

— the tomb — of sorrows

- **When:** This adventure should be played between the years 2952-2962 during the era of Viglund the Cruel (*The Heart of the Wild*, page 29; *The Darkening of Mirkwood*, pages 27-69).
- **Where:** The adventure begins at the farmstead of Gelvira Pot-Stirrer. From there, it goes north of the Carrock and onto the Isle of Strangling Trees before returning back to to the Hall of the Crossing.
- **What:** There are strange noises coming from the Tomb of Amalelde and the Beornings fear that her resting place has been desecrated by some evil.
- **Why:** Amalelde was the daughter of a true Beorning warrior-hero. Gelvira asks the companions to check on the burial place and return any heirlooms to the Beorning people if they can be recovered.
- **Who:** The companions meet Gelvira, some Viglunding slavers, the Spectre of Hartoric the Fearless, and a Vampire.

ADVENTURING PHASE

This adventure is divided into five parts.

PART ONE – RUMOURS AND STEW

At the crossroads of Wilderland, perhaps along the river bank, or even in a small field, the companions are ensnared in the net of some Beorning trappers. When the trappers arrive, the companions are taken to the farmstead of Gelvira Pot-Stirrer, one of Beorn's closest advisors (*The Heart of the Wild*, page 39). It is in the Hall of the Crossing that they must state their business while enjoying hot stew. In exchange for a good introduction and interesting stories, she tells them some recent news, but one report emerges as the most intriguing: Disturbing noises have been heard coming from the Tomb of Amalelde on the Isle of Strangling Trees (about 70 miles north of the Old Ford). During the encounter, Gelvira recounts the sad tale of Amalelde.

Of Loss & Grief

Amalelde the Sad was a troubled young lady among the Beorning folk. Her father, Hartoric the Fearless, was a warrior of Beorn. He was killed by a hunter's spear while traveling in spirit form. Amalelde was lying next to his body at home that night, as he awoke and took his last breath. She froze as she saw the blood appear on his chest from the fatal wound. Her sorrow was so deep, she died at an early age,

some say from a broken heart. Her kinsmen placed her in a special tomb built by her father on an isle of the Great River. He had built the vault for her as both a hiding place and a future crypt. In it, he carved a magnificent mural and left some family heirlooms. "A beautiful place for a beautiful daughter. May she forever find rest and peace here" he had said to his friends upon completion.

Not many visit the tomb these days, for they say that a heavy sadness lingers there, and getting to it has become an increasing chore as the trees have grown up all around it.

How well the companions succeed during their encounter will determine how much advice and rumours Gelvira will offer concerning the tomb. Some rumours are true, some are false, and some are a little bit of both.

Evaluating the Outcome

0-1: Gelvira is not overly impressed by the companions, but she still offers them one piece of information: "You will need a boat to reach the island safely. You can find some hidden reed boats along the eastern banks just south of the island, in a cove behind three large white stones...if no one has stolen them."

2-3: The companions have sufficiently entertained Gelvira with their storytelling. She gives them the advice above and also says, "Avoid the gallows-weed that surrounds the island. It will strangle any living creature that dares approach." She also tells them one rumour about the tomb (roll a Success die to see which one).

4-6: As above, but she offers them two rumours about the tomb (roll until you have two different results).

7+: As above, but Gelvira tells them three rumours about the tomb (roll until you have three different results). She also tells them she will send trackers to follow them, and to keep an eye out for danger. This advantage will provide the companions with two Beorning warriors to join them in battle, should they need them, or to send for Beorn himself!

Rumours of the Tomb

Roll a Success die.

1: "Amalelde's father built the tomb three levels down" (True). **Secret:** Amalelde is buried on the second level, and the third contains a hidden vault of treasures; some from her father, and others collected by a Vampire (see Part Five below).

2: "There is a secret entrance to the tomb located under water on the south bank of the island" (False). **Secret:** Swimming underwater leads to a cave and some underground tunnels, but these belong to some giant badgers (see Part Five below). Also, the bones of Willicar are found in the tunnels (see Rumour 6 below).

3: “On a clear night, when the moon is full, it is said that the voice of Hartoric can be heard singing a sweet lullaby inside the tomb” (True). **Secret:** Amalelde’s father is now a ghost—a Spectre forever haunting and protecting his daughter’s tomb. Recently, a Secret Shadow has also come to abide in the tomb, and lures unsuspecting prey by taking the form of Amalelde. This has caused Hartoric to become extra restless, and is the source of the new commotion being rumoured.

4: “Around the neck of Amalelde was placed a collar of rubies said to astonish onlookers” (True). **Secret:** This wondrous artefact contains a Greater Blessing of **Awe**, but the Secret Shadow has robbed the body of the artefact and taken it to the lower chamber.

5: “Hartoric carved a mural into the wall of the burial chamber—a picture of the woods and river. Some believe it contains hidden messages revealing the locations of secret hideouts and store rooms used by the Beornings in their battles against the Shadow” (True and False). **Secret:** Although there is such a mural, it is located in the opening chamber, and the only message found is one of love for Amalelde. If any companion reads this message aloud, Hartoric appears and relentlessly tries to frighten them off.

6: “The tomb is being used as a hideout for a madman named Willicar the Strong” (False). Once a great fighter among the Beornings, Willicar lost his mind to delusions and violent outbursts. **Secret:** Although he fled to the Isle of Strangling Trees, he drowned before ever making it ashore. His bones now rest in a series of badger tunnels, reached only by swimming underwater into a hollow cave on the South bank (see Rumour 2 above).

Setting the company objective for this adventure should involve discovering the truth about the Tomb of Amalelde the Sad. Gelvira says, “If the tomb has been desecrated, a reward awaits anyone who can bring back the personal items of Amalelde and her family to the Beorning people.”

PART TWO – A RATTLING OF CHAINS

As soon as the companions prepare and head north, they are ambushed, and possibly captured, by a band of Viglunding slavers. These brutal men can be persuaded to let the companions go, if they can first be led to the island tomb, after being promised treasures and a new hideout.

The slavers already have a few Beorning captives with them, chained together by the ankles and wrists. They are in a hurry to get their slaves back into their lands in the East Upper Vales and out of the land of the Beornings. They have already taken great risk hunting as far south as The Old Ford and there might even be a tracking party after them. Negotiations should be short and will lead to battle easily if the companions refuse to be taken (use Viglunding statistics on pages 29-31 of *The Heart of the Wild* as inspiration to build the slavers).

PART THREE – WORSE AND WORSE YET

Somewhere north of the Carrock, an injured Warg pack carrying Orc riders come to attack the companions and their captors (if indeed they have been captured). The Orc-Chieftain claims they have just slaughtered a clan of “bear-men” and holds up a collection of Beorning arms and bracelets as proof. Soon, a second wave of injured Wargs joins the battle with a cloud of Great Bats, and the companions are grievously outnumbered. In battle, the fate of any Viglunding slavers should be determined by the roll of a Success die each round.

Viglunding Slavers in Battle

Roll a Success die.

- 1: Two of the slavers are ripped apart or slaughtered.
- 2: One of the slavers is killed violently.
- 3: One slaver and one adversary falls after locking in battle.
- 4: No losses on either side as the fight rages on.
- 5: One adversary dies at the hands of a Viglunding.
- 6: Two adversaries are slain as the slavers overpower them.

PART FOUR – CHASED!


If the companions escape battle, they are hunted by the Wargs and their riders. They must outrun their enemies, or try to lose them by hiding their tracks. An abandon Beorning settlement could serve as the place for a last stand if they cannot lose the Wargs. Reaching the Isle of Strangling Trees will turn back the Wargs and Orcs, but the bats fly to the island and disappear over the trees.

PART FIVE – THE TOMB OF SORROWS

To approach the isle, the companions will either make a difficult swim or take boats. If they have heard Rumour 2 above, they may decide to look for a secret entrance under water only to find a cave leading up to a tunnel system of giant rabid badgers. Scattered in the tunnels are the chewed bones of a man (see Rumours 2 and 6 above). The badgers are fierce and will fight to the death, but they cannot swim.

On land, the companions will need to get past the gallows-weed before finding the trail leading to the tomb. This should not be an easy task as the trees have grown thick and wild. They will need to hack and slash and stay alert for the strangling vines (see *The One Ring*, page 295 for more on gallows-weed). Finding the actual tomb is not difficult, as the companions may follow the sound of a man singing a lullaby (see Rumour 3 above).

GIANT BADGERS**Attribute Level:** 2**Endurance:** 10; **Hate:** 2**Parry:** 5; **Armour:** 1d**Skills:** Personality 1; Survival 2; Movement 3; Custom 1; Perception 2; Vocation 1**Weapon Skills:**

- Claws ♦♦; Damage: 2; Edge: ; Injury: 14; Called Shot: Pierce
- Bite ♦♦; Damage: 2; Edge: 10; Injury: 14; Called Shot: Pierce

Special Abilities:

- Foul Reek
- Savage Assault

The Gallery Room

The tomb itself is made of stone and wood and reeks of death. Player-heroes should immediately feel a heaviness and sadness in their hearts as they enter the upper floor on the ground level. This large gallery room contains a mural (see Rumour 5 above).

There are bloodstains on the floors and walls throughout the tomb, some even freshly pooled. By the looks of things, great conflict has taken place here, as the dust shows signs of boot prints and scuffs. Some of the stone has been chipped and gouged. One set of tracks appears to suggest that something, or someone, was dragged out of the gallery room into a small foyer and down a flight of stairs.

Hartoric the Fearless

The Spectre of Hartoric will only appear to the companions if one of two things happen: 1) they read aloud the secret message of the mural in the gallery room (see Rumour 5 above), or 2) they open the lid of Amalelde's coffin in the burial chamber. On either occasion, the ghost will try to infuse them with fear and sorrow (use the statistics for Spectres on page 80 of *Rivendell*).

The Burial Chamber of Amalelde

The stairs lead to the main burial chamber underground and the tracks stop at the foot of a stone platform. On the platform is a decorated wooden coffin—the resting place of Amalelde. There are a few empty sconces on the walls where torches may be placed. If the companions have heard Rumour 4 above, they may be tempted to look inside the coffin. If the lid is removed, they can see that the bones of Amalelde have been crushed, including her skull. In that moment, if the Spectre of Hartoric has not yet appeared to the companions, it appears now, very large and having twisted bear-like features. “Leave this place now!” it warns. “Death is coming for you.”

As soon as the ghost depletes its Hate and disappears, the entire burial platform slides horizontally to one side, revealing a dark staircase down to a third level. Something

has opened it intentionally! This feature may also be discovered without removing the lid to the coffin. If the player-heroes push hard enough against the platform toward the west wall, the platform will slide.

The Vampire's Lair

A greater stench suddenly fills the room from the depths below. If the player-heroes are brave enough, they can descend the stairs into a hidden chamber of treasures. But it is also the abode of a Secret Shadow. The entire room is dark and filled with the rotting bodies of its victims. This discovery counts as a source of anguish.

The Secret Shadow attacks without warning from a dark corner of the ceiling, and there is a chance that some Great Bats may also accompany him. The Vampire is not willing to give up the tomb and will fight to the death.

Tainted Treasures

Scattered throughout this chamber, there are treasures of various kinds, but they have all been tainted, including a ruby collar that belonged to Amalelde (see Rumour 4 above). The Loremaster can decide the value of all the treasure found here and create a Magical Treasures index. These treasures should be counted as coming from an ancient barrow (*The One Ring*, page 225).

EPILOGUE – REST AND PEACE

The player-heroes end this adventure in any way they feel appropriate, either abandoning, restoring, or destroying the tomb. If they decide to restore the tomb and bring it to peace once again, the ghost of Hartoric is released from its obligations and gives the companions some sign of appreciation as it leaves. Maybe a new message appears in the mural giving thanks, or the surprise arrival of enemies is thwarted when they are spooked away by the ghost.

If the companions would like to collect a reward, they must bring some family treasures back to the Beornings. In exchange, they should be given an appropriate amount of Treasure and perhaps other benefits. Gelvira is eager to hear the truth about the tomb! If they rescued the Beorning prisoners from the Viglunding slavers in Part Three or Four, there is a special celebration planned for them at Beorn's House!

— credits —

Written by James R. Brown

The One Ring designed by
Francesco Nepitello and Marco Maggi



The One Ring, Middle-earth, The Hobbit, The Lord of the Rings, and the characters, items, events and places therein are trademarks or registered trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises and are used under license by Sophisticated Games Ltd and their respective licensees.

This work was not authorised by Sophisticated Games nor Cubicle 7 Entertainment nor The Saul Zaentz Company d/b/a Middle-earth Enterprises and makes no challenge to their intellectual property. All terms in this document are the property of their respective owners and are used without permission.

This work is offered free of charge to all interested parties and is not to be sold in any form. This document may be printed and/or reproduced for personal use only, and this copyright notice must be left intact.

If you have any questions or comments please contact James R. Brown at pastorjamesrbrown@gmail.com.