

# A GIANT PROBLEM

AN ADVENTURE FOR TOLKIEN MOOT XI

[HTTP://WWW.TOLKIENMOOT.ORG](http://www.tolkienmoot.org)

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PRIOR WORKING TITLE: GIANTS OF THE ETTENMOORS & BEYOND.

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# 1 CREDITS

This adventure written by Hawke Robinson & Drake Robinson.

Initial storyline narrative drafted by Drake Robinson.

Research, editing, adventure outline, and gamification by Hawke Robinson

Maps & sketches by Hawke Robinson, created using Linux, Gimp, & Campaign Cartographer.

# 2 DISCLAIMERS

This work is not authorized, licensed, or endorsed by any of the authorized Tolkien copyright holders past or present, including but not limited to: Iron Crown Enterprises, Sophisticated Games, Cubicle 7, Decipher Inc., The Tolkien Estate, Tolkien Enterprises, Middle-earth Enterprises a Saul Zaentz Company, Newline Cinema, etc.

All of the maps to this adventure were created by Hawke Robinson, no previously published maps were used.

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### 3 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.

#### **3.1 *recommended resources***

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

Going into this theme of Giants in J.R.R. Tolkien's Middle-earth, I knew it would be challenging finding much in the way of “canon” on the topic from Tolkien in a Middle-earth setting, so from the start it was decided to allow a broader scope of reference material.

This adventure draws heavily on The History of the Hobbit section on Giants by John D. Rateliff, the giant portions of the short story 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.

The Ea Tolkien Society had multiple discussions on the topic which were recorded and made available on their website <http://www.tolkienscholars.org>, on the Tolkien Moot website: <http://www.tolkienmoot.org> and on their Youtube channel <http://www.youtube.com/tolkienscholars>. Just search for their June & July 2015 broadcasts.

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

This adventure 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, a reference for conversion 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 Gazetteer #4002
- ICE Goblin-Gate & Eagle's Eyrie #8070
- ICE Rivendell The House of Elrond #8080
- ICE Empire of the Witch King #4020
- ICE Hillmen of the Trollshaws #8040
- ICE Weathertop – Tower of the Wind #8201

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).

### ***3.2 role-playing game systems***

This adventure is written in a system-agnostic style I have previously referred to as “OpenMERP”, but now carry under the “Ea RPG” approach (as are most of the adventures for Tolkien Moot and Eä RPG – <http://www.earpg.com>). The story, characters, locations, and other information are generally described using non-system-specific information, while system-specific information is generally provided in the Appendices for various game systems.

The game systems at Tolkien Moot XI:

- 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 Canceled shortly before the Moot.~~
- Iron Crown Enterprises (ICE) Middle-earth Role-Playing system (MERP) 2<sup>nd</sup> Edition.
- Iron Crown Enterprises (ICE) Middle-earth Role-Playing system (MERP) 2<sup>nd</sup> 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 (there have been many over the years): <http://www.tolkienmoot.org>

Statistics on NPCs, creatures, objects, and other system-specific information can be found for these game systems in the Appendices either as part of the core document or as a separate addendum document. This should help you in conversion of the adventure to any game system you wish.

NOTE: 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 efforts. 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).

### **3.3** *player overview*

#### **Giants of the Ettenmoors & Beyond**

You and your Fellows have been summoned to Riltar, a remote village located along the Mitheithel (Hoarwell River) 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 Mitheithel, just northeast of Sir Morva (river). On a clear day from the highest point of the village's central tower, one can see a hint of Cameth Brin to the south. The eastern bank of the Mitheithel marks the border of Rhudaur, now in league with the Witch King of Angmar. See Map #1 for details.

Whether brave or foolish, the smattering of farmers, trappers, ranchers, and others eking out lives in these dangerous lands, they are a hearty and resourceful lot, and for them to actually ask for help, it must be dangerous indeed...

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

It was either week, in the small inn known as the Capering Chair, that the first of you and your fellows became acquainted, and then perhaps a few more joined you at the Last Inn a few days ago.

You were each drawn here by a letter delivered personally. 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 are spoken of even in my remote village. So I send this letter to you hoping that you will answer our plea.*

*Our village has been attacked by a giant! A truly monstrous creature! As I write this, brave people cower in terror, hoping they will not be the next victims when the giant strikes again. We fear it may soon do so.*

*I implore you! Oh noble hero, come with great haste! We hope our village will still be standing.*

*-Argoth Tule, Alderman of Riltar*

Included with the letter was a regional map (Map #1) presenting the location of the village in relationship to Bree, The Last Inn, The Great East Road, the Misty Mountains, and the River Mitheithel.

### **3.4 Introduction**

It is the year 1640 in the Third Age of Middle-earth. It is a tumultuous time period, much that once was, no longer is, and much that shall be is soon to come. Arnor is severely weakened and fractured by civil war and the machinations of Sauron's minions, Gondor was shaken by the Kin-strife, Angmar is actively ruled by the Witch-king and aggressively building up the military, and the Great Plague just swept through Middle-earth, wiping out much of the population across the lands.

#### **3.4.1 Summary time line of 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 Nazgûl 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 Palantír is saved. Annúminas is destroyed by Angmarean forces. King Ostoher of Cardolan and his sons fall in battle on Tynr 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.

### ***3.5 the 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...

#### **3.5.1 Angmar**

Around T.A. 1276 The Witch-King arrived in the North. By 1409 he had destroyed Weathertop, seized Rhudaur, and driven the Dúnedain 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.”

#### **3.5.2 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.

#### **3.5.3 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.

#### **3.5.4 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.

### 3.5.5 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 Drúedain (Woses), occasionally killing smaller orc and mercenary units. Most of the Woses have migrated south and east toward the White Mountains however.

### 3.6 *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.”*

### 3.7 *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.**

## 4 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.

### **4.1 *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 7<sup>th</sup> to 10<sup>th</sup> 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.

## 5 TOLKIEN MOOT SCHEDULE OUTLINE

### 5.1 *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.

#### 5.1.1 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

### **5.1.2 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.

### **5.1.3 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**

#### **5.1.4 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. 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.

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.

#### **5.1.5 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 place them in, and then trying to get out of the lengthy underground goblin town lair without being detected.

#### **5.1.6 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 Tearan 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 Tearan'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.

### **5.1.7 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)**

### **5.1.8 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.

### **5.1.9 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 Tearan, or fled back to Thrym (or elsewhere). Otherwise they have been introduced to Tearan 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 Tearan, 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.**

### 5.1.10 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

## 6 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.

### 6.1 *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). (4<sup>th</sup> 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.

## ***6.2 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.

### ***6.3 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).

### ***6.4 supplemental adventure (stage a) - Beginning at the Last Inn (fant metheo)***

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”.

### 6.4.1 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.

**Malcolm Dimwater (stable boy 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'Hammas. Rogue/Thief/Scout (Equip 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 Malcolm at midnight under the bridge. Then reports back at Rhudarian camp to the north along the west side of the river.

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”.

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 gots 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 many-fold, 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 (Drúedain) – rarely actually seen, though a few good sized tribes do exist, they are experts are 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.

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

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***6.5 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.

### **6.5.1 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.

### **6.5.2 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 out-walls. 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?”*

### **6.5.3 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 Dúnedain 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 the 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.**

### **6.5.3.1      *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 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.

**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. 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 jzst 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.

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 form 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 PCs.

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 PCs to gauge their abilities. If they see the PCs show some real prowess, he will lay low, sending messengers for reinforcements. If after 3 days he doesn't see anything indicating the PCs are really a force to be reckoned with, he will instead just attack with his troop of 25 goblins. The PCs 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 PCs, 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-kept, 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 hodgepodge 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.**

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## **6.6 *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 2<sup>nd</sup> 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 3<sup>rd</sup> 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 4<sup>th</sup> 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 5<sup>th</sup> 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.

### 6.6.1 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 Mötley Crüe.

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 Thistlebaroi visits Thrym about every 8 to 10 days.

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

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.

### **6.7.1 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.

#### ***6.7.1.1 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>

#### ***6.7.1.2 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>

### 6.7.2 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”

### 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.

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.

#### 6.7.4 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.

Tearan (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 Rhudaur, 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).

### **6.7.5 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.

### **6.7.6 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.

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## **Day 1 Tolkien Moot *Main Adventure Ends Here.***

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### ***6.8 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.

#### **6.8.1 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 food stores, 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...

### **6.8.2 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).

## 7 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 Thistlebaroi's, 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 Tearan 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?

### ***7.1 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.”

### **7.1.1 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 shod 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).

### **7.1.2 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 Rhudaur 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 e 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.

## ***7.2      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 Thistlebaroi's, 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!

### 7.2.1 Adventure Stage 5 Option A – A Simple & Safe Journey

This option assumes the PC's 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 the 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.

### **7.2.2 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 Ettenmoors (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 toe-less.” - [https://en.wikipedia.org/wiki/Troll\\_%28Middle-earth%29](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.

### **7.2.3 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’”.

### **7.2.4 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.

## **7.2.5 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.

### ***7.2.5.1 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.

### **7.2.5.2      *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>

### **7.2.5.3      *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>

## **7.3      *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

#### **7.3.1.1 Consequences of the Feast**

Note that this sleep-drug is both natural and magical in makeup, with some help from the Angmarian sorceress at Tearan'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 short bows, 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.

## **7.4 *adventure stage 6 • prisoners in a cage.***

The PCs 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.

### **7.4.1 Map/Sketch #9 – Exterior View of Goblin Town**

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

### **7.4.2 Map/Sketch #10 – The Cage Cavern**

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

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

This map is for the GMs eyes only: [http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/goblin-town-dungeons-floor-1-overview-map-cropped.png/image\\_thumb](http://tolkienmoot.org/archives/documents/2015-tolkien-moot-xi/maps/goblin-town-dungeons-floor-1-overview-map-cropped.png/image_thumb)

### **7.4.4 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'x20x20' cubed 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 (100<sup>th</sup> 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 80<sup>th</sup> 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.

#### **7.4.5 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 10<sup>th</sup> 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.

#### **7.4.6 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 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.

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!*”:-)

#### **7.4.6.1      *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).

**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.

**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).

### ***7.5 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.

### **7.5.1.1 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).

## **7.6 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”.

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# END OF TOLKIEN MOOT DAY 2

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## 8 TOLKIEN MOOT DAY 3

### Sessions Overview

#### **Pre-session**

The PC's are either still trying to escape the goblin town, or just escaped and are doing their best at continuing to evade orcs, while trying to find the trail of the giants.

#### **Main Session (last main session)**

The PC's either successfully escaped the goblin town, or they were recaptured.

If they escaped, they met Thrym just outside, who takes a lot of poisoned arrows to protect the PC's as they fled the gathering goblins, wargs, and worse, pursuing. The first goal recommended by Thrym is to initially get to Thistlebaroi Keep for “safety” from the orc hoards.

If the PC's had been recaptured, Thrym will actually use the Giant door to help set them free, but at what cost?

#### **Post Session**

A few days after the final show down at the goblin town and Tearan's Castle, nearly a 100 orcs are headed toward the village. Can the PC's get there in time to help defend against this marauding hoard? And what secrets are The Alderman and The Trapper holding now that the PCs learned about the true fate of the Giant's parents? Assuming there are alive Thrym and Tearan are too unwell to travel, and Thistlebaroi doesn't dare leave them alone. He is will to help give the PC's a quick head start to the village, but he daren't stick around to help alas.

## **8.1 *sunday first session***

If the PC's succeeded in escaping goblin town, and the PC's had not previously harmed Thrym, begin with “*Just in the Nick of Thrym. But at What Cost?*”

If the PC's were recaptured or unable to escape, begin with “*Here He Comes to Save the Day! But at What Cost?*”

### **8.1.1 Extra Adventure Pre-session – Avoiding Recapture!**

Trying to avoid being recaptured by continuing to evade swarms of orcs, while trying to find the trail of Thistlebaroi.

## **8.2 *just in the nick of thrym. But at what cost?***

If the PC's managed to escape the goblin town during the previous session, and have avoided being recaptured, the PC's will run into Thrym. Assuming they never harmed/killed him of course (then they are pretty much in deep trouble).

Thrym had a change of heart and decided to come talk to his older brother at his keep, but he find that he had left for his eldest brother's castle. What was really disturbing to Thrym was to find the goblin garrison at the Keep. He quickly questioned (with his limited vocabulary and intellect) the Goblins and the help, and found out that the PC's were prisoners at goblin town. He learned about the Giant door, and immediately began running the entire 80 miles to try to help the PC's.

His hearing and eyesight is still terrible, but since he was concentrating on trying to find the PCs, stooping low to see the ground better (and avoid squashing various wildlife as best he could (he was slow, but did learn his lessons well eventually), he finds the PC's, with scores of goblins, wolves, wargs, and worse hot on their heels. He offers to pick them up and help them flee north, suggesting that the keep is closest real sanctuary, “*The keep is safer! Okay I carry you?*”

He will do the best he can to shield the PC's from the occasional arrows of the warg-riders that the PC's and Thrym can't seem to shake. They keep nipping at his heels figuratively and sometimes literally. If the PC's accept his invitation to ride on him, they make excellent time and arrive within sight of the Keep in half a day! Unfortunately Thrym is not feeling well and he ... **[Jump to “The Price”]**.

### 8.2.1 NPCs of Note

Thrym

50 Orc shortbowmen

40 Orc Crossbowmen

10 Orc Boulderers

20 Wargs

20 Warg-riders

### 8.3 *here he comes to save the day! But at what cost?*

If the PC's failed to escape, they are brought back to the cage cavern, put back in the cage which has had the bars straightened and slightly reinforced. They are now kept under constant guard by 20 goblins with bows and crossbows *in* the cavern.

However, before long, there is a loud thudding noise at the Giant Door. Is it Thistlebaroi or Tearan come to gloat or torture the PCs?

The door slowly opens and a huge form completely fills the frame, the goblins are expecting the elder brothers, then as everyone's eyes adjust, they see it is Thrym!

Thrym has finally caught up to the PC's after learning of their fate from the goblins and servants at Keep Thistlebaroi while his brother was away up north headed to Tearan's Castle.

When Thrym opens the giant door, there is a brief pause by everyone, mostly in surprise. Then the orcs begin to open fire on him with their poisoned bows. He easily swats the orcs away like ants, and then he quickly grabs the cage holding the PCs (who have been once again stripped of any equipment they gathered while free). He then rips the chain off the top of the cage, then holding the cage in two hands while using his body to shield the PCs, he turns, stoops low, and jogs out the Giant Door while the orcs pick themselves up and blow their alarm horns, and others fire more poisoned arrows at his back, leaving the giant door open behind him.

Thrym has to hold the cage in both hands due to its size and weight combined with the PCs, and to keep from jostling them around too much while he runs.

As he runs out of the Giant Tunnel into the canyon and turns west, he takes many more arrows from above. Also some orcs begin to pelt him from above with boulders, some large enough they actually seem to hurt him, smashing on his back, shoulders, and head, causing him to grunt in pain. Still he shields the PC's with his body, taking the blows, some of which would have crushed the PCs. Yet more poisoned arrows ran down as he runs through the canyon west, by the time he leaps the pool at the base of the waterfall, nearly a hundred orcs are firing missiles at him from above.

At this point the PCs are vulnerable to being hit as well. For the next 3 rounds, they each have a 10% chance of being hit during this critical vulnerability over the waterfall pools.

Thrym leaps through them, then dashes down the rest of the canyon outrunning even the warg riders (for now).

All of this will take a toll however. Thrym had already been running half the day to get down here (80 miles!).

He attempts to maintain the pace, but after a few hours the PC's notice him slowing and stumbling a little.

### **8.3.1 NPCs of Note**

Thrym  
Goblin Sergeant

The Jailer and company

The Goblin Chieftain

The Goblin Chieftain's Wife

20 Goblin Bowmen guards

### **8.4 *the flight & fall***

At some point, the PCs are likely to ask Thrym to stop running for a minute so they can get out of the cage and he can take a break. He will immediately stop running, slowing to a halt, and begin to set them down, but then a score of Warg with their riders show up almost immediately, before Thrym can even set them down, nipping at his heels, and the Warg riders taking some short bow shots at him

and the PCs. They have been following quietly, waiting for Thrym to tire.

Back during short scuffle in the Cage Cavern, the orcs pricked Thrym with poison arrows many times, but due to his massive size, he is at first able to easily ignore them. But after a few hours, and exerting the entire time, reinforced by the Warg-riders additional shots, it begins to really take effect.

Just they reach the large canyon and come within site of Thistlebaroi Keep, suddenly Thrym stumbles, still carrying the PC's in the cage. He falls, unconscious before he even hits the ground, the cage is flung out ahead of him.

The PC's brace for a rough landing. taking 1d20 hit points (or equivalent injury depending on the system) concussive damage.

As they come to a halt, the PCs see to their horror they have landed on the edge of the cliff. They are literally teetering on the edge, several hundred feet above the river!

The keep is just in sight ahead on its isle.

**GM, as soon as the cage stops, tell them is is sliding over the edge of this 500' high cliff, screeching metal on sandstone. Count down from 10 – 9 -8 -7 -6 5 – 4 – 3 – 2 -1.** If no one comes up with a plan quickly enough, the cage slides over the edge.

GM: Pause silently for a little while, letting the tension build, before continuing...

### 8.4.1 Over the Cliff

*“The last thing your character sees before the cage slides over the cliff edge more than 500' above the river, is Thrym lying unconscious on the ground...*

*His hands outstretched to you...*

*You each notice his face is a horrible purplish-pale color..*

*Then you see a score of wargs and their riders climb on top of his body malevolently grinning, cheering, and howling, while watching you slide over the edge...”*

*As your cage skids down the increasingly steeper angle, somehow miraculously (for the moment) remaining upright but getting faster and steeper by the moment, all time seems to slow down, sustaining the moments until your character's almost certain deaths...*

*Strangely in this moment, it occurs to each of you that Thrym was definitely showing definite signs of poisoning from so many goblin arrows. But who would have enough antitoxin or magic for someone as huge as Thrym?*

*The answer pops in your respective heads just before the cage becomes fully airborne in a*

*spinning free-fall: Thistlebaroi or Tearan of course!”*

The first sliding on the increasingly more sheer angle of the cliff eats up several hundred feet before the free-fall. The last 100' however is tumbling end over end, it bounces two more times against outcrops of the cliff, hitting hard against the cliff.

This first blow delivering 2d10 damage (or equivalent) to the PCs, and then 3d10 on the second bounce.

Then they are completely free-falling, nothing between them and the water, spinning through the air.

Then SPLASH! They are in the river!

Somehow still alive, but will they just drown now in this metal cage?

They have somewhat lucked out however. They landed on the eastern edge of the “shallow ford” the giants use to walk out to the isle! Remember the cage is a 20' cube.

The “Ford” is still 10' deep at the shallowest, and they are on the eastern edge, with most of the cage underwater, but the western edge is in just 18' of water, allowing 2' for air on that end.

The PC's can easily hold themselves, and any of those unconscious or injured. above the water to breath while everyone takes a moment to asses the new situation.

Meanwhile the Warg-riders, seeing that Thrym was out of commission, immediately run for the road a few hundred feet to the west, that winds down a less steep portion of the canyon toward the Giant's Ford, wishing to check on the status of the PC's.

From when the PC's splash into the water, they have 10 rounds before the warg-riders arrive at the shore 30' west of them.

The wargs do *not* like deep swift-running water and balk. So the warg-riders, only 30' away, get out their short bows once again, and grinning evilly, they calmly notch their arrows to their bow string, taking time for aimed shots at the PC's exposed heads.

They have each have from 7-10 arrows left (d4+6).

They will take their time with their shots, believing that reinforcements can't be far behind, and that they have complete advantage, and plenty of time to savor the moment, believing the PC's to be completely trapped and helpless. One might laugh in orcish “*Look, this is what they mean by as easy as shooting fish in a barrel!*” To which the other orcs will cackle.

However, the goblins are unable to see under the water, so if PC's are doing anything under the

water, the warg-riders won't know.

If this doesn't occur to the PC's, have them quickly roll perception checks to realize that might be the case. I

TH PC's are probably unarmed and unarmored, but could (if able to get out of cage as before by bending it with brute force, easily escape. But again they have some good luck.

The cage under water is badly bent near the bottom side facing north (toward the keep).

The bends in the bars have made an opening in the side near the bottom, large enough even for a burly 7' tall man to get out.

The PC's could start swimming under water, holding their breath as long as possible.

The Wargs can't see where they swim until they pop up for air, and the arrows can penetrate more than a few inches or so into the water.

It will be a very tough swim, in cold, deep, swift flowing water, and coming up for air, they will be exposed to the well-aimed shots of the goblins as long as in the PCs are in range.

Try as they might the warg-riders cannot coax their beasts into the water anymore than a few feet deep.

After a few rounds, two of the wards actually turn on their riders for trying to force them into the water. The Wargs rip out their respective goblin's throats, and then howling, turn and run back up the hill and into the woods. A few minutes after the PCs are clearly out of range, the Goblins head back up the hill to wait in the woods for reinforcements.

#### **8.4.2 NPCs of Note**

Thrym

Goblin Sergeant

The Jailer and company

The Goblin Chieftain

The Goblin Chieftain's Wife

20 Goblin Bowmen guards

## **8.5      *return to thistlebaroi keep***

Once the PC's are out of range, it will be a stamina/constitution/athletics check to just make it to the Keep.

When the PC's arrive cold, bedraggled, and exhausted on the shore of the isle (assuming they make it. They are fortunate that all the orcs previously garrisoned here have left. They are en route to Tearan's castle. They will report on Thrym's actions when he arrived earlier.

A couple of slower orcs saw the encounter at the cliff edge from a distance. When they run into Thistlebaroi a few hours out from the keep (he has been sent back by Tearan to go retrieve the PC's, not knowing all that has transpired recently), one of the orcs will stop to report while the rest continue to run on, ignoring Tearan's orders to stop (they never much respected him anyway, they thought him too “soft-hearted”).

Thistlebaroi is distressed about Thrym's recent actions at the Keep, and his heading to the goblin-town. Thistlebaroi is then absolutely panicked and livid to hear that Thrym had been poisoned by the orcs, and the reporting orc believes Thrym to be dying if not already dead.

Thistlebaroi barely contains his anxiety and rage from squashing the orc for his kind's mischief. Instead he gets up and runs as fast as he can to try to save Thrym.

He hopes he has enough anti-toxin to slow down Thrym's dying, and bring him back from the brink,. He gives Thrym all he has, but soon finds it is not sufficient enough to fully save Thrym, it only buys him a few more hours. **Thrym will die in less than 12 hours if something more effective cannot be arranged.**

### **8.5.1      NPCs of Note**

Thrym

Thistlebaroi

Thistlebaroi's Cook

Thistlebaroi's remaining human servants/slaves

## **8.6 *thistlebaroi's cunning plan? to tearan's castle!***

Tearan realizes the only person that could save Thrym now would be Tearan or Tearan's Angmarian contact the Sorceress.

Of course Tearan is going to be livid about the PC's escape, especially the new of Thrym's complicity, once the orcs have reported.

When he arrives at Thrym's unconscious body, and carries it to the Keep. Thistlebaroi apologizes sincerely to the PCs for his part in everything. He tries explaining the pressures exerted on him by Tearan, even though he knows his weakness is a poor excuse for bad behavior.

He pleads with the PCs to come with him to help save Thrym, who sacrificed himself for them.

He has come up with a plan.

He can quickly somewhat re-equip the PCs from his small garrison supplies at the Keep. Though it is mostly Rhudarian, Angmarian, Hillmen, Dunlending, and Orc equipment, there are some mixed quality materials to be found, including some moderate magic armor, weapons, etc. Though only a few (2-5 (1d4+1) scrolls, potions, and herbs are available for the PCs are that are more loremasters/spellcasters than warriors. Thistlebaroi states that he can help with that if they help him. He has in mind that they can hopefully stock up in the Angmarian's lab, since she was very well equipped!

After about 30 minutes of administration by Thistlebaroi with advice from the Head Cook, Thrym regains consciousness, and is able to speak in a weak and raspy voice.

After another 15 minutes, Thrym is able to walk, albeit weakly, having to often lean on his elder (and shorter) brother.

With or without the PCs (if they refuse to come along), Thistlebaroi and Thrym will begin walking back to the Tearan's Castle,

They offer to carry the PC's until just before they come in sight of the castle. They will sit down to take a rest, and discretely slip the PC's into a cave they know connects to a secret entrance into the castle.

At least, he knew of it when he was very young. He doesn't know if during all the construction sponsored by Angmar in recent years, if the passage might have been removed or blocked-up. But it is the best plan he has. If it is gone, their only other option is open confrontation with Tearan.

Thistlebaroi will tell the Heroes which traps to watch out for (there are three of course, GM's discretion), and how to open the secret hidden door about a mile into the tunnel.

Thistlebaroi knows that the Angmarian Sorceress “advising” Tearan, has a well-stocked laboratory which includes plenty of antitoxin, magic items, etc.

He knows where her lab is. He doesn't know if anyone will be in the lab when the PCs arrive. He can provide effective directions to her lab. Even if she is not there, one or more of her assistants is likely to be there.

The PC's can then find all the antitoxin they need, and sneak back through the hidden entrance to where Thrym & Thistlebaroi are waiting. IF all goes well, Thrym should be much better in just a few hours. Then it will be time to confront Tearan directly!

### ***8.7 enough is enough!***

Thistlebaroi nearly lost his beloved younger brother due to Tearan's machinations (and Thistlebaroi's own complicity), and he has had enough!

As has Thrym! As he recovers (if he does), he is distressed at all that Tearan has done to Thistlebaroi and others, and believes it is long past time to take back their ancestral home, drive out the Angmarian and other “filth” that have taken over, and be the persons their parents would have wanted them to be.

Little do either of the younger brother's realize though that their father had actually been an agent of Sauron through the Witch-king! Of the three sons, only Tearan knew.

## **9 THE SHAPING OF TEARAN – THE DEATH OF THEIR PARENTS**

As the eldest, at his coming of age party, Tearan's father took him aside and revealed a shocking secret. He explained that he was a secret loyalist to the King of Angmar, and that the wearer of the Iron Crown thought Tearan had great promise for the future!

It was suggested that Tearan's father should bring him into the fold and begin to train him appropriately. This was to be a secret just between Tearan and his father, his younger brothers “were not ready for the responsibility”, and his mother “would never understand”.

At first Tearan was very proud of the honor bestowed upon him by his father. Over the years however, as the tasks become more questionable, he began to balk at some of his father's more sinister orders. This led to them having a private argument, leading to Tearan storming out into the woods of Rhudaur for a few weeks to work through his conflicted feelings between his mother's and father's contradictory teachings.

Even though his mother obliquely knew about her husband's dealings, she did not realize Tearan had joined as well. She would never have approved.

Finally he decided he was not going to follow in his father's footsteps. He headed back home determined to have a sit down with his father, letting him know the decision. But when he returned home, he found both his parents had recently been slain!

Tearan never forgave the Dúnedain Rangers that did the killing of his beloved parents. However he (and neither of his brothers) ever found out the full story about his parent's deaths. He never understood why the rangers wandered so far out of their normal territory to attack the two relatively peaceful giants in living high in the Misty Mountains. IT seemed so arbitrary and pointless.

Unbeknownst to them, it had all been arranged by the Witch-king himself. He sent minions to provide (false) information that the pair of giants were marauding across the country side (he sent some trolls to destroy some villages in the night to make it look as though the giants had attacked.

He did this both because his spies discovered that the wife had been helping “the enemy” against Angmar in little ways such as sheltering to people when possible, and the Witch-king's interest in Tearan himself as a valuable asset in the future.

Tearan had been increasingly wavering toward his mothers side in recent months. And the witch king's minions were unable to sway Thrym at all with his simplistic code of honor, though they would have loved to have his physical prowess as a resource.

They viewed Thistlebaroi as just a follower and not a leader, so they wanted Tearan. Tearan's intelligence, aptitude, and inherent ambition made him both vulnerable to manipulation, and a potentially valuable resource.

When the minions of Angmar realized that the wife would probably “turn” the father eventually (she had been working on it, and it was slowly working), they wrote both parents off as liabilities to be disposed of as a means to bind Tearan's loyalty.

The Witch-king's minions successfully deceived the rangers into thinking both giants were horrible butchers roaming the countryside slaughtering entire villages. So Arnor sent a team of 20 top-notch experienced Dúnedain rangers to kill the giants now that they had an informant providing the location of the hidden castle high in the Misty Mountains.

The attack took place while the couple slept in their beds. They awoke and fought back furiously, but it was too late. The mission succeeded without any ranger fatalities (though many were injured or maimed during the operation, and the dangerous trek back west.

The Sorceress as a representative of “good will”, 'just happened” to arrive shortly after the killing. Right as Tearan returned home from his thinking in the deep woods of Rhudaur. While Tearan

stood there grief-stricken, staring at the cold corpses of his parents lying bloody on the floor of their demolished bedroom (while his brothers were elsewhere in the mountains), the sorceress pointed out the clear evidence of Dúnedain committing the act. This completely clinched his loyalty to the Witch-king of Angmar, and his utter hatred of the Dúnedain and their supporters for decades to come.

There are two people currently around the castle that actually know the truth of the parents death: the sorceress and her top apprentice. If they feel they can't win, one or the other (or both) may quickly propositioning the PCs or the giants to offer them information on why the giant's parents were killed. They will provide the truth in exchange for a promise set the Sorceress and her apprentices go free and safely return back to Angmar, swearing never to come back again. They will demand it of Thrym and/or a PC who's honor code is basically unbreakable (they believe), and a sworn oath uttered before they will reveal the truth.

### ***9.1 the Breaking of tearan the tyrant?***

Tearan is the eldest and most intelligent (IQ around 130 or so) of the brothers, but also the most (relatively) diminutive at “only” 50' tall, only half the height of the youngest brother Thrym! As Thrym kept growing and caught up and quickly passed Tearan in size, a deep rift developed between them.

If Thrym, Thistlebaroi, the PCs, or anyone else reveal the truth about the setup of the murder of his parents, Tearan will completely snap!

He will begin smashing the outer castles walls, tearing them down because they outer walls had been built through Angmarian resources. He will claw at his eyes, rend his clothes from his body, etc. Then eventually fall to the ground on his hands and knees sobbing, and shuddering uncontrollable. Begging his parents, especially his mother, to forgive him for being deceived and letting his greed and ambition nearly get his brother(s) killed, the only kin he has left.

All this may be brewing in the background between the PC's and the NPC's, while the three brothers begin a confrontation, At first just escalating voices, but might turn into a physical battle. And Tearan has some spell-casting ability.

During all this chaos, some of the orcs from the town will arrive, about 50 of them. Fearing their poisoned darts, Thistlebaroi and Thrym ask the PC's to ward them of and keep them out of range, while they deal with Tearan.

The orcs are exhausted after running non-stop, and at a 25% penalty to all actions. And if it is

daytime, even more penalties! If it is night time, there will be 2-5 trolls with them (1d4+1). These are foot soldiers, the rest of the wargs either went back to goblin town, or fearing retribution, fled into the Rhudarian woods southwest. Eventually some will band together, low on resources and weapons, and decide to attack the village for its resources. There are about 100 orcs by the time they get there!

The battle with the giants could go many ways. The best way to diffuse the situation is through the Angmarian sorceress and/or her apprentice. Torturing/interrogating/bribing will be pretty effective. They are quite nervous about this bad turn of events. And still not certain if they might over time be able to manipulate the PC's into joining their master's goal some day, maybe through trickery and deceit pretending to be good guys, as had worked many other times before (Sauron the gift bringer).

If the truth of the parents death isn't enough for the PCs to let them go, then they will offer to tell them where a stash of magical high quality weapons, armor, and magic items can be found nearby. They are desperate to do any thing to get free and flee back to Angmar, even though they fear the Witch-king's wrath.

### **9.1.1 NPCs of Note**

Thrym

Thistlebaroi

Tearan

Angmarian Sorceress

Apprentice 1

Apprentice 2

Apprentice 3

Goblin Unit Leader -

?

?

?

### **9.1.1.1      *NPCs of Note***

Tearan the Giant (eldest but “smallest”)

Tombordor – Olog-hai from Angmar

Angmarian Orc Guards (40) on loan to Tearan to guard the castle

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.

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”.

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

Nig-Nog (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.

## **9.2      *post-convention post-adventure: after the Battle,***

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.

There is much to clean up after the battle between the giants, those that survived need to bury and mourn the dead...

There is little time for mourning however! A few days after the great battle, the PCs find out that a band of orcs from the goblin-town, intended as the PC's prison, are racing on the backs of wargs to the village for pillaging of resources and revenge against them for engaging the Heroic Band in the deeds that led to the downfall of their leader Teraan the Giant, causing some significant delays to The Witch-king of Angmar's plans.

Can the PCs catch get there in time to save the villagers? Will the combined forces of the villagers and the PC's be sufficient to overcome this large onslaught of nearly 100 orcs? GM's have the option of normal melee combat, or using war-gaming or other rules for mass combat.

#### NPCs of Note

The **villagers**.

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

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.

The single **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.

## 10 APPENDICES

This section provides various detailed information that are likely very useful, or even necessary to fully flesh out the adventure, but would not fit well with the narrative flow of the campaign, so are placed separately here.

### 10.1 *definitions of terms*

It is highly recommended you read pages 8 – 12 of “Armor the Realm” ICE #2005 for the definitions and brief overview of the times, locations, and events taking place for this campaign.

### 10.2 *non-system-specific tables*

Organization of this coming soon.

#### 10.2.1 GOODS & SERVICES CHART

GOOD/SERVICE	COST	NOTE
Food & Lodging		
Beer/ale	1/4 cp	Pint.
Brandy	1 cp	Half-pint
Cider	1/4 cp	Pint.

Mead.....	1/2 cp.....	Pint.
Wine.....	1/2 cp.....	Pint
Light meal.....	1/4 cp.....	Cheese, soup, and bread.
Normal meal .....	1/2 cp.....	Meat soup or pie, bread, potato.
Heavy meal.....	1 cp.....	Steak and vegetables,
bread, soup, pastry.		
Poor lodging .....	1/2 cp.....	Communal sleeping.

Average lodging ..... 1 cp ..... Allows for a separate bed or pallet and includes meals.

Good lodging..... 2 cp.....Allows for separate room, meals, and ample refreshment.

Stable .....1/4 cp.....Includes food for beast.

Pipeweed..... 1 cp.....1 pound. Good for a week's smoke; Kerbs in the mid-Third Age, tobacco in later years. More exotic herbs can cost many times this price.

Week's rations..... 4 cp.....Normal spoilage. 18 pounds.

Trail rations ..... 6 cp.....14 lbs. 1 week. Preserved. Hard on the stomach.

Greatbread..... 2 gp.....4 lbs. 1 week. Somewhat magical, made by Beornings and a few Dúnedain and Northmen.

Waybread..... 10 gp .....4 lbs. 1 month. Lembas, used by Elves and their friends only. Loses a fourth of its value if eaten with other food.

GOODS & SERVICES CHART		
GOOD/SERVICE	COST	NOTE
<b>Food &amp; Lodging</b>		
Beer/ale.....	1/4 cp.....	Pint.
Brandy.....	1 cp.....	Half-pint.
Cider.....	1/4 cp.....	Pint.
Mead.....	1/2 cp.....	Pint.
Wine.....	1/2 cp.....	Pint
Light meal.....	1/4 cp.....	Cheese, soup, and bread.
Normal meal.....	1/2 cp.....	Meat soup or pie, bread, potato.
Heavy meal.....	1 cp.....	Steak and vegetables, bread, soup, pastry.
Poor lodging.....	1/2 cp.....	Communal sleeping.
Average lodging.....	1 cp.....	Allows for a separate bed or pallet and includes meals.
Good lodging.....	2 cp.....	Allows for separate room, meals, and ample refreshment.
Stable.....	1/4 cp.....	Includes food for beast.
Pipeweed.....	1 cp.....	1 pound. Good for a week's smoke; Kerbs in the mid-Third Age, tobacco in later years. More exotic herbs can cost many times this price.
Week's rations.....	4 cp.....	Normal spoilage. 18 pounds.
Trail rations.....	6 cp.....	14 lbs. 1 week. Preserved. Hard on the stomach.
Greatbread.....	2 gp.....	4 lbs. 1 week. Somewhat magical, made by Beornings and a few Dúnedain and Northmen.
Waybread.....	10 gp.....	4 lbs. 1 month. Lembas, used by Elves and their friends only. Loses a fourth of its value if eaten with other food.
<b>Armor &amp; Weapons</b>		
(restricted availability in most areas)		
Target shield.....	5 sp.....	3 lbs. +20 vs melee; +10 vs missile.
Round-shield.....	6 sp.....	10 lbs. +20 vs melee or missile.
Oval-shield.....	8 sp.....	13 lbs. +25 vs melee or missile.
Wall shield.....	10 sp.....	28 lbs. +30 vs melee; +40 vs missile.
Pot helm.....	4 sp.....	2 lbs. Steel.
Full helm.....	9 sp.....	2.5 lbs. Steel. +5 DB.
Soft leather.....	4 sp.....	9 lbs. Finely made jerkin (ATS).

### ***10.3 weather***

4<sup>th</sup> Month – Gwirth (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%)

## **10.4**    *(research topic) overview*

### **10.4.1**

## ***10.5 pc motivations***

### **10.5.1 Human**

### **10.5.2 Rohirrim**

### **10.5.3 Dúnedain**

***10.5.3.1 Arthedainians***

***10.5.3.2 Cardolians***

***10.5.3.3 Gondorians***

**10.5.4 Elves**

***10.5.4.1 Mithlond (Grey Havens) Elves***

**10.5.4.2** *Mirkwood Elves*

**10.5.4.3** *Imladris (Rivendell) Elves*

**10.5.5** **Hobbits**

**10.5.6** **Dwarves**

## **10.5.7 Random Encounter At the Border Before the War**

Day

On the Road

Cross-country

Night

On the Road

Cross-country

## **10.5.8 Random Encounters Within Rhudaur**

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **10.5.9 Random Encounters From Bree to Combe.**

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **10.5.10 Random Encounters From Combe to the Front Lines**

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **10.5.11 Random Encounters From the Front to Amon Sûl**

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **10.5.12 Random Encounters From Amon Sûl to Annúminas**

Day

On the Road

Cross-country

Night

On the Road

Cross-country

### **10.5.13 Random Encounters From Annúminas to Fornost.**

Day

On the Road

Cross-country

Night

On the Road

Cross-country

## ***10.6 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.

### **10.6.1 Eä d20 1**

This system version is simply Advanced Dungeons & Dragons 1<sup>st</sup> Edition 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>

#### ***10.6.1.1 NPCs of Note***

#### ***10.6.1.2 Generic NPCs & Monsters***

## **10.6.2 Eä d20 2**

This system version is simply Advanced Dungeons & Dragons 2<sup>nd</sup> Edition 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>

### ***10.6.2.1 NPCs of Note***

### ***10.6.2.2 Generic NPCs & Monsters***

## **10.6.3 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>

### **10.6.3.1**    *NPCs of Note*

### **10.6.3.2**    *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>

## **10.6.4**    **Eä d20 4**

This system version is simply Dungeons & Dragons 4<sup>th</sup> Edition 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>

#### ***10.6.4.1 NPCs of Note***

#### ***10.6.4.2 Generic NPCs & Monsters***

### **10.6.5 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>

#### ***10.6.5.1 NPCs of Note***

#### ***10.6.5.2 Generic NPCs & Monsters***

## **10.6.6 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>

### ***10.6.6.1 NPCs of Note***

### ***10.6.6.2 Generic NPCs & Monsters***

## **10.6.7 GURPS**

This system version is simply Steve Jackson Games Generic Universal Role-Playing System modified to better fit a Tolkien-based campaign. You can find more information on the rules supplements used to make this work at <http://www.merp.com/downloads/gurps-for-middle-earth>

You will also need to have the GURPS Fantasy book in addition to the usual core and supplement rules.

### ***10.6.7.1 NPCs of Note***

### ***10.6.7.2 Generic NPCs & Monsters***

## **10.6.8 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.

### ***10.6.8.1 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.

### ***10.6.8.2 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

### 10.6.8.3 *NPCs of Note*

#### ***10.6.8.4 Generic NPCs & Monsters***

From Dark Mage of Rhudaur

7.1 BEAST TABLE									
Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	(Primary/Secondary/Tertiary) 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/85SCI/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
<b>Undead (N)</b>	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					

**10.7**     *weather events chart*

## ***10.8 goods & services chart***

### **10.8.1 TOR RPG**

#### ***10.8.1.1 NPCs of Note***

#### ***10.8.1.2 Generic NPCs & Monsters***

## ***10.9 relevant timeline***

From ICE's The Realm of Arnor (with modifications)

**ca. 200-400** A new wave of Dunning migration to Eriador follows the sundering and downfall of the Daen Coentis realm in the White Mountains. The Dunlendings become the native population of that part of Enedhwaith which is now renamed Dunfearan, or Dunland. Some also migrate into Eriador,

where they form a base peasant population in Rhudaur and the lowest economic class in the Gwathló basin.

**250-850** Administration of Arnor gradually moved from Annúminas to Fornost, on the North Downs.

**ca. 400** Arnorian rangers under the Vaernil Tarcil explore north far into Forochel and beyond and over the Angirith Pass into the Grey Mountains.

**ca. 500** First notable Easterling Wars with Gondor. Eriedain cavalry first created and many of the clans involved migrate eastward into Rhovanion in conjunction with Gondorian military ventures. Some distinct groups of Eriedain, like the Rivermen, still maintain independent "Northman" cultures in Arnor. King Tarcil of Arnor campaigns against the Orcs of Gundabad and Goblin-gate and gains regular access over the Angirith (S. "Iron Pass") at the northern end of the Misty Mountains, building roads later used by the Witch-king. Arnorian outposts are founded near Esgaroth in Wilderland.

**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.

**949-950** Aldarion of Rhudaur, the last of Eärendur's sons, attempts to reunite Arnor. The war ends in a few skirmishes, but it is the first slaying of Dúnedain by Dúnedain in the north.

**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.

**1084-1092** Arthedain, Cardolan, and Rhudaur undertake a more serious quarrel over Amon Sûl and its Palantír,

**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.

**1100-1200** Cardolan reaches its peak of prosperity under the reign of its fourth King, Tarandil, who introduces large scale sheep herding. Tharbad thrives as a center of trade and manufacture,

**ca. 1100** Harfoot Hobbits enter Eriador; Fallohides and Stoors soon follow within fifty years. The Harfoots settle throughout the Gwathló basin.

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

**1235** Disaster of Cameth Brin. Calimendil, besieging the capitol of Rhudaur, is surprised by an Orcish army from Gundabad. The professional forces of Cardolan cut their way out with heavy losses, but Calimendil, his sons, and all of the ruling Barons of Cardolan are slain when the Orcs capture the exposed Royal Pavilion.

**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.

**1284-1287** Arthedain and Cardolan war over possession of Amon Sûl. Minalcar establishes himself as regent of Cardolan when his legitimate half-brother Tarastor proves ineffective as a military leader.

**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 Nazgûl 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.

**1332** Death of Tarastor, deemed to be the last of the true line of Isildur in Cardolan. Minalcar, crowned as King, accepts Argeleb of Arthedain's claims to the High Kingship of Arnor in 1349 and is promised autonomy.

**1352-1359** First Northern War pits Arthedain and Cardolan versus Rhudaur and Angmar.

**1356** Argeleb I of Arthedain is killed in battle.

**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 Palantír is saved. Annúminas 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.

**1409-1500** Clans of Stoors from southern Eriador head east and recross the Misty Mountains, settling by the Gladden Fields of the Anduin Valley.

**1410** Arthedain soldiers clear the rubble of Weathertop, shoving them down the hillside, and leaving the climbs on all sides of the hill clear of any cover.

**1432** The Kin-strife of Gondor begins.

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

**1636** “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.

**1974** “End of the North-kingdom [Arnor]. The Witch-king overruns Arthedain and takes Fornost.” LotR Appendices p. 80.

**1975** Palantír of Weathertop lost. Lindon brings a fleet to Lindon and Witch-king is driven out of Fornost, chased into the Ettenmoors and escapes...

**3018** The Ringwraiths search for the One Ring.

**Fourth Age 7**, King Elessar (Aragorn II), has work begun to rebuild the great tower of Amon Sûl.

### ***10.10 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.

**Rhudaurim**—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 Beffraen 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** -

## II RESEARCH RAW NOTES:

### ***11.1 terms giant, giants***

#### **11.1.1 The Road to Middle-earth by Tom Shippey**

22-23

“...Somewhere in the Dark Ages, this seems to suggest, there must have been a legend, a story of how

the Gothic King \*Thiudoreiks was stolen away to the land of giants, to be rescued after long adventures by his faithful retainers Widia and Hildebrand. Why did the giants take him, where and how did they live, what were their relations with humanity? Once upon a time many people must have known the answers: the story survives in a decadent form in the medieval German romances of *Das Eckenlied*, *Sigenot*, *Laurin* and others...”

...”...!Some sent elves, and some sent serpents,  
some sent sea-monsters, that live by the water.  
No one knew any of them, but Hildebrand alone'

What must it have been like in Old English – a poem not about monsters erupting on humanity, as in *Beowulf*, but about men going into the heart of the monsterworld, for adventures in the 'Ettenmoors' themselves! But fate had snatched that prospect (almost) into utter oblivion.”

47

Just a section on etymological use of word giant long ago.  
No useful adventure information.

76

156.

### **11.1.2 The Return of the Shadow:**

253,

...”; giants were spoken of, a Big Folk only far bigger and stronger than Men the '?ordinary' Big Folk, and no stupider, indeed often full of cunning and wizardry. And there were vague hints of things or creatures more terrible than goblins, trolls, or giants....”

254.

“Most interesting is the reference to the Tree-men. As my father first wrote Sam's words, he said: 'But what about these what do you call 'em – giants? They do say as one nigh as big as a tower or leastways a tree was seen up away beyond the North Moors not long back.' This was changed at the time of writing to: 'But what about these Tree-Men, these here – giants? They do say one nigh as big as a tower was seen,' etc. (Was this passage (preserved in FR, p. 53) the first premonition of the Ents? But long before my father had referred to 'Tree-men' in connection with the voyages of Eärendil: II.254,261.

319,

“...Trolls and giants were abroad, of a new and more malevolent kind, no longer dull-witted but full of cunning and wizardry.' .... but it is still Jo Button who saw the 'Tree-men' beyond the North Moors,...”

384,

“Frodo meets Giant Treebeard in the Forest of Neldoreth....”....”...’though there is no dragon (so far) there is going to be a Giant’...”.

and see Treebeard.

### 11.1.3 The Peoples of Middle-earth:

46,

Regarding Hobbit-ish names derivations. “Some derived from early history and ancient Hobbit-legend; some from stories about Elves and Men and even about dwarves and giants.”

48.

????????????????????????????

????????????????????

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### 11.1.4 The Return to Bag-end by John D. Rateliff:

24,

just etymology theories for Balin's name,, “Or he might have taken the name from Blain, an obscure figure described in the line of the Voluspa immediately preceding the dwarf-list proper, said to be a giant from whose legs or bones the dwarves were made.

31,

“Bladorthin? Bladorthin? Let me see – not the wandering wizard who gave Old Took a pair of magic diamond studs that fastened themselves and never came undone – not the fellow who turned the dragon of the Far Mountains inside out, and rescued so many princesses, earls, dukes, widow's sons and fair maidens from unlamented giants - ...”

51,

re-referencing of same passage from page 31.

59,

“AT first sight, fairies would seem, like the stone-giants, to be a race peculiar to The Hobbit, not found in The Lord of the Rings. But this is not the case, the usage in The Book of Lost Tales establishes “fairy” as a synonym for 'elf’”...

61,

#16 – One distinctive feature of English fairy tales, as opposed to German (Grimm) or French (Mother Goose), is their fascination with giants, a motif going back at least as far as Geoffrey of Monmouth and Arthur's battle with the giant of Mont St. Michel. The two most popular of all English fairy tales were “Jack the Giant Killer” and “Jack and the Beanstalk”.

85,

#2.

“Thus, they are included under the rubric Uvanimor, who are defined in 'The Coming of Valar' as 'Uvanimor' (who are monsters, giants, and ogres)' (BLT I. 75); compare ...”

103-4,

“...probably one of two poems from the Elder Edda... ('The Lay of Helgi Hjorvard's Son') and ... ('The Lay of Alvis'). In the former, the heroes Atli and Helgi prolong a conversation with the giantess Hrimgerd, who seeks to destroy their ship and drown them all, until the sun rises and petrifies her: Atli said:

'Turn your eyes east, Hrimgerd, Helgi's runes  
have brought you down to death;  
at sea or in harbor the fleet is safe,  
and the warriors with it too.'

Helgi said:

'It's day now, Hrimgerd, Atli delayed you -  
now you must face your fate:  
you'll mark the harbor and make men laugh  
when they see you turned to stone.'

....

Neither of these victims is what Tolkien would call a troll, but Jacob Grimm notes in his massive compendium and overview of religion and folklore, *Teutonic Mythology*, 'numerous approximations and overlappings between the giant-legend and those of dwarfs ... as the comprehensive name *troll* in Scandinavian tradition would itself indicate. Dwarfs of the mounds are, like giants, liable to transformation into stone, as indeed they have sprung out of stone.'....On page 551 in the same book Grimm alludes to the many legends of neolithic stone circles- being petrified giants (indeed although Grimm does not mention it, one of the old names for Stonehenge was 'The Giants' Dance'), and

concludes (citing Hrimgerd's fate as his authority) that 'It would appear... that giants, like dwarfs, have reason to dread the daylight, and if surprised by the break of day, they turn to *stone*.'

110,

#10 "Thompson cites several nineteenth- and early twentieth-century works on Norse mythology as his authorities for what he calls motif ..... 'Sunlight turns giant or troll to stone', as well as for motif .... 'Trolls turn to stone at sunrise'. Grimm also cites, in his supplementary volume 'Many Swed[ish] tales of giants whom the first beam of the sunrise turns into stone'....

128-9,

"He [Bilbo] peeped out and in the lightning-flashes he saw that across the valley the stone-giants were out, and were hurling rocks at one another for a game, and catching them, and tossing them down into the darkness where they crashed among the tress far below or splintered into little bits with a dreadful noise."

"They [the ponies] could hear the giants guffawing and laughter and shouting all over the mountain-sides.

'This won't do at all' said Gandalf. 'If we don't get blown off, or drowned or struck by lightning, we shall be picked up by some giant and kicked sky high for a football'."

...

"Under that arch they went, and it was good to hear the wind and the rain outside instead of all round them, and to feel safe from the giants and their rocks."

143-5,

(ii) The Giants

If the goblins open up a vast array of questions, the giants glimpsed from a distance during the crossing of the Misty Mountains remain on the fringes of the story. Giants occur in several of Tolkien's works, but never learn a great deal about them. Lúthien's sleep-spell, already cited in reference to the be BLT II.67-8). The contrast between summer and winter seems obvious, perhaps harkening back to the fire-giants and frost-giants of Eddic lore, but whatever story Tolkien may have had in mind beyond these shadowy figures (if indeed he had any at all) was apparently never written down. Nevertheless, Nan may have been in the back of Tolkien's mind when he created Ents some twenty years later: for 'Ent' simply means 'giant' in Old English, and it seemed plain that the giant seen by Sam's cousin Hal up beyond the North Moors was an Ent, described as being 'as big as an elm tree, and walking' (LotR.57). The detail of the elm may be coincidental but given Tolkien's creative reuse of material time and again it would be rash to dismiss the parallel as sheer chance.

*The Book of Lost Tales* has referred to giants as one of the Uvanimor, or monster-folk (BLT I.75), a thoroughly traditional touch on Tolkien's part: giants have a long, long tradition in folklore of being extremely dangerous if not downright wicked. Even Treebeard first appears in the LotR drafts as a distinctly sinister figure. It is initially 'the Giant Treebeard', not Saruman, who imprisons Gandalf the

Grey and prevents him from warning Frodo to set out at once or accompanying him on his journey (HME VI.363), and an isolated draft passage survives describing Frodo's encounter with 'Giant Treebeard', who here seems entirely tree-like. The episode seems harmless enough, slightly reminiscent of Ransom's early adventures on Malacandra in Lewis's *Out of the Silent Planet* [1938], but Tolkien glossed it thusly in Tengwar:

Frodo meets Giant Treebeard in the Forest of Neldoreth while seeking for his lost companions: he is deceived by the giant who pretends to be friendly, but it really in league with the Enemy. - HME VI.382-4

An outline for 'The Council of Elrond' contains yet another warning in the midst of notes regarding the route the Fellowship and Ring will take:

'Beware!' said Gandalf ' of the Giant Treebeard, who haunts the Forest between the River and the South Mts.' -ibid, page 397.

...”The last trace of ambiguity appears in a reversal of the original idea; here it is only after the 'tree-giant' (described in terms that sound something like a cross between the Green Man of medieval legend, Sir Bercilak, and an actual tree) has carried Frodo to his castle in the Black Mountains that he is revealed to be friendly, whereas in the earlier draft he had pretended friendship but been false.

While the Ents went on to become one of Tolkien's most original and admired creations – attracting praise from critics as diverse as C.S. Lewis and Edmund Wilson (16) – giants in the traditional sense of large, dangerous monsters in more or less human form vanished from the more integrated Middle-earth of Tolkien's later work. Ents are one of the five Free Peoples; giants one of those races which may be called the Children of Morgoth. We have seen that both dwarves and goblins, who early on also fell under the 'Uvanimor' rubric, underwent further development in *The Hobbit*, with the goblins remaining a monster race ('cruel, wicked, and bad-hearted') and dwarves undergoing a transformation into 'decent enough people', if 'commercial-minded' (cf. p. 505). What, then, of the stone-giants? It is possible, from the scanty evidence presented in *The Hobbit*, to determine whether they should be classified as Children of Morgoth or free agents?

In purely practical terms, our heroes are less concerned with the giant's moral standing than the danger they pose. Their antics seem more the result of exuberance than malice, but that would be small consolation for any member of the party 'kicked sky high for a football'. Similarly the dim-witted giant in *Farmer Giles of Ham* blunders about causing all sorts of damage – breaking hedges, trampling crops, knocking down trees, smashing houses, and squashing the farmer's favorite cow – yet all this destruction is merely the result of lack of attention on the part of the short-sighted and deaf giant, not active malice (unlike the dragon Chrysophylax Dives in the same story, whose depredations are quite intentional). The stone-giants of *The Hobbit* do not seem to be aware of the presence of the travelers, but then again there's no indication that they would have behaved any differently had they known; in short, they are portrayed as a perilous but almost impersonal force, rather like the thunder-storm itself. (17)

By contrast, a much more traditional view surfaces in the next chapter – when Bilbo is trying to think of the answer to Gollum's last riddle ('This thing all things devours'), his mind is filled with 'all the horrible names of all the giants and ogres he had ever heard told of in tales' (p. 158). Here we can plainly see the echoes of such traditional tales as 'Jack and the Beanstalk' and 'Jack the Giant Killer',

with their murderous, man-eating giants. Yet not all giants can be such monsters, for a chapter later Bladorthin casually suggests finding 'a more or less decent giant' to block up the goblins' front gate in the mountain pass. It seems, then, that giants occupy neutral ground, neither good nor evil as a race but varying from individual to individual. Dangerous, certainly – but as Gandalf points out in speaking of Treebeard, powerful and perilous is not the same thing as evil (LotR.521; & cf. Also *ibid.*.706).

150-1,

#14 The connection with the Ents is strengthened by Sam's comment when he introduces the subject: 'what about these Tree-men, these giants, as you might call them?' (LotR.57).

#15 This portrayal of an apparently friendly yet actually evil giant may owe something to Golithos, the most interesting character Wyke-Smith's *The Marvelous Land of Snergs*. Formerly an ogre (the French equivalent of the Norse 'troll', and like it a term of wide applicability), he has taken the pledge and no longer eats people, but a visit from two tender young children proves too much for him after years of a strict vegetarian diet, and he attempts to revert to his former cannibalistic ways.

#16 In his review of *The Fellowship of the Ring*, C.S. Lewis singled out 'the unforgettable Ents' for special praise – no doubt to the puzzlement of his original readers, since the Ents do not enter the story until the second volume, *The Two Towers*, published several months later. Similarly, Edmun Wilson, in his famous diatribe 'Oo, Those Awful Orcs', grudgingly admitted that the Ents 'showed signs of imagination'.

#17 As Doug Anderson points out (personal communication), the stone giants probably derive from the legend of the rubezahl, a German storm-spirit who, in the words of Andrew Lang, 'amused himself by rolling great rocks down into the desolate valleys, to hear the thunder of their fall echoing among the hills' (*The Brown Fairy Book* [1904] p. 283). Tolkien is not the only modern fantasist inspired by the legend; the game of nine-pins played by the strange little men in Washington Irving's 'Rip Van Winkle' [1819] was probably also inspired by the same German folk-lore.

#18 Or, to go further back, the story of King Arthur's battle with the giant of Mont St. Michel, retold by both Geoffrey of Monmouth and Malory - or, further still, the story of Odysseus outwitting the cyclops. Whether called ogres, trolls, cyclopes, or giants, cannibalistic giant-folk loom larger in the folklore or Europe.

158,

“Poor Bilbo sat in the dark thinking of all the horrible names of all the giants and ogres he had ever heard told of in tales; but never a one had done all these things.”

168,

“... while the wise old giant Vafpruonir warns his challenger (the disguised god Odin, operating under the nom de guerre of Gagnrad) that he never leaves alive those who cannot answer his questions, only to forfeit his own life in the end when Odin asks him an unanswerable question: “What words did Odin

whisper to his son/when Balder was placed on the pyre?' Only Odin himself knows the answer, just as only Bilbo knows what lies hidden in his pocket.

200,

“I shall have to see if we can't find a more decent giant(TN8) to block it up' said Bladorthin 'or soon there will be no getting over these mountains at all'.

211,

Text Note #8 “The original reading of this sentence, 'a more decent giant', was changed in pencil to ' a more *or less* decent giant', the reading of the typescripts.

229,

“But cropping out of the ground, right in the path of the stream which looped itself round it, was a rock – almost a hill of stone, like a last outpost of the mountains, or a large piece cast miles into the plain by some giant among giants. Now quickly down to the top of this the eagles swopped one by one and set down their passengers.”

231,

“...He is a skin-changer – he is sometimes a huge black-bear, sometimes a great strong black-haired man with huge arms and a great beard.(TN15)

I can't tell you much more. Whether he is a bear descended from the great bears of the mountains the lived there before the giants came(TN16), or a man descended from the old men who lived there before Smaug invaded the land and the goblins came into the hills out of the North, I can't say.”

234,

...”There was a terrible storm, the stone-giants were out hurling rocks, and at the head of the Pass we found a cave. Into it we went for shelter, the hobbit and I and several of our dwarf friends...”

247,

#16 “Initially this passage ran 'before the giants and goblins came', then the phrase 'and goblins' was deleted. This is significant in light of the rest of the sentence, which establishes a sequence of events: first came the great bears, then the giants, then the men of old, then Smaug and the goblins, the latter 'out of the North' (i.e., from Angband/Utumno/Thangorodrim). Either heritage, pre-giant mountain bear or pre-goblin man-of-old, marks Medwed as an aborigine (in the original sense), the last remnant of a displaced and vanished people.

For more on the were-bear theme, see the Commentary below, section ii.

#17. “a high thorn hedge through which you could not see nor scramble' – note that the thorn tree was traditionally linked with the faerie folk in English and Irish folklore. In a traditional fairy tale or ballad,

such a detail would signal the eldritch nature of the setting and its denizens; by including it in his descriptions of Medwed's house, Tolkien may be reinforcing the otherworldly, slightly eerie, uncanny nature of its inhabitants.

255, Medwed/Beorn, interesting information, but not about giants.

261, Recitation of giants placing Carrock. But earlier interesting information about Beorn's Hall, and being identical to Hrothgar's Heorot in Beowulf.

264,  
Tie-in to Beorn and old story "The Lang Man of Bollyhope", but not actually giant, just giant cast shadows during battle at top of peak.

270,  
Just re-mentioning earlier references to giants, no new material on that topic.

374,  
Tolkien's ideas about Bilbo slaying Smaug, in line with Jack & The Giant killer, later discarded.

460,  
Reference to Monmouth's History of Kings of Britain, from Trojans defeating Giants to King Arthur's time, possible resource for Tolkien's Farmer Giles of Ham.

522-3,  
Oblique reference to riddles, "Odin asks the giant **Vafpruonismal** (p. 169), where the speaker deliberately refers to events about which his listener is ignorant. It may be significant that in Fafnismal Sigurd questions the dying dragon, very much as Odin questions the giant in Vafpruonismal." Referring to Bilbo giving riddling answer as to who he was to Smaug.

528,

Some ideas for Giant's names in the adventure:

References to lost stories about giants from English literature, **Wayne the Giant**, the **Cerne Giant**, or the **Long Man of Wilmington**, pair of giants known as **Gogmagog** that once overlooked Plymouth harbor,

540,

... “For the role which actual fossils may have played in the rise of dragon-myths and legends of 'giants in the earth', “

680,

[Beorn] seemed to have grown to half-giant size...

706,

regarding Dain's name....

“...Oddly enough, another of the *Elder Edda's* poems, the *Havamal*, tells of another Dain who is the king of elves:

*Odin for the Aesir [gods], Dain for the elves,*

*Dvalin for the dwarfs,*

*Asvid for the giants...*

- *Havamal, stanza 143: Terry, Poems of the Elder Edda, page 31.*

714-15,

[regarding battle of five armies] “...almost all those Bilbo had encountered on his journey out were projected to be caught up in the grand climactic battle: only the trolls (who had been turned to stone), the storm-giants (who luckily for all concerned – cf. *Farmer Giles of Ham* – seem to have few dealings with others or to come down from their mountains), ...”

758-9,

“#1 Thrym ('Uproar') comes from the *Prymskvioa*, part of the *Elder Edda*, while *Thistlebaroi* ('Thistlebeard') is part of a *pulur* (thulur) or name-list, one of many sometimes appended to Snorri's *Prose Edda*. However in the original **each is the name of a giant**, not a dwarf.

Thrym is indeed the famous King Thrym of Jotunheim ('giant-land'), lord of the frost-giants: *Prymskvioa* is the story of how he stole *Mjolinir* (Thor's hammer, the bane of all giants) and demanded Freya's hand for its return. Loki convinced Thor to disguise himself as the bride-to-be, enabling the angry storm god to get close enough to reclaim his weapon, whereupon he killed most of the wedding party. This story has an unusual personal connection to Tolkien, for it was retold by his friend Rob

Gilson as a short Christmas play in 1903, when the future fellow R.C.B.S. member was about ten years old. Called 'Thor's Journey to Fetch His Hammer', something of its precocious nature can be conferred through its list of characters, scenes, and the mock-Shakespearean diction of its closing lines:

#### Characters

Loki: The God of evil

Thor: The God of thunder

Thrym: A wicked giant-folk

#### Scenes

Scene I: Thor's bedroom

Scene II: Jotunheim

Scene III: The Hall of Valhalla

Scene IV: Dining-Hall in Thrym's castle

Thrym. And now I will fetch the hammer from its hiding-place.

(Exit Thrym).

Thor. Ha, ha, Thrym will soon lie prostrate on the ground.

(Enter Thrym)

(He places Mjolnir in Thor's lap)

Thrym. Here is Miolnir.

(Thor rises from his seat and throws off his veil)

Thor. Now giant thou shalt die.

(He kills Thrym).

(curtain)

....”

“... As for *Thistilbardi*, Dronke (*The Poetic Edda*, vol. II, page 183) cites it as part of a list of giant names: Pistilbardi, Hrimnir, and Ganglati (Thistlebeard, Sootface, and Slowcoach) all being among the names for giants and Hengikepta, Lopinfingra, and Frottintanna (Hangjaw, Hairfingers, and Grittingteeth) those for giantesses. The full list, one of a number of verse name-lists or thulur appearing in some manuscripts of Snorri's Edda – including lists of names for Odin, Thor, Freya, dwarves (deriving mainly from *Dvergatal*), valkyrie, giants, giantesses, and the like – is printed in the massive collection *Corpus Poeticum Boreale: The Poetry of the Old Northern Tongue*, ed. Gudbrand ....

805,

#11 “The area in question is marked the 'Ettenmoors' on the Lord of the Rings map, *etten* (*ettin*) being an old word for 'giants' (Descended from the Old English *eoten*, *ent*) that remained in use up until the early 1600s. Strider, in 'Flight to the Ford', glosses the term as 'the troll-fells' (LotR, 216), *troll* being a mid-nineteenth century borrowing from the Scandinavian which supplemented but did not replace *giant* (itself Anglo-Norman in origin).”

811,

....”Would more light have been cast upon the storm-giants of the Misty Mountains, or the source of Beorn's enchantment, or ...”

842,  
Denham's works, List of creatures that has “giants”, but nothing of use...

844,  
.Denham's works, Another list of creatures that has “giants” but nothing of use either...

848,  
Denham's works, Another version of the list, still nothing useful...

852,  
#16 “While Denham himself accepted the theory that 'hob-thrush' is a contraction of 'hob-o'-t'-hurst (i.e. hob in the woods – see note D7), Briggs follows Gillian Edwards in suggesting that 'hobthrust' derives instead from 'hob-thyrs', *thyrs* being one of the Old English words for giant (*A Dictionary of Fairies*, page 223): thurse (thurses) itself appears elsewhere in Denham's list. Since as Tolkien notes *hob-* is a diminutive (see page 862), the name essentially means 'little giant”

– giants as children of Morgoth: 144  
already mentioned in these notes on the entire chapter on Giants.

### **11.1.5 The Lord of the Rings A Reader's Companion by Hammond & Scull:**

514, 535-7,

ancient builders: 514,

see also Tarlang's Neck

### **11.1.6 The Letters of J.R.R. Tolkien:**

Giant: Farmer Giles of Ham: 131

Giant, The Lord of the Rings: 42.

Terms Giant, Giants

The Road to Middle-earth by Tom Shippey: 22-23, 47, 76, 156.

The Return of the Shadow: 253-4, 319, 384, and see Treebeard.

253-4:

“...Already his power was creeping out over the Land of Mordor: and it was rumoured that the Black Tower had been raised anew. Already his power was creeping out over the lands again and the mountains and woods were darkened. Men were restless and moving North and West, and many seemed now to be partly or wholly under the dominion of the Dark Lord. There were wars, and there was much burning and ruin. The dwarves were growing afraid. Goblins were multiplying again and reappearing. Trolls of a new and most malevolent kind were abroad: giants were spoken of, a Big Folk, and no stupider, indeed often full of cunning and wizardry. And there were vague hints of things or creatures more terrible than goblins, trolls, or giants. Elves were vanishing, or wandering steadily westward.”

318-19:

In the passage concerning the rumours of trouble and the migrations in the wide world the site of Sauron's ancient stronghold in the South 'near the midst o the world in those days' (p. 253) becomes 'near the middle of the Great Land', but this was at once struck out: and the passage concerning giants becomes: 'Trolls and giants were aboard, of a new and more malevolent kind, no longer dull-witted but full of cunning and wizardry.' In the talk at the inn, the passage about the Grey Havens (p. 54): but it is still Jo Button who saw the 'Tree-men' beyond the North Moors, though he works now for 'Mr Fosco Boffin' – with 'of Northope' added later, and then changed to 'at Overhill'.

384:

“Fragment from The Lord of the Rings, sequel to The Hobbit.

Frodo meets Giant Treebeard in the Forest of Neldoreth while seeking for his lost companions: he is deceived by the giant who pretends to be friendly, but is really in league with the Enemy.”

“The forest of Neldoreth, forming the northern part of Doriath, had appeared in the later *Annals of Beleriand* (V.126, 148): the name from the old legends (like that of Glorfindel, see p. 214) was to be re-used.

Six months earlier, in a letter of a February 1939, my father had said that 'though there is no dragon (so far) there is going to be a Giant' (Letters no. 35, footnote to the text). If my suggested analysis of the chronology is correct (see p. 309) 'Giant Treebeard' had already appeared, as Gandalf's captor, at the end of the third phase (p. 363).”

### **12.1 Ideas**

Maybe tie in the Farmer Giles of Ham story into a Middle-earth setting. Maybe the villagers relate a story in the past about Giles and the giant, and now a new problem? Maybe an actual town named Ham? Maybe a very similar situation to the Farmer Giles story, but the PC's instead of Giles, brought into resolve? Ahh, but those knowing the story would be able to too easily manipulate the situation, so would need some plot twists so even they would be surprised, but would be a fun setting/premise, maybe take them off their guard because of the parallels, thinking they know what to do....?

Location: Between The Trollshaws and the Misty Mountains?

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