.

Downs, The: Referring to the White Downs in the Westfarthing of the Shire. 323.

Dangortheb: For Nan Dungortheb, "Valley of the Dreadful Death", between the precipices of Ered Gorgoroth and the Girdle of Melian. 41.

Dunharrow: Fortified refuge in Ered Nimrais above Harrowdale, approached by a climbing road at each turn of which were set the statues called Púkel-men. 382-4, 387, 406.

Dead Men of Dunharrow, Men of Ered Nimrais who were cursed by Isildur for breaking their oath of allegiance to him. 370.

Dunland, A country about the West skirts of the Misty Mountains at their far southern end, inhabited by the Dunlending. 263.347.354.370.

Dunlendings, Inhabitants of Dunland, remnants of an old race of Men that once lived in the valleys of Ered Nimrais; akin to the Deadmen of Dunharrow and to the Breelanders. 262.264.362.364.366.370-3.

The Dunlending, Saruman's agent, 'the squint-eyed southerner' in the inn at Bree. 348-9.354.

Adjectives Dunlending, 357, and Dunlendish, 347.359.362.372-3.

Firien Wood In full Halifirien Wood; in Ered Nimrais about the Mering Stream and on the

slopes of the Halifirien, 300-1.314.318.

Also called Firienholt, q.v., The Whispering Wood 301-2. And the Wood of Anwar 306

Halifirien Wood 318

Firienholt

Harrowdale, Valley at the head of the Snowbourn, under the walls of Dunharrow. 366-8.

Mering Stream, "Boundary Stream" flowing down from Ered Nimrais to join the Entwash, and forming the boundary between Rohan and Gondor; in Sindarin called Glanhir q.v. 300-2, 305-6, 318

Púkel-men

13.3.5 Tolkien Companion & Reader's Guide

By Scull & Hammond

13.3.6 The Book of Lost Tales I

13.3.7 The Book of Lost Tales II

13.3.8 The Lays of Beleriand

13.3.9 The Shaping of Middle-earth

13.3.10 The Lost Road

13.3.11 The Return of the Shadow

Balrog 187-8, 215.462.

Barrow-downs (including references to the Downs)

192.334.349.401.

107 x just about map.

111-112 x old forest & bombadil

115 x bombadil

121 Tom Bombadil before barrow-wights, and "Dark Lord came from Outside"

125-6 (See Barrow-wight entries below)

192 nobody but evil people long ago

334 x not relevant (nr)

349 nr

401 "Elrond was also deeply interested in the events in the Old Forest and the Barrow-downs. 'The Barrow-wights I know of,' he said, 'for they are closely akin to the Riders, and I marvel at your escape from them.'"

Barrow-wight(s) 42-3.109-12.115-19.121.125.127.129-30.132.160.169.198.218.226.401.414.

relation to Black Riders 118-20.401.

42-43 nr

109-112 nr

115 nr (Bombadil)

116 nr (Bombadil)

117-119 .."Barrow-wights related to black rider. Are Black-riders actually horsed Barrow-wights?" ... "...Black Riders (or Barrow-wights) actually came and rode around Tom Bombadil's house during the night."

121 Tom Bombadil before barrow-wights, and "Dark Lord came from Outside"

125 - Chapter VII "The Barrow-wight"

127 "The dark lord sits in his tower and looks over the dark seas and the dark world', and also, 'his hand stretches over the cold sea and the dead world.'

The arm 'walking on its fingers' crept toward s Frodo Took (Sam in FR)..."

129 ... "The pencilled text continues: But he encouraged them - a little - by telling them that he guessed the Rider (or some of them) were seeking now among the mounds. For he seemed to think that the Riders and Barrow-wights had some kind of kinship or understanding. If that were so, it might prove in the end well that they had been captured."....

130 ... "3 Cf. the outline given on p.111: 'two Barrow-wights come (?galloping) after them, but stop every time Tom Bombadil turns and looks at them.'"

132 nr

Beren 179-84.186-7.197.358.

called Camlost, Gamlost. 179.186.

Erhamion 183

Bert (one of the Trolls turned to stone). 193.360

Boromir (I) Son of Bor, slain in Battle of Unnumbered Tears. 412.

(II) Man of Ond. 395.398.400.403-4.406.408-11.414-15.417.419.424-7.429-32.436-7.440.447.451.457.463.

his horse 432

Dark Lord 75.86-7.121-2.127.192-3.196.211-12.224-7.253.258.260.269-70.272.322.329.364.381.397-9.401.403-4.437-8.

Dark Master 78

the Master 78-9.81-2.237.398

Dark Power 78

Dead Marshes 401.409.413.438.

401 Trotter tracked Gollum past the Dead Marshes...

409 nr

413 nr

438 nr

Elf-wraiths 75.78.87.225.269.

75 "In the very ancient days the Ring-lord made many of these rings: and sent them out through the world to snare people. He sent them to all sorts of folk - the Elves had many, and there are now many elfwraiths in the world, but the Ring-lord cannot rule them; ..."

78 "In the ancient days the dark master made many Rings, and he dealt them out lavishly, so that they might be spread abroad to snare folk. The elves had many, and there are now many

elfwraiths in the world;"..."Men had three rings, and others they found in secret places cast away by the elf-wraiths;"...

87 further elaboration and comparison between 75 and 78. And ..."But in what its peculiar potency lay we are not told; nor indeed do we learn more here of the relation between the invisibility conferred by the Rings, the tormenting longecity (which now first appears), and the decline of their bearers into 'wraiths'.

The element of moral will required in one possessed of a Ring to resist its power is strongly asserted. This is seen in Gandalf's advice to Bilbo in the original in the original draft (p. 74): 'don't use it for harm, or for finding out other people's secrets, and of course not for theft of for worse things. Because it may get the better of you'; and still more expressly in his rebuke to Bingo, who said that it was a pity that Bilbo did not kill Gollum: 'He could not do so, without doing wrong. It was against the rules. If he had done so he would not have had the ring, the ring would have had him at once' (p. 81)..."

225 (The High Elves) "They do not fear the Ringwraiths, for those who have dwelt in the Blessed Realm live at once in both worlds, and against both the Seen and the Unseen they have great power."

269 nr

Elves

few in South and East of the world 260

fading (on account of the rings) 261.320

Goblins as Ring-wraiths 75.78.

On the relation of Orcs and Goblins 437.443.

75 ..."the goblins got many (of the Ring-lord's rings) and the invisible goblins are very evil and wholly under the Lord;"

Half-elvish 395.400.413.

Half-elven 412

Half-eldar 412

395 ...“Where were besides three other counsellors attendant on Elrond, one an Elf named Erestor, and two other kinsmen of Elrond, of that half-elvish folk whom the Elves named the children of Lûthien. (en 9)...”

400 nr

412 Half-elven Pereldar, struck out, because in Quenta Silmarillion “Pereldar or ‘Half-eldar’ are the Danas (Green-elves). ... The Danas were also called ‘the Lovers of Luthien’ ... In LR (Appendix A I (i)) Elros and Elrond are called Peredhil ‘Half-elven’: an earlier name for them was Peringol, Peringiul (V.152).”

413 en 17 ...“in the previous account...” “... - which seems however to imply that Erestor also was Elrond’s kinsman.”

Halls of Waiting 184.187.

High Elves, Elves of Valinor 188.280.285.324

High Elves of the West 71.187.225.260

The High Elves 'live in both worlds' 212.225.260.324

Mandos the abode of the Vala Mandos 215

Men-wraiths 75.78

Misty Mountains, ...

demons of the mountains 424

Morgul-knife 211.363

Morthu 'Black Thû', Sauron, 186.188

Nazgûl 434 (Winged Nazgûl)

Necromancer, The 42.81.85.117.131.208.211-12.215.218.226.253.255.258.261.264-
5.268.270.311.321.363-4.380.399

land of the Necromancer 77.85.255.269.319

Necromancer-rings 225

Powers, The 187-8

the Power of darkness 215

Rangers ...

wild hobbits 154.158.173

other references to wild hobbits 162.166.174

see especially 223-4.331-2

Rings of Men 75.78.87.258.260.269-70.404

Rings of Power 265.270.272

Rings of the Dwarves 75.78-9.87.210.226.258.260.269.320.397-9.403-4.414

Rings of the Elves 75.78.87.225.28.260.269-70.319.397.399.403-5

see especially 225.404

Rings of the Goblins 75.78

Ring, The

see especially 42-3.64.73-5.78-82.87.226-7.396-7.

Ring, The One ...

Ring-verse, the ...

Ring-wraiths 74-6.173.176.186.189-90.198-9.211-12.223-5.260.270.363-5.367.373.375.396.408.416.

Wraiths 78.81.87.168.206.208.256.261.270.362.364

wraith-world 208.217

74 "'About Ring-waiths'

75 "Yes, if the Ring overcomes you yourself become permanently invisible - and it is a horrible cold feeling. Everything becomes very faint like grey ghost pictures against the black

background in which you live; but you can smell more clearly than you can hear or see. (en 3)..."

Ruling-ring, the ...

Sauron 11.85.131.215-16.218.258.260-1.270-1.318.397.399.402-5.414.416-17.422.435
called the Magician 215

Shadow, The 270.300.398.400.

Stone-men, Men of Ond 379-80.382

Thû 131.216.218.

Twelve Rings of Men 269

Void, The 122

Wargs 416.445

William, one of the Trolls turned to stone 193.212.360

13.3.12 The Treason of Isengard

13.3.13 The War of the Ring

13.3.14 The End of the Third Age

13.3.15 Sauron Defeated

13.3.16 Morgoth's Ring

13.3.17 The War of the Jewels

13.3.18 The Peoples of Middle-earth

13.3.19 Visualizing Middle-earth

by Michael Martinez

13.3.20 Understanding Middle-earth

by Michael Martinez

13.3.21 Parma Endorian

by Michael Martinez

13.3.22 Other Minds Magazine

- Issue #1 - Of Barrow-wights by Neville Percy p 21
- Issue #3 - Of Barrow-wights – Part Two, by Neville Percy p 5
- Issue #7 - The Other Side, by José Enrique Vacas de la Rosa p 10
- Issue #8 - Most of this issue covers relevant topics on magic, undead, etc.
- Issue #10 - The Art of Magic – a magic system for Middle-earth, by Daniel “Vaco” Vacaflares p 31
- Issue #11 - Únati and Axani, by Neville ‘Osric’ Percy p 107
- Issue #13 - The Art of Magic over the Edge of the Wild – An alternative magic system for TOR, by Daniel “Vaco” Vacaflares, p 20

13.4 Ideas Brainstorm

TolkienMoot XII Campaign Story Ideas 20160707b

Tolkien Moot XII

Campaign Story Ideas

Ideas brainstorm:

PC Family connections

Harassed Inn/Farm/Village/Realm

On other quest but undead are incidental.

Find someone gone missing.

Children/others being kidnapped on some time cycle.

Retrieve corpse and put to rest (a la supernatural, aka Hamlet).

Battlefield retrieve corpse of lord/king. Each night comes to wife's room begging for release (as ghost).

He claims he was "Driven from my body before my time".

But his body is not at the battlefield anymore.

Body hauled off by someone/something (necromancer?).

But battlefield is now filled with zombies and other restless (un)dead.

Follow trail of clues to find his corpse/body in necromancer abode.

Hid body possessed by necromancer.

The Heroes summoned by the wife.

Each night he visits her bedroom, pleading for release.

Last known location heard he went with a small military contingent to investigate and address some trouble at their land's borders.

Most did not return, but One/Some soldiers badly wounded did return, and died later. But before died, reported Lord/King was actually victorious in the battle (though lord was wounded), and was standing over the mortally wounded (still conscious) body of the Antagonist NPC.

But then suddenly the lord turned on his own men, and they fled before his terrible visage.

Since then, sent pall-bearers and additional soldiers to retrieve the bodies for burial, but fled back in terror, telling absurd stories of walking/living dead, and mostly babbling incoherently, and refusing to return.

The ones slain in battle:

some = just dead

some = zombies

some slain turned by the lord/necromancer = as more elite undead

Potential reward to Heroes: Titles/Land (in addition to doing good, and fame). Else regular material rewards like coin, armor, weapons, etc.

Wife VERY pregnant, due to give birth any day.

Necromancer wants the baby.

Some backstory of the Necromancer?

Worked for Sauron before he Fled Dol Guldur in 2941?

Necromancer female?

NOTE: Include Pukel-Men (Woses/Druidain related).

Necromancer, she loved an elf. Silvan. From Northern Mirkwood?

He became a prisoner of Sauron in Dol Guldur.

She hatched a plan to free her love, but joining Sauron's forces pretending to be a witch (but learning the "dark arts" to make her cover "more real").

The process took many years.

She learned Necromancy, and did exceptionally well doing so, in the hopes to get close to the prison and hope to free her elf love...

Just found him, and just before she could free him, the White Council attacked in T.A. 2941, and Sauron fled, taking some key prisoners with him, including the elf. (But she didn't know he was taken yet).

By now she is an old woman.

With the White Council bearing down on Sauron's minions in Dol Guldur, and wounded during the battles, she was trapped in the dungeons trying to find her elf love, and finding out only then that he had been taken away, and with the White Council's forces approaching, she panicked, and in desperation took over the body of one of the prisoners in hopes of evading the White Council "misunderstanding" and "mistaking" her as one of Sauron's minions, so as to avoid their "justice".

The possession worked, in younger body.

Timeline note: Sauron Fled T.A. 2941.. Nazgul reoccupy T.A. 2951.

She took over body of a Dunedain prisoner (a Ranger of the North). And was set free by the White Council, expecting her to return to Eriador/Arnor remnants.

She was determined that she will eventually go to Mordor (where she now believes her elf love to be imprisoned now). But she thinks she needs to strengthen her powers before approaching.

She has created a small coven of followers.

She notices her body though is rapidly deteriorating.

Male Dunedain body. Was around 40 years old when she possessed it in T.A. 2941

It is now T.A. 2949. Body has sores and blisters, and deteriorating rapidly.

Has learned, she thinks, that it only worked because of the stronger nature of Dunedain bloodline.

Through experimentation hasn't worked other Mannish races (Dunlending, Gondorian (non-royal), mixed-mannish, etc.). She suspects only worked because prisoner was Dunedain and relatively healthy.

She moves her coven toward border of lesser Dunedain lord, planning to try to find another body to possess so she can have a fresh one to head to Mordor and give her the time she needs to find her elf love.

Afraid this body only has a few years left.

So, stirred up some trouble at border of lord's lands, enough she knew would lure him out himself.

She had hoped to just take him prisoner, but battle went poorly (she is not very military minded, since trained in dark arts, not in military, usually just following orders of military leaders in Sauron's command as needed). And she (in Dunedain body) was mortally wounded in battle with lord.

Realizing she was dying, and the lord was going for the killing blow, and she couldn't give up on her love being trapped forever at Sauron's whim, she once again evoked the terrible possession spell (with strong feelings of guilt still), and and possessed the lord there on the battlefield.

But she realized he is too old. Well into his 70s (as Dunedain not of Elendil line). Normally that would be many years, but clearly the possession "burns out" the body much more rapidly. Realized her plans then to go to Mordor won't work, so needs younger body.

Realized that lord's younger wife was about to give birth, so if could get the baby and raise it, then possess it when old enough, then will have enough years of the healthy body to hatch her plan to go to Mordor and find her love.

She wants to find a female Dunedain body to possess in the end, but for now has found the male bodies useful.

Location: Anorien, area along Misty Mountains and Entwash, west of Minas Tirith.

Undying Love: Tolkien Moot XII Campaign

Introduction

The PC's are called to the manor house of Lord Erbanaine. Recently known to have fallen in

battle on the edge of his lands, located in (location a). You await the lady of the house in a large sitting room, lovely tapestries decorate the room, of battles and hunting, and most notably the banner of the late Lord Erbanaine; servants bustle about, hardly answering any questions with anything but “speak to our Lady Erbanaine.”

After about five-ten minutes, the Lady comes down the stairs, wearing a large dress, of fine black silks, clearly a mourning dress.. And she is very pregnant. On the young side of middle aged for one of Dunedain descent, with dark hair, and sharp blue eyes. They’re clearly rimmed with red.

“I welcome you to the manor house of my late husband.” Lady Erbanaine says, her voice tight with strain, she sounds almost ready to cry, but she bears herself nobly. “I am Lady Alise Erbanaine, Lady of (Location a) and late wife to the former Lord Thaindan Erbanaine. And I ask for your help, to put my husbands spirit to rest.” She pauses, but cuts off any questions with a sharp glance, before she continues. “These last few nights, for about two weeks; my husband’s spirit has appeared in my bedroom, pleading to put his body to rest, claiming he has lost it. Unfortunately the pall-bearers and soldiers we sent to recover bodies have returned.... Different. Many have died of those that returned, other’s bear only a semblance of sanity... And some don’t remember their encounter at all.”

“So I ask you, heroes whose names have disseminated throughout the land; please, lay my late husband to rest, and destroy whatever evil may be keeping him from peace. In return, those of you who wish, will be given your weight in silver, and/or lands and titles (any magic users may receive towers or some such) but I implore you, lay my husband to rest, and allow me and soon to be child, to be comforted by the knowledge that my husband is at peace.”

At this point, the PC’s may ask questions concerning the nature of these things. About four soldiers remain, and a single Pall-bearer. The four soldiers are as follow

| Na me of Sol dier | Inform ation | San ity/ Det ails of Not es |
|-------------------------------|-----------------|---|
|-------------------------------|-----------------|---|

| | | |
|-----------------|-------------------|--------|
| Carn Do-Maidren | Remembers nothing | Mostly |
|-----------------|-------------------|--------|

| | | |
|--------------------|--|--|
| | <p>except a vague flash and some shouts, before waking, dragged by his compatriot Arcon Bright-Steel</p> | <p>sane, sometimes spaces out, and needs to be touched to regain his attention. Mind blocked out the events for the most part.</p> |
| Arcon Bright-Steel | <p>Will ramble about things from the shadows reaching out and grabbing people, leaving their throats slit, or their skin pale and lifeless in the shadows. How he was grabbed, but fended some person off, who tried to slit his throat, and clawed and bit at him.</p> <p>Won't communicate this in any sensible format, but will say</p> | <p>Young man, hair gone fully white, constantly looks around, never lets shadows near him, and will carry a torch in daylight</p> |

| | | |
|-------------------|---|---|
| | <p>things such as; “Oh the dark isn’t safe, claws grab. Oh you should see the claws, long and nasty. Rend flesh. Flesh it goes pale! Oh cold it was.... BUT YOU DIDN’T SEE THOSE EYES IN THE DARK!” He’ll always end with the last part, shouting it, his eyes flitting around, drawing into himself nervously.</p> | <p>if he must pass near shadows. Terrified of the night, and occasionally rambles about ‘death from the dark’</p> |
| Raegan BlueBright | <p>“My brother I say! He reached for me. But it was... so cold. I’ve never felt a cold as cold as that.” Dice that up as you like, but essentially his brother (and several others) ghosts had risen, and his brother’s grabbed him, but they seemed phantasms of the light, so now he fears it, as the ghosts avoided the shadows.</p> | <p>Babbles the same thing over and over, hides in shadows, fears large patches of light, only has a single candle in his chamber, the</p> |

| | | |
|---------------|--|--|
| | | <p> window s are blocked . Constan tly seems to be shiverin g, his temples are streake d with white. His arms are bound lest he claw himself as he tried, gashes around his eyes show he tried at some point. </p> |
| Armin Legosou | <p> He will essentially, though the PC's SHOULD have a significant amount of trouble piecing it together: talk about </p> | <p> Carries himself seeming ly confide ntly, as </p> |

| | | |
|--|--|--|
| | <p>ghosts the color of the sun grabbing his men, and essentially sucking 'something' out of them (their souls) of something fearing the sun grabbing his men, and biting/clawing their throats open. Of men he had known walking slowly, with deep killing gashes ignored on their persons, clawing and feeding on his troops, and a woman watching from atop a small hill, any who got close to her were struck down. He doesn't know by what, but they fell dead, and were seized by their assailants. And He speaks of being grabbed from behind, and kissed by something colder than death (a wight)</p> | <p>the captain of a military force would, but when spoken to, he speaks in twists, jumping between subjects , and almost seeming as if he's speaking in riddles. Middle aged, the gray he once had in his temples , is gone, instead solid gray and he seems</p> |
|--|--|--|

| | | |
|--|--|--|
| | | <p>physical ly older someho w, and he seems unable to commu nicate concisel y. Despite his confide nt carriage , he tires easily, and overall seems much older. His eyes are lucid, but they seems sad and angry, but defeate d.</p> |
|--|--|--|

| Name of Pall- Bearer | Inform ation | Sanity |
|----------------------------|-----------------|--------|
|----------------------------|-----------------|--------|

| | | |
|---------------|---|---|
| Algon Pall | The man was seized by ghosts , but only reme mbers seeing the dead tearing his friends apart, thus he fears people , and only reme mbers feeling a chill that seeme d to burn his very marro w. | Fixes anyon e who speak s with an unblin king stare, seemi ng almos t belige rent, yet clutch ing somet hing in his shirt (a dagge r) when anyon e tried to see it, he clawe d and bit at those peopl e. Speak ing |
|---------------|---|---|

| | | |
|--|--|--|
| | | must be coerc ed out of him, with promi ses of safety |
|--|--|--|

ROUGH NOTES, TURN INTO BETTER NARRATIVE:

Battlefield retrieve corpse of lord/king. Each night comes to wife's room begging for release (as ghost).

He claims he was "Driven from my body before my time".

But his body is not at the battlefield anymore.

Body hauled off by someone/something (necromancer?).

But battlefield is now filled with zombies and other restless (un)dead.

Follow trail of clues to find his corpse/body in necromancer abode.

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But she realized he is too old. Well into his 70s (as Dunedain not of Elendil line). Normally that would be many years, but clearly the possession "burns out" the body much more rapidly. Realized her plans then to go to Mordor won't work, so needs younger body.

Realized that lord's younger wife was about to give birth, so if could get the baby and raise it, then possess it when old enough, then will have enough years of the healthy body to hatch her plan to go to Mordor and find her love.

She wants to find a female Dunedain body to possess in the end, but for now has found the male bodies useful.

Additional Story Ideas

During their pursuit of the Witch, the PCs will come across some barrows, and if they search them, may find some weapons of the old men of Westemnet that may help them later.

Beware the "Morgoth nature" of gold specifically.

The Witch needs/uses a LOT of gold in her magics for necromancy, because of its "Morgoth Nature".

Idea, PCs will encounter one or more Elf-wraiths.

Idea, PCs will encounter one or more Goblin-wraiths.

Idea, One or more of the PCs find one (or more) of the lesser rings of invisibility made by Sauron long ago, but as per the Return of the Shadow references, it is a force of will to resist being taken control of by Sauron if worn. They confer invisibility to living mortals (but puts them in the "wraith world" more clearly).

It is a struggle of "moral will" to resist the ring.

This struggle is very easy to resist if the PCs only use for good. But if they "break the rules" and use the ring(s) for stealing, spying on friends/neighbors, or worse, then they lose the "moral high ground", and have to make additional will checks at further penalties for each

“offense”.

If the ring possesses the PC, they fall under the control of Sauron and his minions (which also means the Witch might be able to exert some control). This possession is disrupted if the ring is completely removed from contact with the PC, but they will be heavily drawn toward the ring (and any like it), and vulnerable to Shadow control for quite some time (weeks/months/years?). This only becomes permanent over years of use/wearing, and repeated “immoral” uses.

13.4.1 The One Ring Role-Playing Game (TOR RPG)

- Core Rulebook
- Tales from Wilderland
- Rivendell
- Ruins of the North
- The Darkening of Mirkwood
- Horse Lords of Rohan
- Middle-earth Maps

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