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## 1 WEATHER

4<sup>th</sup> Month – Gwirith (1<sup>st</sup> month of Spring).

The North Downs: 24-45 degrees Fahrenheit (sleet/rain, 40%)

The Shire: 30-50 degrees Fahrenheit (sleet/rain, 45%).

The Hills of Evendim: 20-35 degrees Fahrenheit (sleet/snow, 30%)

## 2 REACTIONS BETWEEN RACES OF ARNOR

**Noldo Elves**—the Noldor are a rare and grand sight in Eriador; people will tend to gawk. Neither they nor any other Elf could pass through Cameth Brin without a severe risk of being arrested or attacked by soldiers. The few Noldo who work for the Witch-king dress in distinctively rough and somewhat disguising costumes. Wearing the robes of the Dark Religion helps.

**Sinda Elves**—They tend to attract attention, but can pass themselves off as Dúnedain wearing a disguise.

**Dúnadan Nobles**—The ancient prestige of Elendil and the Númenóreans holds anywhere in Eriador; crowds will part for these people, and they know it. In Rhudaur, a High Dúnadan will be questioned by the authorities and arrested if not bearing Angmarean insignia.

**Silvan Elves**—Humans will be more curious than awed.

**Dúnedain**—Will attract unwanted attention in Cameth Brin, and are better off there if they look ragged or very tough. They still carry the traditional authority; with the correct clothing and tone of voice, a Dúnadan can organize an impromptu militia company or lynch mob anywhere in Eriador.

**Lesser Dúnedain**—They receive respect most places. People will assume that a Tergil is a soldier unless he proves otherwise.

**Northmen**—considered "rough," some of them live by the rugged but strict social code of Wilderland. Others try to take advantage of their bullying reputation. The Northmen of Fëotar are more controlled at home, where they have to set an example for the commoners. A Dúnadan can visit Fëotar and still be respected if he treats the Northmen as equals.

**Durin's Folk**—Everyone is polite to a Dwarf, and they feel they've earned it.

**Luinic Dwarves**—The Blue Mountain Dwarves are used to their Durinic kin's slightly superior attitude.

**Commoners**—Most of them accept their place in society, although they show the greatest range of manners.

**Hobbits**—The Halflings have a terrible time getting anyone to take them seriously. Some use good manners and a strong voice to assert themselves, while others play the child and get what they can that way.

**Clansmen of Saralainn**—A rough form of social equality prevails in Saralainn, and a Dúnadan there has to watch his step. Most of the Clansmen are careful to keep their place when visiting elsewhere.

**Dunlendings**—Hard manners and hard luck; they are looked down on everywhere in Eriador and answer with either forced humility or sullen resentment.

**Rhudaaurim**—Even worse off than their Dunnish kin; most people will assume they are thieves.

**Hillmen**—Typically treated like they are about to go on a rampage of some sort. Any obvious Easterlings are treated the same way. Some inns and shops will simply not let them enter.

**Berffaen** or **Woses** (Drúedain)—Most people cannot distinguish between the two cultures. They will draw gawkers and harassment by authorities in most places, and the Berffaen may attract a lynch mob in Saralainn. If caught out at night, they may be mistaken for Orcs and attacked.

**Orcs**—Can move freely in Rhudaur, and can pass without being attacked around Tharbad, if they cover themselves and stay out of the way.

**Trolls** -

**Undead** -

### 3 RANDOM ENCOUNTERS

#### **3.1**     *random encounters within rhuḏaur*

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **3.2      *RANDOM ENCOUNTERS FROM BREE TO LAST INN***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **3.3      *RANDOM ENCOUNTERS FROM IMLAORIS TO LAST INN***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### ***3.4 Last BRIDGE to village (west side of mitheithel)***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

**3.5**      *Last BRIDGE to village (eastern side of mitheithel)*

**3.5.1**    **Day Time Random Encounters**

*3.5.1.1*    *On the Road*

*3.5.1.2*    *Cross-country*

**3.5.2**    **Night Time Random Encounters**

*3.5.2.1*    *On the Road*

*3.5.2.2*    *Cross-country*



### ***3.6 random encounters within trollshaws***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### ***3.7 random encounters within ettermoors***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### ***3.8 Random encounters within colofells***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **3.9      *random encounters within goblin town***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **3.10      *random encounters outside near goblin town***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

***3.11 Random encounters misty mountains foothills  
west side***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

***3.12 Random encounters misty mountains west side***

Day

On the Road

Cross-country

Night

On the Road

Cross-country

#### 4 GAME SYSTEM SPECIFIC INFORMATION

This campaign is written to be compatible with all game systems. The adventurers are written in ways that allow easy adaptation to your favorite Tolkien-based RPG. Terms like easy/routing, average/moderate, challenging/difficult can be cross referenced for most systems. Sometimes a percentage chance is listed. This can be followed as written, or used as a guideline to modify to properly fit your system.

For your convenience, some system specific information, especially for NPCs, has been provided for a few systems. If your system is not listed, you should be able to pick from one of the listed systems and readily convert to you favorite systems. These systems were selected because Tolkien Moot IX had Game Masters running these systems.

The primary system initially used was ICE MERPS, so it might be easiest to adapt your system using the instructions in the MERP section.

## **4.1 *eä d20 3.5***

This is Dungeons & Dragons 3.5 modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

### **4.1.1 NPCs of Note**

### **4.1.2 Generic NPCs & Monsters**

See the Ea d20 Middle-earth Monster Manual for these and many others:

<http://earpg.com/documents/ea-d20-rpg/ea-d20-3.5-rpg/middle-earth-monster-manual/older-drafts>

## **4.2 Eä D20 5<sup>th</sup> Edition**

This system version is simply Dungeons & Dragons 5<sup>th</sup> Edition (D&D Next) modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

### **4.2.1.1 *NPCs of Note***

### **4.2.1.2 *Generic NPCs & Monsters***

## **4.2.2 Eä d20 Pathfinder**

This system version is simply Dungeons & Dragons 3.5/3.75 with Pathfinder System modifications included and modified to better fit a Tolkien-based campaign. You can find the Races & Cultures, and Magic in Middle-earth books freely available for download in PDF format at <http://www.earpg.com>

### **4.2.2.1 *NPCs of Note***

### **4.2.2.2 *Generic NPCs & Monsters***

### 4.3 *Ice merp / rolemaster*

Here you will find the system specific information for players using the Iron Crown Enterprises Middle-earth Role-Playing rules, with options for Rolemaster enhancements to MERP.

For a quick adventure as used in Tolkien Moot IX, the PCs should average around 7<sup>th</sup> level. If you wish to turn this into a years long campaign, you may start the PCs out at a lower level, but the GM will want to modify the challenge level of the encounters to be more appropriate to the adjusted PC levels.

#### 4.3.1 Adapting This Module to your Campaign

Read ICE MERP #2005 “Realm of Arnor” pages 12 to 15 for details on converting the MERP stats to your favorite system.

#### 4.3.2 Converting Statistics for any Major Role-playing Game System

All the statistics and numerical information used in the Realm of Arnor module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures more suitable for non-percentile systems.

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+ 10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2



### 4.3.3 NPCs of Note

#### 4.3.3.1 *Innkeeper: Michael Bailey*

White thick curly hair, clean shaven, pudgy. Cockney-accent. 6' 1" 280 lbs.

Micheal'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".

#### 4.3.3.2 *Server: Rowenna Bailey (daughter)*

16 years old, average appearance, red hair, blue eyes, freckled. Cockney accent. 5'7", 105 lbs.

#### 4.3.3.3 *Malcolm Dimwater (stable boy and go-fer), aka Alal Sik'Hamas the spy*

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.

#### 4.3.3.4 *Khren the Blighter*

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

#### 4.3.3.5 *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.

#### **4.3.3.6      *Old Man Marley speaks with a weak voice with a hint of an Irish brogue.***

#### **4.3.3.7      *Old Man 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.

#### **4.3.3.8      *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 8<sup>th</sup>. 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 3<sup>rd</sup> 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 dais 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 lion heads of the chair until they are white with strain.

Argoth has a particular animosity toward giants going back to his years in the Dúnedain Ranger's, and a particularly unpleasant mission that nearly killed both Argoth and Sventoth.

#### **4.3.3.9      *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).

#### **4.3.3.10     *Trapper Sventoth***

An old friend of the Alderman's, they were both long ago ranger's together. Though not Dúnedain themselves, they are of the older Edain blood that fought on the side against evil long ago, but did not go to Númenor when the Land of Gift was granted. They were able to join as Dúnedain Rangers long ago, and had distinguished themselves main times.

Eventually, after a particularly unpleasant mission that they were both very nearly killed during, where Sventoth's left leg was permanently damaged, causing him non-stop pain and to limp noticeably for the rest of his life, they decided it was time to retire, and it was their idea to look for somewhere to settle.

When during one of 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 sizable 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 juzt worryink too much". Speaking with a clipped Germanic-like accent. His hair thick long hair and beard to his belly, are streaked with gray, but still very blonde for the most part. For RPG's using levels, he would be around a 12<sup>th</sup> 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.

#### **4.3.3.11    *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.

#### **4.3.3.12    *Buguck Bonesplitter***

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 Mötley Crüe.

##### **4.3.3.12.1    *Bonesplitter's 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)

#### **4.3.3.13    *Giant Thrym***

**4.3.3.14**    *Giant Thistlebaroi*

**4.3.3.15**    *Giant Tearing 19 Thistlebaroi servants/slaves, Dunlending/Hillmen:*

**4.3.3.16**    *Thistlebaroi's Head Servant/slave:*

**4.3.3.17**    *Thistlebaroi's Head cook (also herbalist): Marm \_\_\_\_\_*

**4.3.3.18**    *Thistlebaroi's Goblin Guards:*

**4.3.3.18.1**    **Thistlebaroi's Goblin Guard leader:**

**4.3.3.18.2**    **20 goblin archers**

**4.3.3.18.3**    **20 goblin melee fighters**

**4.3.3.19**    *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.

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.

#### **4.3.3.20 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).

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.

#### **4.3.3.21 Grishkal (#2 "assistant")**

Grishkal 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 Grishkal, but has no aspirations for promotion, he likes what he does.

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.

#### **4.3.3.22 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 Grishkal, 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).

Zachbrall will be so intent on his work on some poor prisoners in the cells, that he won't notice the ruckus. 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!*" :-)

The poor surviving prisoner is Baldric, former adviser 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.

#### ***4.3.3.23 Generic NPCs & Monsters***

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

- Trolls (only at night)
- Orcs (mostly at night)



- Hillmen (Dunlendings)
- Woses (Drúedain) – 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 Púkel-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.

#### **4.3.3.24 *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.

##### **4.3.3.24.1 *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.

##### **4.3.3.24.2 *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).

#### **4.3.3.24.3 Goblin Town lazy “elite guard”**

these are the most sycophantic of the goblins to the Chieftain and are rewarded with more treasure, food, and other hedonistic preferences.

#### **4.3.3.24.4 Goblin Town actual experienced goblin fighters (80)**

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.

#### **4.3.3.24.5 Goblintown Snaga (hundreds)**

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

#### **4.3.3.24.6 huge Green Slime**

in the Northwest corner of #13,

**4.3.3.25**    *NPC's during the Hunt (From goblin-town toward Thistlebaroi's Keep):*

**4.3.3.25.1**    **50 Orc shortbowmen**

**4.3.3.25.2**    **40 Orc Crossbowmen**

**4.3.3.25.3**    **10 Orc Boulderers**

**4.3.3.25.4**    **20 Wargs**

**4.3.3.25.5**    **20 Warg-riders**

**4.3.3.26**    *Angmarian Sorceress*

Hirst an'Sal the Enchanter, Female Sorcerer/Necromancer from Near Harad sent by Witch-king to keep Tearan on task, uses subtle enchantment magic to keep Tearan focused on Witch-king's goals. Hirst can also summon undead from nearby graveyard which also includes the giant skeletons of the Giant's long-dead parents, and about 100 Hillmen/Dunlending ancestors/slaves.

**4.3.3.27**    *Apprentice 1*

A'Krthb'ra – Female Apprentice and servant to Hirst an'Sal the Enchanter. From Far Harad.

**4.3.3.28**    *Apprentice 2*

**4.3.3.29**    *Apprentice 3*

**4.3.3.30**    *Tearan's Goblin Unit Leader*

**4.3.3.31**    *Tombordor – Olog-hai from Angmar*

**4.3.3.32**    *Tearan's Angmarian Orc Guards*

(40) on loan to Tearan to guard the castle

**4.3.3.33**    *Tearan's Messenger - Bulbun the Hunchback*

Male Dunlending slave/messenger of Tearan. Usually rides fast though small sure-footed mountain pony back and forth between Thistlebaroi, Goblin-town, and Tearan's castle relaying Tearan's "Requests" and "Desires".

**4.3.3.34**    *Nig-Nog Angmarian Goblin Messenger*

(you are welcome Jacob!:-P ) the Goblin Messenger from Angmar. Just happened to have arrived when attack is about to begin. Once attack begins, will try to make an exit back to Angmar. Will watch attack

from the Pass to the North, so he can report to the Witch-king the results of the battle. Will try to not be detected, and will avoid direct confrontation as much as possible, but is brave, strong, fast, and not cowardly. Rides a very fast and large Warg.

#### ***4.3.3.35 Various Village Villagers***

#### ***4.3.3.36 Goblin Horde Attacking Villager***

##### **4.3.3.36.1 Warg-riders**

The band of **orcs on wargs** (98).

##### **4.3.3.36.2 Wargs**

##### **4.3.3.36.3 Trolls**

The nearby **trolls** (if they were not dealt with earlier by the PCs) are recruited by the orcs and will join during the night(s). The orcs and trolls prefer night attacks.

#### ***4.3.3.37 Morglachel , Olog-hai from Angmar***

**Morglachel**, which can operate day or night. When the spies first reported the Heroic Band's arrival, he immediately left Goblin-town heading to the village, intending murderous mischief. He arrives just in time for these crucial conflict.

## 7.1 BEAST TABLE

Type	Lvl	#/ Enc	Size	Speed	Hits	AT	(Primary/ Secondary/Tertiary)		
							DB	Attack	
Auroch	2	1-10	L	MD/MD	140	No/4	20	50MHo/50LTs/—	Domesticated, popular among the Northmen.
Black Bear	5	1-4	L	MF/MF	150	SL/8	20	65LGr/70LCI/40MBi	Possessive of their territory, will attack.
Blue Pigeon	0	2-1000	T	FA/MD	5	No/1	70	0TPi/0TCl/—	Migrate across Eriador in immense flocks.
Boar	2	2-20	M	FA/MF	100	No/4	30	50MHo/50MBa/40STs	Males are very aggressive about defending packs.
Cave Bear	7	1-2	L	MF/MF	250	SL/8	40	95HGr/90LCI/60LBi	Fairly rare, will rarely attack unless provoked.
Gorcrow	1	5-50	S	FA/MF	20	No/1	55	10SPi/10SCI/—	Often spy for Angmar.
Great Elk	4	1-4	L	FA/VF	200	SL/4	20	65LHo/55Lba/—	Comparatively uncommon, can use their horns all year.
Losrandir	2	2-400	M	VF/MF	130	SL/4	15	40LTS/30MBa/—	Males use a 50 LHo as primary attack during winter.
Moose	4	1-3	L	SL/MD	240	SL/4	15	55Lba/35LTs/—	Keep to the woods, will fight only if attacked.
Red-headed Duck	1	4-100	S	FA/FA	8	No/1	50	0SPi/0SCI/—	Common along rivers.
Serganka	4	1-12	M	FA/VF	50	No/3	40	55MBi/—/—	Large Vampire Bats. Save versus disease at -20.
Troll									
Forest	6	1-4	L	MD/MD	100	RL/11	10	70LCI/60Lbi/—	Degenerate even by Trollish standards
Hill	10	1-3	L	SL/MD	150	RL/11	20	95Lba/85CI/40ro	-50 in direct sunlight. Some use weapons.
Stone	7	1-5	L	SL/MD	120	RL/11	15	80Lba/65LCI/49ro	Turn to stone in direct sunlight.
Young	4	1-4	M	MD/FA	80	RL/11	15	45LCI/35MBi/20ro	Faster, but more rash than their elders.
Warg	5	4-20	L	FA/VF	160	No/4	55	85Lbi/50MCI/—	Often ridden by Orcs.
Wight	7	1-5	M	MD/MD	100	No/2	75	100We/55MBa	Use Large Critical Table; immune to stun results.
Wolf	3	5-25	M	FA/FA	110	No/3	30	65Lbi/—/—	Those found near the Yfelwood are larger and fiercer.

**Codes:** The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (Level), **#Enc** (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (Defensive Bonus). The more complex statistics are described below: **Speed:** A creature's speed is given in terms of "Movement Speed/Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = FAst, VF = Very Fast, BF = Blindingly Fast.

**AT (Armor Type):** The two letter codes gives the creature's **MERP** armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent to the **Rolemaster** numeric armor type.

**Attack:** Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the **MERP** and **Rolemaster** codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

## Encounter Table for Trollshaws and Rhudaur Area

<b>7.3 ENCOUNTER TABLE</b>					
<b>Encounter</b>	<b>En Egladil</b>	<b>Paths</b>	<b>Trollshaws</b>	<b>Yfelwood</b>	<b>Tirthon</b>
Chance (%)	15%	25%	40%	55%	75%
Distance (miles)	8	4	.5	.25	.25
Time (hours)	4	2	.5	.25	.25
<b>Inanimate Dangers</b>					
General Traps	01	01-03	01-02	01-05	01-10
Natural Hazards	02-04	04-06	03-08	06-10	11-12
<b>Animals</b>					
Wolves	05-17	07-13	09-19	11-20	13-17
Bears	18-19	14	20-22	21-22	18
Cave Bears	20	—	23	23-24	—
Wargs	21-24	15-17	24-27	25-34	19-20
Elk/Moose	25	18	28-31	35	—
Serganka (N)	26	19-20	32-35	36-40	21
Losrandir	27-31	21-26	36-46	41-44	22-23
Boars	32-33	27-28	47-48	45	24
Dangerous Snakes	34	29-30	49-51	46-48	25-27
Birds	35-46	31-37	52-57	49-53	28-33
Other Animals #	47-55	38-44	58-62	54-59	34-38
<b>Men</b>					
Mercenaries/Brigands	56-58	45-51	63-66	60-62	39-42
Smugglers/Thieves	59-62	52-56	67-68	63	43-46
Northmen	63-68	57-63	69-70	64	47-48
Hillmen	69	64-69	71-72	65	49-51
Dunlendings	70-75	70-74	73-74	66	52-54
Merchants	76	75-76	75	—	55-56
Dúnadan Patrol	77	77-78	76	67-68	57-62
Culturith Patrol	78-79	79-81	77-78	69-71	63-72
Spies	80-82	82-84	79-81	72-75	73-77
Undead (N)	83	85	82	76-84	78-81
<b>Non-Mannish Races</b>					
Elves	84	86	83	—	82
Forest Trolls	—	87	84-86	85-90	83-85
Hill Trolls	85	88	87-90	91-94	86-87
Stone Trolls	86	89	91-94	95-97	88-89
Dwarves	87-88	90	—	—	90
Hobbits	89-90	91	95	—	91
Stoor Hobbits	91-96	92-94	96	—	92
Orcs (N)	97-99	95-98	97-99	98-99	93-99
Other Beings†	00	99-00	00	00	00
(N) — These creatures are entirely or primarily nocturnal. If primarily nocturnal (Orcs, Bats), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal. Of course, if the PCs are underground, these restrictions do not apply.					
# — May be Crakes, Coots, Golodos, Green Pheasants, Jatewoones, Pied Swans, Vereut Eagles, Nethairin Erdyr, Shaking Asps, Wild Goats, Goral, Marsh Mastiffs, White Foxes, Gích, Chetmíg, or Madratines. The GM may reroll or, ideally, determine the type and number by referring to a general creature listing, such as <i>Creatures of Middle-earth</i> Table 8.1.					
<b>Use of the Encounter Table and Codes:</b>					
The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the <b>Time</b> given on the table or the time it takes the group to cover the <b>Distance</b> given on the table, whichever is shorter. If an encounter roll is less than or equal to the <b>Chance</b> of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.					
An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.					

<b>Encounter</b>	<b>En Egladil</b>	<b>Paths</b>	<b>Trollshaws</b>	<b>Yfelwood</b>	<b>Tirthon</b>
Chance (%)	15%	25%	40%	55%	75%
Distance between checks (miles)	40	30	25	20	15
Time (hours)	24	24	12	12	4
<b>Inanimate Dangers</b>					
General Hazards					
Natural Hazards					
<b>Animals</b>					
Wolves					
Bears					
Cave Bears					
Wargs					
Elk/Moose					
Serganka (N)					
Losrandir					
Boars					
Dangerous serpent(s)					
Birds (harmless)					
Birds (suspicious)					
Birds (malignant)					
Other animals					
<b>Men</b>					
Brigands					
Rhudarian Mercenaries					
Angmarian Mercenaries					
Smugglers/Thieves					
Northmen (neutral/benign)					
Hillmen					
Dunlendings					



Dúnadan Patrol (on a mission, can't help extra information)					
Rhudarian Patrol					
Spy/Spies (Rhudaur)					
Spy/Spies (Angmar)					
<b>Undead (N)</b>					
Non-Mannish Races					
Elves					
Forest Troll(s)					
Hill Troll(s)					
Stone Troll(s)					
Dwarf(ves)					
Hobbit(s)					
Orcs of Angmar					
Goblins of Misty Mountains					
Other					

#### 4.4 *weather events chart*

Goblin-town Random Encounters Table”