

English

~~Bring~~ Brrrrring! Crunch! "Oh Crikey!"  
Yes its morning. The first stirrings of  
life in the dark cold house begin. I climb  
out of bed - stop - stand still raise hand  
slowly to face - "Achoo! what a great start".

I stumble down stairs bleary eyed still  
somewhat from the hours of the owl. ~~As if~~  
~~the very earth were shaken~~ I hear a fearful  
crie ~~you~~ "Good morning!" in a ~~terribly~~  
~~sound~~ ~~winded~~ and ~~awkward~~ utterance.

Stagger to the table collapse on chair  
as if a great journey has ended suddenly  
- by the demon who spoke the earlier  
words steps out of the gloom we call the  
kitchen, "Hello Zaida" I mutter to the -

~~mother!~~ "Bacon in the top oven plates in  
the bottom and fried egg coming up" is her  
devilish reply. Click! Or phooo-phooo! click! the  
door slides open then closed and - 1<sup>st</sup> Georgie then  
- <sup>2<sup>nd</sup></sup> Joe, My spirit enlightened by two more lost  
souls I feel refreshed (well thats what I think)

and let forth "Good morning! you are re  
looking ~~at~~ wide awake!

"Morning" mutters first

"Just go away!" ~~mutter~~ utters second

They sit — "Bacon in the top oven plates in  
the bottom and the fried egg's on the  
way" The demon from the gloom again.

click! phoo — phoo click! 3 awake — ish  
~~voices~~ begins their howlings to a new lost  
spirit to the gang, first "Good morning!"

second " " "

we ~~and~~ " " "

our <sup>grumble</sup> ~~newcomer~~ "shut up"

the demon pops out and gives her fair  
share of "Bacon in the top oven..."

The eggs are ready! The  
feast is complete! we eat! the room  
is a warm hive of activity ~~now~~  
dis-gruntled spirits stumbling down any left  
up in the above are let to lie on  
their bellys asnoring.

In the winter of seventy six we were snowed in. Food was running low though not low enough to desperate measures but we thought we had better be safe than sorry. So my father, two elder brothers and I all walked to town which was ~~ten~~ four miles away. Most of the road ~~that~~ was covered in snow and 'black ice' so there were few cars eventually we got a lift from a game digger van that had 3 game stones in the back and some took my brother and I sat in the back amongst these and my father in the front.

On the way back it was snowing again and fell in sheets as if it couldn't wait to bury us. The snow diggers had cleared all the roads but the smaller roads were still ~~be~~ snowed up and growing as if to fill the fields

DD

2 statues facing each other,  
1 black\*, 1 white\* each wearing  
a ring. for bonding around the black  
one. Saruman\* lies by white

\* black is Saruman

\* white is Gandalf

\* is a grey statue → broken



Sarman



Wars shall cease  
when men refuse to fight

⑩ Notes on Valaquenta (a bit only)

Namo the elder keeper of Houses  
of dead, dwells in Mandos (W in Valinor)  
Summons slain spirits - never forgets  
knows all to be sure of Ilúvalar

Irmo master of dreams & visions  
in Lorien in Valar

Estë healer of all. She sleeps  
on island in lake of Lórellin

⑪ Notes Quenta Silmarillion (a bit only)

Melkor kicked out of mid-earth by  
Tulkas the strong. Melkor builds Utumno  
under middle earth then struck for  
war against Valar

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ELF forces: Elves of darkness (Moriquendi)  
Elves of light (Alduquendi)  
Grey elves (Sindar)      green elves of  
The elves (Quendi)      Ossirand (Langquendi)

DD

Quest → to find Utumno and destroy it and kill Melkor.

(only way to kill Mel. get Tulkas to do it)

Change time - prevent Mel's father

~~start in Minas~~  
~~in October 1420ish~~

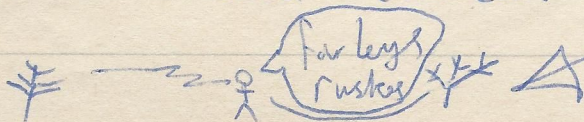
Start in west of Minas (Valinor) in 1420<sup>s</sup>  
meet v. old man next to doors of dead ((Namo))  
tells about \* gives gift to all except → someone →  
and to someone says → 'to take my place'  
be the same 'cept younger only escape to  
find someone else not in group.

\* tells i of Irmo<sup>+</sup> in Lorien, Quest, Time,  
Este<sup>+</sup> and Quest characters

+ all found back in time

to go back in time; find the trees  
Telperion and Laurelin

learned of  
Ulmo



Info. of NAMO ↓

Tree leaves → good spell

Mannë eagles good for riding only on p

Trees have magic words but to  
group (leafplugs needed)

(Far. Ru.) A magic word said in between 2 trees take to form  
thought of. Mannë elves are kids of

Thuratar

Man → Atani

elf → Quendi

Dwarfets are kids of Aulë

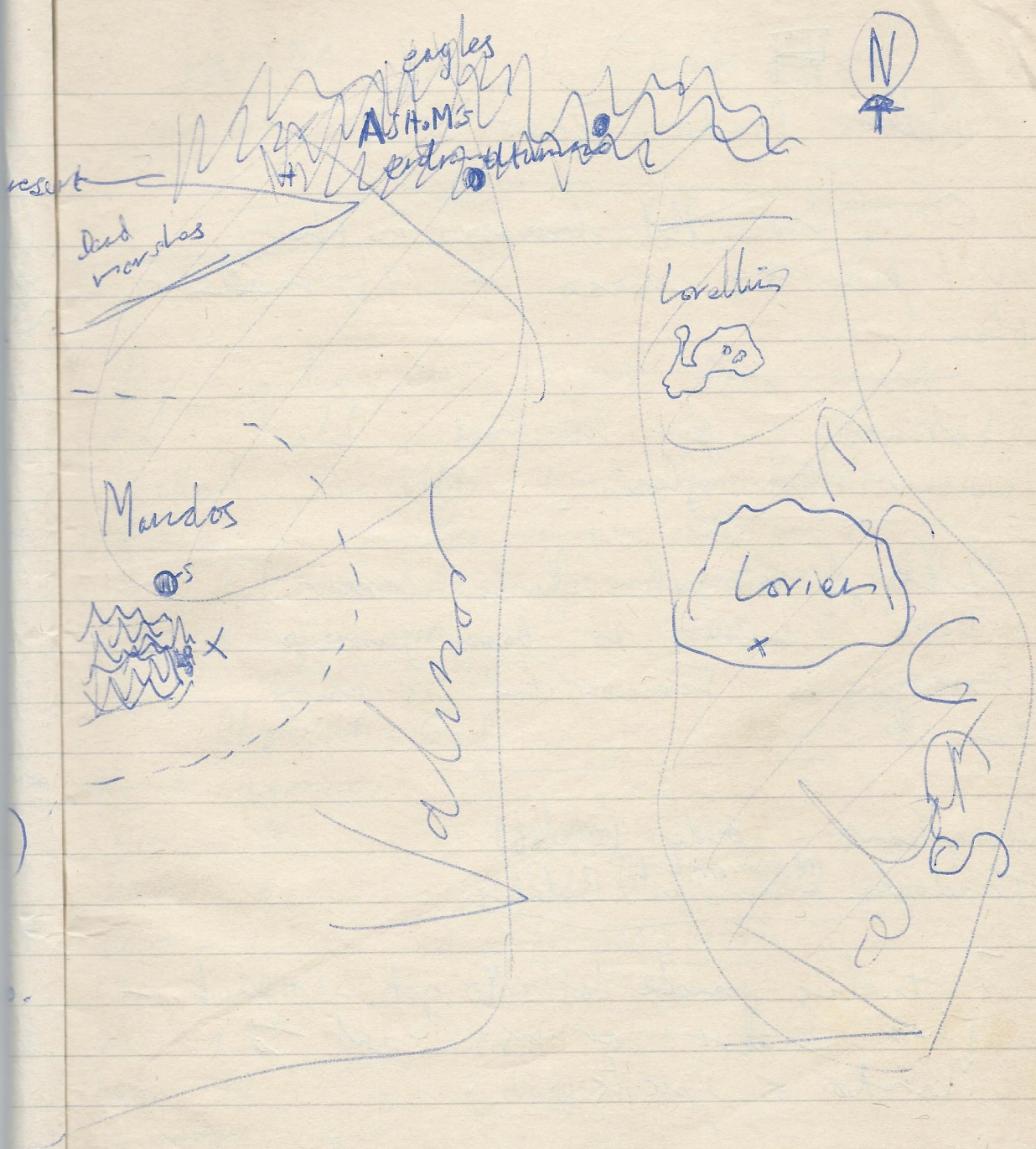
Thuratar built middle earth at  
beginning of earth

no evil in M.E. when arrived. (until Mel. attacks)

Mannë made tree shepherds (Ents)

two lamps (Sun) on Pillars

Melkor gathered demons (Balrogs) in Utumno  
Sauron lieutenant of Melkor served in  
Angband



reset

Dead Mandos

eagles

ASH.M.S.

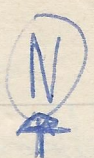
Mandos

5


Lorien

Lorellis

Lorien





  
Melkor Made Orcs

Orcs hate Mel. deep down is their  
evil hearts cause of he made  
them!

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Simarils glow like trees  
burn mortal flesh.

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Melkor/wormtongue starts rumor  
that Ilwatar is being given to  
Mran and Fearnot dad is using  
them.

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Ungoliant - Spider (shelob)  
Tralogram. (Metamorph to) Bolehs

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7 tribes made oaths to get Simarils.  
They & their armies sent to  
Mandos as spirits

Proves Smith ~~best~~ best  
one is Telchar



At gates of sirion you meet  
an old tramp can be  
killed easily. if searched will  
find a map with ~~the~~ 'x'.  
If made friends will tell  
of vinyam ~~and~~ it is good and directions

Alignment - Good

Level 5

Name - random

Str. - 9

Dex. - 6

Con. - 13

Chr. - 12

Wis. - 17

Int. - 11

Languages - most

magic Items

Staff of withering  
clerical book

Normal Items

tin box, food  
dagger

Sp. 11

Troll at bridge on r. Norway at

(a)

Evil

Str - 17

Dex = 10

Con - 9

Chr - 11

Wis = 7

Int - 9

Normal

Battle axe

GP. 1369

SP. 200

EP. 3062

align.. Chaotic evil

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Ents (all)

Align. v. Good

Str. 18

Dex. 11

Con 17

Chr 13

Wis 18

Int 17

Magic Items

Ent draughts  
~~Ent~~

Tulkeas

~~Elf~~ Dwarf

align. Good

Str 17

norm. Items

Dex 17

tools of trade

Con 16

his Smithy etc

Chr 14

Wis 13

Magic Items

Int 14

fire sword  
and ring of invis.

Dragon 2 (all)

align. Chaotic

evil.

Str 20

norm —

Dex 19

Magin. It.

Con 13

(in belly) a Blue Sphere.

Chr 18

Wis 19

Treasure it Di <sup>6</sup> > 4 then —

Int 17

it Di < 2 then	11300 gp	Sp 2000
CP 1096 SP 10	600 gp	746 EP
gp 2000 ep 40000 hrs 10	206 Gems	

Shalob - @ Chaotic evil

Str - 18

Dex - 18

Con - 18

Chr - 18

Wis - 10

Int - 11

Normal Items  
Dagger

Magic Items  
ring for...

Special power - Hypnotism

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Estia - V good

Str - 11

Dex - 14

Con - 13

Chr - 9

Wis - 18

Int - 18

None

Magic  
herbs & stalks of curing etc

Special power - Healing

30 dwarves ✓  
69 elves

1 Battle axe  
1 Throwing axe  
2 Scimitars  
1 Jarabin  
30 2 handed sword + 2  
25 Helmets  
29 Mithril Armour  
entwines

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Change Quest to get Ents

together: — Have to find Ents  
they find entwines  
Start at Mt. taras (Map it)