

Towards the Halls of Ered Luin *an adventure for The one*

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When: Anytime during the T.A, but preferably during its more tumultuous times of Angmar, but it works just as well in the later part of the T.A when the denizens of Angmar once again start spreading chaos throughout Eriador and the ruins of the north. This can be connected and played before the adventures in The Ghost of Lhûn, making it into a smaller campaign. It must then be set five to ten years before T.A 1970, but this is easily adjusted.

Where: A company of dwarves visit Riverhall and ask for the rivermens help in getting up to the northern parts of the river Lhûn so that they can access a hall they believe to be located in the northern parts of Ered Luin . Traveling along the river is a much easier and less dangerous way to travel than to go through the dense forests that lay beneath the foothills of the mountain where orcs, trolls and other foul creatures dwell.

What: The dwarves know that there are lost halls of their people up in the northern parts of Ered Luin, and they want to find out more, and then rebuild and repopulate them if possible. There are in fact three lost halls. Kuhn Olihn, Kuhn Tharim and Kuhn Lodahr. These halls have all been infested with goblins, orcs and trolls, but now lie empty, except for one creature that drove them all out, The hunter in shadows, an enormous vampire wolf of the first age, a spawn of Carcaroth and Thuringwethil.

Why: The dwarves seek gold and other precious metals and from what they have found out, these lost halls were full of both gold and other riches. They are prepared to pay a handsome reward to the ones willing to take them by boat up north.

Part one - We must away

The dwarves arrive at Rivenhall and their leader, Grar son of Frar, asks for an audience with Riverhalls leader, Heldwine. They are asking for two boats that can carry them north to their destination of the lake Avandas. The company is present as Grar talks to Heldwine. Heldwine talks to them separately afterwards and asks if they can take the dwarves north, he owes Grar a favour, but is too old to do such a perilous journey himself at his age. Heldwine implores the company to do him this favour so he can keep his word to Grar.

The rest of this part should be planning and preparing and finding out rumours of what has happened lately and to prepare the boats. They get warned by an old lady that something awaits them in the shadows before they take their leave from Rivenhall.

Part two - The great river

The journey up the river is long and dangerous. 120 miles upstream they must travel, and the trip will have its share of happenings. Since they are travelling upstream, count the traveltime as doubled. Unless they roll an eye of Sauron on their travels no hazards will be triggered, but throw in a few encounters with other rivermen and let them hear shrieks and shouting of goblins and orcs during night. There are many dangers. A boat can easily break. People might fall into the current of this part of the river, and it will be a very hard journey, especially for the dwarves that are not used to travelling like this. The evenings by the campfire tales of old are told and Grar will tell them how his folk lost their halls up north, a tale that has passed down through his family through generations.

Part three - A journey up the mountains

They reach the lake, Avandas, and as soon as they set foot on shore they are ambushed by a large group of goblins. However the battle might go down, the dwarves ask that the company join them towards the halls and assist them in scouting them out to see if they can be resettled. They offer

the company gold and riches if they accept. The path up the mountain is hard and something that perhaps most in the company are not used to. They encounter a group of orcs a few nights into their march, but it can be avoided if they notice the orcs before they stumble upon their camp. A few days later they come upon the first lost hall, Kuhn Olihn, which once was an impressive sight, but now lies in ruins. The dwarves want to make camp here, but listen to the company's advice against it since there are lots of orc tracks in the area.

Part four - Into the Belly of the Beast

As they march towards the next lost hall, you as Loremaster can decide whether they encounter orc, goblins or perhaps something else. These parts of the mountains are home to many creatures of the shadow and who knows what dwells up here? Eventually after three days' march they reach Kuhn Tharim, and it is here that the vampire is resting. These halls are in better shape since orcs and goblins have stayed away from them for a very long time, so the dwarves want to delve into them to see what shape they are in. If the entire company can sneak inside in silence, they might not wake the vampire during daytime, but then they are in for a nasty surprise during nighttime, because the vampire will sniff them out, and it will hunt them down for their juicy and fresh blood. Let this adventure come to an end with an epic battle with the nameless beast. As the beast attacks, let the dwarves get stricken by fear and hide or escape and let the company battle the beast themselves.

The end