

A Sorry Sight at the Eye: An Introductory Solo adventure for The One Ring 2nd Edition

- Orcs have raided an old tower near Weathertop!
- In this introductory adventure, the PC will attempt a Simple Skill Endeavour, a journey followed by some further Skill Tests and potential combats at their destination as they attempt to help a family that has fallen victim to a cruel goblin raid.
- This adventure is perhaps best suited to a Ranger of the North, but a good hearted character of any Culture may take up this quest. An elf may want to see the Road to Rivendell safe, while a Barding or Dwarf may have previously stayed with the family that has fallen victim to the orcs in their travels from Erebor and Dale to Bree. A Man (or hobbit!) of Bree may want to keep their local area safe from orcs, or know the family in danger or be a friend/relative of their farmhand Giles, as he once dwelt in Bree.

When: Spring or Summer, any year from 2900 (post Sauron's declaration in 2951 and Angmar's reoccupation can work particularly well)

Starting location: Bree

Target location: Hex NW of the word "East" in "The Great East Road".

- The journey presents a choice, as it is 6 hexes directly from Bree, but through Dark Lands (forcing PCs to roll twice for each event, accepting the poorer result), or 7 Hexes along the road for +1d on journey events and traveling through Wild Lands rather than Dark Lands (standard Feat die roll for each event), but a marginally longer route.
- The rolls in various sections below should be taken as suggestions. Similar rolls with other skills may be appropriate for different actions and offer similar rewards or entirely novel ones.
- The use of "Success with Woe" (p130-p131, TOR 2e) is encouraged to keep the narrative flowing. Woe may lead to complications like orcish reinforcements, the early return of the nearby Wild Wolves, the loss of a Useful Item, fatigue or ill-feeling from an NPC.

While Weathertop is well known, the Kingdom of Rhudaur had its own fortresses and towers. Originally "Rhudaur's Eye", the stout tower that stands only a little east from Weathertop is now known mainly as "The Eye" to all but the long-lived Elves and the Rangers of the North. With Arnor fracturing into multiple Kingdom, the Eye was built as a rival to the mighty fortress atop Weathertop. The Eye's stout Dunedain craftsmanship has meant the tower endures even into the twilight of the third age, but it is now weathered and old. Still, a small community made their homes here, distant descendants of that rarest of creatures, a bandit who survived to old age and decided to reform and settle. Carl Ferrick was his name, and his son and family now continue his line. But now, orcs have struck at the Eye and carried off a great treasure from it.

With the Rangers of the North hard pressed by unquiet spirits in the Barrow-downs and increasing forays from Angmar, it falls to a brave new hero to help one family in their darkest hour.

III beginnings in Bree

A young boy rides into Bree, causing a great stir and commotion. His mount is an old farm-horse, ill-suited to the lad's desperate ride, but having carried out its duty bravely. It has been ridden near to death on the journey. The lad is in little better shape, with a broken off arrow jutting from an ill-bandaged wound."

"He tells a tale of goblin folk descending on his family's cottage at the old Eye tower a little East of Weathertop. He weeps as he recounts how his older brother died with spear in hand and his father Carlson fell, clubbed by a Great Orc that towered above its fellows as he bought time for young Alfred, his mother and sisters to escape. Their farmhand Giles was with them, but Giles is no fighter unlike Alfred's brother or Carlson. He is desperate for someone to return and rescue his father, who he is convinced must still be alive and find his siblings and mother.

Alfred's tale is pressing and time is of the essence, so preparations are made as a **Skill Endeavour** with Resistance 3 and Time Limit 4. Failure in the Skill Endeavour means it can be reattempted, but such a delay risks a dire fate to Carlson.

Succeeding at the Skill Endeavour allows one of the options below. All four rolls permitted by the time limit may be made even if three successes have already been achieved earlier to allow the character to unlock further options.

- **Healing:** tend Alfred's wounds such that he is able to accompany the PC to the Eye, offering 1d on two rolls during the adventure, with an additional roll per Success via Healing or Social Skills.
- **Social Rolls:** rallies the folk of Bree to consider this a quest worth rewarding with two treasure, and an additional point of treasure per additional success spent. Or perhaps someone is convinced to lend a sturdy mount with Vigour 2 to aid the PC on their journey.
- **Battle:** to advise the people of Bree of the threat orcs would pose if granted a fortified position on a trade-route. This pushes them to offer practical aid in the form of a loan of a Useful Item.
- **Lore:** to use your knowledge and planning for additional information on the Eye, preparing the PC for what lies ahead.

A PC with a background in Bree may know to throw a coin in the fountain before departing, as may a PC with Rhymes of Ancient Lore or who passes a Lore test. Doing so grants 1d on the first journey event the PC faces.

Landmark: Rhudaur's Eye

Rumour

“Carl Ferrick was a bandit, a wicked sort. But he became a better sort and his son Carlson offers shelter to travelers in his cottage that once served the Eye’s soldiers with crops and eggs. Maybe the air there is good for a man’s spirit, but give me a pint and the smokey air of the Prancing Pony any day! Carlson took in that rogue Giles once he banished him, but I’d not want that thief near my family for long. Always that it was strange there was another tower not far from Weathertop.”

Old Lore via a Lore success

“The Rangers have long protected Rhudaur’s Eye, as it was said to house a great treasure of their line, but one that they were reluctant to unseat from the Eye. The Seat of the Eye was the place of honour for the Knight of the Eye, and it is said that it granted discipline to his soldiers. The Rangers believed some old magic of the seat helped Carl Ferrick and his descendants reform, despite Rhudaur’s cruel reputation. Their ongoing protection means the Eye may hold other treasures, beyond the Seat itself.

The Eye was built and named as Rhudaur envied the Fortress of Amon Sul at Weathertop, explaining the proximity of another Dunedain tower.”

- You are aware of tales that the Knight of Rhudaur was allowed to keep an tenth of the tolls he extracted and an old rhyme claims these were hidden behind the third stone up from the floor in the corner of the master’s bedroom, for the successor Kingdoms were forged when Arnor was broken into three Kingdoms and the number three was considered lucky.

Background

Rhudaur’s Eye was founded on jealousy and rivalry, deliberately built by the young kingdom of Rhudaur as a pale imitation of the nearby fortress of Amon Sul, now better known as Weathertop.

It is surprisingly sturdy, despite the long years that have passed since it was built. The Dunedain built to last, and the Rangers cared for the Eye even long after Rhudaur fell. Carl Ferrick and his descendants have taken to living in a similarly sturdy wood and stone hut that once served the eye, occasionally repairing their home with stone from the Eye’s outlying stable and storehouse.

The eye itself is spread over four floors, with a hall, kitchen, barracks, master bedroom and further rooms, their use long lost to history.

Location

- **Two Orc Soldiers** are all that is left of Gorgul the Great’s raiding party, the others having returned North-East towards Mount Gram. [**Group play**: 1.5 Orc Soldiers per PC, plus 2 Orc Archers and an Orc Chieftain]

- Battle could be used to attack when the orcs are inattentive due to their ill-discipline, grating 1d of Advantage for a round or 2d of Advantage.
 - There are tapestries to cut down to hamper the orcs (**Battle**), lit braziers to kick at them (**Athletics**) or an ambush could be attempted by **Stealth**.
- The orcs have a lesser hoard from their plunder.
- The orcs plan to torture Carlson Ferrick, the head of the Ferrick household and Alfred's father.
- Count magical successes as an additional success, if the narrative suggests the magical result would lead to an improved outcome.

Emma (Alfred's Brave mother) and her Clever twin daughters, Holly and Fern are hiding in the forest nearby. Fern could not flee as she is carrying Giles's child, and her sister and mother preferred to care for her than abandon her.

Giles Cooperson, their Nervous, Reforming farmhand, hides nearby. He was exiled from Bree for repeated theft, but has started to mend his ways at the Eye, like many before him.

Schemes and Trouble

The wounds of the Spirit

- A **social roll** to calm Alfred's family may be necessary after all they've seen.
 - Alfred & Carlson's presence gives +1d on such rolls, or 2d if both are present.
 - Kindnesses such as using **Craft/Athletics** to properly bury Alfred's brother, Colin may further bolster the family's spirits, or using **Song/Enhearten** to sing a eulogy or passing a **Hunting** test to resupply the family after the orc raid. **Craft** could also be used to repair some of the damage from the orc raid.
- Failure here may see Giles panic and flee into the night even if the eye is retaken. Success will restore spirits and help establish the Eye as a potential base for the PC in the long term. Success results in a gift of 1 treasure and inspires the family to provide 1d on an additional roll below (+1d on a roll per success) or help the family uncover clues that produce further information on the rolls below, as they may have overheard boasts from the orc raiders or help identify fresh Warg spoor.
- An additional success may fortify Giles's spirit or one of the daughters, leading to them offering help in any subsequent combat against the Wolves with a Spear (Giles) or Bow (Holly). This provides a 1d combat advantage for a round, and allows the PC to fight the Wolves one at a time.

- Group play: consider upgrading this to a full council to allow more PCs to take part. Use the alternate rules from Ruins of the Lost Realm, so the time limit is 3 if the introduction roll fails, or 4+1 per additional success icon rolled if the introduction roll is successful. Set the Resistance at 3, as the family is reassured by the presence of the PCs. Remember you can apply 1d or 2d bonuses for good roleplay, as noted in the rulebook. Additional successes above the 3 Resistance level can be used to grant 1d bonuses on subsequent rolls, unlock the aid of the NPCs in combat or provide clues, as suggested above.

The price of delay

- Significant delays in arriving at the Eye means that Carlson's mutilated body is found strung up at the tower. This delay could be due to taking more time to prepare in Bree, struggles on the journey, or waiting too long to strike after arriving at the Eye. This Orc-work forces a gain of 2 Shadow, and can be resisted with a Shadow (Dread) test as normal.

The Orc-rigins of Violence

- A character with the right Distinctive Feature (Enemy Lore: Orcs, Shadow Lore) or a successful **Lore** roll can identify these as Orcs from Mount Gram due to the crude mountain insignia on their shields and their equipment.
 - o **Stealth** to creep up on the orcs offers the potential to not just surprise them but also to learn some of this information.
 - o **Hunting** has similar potential, informing a PC that a larger force of orcs departed and may seek to return one day.
 - o **Riddle** is ideal for putting together clues too.
- Additional successes – additional information is likely to be of great use to a PC's patron and help in subsequent counter-strikes against the orcs and will improve the PC's patron's opinion of them (helping future rewards/providing more support on subsequent quests)
 - o Such orcs do not tend to travel this far south without a specific mission or strong leadership.
 - o More orcs may return here following their original foray, as digging tools for more than two orcs have been left here.
 - o A strong estimate of the number of orcs in the raiding party, aiding future adventure against the orcs.
 - o Knowledge that there was one Great Orc among their number.

- No wargs are present at the moment, yet there are clear signs that some remained here with the orcs. Fresh droppings and torn meat testify that they may return soon. These could present a threat to Fern and her family if they are not dealt with.

Rhudaaur's Riches

- A **Scan** Roll (or additional successes spent on the **Lore** roll regarding the Eye, or Rhymes of Lore) unlocks a further lesser hoard hidden in the tower for many years.

Wolves at the Door

- While Alfred's mother and two sisters will return and be safe for some time behind the tower's stout door, rather than vulnerable in their cottage where the wolves can leap through the window, **a pair of Wild Wolves** will make their way to the tower the day after the PCs arrive having hunted their fill nearby. [**Group play**: 1.5 Wild Wolves per PC, plus a Wolf-chieftain]

Total Experience

- 6 Adventure Points and Skill Points.

Hard Mode

- The Time Limit for the Skill Endeavour "Ill Beginnings in Bree" is 3 rather than 4.
- Add an extra Orc Archer and an Orc Chieftain to the Orcs at the Eye.
 - A clever plan may help separate the Orcs into smaller groups, perhaps a distraction via Stealth or Craft.
- Carlson has been gravely wounded by the orc soldiers even if the PC makes good time in arriving and needs a **Healing** roll to save, or his passing will inflict 1 Shadow (Dread), resisted as normal.
- Add a Wolf-chieftain to the Wild Wolves.
- +2 Adventure Points and Skill Points, for a total of 8.

Further adventures

- Perhaps a trap can be set for any returning Orcs at the Eye?
- Perhaps a raid can be launched near Mount Gram to retake the Seat of the Eye.
- Why did the Orcs strike here and now? Is there some traitor among the Rangers of the North who would tell them of the Seat of the Eye? Or do they have some sorcerous ally or

item that drove them to their successful raid? And why did the orc leave digging tools here? Perhaps the terrain means previous efforts to dig up have been fatal, but they could join the Eye to deep, dark orcish tunnels if given sufficient time.