

MERP CON V – “LET SLEEPING DRAGONS LIE” - ADVENTURE I: “RUDE AWAKENINGS”

MERP CON V

(TOLKIENMOOT 2009)

CAMPAIGN:

“LET SLEEPING DRAGONS LIE”

ADVENTURE I

“RUDE AWAKENINGS”

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MERP CON V – “LET SLEEPING DRAGONS LIE” - ADVENTURE 1: “RUDE AWAKENINGS”

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SUMMARY

Session: 1 - Friday evening, 6:00 pm to 11:00 pm.

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

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

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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 afterwards.

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,

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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

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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

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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”)

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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 other's (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

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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	

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D&D Eä d20 3.5 stats

NPC	Race	Lvl	HP	Armor/ AC	Sh	Shield/ Helm		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	8	110	Ch/14	60	Small steel	chain	105 sc	90 lb	10	+20 chain, scimitar, shield, helm, greaves
Troll	Hill Troll		75	Ch/13	25	Small wood	No	90sc	80 sb	5	
Easterlin g 1		6									
Easterlin g 2		5									
Wolf- rider 1											
Wolf- rider 2											
Wolf 1											
Wolf 2											
Uruk 1											
Uruk 2											
Uruk 3											
Uruk 4											
Uruk 5											
Uruk 6											
Uruk 7											
Uruk 8											
Uruk 9											
Uruk 10											
Uruk 11											
Uruk 12											

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D&D Eä d20 3.5 stats

NPC	Race	Lvl	HP	Armor/A C	Sh	Shield/H elm		Melee Attack Bonus	Missle Attack Bonus	Init	Notes
Orc Leader	Uruk-hai	8	110	Ch/24	60	Small steel	chain	+21 sc	+18 lb	8	+4 chain, scimitar, shield, helm, greaves
Troll	Hill Troll										

OTHER NPC'S

Innkeeper

Tinkerer/Smith

Smith's Wife

Shopkeeper

Shopkeeper's wife

Farmhouse Farmer

Farmer's wife

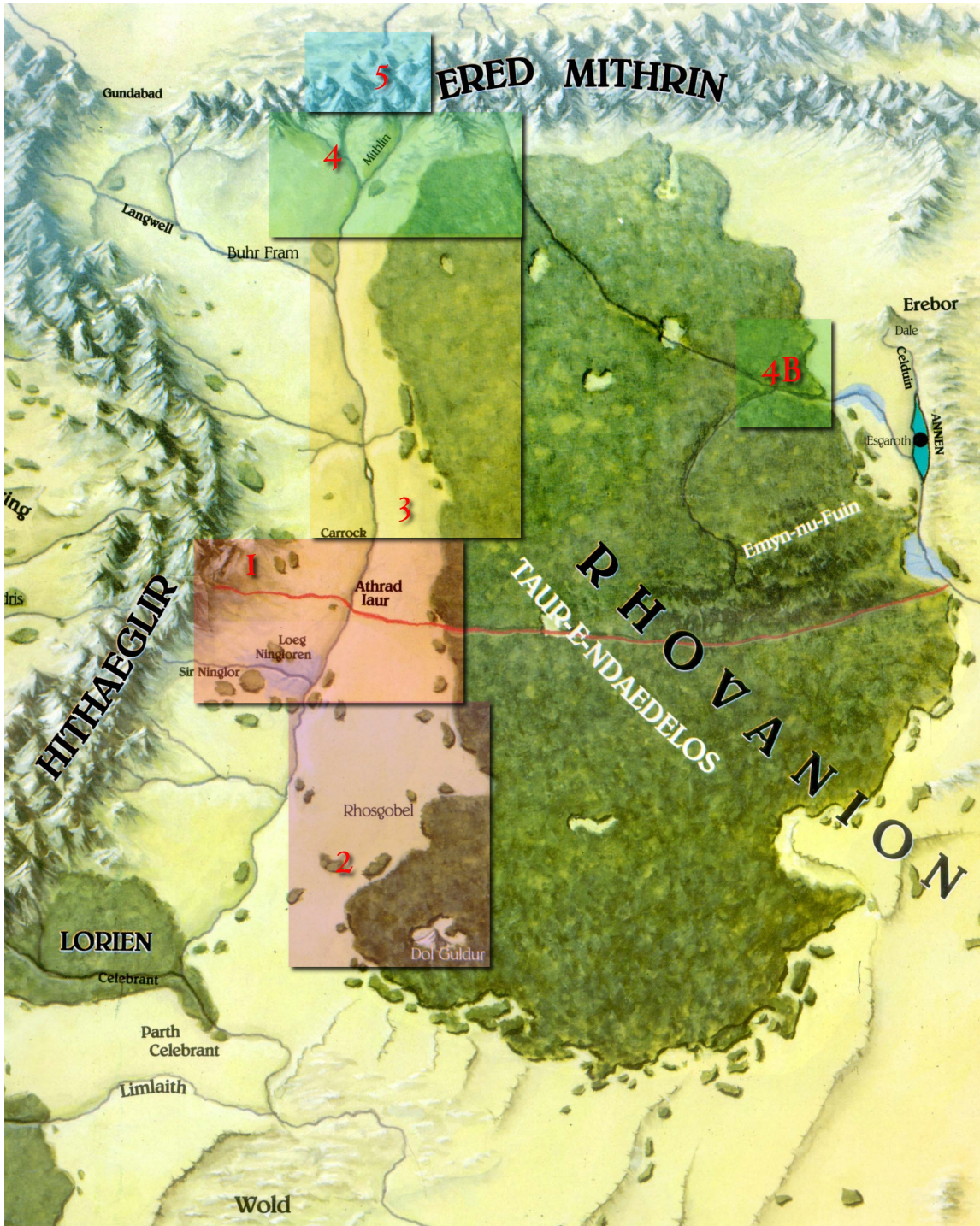
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Radagast the Brown

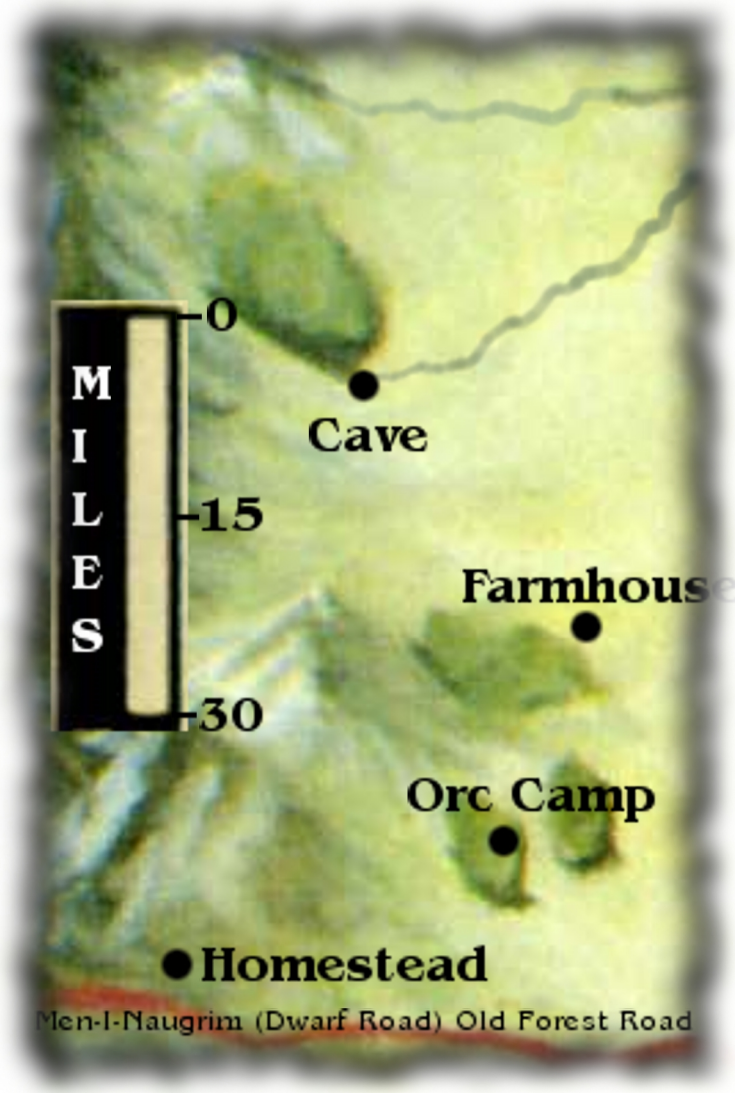
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MAPS

Map 1 - Campaign Area Overview

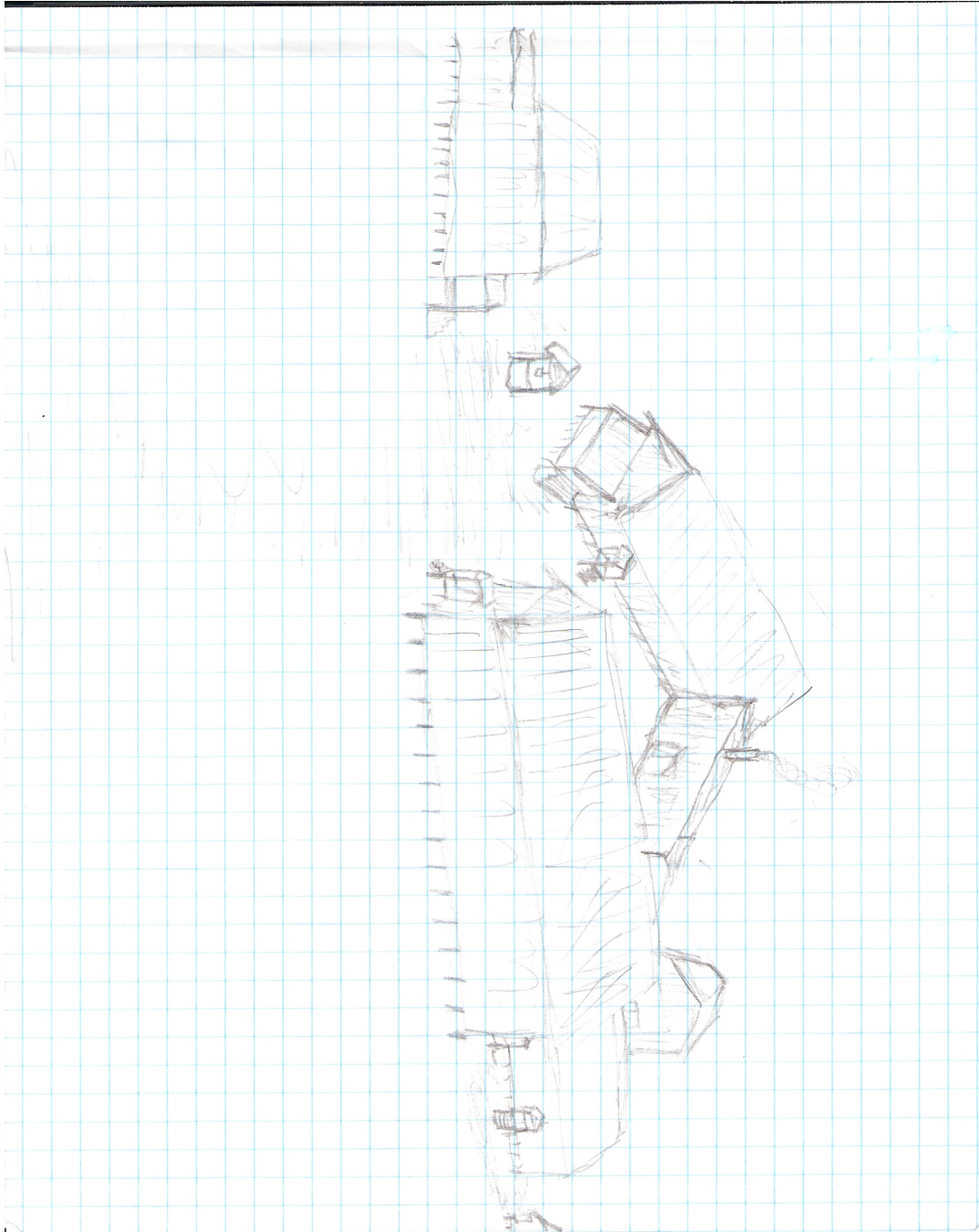


Map 2 - Adventure Area Overview



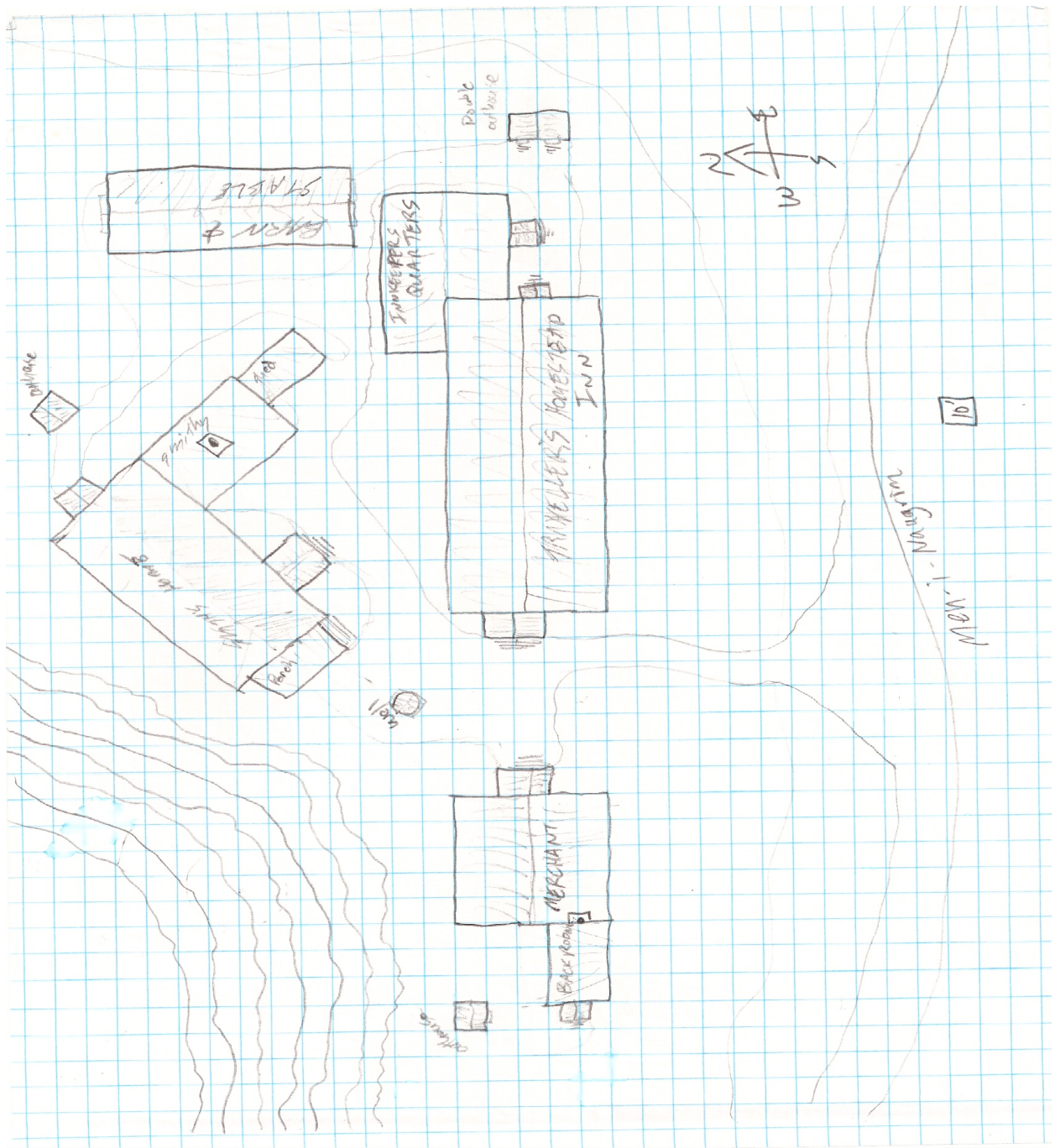
Map 3 – Homestead

Map 3a homestead external view drawing



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map 3b homestead external view overhead map



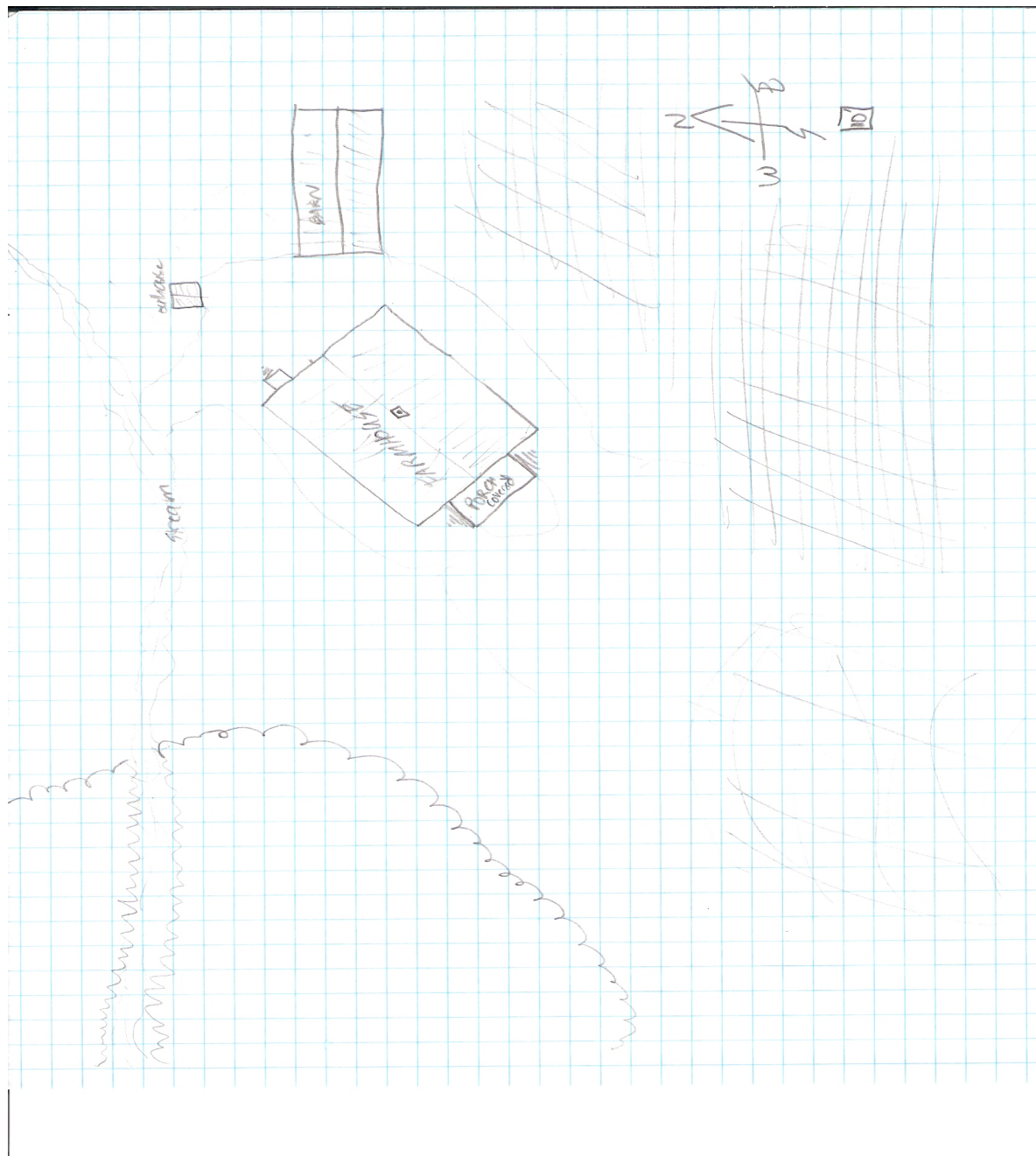
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map 3c homestead internal map 1st floor

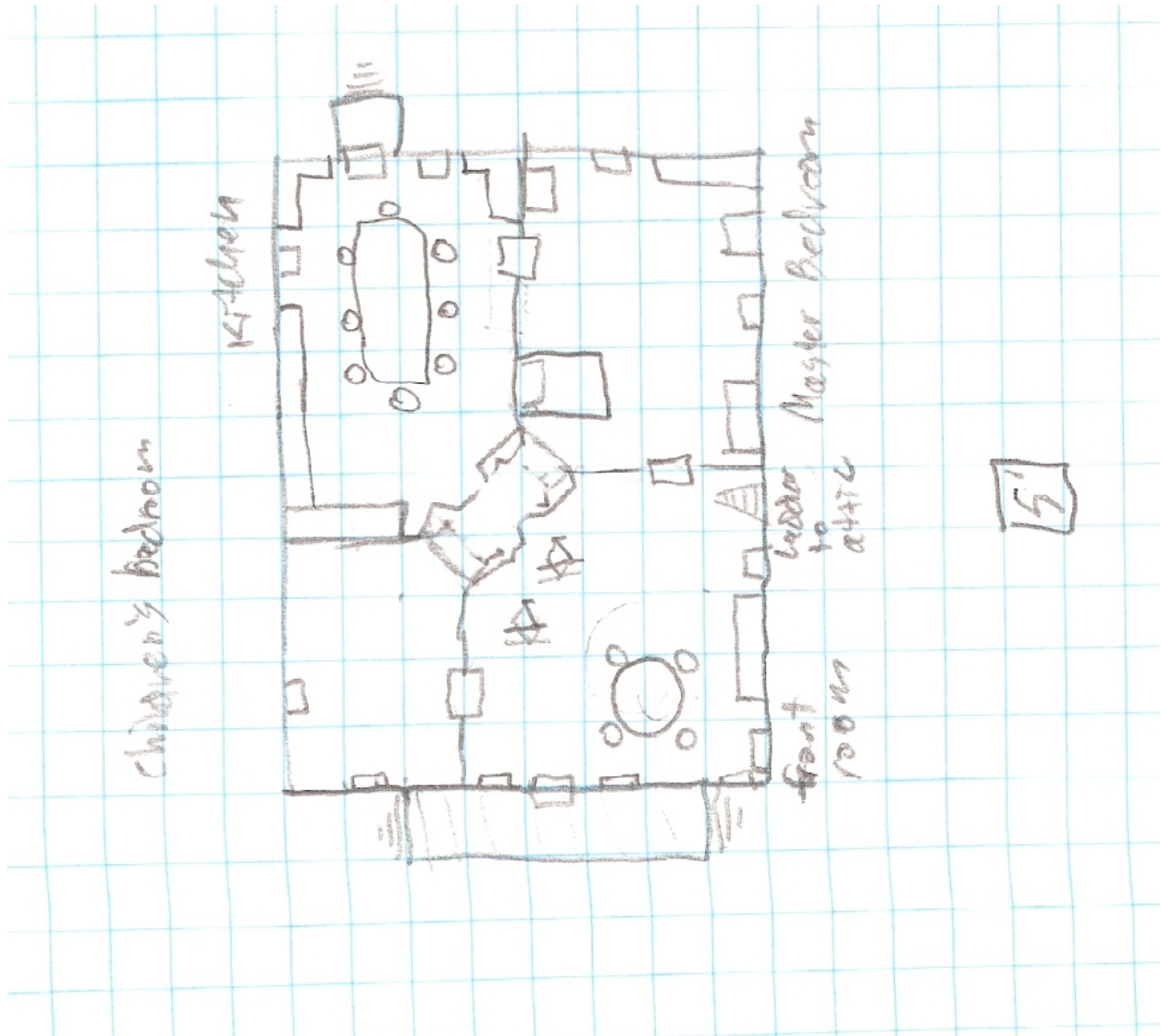
map 3d homestead internal map 2nd floor

Map 4 - Farmhouse

Map 4a - Farmhouse exterior drawing



Map 4b - Farmhouse interior map



Map 5 – Cave Area Outside

Map 6 – Cave Interior

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