a gna makag gaderad mak kagaba agesa daraman \_ g az g saad marga babar readar magaa maga a da

# The Ghost of Lhûn

an adventure for The one ring written by Alexander Rosén

When: This series of events takes place between T.A 1970 and the last part ends in 1975 when prince Eärnur of Gondor and his army arrive to attack the witch king of Angmar and save the northern kingdoms of his people.You can spread out the three parts with some time in between them and play through some fellowships phases or runt it more tight nit and run them more closely. If you spread them out, make sure that rumours about the ghost come to Riverhall before they encounter Orwald.

Indy

Where: In the northern parts of the river Lhûn in a rivermen settlement by the name of Riverhall. Riverhall can be placed anywhere by the banks of the river Lhûn, as long as it is not too close to Lindon since the rivermen did not have any settlements in those parts. What: The witch king of Angmar has sent out his orcs to these parts to make sure that the rivermen are kept weak and cannot strengthen or aid Arthedain in any way. The orcs start to pillage and burn and in doing so awake a long dead spirit resting in his tomb. The spirit does not make a difference between the orcs and the men living in these parts and people start to disappear.

**Why:** The ghost's tomb gets disturbed by the orcs ravaging another rivermen village just north of Riverhall and the anger of the ghost getting disturbed in his slumber is taken out on all creatures in the area nearby its tomb.

и тадее себия у халее тодобо дата садав тередализация дее тер соро собстановае та теху ородов собста и сабия т

อย:สวุนb

### Part one

#### Darkness descends T.A 1970-1972 (Stealth and Battle)

A large group of orcs arrives and start attacking the rivermens settlements. A council is quickly called at Riverhall and all nearby settlements send their men and women that are able to fight to partake in the war council. The chieftain of Riverhal, Heldwine, convinces the rest of the people there to make a counter attack. The company is given a special assignment; attack from the rear and take out the orcs leader, Bedazh the grim. This part ends when the orcs have been defeated.

#### Part two

#### The wrath of the one once dead T.A 1973-1974 (Fear and Death)

The company is out and about when they encounter a man that they do not recognize. His name is Orwald, and he is pale as a ghost. He cannot tell them what happend, but that his companions were travelling towards Riverhall and further south with goods when they got attacked at night. Do they take him to Heldwine—their chieftain—so he can listen to Orwalds story, or do they decide to investigate things themselves. They find the empty encampment after some searching and there are no bodies and no trace of anything, very mysterious indeed! More news comes into Riverhall in the coming days. Conclusions eventually come to that one once dead has been disturbed and the company is sent out to find the tomb and take care of the ghost, one way or another. This part ends when the ghost is defeated, in battle or otherwise.

## Part three

# A call to armsT.A 1975(Stealth and Battle)

A soldier carrying a call to arms for his prince Eärnur of Gondor arrives at Riverhall. Heldwine greets him in his hall and listens to what the man has to say. Prince Eärnur is asking the rivermen to gather as many warriors as possible and to join them as they march on Arthedain to meet the witch king of Angmar's forces in battle. If Angmar is not defeated the shadow will grow even darker over Lhûn and its folk. Heldwine calls a council and the company is of course welcome. The men and women are not in agreement so the company must step in to weigh the outcome in either direction. If they are for helping Prince Eärnur, then more people will rally up behind them; if they are against, their people won't heed the call, and darker days await ahead. If they heed the call, war awaits them and they will be used as scouts in front of Gondor's forces. This will be a bloody affair for the rivermen, and one that wont be sung of in any part of middle earth, except in the parts of Lhûn. This part ends when Angmar falls.