

MerpCon IV (2008) Campaign  
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Title ideas:  
Silverlode?  
Motherloade  
What dream May come  
Mine of dreams (field of dreams)  
There be Mithril in them thar hills  
Minas mithril

#### “Námagalûz (15)

This mansion of Var’s folk was founded relatively near to the old place of Narindazdûm. Though the dragon occupying it had been killed by a Dragonslayer in T.A. 2954, the associations with their evil past led Var’s folk to the founding of a new mansion rather than using the old halls. In addition, the location of Námagalûz is strategically ideal to establish contacts with the West by its location on a river that leads to the Sea of Rhûn. The mansion was founded in Fourth Age 31. Though modest in size (compared to Nargubraz), it served Var’s folk well in this period. “  
OM4.

How to motivate the players beyond a dungeon crawl, since they are more experienced...  
He can offer to pay them a set amount.  
Offer items.  
Offer percentage (this is a last resort, only after they start to leave).

One or two could be in the employ of the “lord” as “spies”. He either has paid them, or holds someone dear, hostage.

The party might sidetrack into taking on the “lord”, this will likely fail at some point, but could be an offshoot to cover, so detail keep and such just in case.  
Especially as the lord throws his weight around.

But how to get the players “hooked”????  
Will need to create stories for each to be in the area.....  
Dwarf = relative. Easy one there. One of few willing to believe him.

Elf = tough one, especially if or a dwarf.

Man = greed, blackmail.... what else?

Need something more interesting as a motivator.

Ooooh, How about murder mystery?  
If the players still refuse. Someone kills the dwarf.  
The players are implicated, when the lord’s men grab them in the night suddenly by overwhelming force. They are found to have a map on them (planted), consider as cause for the murder.  
It’s actually the lord of course, and the players will figure that out easily.

He won't actually incarcerate them yet, but insists they must stay in town while the investigation continues. The players will want to vindicate themselves of course.

He is waiting for a magistrate out of town to return in two weeks. The players aren't going to want to sit around that long.

Someone should encourage them (an NPC) to use the map, and take on the quest originally asked of them. The NPC could mention the several people that have gone missing in recent weeks/months. Including a dwarf cousin of the main dwarf.

Turns out one of the missing was the "mayor" of the town, the lord did not like. Many suspect foul play. The mayor was (through an agreement between the lord and the orc chieftain) setup in an orc ambush, but taken prisoner and not slain.

The mayor had information the lord wanted, but the lord didn't want to implicate himself, so had orcs do dirty work for him.

The information he wants is.....

The dwarf will approach each player in turn as a group or individually, with his request for help. He will leave a copy of the map with any who agree to join. He will keep a list of names and times he met with each, that will be used by the lord as another suspect list reason.

Notes, Ideas, and Research

HoMe XII.

Durin' Folk.

Some ideas, maybe have one of Thorin's kindred/ancestors as catalyst for the adventure.

One adventurer idea:

Dwarf believes he has found clues indicating a mithril vein nearby. Unfortunately some nasties have taken over the area that he wants to stake his claim. If not a kindred of Thorin, maybe this Dwarf is a little shall we say “eccentric”, and known to be so by his kindred, who thus have somewhat shunned him. They tolerate him, but will not back him up on his “fool's errand” for this “mythical” vein of mithril he has spent most of his life searching for.

He is working as a “lowly” smith for a human town because of this alienation from his kindred.

So, he is not able to convince any of his fellow Dwarven kindred to help him route out those that have taken over the area he wants to claim as his place.

This is in the north.

Initial baddies include:

Orcs (easier).

Leading up to a dragon perhaps? This is during that time when the “worms” were taking over areas of the north and Durin's kin had not made the effort to drive them out. He could be of the line of Durin (many were in the area).

Make this span 4-5 sessions.

Which system? Eä d20? ICE MERP 2<sup>nd</sup>? Rolemaster hybrid? Ambarquenta? Hither-lands?

Decipher?

Just to be “different” from the other tables. Lets do Decipher LotR. I have enough of it now to use as a resource. Though long learning curve.

Possible relatives:

Thror's brother Frór

or

Thorin Oakenshield's brother Frerin

“There is no mention of the recolonization of Moria in the fourth Age, despite the death of the Balrog.” - Robert Foster – The Complete Guide to Middle-earth (as quoted by Christopher Tolkien in HoMe XII (Peoples), page 278.

To which C.T. Says: “It is impossible to discover whether my father did in fact reject this idea, or whether it simply became 'lost' in the haste with which the Appendices were finally prepared for publication. The fact that he made no reference to 'Durin VII and Last', though he appears in the genealogy to Appendix A, is possibly a pointer to the latter supposition.

The area the dwarf is claiming as his, is actually owned by a Mannish lord or similar land owner. He has been annoyed with this dwarf fellow, but since he's so eccentric has let the trespassing transgressions slide.

However, when he catches word of the adventurers on their way to trespass, he will send his guards to dissuade the players from their route. He will have the message that they are on a fools errand. Of course, the landowner wouldn't mind having the troublesome creatures removed from his limited lands. But doesn't want the players to think they can lay any claim to the area they clear. If they understand and accept this, with an oath. Then the lead guard will let them pass with good wishes. They will however have a footman scout spying on the party from afar as much as possible.

Potential hazards/encounters.

Orcs (of course).

Trolls (of course).

Dragon.

What else?

So, is there anything in mithril research to indicate it EVERY showed up anywhere other than Moria?

Creatures list

Outer edge Orc scouts: 4 (as a group) All on wolves/wargs?  
With horns.

Mid-range orc scouts: 4 (in 2 pairs)

with horns.

Lookout orcs: 8

If night time, then 1 troll as well.

Outer cavern orcs: 30

2 trolls

Inner cavern orcs: 50

3 trolls.

Orc elite: 6

Orc chieftain: 1

Orc "wife": 1

Orc children?

Human prisoners: 3 (including one of the Lord's guardsmen presumed dead)

Dwarf prisoner: 1

As soon as the group has cleared out this space, The "lord's men" will come en masse (around 25 of them in full regalia, and taking advantage of the players probably being weakened by the orcs. And claim in their name. With the "Lord" present.

The down side is that players cleared this place out, only to have someone else take it.

The upside is that the dwarf prisoner will only tell the players and not the lord the secrets he has learned (when safe. And maybe after everyone has left possibly crestfallen to head back and give the "Bad news" to the main dwarf....

find out that the Dwarf was a cousin of the main Dwarf. That was mentioned to have been lost and presumed dead months ago. Said he found no veins in this cavern. He was one of the few that believed in his dream.

BUT he found signs in another cavern further north.

Only one slight problem.

It has recently been taken over as the abode of a dragon!

But he is (almost) certain that there is a strong mithril vein. He's certain there is tons of copper, silver and gold, and about  $\frac{3}{4}$  sure of signs of mithril deposits. So worth it if can get rid fo the dragon.

Dragon

If the party survive's succeeds. They will indeed find many veins of copper, silver, and gold. The dwarf will see every indication of mithril (but it will turn out to be false hope once again, hwoever, the rest is certainly worthwhile).

Also, there is bounty to be had.

The downside?

If the lord finds out about this, even though it's "technically" outside of his realm, he will claim it. And will rally ALL of his troops. Numbering around 50 well armed and trained men.

However, if the group can hold out (much like Erebor and Thrór). One of the dwarves will get word to their family, that they are assailed by Men. If the group can hold out for 3 days (they will get messenger bird messages back to do so), then a force of 200 dwarves will show up to help stake out the place and stop the men from taking it...