



Event Description: “There is renewed hope in Rhudaur within the fallen Dunedain kingdom of Arnor. A reborn Mage-Knight and Battle-Mage have rekindled a mighty Mage-Tower, but just as Hope draws its first breath an ancient evils stirs as if to wake. Set in Middle Earth during the mid-3rd Age using the Arcane Circle FRP system. For mature players, rules can be learned at the game.”

Background: It is winter in Rhudaur, the year 1687 of the Third Age. Minas Rhuntir is a small castle of Dunedain just north of the Great East Road before it enters the Misty Passes. The last remains of the Dunedain kingdom of Rhudaur struggles to survive, beset on all sides by evil and without allies. In south Rhudaur resides a self-named King, **Arfanhil**, claiming ancestry from **Elendil** and the acknowledged Dunedain Kings of the North.

The few men of Dunedain blood in Rhudaur are supported by Northmen mercenaries and some sympathetic Hillmen, but are greatly outnumbered by **King Broggha's** wild tribes of Hillmen, who counts mercenary Dunlendings and even Orcs among his followers. It is rumored Broggha's will is guided by terror of the north, the Witch-King of Angmar!

This winter brings a siege by wild Hillmen of Rhudaur upon the most northern Dunedain Keep at Minas Rhuntir. The greatest strength of the Dunedain forces is their heavy cavalry, with which the Hillmen cannot contend, but winter greatly limits their use. Thus almost every year the Hillmen mount some winter operations, but the siege of a castle is something altogether different and out of character. What is Broggha up to?

Scenario Story: Enemy troops have been spotted in the forests near Minas Rhuntir, their numbers growing daily. Because the Hillmen are so unprepared for castle sieges the Dunedain usually don't take threat seriously. But this time may be different. Spies have reported a massive Siege Engine is enroute to the castle for the Hillmen. Its aspect is grim and exudes magic evil and foul. If this arrives at the siege the Main Gate can be breached and an assault by the massive numbers of the Hillmen and Dunlendings can take the keep. Your task is this; it must be stopped.