

“LET SLEEPING DRAGONS LIE”

A CAMPAIGN FOR TOLKIENMOOT V
BY HAWKE

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GAME MASTERS CAMPAIGN SUMMARY

Over the course of the several (5) separate but related adventures, the PCs will eventually find out that someone wishes to awaken a dragon from the north, to wreak vengeance upon some of the Elves of Mirkwood and the surrounding area. This information will be doled out a bit at a time..

This adventure begins on the East side of the Misty mountains near the Great East-West road, West of mid-Mirkwood. It ranges between the lands south near Dol Guldur and Lórien, and north to the mountains of the Ered Mithrin.

The adventurers begin around 7th level.

The starting date is (mid-Fall) Hithui Third Age 2932.

The campaign continues through the Winter into late Spring.

The campaign is separated into 5 parts, allowing participants to easily join or leave at more natural sections for role-playing in the character changes.

ADVENTURES OVERVIEW

This section very briefly outlines each of the 5 adventures.

ADVENTURE I

Title: “Rude Awakenings”

Session: 1.

Time Period: T.A. 2932 Mid-Fall

Environment: Village, Outdoors, Hills.

Location(s): Near the East-West Road on the foothills between the Misty Mountains and Mirkwood.

Challenge level: 7th level (or equivalent).

Creatures: Evil Men, Uruk, Warg, Hill Troll.

Overview: The party is rudely awakened during the middle of the night by some troublesome Uruks. After fighting off an attack from this group of Orcs and other nasties, the party discovers a clue about an insidious plot, and it is the task of the PCs to attempt thwarting it.

ADVENTURE II

Title: “A Nest of Serpents”

Session: 2.

Time Period: T.A. 2932 Early Winter (Narwain)

Environment: Villages, Outdoors, Hills, Forest.

Location(s): Ranges south to area just West of Dol Guldur

Challenge level: 7th to 9th level (equivalent).

Overview: (Hopefully) The party has thwarted an initial effort to awaken an ancient dragon of the North that would have unleashed it's wrath against some Elves and other villagers in the area. However, there is still the question of WHO was making this effort, and just because the party stopped one attempt, there is every indication that other attempts are being made. The heroes need to find the source of the attempts and bring it to an end.

ADVENTURE III

Title: “Ire More Fierce Than Fire”

Session: 3.

Time Period: T.A. 2932 mid-Winter (Nínui)

Environment: Hills, rivers, forest, cold winter.

Location(s): Northwest Mirkwood and surrounding area.

Challenge level: 7th to 10th level (or equivalent).

Overview:

The party is now on the run from groups of baddies.

The PC's need to run for cover, the nearest, and only, hope for escape is the dark dangers of Mirkwood.

The party will have to survive the dangers of Mirkwood for a while.

ADVENTURE IV

Working Title: “Vendetta”

Session: 4.

Time Period: T.A. 2932 late-Winter (Gwaeron)

Environment: Forest, hills, rivers, mountains, cold winter.

Location(s): Northwest Mirkwood and surrounding area.

Challenge level: 7th to 11th level (or equivalent).

Overview:

The party is sick of being pinned down for the winter (as are the elves) by the hordes of orcs, wolves, trolls, and harassed by the dragon. The players have found out that indeed there is one other person orchestrating all this.

It is time to get this guy.

But after that, there is still the upset dragon.....

ADVENTURE V

Working Title: “Fȳrtunge” (“Fire Tongue”)

Session: 5-6.

Time Period: T.A. 2932 early-Spring (Gwirth)

Environment: Hills, rivers, mountains, cold winter-weather.

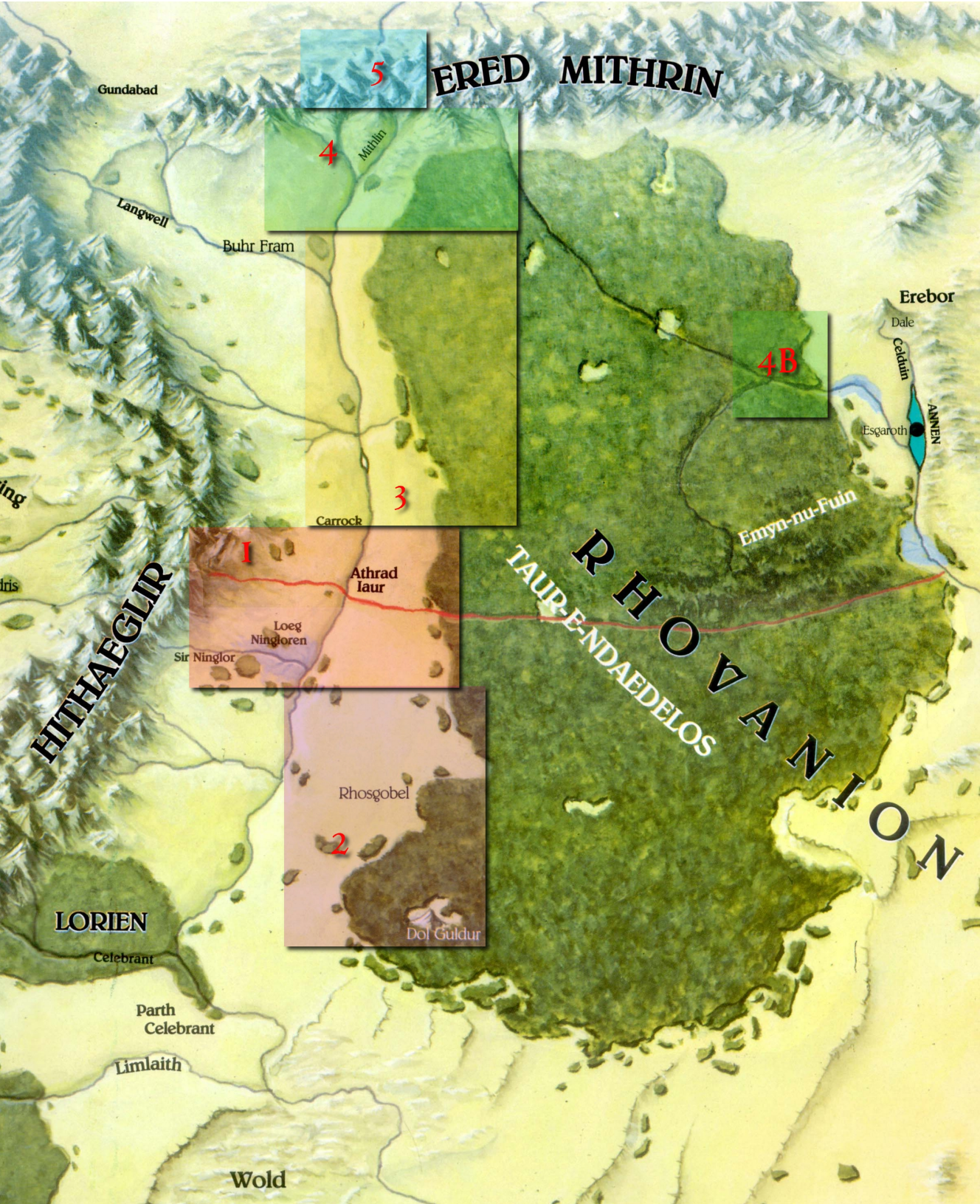
Location(s): Ered Mithrin

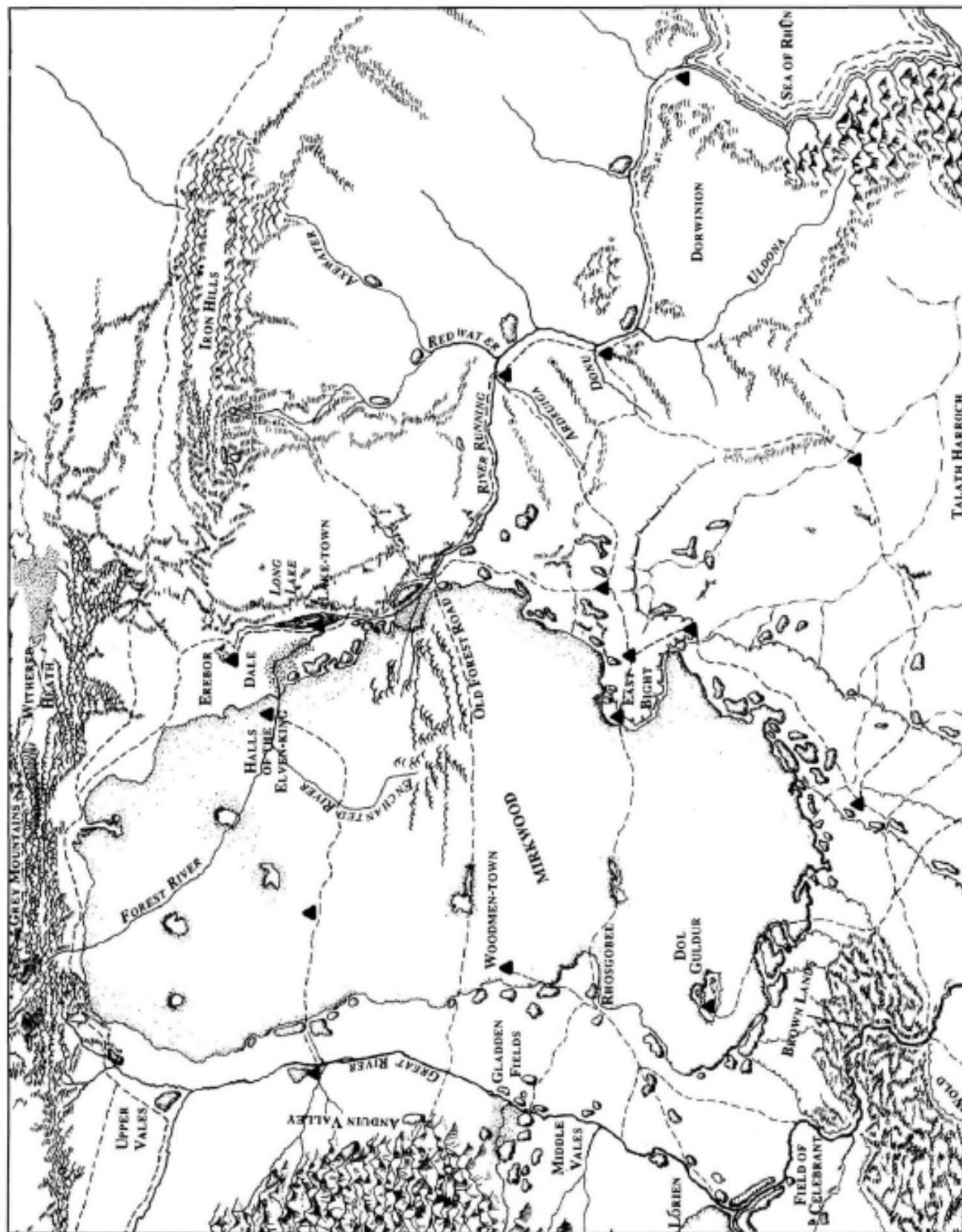
Challenge level: 7th to 12th level (or equivalent).

Overview:

PC's are put into a situation where they need to attempt to take on one of the dragons of the north that has been causing increasing trouble. Large numbers of orcs to deal with too. Will even possibly be a small army of Elves to engage. Potential for some wargaming (optional to the GM's preference), otherwise just focus at skirmish level for PC's in larger battle. And then, if they survive all that, they still have to try to take on the dragon as it retreats to it's lair...

CAMPAIGN OVERVIEW MAPS





ADVENTURE I - "RUDE AWAKENINGS"

SUMMARY

TolkienMoot Session: 1.

Time Period: T.A. 2932 Mid-Fall.

Environment: Village, Outdoors, Hills.

Location(s): Near the East-West "Old Forest Road" (Men-I-Nagrim) on the foothills of the Misty mountains, between the Misty Mountains and Mirkwood.

Challenge level: 7th level (equivalent).

Creatures: Evil Men, Uruk, Hill Troll.

Overview:

The party is rudely awakened during the middle of the night by some troublesome Uruks. After fighting off an attack from this small group of Orcs, the party discovers a clue about an insidious plot, and it is the PC's task to attempt to thwart it.

THE HOOK AND CLUES TO THE FUTURE

Do not reveal all the clues at once. Most of them the players will not even have the full details about until Adventure 2, 3, or even 4. The PC's SHOULD NOT KNOW that it is a dragon to be awakened, even if they are guessing left and right.

SIMPLE CLUES

The players will find out the following, throughout the course of Adventure 1 in an abstract fashion.

1. The orcs were sent by "The Boss".
2. The orcs were going north.
3. They were supposed to find someone/something, that even the Orc leader was nervous about, but would "*do in those blighted Mirkwood Elves a treat*", the Orc would say with a sinister grin.
4. The orcs were told they would get lots of loot after this someone/something was done getting revenge on some Elves (bonus for the orcs that it would hurt elves).
5. "The Boss" is a guy down in a town just near the southwestern corner of Mirkwood.

Only the Orc leader (that did not engage in the village raid) and 2 Easterling men (scout/thief) with the group, know what they were sent to do. The clues above could be found out by interrogating any of the orcs.

Unless the PC's successfully capture and interrogate the Orc leader of the main party (not the leader of the village raid) or one of the Easterlings, the PC's will only get abstract information, not the specifics below:

CHALLENGING CLUES

The hints will eventually indicate that someone is trying to find a specific dragon in the northern gray mountains (Ered Mithrin), and wishes to awaken and stir its wrath against the Elves of Northern Mirkwood and the surrounding area. The PC's might not discover this much detail in this adventure. That is fine, those details can be revealed over time in adventure 2 and afterward.

These orcs were on the way to find and awaken the dragon (with a map the main group leader had, still with the leader), but the orcs that attacked the village decided to do a little raiding on the way there, against their leader's orders, thus causing a split in the group.

The players will need to hunt down the rest of this band of orcs who were sent to find the lair of, and then awaken and mislead/taunt a dragon into action. It is assumed, that one way or another, the party WILL succeed in thwarting this attempt (though of course the players/characters do not know this). If they fail, or don't opt to get involved, then modify so that the surviving group finds out about the players slaying the other group of orcs (that attacked the village), have the troll and a few of the other orcs try a sneak attack specifically against the PC's. If that still does not get the PC's to come after the other orcs, then let the remaining NPC's finish their mission and rouse the dragon, but they modify their taunt of the dragon to include hunting the players down first (at the village, or wherever they have moved to by then). This causes complications for adventures 2-5 of course, but could still be worked out.

The larger band of Uruk that continued north is accompanied not only by the Easterlings, but also by a Hill troll. This of course means that the band can only travel by night, and must find full cover before daylight.

The players do not yet find out exactly that a dragon is involved, where the dragon is, how they intended to awaken it, and how they intended to direct its wrath to a specific target. If they get the map, they will see a general route laid out from the village near Dol Guldur (Easterling outpost), up to the Ered Mithrin, with a circle covering a rather large nonspecific area. The orcs did not yet have an exact location, and were to scout out there area attempting to find an occupied lair (of course the orcs didn't know that exactly). The Easterlings were expected to talk to local villagers in the shadow of the Ered Mithrin, for hints on where they could find any old dragon lairs from old folk legends and the like. And they were to try to find one that was alive (though likely sleeping).

HOOK REINFORCEMENT, THE ELF

If the players do not find the clues, or there are no survivors to interrogate, or fail to interrogate a prisoner, there are still other ways to inform the players that these orcs were more than just another raiding party from the Misty Mountains.

If the party remains in that village for a little longer, later that day of the raid around dawn, a battered Silvan Elf (from Lórien) named Aderobrimbor, will come stumbling into the village, on the verge of death. He will explain in gasping breaths that he has found out there is a group of orcs heading to the north to awaken a terrible evil (he doesn't know what it is though), and that it would be sent to wreak vengeance on the Elves. And also they would, while they were at it, have the homestead and those within it wiped out as well.

THE ELF'S TALE

Aderobrimbor was on his way from Northern Mirkwood, as a messenger, back to Lórien, and camped for the night, when he saw the fire of some camped orcs (about 10 miles north of the village this past night). He carefully crept up, and listened to them, and heard in their discussion that "The Boss" wanted them to keep quiet and secret, and not do any raiding. This was the argument that broke the band into two separate groups. Those that wanted to raid the village (they could see the lights from there at a distance, and smell the cooked meats). And those who wanted to just follow orders. A short

scuffle ensued, and the smaller group broke away. Unfortunately, the elf was discovered, and badly beaten, left for dead. The raiding group was in a hurry to hit the village, and ran off. The other group was worried about the raiding group giving them away, so quickly broke camp, and resumed marching North, but he thinks they might have left a few behind to see what happened at the village, and then catch up and report to the rest of the group.

The elf faded in and out of consciousness, barely clinging to life, and finally upon daybreak found the strength to stagger to the village. Too late to stop the raid (thanks to the PC's for saving the village from what would have otherwise been a slaughter), but hopeful that his warning could stop this other band of orcs from unleashing whatever evil they were planning, and implores the players to go after the remaining band.

Unless one of the players does something to try to heal/save this Elf, he will pass out after delivering his story. There are no healers in the village currently. One hour later he will perish. If saved, he will give a token of thanks to the PC's, a golden Mallorn leaf which he indicates is "blessed by the lady of the wood", and some lembas (enough to sustain an average size man for 1 week). He will also, upon his return to Lórien, inform Galadriel and Celeborn of the PC's deeds.

Stress to the PC's that time is of the essence. The Elf will take the PC's to the old Orc camp (assuming they heal him of course), so they can begin tracking from there, but he will not go further with the party, feeling he needs to inform Galadriel of what is going on.

HOOK OF LAST RESORT - RADAGAST THE BROWN

If the PC's *still* aren't interested in undertaking the chase. Bring in Radagast the Brown that afternoon. See adventure 2 for suggestions on how Radagast would convince the players to get going.

Otherwise, the PC's will not meet Radagast until adventure 2, after they succeed in hunting down the remaining orcs and slaying or capturing them all. IF/when the party returns to the village, they will then meet Radagast, who decides to wait at the village for them, because he has an important message for them, or if the party is many days away, then Radagast will return shortly after the PC's return. If the PC's do not return to the village, he will meet them wherever they end up.

OPENING SCENE – AT THE INN.

(Reference Map Area, village, and Inn.)

Start with the adventurers just “hanging out” at an Inn in a very small village just north of the great East-West “Old Forest Road” (Men-I-Nagrim “Road of Dwaves”) on the east hills of the Misty mountains, west of Mirkwood and the mighty Anduin.

The Inn is known simply as “The Homestead”.

It is up to the GM's discretion if the PC's know each other in advance or not. The PC's might not even know each other yet. There will be no others (besides the PC's) staying at the Inn and the lone Innkeeper. The PC's may choose to ignore each other, eye each other warily, or get to know each other (GM's discretion on the background and if any already know each other not). None of them are currently on any set adventure or goal (except for anything that might fit their character background). They are “between jobs” so to speak. The GM is of course welcome to flesh this out more fully if so desired. They are also concerned that winter is fast approaching, and need to decide where to “hole up” for the winter.

During the middle of the night, around 2:00 am, when the adventurers and all the villagers are asleep in their beds (or elves meditating, try to pick the time when everyone is “down”). The village is attacked by Orcs. Adjust the number of the orcs to the number of PC's. There should be at least 2 orcs per PC plus the raid leader, but no more than 4 per PC.

This “village” barely qualifies as such. The only residents are the innkeeper, an elderly shopkeeper and his wife, and the smith with his wife and 6 children (ages 3 (girl), 5 (boy), 9 (boy), 11(boy), 12 (girl), & 14 (girl)). Though the smith is burly, he has no real fighting skills.

These orcs are not especially brave, are not under the geas of any lord or ring of power, and were expecting easy pickings. If it becomes clear to the raid leader, that there is a stronger presence here than they orcs can handle, then he will shout for the orcs to run away (towards the Misty mountains, to maybe try to get help from the goblin-cousins there (of course not realizing that the Misty Mountain goblins have considerable animosity towards the southern orcs). The leader will hold back using missile attacks over melee, and if sees a serious threat, will run away quickly himself.

The remaining orc group has the orc leader, 12 uruks, 2 wolves with 2 wolf-riders (one to scout ahead, and one to scout behind), 2 Easterlings, and a hill troll.

If one of the orcs that raids the village is interrogated, he will “omit” any mention of the Easterlings, Troll, or wolves, and only indicate there are only a dozen “*weak Uruk with no taste for fighting, BAH!*” <spit>.

ORC RAIDING PARTY

ICE MERP 2ND EDITION STATS

NPC	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MM	Notes
Raid leader	Uruk	8	110	Ch/14	60	Small steel	chain	105 sc	90 lb	10	+20 chain, scimitar, shield, helm, greaves
Orc1	Uruk	4	75	Ch/13	25	Small wood	No	90sc	80 sb	5	
Orc2	Uruk	4	75	Ch/13	25	Small wood	No	70sc	50 sp	0	
Orc3	Uruk	4	75	Ch/13	25	no	No	70sc	50 sb	0	60 whip
Orc4	Uruk	4	75	Ch/13	25	Small wood	No	70ha	50 sb	0	
Orc5	Uruk	4	75	Ch/13	25	Small wood	No	70sc	60 whip	0	
Orc6	Uruk	4	75	Ch/13	25	Small wood	No	70sp	50 sb	0	
Orc7	Uruk	4	75	Ch/13	25	Small wood	No	70ha	50 sp	0	
Orc8	Uruk	4	75	Ch/13	25	Small wood	No	65sp	50 sb	0	
Orc9	Uruk	4	70	Ch/13	25	Small wood	No	70sc	45 sb	0	
Orc10	Uruk	4	70	Ch/13	25	Small wood	No	60sp	40 ha	0	
Orc11	Uruk	4	70	Ch/13	25	Small wood	No	60sc	60 sb	0	
Orc12	Uruk	3	60	Ch/13	25	Small wood	No	50sc	40 sb	0	

D&D EÄ D20 3.5 STATS

NPC	Race	Lvl	HP	Armor/A C	Sh	Shield/He lm		Melee Attack Bonus	Missle Attack Bonus	Init	Notes
Raid leader	Uruk	8	110	Ch/24	60	Small steel	chain	+21 sc	+18 lb	8	+4 chain, scimitar, shield, helm, greaves
Orc1	Uruk	4	75	Ch/19	25	Small wood	No	+18sc	+10 sb	4	+2 equip
Orc2	Uruk	4	75	Ch/16	25	no	No	+14sc	+10 sp	2	
Orc3	Uruk	4	75	Ch/14	25	no	No	14sc	10 sb	0	60 whip
Orc4	Uruk	4	75	Ch/15	25	Small wood	No	14ha	10 sb	0	
Orc5	Uruk	4	75	Ch/15	25	Small wood	No	14sc	11 whip	0	
Orc6	Uruk	4	75	Ch/14	25	no	No	14sp	10 sb	0	
Orc7	Uruk	4	75	Ch/14	25	no	No	14ha	10 sp	0	
Orc8	Uruk	4	75	Ch/14	25	no	No	13sp	10 sb	0	
Orc9	Uruk	4	70	Ch/15	25	Small wood	No	13sc	9 sb	0	
Orc10	Uruk	4	70	Ch/14	25	no	No	12sp	8 ha	0	
Orc11	Uruk	4	70	Ch/15	25	Small wood	No	12sc	7 sb	0	
Orc12	Uruk	3	60	Ch/15	25	Small wood	No	10sc	8 sb	0	

AFTERMATH OF THE VILLAGE BATTLE

The party (or the villagers) dispose of (and search) the corpses of the orcs (and dead villagers), piling the orc bodies on a bonfire outside of town, and burying the villagers in the small graveyard. If all of the orcs were slain, then the PC's won't have any clues about the orcs being anything other than just another raiding party from the mountains, albeit it larger and better equipped than usual, until the Elf staggers into town around dawn.

ORC HUNTING – DAY ONE

The PC's are now hot on the trail of the remaining orc band. If they move quickly, they may catch up with them on the same day. However, if they dally, and the orcs have a chance for another night of movement, especially if the orcs realize they are actively being pursued, the PC's will have a much more difficult time catching up. The orcs will stop at the Farmers house during the night, slay the family and their livestock there, and grab some grub. They will hole up for the day in the root cellar under the house, though the troll barely squeezes through. The following night they will make haste to get to the cave (the 2 Easterlings know the area somewhat) before daylight, 25 miles to the north from the farmhouse. If the PC's chase after the orcs immediately after the raid on the village, there is a slim chance they may catch them before they leave the farmhouse, or just after they have left the farmhouse.

ORC ENCAMPMENT

(Consult Reference Map ____)

If the party back traces the tail of the orcs before dawn, they will easily follow it to the encampment 20 miles northeast of the village, and will stumble across the still unconscious Elf there too (pending successful spot check of course), or if dawn arrives before, or as the party nears the camp, the elf will spot them and approach stumbling.

FARMHOUSE

(Consult Reference map ____).

As the PC's follow the trail north, they will come across a small farmhouse that the orcs attacked and slaughtered that night including the man, his wife, and their 2 children (1 boy aged 3 and one girl aged 9), and their livestock (ate the livestock). It appears they spent the night there, then moved on north. The PC's might be able to gage that they are just a few hours behind if they didn't dally in getting on the trail after the raid back at the village. Remember that the orcs must find cover from daylight before dawn for the sake of the troll with them. If the PC's move quickly, they could potentially catch up with the orcs that same day, in the farm house, else on the following day at the cave.

If the PC's catch up to the orcs at the farmhouse, they will attempt to remain silent and hidden in the cellar. They covered up the trapdoor with a floor rug, so the PC's would have to actually move it, or succeed in detection of secret doors. The orcs want to avoid a daylight fight, because it could slay the troll, and they fight at a penalty in the light (though in the house it is dim enough they are not penalized, and the troll will not turn to stone unless he comes out of the cellar.

ORC HUNT – DAY TWO

The first night the orcs spend the night at the farmhouse. The following night, the orc band will increase their speed and dash for the cave under the waterfall, whereas before they weren't trying to obscure their trail, if they realize they really are being followed, they will make every effort to cover up their tracks, backtrack, follow streams, and even break up into smaller groups to rejoin later, in attempts to throw off the trail. They will however also quicken their pace considerably (long fast loping run, hard on the Easterlings, but easy for the orcs and troll to maintain all night).

Wrap up session one with the characters either catching up and slaying all the orcs (have one or two escape (if possible) if need to stretch for more time.

ORC TRAIL AND STREAM

(Consult Reference map ____).

After heading north away from the farmhouse, the trail of the orcs will come to a stream and disappear. The orcs stayed in the stream for several miles West towards the Misty Mountains, until coming to a small waterfall they cannot traverse, and come out on the northern bank, then make a dash into a copse of trees just before daytime, and into a cave behind the waterfall.

THE CAVE

The cave entrance is only accessible only from the northern bank and not visible until you step through the waterfall at the edge (slippery). The Orcs assume they ARE going to be followed because of the break away group's actions, so one orc (weakest one) remains awake just inside the cave, and will quietly leave to awaken the others in the band if he spots the PC's approaching. Remember if the troll comes out of the cave into daylight, he will turn to stone. There is no other exit from this cave.

ORC HUNT DAY THREE ONWARD.

If the PC's do not catch up to the orcs by the end of the 2nd day, they will have to continue after the orcs, each time finding caves and the like to hole up in during the day time. Sooner or later the PC's should catch up, and then fight it out.

ORC BAND

ICE MERP 2ND EDITION STATS

NPC	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MM	Notes
Orc Leader	Uruk-hai	8	110	Ch/14	60	Small steel	chain	105 sc	90 lb	10	+20 chain, scimitar, shield, helm, greaves
Troll	Hill Troll	10	277	RL/12	25	no	No	140 battle axe	60 rock	15	
Easterling 1	Easterling	7	90	SL	20	no	no	90 short sword	70 short bow	20	
Easterling 2	Easterling	6	80	SL	20	no	no	80 broad sword	60 dart gun	15	uses poisons
Wolf-rider 1	Uruk-hai	6	85	RL/12	25 mounted 40 on foot	no	no	75 sp	55 shortbow	20	
Wolf-rider 2	Uruk-hai	6	80	RL/12	25 mounted 40 on foot	no	no	75 sc	55 shortbow	20	
Wolf 1	Warg	8	150	none	55	No	No	90 bite	-	40	
Wolf 2	Warg	8	150	none	55	No	No	90 bite	-	35	
Uruk 1	uruk	4	70	Chain/14	45	Normal steel	metal	90 sc	80 light xbow	30	
Uruk 2	uruk	4	70	Chain/14	45	Normal steel	metal	90sc	80 short bow	30	
Uruk 3	uruk	4	70	chain/14	40	Normal steel	metal	80 sc	60 hvy xbow	25	
Uruk 4	uruk	4	70	chain/14	40	Normal steel	metal	80 sc	50 sling	25	
Uruk 5	uruk	4	65	RL/12	35	Normal wood	leather	50 ss	35 short bow	25	
Uruk 6	uruk	3	65	rl/12	35	Normal wood	leather	50 bs	30 sling	20	
Uruk 7	uruk	3	60	rl/12	30	Normal wood	leather	50 bs	30 light xbow	20	
Uruk 8	uruk	3	55	sl/	40	Normal wood	no	40 ss	30 spear	10	
Uruk 9	uruk	3	50	sl	35	Normal wood	no	40 bs	25 short bow	10	
Uruk 10	uruk	2	50	sl	30	Normal wood	no	30 ss	25 short bow	10	
Uruk 11	uruk	2	35	sl	30	Normal wood	no	30 bs	20 short bow	10	
Uruk 12	uruk	2	35	sl	30	Normal wood	no	30 ss	25 sling	5	

D&D EÄ D20 3.5 STATS

[illegible]

OTHER NPC's

INNKEEPER

TINKERER/SMITH

SMITH'S WIFE

SHOPKEEPER

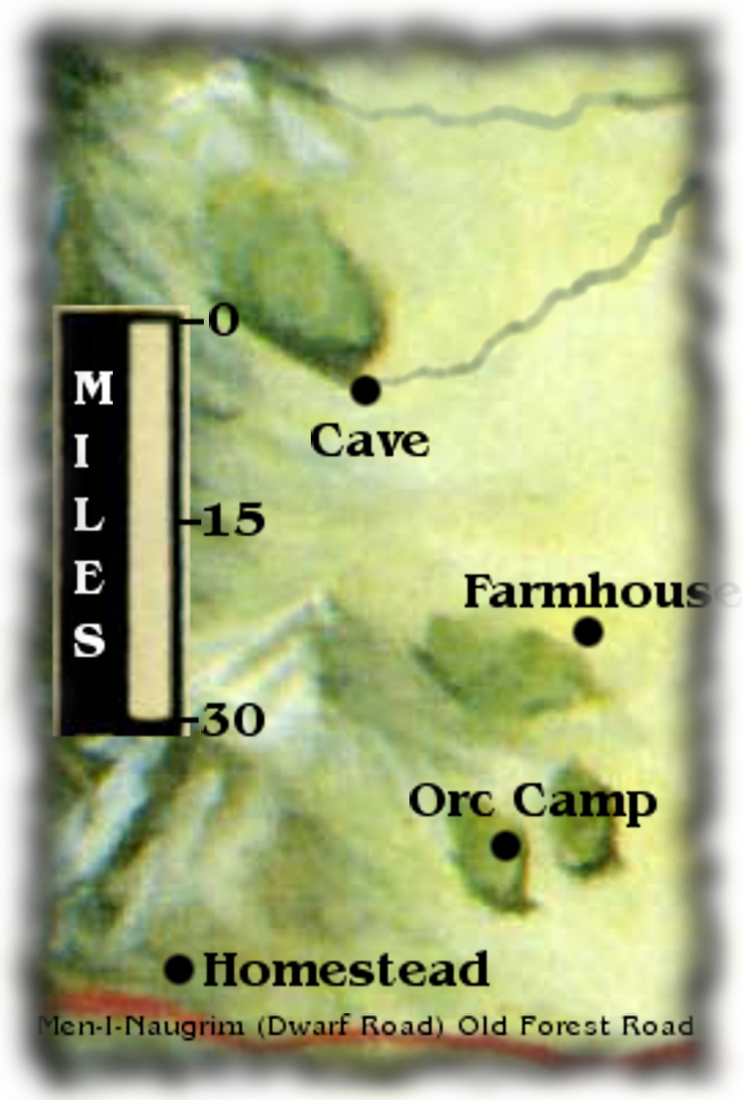
SHOPKEEPER'S WIFE

FARMHOUSE FARMER

FARMER'S WIFE

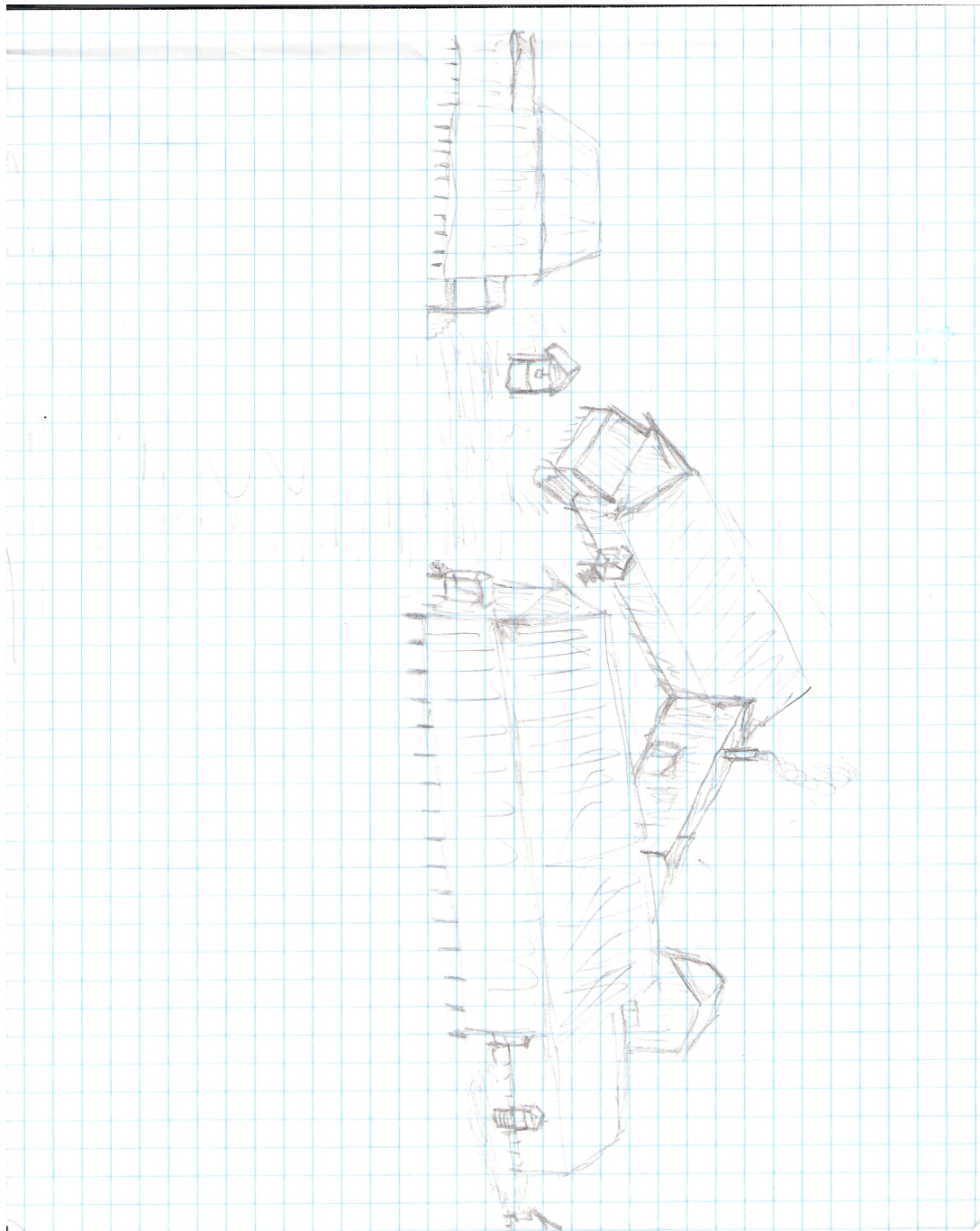
RADAGAST THE BROWN

MAP 2 - ADVENTURE 1 AREA OVERVIEW



MAP 3 - HOMESTEAD

MAP 3A HOMESTEAD EXTERNAL VIEW DRAWING



[illegible]

MAP 3C HOMESTEAD INTERNAL MAP 1ST FLOOR

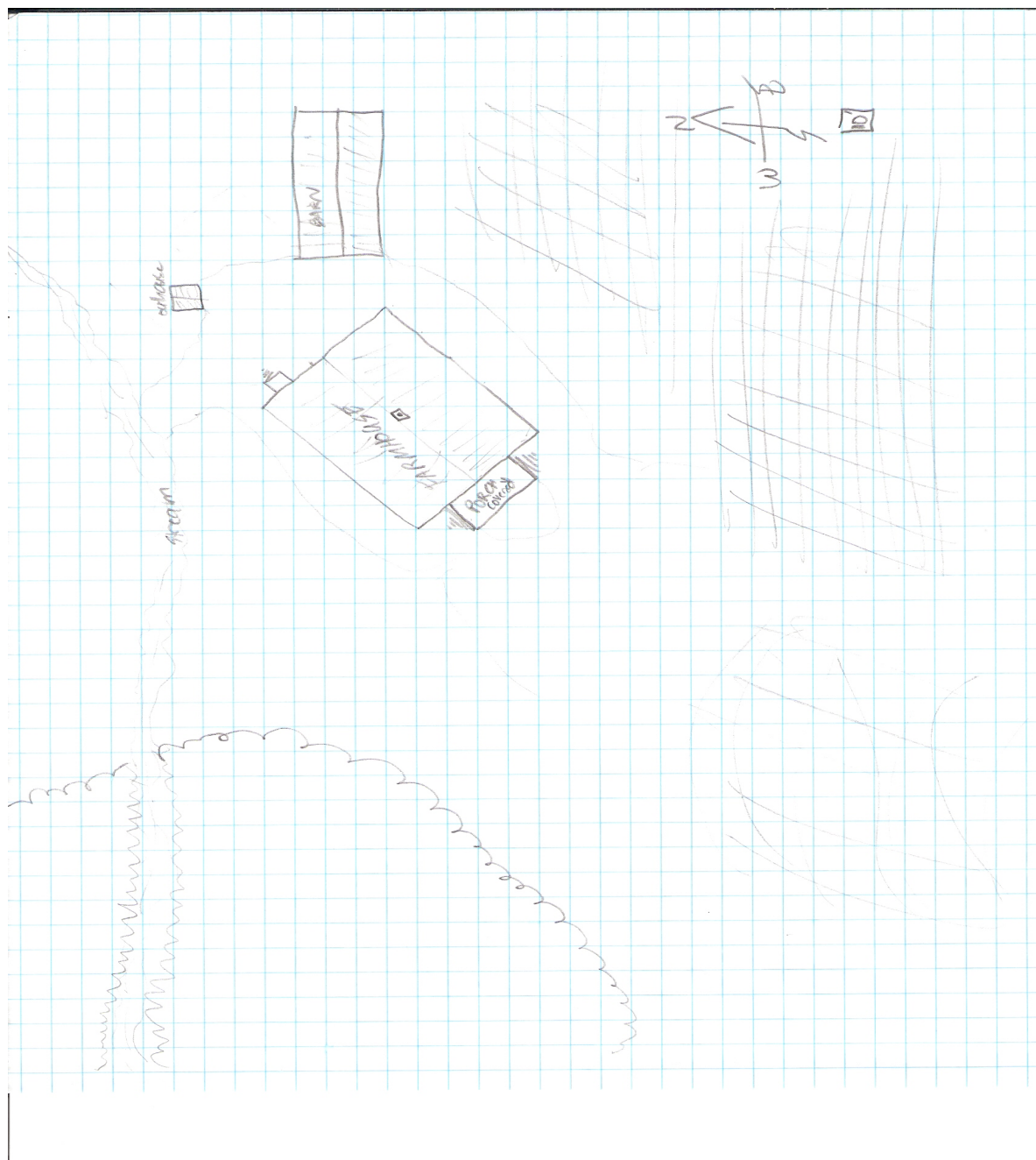
TODO

MAP 3D HOMESTEAD INTERNAL MAP 2ND FLOOR

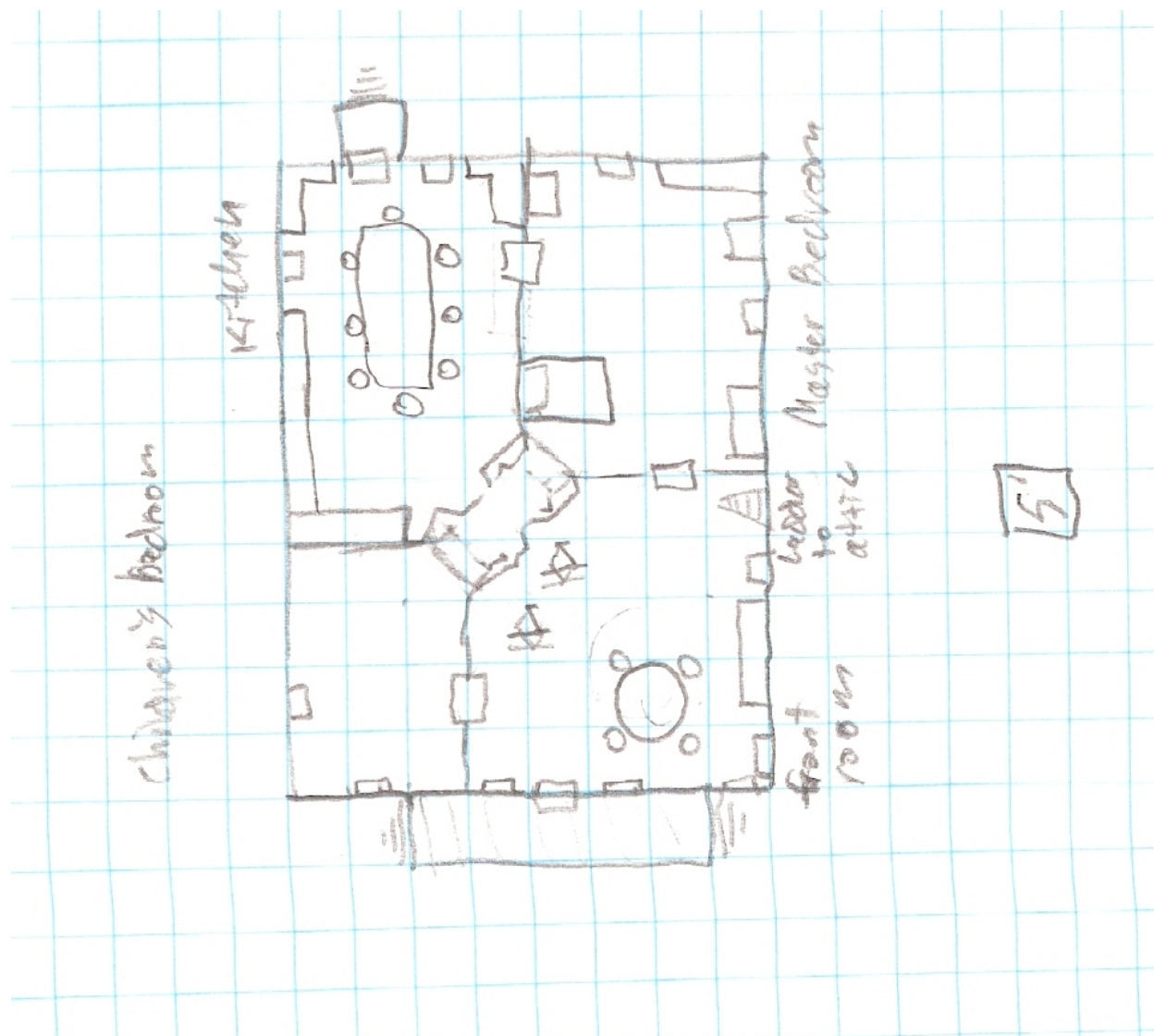
TODO

MAP 4 - FARMHOUSE

MAP 4A - FARMHOUSE EXTERIOR DRAWING



MAP 4B - FARMHOUSE INTERIOR MAP



MAP 5 – CAVE AREA OUTSIDE

TODO

MAP 6 – CAVE INTERIOR

TODO

ADVENTURE II – “VIPERS NEST”

SUMMARY

Adventure 2

Working Title: “Vipers Nest”

Session: 2 – Saturday Morning/Afternoon, 10:00 am to 3:00 pm.

Time Period: T.A. 2932 Late-Fall (Monday/Day ???)

Environment: Village, Outdoors, Hills.

Location(s): Ranges south from Men-i-Naugrim to area just West of Dol Guldur

Challenge level: 7th to 9th level (equivalent).

Overview:

(Hopefully) The party has thwarted an initial effort to awaken an ancient dragon of the North. However, there is still the question of WHO was making this effort, and just because the party stopped one attempt, there is every indication that other attempts are/will be made (as they will be informed by Radagast). Better to find the source of the attempts and stop it there. But is it too late?

BACKGROUND

At least some of the PC's (if not all) were previously involved in a situation where a small hamlet was attacked by a group of orcs. The PC's then found out there were more orcs in the area, and that they were heading north to awaken some kind of ancient evil to wreak havoc in the area. The PC's tracked down the orcs and dispatched them. The PC's have now returned, but with a few questions lingering. Will other groups be sent as replacements for those that the PC's slew?

Who is “the Boss” that sent them?

What is it they were being sent to unleash?

Who is the target of this trouble?

Why go to so much trouble and resources?

INTRODUCTION

There are two introduction options. Option 1 assumes that at least one of the Player's Characters was involved in adventure #1 “Rude Awakenings”. Option 2 assumes that none of the Players participated in adventure #1, and need to be brought into the adventure by some other means. Radagast is still the key, just some assumptions and explanations will have to be added instead.

INTRODUCTION OPTION 1

This introduction option assumes that at least one of the PC's participated in Adventure I “Rude Awakenings”. If all of the PC's are new, then begin with Introduction Option 2.

The PC's have either returned to the Homestead from Adventure 1 where this all began, or are at an Inn elsewhere, when Radagast the Brown walks in, and makes a friendly but direct beeline to the PC's. He greets them very briskly saying there is something very urgent he needs to speak with them about in private.

When they adjourn to a more private locale, Radagast now merrily, and rather absentmindedly, begins to ramble about how pleasant the brisk evening air is, and the weather, and how it's affecting the robins this year, and that it was a poor year for the daffodils, etc...

He will continue to ramble on if the PC's don't help get him on track as to why he has come to them, and what is so urgent. Though these rambles seem completely irrelevant, there are some subtle (and not so subtle) clues buried in some of them, but they are not required for the success of the game, just a little foreshadowing. Eventually, if the PC's don't take any action to bring him back on track, he will finally start to ask himself, "Why am I here? Oh yes, what was it I wanted to speak with you about?", then "Ah yes, 'The Boss'."

PLAYERS INTRODUCTION

<To be read to the players>

Thanks to the successful efforts of members of your party, a diabolical plot to unleash an unknown terror upon the Northlands, concocted by someone known as “The Boss”, was recently foiled.

A week has now passed since that adventure concluded. You have returned to the Inn to recuperate before heading on your (in some cases separate) ways. The few villagers are grateful for your stay, and more than happy to provide those that were involved with free room and board. They have even been attempting to entice you to stay through the long winter in the hopes that you will give added protection against the inevitable Orc and wolf raids.

OPENING SCENE

<To be read to players>

You have all finished your meals, and are sipping on warm drinks on this nippy late fall evening, before retiring for the night. The fire is crackling merrily in the hearth. Pleasant odors from the hearth, the kitchen, and your drinks waft through the room in a wonderful panoply of woodsmoke, spices, and food.

You are preparing to say your farewells for the evening when you hear someone walking up the stairs to the Inn. All those within the Inn become silent as an old man in dusty brown robes walks briskly through the door.

The Innkeeper approaches the old man with a big smile and arms open in greeting, but you hear the Innkeeper muttering under his breath as he passes, “what is Radagast doin' here at this late hour? Nuttin' but trouble comin' I'll bet”.

The old man looks through the room, and quickly spots your group. Completely ignoring the innkeeper, he steps past him and up to your table. The old man states hurriedly, “I must speak with all of you about a matter of utmost urgency, where can we go that is private?”

< The old man will silently accept suggestions from the players to go elsewhere to speak in private >.

<To be read to the players>

As you gather in a more secluded area, you notice this old man's face has changed expression from worried and stressed, to bemused and even relaxed.

He says "Beautiful brisk evening we are having tonight now isn't it?". He pauses, waiting for an answer,

< even if it interrupts someone's response or questioning >, then abruptly continues

"of course, this early cold snap won't be good for those birds that didn't get out of their nests yet, and the vipers are stronger this year than ever, what with the hot summer, than I've seen them in a long time. Those serpents are making a bigger nest than I've ever seen in these parts.....".

... Another pause

<now is a good chance for PC's to jump in, Radagast will stop this time if the PC's interject now >

"But what beautiful eggs the robin's laid this year"....

< ... Another pause.... >

"My, but my rhododendrons really seemed to enjoy the extra sun this year, they must be near as tall as my house now, I'll have to do something to trim them back, or I won't be able to find my own place before long.".....

<... Another pause ... >

His face becomes slightly more serious now,

"It's going to be a bitter winter this year," he warns, "but not near as bad as back in 'The Fell Winter' of 2911 and 2912, or... did that happen yet?", he suddenly looks very confused now.

The smiling, bemused, relaxed expression he wore, now quickly transforms to a bewildered, seemingly disoriented look as he states “Why am I here?”. He looks at each of you searchingly. His gaze before had been unfocused, now he as he is looking deeply into your eyes, you feel as though he can see right into, and through, the very essence of your being. The feeling is quite disconcerting.

< Have each of PC now roll save/RR vs. Will. Moderately difficult (DC 20). If they succeed, they can maintain the gaze, if they fail, they break eye contact and have to look away in discomfort from his piercing gaze. >

After an uncomfortable silence, the old man states “Oh yes, I wished to speak with you..... what was that about?”

< Again, another pause, and another round of looks. >

Then he suddenly exclaims loudly, with a finger shooting into the air “Yes, I remember now, 'The Boss'!”.

He looks around the group with a satisfied beatific smile.

Then his face suddenly falls, and reverts back to the worried, stressed mien that you saw when he first entered the Inn.

“First I wanted to thank those of you who helped protect the kind folks living in this small homestead. Its not many people nowadays would step up in times of need, and we are going to have such need for such people.....” He trails off with a frown, looking off into space for a moment, then suddenly jolts back.

“Thanks to your efforts, those nasties that were heading north have been stopped from doing whatever terrible deed they were going to do. We only have a general idea of their plan, but there is at least the title 'The Boss'”. This could lead to many places, but it just so happens there's been a group of vipers building a nest near my home, and the birds were kind enough to let me know that one of them uses that same title for all his henchmen.”

< READ THE FOLLOWING IF RADAGAST IS EITHER INTERRUPTED, OR ALLOWED TO RUN ON THROUGH ALL THIS >:

“I believe we have found the source of the trouble. Unfortunately, I have some pressing business over at Imladris, and I must get over the pass before the snows close it completely, so I can not take care of this problem myself.”

“I was hoping you would be so kind as to look into it for me? Someone needs to go to the source and stop this from happening again, assuming of course they haven't already sent someone else?”

He looks around questioningly at each of you, as if they should know the answer to that question, or is it that he's waiting to see if you will accept his request?

“You really should get a good night's rest, and leave first thing in the morning, time is of the essence in this matter.”

“Ah yes! You will also be needing a map to guide you there. This isn't much, but should get you to the right area.”

He hands you a battered, simple map of the area, with some lines drawn to indicate a recommended path, and a large “X” scratched on one area West of the southwest corner of Mordor, by the Anduin.

<Encourage the PC's to head off first thing in the morning. Give them the Player Map #1, with a rough guide to the town. Radagast does not know the name of this place, just approximately where it is from the description the birds gave him. >

“Oh, and when you're there, please do dispose of the snakes, they've been eating too many of my birds this year, it upsets the balance. Not that I have anything against them normally, but this is just ridiculous!”

Once the group has agreed to go with the utmost haste the following morning, and they have been given the map (he doesn't really have any other information for them at this point), he will suddenly declare, “Well! I must go now. The pass will be snowed shut in just a few days, so no time to delay.”

He then beams again, smiling, “Have a most wonderful journey, “ as he goes around shaking each PC's hand, “Do be safe, take a warm blanket and dry cloak, be kind to the wildlife, and always check your boots in the morning!”

He then heads off.

< continue reading to the players >

If the PC's keep asking him questions, but have not yet agreed to go on this quest, just have him keep pointing out how urgent it is they get some sleep and get going.
Once they agree, he will be very quick to head off. He will not be playing “20 questions” and

answering any further information of the PC's. He will just indicate *“that's as much as I know on this matter, the rest is for you to find out and decide for yourselves what is to be done”*.

BACKGROUND OPTION II

Use this background if none of the members of this party were in Adventure I. The situation is the same as Background IIb but how they are informed is slightly different.....

Hopefully this won't be necessary.....

Use Option I as a guideline.....

GM ADVENTURE SYNOPSIS

The PC's will follow the rough map to this town. Those that have formed it are a motley band of thieves, cutthroats, Easterlings, and even some Orcs openly walk the streets of this vile place. Most just call it “Town”, though the Boss prefers it is called “Port Durgol” since he has rather lofty delusions of grandeur. The Easterlings have some unpleasant sounding name for it in their tongue, roughly translating as “The Dung Heap by the River” or similarly colorful descriptions.

This place did not exist as any more than an occasional seasonal camp and undeveloped boat launch 10 years ago. But as more groups of unsavory types have slowly gathered in semi-secret at Dol Guldur, they met at this place because it has an area that can be loaded or unloaded by the Anduin from supplies up North, and not far from some roads south and east, while it avoids using the main east-west road (the Men-i-Naugrim) which would draw too much attention. Later a wooden stockade was built, which more recently has been upgraded and reinforced. The “town” surrounding it, is a loose collection of ramshackle buildings, including a high ratio of low-end taverns.

Sauron, currently in disguise as “The Necromancer” in Dol Guldur tolerates this town for now, though in later years he plans to have the camp razed to the ground as he begins to implement stronger military discipline. For now he turns a blind eye to those gathering there, as long as it does not attract too much attention (which the PC's are likely to cause, much to his irritation).

Though Gandalf confirmed in T.A. 2850 that it was Sauron disguised as The Necromancer and that he was gathering his forces in Dol Guldur, Sauron will not be chased out by the White Council until T.A. 2941 (9 years from the time of this adventure), during the time Bilbo will be traveling with the Dwarves to Lonely Mountain.

“THE BOSS” - DURGOL

“The Boss”, is a particularly ugly fellow, both in appearance and mannerisms. Though claiming to be fully human (when the topic arises), he is nearly as ugly (though not as deformed) as many an Orc. He is a mixture of Easterling, Variag, and Southron blood, but there may be a little Orc thrown in there somewhere along the line. He never really knew his real parents, so who's to say. His real name is Durgol. He used to be called “Durgol the Ugly” in his years down near Umbar, but he wants desperately to be treated with more respect. Even though he is not really the one calling the shots in the

grand scheme of things, he is basically allowed to run the town when his superior is away (much of the time), and he is allowed considerable latitude, as long as he keeps the supply chain flowing.

Durgol has no education. Before meeting Mordron, he couldn't even read (though he can read and write well enough for reports and inventory). He has street and combat "smarts" but is otherwise not especially bright. He's happiest when just working as a thug smashing someone's face into goo, and does so on every opportunity he gets. He's grateful for the money and perks of his position, but really hates "not bein' in the action, where the fun is". He is missing several teeth, and those he still has are disgusting. His breath is vile. His hair and beard unkempt (except when he's expecting a visit from one of Dol Guldur's representatives, he then does his best to clean up his hair and clothing (though it's a pretty pitiful attempt)). His clothes are usually dirty, greasy, torn, and often spattered with dried blood from his "ministrations" to underlings and others.

On the one hand, he is supposed to keep supplies from the Anduin and trails flowing to Dol Guldur. Durgol reports to an Uruk-hai captain from Dol Guldur. This captain is tough and disciplined, and makes genuine threats on Durgol's life if a shipment is ever late by even a day. The one time that a shipment was one day late, this Uruk cut off Durgol's left pinky finger as a warning. Explaining that each day a shipment is late, Durgol would lose another digit, to start with. This keeps Durgol well motivated (and equally harsh to his underlings) to do whatever it takes to keep deliveries on time. Many of the supplies come down from Gundabad and similar sources, by cover of night.

On the other hand, Durgol has been letting a "little bit of excess" material be siphoned off to his (and Mordron's) "personal supply". Mordron and Durgol met years ago back near Umbar, and while persons of Durgol's ilk don't really have anyone they can truly call a friend, Mordron has become the closest thing to it. Mordron pays and treats Durgol well, and helps give him ideas on how he can run things more efficiently, what kind of men to look for as lackeys, and helped train Durgol in fighting skills considerably better than Durgol was getting previously as a street-brawler and militia type for various brute squads.

Durgol knows much of what is really going on due to his relationship with Mordron (the true cause of all this trouble). If the PC's can capture him, he will be a tough nut to crack, but if he does crack, he will be a useful font of information.

He knows some of the history of Mordron, and many of his plans, though not every detail of either. So even, if the party isn't getting straight to the source now (Mordron), they now have a lot more information to go on than before.

MORDRON, THE REAL BOSS, AND (SOME OF) THE REAL STORY.

Mordron was originally born in Eriador. He is of Mixed Mannish blood, but can trace some Dúnedain lineage on his mother's side. He is tall, and from his left profile a strikingly handsome fellow, but his the right side of his face is now horribly disfigured. However, this scarring is usually not visible to most due to something he takes that hides it. Only those skilled in penetrating visual illusions would be able to see the scarring.

After a series of incidents involving the Elves of Northern Mirkwood, he was later traveling around the Southwest end of Mirkwood near Dol Guldur, when a band of Orcs captured him. He had no weapons, and his supplies had long since run out. He was ragged, and tired. The orcs almost killed him on sight of his Elven-made clothing, but instead took him to their chief for sport. After a little “fun” torture, he cried out curses against “those damned Elves, may they burn in fire for what they've done to me!”. This surprised the Orc chieftain enough to spare him temporarily. They eventually took him to Dol Guldur. And as he met with higher members in the chain of command, it was eventually (after many weeks, rotting in a far less pleasant dungeon than the Elves') brought to a chamber containing “The Necromancer”. At this meeting, Mordron swore his allegiance to the Necromancer and ,while still serving his own purposes, has been a faithful servant.

He was immediately released, given new gear and equipment, and after some training, he was eventually “stationed” in the far South, near Umbar. There his mission was to recruit troops and followers, and find sources of supplies, to build towards the coming war that The Necromancer claimed would be coming in the not too distant future (decades).

He was an outstanding success in his posting in the South. And made many contacts over the years, and fought in a number of smaller skirmishes, making a fair name for himself as an able warrior too.

Meanwhile, Mordron slowly began to formulate a plan, and build allies to his own personal cause. It did not in any way conflict with the Dark Lord's goals, and was very much in line, so even though Sauron was wise to Mordron's actions, he let Mordron continue to spend some more time and resources on his personal vendetta, though Mordron assumed that he would be in trouble for his “extracurricular activities” if he was discovered.

During this time is when Mordron built a close tie with Durgol (“The Ugly”), later to be known by his underlings simply as “The Boss”.

10 years ago, Mordron and his now growing retinue were eventually reassigned to provide services in the North, covering the areas near Gundabad and Eastwards. Mordron's responsibilities were much the same as before, though recruiting was not much of an option in this very sparsely populated area (though he did what he could when he could). He was however responsible for developing a supply line from the northern mountains down to Dol Guldur. This is how Mordron and Durgol developed “Port Guldur”, though Durgol prefers it to be called “Port Durgol”, but it is known by most of its denizens and visitors simply as “Town”.

Far more details on Mordron himself are provided in Adventure IV “Vendetta”.

MORDRON'S PLAN (WHAT DURGOL KNOWS OF IT)

Mordron wants revenge against the Elves of Northern Mirkwood. They apparently captured him, and held him prisoner for years, then released him to be nearly burned alive by Smaug, and Mordron narrowly escaped with his life, and most of the right side of his body painfully scarred. When Mordron is thinking, or discussing some of his plans against the Elves, he will sometimes suddenly break out in maniacal laughter, saying things such as “oh the sweet irony”, and “I wish I could see their faces”, among other ramblings, this has often made Durgol and others very uncomfortable when it happens. Durgol is convinced that Mordron *“is mad, but he don't let it get in the way of doin' the job right”*. Mordron's goal is to find a sleeping dragon in the Ered Mithrin, awaken it, and then “somehow he's gonna make that dragon attack the elves that done Mordron wrong”.

Apparently Mordron has gotten enough information from his scouts and other sources, that he now has a map with likely locations of a sleeping dragon, *“o' the right kind'a dragon, you know, them that breathes fire and flies, like the one up by Dale they calls Smug or sumpin'... though Mordron sez he don't think any be so big an' bad as Smug”*, (misspelling of Smaug to Smug is intentional).

The group the party intercepted were supposed to scout out these possible locations to find the correct location, map it correctly, and then send the information to Mordron to follow up. If one of the Men with the group thought they could follow through with awakening the dragon and leaving some “proof” of the Northern Mirkwood Elves having stolen from his lair, they were supposed to try, but only after someone was sent back with the location information first, “in case one o' them fools goes and gets et by the dragon”.

TAKING MATTERS INTO HIS OWN HANDS

During the events recounted in Adventure I “Rude Awakenings”, Mordron was down south at “The Town” working on supply chain issues with Durgol, when Mordron sent the band of Orcs with a pair of trusted henchmen (and a troll just for good measure), north with directions on where to find their target (but only the henchmen really knew *what* the target was). Of course, the PC's wiped this group out.

After word reached him that the group he sent had been wiped out. He was furious, then he decided to take matters into his own hands, and as the PC's were recuperating, he rallied some more of his henchmen, and began the long trek north himself to find and awaken the dragon.

Mordron left 7 days before the PC's arrive near “The Town”.

TRAVELING TO “THE TOWN”

There are really only 3 realistic ways to approach “The Town”. If the PC's just use Radagast's map as a guide, then they will follow the Men-i-Naugrim East to cross the Anduin, then either follow a faint trail (made by suppliers from the north to Dol Guldur traveling at night in secret) south along the Anduin, or take one of the more established roads that follows fairly close to the edge of Mirkwood, or thirdly they may decide to cut “cross country” and avoid the roads.

Another option that might occur to them, is to take the Anduin by boat, floating down to the town. Of course, unless someone in the group knows it's waterways, this can be hazardous, AND they don't actually know if there is somewhere near the town that they can leave the river. Many parts of the Anduin have tall cliff faces that are all but unscalable.

Travel along the western side of the Anduin will be uneventful for the PC's. They also will not have any encounters at the crossing of the Anduin (most likely at the Men-i-Naugrim east-west road).

However, once they are east of the Anduin, things can get a little more interesting. Try not to bog down the game with any major encounters until they reach areas covered by the lookouts for the town, but DO allow the PC's to see some activity. This could turn into encounters, but that could very well lead to the end of the PC's.

TRAVEL TIME

The travel time from the Homestead to the crossing of the Anduin will be approximately 60 miles (about 3 long days by foot, or 1-2 days by horseback at normal speed, or ½ to ¾ of a day if at a quick pace).

If the PC's stick to the main roads of the Men-in-Naugrim (east-west), and then follow the road just along the western edge of Mirkwood traveling south to the first lookout point. From the Anduin crossing to the intersecting north-south road is about 40 miles. Then using the north-south road it is about 80 miles from the Men-i-naugrim to the east-west road out of Dol Guldur that leads to the town. From that crossroads it is about 60 miles to town. All together, the journey from the Homestead to town using Radagast's route is about 240 miles total. Approximately 12 days total.

If the PC's decide to follow the faint trail along the eastern bank of the Anduin, until they reach the first lookout along that road, they will shave off about 120 miles. For a total average travel time from the homestead to town, of around 7 days.

If they brave the dangers of the Anduin (they would need somehow to have acquired a boat, and these are not exactly in plentiful supply in the area), to the point where they come in sight of one of the lookouts (if day time, or pass by unnoticed at night if on the river – only a madman would take on the river at night without special sight or aide) it will take approximately 3 days to flow down the Anduin. This means a total travel time from homestead to town of about 5 days (assuming they survive of course).

ENCOUNTERS DURING TRAVEL

What the PC's may encounter depends on which route they take. The most “interesting” and probably most risky from a “trying to not be detected” approach is to take the faint (smugglers) trail on the east bank of the Anduin.

The safest and least eventful path would be to follow the map and stick to the main roads.

The lowest risk of “encounters” but the most dangerous from a death-defying approach would be trying to boat the Anduin down to the town.

ENCOUNTERS ON THE SMUGGLERS ROAD

If the PC's take the faint trail following the eastern shore of the Anduin. They are going to see at one point a group of smugglers coming from the north heading toward “the town” during the middle of the night. The smugglers are NOT interested in an encounter, and if the PC's are not going out of their way to be discrete, especially during the night, the smugglers will make every effort to sneak around the PC's, and will report to the lookout and to town, that there are some unknown people on “their” road. This will lead to the town sending out a group of ruffians, at least 3 times as many in number as there are PC's (the ruffians assume 3 to 1 is more than enough, not realizing the PC's are made of sterner stuff). They will wait until the PC's are camped for the night and sleeping (except for anyone up for watch), when they make a quiet rushing attack. If the ruffians easily have the upper hand, the ruffians will try to take the PC's prisoner rather than slay them. If it is a fairly even match, the ruffians will fight, until their numbers are equal in number to the PC's. Then those that are capable will flee.

If the ruffians see that the PC's quickly outmatch them, then the ruffians will quickly break off the attack, and get to their horses, to make a run for town to get reinforcements.

If the PC's do not evade an all out attack from a large group, if the PC's even put up a moderately decent fight, the ruffians will all flee back to town, being inherently cowardly, but it would be far wiser for the PC's to try to avoid such detection and confrontation, they will find things much easier to deal with if they just “show up” at town (or even better in the middle of the night), and carefully learn the area.

ENCOUNTERS ON THE MAIN ROAD

If the PC's just follow Radagast's rough map, and stick to the main road, they will see occasional small bands of only 2-4 Men, including Easterlings and even the occasional orc group. But these groups will NOT want a fight (however they will report back seeing the PC's if the PC's are out in the open. The Easterlings and such travel during the day. The Orcs travel during the night. The PC's could of course attack them, and the NPC's won't present much of a challenge, and will really just try to run away if attacked.

However, as the PC's come in range of “the town's” Lookouts, things could get considerably more interesting. If the PC's begin to make a beeline for the town (stop following the main road, to follow Radagast's map, or one of the other trail they find heading to town), the lookouts will at first attempt to talk to the PC's and ask their business. No matter what happens, they will send a runner (on horseback) to attempt to warn Durgol of the group's approach. If the PC's are sly, the runner will just relay whatever story the PC's give. If the PC's chose combat or are not clever in their story, then Durgol will be waiting for them in force.

The lookouts have no interest in fighting such a well-armed and capable group as the PC's. They will not hesitate to assault poor civilian travelers however (rarely on this road anymore due to it's reputation for danger).

If the PC's attack, the lookouts will attempt to flee on horseback as quickly as possible to town. They travel in groups of 4. When meeting the PC's, two will come into sight to discuss, while the two others will hang back, or if cover is available, will remain hidden, observing, and split the moment there is any trouble (to run back to the city). Their job is to observe and report, not combat.

If captured, none of these lookouts have any information for the PC's about what is going on. They are too low in the food chain to know anything relevant. They can tell the PC's about the structure of the town, and that "The Boss" runs it. And that Orcs also intermingle (though usually only out at night) in the town alongside Men.

If on friendlier terms, they can make recommendations to the PC's on which (dive) Inn or tavern to visit. If on REALLY positive terms (charm, or persuade success by the PC's), two of the lookouts might even offer to escort the PC's to town, and show them around (especially if money is offered). However, they will at any opportunity slink away once in town to inform Dorgul's lieutenant Melb, about the PC's. Though looking at them as naïve "marks" rather than as a threat.

ENCOUNTERS ON THE ANDUIN RIVER

The one advantage of trying to boat the Anduin (especially at night), is the PC's could slip into town completely undetected in advance. In the day time they would easily be spotted by the lookouts on the Eastern shore. But the lookouts never watch the shore at night (only the smuggler's road). The dock is guarded, but only by one young teenage whelp who is paid (very little) to keep an eye out for anyone coming to the port, so that he can run to Melb (to inform Durgol) about someone at the port (usually deliveries). The boy will try to remain unseen.

If spotted during the day time on the river, the lookouts will send a runner to town to inform Melb. Then there will be a large armed force of 20 ruffians waiting at the port for the PC's. However these ruffians will not hop in a boat to attack, they will merely come "out of the woodwork" armed with crossbows and such, once the PC's step foot on the dock.

The greatest danger in taking the Anduin is just the river itself, there are rapids here and there, and steep cliffs. Only skilled boatmen, who have experience with it's paths can traverse it safely (as the supply runners do frequently). Without someone who has both strong boating skills, and the experience of the area, the PC's are in great jeopardy of their craft being smashed upon the rocks, capsized in the rapids, and the PC's beaten, waterlogged, or even drowned, before they make it to the port. There are two sets of difficult rapids between the Men-i-Naугrim, and the port, that the PC's would have to traverse. There is also no egress/ingress in between except at the Men-i-Naугrim and at the port. If they lose a boat, their only hope is to try to get to a cliff face and successfully climb it, else they are likely to eventually suffer hypothermia, exhaustion, and then drown.

"THE TOWN"

The Town area is broken up into several sections; the outer areas with the lookouts, the outer town area, the port, and the fort. There are also the fairly recent tunnels excavated from the Fort as escape and secret routes used by Mordron, Durgol, Melb, and a handful of trusted lackeys. Most do not know the tunnels exist, although there are a few rumors about how Mordron seems to just appear from nowhere, and disappear too. No one ever sees him come or go to or from the town.

OUTER AREAS WITH LOOKOUTS

Most of the land between where the lookouts are camped (usually in an area of tree cover away from Mirkwood) is fairly flat with only slight rolling grasslands.

There are miscellaneous copses of trees scattered throughout the area (that are not indicated on the map, so feel free to use them when desired).

See Map 2 (Adventure Area) for details on the approximate locations of the lookouts.

There are 4 lookouts per location indicated (6 locations), for a total of 24 lookouts. See the NPC chart for their stats.

THE OUTER TOWN AREA

The Town does not have any set boundaries. It is a loose ramshackle collection of decrepit, poorly built glorified shanties scattered haphazardly around the center point of the the Fort. There are no walls, or gates, or guards on duty (officially) protecting the entrance to the town. There are the lookouts in the outlying lands around town. And there are plenty of henchmen working for Melb/Durgol/Mordron who will quickly report any suspicious visitors (likely), or confront them directly (less likely).

If the PC's get into any brawls in a tavern or in the street, that is not an immediate concern, this is a common occurrence in this place, and the PC's would actually fit in better, if they acted very uncouth, and acted "tough" and picked a fight with the nearest "bully type" in a bar. Just think of a town run and populated by a bunch of unreformed, remorseless ex-prison-convicts, and you'll have a fairly good idea of how things work here.

Most of the Taverns/Inns are huddle close to the Fort area, with most of the outer and mid buildings being poor excuses for homes, and meager business-like shops (a poor quality blacksmith, a drug-pusher apothecary, a food-monger of old smelly meats and wilting fruit/vegetables, etc.). The shops line the rough quasi-road towards the fort and port. There is no set "marketplace" in this "town".

The total population of this outer town area (does not include the fort or the port, or the outer lookouts) is roughly anywhere from 100-300 denizens at any given point. Generally it peaks in the Summer, and bottoms out just before the Winter snows hit. When the PC's arrive, the town is nearing it's bottoming out stage, with only about 125 currently "residing" in this outer town. There are a number of abandoned/seasonal buildings that the PC's could easily find to stay in, or just sneak into for cover. The "prime real estate" is primarily near the fort, followed secondarily by the port, and thirdly along the rough road like areas radiating out from the fort or port.

THE PORT

The “Port” is a bit of an over glorified title for something is just a single rickety-looking wooden floating dock extending out a little from the bank of the Anduin in the only low spot in the cliffs for many miles. This is also one of the few areas where it widens and slows down so the current is much more manageable in this area. Immediately below this area is a quick 20' drop into some more rapids, so this is the best place to stop and pull a small boat out, and walk it south many miles to the next access way. Though these rapids are navigable to the skilled and experienced boat handler.

There are a few buildings close to the shore that sometimes contain a watchman or two (or else the young teenage ruffian during the night on one of the rooftops), and a few laborers to help load or unload shipments. Product is never stored here, it is immediately either sent to the fort's storage, or sent immediately on it's way to Dol Guldur. Shipments are (almost) never sent upstream. Instead the few times supplies need to go north, they are transported by land. The supplies that come down stream are usually on disposable rafts or barges, that are then disassembled as supplies to use in the town, or just let loose down the river as flotsam.

There is also a large 10' high cave in this area, that smells terrible. This is the lair of the trolls. They of course only come out at night. The cave twists back underground far enough to escape any daylight, and has room for up to 10 of their ilk, though it has rarely held more than 3 or 4 at a time. They are usually used for heavy lifting, and heavy construction work on the dock, town, or fort. They sometimes are also used to haul heavy loads of objects too large for a horse, to Dol Guldur occasionally.

Currently there is only 1 troll left here. One was slain (or driven off) in Adventure 1 by the PC's. Another has gone with Mordon's group to the Ered Mithrin. The remaining one is the “runt” of the group, and the dimmest in intellect.

THE SECRET DOCK

This dock is only known by Mordron, Durgol, and Melb. No others. This is one of the routes that allows Mordron (and on occasion Durgol or Melb) to seem to “appear” and “disappear” to/from town undetected. It is a small save, partially submerge just north of the port. The rocks are angled so that you can only see it after you have passed (from a southern view), and even then it doesn't look like much. It is very tricky to time it right with the currents to swing around and in, and you have to duck low. The clearance is only 3 feet high above the waterline (more during drier seasons, and usually in the Spring this is unusable due to the Spring runoff causing much higher river levels.

THE FORT/HEADQUARTERS

The fort acts as the HQ for Durgol and his regular lackeys. It is also where supplies are stored, and where his “private supplies” are kept. The buildings here are surrounded by wooden stockade style walls, with towers on each corner. The walls are 10' high with sharp wooden spikes along the top. The walls are only as thick as the 3' thick trees they are assembled from. The towers are 20', and square with basic roof coverings, and window slits facing in all four directions.

The buildings within include the stables, HQ building, known storage building (for/from Dol Guldur), outhouse, “barracks” (more a flophouse), blacksmith building (a decent quality one, who also

is fair at weapons and armor repair too), spring/well, and guest house (for when special guests are in town such as the Uruk-hai captain).

The HQ is two stories (20') tall, plus has a crenelated roof for additional defense. It is the only stone construction in town, and well made. It has no windows on the first floor, and only narrow arrow/crossbow slits on the second floor. It is accessible only through a trapdoor accessed from Durgol's "office". It has a lower level underground. One part is known, and acts as a dungeon/jail (usually to let drunkards sleep it off after a fight). Another part, separate, but at the same depth, is a hidden basement, only accessible from Durgol's bedroom through a hidden trap door in the floor.

This basement area also has two separate secret doors. One leads to the hidden dock cave, the other to the tunnel with exits through town, and outside of town to the north near one of the tree copses along the Anduin (see Map 2, the purple dots indicate two of the main exit/entrances, with another one actually in the outer town area (it is hidden in a shack that no one is allowed to enter, and is much sturdier than most of its neighbors, and well locked).

At any given time there are usually around 30 men within the walls of the Fort. An additional 24 always out at lookout points, and usually a half-dozen or so wandering the streets of town on "patrol". The lookouts, though trusted, are not actually members of the "vipers", and not all within the fort are members either, and those who are not members, are treated as lower level in the pecking order, given them more menial tasks.

All told, if all the men were pulled within the walls of the fort (over capacity), there would be 60 men, plus Durgol, Melb, and Mordron. However, since Mordron took a dozen of the best men (except Durgol and Melb), there are now only a maximum of 46 men. 18 in the fort (usually), 4 around town, and 24 at lookout points. Of the 22 non-lookout men, only 10 are "vipers".

THE TUNNELS

The tunnels radiate out from Durgol's hidden basement. One tunnel heads West by Northwest to the hidden dock cave about .5 miles away.

The other tunnel heads north through the outer town, and has one exit on the edge of town in the aforementioned shack. The tunnel continues north to the copse of trees near the Anduin, and in the middle of those dense trees, is covered by a well concealed trapdoor covered with dirt and leaves. This exit/entrance is about 5 miles north of town. There are no included light sources (though there are 2 shuttered lanterns in Durgol's hidden basement, and 1 lantern at the hidden dock, and 1 lantern just inside the entrance to the shack, and one just inside the tree entrance to the north.

THE VIPERS – DURGOL'S LACKEYS

Durgol has always had a fondness for snakes. He raises nests of them, especially poisonousness vipers. He loves to use them as a torture and often fatal punishment for anyone that displeases him. Because of this, his lackeys over time began to call themselves “The Vipers” to those around town, and even had themselves tattooed on each side of their neck with opposite facing viper like squiggles (poor quality tattoos).

Everyone in town knows them now as the Vipers, and steers clear of them, they are bullying, and always looking for a chance to exert their “authority” on anyone that gives them the slightest excuse to use force. They usually never travel in groups smaller than 4, and often can be seen in groups of 8 or more, frequently drunk, hopping from tavern to tavern. Though seemingly completely undisciplined, they are quite loyal to Durgol, of for no other reason than he pays them fairly well and they are terrified of him (and his snakes).

After the loss of the first group wiped out in Adventure I (they lost two of the “Vipers” then, the orcs were “expendable”). Mordron left with a larger contingent of his men (fewer orcs, but more men) numbering 10 of the vipers, and half a dozen others, plus half a dozen orcs and a the second to last remaining troll in town (usually used to help with the heavy lifting at the port).

Over time, with help and direction from Mordron, Durgol has actually built up an immunity to the venom of his vipers. He has won many a bet or arm-wrestling match involving his snakes (and the loser usually became very ill, blind, or died). Durgol is frequently seen carrying at least one viper on his person, even when walking around town. Everyone gives him an even wider berth then (even his lackeys, who are not immune) tend to guard him from a little further away then.

ALLIES AND ENEMIES, DOL GULDUR, GUNDABAD, & MISTY MOUNTAIN GOBLINS

Though Mordron has developed a decent working relationship to mutual benefit between the Orcs of Dol Guldur and Gundabad, the same can not be said for the goblins of the Misty Mountains. He has inadvertently (and despite his best efforts been unable to turn around) caused the Misty Mountain group to feel snubbed, and resentful towards the better supplied (and tougher) orcs from the north and south. Unfortunately for Mordron, this means sometimes his groups have been attacked by the mountain goblins attempting to steal his supplies. So far they have failed every time, but this has only increased their ire.

NPC's

ICE MERP CHART

EA D₂₀ CHART

RADAGAST THE BROWN

“THE BOSS” - DURGOL “THE UGLY”

See the detailed description about him earlier.

He is 5'8”

Has a “beer belly”, but is solid elsewhere, and quite strong. His face (and much of his body) is heavily scarred.

Though his hair is grown, he makes every attempt to groom himself (especially when the Uruk-hai captain is in town), but his clothing is greasy and dirty, but of high quality (from battle perspective). **He tends to shout a lot.** His left ear is mostly gone. His nose is split, he is missing several teeth and he usually stinks. When “grooming” he slicks his hair back with animal fat.

Name	Race	Prof/ Level	Hits	AT	DB	Sh	OB 1	OB 2	MM	Notes
Durgol	Easterling	Warrior 11	177	Ch 14 +30	40+	Y+30	155 bs	85 xbow +30	35	

MORDRON

The PC's won't have any chance to meet him yet, so the details, especially stats on Mordron are not detailed until Adventure IV. But here are some tidbits that might be needed for Adventure II questioning about him....

TYPICAL “VIPER” HENCHMAN

Tattoo of viper

These are the nastiest of the men.

Name	Race	Prof/ Level	Hits	AT	DB	Sh	OB 1	OB 2	MM	Notes
Various	Easterling	Warrior 6	99	Ch 14 +5	20+	Y+5	111 bs	67 Knife +10	20	

TYPICAL LOOKOUT

Usually in groups of 4

Name	Race	Prof/ Level	Hits	AT	DB	Sh	OB 1	OB 2	MM	Notes
Various	Easterling	Warrior 6	99	Ch 14 +5	20+	Y+5	111 bs	67 Knife +10	20	

TYPICAL FORT GUARD (NON-VIPER)

Poorly equipped, they are actually more disciplined than the Vipers. They get pushed around by the Vipers, and are often given menial tasks. Many hope some day to prove themselves and become vipers.

Name	Race	Prof/ Level	Hits	AT	DB	Sh	OB 1	OB 2	MM	Notes
Various	Easterling	Warrior 3	48	RL 11	10	No	65 sp	35 xbow or dagger	10	

ANDUIN ROAD SMUGGLER (NON-VIPER)

These smugglers transport goods to and from Gundabad to Port Dorgul/Anduin.

They bear tokens from each location. From Gundabad it shows a red mountain with a red “G” rune. From Dol Guldur an wraith-like symbol.

These are used as passes for entry, without them, they will have difficulty gaining access with their supplies.

If they are ever late with their deliveries (but show up), will be tortured to death (all except one who will be released after being tortured to the edge of death, to spread the word). Often these smugglers now consist of one or more men who are survivors of previously slain groups, so they do not mess around. And they know their lives are forfeit if they are late or lose anything in their shipment.

They usually report to Melb.

They usually travel in groups of 4-8, with 4-16 beasts of burden carrying supplies (no more than 2 beasts per person). They will run, they will avoid fighting, but know their lives are (worse than) forfeit if they are delayed or lose the shipment.

Name	Race	Prof/ Level	Hits	AT	DB	Sh	OB 1	OB 2	MM	Notes
Various	Easterling	Warrior 3	35	None	15	No	45 bs	35 dagger	10	

MELB (DURGOL'S "LIEUTENANT")

Big, burly (fattish) thug.

Unkempt Easterling. Bearded

Wears chain shirt, no greaves.

Name	Race	Prof/ Level	Hits	AT	DB	Sh	OB 1	OB 2	MM	Notes
Melb	Easterling	Warrior 9	119	Ch 14 +20	55 (AG 95) ST (99)	Y+20	135 bs	65 throw knife (6) +25	30	Broadsword and steel shield.

URUK-HAI CAPTAIN FROM DOL GULDUR

Gorlock

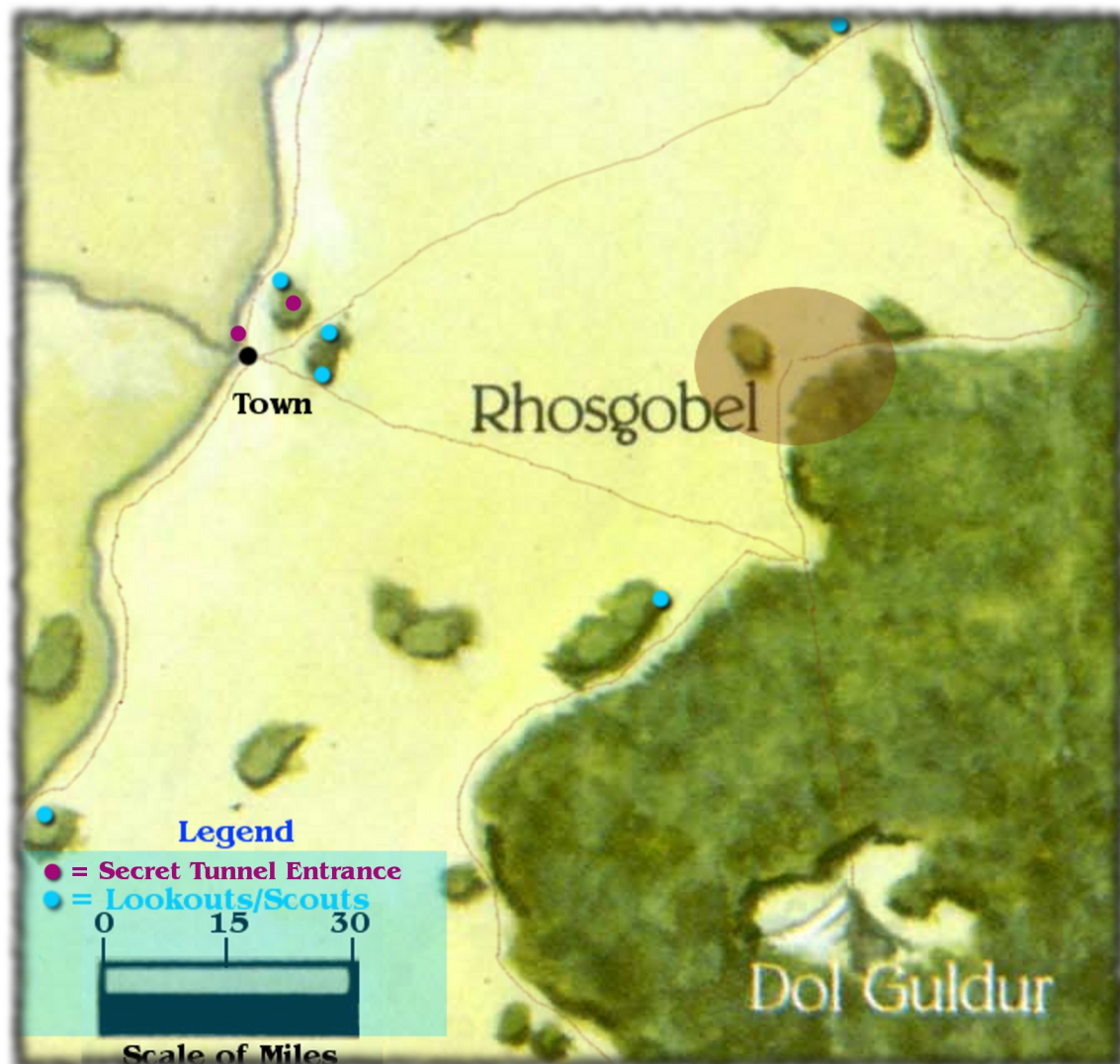
Wears full (black) chain with greaves

Full helm

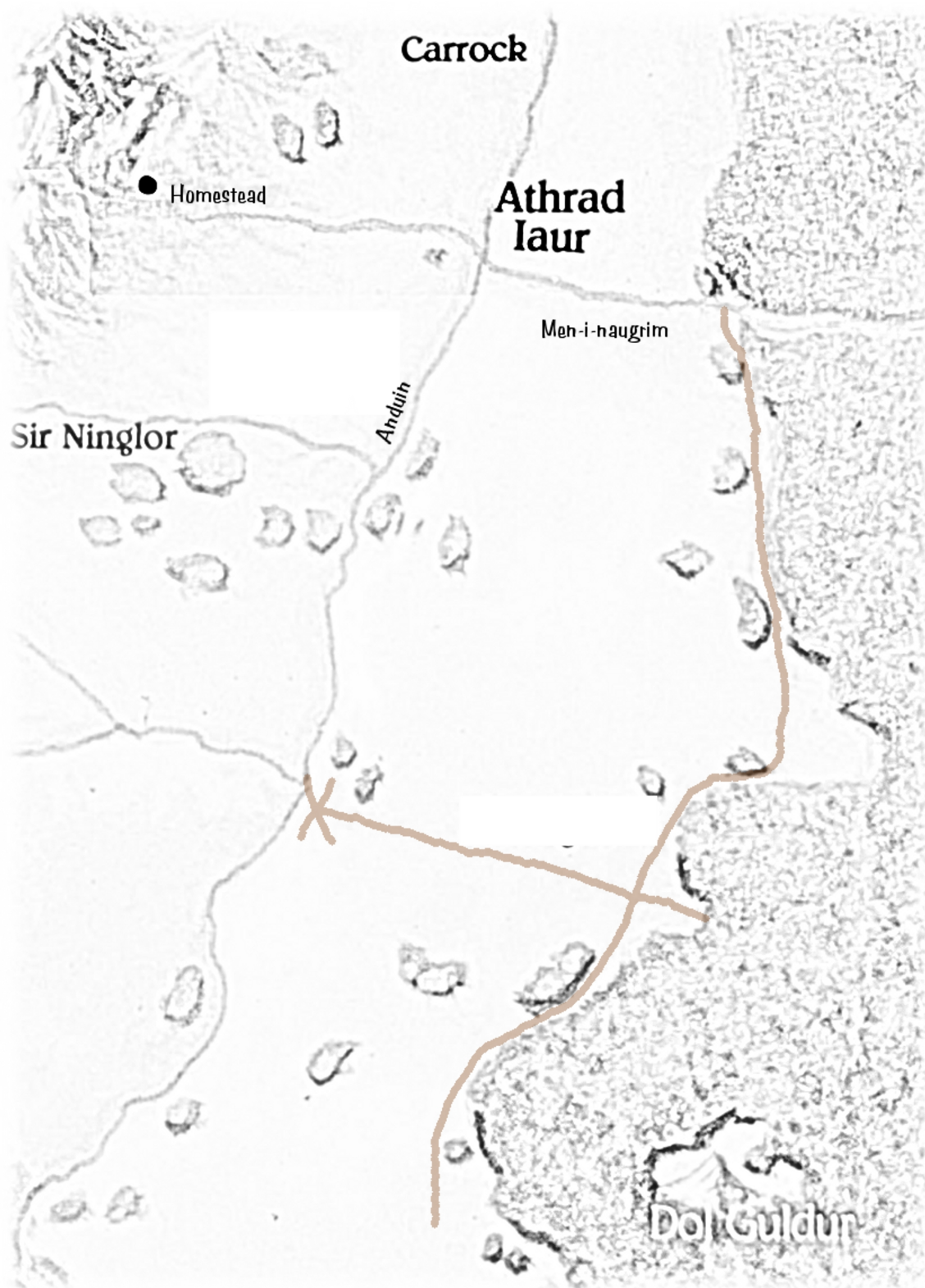
Steel shield

Name	Race	Prof/ Level	Hits	AT	DB	Sh	OB 1	OB 2	MM	Notes
Gorlock	Uruk-hai	Warrior 15	235	Ch 14 +40	95	Y+35	220 scimitar	123 dagger	40	

ADVENTURED 2 MAP – ADVENTURE AREA



ADVENTURE 2 MAP 3 – PLAYER MAP



ADVENTURE 2 MAP 4 – TOWN MAP

TODO

MAP 5 – FORT/HEADQUARTERS EXTERIOR MAP

TODO

MAP 5 – FORT/HEADQUARTER INTERIOR MAP 1ST FLOOR

TODO

MAP 6 – FORT/HEADQUARTERS INTERIOR MAP 2ND FLOOR

TODO

MAP 7 - FORT/HEADQUARTERS INTERIOR - BASEMENT

TODO

MAP 8 – TOWN – UNDERGROUND TUNNELS

TODO

MAP 9 – FORT EXTERIOR MAP

TODO

MAP 10 – FORT INTERIOR MAP – GROUND FLOOR

TODO

MAP 11 – FORT INTERIOR – UPPER LEVEL

TODO

MAP 12 – FORT INTERIOR – CELLAR / DUNGEON

TODO

ADVENTURE III - “IRE MORE FIERCE THAN FIRE”

SUMMARY

Adventure 3 Revision: 2013-07-31-12:25:21

Working Title: ~~“From Crucible to Mirk”~~

Working Title: “Ire More Fierce Than Fire”

Session: 3 – Saturday Evening, 6:00 pm to 11:00 pm.

Time Period: T.A. 2932 mid-Winter (Nínui)

Environment: Hills, rivers, forest, cold winter.

Location(s): Northwest Mirkwood and surrounding area.

Challenge level: 8th to 10th level (equivalent).

Overview:

The party is now on the run from groups of baddies. In addition to Easterlings from the south, they are now added to by bands sent by Orcs from Dol Guldur and Gundabad. The PC's need to run for cover, the nearest, and only, hope for escape is the dark dangers of Mirkwood. The party will have to survive the dangers of Mirkwood for a while. While in Mirkwood, at some point (if they survive) they will also have to address their “trespassing” with the Elves.

BACKGROUND

The PC's have incurred the wrath of the Uruk-hai captain overseeing Port Anduin (from Dol Guldur), and some irritation from the Necromancer of Dol Guldur himself. The PC's are forced on the run from many small groups (but adding up to hordes) of Easterlings, orcs, trolls, and other nasties hot on their trail determined to crush them.

GM OVERVIEW

The party is now on the run from clusters of baddies. Later including the dragon, that has been misled to believe the PC's did something to slight it (the PC's still don't know what).

The PC's need to run for cover, nearest is Mirkwood. If they don't get cover in Mirkwood, dragon will likely kill them (unless miracle/brilliance on behalf of party).

Party will have to survive the dangers of Mirkwood for a while, before getting help (maybe) from Elves.

But these elves have been terrorized by the dragon too.

The Elves will initially treat the PC's as trespassers. But if the PC's have the Lorien leaf from Adventure I, or if the “right kind” of Elf/Elves are in the party, then the PC's can quickly convince the Elves to be friendly and supportive.

The elves are not likely to take the PC's all the way east to the king's stronghold, but will instead send messengers/runners by secret paths to update him on what the PC's tell the elves, and to advise how to handle.

However, if the PC's INSIST on being taken to see the king, the elves will eventually agree (after trying repeatedly to insist the PC's do not need to so). However, the PC's will have to wear hoods for the

entire long journey (except when they are stopped for the night).

If the king already sent a message stating what to do, and the PC's still show up on his doorstep, he will be insulted at their ignoring his messages, and less receptive to the PC's, than if they just "followed orders", but he will still be civil, though politely phrasing his upset at their insolence.

The king will just recommend that the PC's be given shelter until the attacks pass, then ask the PC's to please leave the woods. The elves will guide them.

The attacks however will go on for weeks, this will end adventure III, as the PC's have to change locations from the dragon's attacks as the king attempts to find a solution.

Adventure IV address part of the solution....

The hunters don't have exact information on the PC's, but have a general sense of where they are. So they will attempt techniques not different from (rather extreme) hunting techniques, to herd the PC's into a trap around the Men-Naugrim (and if that fails, to try to trap them further north with help from Gundabad (and even the dragon).

The hunters will use horns, and sometimes drums, to coordinate locations every hour, and to try to drive the PC's.

The hunters will even use extreme measures after a few days, if their prey is eluding them, such as setting the plains on fire (even the edge of the forest, though the Necromancer's enchantments will keep it from spreading more than a few hundred feet into the forest). They will NOT set things alight north of the Men-i-Naugrim (where the Necromancer's influence wanes more).

They will use hounds (the Men), and wolves (for the orcs).

The orcs will be on foot for the most part (except higher ranking), except for 1-2 wolf riders per group. A group ranging in size from 8-12 on average, with the largest groups being 20 or so.

The PC's can fight the groups here and there, but if they do not keep on the move, the small groups will begin to converge on the PC's location (through different horn/drum signals calling for reinforcements and indicating their quarry has been located). The PC's only hope of escape is to flee north as fast as possible, staying ahead of the hunting party. When they get far enough north though, Gundabad reinforcements will cut off their path both north and west. The PC's then only have the option of fleeing east (for a little while) around the northern tip of Mirkwood, or straight into the Northern part of Mirkwood. If they make it into/next to Mirkwood and they will need to attempt to convince the Elves and/or Woodsmen within to help save them, or at least lose themselves into the dangers of Mirkwood, but hopefully lose the trail of their pursuers.

Worse yet, an unpleasant addition to the pursuers, from the north, is "hot" on their trail soon, a Dragon!

If the PC's stay out of Mirkwood, and skirt its northern edge, heading east, the dragon will show up, and either kill the PC's (if they try to put up a fight in the open), or drive them into the woods of Mirkwood (where he can not easily get to them, but will set the edge of the forest (and various pockets within) ablaze. Driving the PC's deeper within.

Orcs from Gundabad! And Trolls.

THE CARROCK & BEORN

Note “The Carrock” rocky part in Anduin to north.

BEORNINGS.

Bejibar

This area, and group of men/creatures, might be able to provide temporary aide to the PC's, especially if any of the PC's think of it, and attempt to head to the area of the Carrock and enlist Beorn's help. However, they better tread carefully.

IF they manage to contact Beorn, it will not be too difficult to convince him to help the PC's with fresh supplies (though not his animals), and he will hunt and slay a few of the orc and easterling groups, buying the PC's time to go further north.

They will not be able to cross the River, due to misty Mountain orc horde on the opposite shore. The misty mountain orcs are “out of the loop” about what is going on. They hear the drums and horns, and see the groups searching, but do not know exactly. So a large horde (in the hundreds so far) has gathered in various spots along the (north) western shore of the Anduin to observe (while trying to stay out of the immediate territory of the terror of Beorn and Gundabad and Dol Guldur).

Beorn will already have his hands fairly full with the misty mountain orc encroachment, But will spare some effort and resources to slay three of the groups closest to the PC's (coming from the south).

After the PC's wreak havoc on Port Durgol, the Uruk-hai camptain and the remaining (surviving) henchmen are furious, and also want to prove themselves as the new leader, by taking out those who took out their leader (or captured).

If Melb was in any way tricked or influenced by the PC's, or failed in anyway, the Uruk-hai, will have him stick on a pike outside the fort, in such a way he takes a full day to die completely.

If the PC's interrupted a sumggling shipment, Melb will suffer the same fate.

If Durgol is around, he will lose his left hand. (The PC's will see (if applicable))

Also runners went to Dol Guldur and asked for reinforcements. And even some dared run to the misty mountains. Ahead and behind the PC's there is a wave of terror mounting.

At first the PC's only run into the orcs in groups of 4-6, weaker ones, fairly quickly and easily dispatched. But they carry horns. And as soon as they engage, one of the blows the horn. By the time the PC's dispatch the group, or drive them away, 1 or 2 more groups come running up.

It is clear if the PC's stay to fight, they will quickly be overwhelmed.

So they need to keep running. Keep hiding.

The crossing of the Anduin will be covered by more than 20 orcs (they left the homestead for now unmolested. The Misty Mountain orcs don't like the southerners, but they like even less PC's who get in the middle of things.

The orcs also aren't afraid of Men-i-naugrim, and put dozens on that road to prevent escape to the east (And the elves).

Scores of orcs are coming from dol guldur, so there is absolutely no escape to the south.

The only route of movement is north, and as fast as they can go.

The orcs are lrelentless and seem tireless.

The PC's ride hard, but have to stop to keep from killing their horses.

As soon as they have rested long enough, those with elven vision can see the groups of orcs only a handful of miles behind them..

The days wear on.

The weather gets colder.

Hope becomes downtrodden.

Don't kill the PC's. But keep the forces obviously overwhemling enough (with lots of warning of reinforcements coming), to keep them moving, and moving fast.

Unfortunately, when they get to the north, which is hopefully an escape route either east (towards the wastelands of smaug, but maybe the help of dale), or to the west at least crossing the anduin.

They will find orcs from Gundabad waiting for them.

Worse yet, a dragon is sen flaming their way.

The only place of relative safety is the deptsh of Mirtkwood.

But that is very periolous. Especially in this part, where the Elves have enhanced the already enchanted woods considerably. But at least there, there is a slim chance.

Staying out at in the open will be fatal, even before the dragon gets there.

If the PC's hide in the forest, the dragon will still try to look for them (while flying by elven places to burn), but none of the orcs or trolls or other nasties will dare enter this part of mirkwood. They are more afraid of the elves than the other dangers (spiders, sleep enchantment, etc.

The PC's will hopefully be discovered by the Aelves, and if their show their trinket from the Elf in

Adventure I, they will be greeted with less hostility. But even if they are elves, if they do not have that, they will have to tread very carefully. They will be taken to the elf king for questioning. And if there is anything that the King doesn't believe, or feels they are holding anything back, he will not hesitate to put them in his dungeons. Releasing one at a time to question for hours on end. Though never with torture. However they will enchant the drinks and food to coerce them to speak if the PC's drink or eat any of it.

Meanwhile the dragon begins its attacks, one by one against the elven homes. Starting on the farthest northwest point, and slowly heading east towards the capital. Being lead one attack at a time by Mordron. The dragon spends time after each attack gathering up any treasure and trinket to take back to its lair.

PLAYER INTRODUCTION

OPENING SCENE

You are exhausted.

You are cold.

And you are starting to get genuinely scared.

They seem to be everywhere.

Relentless, driving you further and further north.

You are trapped between the river (Anduin) on your left, and the terrible darkness of the forest (Mirkwood) on your right.

Fire causes its own weather.

Winds pick up. Blowing from the west to the east.

Drinking water from Mirkwood, causes, sleep RR roll.

Orcs on east road.

Orcs on west road.

Easterlings and orcs on south road.

NPC's

ICE MERP NPC CHART

EA D20 NPC CHART

MAPS

ADVENTURE IV – “VENDETTA”

SUMMARY

Working Title: “Vendetta”

Session: 4 – Sunday morning/afternoon, 10:00 am to 3:00 pm.

Time Period: T.A. 2932 late-Winter (Gwaeron)

Environment: Forest, hills, rivers, mountains, cold winter.

Location(s): Northwest Mirkwood and surrounding area.

Challenge level: 9th to 11th level (equivalent).

Overview:

The party is sick of being pinned down for the winter (as are the elves) by the hordes of orcs, wolves, trolls, and harassed by the dragon. The players have found out that indeed there is one other person orchestrating all this.

It is time to get this guy.

But after that, there is still the upset dragon.....

The party is sick of being pinned down for the winter (As are the elves), and harrassed by the dragon. The players have found out that indeed there is one final person orchestrating all this. Originally as vengeance against the elves for imprisoning him in their dungeon (they claimed for trespassing). He spent 5 years “rotting”, and wants to make the Mirkwood elves pay (or any elves, or any that are friends of the elves). He has spent the past 20 years searching for a solution, and building up resources for that revenge.

It is time to get this guy. Scouts state he is orchestrating the attacks, and helping the dragon discover the elven locations, from a hiding place in the northern mountains. The elves, want the PC's, and a band of the elves with them, to get to that mountain, and (preferably capture, but kill if no choice) stop him feeding information to the dragon (bad guy spent years having spies ferret out the locations).

The game ends when either the PC's or the bad guy are dead.

But there is still the upset dragon.....

PC's are asked to attempt to take on one of the dragons of the north that has been causing increasing trouble since T.A. 1600 when all the dragons began to stir again. If any members are survivors from Adventure III, they will realize this is the same dragon that appeared towards the end of that adventure. They will be recruited (or encouraged/enticed) to take on one especially troublesome dragon. Large numbers of orcs to deal with too. Will even possibly be small army of Elves to engage. Potential for some wargaming (optional to the GM's preference), otherwise just focus at skirmish level for PC's in larger battle. PC's might have a run in with high ranking minion of the Witch king of Angmar.

BACKGROUND

MORDRON, THE FULL STORY.

Mordon was originally born in Eriador. He is of Mixed Manish blood, but can trace some Dunedain lineage on his mother's side. He is tall, and from his left profile a strikingly handsome fellow, but his the right side of his face is now horribly disfigured. However, this scarring is usually not visible to most due to something he takes that hides it. Only those skilled in penetrating visual illusions would be able to see the scarring.

After a series of incidents involving the Elves of Northern Mirkwood, he was later travelling around the Southwest end of Mirkwood near Dol Guldur, when a band of Orcs captured him. He had no weapons, and his supplies had long since run out. He was ragged, and tired. The orcs almost killed him on sight of his Elven-made clothing, but instead took him to their chief for sport. After a little “fun” torture, he cried out curses against “those damned Elves, may they burn in fire for what they've done to me!”. This surprised the Orc chieftain enough to spare him temporarily. They eventually took him to Dol Guldur. And as he met with higher members in the chain of command, it was eventually (after many weeks, rotting in a far less pleasant dungeon than the Elves') brought to a chamber containing “The Necromancer”. At this meeting, Mordron swore his allegiance to the Necromancer and ,while still serving his own purposes, has been a faithful servant.

He was immediately released, given new gear and equipment, and after some training, he was eventually “stationed” in the far South, near Umbar. There his mission was to recruit troops and followers, and find sources of supplies, to build towards the coming war that The Necromancer claimed would be coming in the not too distant future (decades).

He was an outstanding success in his posting in the South. And made many contacts over the years, and fought in a number of smaller skirmishes, making a fair name for himself as an able warrior too.

Meanwhile, Mordron slowly began to formulate a plan, and build allies to his own personal cause. It did not in any way conflict with the Dark Lord's goals, and was very much in line, so even though Sauron was wise to Mordron's actions, he let Mordron continue to spend some more time and resources on his personal vendetta, though Mordron assumed that he would be in trouble for his “extracurricular activities” if he was discovered.

During this time is when Mordron built a close tie with Durgol (“The Ugly”), later to be known

by his underlings simply as “The Boss”.

10 years ago, Mordron and his now growing retinue were eventually reassigned to provide services in the North, covering the areas near Gundabad and Eastwards. Mordron's responsibilities were much the same as before, though recruiting was not much of an option in this very sparsely populated area (though he did what he could when he could). He was however responsible for developing a supply line from the northern mountains down to Dol Guldur. This is how Mordron and Durgol developed “Port Guldur”, though Durgol prefers it to be called “Port Durgol”, but it is known by most of its denizens and visitors simply as “Town”.

Far more details on Mordron are provided in Adventure III.

Some 30 years ago, when he was a young adventurer, he was traveling through Mirkwood on his way from the West towards the shadow of Lonely Mountain, but he lost his way in the beguiling of the forest. He stumbled across some Elves making merry under the trees, and ran to them to ask for help. But they suddenly douse the lights, and disappeared. (Think of the description in *The Hobbit* with the Dwarves in a similar plight). He was completely lost in the dark. A little while later, he heard their voices again raise in song, he stumbled through the dark, and more cautiously crept up, he was famished, and he saw foods laid out. He finally could not help himself, he crept up to some of the food, and grabbed a loaf of bread, the Elves saw him of course, and quickly followed him, captured him.

He was irritated, humiliated, and embarrassed at his predicament, and that he had been so out of sorts as to steal a measly loaf of bread. So when the leader of the Elves confronted him, rather than being apologetic and suing for mercy, he was defiant. So the Elves took him to the dungeons, and said he would remain there until he was ready to apologize, explain what he was doing in these parts, give his name, and sue for forgiveness. Then they would let him go.

He remained there. Well taken care of under the circumstances, but with a growing bitterness. Once a month he was asked if he was ready to speak. For the first year he refused. Then finally he agreed, however, when he went before the court, rather than saying who he was, why he was there, and suing for forgiveness, he let forth with a verbal vitriol of bitterness towards the elf-king, that he was quickly hauled back by force to his cell. This time he was only asked once per year.

He remained there four more years before he finally softened his ego, and swallowed his pride. The Elves were true to their word, and released him, but of course blindfolded and drugged. When he came too, he was on a shoreline, not far from the Lonely Mountain. The Elves had deposited him near where he wanted to go those five long years ago.

SCARRED FOR LIFE

Unfortunately, the Elves did not know that this was an evening that Smaug felt like being out to stretch his wings. He saw this bold individual walk across his landscape (the elves has well supplied him with traveling clothes, food and drink). Smaug was furious that this puny man was not cowering in the shadows as everyone else in the area had learned. Within minutes of embarking on his walk towards the lake, Mordron was attacked by Smaug.

Mordron now assumed that the kindness of the elves was a ruse, and only to take him off his guard for their amusement. He assumed they intentionally baited the dragon to come take, and eat Mordron.

Mordron was able to flee back into the woods, but not before the right side of his body was burned by a flaming pass of the fiery dragon's breath.

He has lived in pain ever since. He nearly perished, but was found by an old Woodman, and he took Mordron to their healer, where she was able to save his life, but could do nothing for the pain or the scarring on over 30% of his body, on the right side.

Thanks to the shaman's ministrations he was up and about in just a few days. He rudely left them in the middle of the night (they had made every attempt at kindness, but found his now dark brooding manner disquieting). He followed the Eastern edge of the forest south, not daring to walk out in the open and constantly looking to the sky, and also not daring to walk too deeply into the woods for fear of being lost in there again.

Months passed, he came around the south end of the forest, and continued West hugging the edge of the forest.

THE NECROMANCER'S "MERCY"

He then was south of Dol Guldur, when a band of Orcs captured him. He had no weapons, and his supplies had long since run out. He was ragged, and tired. The orcs almost killed him on sight of his Elven-made clothing, but instead took him to their chief for sport. After a little "fun" torture, he cried out curses against "those damned Elves, may they burn in fire for what they've done to me!". This surprised the Orc chieftain enough to spare him. They eventually took him to Dol Guldur. And as he met with higher chain of commands, it was eventually (after many weeks, rotting in a far less pleasant dungeon than the Elves') brought to a chamber containing "The Necromancer". Though he never saw him directly, he "felt" his presence, as he was questioned about his mishandling by the Elves. The voice, though deep and intimidating, seemed to have great sympathy for his woes, and understanding of the cruelty of the Elves, and how their seeming kindness was just a ruse to disarm others for their sport.

The Necromancer even (temporarily) made the pain stop completely, and even (through illusion) made the scarring seem to fade away. The Necromancer said that this was not permanent, but that it could eventually be made so, if he proved worthy.

The abatement of the pain, and the removing of the ugly scars, on top of the first sympathetic (seeming) discourse, lead him to swear his allegiance.

He was immediately released, given new gear and equipment. After some training, he was eventually "stationed" in the far South, near Umbar. There his mission was to recruit troops and followers, and find sources of supplies, to build towards the coming war that The Necromancer claimed would be coming in the not too distant future (decades).

He was an outstanding success in his posting in the South. And made many contacts over the years, and fought in a number of smaller skirmishes, making a fair name for himself as an able warrior too.

The Necromancer now send him a draught, sent once a month with the same courier that his orders were delivered, that held back the pain, and kept the ugly scars from sight. Sometimes the courier might be a few days late however, and the pain would quickly return, and the scars reappear.

This only reinforced his bitterness towards the Elves (rather than seeing it as enslavement by The Necromancer). However, there are consequences to this potion, that Mordron is only now starting to realize, and the “kindness” of the Necromancer is becoming clearer to Mordron as the years progress...

Meanwhile, Mordron slowly began to formulate a plan, and build allies to his own personal cause. It did not in any way conflict with the Dark Lord's goals, and was very much in line, so even though Sauron was wise to Mordron's actions, he let Mordron continue to spend some more time and resources on his personal vendetta, though Mordron assumed that he would be in trouble for his “extracurricular activities”.

During this time is when Mordron built a close tie with Durgol (“The Ugly”), later to be known by his underlings simply as “The Boss”.

10 years ago, Mordron and his now growing retinue were eventually reassigned to provide services in the North, covering the areas near Gundabad and Eastwards. Mordron's responsibilities were much the same as before, though recruiting was not much of an option in this very sparsely populated area (though he did what he could when he could). He was however responsible for developing a supply line from the northern mountains down to Dol Guldur. This is how Mordron and Durgol developed “Port Anduin” aka later “Fort Anduin” known by most of its visitors simply as “the town”.

MORDON'S PLAN

Mordron has continued to plot and plan for the time he can get his revenge upon the Elves of Northern Mirkwood. Over the years, and especially shortly after his reassignment to the Ered Mithrin, a way to his revenge finally became clear to him. And the irony of his approach, when he was thinking on it (often), caused him to burst out with laughter at odd times, much to the discomfiture of his compatriots.

His goal is to find an sleeping dragon in the Ered Mithrin, awaken it, and then through trickery and guile (a dangerous game with dragons), fool the dragon into unleashing it's wrath upon the Elves of Northern Mirkwood.

The only problems were:

1. Where was a sleeping dragon?
2. Where was one with fire, strong enough, and flight capable?
3. How could he awaken one without becoming a snack?
4. How could he convince such a creature to go after the intended targets (the Elves)?
5. Where exactly *were* the Elves?

He spent the next 10 years gathering information, sending scouts into the northern reaches of Mirkwood (many of which were never heard from again), poring over old tomes of ancient lore,

consulting with many a loremaster, wading through hundreds of maps and writings, when he would go in guise to Minas Tirith to search the archives.

Finally, after 30 years, he found the answers.

1. He had a pretty clear description of a location of several possible locations of candidate dragons (other than the Withered Heath).
2. There were several that fit his requirement of winged and fire-breathing (though certainly not of the majesty of Smaug).
3. He also found clues on ways he would be able to have the dragon awakened without putting himself in (too much, immediate at least) jeopardy.
4. He also learned over time how he could manipulate the dragon's love of its hoard, and its pride, to set the dragon's wrath against the Elves.
5. His scouts had over the years finally given him enough information on the locations of the elves hideouts, when the time came.

The time has come at last.

During the events recounted in Adventure I “Rude Awakenings”, Mordron was down south at “The Town” working on supply chain issues with Durgol, when Mordron sent the band of Orcs with a pair of trusted henchmen (and a troll just for good measure), north with directions on where to find their target (but only the henchmen really knew *what* the target was). Of course, the PC's wiped this group out.

TAKING MATTERS INTO HIS OWN HANDS

After word reached him that the group he sent had been wiped out (by the PC's). He was furious, then he decided to take matters into his own hands, and as the PC's were recuperating, he rallied some more of his henchmen, and began the long trek north himself to find and awaken the dragon.

He left 7 days before the PC's arrive near “The Town”.

PLAYER INTRODUCTION

OPENING SCENE

NPC's

ICE MERP 2ND EDITION NPC CHART

EA D20 D&D 3.5 NPC CHART

MAPS

MAP 2 – ADVENTURE AREA OVERVIEW

MAP 3 -

MAP 4

MAP 5

ADVENTURE V - “FYRTUNGE” (FIRE TONGUE)

SUMMARY

Adventure 5 Revision: 2013-07-31-12:25:21

Working Title: “Fȳrtunge” (“Fire Tongue”)

Session: 5-6 – Sunday evening/Monday all-day.

Time Period: T.A. 2932 early-Spring (Gwirth)

Environment: Hills, rivers, mountains, cold winter-weather.

Location(s): Northwest Mirkwood and surrounding area.

Challenge level: 9th to 11th level (equivalent).

Overview:

PC's are put into a situation where they need to attempt to take on one of the dragons of the north that has been causing increasing trouble. Large numbers of orcs to deal with too. Will even possibly be small army of Elves to engage. Potential for some wargaming (optional to the GM's preference), otherwise just focus at skirmish level for PC's in larger battle. And then, if they survive all that, they still have to try to take on the dragon in it's lair...

The players took out the bad guy (hopefully).

But there is still the legacy he left behind. Now the dragon doesn't know all the secret locations (bad guy only gave one location at a time, using it as lure for dragon, and treasure hoards to hit, dangerous arrangement for the bad guy, but worked on the dragon's greed and pride, quite well. Dragon figured he could eat him later, when bad guy was no longer useful to him). Dragon has been building up his hoard in his den. Without the bad guy to direct him, he has just started raiding all the surrounding country side for miles around. He did not have the particular vendetta against the elves that the bad guy did, but he did enjoy the treasure their hiding places contained.

The group needs to slay this troublesome dragon. A large force would never have a chance, only a small group, trying to catch him in his den, when he is unable to fly, or maneuver as well, has a chance of subduing or slaying it. The elves give the party something that will aide in subduing (if they get close enough to use it (dangerous)). After that the party can decide what to do (Slay or not). Assuming the PC's live through it of course.

IF the PC's aren't interested, and would rather get out of dodge. Let them. And let a month pass. Then they find the dragon is hunting them, because even though he didn't like the bad guy, the dragon is upset they stopped his flow of treasure (all the little human settlements haven't had squat of value). He is now pridefully vengeful, and has found through some orcs, who the PC's are (maybe play a little bit of the party noticing they are being spied on).

So the dragon waits for the PC's to lower their guard, then attacks in the night wherever the group is sleeping. Like an inn or some such. He will be convinced his attack worked (building collapses on PC's or some such), and go back to his den content (unless he finds out PC's survived by spies).

If this still doesn't encourage the PC's to engage, then give a little more time, and let it happen again, this time more confrontational. Or have the Dragon send groups of assassins or orcs, to try to attack PC's. And the PC's will sooner or later tire of this harassment.

Continuing in the footsteps of Adventure IV. The players will now attempt to devise a way to thin out

far more dragons than just the one (assuming they survived IV of course). PC's might even have a run in (directly, or indirectly) with the Witch King of Angmar! Also, this will have a tie-in with Adventures I & II finding a way to use one of the foe's experiments against them.

BACKGROUND

PLAYER INTRODUCTION

OPENING SCENE

NPC's

ICE MERP 2ND EDITION NPC CHART

EA D20 D&D3.5 NPC CHART

MAPS

MAP 1 – CAMPAIGN AREA OVERVIEW

MAP 2 – ADVENTURE AREA MAP

MAP 3

MAP 4

MAP 5

DRAGON RESEARCH NOTES

Dragon research and reference information

From Tolkien Letters, Pg. 177 (Letter #144)

> ...”Dragons. They had not stopped; since they were active in far later
> times, close to our own. Have I said anything to suggest the final
> ending of dragons? If so it should be altered. The only passage I can
> think of is Vol I p. 70: 'there is not now any dragon left on earth in
> which the old fire is hot enough'. But that implies, I think, that
> there are still dragons, if not of full primeval stature.”

UT, Dragons, see Glaurung

First of the Dragons of Morgoth
the Dragon.

The Great Worm

Worm of Morgoth

Great Worm of Angband

Gold-worm of Angband

UT75, 107, 112, 117-120, 124-45, 159-50, 155, 159.

127, 133, 143-4, 135, 37, 75.

UT Dragons, see Smaug

258, 321-4, 326, 328-30, 332-4.

Lost Tales II

Glorund (precursor to Glaurung)

also called the drake, and also Faoloke.

19, 41, 46, 68, 84-8, 94-8, 103-16, 118, 123, 125-6, 128-37, 140-4, 221-3, 229-31, 235-6, 238-9, 241, 246.

Also Glorunt 84

See also Laurundo, Undolaure.

LT II

Dragons, drakes, worms

85, 96-7, 125, 142-3, monsters, serpents, snakes, 169-70, 172, 174, 176, 178-89, 195, 210, 213

LTII

Faoloke, Glorund 70, 91, 94-9, 103, 105-6, 108, 129, 13, 138.

Loke 102

See also Fuithlug, gnomish for Faoloke, 70, 118, earlier forms Fothlug, Fothlog, 118.

Sil (small)

Dragons, 235.300.312.320.358.371

Glaurung, 137.177.181-2.184.235-6.261-5.268.271-9.283-4.296.300