

A GIANT PROBLEM

AN ADVENTURE FOR TOLKIEN MOOT XI

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TABLE OF CONTENTS

1 Credits.....	4	6.8.1 If the PC's stayed at Thrym's for night.....	28
2 Disclaimers.....	4	6.8.2 If the PCs did not spend the night at Thrym's.....	29
2.1 Creative Commons Share & Share Alike with Full Attribution.....	4	7 Tolkien Moot Day 2.....	30
3 Overview.....	4	7.1 Main Adventure Stage 4.....	31
3.1 Recommended Resources.....	4	7.1.1 Meeting Thistlebaroi (Giant #2).....	31
3.2 Role-Playing Game Systems.....	5	7.1.2 If the PC's Spend the Night With Thrym, but Decline Thistlebaroi's Invitation to got with him to the keep.....	32
3.3 Player Overview.....	6	7.2 Adventure Stage 5 – On the Trail with/of Thistlebaroi.....	33
3.4 Introduction.....	7	7.2.1 Adventure Stage 5 Option A - A Simple & Safe Journey.....	33
3.5 Current State of Arthedain, Rhudaur, Cardolan, & Angmar.....	8	7.2.2 Adventure Stage 5 Option B - A Difficult & Dangerous Journey.....	34
3.5.1 Angmar.....	8	7.2.3 If the PC's had been kind to Thrym.....	35
3.5.2 Arthedain.....	8	7.2.4 If the PC's had been hostile or harmed Thrym.....	35
3.5.3 Cardolan.....	8	7.2.5 Thistlebaroi's Keep.....	36
3.5.4 Misty Mountains.....	9	7.2.5.1 Map/Sketch #6 – Thistlebaroi Keep Viewed from Afar.....	36
3.5.5 Rhudaur.....	9	7.2.5.2 Map/Sketch #7 – Island view of Thistlebaroi Keep.....	36
3.6 The Adventure Premise.....	9	7.2.5.3 Map/Sketch #8 Main Floor Plan of Thistlebaroi Keep.....	36
3.7 Adventure Overview.....	9	7.3 Thistlebaroi's "Welcoming Feast".....	37
4 Game Master Overview.....	10	7.3.1.1 Consequences of the Feast.....	38
4.1 Player Character Information & Character Sheets.....	10	7.4 Adventure Stage 6 – Prisoners in a Cage.....	40
5 Tolkien Moot Schedule Outline.....	11	7.4.1 Map/Sketch #9 - Exterior View of Goblin Town.....	40
5.1 GM Convention Approximate Timeline.....	11	7.4.2 Map/Sketch #10 – The Cage Cavern.....	40
5.1.1 1 Pre-adventure (extra session A).....	11	7.4.3 Map/Sketch #11 – Floor Plan of a Goblin-town (labeled).....	40
5.1.2 Main Adventure Session #1.....	11	7.4.4 Map/Sketch #12 – Floor Plan of a Goblin-town (unlabeled).....	40
5.1.3 Post-adventure (extra session B).....	12	7.4.5 Specifications on the pit beneath the cage.....	42
5.1.4 Main Adventure Session #2.....	12	7.4.6 The Jailor's Cavern & Other Cells (#3).....	42
5.1.5 Main Adventure Session #3.....	12	7.4.6.1 NPCs of Note.....	43
5.1.6 Main Adventure Session #4.....	12	7.5 Escape from a Goblin-town!.....	44
5.1.7 Post-adventure (extra session C).....	13	7.5.1.1 Other NPCs of Note.....	45
5.1.8 Pre-adventure (extra session D).....	13	7.6 Extra Adventure Session – Fleeing Furious Foes!.....	45
5.1.9 Sunday Main Game Session #5.....	13	8 Tolkien Moot Day 3.....	46
5.1.10 Post-convention (extra session E).....	13	8.1.1 Extra Adventure Pre-Session – Avoiding Recapture!.....	47
6 Tolkien moot Day 1.....	14	8.1.2 Adventure Day(s) 14+ - The Final Conflict: 3 Giants & More.....	47
6.1 Adventure Introduction.....	14	8.1.2.1 NPCs of Note.....	47
6.2 Prequel – En Route To Answer the Plea.....	15	8.2 Post-convention Post-adventure: After the battle.....	48
6.3 Map #2 – The Last Bridge.....	15	9 Appendices.....	49
6.4 Supplemental Adventure (Stage A) - Beginning at The Last Inn (Iant Methed).....	15	9.1 Definitions of Terms.....	49
6.4.1 NPCs of Note.....	16	9.2 Non-System-Specific Tables.....	49
6.5 Main Adventure Stage1 – Arrived to Answer the Plea.....	18	9.2.1 GOODS & SERVICES CHART.....	49
6.5.1 Map #3 – The Village of Riltar Area Map.....	18	9.3 Weather.....	51
6.5.2 Introduction for the Players (read aloud).....	18	9.4 (Research TOPIC) Overview.....	52
6.5.3 GM Additional Information.....	19	9.5 PC Motivations.....	53
6.5.3.1 NPCs of Note.....	20	9.5.1 Human.....	53
6.6 Main Adventure Stage 2 – An Obvious Trail.....	23	9.5.2 Rohirrim.....	53
6.6.1 NPCs of Note.....	24	9.5.3 Dúnedain.....	53
6.7 Main Adventure Stage 3 – Meeting Thrym (Giant #1).....	25	9.5.3.1 Arthedainians.....	53
6.7.1 Thrym's House.....	25	9.5.3.2 Cardolainians.....	53
6.7.1.1 Map/Sketch #4 – Thrym's House Exterior.....	25	9.5.3.3 Gondorians.....	53
6.7.1.2 Map/Sketch #5 – Thrym's House Interior.....	25	9.5.4 Elves.....	54
6.7.2 Dinner with Thrym the Giant?.....	26	9.5.4.1 Mithlond (Grey Havens) Elves.....	54
6.7.3 If the PC's decline Thrym's invitation, and decide to head back to the village that night. Leaving the Giant Alive.....	26		
6.7.4 The PC's Return to the Village.....	26		
6.7.5 If the PC's Attacked or Killed Thrym (somehow).....	27		
6.7.6 Thistlebaroi's Revenge for Any Harm to Thrym.....	27		
6.8 Post-adventure (Adventure Stage B) – Sneaky sneaks!.....	28		

9.5.4.2 Mirkwood Elves.....	54	10.4.1.2 Generic NPCs & Monsters.....	17
9.5.4.3 Imladris (Rivendell) Elves.....	54	10.5 Relevant Timeline.....	19
9.5.5 Hobbits.....	54	10.6 Reactions Between Races of Arnor.....	22
9.5.6 Dwarves.....	54	11 Research Raw Notes:.....	23
10.1 Random Encounters.....	1	11.1 Terms Giant, Giants.....	24
10.1.1 Random Encounters From Annúminas to the Border (Pre-War).....	1	11.1.1 The Road to Middle-earth by Tom Shippey.....	24
10.1.2 Random Encounter At the Border Before the War. .	1	11.1.2 The Return of the Shadow:.....	24
10.1.3 Random Encounters Within Rhudaur.....	2	11.1.3 The Peoples of Middle-earth:.....	25
10.1.4 Random Encounters From Bree to Combe.....	3	11.1.4 The Return to Bag-end by John D. Rateliff:.....	25
10.1.5 Random Encounters From Combe to the Front Lines.....	3	11.1.5 The Lord of the Rings A Reader's Companion by Hammond & Scull:.....	34
10.1.6 Random Encounters From the Front to Amon Sûl. .	4	11.1.6 The Letters of J.R.R. Tolkien:.....	34
10.1.7 Random Encounters From Amon Sûl to Annúminas.....	4	12 Bibliography.....	35
10.1.8 Random Encounters From Annúminas to Fornost.....	5	12.1 Ideas.....	36
10.2 Game System Specific Information.....	5	13 Index.....	37
10.2.1 Eä d20 1.....	6	14 Maps.....	37
10.2.1.1 NPCs of Note.....	6	14.1 Map #1 – Arnor Region Overview.....	37
10.2.1.2 Generic NPCs & Monsters.....	6	14.2 Map #2 – Inn at the Last Bridge Area.....	37
10.2.2 Eä d20 2.....	6	14.3 Map #3 – Village Area.....	37
10.2.2.1 NPCs of Note.....	6	14.4 Map #4a – Thrym's Home (Exterior).....	37
10.2.2.2 Generic NPCs & Monsters.....	7	14.5 Map #4b – Thrym's Home (Interior, main floor).....	38
10.2.3 Eä d20 3.5.....	7	14.6 Map #5a – Goblin Town Area (exterior).....	38
10.2.3.1 NPCs of Note.....	7	14.7 Map 5b – Goblin Town (interior, main level).....	38
10.2.3.2 Generic NPCs & Monsters.....	7	14.8 Map 5c – Goblin Town (interior, lower level).....	38
10.2.4 Eä d20 4.....	8	14.9 Map 5d – Goblin Town (interior, upper level 1).....	38
10.2.4.1 NPCs of Note.....	8	14.10 Map 5e – Goblin Town (interior, upper level 2).....	38
10.2.4.2 Generic NPCs & Monsters.....	8	14.11 Map 6a – Thistlebaroi's Keep Area (exterior).....	38
10.2.5 Eä d20 5th Edition.....	8	14.12 Map 6b – Thistlebaroi's Keep (interior main floor (level 1)).....	39
10.2.5.1 NPCs of Note.....	9	14.13 Map 6c – Thistlebaroi's Keep (Sub-level 1).....	39
10.2.5.2 Generic NPCs & Monsters.....	9	14.14 Map 6d – Thistlebaroi's Keep (Sub-level 2).....	39
10.2.6 Eä d20 Pathfinder.....	9	14.15 Map 6e – Thistlebaroi's Keep (Level 2).....	39
10.2.6.1 NPCs of Note.....	9	14.16 Map 6f – Thistlebaroi's Keep (upper levels).....	39
10.2.6.2 Generic NPCs & Monsters.....	9	14.17 Map 7a – Tearan's Castle Area (exterior).....	39
10.2.7 GURPS.....	10	14.18 Map 7b – Tearan's Castle Interior Main floor (level 1).39	
10.2.7.1 NPCs of Note.....	10	14.19 Map 7c – Tearan's Castle Interior Sub-level 1.....	40
10.2.7.2 Generic NPCs & Monsters.....	10	14.20 Map 7d – Tearan's Castle Interior Level 2.....	40
10.2.8 ICE MERP / Rolemaster.....	10	14.21 Map 7e – Tearan's Castle Upper Levels.....	40
10.2.8.1 Adapting This Module to your Campaign....	10	14.22 Map 8 – Pass to Angmar Area.....	40
10.2.8.2 Converting Statistics for any Major Role-playing Game System.....	10	14.23 Map 9 – Orc Ambush North of Village.....	40
10.2.8.3 NPCs of Note.....	11	14.24 Map 10a – Trolls Lair Exterior Area.....	40
10.2.8.4 Generic NPCs & Monsters.....	12	14.25 Map 10b – Trolls Lair interior.....	40
10.3 Weather Events Chart.....	16	14.26 Map 11a – Bandits Hideout Exterior Area.....	41
10.4 Goods & Services Chart.....	16	14.27 Map 11b – Bandits Hideout Interior.....	41
10.4.1 TOR RPG.....	17	14.28 Map 12a – Mercenaries Camp Area.....	41
10.4.1.1 NPCs of Note.....	17	14.29 Map 12b – Mercenaries Camp Details.....	41
		14.30 Map 13a – Midnight Spies Meeting Area Map.....	41
		14.31 Map 13b – Midnight Spies Meeting Details.....	41

CREDITS

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OVERVIEW

This adventure was written for Tolkien Moot XI in 2015 (<http://www.tolkienmoot.org>). Since this adventure was designed for a 3 day convention setting, it is by design a fast paced adventure, and should suffice as it is for approximately 5-10 sessions lasting 3-5 hours each.

The adventure takes places in Third Age 1640, just a few years after the Great Plague. The adventurers will roam across lands from The Last Bridge, along and through the lands of Rhudaur, along the western borders of the Trollshaws, and range through the dreaded Coldfells, Ettenmoors, the Misty Mountains, and the southern border of Angmar.

Recommended Resources

This adventure is written for use with any game system used for adventuring in Middle-earth (and beyond).

This adventure draws heavily on The History of the Hobbit section on Giants by John D. Rateliff, and Farmer Giles of Ham by J.R.R. Tolkien, as well as any other tidbits we could find by Tolkien and his writings or comments regarding giants in any setting. Since there was a dearth of such information directly from Tolkien, we also drew upon the resources he used such as the old Norse Edda and other relevant sources. See the Appendices for a complete bibliography of research and reference material.

Also, especially for the “gamification” portions of the story, we drew from as an added creative resource, from the First and Second Edition Middle-earth Role-Playing (MERP) books by Iron Crown Enterprises (ICE).

This module lays out a specific adventure in a specific area and time period. While this module provides some overview information about the areas, for significantly greater detail the following resources are recommended to provide far more background information, especially for a longer campaign than a convention allows for, the following is recommended:

- Iron Crown Enterprises (ICE) Middle-earth Role-Playing (MERP) Realm supplement “Arnor” #2005 (or the earlier separate “People” and “Lands” of Arnor)
- ICE MERP Adventure Module “Dark Mage of Rhudaur” #8013
- Ea d20 RPG “Races & Cultures of Middle-earth” and “Magic in Middle-earth” for any d20-based systems, and a fast reference for converting your system for use if not using d20 – <http://www.earpg.com>
- **ICE Rangers of the North ME #3000**

- ICE Trolls of the Misty Mountains #8103
- Middle-earth Campaign Guide #2003
- Northwestern Middle-earth Gazeteer #4002
- ICE Goblin-Gate & Eagle's Eyrie #8070
- ICE Rivendell The House of Elrond #8080
- ICE Empire of the Witch King #4020
- ICE Hillment of the Trollshaws #8040
- ICE Weathertop – Tower of the Wind #8201
- TOR RPG
- TOR RPG

Though the ICE MERP modules are referenced for this adventure, it is NOT recommended to use the ICE MERP modules exactly as written if you want a more canonical feel to your Tolkien-based campaign. The ICE modules tend to be more “D&Desque”, and not “appropriately” “Tolkienesque”. Though they improved somewhat in second edition MERP material, it was the unpublished third edition material that would have really been a great resource, alas they were not allowed to be released by the long reach of the shadow from the west.

Of course every GM has a different view of what is “canon” and what is beyond the pale, so use your best judgment, but generally remove or tone down most references to the very overabundant magic and magic items in the ICE MERP modules (unless you are playing in the First Age or early Second Age).

role-playing game systems

This adventure (as are most of the adventures for Tolkien Moot and Eä RPG - <http://www.earpg.com>) is written in a system-agnostic style. The story, characters, locations, and other information are generally described using non-system-specific information, while system-specific information is provided in the Appendices for various game systems.

The game systems at Tolkien Moot XI were:

- Cubicle 7's The One Ring Role-Playing Game (TOR RPG).
- Eä d20 3.5 (Dungeons & Dragons 3.5 modified for Middle-earth). <http://www.earpg.com>

- ~~Savage Worlds adapted to Middle-earth.GM Cancelled shortly before the Moot.~~
- Iron Crown Enterprises (ICE) Middle-earth Role-Playing system (MERP) 2nd Edition.
- Iron Crown Enterprises (ICE) Middle-earth Role-Playing system (MERP) 2nd Edition supplemented with Rolemaster.

Previous Tolkien Moots have included other game systems as well, see the Tolkien Moot website “About” page for details about which systems have been used. <http://www.tolkienmoot.org>

Statistics on NPCs, creatures, objects, and other system-specific information can be found for these game systems in the Appendices, which should help you in conversion of the adventure to any game system you wish. The TOR RPG is the most difficult to convert between most of the other systems.

If you do take the time to convert this adventure to another system, please consider posting your additions to the Eä RPG and/or Tolkien Moot website(s) so that others may benefit from your work. We will gladly integrate your additions into this document so those that downloads of future versions will have access to the material (with full attribution in the Credits section of course).

player overview

Giants of the Ettenmoors & Beyond

You and your Fellows have been summoned to Riltar, a remote village located about a league south of the dreaded Ettenmoors, and just northwest of the dangerous Trollshaws.

The village is nestled on the west bank of the Metheithel, just north of Sir Morva (river). On a clear day from a high point, one can see a hint of Cameth Brin to the south. The eastern bank marks the border of Rhudaur, now in league with the Witch King of Angmar. Whether brave or foolish, the smattering of farmers and others eking out lives in these dangerous lands, they are a hearty and resourceful lot, and for them to ask for help...

When you arrive at the village you see the damage from something utterly massive. Huge footprints and several smashed houses. Wrecked fields, and entire trees knocked flat. The damage looks somewhat recent.

It is in the small inn, know as the Capering Chair that you and your fellows have become acquainted. You were each drawn here by a letter delivered personall. It read as follows:

Greetings Great Hero of Renown.

Over the years you have proved your skill, valor, bravery and goodness to the world, and your names our spoken of even in my remote village. So I send this letter to you in the hope that you will hear my plea.

Our village has been attacked by a giant. A truly monstrous creature. As I write this, people cower in their homes, hoping that the giant doesn't come again. However we fear it may soon do so.

I implore you! Come with great haste! We hope our village will still be standing.

-Argoth Tule, Alderman of Riltar

Included with the letter was a course a map presenting the location of the village in relationship to Bree, The Last Inn, The Great East Road, the Misty Mountains, and the River Methethel.

Introduction

It is the year 1640 in the Third Age of Middle-earth.

Recent events in the Third Age (T.A.) of Middle-earth:

861 Death of Eärendur of Arnor, who divides his realm among his three sons. Founding of the Sister Kingdoms Of Arthedain, Cardolan, and Rhudaur. The Palantír of Annúminas is moved to Fornost. Thorondur the Magnificent ascends the throne as the first King of Cardolan.

ca. 1000 Sauron stirs once again. The Wizards (Istari) are sent from Aman to Middle-earth.

1050 First mention of the Hobbits in Elven records.

1100 The Istari and the Eldar discover that a Dark Power, known only as "the Necromancer," has built a stronghold at Dol Guldur, in Greenwood the Great, which eventually becomes known as Mirkwood. Attempts to eliminate the horror involve Arthadan adventurers and Elvish and Gondorian troops; they seem successful, but the area is tainted and impossible to garrison. The Necromancer eventually reappears.

1150 Fallohides follow Harfoots into Eriador; Stoors enter Rhudaur and settle in the Angle, between the rivers Bruinen and Mitheithel.

1276 The Witch-king, later better known as the Lord of the Nazgûl, establishes his realm in Angmar. Sauron, now increasing in power and establishing his network of Dark Priests and spies throughout Endor, has determined that the divided northern Dúnedain can be more easily destroyed than their southern counterparts.

ca. 1300 The Hobbits move westward, many settling around Bree. The Stoors become well established in the Angle and the abandoned lands of Eregion.

“Evil things begin to multiply again. Orcs increase in the Misty Mountains and attack the Dwarves. The Nazgul reappear. The chief of these comes north to Angmar.” - LotR Appendices, p.79.

1301-1350 Rhudaur gradually falls under the Shadow, Finally, Hillmen and Dunmen allied with the Witch-king to seize control.

1408-1410 Second Northern War. King Arveleg of Arthedain is killed in the fighting in the Weather Hills; Amon Sûl is besieged and falls, though its Palantir is saved. Arnuminas is destroyed by Angmarean forces. King Ostoher of Cardolan and his sons fall in battle on Tyrn Gorthad. With Elvish help, the Arthedain gathered at Fornost beat back the barbarians.

1409 Angmar invades Arnor. The Fall of Amon Sûl (Weathertop). Though in ruins, Arnorian soldiers frequently stationed here from 1410 to 1974. Afterward completely abandoned.

1601 Founding of the Shire. Hobbits migrate from Bree and form the shire (granted by Argeleb II).

1636 The Great Plague. “The Great Plague Devastates Gondor. Death of King Telemnar and his children. The White Tree dies in Minas Anor. The plague spreads north and west, and many parts of Eriador become desolate.” LotR Appendices p. 80.

current state of arthedain, rhudaur, cardolan, & angmar.

The kingdoms of Arnor have been fractured and in disarray for centuries now, and the Witch-king has kept feeding that to his (and his master's) advantage...

Angmar

Around T.A. 1276 The Witch-King arrived in the North. By 1409 he had destroyed Weathertop, seized Rhudaur, and driven the Dunedain west. Rhudaur is now a vassal. Huge forces are being bred in the wastes and underground pits of Angmar and the northern Misty Mountains. More and more “goblin towns” are springing up farther and farther south along the Misty Mountains and neighboring foothills. The goblins and their ilk becoming increasingly bolder in the face of little resistance.

The Witch-king is patient however, biding his time to have completely overwhelming forces before his final attacks on Arnor still a few hundred years away. But meanwhile his many plots, schemes, and machinations are unfolding bit by bit. In this campaign, the Giants are caught up directly in one of his many threads, especially the eldest brother giant, Tearan, he is a loyal minion of the Witch-king of Angmar, though his youngest brother does not know this, he knows something has “gone wrong with Tearan”, and that “he be a bad influence on me older brother Thistlebaroi who isn't a bad

sort, but is afeared of Tearan.”

Arthedain

Arthedain still stands, but mostly cowering within the halls of Fornost, though the dwindling rangers still (for now) hold the borders against Rhudaur, Angmar, and Cardolan. They do not have the resources or will to protect most of those still surviving in the increasingly wild and inhospitable lands.

Cardolan

Cardolan after the plague and centuries of “petty wars” and civil war, and the Angmarian forces, is a shell of former glory. Leagues upon leagues have been abandoned after the plague. A Gondorian garrison remains in Tharbad to the south, and that area fares better than those to the north.

Misty Mountains

Increasingly hazardous, the Great East Road is no longer the vibrant trading route it once was. Many have moved their trade further south or over the shipping lanes of the southern rivers and oceans, rather than brave the ever increasing numbers of goblins, full orcs, trolls, mercenaries, brigands, and more.

Rhudaur

Rhudaur is very much a loyal vassal to Angmar. It is overrun with Dunlendings, Hillmen, orcs, trolls, mercenaries, and worse. Hidden in the deepest woods are still a few small groups of doughty Druedain (Woses), occasionally killing smaller orc and mercenary units. Most of the woses have migrated south and east toward the White Mountains however.

the adventure premise

“A village is calling for help. They claim a giant “tree man” is destroying the homes around the remote countryside. There is no military available for a great distance. You have answered their letter sent to you by their local leader, pleading with you to help. You are certain they exaggerate, as most rural folk are wont to do, and feel confident you and your band of hearty veterans of adventure, can deal with any lone 'giant' plaguing a remote farming town.”

adventure overview

The *Heroic* Player Characters have been asked to undertake the challenging task of stopping a giant from

squashing local villages and farms. It is only through the combined use of the Heroes experience, insight, wits, clever solutions, and extraordinary skills that this mission might be accomplished.

The characters are initially drawn to the small village by letters sent far and wide pleading for help. The military is far away and hiding behind their walls in Fornost or on expeditions in lands far away, they are not willing to send forces for a small village that has no military or resource significance.

ATTENTION PLAYERS: PLAYERS STOP READING NOW!

**If you are a player and plan to participate in this adventure,
STOP READING NOW!**

Reading any more will ruin the adventure for you!

**THE REST OF THE DOCUMENT BELOW THIS POINT IS ONLY FOR GAME MASTERS /
LORE MASTERS / DUNGEON MASTERS / NARRATORS / STORYTELLERS /
NARRATORS / ETC... EYES ONLY.**

GAME MASTER OVERVIEW

This adventure was written for Tolkien Moot XI in 2015 (<http://www.tolkienmoot.org>). Since this adventure was designed for a 3 day convention setting, it is by design a fast paced adventure, and should suffice as it is for approximately 5-10 sessions lasting 3-5 hours each.

This adventure was originally written for a 3-day convention setting. This module provides between 5 to 10 sessions of game play. Each session lasting between 3-5 hours. If you are using this adventure for your regular gaming group, and would like it to last longer, you may want to move the second and third giants farther north and higher in the Misty Mountains, forcing the players to travel through even more hazards over greater distances. And you may want to add more random encounters, more patrols, scouts of various sizes, and other obstacles to be overcome, avoided, or confronted.

The adventure begins in Arnor, along the old border of Rhudaur. For the extended sessions it is suggested to begin at The Last Inn or else around either Bree or Rivendell, and then travel toward the first village (northwest of Rivendell (Imladris), or northeast of Bree). The most likely route be to on the main Great East Road, and then head north at Iant Methed (the Last Bridge) initially following the course of the Mitheithel

River for many days until arriving at the village.

The Heroic Player Characters will be asked to undertake the challenging task of stopping a huge giant from squashing local villages and farms. It is only through the combined use of the Heroes extraordinary skills that this mission might be accomplished.

The characters are initially drawn to the small village by letters sent far and wide begging for help. The military is far away and hiding behind their walls in Fornost or on expeditions in lands far away, they are not willing to send forces for a small village that has no military or resource significance.

As the Band of Heroes delve deeper, they find out there is not one giant to worry about, but THREE! Each with distinctive characteristics and dangers. This will lead the party farther north and east into increasingly perilous lands at the feet of the northern track of the Misty Mountains, and dangerously close to Angmar. And they will find out they have become embroiled in a plan by none other than the Witch King himself!

It is early spring in the year 1640, the Third Age of Middle-earth.

Remember the season! See the weather chart for details on the climate during this time and in this location. Early spring this far north has very unpredictable and dramatic weather.

player character information & character sheets

Game Masters this year are required to create and provide the pregenerated character sheets for players. In the past we had a bank of volunteers attempt this time consuming task, but many GMs and Players complained about errors in the character creation process for game systems that the volunteers were not familiar with. To resolve this, the Game Masters running their favored system are now required to create and provide the characters.

The down side to this is that we aren't able to create the specific characters people requested through the RSVP form. Hopefully the GM will have created enough of a variety of characters that each players generally desired race/class combination can be met.

For game systems with levels such as D&D & MERP, this adventure is appropriate for 7th to 10th level characters. For non-level-based game systems, you will need to use these levels as an approximate guide for the skill development of the characters.

It is expected that each table will have from 3 to 7 players (not including the GM), with every effort to keep it around the ideal 4-5 players per table (plus the GM). This adventure can easily be adapted to any number of player characters, but it is recommended to be no less than 2.

TOLKIEN MOOT SCHEDULE OUTLINE

gm convention approximate timeline

The "Adventure Days" timeline provided is just a relative guide, the GM is welcome to adjust the actual number of days as deemed most appropriate.

ATTENTION GAME MASTERS:

The Tolkien Moot timeline needs to be closely followed on schedule. However if you wish to start at THE INN, rather than The Village, that is okay as long as session time is kept in mind. Some players may not be able to return to future sessions, so some form of resolution should be experienced with each full session.

This timeline provides an overview of events and timing between sessions that game masters (GMs) should be following during the convention. It is important that you wrap up each adventure segment within the session time allotted. Some of the players participating at tables will vary between sessions, so it is important that resolution is achieved at the end of each session and not carried over into the next session, or wrapped up too quickly. Each session is between 3 to 5 hours. Please watch the time carefully.

1 Pre-adventure (extra session A)

Extra Session Time: 12:00 pm (Noon) to 5:00 pm.

For those GM's opting to run extra sessions. This would be the pre-convention session from 12:00 pm (Noon) to 5:00 pm.

The PC's have received a letter pleading for them to come help a small village, but it is near the very dangerous Trollshaws. They will need to travel through some dangerous lands to get to the village... Recommended starting points:

1. The Last Inn at the Last Bridge on the Mitheithel on the Great East Road.
2. Rivendell (Imladris)
3. Bree.

OFFICIAL BEGINNING OF CONVENTION: FRIDAY 5:00 PM

Main Adventure Session #1

Session Time: ~6:00 pm to 11:00 pm (4-5 hours)

For all Game Masters, this is the first session of the convention. Beginning at 6:00 pm, 6:30 pm, or 7:00 pm and running until 11:00 pm.

Adventure Day 1 – Answering The Plea for Help. The Party arrives at the village.

Adventure Day 2 – The party pursues the (huge and obvious) trail of the giant, but run into trouble with a small orc band along the way.

Adventure Day 3 – The party finally sees and/or meets Thrym the giant. Will they stay the night

and have (or be!) dinner? Remember traveling at night in the Trollshaws is *very* dangerous. The name of the region is not arbitrary.

Post-adventure (extra session B)

Extra Session Time: 11:00 pm to 2:00 am.

For those GM's opting to run extra sessions, this is the Friday late-night session running from 11:00 pm to 2:00 am.

During the night, intelligent and sinister creature(s) sneak into Thrym's home while he is sleeping, expecting to rob him while he slept, but are surprised by the presence of the PC's. Will the PCs silently watch or intervene in some way?

TOLKIEN MOOT DAY 2 - Saturday

Main Adventure Session #2

Session Time: 10:00 am to 1:00 pm (3 hours).

For all GM's this is the second game session of the convention, and the first session for Saturday. This day is usually the highest attendance of participants.

Adventure Day 4 – Early Lunch with Thistlebaroi (Thistle-bah-roy) the older (but not eldest) brother giant. Thislebaroi is very friendly and much more intelligent than his younger brother. He asks the PC's to come to his keep as his guests.

Adventure Days 5-6 – The PC's have returned to the village, or have accepted Thistlebaroi's invitation to visit his castle a few days journey away.

- If the party declined the invitation and went to the village with the good news about Thrym, the party will be rewarded and leave, but the next day a messenger catches up and tells them the giant has destroyed the whole town, and begs the party to come back.
- If the party accepted Thistlebaroi's invitation, they will travel safely for a few days (what creature would mess with such huge giants!), but there is an unpleasant surprise lurking under the pleasant demeanor waiting for the party at his “small” keep.

Main Adventure Session #3

Session Time: 1:30 pm to 5:30 pm (4 hours).

Adventure Days 7-9 – The PCs are either confronting Thrym for destroying the village, or are prisoners of Thistlebaroi.

The PCs will have some dialog with one or the other giant, and will either be traveling with Thrym (unless they are foolish enough to travel through the Trollshaws & Ettenmoors with him!) to Thistlebaroi's Keep, or will be trying to escape from the cage that Thistlebaroi has placed them in, and then trying to get out of the lengthy underground goblin town lair without being detected.

Main Adventure Session #4

Session Time: 7:00 pm to 11:00 pm (4 hours).

Adventure Days 10-13 – The PCs attempt to escape the underground goblin town where Thistlebaroi left them while he went to get his eldest brother Tearen to decide what to do with them. After they escape (fairly easily from the cage, not so easily from the Goblin-town), they may try to gather information about Tearen's (Tear-en (as in to cry, not tear paper)) plans and/or location. The PC's will have their hands full avoiding the many orcs and other nasties as they try to work their way out of the maze of the Goblin-town and onto the surface at the foothills of the Misty Mountains.

Post-adventure (extra session C)

Extra Session Time: 11:00 pm to 2:00 am.

This is for GM's running extra sessions, this would be the Saturday late-night session from 11:00 pm to 2:00 am.

After fleeing goblin town, at sunset, the orcs are on their tail, can they get away.

TOLKIEN MOOT DAY 3 (Sunday)

Pre-adventure (extra session D)

Extra Session Time: 9:00 am to Noon. (3 hours)

This is for GM's running extra sessions, this would be the Sunday morning session from 9:00 am to Noon.

The PC's are continuing to evade the orcs of the goblin town, while trying to find the trail of the giants.

Sunday Main Game Session #5

Session Time: Noon to 4:00 pm (4 hours).

This session is for all GM's. Session begins Noon and ends 4:00 pm.

Adventure Days 14+ - The PCs either escaped the prison and goblin town and pursued Thistlebaroi and/or Tearen, or fled back to Thrym (or elsewhere). Otherwise they have been introduced to Tearen while still imprisoned. They are now transported to his large castle high in the Misty Mountains, but also nigh to Angmar, there he claims to have an important task to complete that requires the PC's attendance, willing or otherwise.

Adventure Days 15+ - The PC's may have recruited Thrym (and maybe Thistlebaroi) to stand up against the tyranny of their eldest but relatively diminutive brother Tearen, and foil his plotted collaboration with The Witch King of Angmar. The party may save not only the village, but perhaps an entire region, from a horrible slaughter being planned. A great battle between 3 giants, scores or hundreds of orcs, and the Heroic Band will determine the fate of the region for years to come...

Officially END of CONVENTION.

Post-convention (extra session E)

Session Time: 6:00 pm to 11:00 pm (~5 hours)

This is for GM's running extra sessions. This would be after the official convention ends at 5:00 pm. Game time can begin whenever, but suggested around 6:00 pm and finish around 11:00 pm.

Post-adventure: After the battle, there is much to clean up, including a band of orcs fleeing to the nearest town for pillaging of resources. Can the band catch up to stop them before they attack the hapless villagers.

END OF ENTIRE CONVENTION

TOLKIEN MOOT DAY I

Thus begins the first day of Tolkien Moot XI!

Pre-adventure Stage A – En Route to Answer the Plea

Adventure Stage 1 – Answering The Plea for Help.

Adventure Stage 2 – Party pursues the (huge and obvious) trail of the giant, but run into unexpected trouble with a small orc band.

Adventure Stage 3 – The party finally sees and/or meets Thrym the giant.

Will they stay the night and have (or be!) dinner?

Post-adventure Stage B – Sneaky Sneaks! - During the night, intelligent and sinister creature(s) sneak into Thrym's home while he is sleeping, expecting to rob him while he slept, but are surprised by the presence of the PC's.

adventure Introduction

Remember the season! See the weather chart for details on the climate during this time and in this location.

See Map #1 – Region Map - <http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/giants-of-the-ettenmoors-beyond-map-1-floor-1.jpg/view>

Early spring this far north has very unpredictable and dramatic weather. This timeline provided is just a relative guide, the GM is welcome to adjust the actual number of days as deemed most appropriate. It is early Spring, Third Age 1640. Tolkien moot Day 1 Pre-adventure The PC's have received a letter pleading for them to come help a small village, but it is near the very dangerous Trollshaws. They will need to travel through some dangerous lands to get to the village...

It is early Spring, Third Age 1640. Calendar: King's Reckoning (Númenórean calendar). (4th month, “new/young/budding”): Q. Víressë, S. Gwirth, Shire: Astron.

Remember the weather of the season! It can greatly impact the adventure, and is very unpredictable and changeable in this location, storms can sweep in within minutes.

See the weather chart for details on the climate during this time and in this location. Early spring this far north has very unpredictable and dramatic weather.

The adventure timeline provided is just a relative guide, the GM is welcome to adjust the actual number of days as deemed most appropriate.

prequel • en route to answer the plea

NOTE: IF THINGS ARE NOT READY, OR NOT ENOUGH PEOPLE TO START THE EARLY SESSION FRIDAY AT NOON, USE THIS SESSION INSTEAD FOR THE FIRST MAIN SESSION FOR FRIDAY EVENING AT 6:00/7:00 PM.

Pre-adventure Adventure...

The PC's have received a letter pleading for them to come help the small village of Riltar, but it is near the very dangerous Trollshaws. The party will need to travel through some dangerous lands to get to the village...

For those GM's opting to run extra sessions. This would be the pre-convention session from 12:00 pm (Noon) to 4:30 pm.

The PC's have received a letter pleading for them to come help a small village, but it is near the very dangerous Trollshaws. They will need to travel through some dangerous lands to get to the village... Recommended starting points:

1. The Last Inn at the Last Bridge on the Mitheithel on the Great East Road.
2. Rivendell (Imladris)
3. Bree.

This document includes information for starting the party at The Last Inn. Feel free to use resources you wish to start from either Bree or Imladris if you wish.

map #2 • the last BRIDGE

See Map #2 Here: Inn of the Late Home Area Map - <http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/giants-of-the-ettenmoors-beyond-map-2-the-last-inn.jpg/view>

(Will printed separately from this document so can be larger paper and full color, and keep this document's file size small).

supplemental adventure (stage a) - Beginning at the Last Inn (faint method)

The Last Inn at the Last Bridge.

Begin with the adventurer's arriving just before nightfall in the middle of a harsh windy sleet storm blowing bitter cold from the northeast. The previous three days saw non-stop cold rain with strong gusts of biting wind from the north and east. This is pretty typical weather this time of year, especially in recent years.

“It was a long road to find The Last Inn at the Last Bridge on the Great East Road. It will only be harder when you leave the Great East Road to follow the small track north along the west side of the Mitheithel (aka Hoarwell river) north to the village Riltar.

The past three days of travel have been absolutely miserable, biting cold wind from the northeast and nearly non-stop cold rain and sleet soaking you numbingly to the bone. Finally, through the diagonal downpour, you see the faint glow of firelight just north of the road. Finally, the Last Inn!”

The innkeeper at this last stop at the edge of the wildlands, welcomes your group once he learns that you are here to help

“Them poor folks living up north in them wild, dangerous lands. They may be a bit queer up there, but they are good enough people once you get to know 'em”.

NPCs of Note

Innkeeper: Michael Bailey – White thick curly hair, clean shaven, pudgy. Cockney-accent. 6' 1” 280 lbs.

Server: Rowenna Bailey (daughter) – 16 years old, average appearance, red hair, blue eyes, freckled. Cockney accent. 5'7”, 105 lbs.

Malcom Dimwater (stableboy and go-fer). 5'4”, 110 lbs. Appears 14 years old, dark hair, dark skin, speaks with strange (“arabic”) accent. He is from far away. (He is actually from Harad, and is a spy for Angmar). Actually 19 years old, actual name Alal Sik'Hamas. Rogue/Thief/Scout (Equiv levels 3-5). He is actually due to report to his higher up this very night just across the river under the bridge at midnight.

Khren the Blighter – Half-orc Rhudarian scout. Meeting with Malcom at midnight under the bridge. Then reports back at Rhudarian camp to the north along the west side of the river.

Michael's wife Elenna died from the plague 2 years ago, Rowenna barely survived. They are still grief-stricken, and considering closing the Inn and heading west, “things just ain't the same since the missus done passed”.

After they PC's rest for the night:

“You had a last good meal last night, and a hearty breakfast this morning, now it is time to set forth on the next, and more dangerous, leg of your journey to the village of Riltar.”

Useful information available with prodding: *“Them folks up north are queer folk, but nice enough once you git to know 'em. They are tough buggers that fer sure. They be either dim-witted or crazy, whatever they be, the be brave fer living nigh just across the river from Rhudaur and twixt the Trollshaws on the east and them Ettenmoors just north.”*

“I head from them a giant - cor blimey the tales they tell! - a giant bigger 'n the trees done stumped a house to bits, and squashed a cow flat with a single step!”

“Orcs been getting' might more aggressive in recent years. Them Northern Rangers got's their hands full trying to keep 'em on the other side of the Hoarwell river. And them dern trolls been seen some nights eyeballing from just over the bridge. I think they getting' up the nerve to cross the water, and might be up to now goods here soon. Me and the daughter been thinking about closing up and headin' west, getting might too dangerous. It was the missus's dream for the Inn in the first place... now with her gone and all.... just don't seem the same... don't seem right... but can't leave her grave alone.”

“Sure, I met the leader o' that village, what's the name o' it, yeah, that's right Riltar... I met their leader, they call 'im the Alderman they do. They say they 'lected him, but no one ever runs 'gainst him neverways. 'Specially since he owns most the lands there. It's not a bad sort. Been here getting' drinks and supplies from time to time. Not too uppity if you take my meanin'.”

“Now that you ask, I ain't seen no one from the village in weeks, despite the break in the weather a few days ago. They be hearty folks, weather don't much slow them down, and there usually be someone a comin' down here every week or so, longin' for some of what we have to drink or smoke that they don't get much of up there. No.... not seen any of 'em for 3-4 weeks now com' to think on' it.”,

“Rumor has it that them folks in the north at the so called 'village', 'fortress' is what I call it, that when they stand on their tower there, they can actually just make out the twisted hilltop of Cameth Brin to the south, across the river that be, in the Rhudaur lands, now they be vassals to that dread lord far up north.”

The PC's will need to head north on the west side of the Hoarwell River (Mitheithel) at The Last Bridge here, since there are not any fords or bridges for many leagues north. They can follow a small horse/foot trail north, roughly parallel to the Mitheithel (river). The trail is plainly visible and does not require any skill to follow as long as the weather holds, but could become lost if more than an inch of snow remains on the ground.

The *known* dangers of these lands are manifold, not the least of which is still the unpredictable and extreme weather. There are rumored to be many more dangers unknown than known, that none have lived to tell the tale.

The known dangers (besides the weather and treacherous terrain) include:

- Trolls (only at night)
- Orcs (mostly at night)
- Hillmen (Dunlendings)
- Woses (Druidain) – rarely actually seen, though a few good sized tribes do exist, they are experts at remaining hidden and leaving little trace of their existence, though the occasional stone Pukel-man can provide warning to those with knowledge, that one should not enter their domain.
- Wights – dark, shadowy mannish forms with eyes akin to faint lights. Normally found in tombs or barrows.
- Lesser Wraiths – bound directly to an object or curse (rather than a place). More free will than wights, and can travel.
- Wolves
- Bears
- Dire Wolf/Warg
- Other dangers as listed in the Random Encounter Chart in the Appendices.

NPC and creature stats available for appropriate game systems in the Appendices.

main adventure stage1 • arrived to answer the plea

TRAVEL NOTE: IT SHOULD TAKE BETWEEN 12 TO 16 DAYS TO TRAVEL FROM THE INN TO THE VILLAGE DEPENDING HOW HARD THE PCS DRIVE THEMSELVES (OR IF THEY HAVE STEEDS) IN RUGGED TERRAIN.

– The PCs have each received a scroll with the seal of some unknown leader of some tiny village near the Ettenmoors, pleading for your help.

See the Handout – Summons in the Appendices section of this document for a version of the summons fit for printing.

The “village” is actually remarkably well fortified, though not surprising considering the location.

Map #3 – The Village of Riltar Area Map

See the Map here: <http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/giants-of-the-ettenmoors-beyond-map-3-floor-1-with.png/view>

The map will be printed separately, and available with the hard-copy version at the convention.

Introduction for the Players (read aloud)

“A village is calling for help. They claim a giant “tree man” is destroying the homes around the remote countryside. There is no military available for a great distance. You have answered their letter sent to you by their local leader, pleading with you to help. You are certain they exaggerate, as most rural folk are wont to do, and feel confident you and your band of hearty veterans of adventure, can deal with any lone 'giant' plaguing a remote farming town.”

“Being the heroes that you are, you cannot turn down such a desperate plea for help. Even if they can't offer much in the way of reward, the notoriety along is probably worth the trip, however miserable the weather has been. But can you really stop something as tall, or taller than, the great forest trees? Bah! You're fairly certain they are exaggerating!”

“Either way, in such dangerous lands as the border of Rhudaur, the Trollshaws, and the Ettenmoors, you will definitely need others to help, this is not a task for just one hero, you will need a band of heroes. The letter indicated they sent copies of the same letter you received to a number of “people of great renown”, else they fear all will be lost. They believe the next “attack” by the giant will happen any day now, and they are frantic. You met your fellow hearty souls at The Inn of the Last Bridge on the Great East Road, and you have already bonded over the dangers that you encountered on the way north to this distant village.”

“You have all traveled far to this remote location near the Ettenmoors of Middle-earth, nestled not far west of the feet of the Misty Mountains, and south of the dreaded Witch King of Angmar's realm. There have been many tales (some of them you may have been a part) about the great dangers of these lands: trolls, goblins, mercenaries, wargs, and worse, abound in these trackless wildlands. And yet, some stout-hearted farmers, ranchers, trappers, hunters, and traders, still cling to their lands eking out a living as best they may, even after the catastrophe of The Dread Winter, followed by The Great Plague.”

“As you come over a rise and around a bend in the road and a copse of trees, you see a tower some distance ahead to the southeast, but then you are distracted when you (or your horses) suddenly stumble in a giant ditch in the middle of the road. As you stop to assess, you realize in awe, that several of the party is standing in what looks like a giant footprint! Looking northwest (to your left), you see another one dozens of yards away, and to your horror you realize there is an all but flattened cow in that huge footprint!”

“You had always assumed giants were about the size of trolls, something huge and dangerous, towering 9 to 14 feet tall, but based on these tracks, and the distance in stride, this “giant” must be as the rumors stated, 'tall as the trees', maybe one or two score feet tall! You being to wonder, what have you gotten yourselves into?...”

“As you step out of the small crater of a footprint, and continue once again on the road, the town getting nearer, you see it is actually a fairly well fortified walled townlet. It is surrounded by tall stone walls, stone towers, and a large 40' tower in the center of the town. The gatehouse has the portcullis and drawbridge drawn up and closed, leaving a 25' wide moat protecting the outwalls. It is nearly nightfall, you are road weary, cold, and would greatly like to get indoors after many days in the cold outdoors. However, you do not see any movement on the walls or lights in the gatehouse. In fact,

you haven't heard or seen a sound of any humanity from any of the homesteads or from the town. It seems dead and eerily silent, your (or your mount's) footsteps squishing too loudly in the mud of the road and uneasy silence. Are you too late? Have they either already been slain, fled,or... eaten!? You do not see any damage to the walls from this side, and they appear to slope down to the large river Hoarwell, aka Mitheithel, to the south. What are you going to do now?"

GM Additional Information

Village Riltar is ringed by fortified stone walls 15' high, with a 40' high central stone tower in the middle of the village of stone halls, and a few 20' high stone towers on some parts of the walls. Also the gateway from the north is a drawbridge over a 25' wide moat. The gatehouse is 25' high.. The central tower was originally built at the peak of the Dunedain rule of the area around T.A. 900 as an outpost. These halls were able to hold more than a 100 people comfortably during the long winters, though a number have since fallen into disrepair since the plague wiped out so many.

Now most of the halls remain empty, and the villagers live in scattered farmhouses spread over the lands with earthen or low (5-10' high) stone walls. Only about 20-30 villagers regularly reside in these halls, though during the worst of the recent winters, attacks by orcs, brigands, Rhudarian & Angmarian mercenaries, and even the odd troll at night, and other issues, the halls are nearly filled back to capacity for short periods.

The leader of this place is the Alderman (Northmen, "Main Chief"), acting somewhat like an elected mayor, though mostly in power because he owns the most land and resources.

Most of the folk in these lands are originally of northern Edain stock, but did not migrate west to Númenor, remaining in these lands over the eons.

On average them men are 6' tall, and the women nigh as tall at 5'11". Blue eyes are dominant, and blond to reddish hair abound. Clothing is utilitarian, generally woolen pants and tunic (or dresses). Some in the more northern reaches and less settled are often seen wearing bear and wolf furs.

GM Note: Accents will vary between Norse/swedish/germanic to scottish/welsh/gaelic/irish.

The Party should arrive around 5:30 pm outside the gates.

The measly 2 "guards", both 70+ year old men, have fallen asleep. One in the gatehouse, one in the nearest tower. In fact, they won't even awaken if the PCs make a racket, nestled comfortably in their deep furs against the cold. If the characters make sufficient noise, **trapper Sventoth**, with a *germanic-like accent* (think Viking) will appear after a few minutes at the top of the gatehouse, calling down

loudly to the PCs to identify themselves and state their purpose, while also kicking the old man, “*wake up Marley you old bag of bones!*” to wakefulness.

Marley speaks with a weak voice with a hint of an *Irish brogue*.

Mackey, the other one in the tower (a cousin) is much stronger of voice, and with a ridiculously (intentionally exaggerated) Irish brogue that is nearly unintelligible, but sometimes slips, especially when he is drunk or just waking up.

NPC and creature stats available for appropriate game systems in the Appendices.

NPCs of Note

Alderman Argoth Tule: Northman in his 60's, salt and pepper hair and well trimmed “respectable” beard. Speaks with a slight “swedish-like” accent (don't overdo it), and generally soft spoken. Stands a respectable 6'5”, though rather gaunt at 150 lbs, but he is deceptively wiry strong. He was an able Ranger in his youth. Equiv level around 8th. Though he seems magnanimous enough, he is actually quite greedy but in a subversive way rather than overt (not like Scrooge). He is two-faced, ready to promise the world like a typical politician, and then making sure others take the blame when things do not go as promised, so very little “sticks” to him. He is greatly distraught about “The Giant Problem”. He doesn't think there is much hope, and can't think of a way to pawn the trouble off on someone else, so the PCs are his best chance at keeping in power. And if anything goes wrong, he can use the PCs as scapegoats, so he is greatly relieved when they arrive.

Argoth resides in the 3rd floor of the central tower. The bottom level is richly decorated, and has been made into a great feasting hall, but also with a raised dias on the far end and an ornate wooden chair nearly throne-like, from which he regularly does business. He will scramble to this location just before the PCs arrive (if he is aware of them). He tries to appear very calm and serene, but anyone with a modicum of perceptive intuition will sense a great anxiety on the verge of bursting forth, his knuckles grip the lionheads of the chair until they are white with strain.

Farmer MacCath: Gruff and firm, but a man of few words. Hardened by decades of hard tilling of unforgiving lands, this burly man, 5'8” 220 pounds, but solid muscle, also about 55 years old. His once red hair and bristling beard all but gone white. (He speaks with a heavy Scottish accent, use lots of “achs, and laddies” when he does actually speak).

Trapper Sventoth: An old friend of the Alderman's, they were both long ago ranger's together, and it was their idea to look for somewhere to settle, when during their patrols they came across the long-abandoned tower that now stands restored in the center of the town, towering majestically above

(in his view). Though an old friend publicly, he has become secretly bitter towards the Alderman because of his increasing dishonesty, and feels Argoth is no longer the person he once knew, but he does not make his feelings known to anyone in the town. If a PC either gets him drunk in private, or somehow gains his trust, he may finally let loose all his frustrations and concerns about Argoth, but again, never in public, and he will publicly deny ever saying anything untoward about the Alderman. Sventoth is the epitome of a grizzled mountain. He stands a towering 6'10", and 350 pounds. In his late 60's, he does have a sizeable belly, but is still very strong, however, he has been feeling short of breath of late, and having pains in his left arm if he exerts too much. He hasn't told anyone of these ailments the past few months, pawning it off on "I am just worryink too much". Speaking with a clipped Germanic-like accent. His hair thick long hair and beard to his belly, are streaked with grey, but still very blonde for the most part. For RPG's using levels, he would be around a 12th level ranger. 5 years ago he had announced his "wanderink dayz are over. Now that I half married Brunhilde... but then a little over 2 years ago, the plague took, and his late start at a family was quickly shattered. He is still a tough man, but it took the wind out of his sails. And though he still leaves to go trapping once again, he doesn't wander very far, and often sneaks back to the house and grave where his departed wife is buried, to privately mourn what might have been. He expects it will not be long before he joins her, and when he gets drunk (more frequently than he used to), he has been known to let others hear his sorrow.

There isn't any formal "Inn" to speak of anywhere near town, but there are a number of large Halls that are generally welcoming to strangers (if they aren't of too strange an ilk that is, in the northmen's eyes).

As the withdrawn village realizes they have visitors, slowly the folk will come out of hiding in ones and twos to gawk at the adventurer's. Blatantly pointing, and clearly commenting to each other on any oddities about them (from the northerner's perspective), but also with hopefully looks on their faces.

The PCs notice there is no one here under the age of 35, and many are well into their 60s and 70s. The plague, orcs, trolls, and other dangers have wiped out the rest. Clearly this village is on its last leg.

The PCs will be lead to the central tower. There a guard, in full Gondorian gear (actually well taken care of, but the wearer clearly does not fit in body type, stature, or manner, this is **Glidiant**, self-proclaimed adviser and herald to the Alderman. He will stand at attention, blocking the doorway with a pike twice his size, that he can barely hold. His 5'5", frumpy frame a comical sight. His high, nasal, almost whiny voice (with a strange twangy sound (like a southerner from west Texas) is completely foreign to this location.

Glidiant is another spy for Angmar. His mission is to slowly wear down the spirits of those remaining. He actually helped poison some of those younger lads and ladies that were starting to

recover from the plague, and suddenly died. He is always whittling away at the Alderman's insecurities, encouraging him to draw inward more and more, and knowingly make increasingly dishonest deals to protect his own interests at the cost of others. This has undermined the spirit of the entire community that used to fully trust the Alderman.

No one except the Alderman likes Glidiant, and both MacCath and Sventoth have threatened many horrid things to him a number of times. Thus Glidiant has worked to further alienate their old friend.

Glidiant has only a vague knowledge that the Giants are some part of the Witch-king's plans, but knows very little. He has only been meeting with a **goblin (“Buguck Bonesplitter”)** north of town once per month (in secret and at night) as his contact for years.

Perception check / sense motive by PC's, if successful, will notice Glidiant is studying every detail of the PC's under his hooded eyes, and is actually scribbling furiously (though discretely) on a parchment, as though writing down detailed description of the PC's.

He is due to meet with Buguck this very night at midnight, and is dismayed that the adventurers have actually answered the Alderman's plea. This will set Bonesplitter on the PC's trail as soon as they cross the river just north of the village following the trail of the giant. His band of goblins will at first just observe the PC's to gauge their abilities. If they see the PC's show some real prowess, he will lay low, sending messengers for reinforcements. If after 3 days he doesn't see anything indicating the PC's are really a force to be reckoned with, he will instead just attack with his troop of 25 goblins. The PC's will likely make mincemeat of them, and as soon as he sees this, Bonesplitter will try to turn tail and flee on one of the wolves, trying to get back to goblin-town to inform them of some “Real trouble brewing”.

While Alderman Argoth is genuinely relieved at the PC's arrival, he wants to lame any blame for failure at their feet, rather than himself.

So though he is happy and welcoming, he will not offer to let them stay in the guest quarters in the tower readily available for “dignitaries”, rather he will ask those in the crowd *“whom amongst you will shelter these valiant travelers for the night?”*

*After an uncomfortably long silence with the villagers looking either awkwardly at each other or the ground, notably avoiding contact with the Alderman or the PC's, Trapper Sventoth will toss his hands up in the air in frustration, exclaiming, “Oi! They can stay with me. You really are a sorry lot not to jump at the chance to help those who have come so far to help us. I don't live in the luxury of this tower... “noticeable stiffening of the Alderman at this for anyone succeeding in the **PC's perception check**, perceive motive, or similar observational/intuitive checks...”what I do have is roomy, warm, and comfortable enough... Alderman, with your permission?...”*

He looks up at the Alderman, intentionally ignoring the cold look with a broad smile.

When the Alderman realizes all eyes are upon himself, he smiles broadly, standing, and states, *“Of course Sventoth, as always your generosity in welcoming others is exceeded by none.”* This is a back-handed compliment meant to imply Sventoth is too welcoming of persons to his bedroom, and especially someone that was originally in a relationship with Argoth, but Sventoth ended up with at some time in the past.

Another perception check by PCs, to notice Sventoth now being the one with a stiffness to his stance and smile behind his beard.

Sventoth nods, and loosening up, beckons for the Party to follow him. As they walk to his place (GM's discretion which building), he asks the party about themselves.

When they arrive, his place is indeed spacious, but not especially clean or well-kempt, and there is a whole wing dedicated to storing, skinning, and other related functions of his trade.

Inside the floors, walls, and ceilings are covered in a hodge-podge of furs & skins of every type imaginable. He will gladly comment on each creature if prompted.

At 11:30 PM, longer after Sventoth has retired to his loft and is snoring softly, Glidiant will stealthily creep up to one of the windows in the ceiling to peer down at the PCs and verify they are all there. If anyone elected to stay awake or keep guard at this time, roll a perception check against a rather skilled sneaker. If successful, they will hear a very slight creak on the roof, and when they look up, swear for a split second there was someone in one of the high windows (leaded glass panes), but they will not be certain it was anything more than a bird or squirrel.

By the time they can go outside to investigate, Glidiant will have left the building. If a PC does quickly go outside within 3 rounds from the sound being heard, then give them a chance to catch a flitting shadow heading north. If careful, Glidiant won't expect to be followed and the PCs can easily follow if making even a basic attempt at stealth.

If Glidiant realizes he is being followed, he will make every effort to disappear and change directions repeatedly before risking trying to get to the meeting under the bridge.

The PC's can, with difficulty hear the conversation under the bridge from across the river, if they are careful.

The conversation basically just recounts the details of the night, and the progress at undermining confidence in the town, and the relationship between the Alderman and his past allies being all but successful.

The goblin will make it clear his camp is a few miles north on the river, and that he will see about “sendin' someone to 'take care of' the little heroes problem *'afore they cause any trouble fer da*

boss.”

NPC and creature stats available for appropriate game systems in the Appendices.

main adventure stage 2 • an obvious trail

The Party tracks the (huge and obvious) trail of the giant, but run into unexpected trouble with a small orc band.

The PC's will have to deal with the giant having knocked down trees, walked through dense forests, thorny impenetrable thickets, sucking bogs, and the sight of the giant's remains from squashing the occasional hapless cow, goat, sheep, or deer, and his easily stepping over the deep, wide, swiftly flowing, icy-cold stream, several times at places that normal sized people would not normally try to cross, as he seemed to wander aimlessly around (he was actually a bit lost at first). His wandering into the village was a complete accident. He mostly didn't even realize the damage he did. He did notice the tower and realized he had inadvertently wandered too far south, and so started to head back.

In the morning when the PC's leave the village to follow the Giant tracks, they will be followed from about half a mile back by two stealthy and experienced scouts, who will flee at the first sign of trouble (but will later resume their tracking though from a greater distance and even more carefully than before).

Since the PC's are likely to travel in the daytime, these scouts should be either Dunlendings, or hill-men, any of which are serving Bonesplitter. If the PCs travel at night, then it can be a pair of elite goblins tracking instead.

The lead goblin and his “crew” will come along during the night, following well-placed markers laid by the scouts. They will refrain from attack for the first few nights to assess the PC's strengths and weaknesses before attacking during the middle of the night, targeting the PC(s) on guard that they believe to be the weakest link(s), and at the time of night they deign the party most vulnerable.

While the PC's are generally looking ahead, either at the giant tracks, or looming danger ahead, they shouldn't at first notice they are being followed at least until the second or third day. Even if they do notice from half a mile away, make it extremely obscure with little-to-no-details, and give the NPCs every chance to seemingly disappear into thin air the PC's try to verify their suspicion they are being followed/watched.

If by the 2nd day after leaving the village, no PC's have successfully detected they are being followed, start to just use phrases like “for more than a day now you have a nagging feeling that you are being watched, even though you can't place it”.

By the 3rd day, one of the scouts slips, and the PC's will hear a rock clatter down a gully, the scouts accidentally getting within 500 feet of the party.

By the 4th day, one (or more) of the PCs will actually catch sight of 2 humanoids about a half-mile back, that quickly disappear into the copse of trees if the PC becomes obvious and/or points.

By the night of the 5th day, Bonesplitter will ready his attack. He will split up his group to form a large circle a half mile away, and then slowly close in around the camped group.

NPCs of Note

Buguck Bonesplitter the goblin. Leader of 15 goblins, 2 Dunlendings, & 2 Hillmen (20 in total including the leader). Was sent down from Angmar to keep an eye on the goings-on along the Rhudarian border, and to make the occasional stealthy incursions west of the river Hoarwell to find out as much as possible about the lands still in the hands of the Dúnedain (for now), but to do so without being detected whenever possible, so no random raiding that will raise attention. To meet this challenging goal (for most orcs), he has an especially robust and experienced motley crew.

Goblins:

1 Goblin Leader (Buguck)

5 Elite goblins

5 Tougher goblins

5 Medium goblins

2 veteran Dunlendings (Names: Tosh MacGaiver & Bast MacThune)

2 moderately experienced Hillmen. (names: Ravensfoot & Bearbane)

NPC and creature stats available for appropriate game systems in the Appendices.

Give the PCs every chance to capture and interrogate whenever possible, rather than just killing every danger in sight. While the goblins won't beg for mercy, the 2 hillmen if overwhelmed and can't escape, will drop their weapons, cower on the ground, and beg for mercy, claiming they were made to serve against their will, that their families would be tortured, slain, or worse if they didn't follow orders. These are all lies. The hillmen in this troupe are especially nasty pieces of work, very sadistic, but won't hesitate to grovel and wait for an opportunity to escape

TRAVEL NOTE TO GM: On foot the PCs in the rugged terrain can't expect to cover more than 20 miles per day. If on horse, if not sturdy mountain horses, they will run the risks twice per day for each ridden animal to throw a horseshoe or injure a foot/leg.

This means it should take them an average of 18 days to arrive at Thrym's house. Do not role-play every day, sometimes just summarize 2-3 days in a narrative. Lots of bad weather misery included though.

If sturdy mountain ponies/horses, then party maximum travel per day during acceptable weather could be as high as 40 miles per day. This means the party will take an average of 9 days to arrive at Thrym's. His brother Thislebaroi visits Thrym about every 8 to 10 days.

main adventure stage 3 • meeting thrym (giant #1)

The party finally sees and/or meets Thrym the giant. Will they stay the night and have (or be!) dinner?

When the PCs near his house, they will smell the wood smoke of his (huge) fireplace, and the roasting meet over several deer on a spit.

Thrym's House

When they are within site of his ramshackle (giant-sized, about 15 stories tall at the peak of the roof, though just a single story for him (not including the small root cellar) hut, if the PCs take time to watch, they will see him come and go, humming rather loudly to himself (horribly out of tune and with a very gravelly voice in a **Norwegian-style accent**), getting water from his oversize well. Going to this his monstrously-large outhouse. Rocking on a giant chair on the front porch. Or inside preparing his food throughout the day.

The house is nestled in ancient woods easily the same height or higher than his house, so it would not stand out from a distance, just lost in the forest unless one was on the back of an eagle looking down from high above.

They see that the giant towers easily 100 feet high! (101' to be exact (barefoot)).

His clothes consist of hundreds of animal furs stitched together. **Each bare foot is about 16' long from heel to big toe!**

A rather ordinary seeming life. It will become clear however, he must be half-blind, regularly bumping into things, and such. And if the PC's try to speak to him, even shouting, he doesn't seem to hear. Someone would have to be on his shoulder screaming at the top of their lungs, unless they use some sort of mechanical or magical aide to boost their volume above normal human capacity, to be heard.

If they speak with him, rather than outright kill him, they will find out he is actually a very nice fellow, though rather slow (about IQ 80).

If the PC's accept Thrym's visit to spend the night with him (advisable), then everything proceeds normally.

Map/Sketch #4 – Thrym's House Exterior

See Map here: <http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/giants-of-the-ettenmoors-beyond-map-4a-thryms.jpg/view>

Map/Sketch #5 – Thrym's House Interior

See map here: <http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/giants-of-the-ettenmoors-beyond-map-4b-thryms.jpg/view>

Dinner with Thrym the Giant?

He turns out to be not only huge, near-sighted, nearly deaf, and quite the simpleton. If the party gets to know him however, they find out he isn't such a bad sort, just oblivious of the harm he is doing.

He sincerely promises to be more careful in the future, and welcome the party to spend the night in his (huge) ramshackle home. He also states one of his two older brothers is expected to visit tomorrow, and he would love for the party to meet him.

He has made two “shishkabob-like” arrangements of half a dozen animals on each giant “stick”, which he gladly offers to share with the adventures (and indeed will feel hurt if they decline).

He will ask them to spend the night, though he doesn't have any guest beds, he does have a large pile of furs (about 20' wide, and 10' high) from which bedding could be made.

He is very excited for them to meet his older brother Thistlebaroi whom visits him every week-and-a-half-or-so. And he would love for them to meet him.

“Thistlebaroi is a great guy! He takes good care o' me. I love him like a big brother, well, cause, he is anyway.”

“Thistlebaroi is always helping the folks in the countryside around him, he really is a great guy! I really hope you like 'im when you meet 'im!”

If his eldest brother Tearan comes up in any conversation, Thrym will get a very somber expression, and mumble in an almost child-like pouty way, things such as:

At this, Thrym reverts to a child-like state, “I don't like to talk about him, he's a meany”, If pushed, he will grudgingly say things like:

“I don't like how mean he is, 'sides, he never comes to visit me anyways -- not that I'd want him to, the big meany!”

“He's mean to Thistlebaroi, but Thistlebaroi still does what Tearan says, else Tearan will beat him up, so Thistlebaroi just does what Tearan says then, even though he doesn't like it.”so far away from family, after ma and pa dies, I was sick of his meany-ness, even though his castle is really nice, and used to be home, I would rather live here than near his bullying. Once I was full-grown he didn't touch me anymore after that one time.... but I still don't like his yellin”

If the PC's decline Thrym's invitation, and decide to head back to the village that night. Leaving the Giant Alive.

Thrym will agonize wanting to go with them, but can't because he has to wait for his brother tomorrow. He will wish them well, try one more time to persuade them to stay, then wave at them as

they walk away.

If it is Friday night and game time is running short, just have them travel unmolested to the town. If there is plenty of more game time, then have them encounter something from the random encounters table on their way back to the village.

The PC's Return to the Village

Depending on how time is running for the GM, they may have a relatively smooth travel back to the village, or the GM can throw in some encounters to remind them how dangerous these lands are. Or the GM can just narrate a quick summary of some dangerous events that occurred on the way back.

When the party returns to the village all appears to be well. Nothing untoward has happened while the PCs were away.

If the PC's admit they found the giant but didn't kill him, but that he assured them he would no longer cause any harm, the villagers will be very upset, and the Alderman will be mostly silent, assessing how to handle the situation from a political perspective.

The villagers will try to persuade the PC's to *“go back and do the job rightly!”*

If they refuse, the villagers will all but riot (but not quite), and curse and boo the *“good fer nothin' cowards”* for not doing the job they claimed they were going to do.

The PC's will be told to leave immediately, and no reward forthcoming *“for no services rendered!”*.

After the PC's left Thrym's, Thistlebaroi arrived as scheduled, and had lunch with his “little” brother. Thrym tells him everything. Thistlebaroi hastily finishes his lunch, and heads quickly back to Tearan's Castle to inform him regarding the adventurers. Tearan doesn't really care, not feeling threatened, but the Angmarian representative, *“would like to meet these brave souls”*, to see if they could be made allies, or else have them eliminated if deemed a future potential threat.

Tearen (manipulated by the Angmarian Sorceress) sends Thistlebaroi to damage the village to try to lure the PCs back. He bypasses Thrym's place and heads straight to the village. He does the damage described in the section *“If the PC's Attacked or Killed Thrym”*, but he goes out of his way not to kill any people or animals, just extensive property damage. While doing the damage, he bellows to the villagers, trying to use his best impersonation of Thrym's voice (though the villagers had never heard him speak), *“THIS IS WHAT YOU GET FOR TRYING TO GET HELP, DON'T EVER TRY THAT AGAIN OR THERE WILL BE MUCH WORSE! IF THOSE 'HEROES' COME BACK, TELL THEM I WILL SQUASH THEM FLAT IF THEY DARE COME AFTER ME!”* Then he exaggeratedly stomps away north over the little river, then east over the big river through Rhudar, trying to make sure

the PCs follow his steps rather than going after Thrym. He doesn't want anything bad to happen to Thrym.

Then a day after the PC's leave, the messenger, in this case the Alderman himself from the village will catch up, escorted by Sventoth. The Alderman will be literally hat in hand, apologizing for how rudely they treated the PC's, and begging them to come back and see the proof of the giant's deception and revenge, and how the PC's must kill him else they will all be slain themselves. He will promise anything to get them to come back (though that doesn't mean he can/will make good on all his promises even if the PCs do as requested).

If the PC's Attacked or Killed Thrym (somehow)

The villagers and Alderman are greatly relieved at the slaying of the giant, and though they claim they do not have much of value, will do what they can to reward the PC's to the best of their ability. Insisting they spend the night in comfort (this time the Alderman will offer the nicer suites of the tower), and a feast will be whipped up quickly that night (or the next if the PC's arrive too late at night).

After all the feasting and celebrating is finished. The rewards bestowed. The PC's will be sent on their way back to the Inn and the Great East road. Feeling as though their mission was accomplished.

Thistlebaroi's Revenge for Any Harm to Thrym

One full day of travel after the PC's leave the village. A messenger on an exhausted horse will catch up to the PCs. The messenger will frantically tell the PC's that *“the giant you supposedly killed came back, and smashed ALL of the houses outside of the town walls! And kicked in the drawbridge into the moat, and smashed the gatehouse! Several folks was killed, and most of our livestock! You've got to come back and finish the job you claimed you did already! Else we're all doomed!”*

The attack was of course Thistlebaroi raging at the slaying of his brother.

When Thistlebaroi visited Thrym the following day after the PC's discovered Thrym, he will instead find the corpse of his “little” brother, and be furious. He will see the evidence of the kinds of people that did it, and suspect the village. In this case, Thistlebaroi does actually kill some people in their homes in his rage. And kills the old guardsman in the gatehouse when he smashes it. Thistlebaroi will then storm back north, and report to Tearan the slaying of their brother.

Thistlebaroi's report will cause Tearan to want to order goblin town to attack the village and raze it to the ground. But the Angmarian representative will talk him down. Instead telling Thistlebaroi to find those adventurers, and bring them to him to face “justice”. *“When you find them, hold them in goblin town and then come get me, then we'll mete out justice they deserve, and avenge the loss of our*

sweet little brother!”

So Thistlebaroi did as instructed and attacked the village. He even takes a quick run down to the Inn at the Last Bridge (though he leaves the bridge itself alone) and attacks their place as well (GM's discretion on if anyone is hurt/killed).

NOTE: He does NOT attack the Inn if he is only doing the damage for Tearan and Thrym is unharmed. The attack on the Inn is only if Thrym has been harmed.

The PC's might hear a loud thumping to the east (across the river) during the night as he passes them.

IF Thrym was unharmed, Tearan heads north then northeast. If Thrym was harm, after attacking the Inn, he instead cuts back straight east over the river Hoarwell, and then northeast across Rhudaur through the thick of the Trollshaws (intentionally), and then northeast to Goblin-town, to await the adventurers (if they survive traveling through the heart of troll-and-orc-infested Rhudaur.

It will take a minimum of a full days hard/fast travel to return to the village. If participating in the extra session, run the Post-Adventure next.

Day 1 Tolkien Moot *Main Adventure Ends Here.*

post-adventure (adventure stage B) • sneaky sneaks!

This section is for the Game Masters provided extra gaming sessions beyond the normal “Main Adventure” sessions. This would be the Friday 11:00 pm to Saturday 2:00 am session.

If the PC's stayed at Thrym's for night.

During the night, intelligent and sneaky creature(s) slink into Thrym's home while he is sleeping, expecting to rob him while he slept, but are surprised by the presence of the PC's.

Pick some nasty combination of 6 Mercenaries and/or bandits from the Hillmen & Dunlendings encounter tables. They are looking for the golden harp, and other valuables that their mother's tales told of when they were kids. They should be pretty high level, experienced warriors and scoundrels. In a one-on-one fight with the PC's, they should be about 75% the strength of the PC's.

When they heard there was a giant wandering, they tracked it here, not wanting to kill, just hoping to get rich easily by sneaking in and out. They will of course be very disappointed at what they find, unless they PC's leave them along long enough for them to discover the huge trapdoor in the floor near Thrym's bed.

They can slowly open it, and find mostly foodstores, but searching they find (huge) boxes with gold, jewels, and more. A kingly sum of treasure that Thrym has accumulated over the centuries (giants live a very long time normally). He always liked shiny things. Much of the “treasure” turns out to be cheap baubles, but there is still a fair amount that turns out to be valuable, though it will take hours to pick through and find the real treasure from the shiny junk.

The thieves are willing to offer to “share the loot” if the PC's will help them search and/or open the trapdoor, and/or haul out the treasure.

They would rather not fight, especially out of fear of awaking the giant, but will do so if cornered.

If the giant wakes up, they will make every effort to flee as fast as possible. Their childhood stories told of giants biting heads off for fun!

If they do flee, they will only go a few miles away, then recollect themselves, and scheme a plan to come back and attack the PC's, and find/get the giant's treasure. Even a plan to try to kill the giant while it sleeps...

If the PCs did not spend the night at Thrym's

Somewhere on the road after leaving the village, the group from above, instead of sneaking up on the Giant, try to sneak up on the PCs to rob them the first night out from the village (this is before someone from the village comes after them begging them to return).

TOLKIEN MOOT DAY 2

Summary

What happens to start out this session is contingent on what happened during the previous Tolkien Mood day's adventure.

Determining factors for each stage are:

Main Adventure **Stage 4**

The PC's spent the night at Thrym's and had the early Lunch with Thistlebaroi the older (but not eldest) brother giant. Thistlebaroi is very friendly and much more intelligent than his younger brother. He asks the PC's to come to his keep as his guests (though he intends to imprison them for his brother).

If the PC's attacked or killed Thrym, then the PC's are now returning to the village after a messenger caught up with them telling them the giant caused more devastation after they left. Or they have arrived at the Inn and found it ruins.

If the PC's did not spend the night at Thrym's and returned to the village, but did not harm Thrym. The PC's will be a day or two away from having left the village (heading south to the Last Inn), when the Alderman himself catches up and pleads with them to return, since the giant did attack still

despite their assurances.

Adventure **Stage 5**

The PC's have either returned to the village after the second giant's attack, or have accepted Thistlebaroi's invitation to visit his castle a few days journey away (for him).

- If the party declined the invitation from Thistlebarois, and went to the village with the “good news” about Thrym promising not to attack, the party will be scolded and forced to leave by the mob. When the PC's arrive at the Last Inn, they will find it in ruins. If they double back to the village, they will find it has suffered the second attack. They will need to either go back to Thrym's and confront him (and find out he insists he didn't do it), or directly follow the tracks made by Thistlebaroi (noticeable that they are footprints of shoes rather than Thrym's bare feet. Thrym will refuse to accept that his brother did anything, and refuse to go with the PC's after him, and beg them not to hurt him. A few days after they leave, he will have a change of heart and try to catch up to them to help (but will arrive only after the PC's have just escaped from Goblin-town). The party will be traveling through the extremely dangerous lands of The Trollshaws and The Ettenmoors, and occupied Rhudaur!

- If the party accepted Thistlebaroi's invitation. The village and Inn will remain unharmed. They will travel safely through otherwise terribly dangerous lands (what creature would mess with such huge giants!), but there is an unpleasant surprise lurking under the pleasant demeanor waiting for the party at his “small” keep.

Adventure **Stage 6**

The PCs are either traveling through the dangerous lands following Thistlebaroi's tracks, or are already prisoners of Thistlebaroi in the cage at the goblin-town.

Adventure **Stage 7**

The PCs attempt to escape the underground goblin town where Thistlebaroi left them while he went to get his eldest brother Tearen to decide what to do with them.

Extra Adventure **Stage B**

Tolkien Moot extra adventure session: After fleeing goblin town, at sunset, the orcs are on their tail, can they get away. Will they run into Thrym? Thistlebaroi?

main adventure stage 4

If the PC's did not kill or attack Thrym and spent the night with him, and stuck around to have lunch with Thistlebaroi, read “Meeting Thistlebaroi”.

If the PC's did not kill or attack Thrym, but either left that evening, or early the following morning, and did not stick around to meet Thistlebaroi, read _____

If the PC's did attack but not kill Thrym, read “Thistlebaroi's revenge for Thrym option A.”

If the PC's did succeed in killing Thrym, read “Thistlebaroi's revenge for Thrym option B.”

Meeting Thistlebaroi (Giant #2)

Early Lunch with Thistlebaroi the older (but not eldest) brother giant. Thistlebaroi is very friendly and much more intelligent than his younger brother. He asks the PC's to come to his keep as his guests.

Thistlebaroi the giant towers easily 75 feet high! (76' to be exact when barefoot, but he wears low soft boots made of wood and fabrics).

His clothes consist of multicolored thick fabrics skillfully sewn. While up close a motley array of colors, but from a distance a generally grayish-brown color (think something along the lines of tweed).

Each shoed foot is about 13' long from heel to toe!

Thistlebaroi comes across as a very affable and likeable fellow. Not overly boisterous, nor terse. Seeming more interested in what others had to say than talking about himself, and when talking about himself, doing so in a pleasant slightly (but not overly) self-deprecating humble manner.

A “Detect evil” success will not find an affirmation.

A “sense motive” will indicate that there is more to him than meets the eye, but it is not clear what that is. Since he indicates he would like their help, it may just be associated with the task he is asking them to engage in, but that he needs them to come with him to his keep to show them something so that then the request will make sense, otherwise it will be meaningless to them, and he would like to get to know them first, before revealing something very important to him. He assures them it will be very much worth their while on many fronts, and very important if he deems he can trust them with this very important task. A nice travel across the countryside to his keep he assures them, will help build that trust. Nothing like time in “the great outdoors” to build companions.

If they speak with him, rather than outright kill him, they will find out he is actually a very nice

fellow, and about average intellect (about IQ 100).

Thrym will explain that “Thistlebaroi's keep is much nicer than my little place, though not quite as nice as home... though Tearan has turned that into a big castle, he has made it all about fighting and other bad stuff...” Thrym's trails off sadly, and doesn't want to talk anymore about that. Switching back to how great a place Thistlebaroi's place is, and they should definitely go with him.

Thistlebaroi will invite them to come with him back to his keep. “It's only a few days journey east” (he is forgetting that he can easily travel twice as fast as the PCs).

If the PC's Spend the Night With Thrym, but Decline Thistlebaroi's Invitation to go with him to the keep...

After lunch with Thistlebaroi, and one more attempt by him and Thrym to politely request they accompany Thistlebaroi to his keep, if the PC's still decline. Then they are noticeably disappointed, but kind and polite in their let-down. They wish the adventurers all the best in their travels, and wish them to be safe on their return to civilization. And make it clear they will always be welcome in either of their homes if they are ever up this way again.

After the PC's leave, Thistlebaroi will make haste to Tearan's castle. It will take him a few days (though far less than the PC's could hope to travel) to get there. Tearan will be furious with Thistlebaroi for not bringing the PC's to him as per the Angmarian representative's orders. He beats up Thistlebaroi, splitting his lip and blackening his eye. Tearan orders Thistlebaroi to go back to the village, and destroy the outer houses as a means of luring the PC's to Thistlebaroi's place.

He will manage to get back to the village (bypassing Thrym's place), just a day after the PC's leave the village after informing the village that they are now supposedly safe, even though the PC's now know there is not one, but maybe 2 or 3 giants in the area.

A day after the PC's leave the village, read the portion from the previous section with the messenger frantically catching up to them and begging for them to come back.

In this case, Thistlebaroi caused the damage in the hopes of luring the PC's to his place. His footsteps being shoes rather than barefoot, are an immediate give-away to the PC's (though not to the villagers), and the trail leads into Rhudar east, straight through the Trollshaws, and then northeast to Thistlebaroi's Keep, rather than to Thrym's place (if they follow the trail).

If they return to Thrym's he will know nothing about Thistlebaroi's actions, and will not believe that his brother would do something like that. He will become increasingly upset and defensive about any accusations against his brother, and ask them politely, but most-upset, to leave him alone.

A few days after they leave, he will feel bad enough, and go to Thistlebaroi's to confront him about the PC's accusations. He may show up right as the PC's escape the goblin-town. He will apologize to the PC's, and go with them to confront Thistlebaroi. But he won't be in his keep, he will be at Tearan's. Thrym does NOT want to go there, but will do so if persuaded by the PC's.

They will run into Thistlebaroi coming down the mountain from Tearan's castle, about a half days (human/horse) distance from Tearan's castle, heading back to Thistlebaroi's Keep. Thrym will confront him awkwardly, not wanting to upset Thistlebaroi.

They will notice that Thistlebaroi has a fading black eye and cut lip.

Thistlebaroi will grudgingly admit, and explain he was “just following orders” by Tearan, after Tearan beat him up. He will slump his shoulders, and Thrym will come over and pat him on the shoulder awkwardly.

adventure stage 5 • on the trail with/of thistlebaroi

“Adventure Stage 5 Option A” assumes the PC's have have accepted Thistlebaroi's invitation to travel with him and visit his keep “a few days journey away” (for him). If the party accepted Thistlebaroi's invitation, the village and Inn will remain unharmed. They will travel safely through otherwise terribly dangerous lands (what creature would mess with such huge giants!), but there is an unpleasant surprise lurking under the pleasant demeanor waiting for the party at his “small” keep.

“Adventure Stage 5 Option B” assumes the PCs declined either to meet Thistlebaroi initially, or declined his invitation when they met him at Thrym's. If the party declined the invitation from Thistlebarois, and went to the village with the “good news” about Thrym promising not to attack, the party will be scolded and forced to leave by the mob. When the PC's arrive at the Last Inn, they will find it in ruins. If they double back to the village, they will find it has suffered the second attack. They will need to either go back to Thrym's and confront him (and find out he insists he didn't do it), or directly follow the tracks made by Thistlebaroi (noticeable that they are footprints of shoes rather than

Thrym's bare feet. Thrym will refuse to accept that his brother did anything, and refuse to go with the PC's after him, and beg them not to hurt him. A few days after they leave, he will have a change of heart and try to catch up to them to help (but will arrive only after the PC's have just escaped from the goblin-town). The party will be traveling through the extremely dangerous lands of The Trollshaws, The Ettenmoors, and occupied Rhudaur!

Adventure Stage 5 Option A - A Simple & Safe Journey

This option assumes the PC's have have accepted Thistlebaroi's invitation to travel with him and visit his keep “a few days journey away” (for him).

Since the party accepted Thistlebaroi's invitation, they will travel safely for the entire journey to Thistlebaroi (what creature would mess with such a huge giant!), but there is an unpleasant surprise lurking under the pleasant demeanor waiting for the party at his “small” keep.

Each day the giant wanders ahead, but after awhile slows down and waits for the party to catch up. He repeatedly apologizes for forgetting how much harder it is for them traveling “down there”.

If the PC's ask him to carry them, he will complain he has a bad back (a lie), otherwise he would gladly do so. Generally any dangerous

On the second-to-last day into their uneventful travels with Thistlebaroi, the PCs will once again see him walking ahead, getting far ahead of the party. He ignores any calls out to him (not unusual, it is hard for him to hear them clear down there). However, this time he does not wait for them, and once out of sight, he jogs ahead, going as quickly as he might to goblin-town to tell them to prepare for him. Then he jogs back, only out of sight for a few hours. He once again apologizes for losing track of them. Letting them know they should arrive at his place on the following day. He explains they are not out of the truly dangerous parts, shows them a wonderful place to make camp that has waterfall, is easy to guard well, lots of firewood, etc. Then he explains he wants to go ahead to his keep to prepare food and bedding for them. He tells them he will meet them again about two hours after sunrise, and escort them to his place where they can have a “grand welcoming feast” all afternoon and into the night. He expects they should arrive a little after Noon.

He will bid them well, and head off.

The GM can roll for a random encounter if desired, but otherwise nothing untoward happens while the PCs camp, though feel free to make them feel very vulnerable, with lots of sounds of animals and large creatures in the woods and hills about, to make them jumpy!

Thistlebaroi jaunts up to his Keep, and quickly prepares things for dinner. He has many Hillmen

and Dunlending slaves. He doesn't actually want them (as slaves) but his brother insisted he make use of them. They report back to Tearan regularly. Thistlebaroi is much kinder to these “slaves”, and they are mostly grateful compared to being under the abuse of Tearan. But they are still not grateful to be slaves, however well treated.

They don't dare run away though, Tearan told them, and then demonstrated, that for every slave that runs away, he would line them all up, and make them watch as he big the head off of 5 slaves (while conscious and living). So no one has dared even talk about escape after that horror. Thistlebaroi does not know about this threat or demonstration. He suspects they are spies, but doesn't know.

He tells the slaves to get in their best clothes and prepare a wonderful feast. He then talks to the head cook privately, and tells the cook to carefully prepare a 3-part sleep-inducing-drug. It requires consuming One of the drinks (water, wine, beer, ale, milk, or mead), one of the appetizers (vegetables, cheeses, etc.), and one of the main courses (vegetables, beef, pork, pheasant, quail, fruit, or fish), in order to take effect. Thistlebaroi, due to his size, will of course be eating his own “giant's version” of the mill, but it will of course not be drugged.

Adventure Stage 5 Option B - A Difficult & Dangerous Journey

This option assumes the PCs declined either to meet Thrym initially, or declined his invitation when they met him at Thrym's.

Since the PC's either did not wait at Thrym's to meet Thistlebaroi, or declined Thistlebaroi's option to have them come with him to his keep, this adventure begins after the PC's have been either notified by the Village messenger (or The Alderman himself) that another attack happened on the village, and to come back at once, and then follow Thistlebaroi's trail (or head straight to Thrym's without following the trail). Or the PC's arrived at the Last Inn to find it in ruins, and either followed Thistlebaroi's trail there, or headed back up to the village and then continued from there. Even if Thrym was never harmed by the PCs, he will still refuse to go with them, resenting and not believing their accusations against his brother.

At this point their only real option is for the PC's head through the thick of Rhudaur, The Trollshaws and The Etternmoors (even if following the Mitheithel/Hoarwell River, they will still effectively be in the borders of all three) without the benefit of escort by Thistlebaroi or Thrym!

Few places in Middle-earth being more dangerous, the PC's are going to have a very tough time of it!

Even though this could just be non-stop random encounters, as the GM, keep trying to find opportunities to build tension but pass several days of travel without an actual encounter (just many

noises and other signs of the dangers lurking everywhere), providing as many chances as possible for the players to **ROLE-play instead of just ROLL-play**.

If they run into Rhudarian soldiers, try to have some dialog rather than just hack and slash.

If they run into Trolls during the night (there are many here!), remember the situation with Bilbo, the Dwarves, and the 3 trolls Bill, Bert, & Tom (cockney accents).

A little side note about trolls, supposedly “Tolkien described the troll's foot as flat and toeless.” - https://en.wikipedia.org/wiki/Troll_%28Middle-earth%29 (I haven't confirmed this).

Remember that spies from Angmar also abound, and there are hundreds of orcs throughout the area, growing. Some part of Angmar military, others just wild tribes being allowed to grow for now (to be later conscripted into the military when the Witch-king is ready to make his move).

Eventually the trail will lead the PC's to either the goblin town or his keep (see the earlier adventure stages regarding what Thistlebaroi does in response to the PC's actions, to determine which trail the PC's are following).

If they arrive at the keep, obviously there won't be a feast ready.

If the PC's had been kind to Thrym...

If the PC's were kindly to Thrym, then Thistlebaroi will welcome the PC's, and tell the servants to whip up the described feast while he and the adventurer's talk in the main hall, watching everything be frantically setup. He will insist on the welcoming feast no matter the protestations of the PCs.

Even if the PC's are initially hostile, he will make every effort to be affable and non-confrontational.

If they claim he did the attacks, he will put his hands up in protest, pleading both ignorance and innocence about the destruction. When pressed, he will try to pin the blame on his eldest brother, saying things such as:

“I don't rightly know who would do such a thing, I know Thrym would never intentionally do so, and if he gave his word, you know it is worth gold, he would never break it.”

“I certainly didn't do anything so terrible as what you describe.” (detect lie moderate difficulty)

“The only one I can think of might be my eldest brother Tearan. He does have a bit of a temper, but I don't know why he would wander so far from his castle, he doesn't like to travel. I could talk to him tomorrow to find out what he knows.”

“Meanwhile, please accept my hospitality after what must have been a terribly difficult journey. You are safe now, and we will see that you are well-fed and taken good care-of.”

Then jump to “Thistlebaroi's 'Welcoming Feast'”.

If the PC's had been hostile or harmed Thrym...

If the PC's are openly challenging to Thistlebaroi, and he knows they are the ones that harmed or threatened Thrym. He will be a very different person with the PC's. He will yell at them for anything they did or threatened to Thrym.

If they harmed or killed Thrym, he will immediately shout for his (goblin) guards to come to him and attack (there are 40 in the keep), and will run to the central hall and begin pulling on a huge cable to the top level, which will ring a giant bell at the top of the keep, which can be heard both at the goblin-town, and at Tearan's Keep each being leagues away (it is rather deafening to all but Thistlebaroi while being rung for 15-30 seconds.

Thistlebaroi will tell the orcs to try to take the PC's alive, and then will run out the rear entrance and begin running up to Tearan's castle to report. Hoping the orcs can take the PC's but not taking a chance especially if they had killed his bigger younger brother.

Thistlebaroi's Keep

The keep sits on the higher foothills of the west side of the Misty Mountains. It is nestled in a massive canyon, sitting atop a high hill in the center of the canyon, surrounded by a large river split in two by a small island. It is “only” a giant's keep, but well appointed.

Map/Sketch #6 – Thistlebaroi Keep Viewed from Afar

Here is a link to a sketch of an exterior view of the area around Thistlebaroi's Keep as viewed from the southern canyon wall looking north: <http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/thistlebaroi-keep-exterior-sketch-20150714b.png/view>

The giant accesses it from a ford (for a giant only) along the southwestern portion of the island connecting to the southern canyon wall and a steep slope up to the canyon top. Everyone else must use

a boat if not accompanied by a giant.

The water at the ford is “only” 10' deep, while elsewhere it is between 15 to 30' deep, with the deepest on the north side of the river.

The keep has the main floor and 2 additional upper stories, plus two sub-levels in the hill. All these levels are to scale for Thistlebaroi, so each “level” is about 80'! This means the tower is 320' above the top of the hill (plus the added height of the hill being about 200' above the surrounding river and canyon floor.

To accommodate this huge height, he had to use a Ziggurat-style construction. It is all encompassed in one huge tower, there are no outer walls, other than the natural barriers of the outer canyon walls, the rivers, and the height of the hill.

Additional visualizations of the keep below.

Map/Sketch #7 – Island view of Thistlebaroi Keep

<http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/thistlebaroi-keep-closer-area-sketch-20150715.png/view>

Map/Sketch #8 Main Floor Plan of Thistlebaroi Keep

<http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/thistlebaroi-keep-interior-sketch-20150714b.png/view>

thistlebaroi's •welcoming feast•

While the PC's do not see any soldiers, clearly there are people around (out of sight). The doors to the keep were closed when the PC's began the climb up the hill, but as their come within 200 feet, the 80' tall doors groan open on huge hinges revealing the massive entrance hall...

Thistlebaroi takes the PC's down the hall to the center of the ziggurat-sic-keep, where the main feasting hall has been setup with plates, etc. While his huge table and chair sits in very center with the most headroom, the PC's are seated to his right (a place of honor) at a very long table large enough for 20 people at a time.

Currently there are only beverages and appetizers placed about the table. He bids them be seated, and enjoy their favorite refreshments and snacks while the main course is prepared. He will

engage in friendly albeit shallow discussion for 15 minutes, asking the PCs to talk about themselves and their adventures as much as possible, waiting for all of the PC's to imbibe of at least two item categories (1 from drinks, and 1 from appetizers). He will be heartily drinking and nibbling while talking or listening. If anyone is refraining, he will offer a toast to the PC's (which would be very insulting if anyone refused to go along with him), the toast: *"To a wonderful new friendship!"*.

Once he believes everyone has had 2 items, he will then snap his fingers once (quite loud due to his size), and shortly thereafter 20 servants will come out from all 4 directions. Half (10) will scurry ahead to clear the table to make room for the main course, and then moments after the other 10 will arrive laden with many items. The servants take several trips to place all the plates, fine silver, fresh goblets, and more, upon the table.

Thistlebaroi will encourage the feasting for a full hour or more. Again offering another toast mid-way through, his cheeks are now rosy with the literally gallons of wine he has been consuming, and starting to speak with a slight slur: *"To new mutually beneficial alliances, may it never go awry!"* They PC's should believe he means them, but really he is talking about his brother's alliance with Angmar, and how nervous he is with that alliance. A moderately challenging Sense Motive or Perception-related check should indicate to the successful PC that there seemed to be more to that toast than at first seemed.

List of Drinks

- Ale
- Beer
- Honeyed mead
- Mountain goat's milk
- Mulled wine
- Water
- Wine

List of Appetizers

- Breads
- Cheeses
- Dried fruits
- Nuts

- Tomato & Spinach soup
- Vegetables

List of Main Course

- Cooked Vegetables
- Baked squash in rich butter and seasoning
- Roast lamb
- Pork
- Pheasant
- Quail
- Trout
- Salmon
- Cooked Fruits

List of Deserts

- Apple pie
- Baked, sliced apple sprinkled with cinnamon
- Custard
- Fruit tarts
- Steamed bread pudding
- Tangy plum crumble

Consequences of the Feast

Note that this sleep-drug is both natural and magical in makeup, with some help from the Angmarian sorceress at Tearen's castle. A “detect poison” will not detect the concoction to poisonous. A layer of the magic is also in place so that herbs used will affect even those normally immune to poisons. A “detect magic” will indicate a slight trace of various magics (to resist detection, to resist removal). If confronted, he will explain his cook uses “subtle magics in her brilliant recipes that give it that extra bit

that makes it more nutritious, healthy, and tasty.” (detect moderate lie).

If anyone consumes one item, they get an easy save check, if they fail, they will be very drowsy in a little over two hours, but can remain awake though at 25% impairment to all abilities and stats. If they succeed in their save, they are lightly fatigued, but not impaired.

If anyone consumes two of the items, they get to save vs. poison to resist the sleepiness about 2 hours later. If they succeed, they are very drowsy but can remain awake if they choose. If they fail, they fall asleep.

If they consume all three items, then there is no save/resistance roll. In about 2 hours after consuming the first item they will be drowsy, and shortly after that, they will fall soundly, drug-induced, unconscious.

To observers it will seem to be a gradual nodding-off and just seem like a post-feast food nap, but no one will be able to awaken them once they doze off. And no one will be able to keep them awake longer than three hours after the third item was consumed.

If any of the PC's remain conscious, Thistlebaroi will apologize profusely, and beg their forgiveness (and is genuine in his regret, but he is more afraid of his brother Tearan). Then he will snap his massive fingers, and 20 goblins will come out from the upper surrounding balconies with crossbows and shortbows, and another 20 will come out on the ground floor with hand-weapons drawn. Thistlebaroi will make it clear he does not want to hurt them, but that they are his prisoner, and that if they do not cooperate, he will order the archers to shoot those lying unconscious, and the hand-weapons to be used on the conscious PC's.

If the conscious PC's cooperate, they will be disarmed, and stripped down to their plainclothes, thoroughly searched for anything hidden. While 3 guards stand in front of each PC, with weapons pointed right at them, another orc will walk behind, and using a long needle, look for exposed flesh (such as neck or arm, and quickly poke it. It is a concentrated version of the knock-drug. If the PC succeeds in save/resistance roll, they will feel extremely drowsy but be able to stay awake, though functioning at at 50% impairment to all abilities, faculties, and stats (physical and intellectual). They can pretend to be unconscious and still fight for conscious if they claim to wish to do so. If they fail the roll, they pass out in 3 rounds, and will take 4 hours longer to be awakened than their compatriots knocked out by the food version.

Meanwhile the unconscious PC's will have their weapons and packs removed (and any valuables like jewelry), but will remain clothed, and not as thoroughly searched.

Once all the PCs are unconscious, the orcs will bring handcarts and pile the PCs unceremoniously on top of them, 2-3 PCs per cart. And an additional 2 carts with all their gear just piled on (minus all jewels/gems/coins as the goblins pocket those).

Then the goblins will form a convoy of carts and head out of the keep and head directly to the dangling prison cage in goblin town. Meanwhile Thistlebaroi will head to Tearan's to inform him of the capture.

adventure stage 6 • prisoners in a cage.

The PC's are now “guests” of a goblin-town that answers to Tearan the Giant. The PC's have the “privilege” of the specially designed cavern for exceptionally important prisoners, personally designed by Tearan. Below are some relevant maps/sketches.

Map/Sketch #9 - Exterior View of Goblin Town

<http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/goblintown-exterior-20150715c.png/view>

Map/Sketch #10 – The Cage Cavern

<http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/goblin-cage-cavern-with-giant-door20150715c.png/view>

Map/Sketch #11 – Floor Plan of a Goblin-town (labeled)

This map is for the GM's eyes only: http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/goblin-town-dungeons-floor-1-overview-map-cropped.png/image_thumb

Map/Sketch #12 – Floor Plan of a Goblin-town (unlabeled)

If you would like to help the PC's keep track (if you are not drawing in battle mat or the PC's are making a map (may not have grabbed supplies from jailer room), you can use this unlabeled map and just reveal portions of it a bit at a time, or if the GM would like the PC's to find a map of the town, this is an unlabeled one:

<http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/goblin-town-dungeons-floor-1-overview-map.png/view>

The PC's come to consciousness in a metal 20'x20' cage, dangling 70' in the air suspended by a massive chain connected to pulleys in the ceiling and walls, working down to a large winch coiling up the extra chain, and locked into place simply with a piece of wood wedged between the winch's 4 pull handles.

Beneath the cage, in the floor is a 40' wide by 40' deep square pit filled with gleaming spikes of many sizes from several feet long to the size of needles, all with an unpleasant looking ichor on the tips.

Here and there on the floor in various corners are piles of bones from a variety of creatures, some appear to have been humanoid.

The nearer door (northeast) is 80' tall and 30' wide. There is no sign of a door handle or ingress/egress or window in the massive door, though some pale light peaks through under the floor crack (about 1" high).

Farther away (to the north) there is a more mannish-sized door. It also shows no sign of door handles, locks, hinges, etc., and a yellowish (firelight?) leaks in where the door meets the floor (1/4" high).

The light leaking out under the doors is the only source of light in this cavern, though there is an unlit metal (oil-based) torch in a sconce on the wall between the winch and the giant door.

The cavern ceiling is approximately 120' high. The cavern is very irregularly shaped, with the

longer east-west length measuring about 270', and the width north-south at 220'.

Outside the humanoid door is the goblin lead jailer, personally responsible for the protection and care of the PC prisoners. If anything happens to them, this jailer will suffer significantly at the hands of either Tearan himself, or the goblin-town chief.

Though this seems an inescapable situation to the goblins (and giants), any rogue/thief worth their salt can easily get out of this challenge. The bars are irregular in their spacing, and anyone of exceptionally high strength (90% percentile or higher), could with difficulty bend them a few inches apart, making it feasible for smaller/skinnier folks to easily squeeze through any of the bars (sides, top, bottom), all except the door (one side), which is heavily reinforced and unyielding, short of super-hero strength (100th percentile).

Once through the bars, then what? Since all/most of their gear is elsewhere, everyone being stripped down to their small-clothes while they were unconscious. The escapee could potentially climb on top of the cage, then shimmy up the thick chain in the cage's top, to the ceiling pulley 20' above. Then use the perpendicular chain to the far wall (about 70' from pulley to pulley horizontally).

Then from ceiling pulley down to winch is about 75' vertical. The winch requires both mass and strength to move in a controlled fashion. If the PC just wants to be careless, they can with a moderate strength pry the pieces of lumber keeping the winch in place. When the last one is removed, if the PC isn't heaving enough and/or strong enough, the entire cage will plummet into the spiked pit, likely killing most of those in the cage!

The cage itself weights 500 lbs (including the chain), plus the total weight of the PCs. The multiplying effect of the pulley-chain-winch system helps, but is designed to be used either by a giant, or at least 4 hefty-weight-and-strength goblins, and usually only houses a few people at a time.

If the PC is careful in lowering the cage, they will need to figure out how to get the rest of the party out somehow.

Close inspection, successful "hard difficulty" perception or related check, along the edge of the pit (must be out of the cage to see), shows scuff and drag marks on the cavern floor that seem to indicate some very large planks (41+ feet long by about 5' wide), maybe 4 of them, appear to be slid across for the cage to be settled on. The drag marks actually head towards the smaller human-sized door rather than the giant door. But there is no sign of them inside the cavern. They are located in the jailer's area on just the other side of the door.

Both doors have no keyhole or hinges on this side. They are simply barred from the other side, meant to swing away from the Cage Cavern. The giant door is held fast by nearly the entire length of a good sized tree the giant just plops into the bar slots.

The human-size door has two 2" thick slider bolts, at the 1/3 and 2/3 heights on one side, opposite the two hinges. While the door is very sturdy, poor smithing the day the hinges and bolts were made, have actually made them "pop metal" and susceptible to fracture easily.

Anyone with an 80th percentile or higher strength, or weighing 300 lbs, and charging the door, could have a one in three chance of snapping an item each attempt (order of the 2 hinges and 2 bolts is GM's discretion). Several party members together could also have a similar effect. For every 100 pounds above 300, the chance to snap an item adjusts by 1. For example, 400 pounds = 1 in 2 chance (50%), 500 pounds = each time.

The giant door is generally physically impossible for any normally size humanoids to open (short of some very powerful magic).

(Area #2) If the PCs do somehow manage to open the giant 80' tall, by 30' wide, by 5' thick metal reinforced door, they are in for a challenge. All their weapons, gear, cold-weather gear, etc. has been impounded by the goblins (in the "treasure cavern now"). Though it is a simple walk down the slope to the outdoors, charging out into the cold of the northern misty mountains without first finding their gear would likely be a (not so) slow death.

If the jailer is awakened by the PC's (he is passed out drunk, so it is only a 10% chance he wakes up to banging on the door, it is 50% chance if the door crashes/clangs to the floor however), and if he realizes they are conscious, or worse yet out of the cage. He will frantically run to the locked door in area **(Area #5)**, leaving the area, unlock it, foolishly forget to re-lock it in his haste, leaving the entire set of keys in the keyhole and run to "get reinforcements". **The large planks** are in this room **(Area #3)** just beyond the door. There are no windows in the door, just a tiny glass-protected peep-hole.

Lugbrun will run all the way to **(Area #26, the Chiefs Lair)** to raise the alarm, but first debated between telling the chiefs or leaving the town knowing her was going to get "what for" for the PC's breaking loose.

The PC's will have a full 30 minutes before they begin hearing drums and horns in the distance getting louder as the entire town begins to be put on the alert.

See the details on the Jailer's Area and the related NPCs for that section for more detail.

Specifications on the pit beneath the cage

Pit 40' x 40' x 40'. Spikes of all sizes ranging from 4" long needles, to 3' long (2" wide base) spikes. All are coated with a nasty poison. The spikes and needles are made of a meteoric alloy that most weapons cannot even scratch.

Pit poison is a neurotoxin that shuts down all muscle functions within 1 hour (death).

If someone falls in the pit, roll percentile dice (any game system). The result indicates the number of needles and spikes the victim was exposed to (yes they can hit 100!). This also modifies the severity if the saving throw/resistance roll to beat. Take the number just rolled, and add that to 50. This total determines the number to beat for any system. For example, in MERP, they need a Resistance Roll total in excess of 50+roll. For d20, divide the result by 5, round down, and that is the DC to save. For level of poison determination, it would be considered a 10th level poison. This total number also determines the number of hit points the PC takes immediately (which could be fatal then).

If they “Saved” they can still move for about 5 minutes before becoming paralyzed. If they failed their save, they only have 3 rounds until fully paralyzed (not autonomic functions yet). A “Cure poison” or related herbs or other treatments can be used to save the victim if administered in time.

If they “Saved” they have the full hour before they die. If they failed the save, they have only 30 minutes until death.

The Jailer's Cavern & Other Cells (#3)

Lugbrun the Jailer (goblin) loves his job. He gets to eat, drink, and sleep most of the time. He never has to risk his life or limb in battle, and he is encouraged to be as creative as possible with interrogat--- ahem – *interviewing* prisoners.

He used to be a real scrapper when young, and has the scars to show for it. But after he lost his right eye fighting against a band of Dúnedain rangers, he lost his taste for battle. But he is still pretty capable if there is no other option!

He says “I’m more worldly than other goblin’ folk yer like to meet”, he says with a weird mix of orcish guttural combined with a cockney trying to speak like an elitist (think Pygmalion, “the rain in Spain fall mainly on the plain”). His C.V. of locations he has served includes:

- Mordor
- Southern Mirkwood
- Rhûn
- Mount Gundabad
- Angmar wastes
- Tharbad
- Rhudaur

- Misty Mountains

He fought constantly for 10+ years before he finally “acquired” this cushy job (usually only replaced by a “forced retirement of the predecessor”).

Recently he has been given 3 accomplic--- ahem – *assistants* to take care of the other cells and any VIP prisoners in the new Cage Cavern.

If/when the PC's break out of the Cage Cavern and enter into the Jailer's area (probably quite noisily). Lugbrun will

Dughbra will also be passed out slightly drunk (mostly bored), but will wake on the second loud noise (if any). He will actually have his wits about him enough to grab his weapons and prepare for a fight, while shouting to the others to help.

(East of #4) Grishkal will be initially polishing and sharpening the spikes on “his beloved” (iron maiden), when the PC's try to break out. If the door does come down, he will quickly hide himself in the maiden, leaving it just open enough to keep from hurting himself, of course if someone leaned against it while he was hiding inside... He is not much of a warrior.

(#4) Zachbrall will be so intent on his work on some poor prisoners in the cells, that he won't notice the ruckus. The PC's will find him tying off someone that is completely missing their left leg up to their hip, their right leg up to their knee, and he has tied off the upper thigh is happily sawing off the mid-thigh while whistling a merry tavern song (the victim has passed out from the pain long ago, but is still alive). The PC's will find in the next cell over someone that recently deceased, with arms gone at the elbows, and legs all gone at the knees.

The poor surviving prisoner is Baldric, former advisor to a Rhudarian leader that failed in a mission for Angmar and was sent here to pay for his master's failure. The master is dead in the next cell, and Baldric is wishing he was also dead so that this nightmare would end. If the PCs dispatch Zachbrall and the other orcs, they could theoretically save Baldric, he is surprisingly hearty despite being rather naturally gaunt, but he is pretty limited in his capacities at this point. If the PC's revive him, he will plead with them to end his misery, but he won't be able to do it to himself.

If the PC's search Zachbrall, they will find a half dozen small silver potion vials. 3 are for regeneration, and 2 are for neutralize poisons and acids, and 1 is a raise dead potion. He is so sadistic he likes to use these when he finds them, on his “favorite” prisoners, so that not even death is a guarantee of escape for them.

Zachbrall is a “tough cookie”, he will be rebellious to the bitter end, ranting things defiantly such as “*The Master of the Iron Crown will dominate you and all your pitiful lands very soon! Mwuhahaha!*” :-)

NPCs of Note

Lugbrun the Jailer – Watches over the PC's cage and cavern (poorly). He is usually passed out drunk at the table, between eating, sleeping, and playing games of chance with Dughbra or the other assistants.

Dughbra (#1 “assistant”) - Alternates between drinking/eating with Lugbrun at the table, and sleeping in the bed nearby on the east wall. Only about half as experienced as Lugbrun, but also only half the age of “*the ol' blighter, Lugbrun*”, he dreams of someday soon seeing Lugbrun's “retirement” and Dughbra's “promotion”. He speaks with a very harsh cockney, that is almost unintelligible when speaking Westron (Common).

Grischkal (#2 “assistant”) - Grischal is the “expert persuading engineer”, operating the Iron Maiden, the Rack, and other more mechanically-oriented “persuasion devices”. He is only a few years younger than Grischal, but has no aspirations for promotion, he likes what he does.

Zachbrall (#3 “assistant”) - Zachbrall is the newest addition to the “team”. He was sent directly from Angmar. He is half Grischkal's age, but already seen a lot of action in a short time. He has been sent also as a spy on the entire town, to see about how it could be prepared for conscription sometime in the future. He is extremely ambitious and impulsive. He is also extremely sadistic. The others have to regularly hold him back else he get to overzealous in his “persuasion techniques”. He usually likes to start with the smallest limbs (pinky toe, pinky finger, etc.), tied off, then smash it and then saw off. Then work his way slowly to larger parts. He likes to see how close he can get them to no limbs, just a body and head, before they die. He has no respect for the “*drunken, lazy, good fer nothin' Lugbrun*”, but never admits his thoughts to anyone, biding his time and keeping silent. He thinks Dughbra is almost as bad, and doesn't care much about Grischal, though he respects his skills. He is a very capable warrior, especially for his age, though not yet a match for either Lugbrun or Dughbra when they are sober (generally a rare thing).

escape from a goblin-town!

The PCs attempt to escape the underground goblin town where Thistlebaroi

left them while he went to get his eldest brother Tearan to decide what to do with them.

After the PC's escape the jail area, they will have a vast maze full of goblins to navigate. **Most of the PC's gear is** strewn over hundreds of square feet in the north end of the “Treasure Cavern” (**Area #10**). Any of their coins or jewels are gone (pocketed by various orcs), but the rest of their valuables can eventually be found. It will take each PC 5 minutes to find each item.

While they are searching, roll for a random encounter every 10 minutes (game time, not real time) to see if some goblin(s) come wandering in.

After it has been 30 minutes of game-world time since Lugbrun fled the Jailer area, the PC's will begin hearing drums and trumpets in the distance in different directions getting louder and louder. The alarm has finally been raised, and the entire town is going on the alert, and a joyful hunt for prey in their town!

The GM can use the “Goblin-town Random Encounters Table” to determine what they run into from hallway to hallway, and room to room. Though many rooms are numbered to help keep track, they are not at this point detailed in this adventure (yet).

The only real exit is the far northwest corner of the map at area (**Area #23**).

The **waterfall drops from a height of 70'** to the first pool, then the second smaller waterfall drops another 35', then hundreds of feet of difficult rapids before it begins to be more manageable.

Area #11 is a main living quarters for Snaga goblins (slave-level) and human slaves.

Areas #18 through #22 are the barracks for the patrols and actual experienced goblin fighters (unlike **the lazy “elite guard” in #28**). Many in these areas are actually well disciplined unlike most of the rest of the goblin-town. There is a total of 80, but usually at least half (40) are gone on patrol at any given time. Of the 40 remaining, half (20) are on patrol throughout the town. Of the remaining 20 in this area, half (10) are asleep between shifts, 5 are on guard duty at the mouth of the cave and down the road, and 5 are on “leisure time” gambling or otherwise occupying themselves.

At any given time there are **1-3 small wooden canoes with paddles** in areas **#27, #33**, northeast of **#36**, and **#12**. The few working bridges are just are just tall enough for canoeing under if one flattens low in the boat.

Beware the huge **Green Slime** in the Northwest corner of **#13**, that area is left alone by the orcs, except sometimes to dump their garbage or rotting corpses (which makes the slime keep growing).

Areas #30 & 31 are Wolf & Warg Lairs (respectively).

Area 28 is the “elite guard barracks”, these are the most sycophantic of the goblins to the

Chieftain and are rewarded with more treasure, food, and other hedonistic preferences.

Other NPCs of Note

Goblin-town goblins (500+) (use the Goblin-town module for additional reference information if needed). By the way, this is not THE Goblin-town, this is just A goblin-town.

- Snaga (slave) workers (not very good fighters, lowest of the goblins)

Goblin-town Chieftain – Khrischt the Conqueror (he calls himself). Exceptionally large and brutish orc, his above-average size and strength, combined with his wife's brains and ambition (and a rare orc that actually sticks with a single mate (he is actually intimidated privately by her wits and knows she is a deadly sneaky assassin if crossed). He wields his wickedly barbed double scimitars with deadly effectiveness.

Chieftain's Wife – Calschtata the Clever (she is the brains of the pair) – she let's Khrischt play at being chieftain, but most know she is really the one in power. She is a highly skilled and stealthy assassin, an expert at poisons, and she is extremely nimble, fast, and deadly with throwing knives and the (unusual for an orc) rapier (all regularly poisoned).

extra adventure session • fleeing furious foes!

Tolkien Moot extra adventure session: After escaping from goblin town, at sunset, the orcs begin blaring trumpets and drums outside of the town, they are on their tail, can the PC's get away from such a huge hunting party?

Use random encounter chart for the area every 4 hours game-time. Each hour roll checks for the hunting orcs to see if they continue to succeed in following the PC's trail (some have wolves and wargs that can follow scent), or if the PC's lose them. If they lose them, check every 8 hours thereafter to see if they manage to pick the trail back up. If they fail two more times after the initial loss, then the PC's have fully escaped. And the goblins of goblin-town are in a LOT of trouble with Tearan and the Angmarian representative (heads will roll at Castle Tearan). The Chieftain, his wife, the Jailor and his assistants, and about 20 other goblins will be ordered to the castle to be “dealt with”.

END OF TOLKIEN MOOT DAY 2
