

“...Against All Their Enemies.”

An adventure series for 4-6 players (mid-levels), by Hauke for Tolkien Meet 2011 / OerpCon VII by Hauke Robinson
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Part I - Newhope

1 Introduction

This campaign was created for Tolkien Moot 2011 / MerpCon VII, an annual convention since 2005 dedicated to all things Tolkien, especially Tolkien-inspired gaming, and at the core of the event is Tolkien-based role-playing gaming. Since Tolkien Moot 2011 had six game sessions over a 3 day period (about 20 gaming hours) with multiple tables, game masters, and systems, this module is written in a way to try to accommodate that schedule in a convention setting. For those using this adventure in a non-convention setting, you may wish to add more random encounters, role-play the spaces skipped between the major segments of the campaign, and other devices to lengthen the actual play time of the campaign. Without significant “stretching” this campaign should easily fill 3-4 typical gaming sessions at least.

An attempt is made to keep the overall campaign basically connected, but allow for different PC's to enter and leave the campaign at the beginning and end of each module (session). Some players are not able to attend all 6 sessions of the convention, while others can, so it is important that there is enough continuity for those participating in the entire campaign, while trying to allow reasonably “natural” breaks in the campaign for time to pass that would allow for having met and merged with other players. In a regular home game setting, many GM's and players may want to role-play the introduction of new characters.

Segments of text with a gray background and italics are to be read aloud to the players. The rest of the text is to be used as the GM deems appropriate.

2 Overview

This adventure was written for a party of 4-6 players around mid-level development (for the systems that use levels roughly 5th to 10th level, for MERP and AD&D/D&D characters were 7th level at Tolkien Moot 2011), using the “open merp” (Open Middle-earth Role Playing) concept, the entire campaign is written in a system-agnostic fashion, with the system-specific rules listed separately towards the rear of the adventure in the Appendices. Statistics on NPCs and creatures are included for the following game systems:

- Eä d20 3.5 RPG
- ICE MERP 2nd Edition
- Eä RPG Basic Rules
- Eä RPG Standard Rules
- Eä d20 AD&D2 RPG
- Cubicle 7 “The One Ring” RPG (soon to be released).

As community members contribute to this adventure over time, other systems will be included as well. For non-system-specific information, simple percentages are used, though the DM may easily convert that to their preferred system-specific method for results determination.

The theme of Tolkien Moot 2011 was “Trees”. Trees played an especially strong role in Tolkien’s personal and public life and in his writing. Tolkien best summed up his overall attitude towards trees versus man and industry with his 1955 letter to his American publisher, Houghton Mifflin Co. stating, *“The ennoblement of the ignoble I find specially moving. I am (obviously) much in love with plants and above all trees, and always have been; and I find human maltreatment of them as hard to bear as some find ill-treatment of animals.”* (Letters #165). Another quote from J.R.R. Tolkien helped in deciding on the name of this campaign, *“In all my works I take the part of trees as **against all their enemies.**”* (J.R.R. Tolkien, June 30th, 1972, Letter to the Editor of the Daily Telegraph – Letters of J.R.R. Tolkien #339).

Much of the premise of the circumstances the PC's find themselves in is based on the following quote from Tolkien as well, *“Then there were the trees of Mirkwood and Fangorn*

forest, part of what was long ago a contiguous block of forest known as "Greenwood the Great". Now many of the trees were so ancient, and "angry" about their desecration over the eons, they exuded a palpable sensation that "any that walked on two legs" might feel the trees wished to crush and strangle them (LotR, pp 546-547) though most especially Orcs.

Key aspects of this campaign thus include trees, Ents, Huorns, Old-Man-Willow-like trees, various forests, and other aspects of Tolkien's ancient woods that have grown malignant including sleep inducing, sleep-walking (check on this), giant spiders,

2.1 *Time Period*

This adventure takes place in the Third Age 2062. Some of the most notable events of this time period include:

- 2043 - King Eärnil II of Gondor dies and his son, the Witch-king's old enemy, Eärnur inherits the throne. Upon his coronation, the Witch-king challenges him to combat, but King Eärnur refuses.
- 2050 - The Witch-king again challenges King Eärnur, this time he accepts. Eärnur rides out of Minas Tirith to meet the Witch-king in Minas Morgul. He enters the city's gates and is never seen again, thus ending the reign of the Gondorian Kings and causing the beginning of the Ruling Stewards of Gondor, until the time of King Elessar (Aragorn).
- 2063 - Gandalf drives Sauron from Dol Guldur. The Watchful Peace begins.

T.A. 2062, is the year before Gandalf drives Sauron out of Mirkwood for the first time. The PC's may have some indirect or direct interaction with Gandalf or others who have dealings with Gandalf, that leads to finally driving out Sauron from Dol Guldur the first time.

Gondor's line of kings ended in 2050, there is now a regent. The Rohirrim (Ro-hear-im (like im from "imp"))do not yet exist as a kingdom, though a line of Northmen horsemen have migrated slowly down into the lands that would later (T.A. 2510) become the kingdom of Rohan, for now they call themselves the Éothéod (pronounced "Ay-oh-thay-odd").

3 Campaign Overview

This section provides a quick overview of the overall story arc, and the timing for the convention game sessions. Originally Part I was intended to run from the beginning of the adventure at the Inn, to when the villagers return to their destroyed village, but over time it seemed better that it should be split into two parts, for two separate game sessions. At least for a convention setting with only 3-4 hour sessions.

3.1 Story Synopsis

It is the evening of September 29th, Third Age, 2062. It has been raining heavily for several days. The PC's and a group of Éothéod (predecessors to the Rohirrim), are staying at the recently founded village of Newhope to wait out the weather. Newhope is about a half mile north of the Entwade ford, on the western bank of the Entwash River. The PC's will learn that the villagers have been chopping down the southern edge of the Old Woods a mile north of the village. These woods are rumored to be haunted or worse. Karth, the founder of the village, and the head of the council, lost his wife and daughter to an orc raid early in the summer. Later in the year he convinced everyone to undertake the project to level the trees for building materials and the like, though many villagers had misgivings, everyone in the village respects Karth.

Karth has actually become an unwilling minion of The Necromancer, and is being controlled, because they have taken his wife and daughter hostage, while keeping in touch with him through a cursed amulet he must wear at all times. He has been ordered to destroy as much of the woods as possible. If he succeeds before the following Spring, he has been told his wife and daughter will be returned unharmed. If he fails, they will be tortured and eventually slain. Karth does not know the real reason why he is given this task.

The real reason for this endeavor is that the Necromancer wants his Orc hosts to be able to use the Entwade without the harassment of Darknot the Ent of the Old Woods and the Huorns slaying his orcs, since the Old Woods are so close to the ford. The Necromancer hopes that the village would be destroyed, while also driving back the Woods, thus freeing the Entwash for his troops to travel more easily to the West undetected and unmolested.

In the morning, when the PC's awake, they find the village empty of everyone but

themselves. Huorns have surrounded the village. Before the Huorns arrival, the animals sensed the danger and all fled. The villagers then sleep-walked north to a clearing in the Old Woods.

The Ent of The Old Woods, Darknot, concocted the scheme for the Huorns to attack the village in revenge for the destruction of the southern end of the Old Woods, but it was encouraged by the old woman Glindra, whom the PC's later discover as a prisoner at the Dunlending camp. Though she was providing services to the Dunlendings while avoiding the orcs as much as possible, for a fee she would provide healing and the like, even though the leader of the Dunlending camp is her son.

Glindra, self-titling herself as "Glindra the Wise", was very upset about the destruction of the Old Woods by the villagers. She already had a respectful relationship with Darknot. Glindra did not initially realize that it was the Orcs/Dunlendings/Necromancer that were coercing the villagers through Karth, to perform the destruction. By the time she realizes, it is all but too late.

Treebeard in Fangorn hears about the surrounding of the village by the Huorns, because the old woman sends messenger birds to both Darknot and Treebeard. Darknot does not receive the message because the bird intended for Darknot is shot by an orc, just as it flew from Glindra's home. To her horror the orc then quickly ate the bird in front of her. Glindra was then immediately captured at her home and carried back to the Dunlending camp to be imprisoned by her own son, and she is kept in one of the prison wagons.

Treebeard arrives at the Old Woods on the third day since the Huorns surrounded Newhope. Too late to save the village buildings from being flattened, but in time to stop Darknot, the Huorns, and the Angry Old Trees from killing the rest of the surviving villagers, Éothéod, and PC's still alive in the clearing. Treebeard insists Darknot set them free. He explains to Darknot that the project to destroy the trees was a manipulating scheme of the Necromancer. Darknot had also been manipulated by the old woman before she realized her mistake. She had been telling the Ent what he should do to fight back and getting Darknot increasingly angry and riled into "hasty" action.

The PC's should eventually find the villagers in the "clearing" of the Old Woods. The animals won't begin returning until near the end of the adventure. During the first night after the disappearance of the villagers, the Huorns level the village. When Treebeard explains about the villagers being coerced/duped by minions of the Necromancer (Karth's family held

captive), Darknot relents and frees them all. By the third day, the PC's and the villagers will be freed, unbeknownst to them thanks to Treebeard, and find the ruined village. The villagers, getting the clear message left by the woods, will now refuse to continue chopping down the Old Woods anymore.

It is at this point that Karth, realizing it will be impossible to complete his assigned mission and so his wife and daughter will be slain, confides privately with at least one of the PC's about his predicament, and begs them to go to the Dunlending camp about 40 miles south of the village, near the Snowbourne River, to hurry and free his wife and daughter before they are killed. He also begs that they not tell the villagers of his duplicity.

The PC's will hopefully travel south to the Dunlending camp to attempt to free the wife and daughter. Unfortunately they will not be there anymore. They will find Glindra in one of the wagon cells instead. The PC's will hopefully free her. Whether they free her or not, the PC's should find out from various sources (interrogate Dunlending, Orc, or Glindra), that the wife and daughter were moved to the Orc Caves 40 miles Northeast of Newhope (80 miles from the Dunlending camp), and were scheduled to be moved to Dol Guldur soon.

After the Dunlending Camp, the PC's should try to save the self-titled "Glindra the Wise" taking her to her home to save her from death. She is dying of pneumonia and other health issues due to her advanced age and being held prisoner in the open cage, exposed to the elements during the lengthy rainstorm. If they save her, she will provide the PC's with some healing herbs and concoctions, and directions to the Orc Caves (if they haven't acquired that information already). Then the PC's should hurry to the Orc Caves, before the Orcs realize their plot has been discovered and slay Karth's family.

If the PC's do not hurry to rescue the wife and daughter, they will instead find their corpses, clearly tortured to death and then defiled and mutilated. Even if the PC's make it in time, the Orc lieutenant will have begun torturing them because of the lack of proper reports from Karth who is trying to buy time. A contingent of 144 orcs are due any day to arrive from Dol Guldur with the new captain to take command of these caves.

As the PC's hopefully rescue Karth's family, the PC's will incur the wrath of any orcs in the caves, and as they are fleeing, see an additional contingent coming over the trail from the Northeast (Dol Guldur), which will quickly begin pursuing the party. The PC's then will attempt to flee to village Newhope. They should arrive just four hours before the first outriggers of the orc host arrive, Warg Riders. They will harass and scout out the village, while waiting for the

main body of orcs to arrive about 3 hours later.

After the PC's had left the Dunlending camp, the Dunlendings in fury have sent out a hue and cry to their kind around the area, and gather together a force nearly 100 strong, in the hopes of attacking the village Newhope. The Dunlendings converge on the Village about an hour or so after the main body of the orcs begin to attack the village.

A large battle at the remnants of the village against the angry Orcs and Dunlendings then ensues. There will be some initial tentative tests, then finally when it is clear that the Orcs and Dunlendings have far superior numbers, they will converge on the village as the sky is beginning to lighten, about 30 minutes before sunrise.

The combined forces of both the Orc and Dunlending hosts are overwhelming. The PC's and villagers should use as much cunning tactics and innovative strategy as they can to even the odds, but when the PC's are on the verge of either being killed, surrendering, or fleeing, a smaller group of 25 Huorns, lead by Treebeard and Darknot, will begin to return to the village, traveling back from the north, just as the village is being overrun by the Orcs and Dunlendings. The surviving PC's will still have to fight even after the Huorns arrive (it is a much smaller group of Huorns than previously), but many of the orcs and Dunlendings will flee at the sight of the coming trees, silhouetted against the lightening sky, drawing closer, with a "hooooommmmm, hummmmmmm" trumpet-like sound, and a rumbling and shaking of the ground.

3.2 Campaign Timing for the Convention

The approximate timing of each part of the adventure, corresponding to game sessions should be as follows...

3.2.1 Part 1 - Game Session 1

Beginning of campaign. Try to maximize, without getting other players bored, the role-playing opportunity of all the people converging at the Inn. It is especially important to have the various "Rumors" and related information revealed in pieces to the PC's during this evening, the foreshadowing and information will be important on the following morning and throughout the campaign. If the role-playing at the Inn is rushed through too quickly, then

the players will get frustrated if you try to stretch out the time during the northern trail and clearing stages of Part 1. The PC's should make it to the Old Woods Clearing some time that day, it is only 1 mile away. If there is still some time left, then include their first full day (2nd full day of the adventure) in that clearing and those woods. Have the PC see an NPC panic and run into the woods who then begins getting "crunched" by an Angry Old Tree. Don't overdo this, there shouldn't be a lot of killed villagers, because there are not that many to begin with. The PC's could try to save the NPC as detailed in the module, through singing and cajoling (a la Tom Bombadil and Old Man Willow). Part 1 ends with the nightfall of the first night at the camp, which is the second night of the campaign. Sooner or later, everyone will succumb to the effect of the trees forcing everyone back to sleep. They will not sleep walk out of the clearing. Anyone who falls asleep outside of the clearing will sleepwalk back to the clearing, unless captured by giant spider(s).

3.2.2 Game Session 2 - Part 2

The PC's are now experiencing either the first day in the Old Forest Clearing, or the first night in the clearing. It should be a long, scary night, giant spiders and other "nasties" can come out and harass the villagers, and PC's. The spiders will not come all the way into the clearing, but try to grab anyone near the edge of the clearing (within 5'). The angry spirits may wander in, but won't do more than cause a "chill" if contact made with any characters, or cause nightmares if already asleep. If no one has a light source during this very dark night, then a giant spider will sneak in to the edge of the clearing and attempt to steal a villager. If the PC's are more aggressive, and not likely to wait passively until the night fall, the PC's may choose to try to force or parley their way through the woods and have to deal with all the nastiness outside of the clearing. For now, the relatively safest location is the clearing.

The day time is less eventful as long as the PC's and villagers remain within the "clearing".

Part 2 of the adventure ends with the PC's and villagers arriving back at the leveled village, overlooking the wreckage, and Karth finally admitting discretely to the PC's what he has done and why (in part), and pleads with the PC's to hurry and save his family. Will end with the PC's (hopefully) preparing to head to the Dunlending camp..

3.2.2.1 Events in the Background

Day 3 of the adventure, Treebeard arrived (unbeknownst to PC's) and reprimands The Old Wood's Ent (Darknot, "Dark Knot") for his actions, informs him that the villagers were duped and manipulated by The Necromancer's minions, and has him tell the woods and Huorns to let the surviving villagers and PC's leave, opening up the southern trail back to the village as already detailed.

3.2.3 Game Session 3 – part 3

PC's now on quest to rescue Karth's wife and daughter.

Trying to find Dunlending camp, while avoiding or attacking small Orc and Dunlending patrols as the PC's get closer to the camp.

PC's eventually find the camp. Find the prison area.

Only find old woman. Hopefully free old woman (not realizing her level of involvement in all this yet). Hopefully try to take old woman where she asks to save her life.

PC's realize that Karth's family moved to Orc caves some distance away (towards Southern Mirkwood).

Part 3 ends with the PC's planning to embark (hopefully) towards the Orc caves to rescue Karth's family from there (actually there).

3.2.4 Game Session 4 – part 4

PC's trek to southern Mirkwood, southwest of Dol guldur are some Orc caves as an outpost of the Necromancer. The PC's do NOT want to get any closer than this to Dol Guldur!

PC's (hopefully) rescue wife and daughter (though they could fail, and if are not quick enough, the Orc captain will slit the throats of both if he gets enough time, or use them as body shields if PC's being really intimidating and surprisingly successful.

Whether the PC's succeed in rescuing the wife and daughter or not, the PC's will need to flee the Orc caves. Even if they slaughter every orc there (difficult but not impossible), there will be a large unit coming from Dol Guldur, just as the PC's are leaving. So the PC's will need to flee with all haste back to the village (hopefully).

Part 4 ends with the PC's leaving the Orc Caves with orcs fast on their heels.

3.2.5 Game session 5 – part 5

The PC's are being pursued by orcs. And will have occasional encounters either with the large/ host relentlessly marching behind them, or the smaller units of 4-8 dunlendings or orcs that the PC's may run into ahead of them.

Also, the Dunlendings are furious about the PC's setting the woman free, and so will also be converging on the village.

Part 5 ends with the PC's arriving at the village, which is partially reconstructed. The orc host, and a host of Dunlendings are only hours away from attacking the village.

part 5 ends with the PC's and villagers preparing the village for the onslaught.

It is not known exactly how large the hosts of either Dunlendings or Orcs are yet, but they will be measured by the score.

3.2.6 Game Session 6 – part 6

This is the finale. Though it involves large numbers, the GM only needs to focus on the smaller skirmishes with the PC's surrounding and within the village.

The odds are fairly overwhelming. Though the PC's and villagers fight valiantly, many of the remaining villagers (many fled at news of the oncoming attack) will be slain. At some point it will be clear there are too many Dunlendings and orcs, and there is no hope of escape or victory. The PC's may decide to try to surrender, or fight to the death.

When 3/4 of the villagers, and at least 1 or 2 of the PC's are down (either dead or unconscious), or if the PC's attempt to surrender, there will be a "surprise" from the north. First the dark line of the old forest will seem to be darker, then there will be the sound of crunching and screaming quickly snuffed out from the north. Then it will be clear that the Old Forest's Huorns have returned, and are killing all the orcs in their path (most of the orcs are on the North and East flanks, most of the Dunlendings on the south and west flanks). It will take a little bit for the Orc and Dunlending hosts already in near the village to realize what is happening, but then all the orcs and dunlendings not already in the village and/or fighting, will turn and flee south.

The surviving PC's and villagers will still have to fight or capture the remaining orcs and dunlendings in the village, who may not be aware of their peril, are absorbed in blood lust, or if realize, do not think they will survive being prisoner or can escape, so are desperately fighting the current foes, and as soon as believe can break away without being attacked, then

will run south.

Part 6, and the whole campaign end when 2 ents come out fo the tree line, tossing/crushing some orcs. One is Darknot of The Old Woods, the other is Treebeard of Fangorn.

They will help the PC's clean up the last of the enemies. Then explain to the PC's what happened, why Darknot did what he did, he will give his true remorse, and offer to help the villagers rebuild, upon their oath they never cut down another living tree, build with stone and only use deadwood for fire, and agree to plant new trees every year along the borders of The Old Woods, slowly rebuilding the woods.

The surviving villagers, that haven't already made up their minds to give up staying here, will readily agree to the Ent's terms.

4 Players Introduction

To be read to the players:

It is the year 2062 of the Third Age, in late September the 29th (Tolkien name, need Elvish versions for Elves, Hobbiton for Hobbits, etc.) You and the other members of your party are waiting out a heavy rain storm, staying inside a cozy and relatively new Inn, and a fairly new founded village known as "Newhope". This burgeoning locale of optimism is located in the West Emnet of the west banks of the Entwash, just a half mile north of the Entwade. This village is one of a rare few that have made an effort to re-cultivate and repopulate the lands long since abandoned after the decimation of the Great Plague of 1636 and the other troubled times following those years. From what you have seen, it has been a success thus far. The villagers are cheerful and well fed, the Ale is the best you have had in months, the food tasty and satisfying, the rooms clean and comfortable.

The village is surrounded by fertile farmlands, with small copses of newly planted deciduous trees and growing windbreaks dot the near horizon in many directions in a landscape that is usually just rolling grasslands. The only significant geography nearby is the River Entwash a half mile to the West, and a dark line of old woods about a mile to the north.

It is about 6:00 pm. An hour ago a group of a dozen Éothéod arrived and are staying the night. The tavern is bustling with local villagers and adventurers.

Read the following section to those players who do not have “Rohirrim/Éothéod” listed as their race/culture:

Those of you not part of the group of Éothéod that just arrived, are all currently “between adventures” as a group. There has been some discussion of the party breaking up as different party members have differing personal goals in other lands. For now however, the heavy rains have made the road muddy and all but un-traversable with their mud. The villagers assure you that the weather will break soon, at that there should be at least another month of fair travel before the snows begin. Until then, this location is about as pleasant as any you have seen in a long time during your long travels across Middle-earth.

Read the following section specifically to those players who have “Rohirrim” / Éothéod listed as their race/culture:

You are part of the Éothéod, a distinct group of Northmen horse-riders who migrated over the centuries to this land and in about 500

years will be known as the "Rohirrim" or "Riders of Rohan".

You are part of a group of a dozen who have stopped in this village for the night to shelter from the heavy rain. There is one among the group who has "The Sight" and claims that early on the morrow the rains will break and the sun will come forth. This de facto seer has never been wrong, though often "incomplete", about the premonitions. The plan is to ride out again at first light, and continue roaming the lands looking for a good location to camp for the oncoming winter, while also hunting any orcs foolish enough to be spotted by your party. You and your group have stayed in this village from time to time. The villagers are friendly and helpful.

The villagers do not realize how much your people have helped protect them, slaughtering bands of orc raiding parties and other nasties that would otherwise have plagued the village. You know some in the village were once capable warriors such as yourself, but most of the villagers are relatively helpless farmers, ranchers, and laborers. You and your people want to see them succeed, for if they can, then it bodes well for your clan's desires to further settle these lands in years to come.

After allowing the PC's a few minutes time to ask any additional questions of the GM, read "The Night Before" to the PC's next.

4.1 Village Newhope - GM Notes

The villagers are friendly, welcome strangers, and seem well fed and successful as a farming and ranching community. Especially in an area that has been so long abandoned since the Great Plague that decimated so many. This village is a welcome respite on a long, lonely, difficult road. They are fully self sufficient, but welcoming of travelers, traders, adventurers, and always interested to hear news from the "rest of the world".

The village elders and founders of this town have permission from the Steward of

Gondor to attempt this endeavor. Though the Steward and others believe it complete folly in these dangerous, empty lands. The Éothéod (northmen horse-riders who have migrated to these lands over the centuries, and in T.A. 2510 will be awarded these lands and called the Rohirrim) occasionally stop by for some brew and to share news. The villagers refer to the Éothéod simply as "The Riders". The Riders also protect the village when they can from the occasional raiding orcs or Dunlendings that are foolish enough to wander into their realm. The villagers are peripherally aware of this, but like the Shire folk protected by the Rangers of the North, do not really understand how many dangers they are being sheltered from.

4.1.1 The Old Woods

The Old Woods are a small part of an ancient forest dating back thousands of years. Long ago it was part of Fangorn, and before that of Greenwood the Great. Over the eons it became separated from the rest of the woods to the north and east. The woods are only 2 miles wide (east to west) and about 5 miles long (north to south). The woods lie to the north of Newhope and are a tiny fragment of what was once called "Greenwood the Great" of which Fangorn and Mirkwood are but small echoes. There is an old Ent in these woods, resembling a gnarled ancient pine (see cover photo for rough idea), named Darknot (Dark Knot). There is also an old woman who has some dialogue with Darknot from time to time over the years....

4.1.1.1 Rumors

The "Old Woods" as the villagers call them, not knowing more about them, are rumored to be haunted and filled with dangers (and they are!). The children are forbidden to go near it, though sometimes the children will dare each other to step inside, they quickly freeze, turn, and flee after only a few halting steps into the interior. There is a feeling of ancient malice, and strange creaking sounds, moans, chittering, and whispers come from inside those woods, especially at night.

4.1.1.2 The Missing Boy

After one farmer's son was lost for days in those woods during the early days of settlement, no one has dared to enter those woods since. All but the father, who attempted to go into the woods in search of the boy, soon came running out in terror. The father eventually returned the next morning, with his sleeping son in his arms. The father was walking as if in a trance. When someone finally slapped him across the face, he jolted, and was puzzled about where he was, how he was there, and had no memory of where he found the boy. The boy was asleep, and nothing could awaken him until the following morning when awoke "naturally" though very thirsty and famished after not eaten for 3 days. The boy had no clear memory of what transpired in the woods, only fragments of a dream. He remembered dreaming about walking through the woods in the middle of the night, and getting lost, then nothing more. The father had a similar lack of memory as well.

The father and son both grudgingly complained of nightmares every night thereafter, and of voices telling them to leave or they would perish. Then about 2 weeks after the dreams began, all their livestock mysteriously vanished, only their hoof prints (with no sign of humanoid footprints) remained, showing the livestock all walked in single file into the woods. The boy and his father left the village a few days later, bidding farewell to the other settlers, and have not returned since.

Their farm was very near the woods.

4.1.1.3 Clearing the Woods - Villagers' Perspective

Recently, the villagers have undertaken a project, lead by the head of the village council, to cut back the forest, harvest the wood for construction, and freeing up the land for farming. Many in the village have questioned the wisdom of this, or even the need for it, considering the limitless grasslands south and west of the village. But the lumber has been helpful for a number of village projects, and the farmers whose lands border the woods are grateful to see these dark line recede from view of their farmhouses. That being said, any of the villagers (except the council leader) that the PC's speak with about the project, will express their unease and concern, and general feeling that it is unnecessary, and "just feels wrong", though they can't "rightly say as to why", but "those are indeed queer woods, and maybe the sooner they are gone, the better we will all be, or at least feel".

4.1.2 Newhope Inn

The innkeeper used to be a successful horse trader, but has sold most of his stock over the years, and joined this endeavor at building a new beginning. He is a member of the village Elders council. Of Northman stock, he feels some affinity for the Éothéod that pass by from time to time, and he is very grateful for their protection (though he, like the others, hasn't seen them in action to know just how much danger they are protected from), and often provides the first round of drinks for free to the group of horsemen passing through.

5 The Night Before

The beginning of this adventure is completely uneventful from a danger perspective, though a little potential foreshadowing could be seeded. This first part of the adventure will probably need to be kept artificially short for the convention time constraints. For a regular gaming environment, this is a great time to have the PC's bond with the villagers and visiting Éothéod, so that the events following are more significant to the players. The section on "Rumors" should be used during this time through conversation with the PC's and the villagers and the visiting Éothéod ("The Riders").

Around 5:00 pm this evening, a group of a dozen Éothéod rode into town through the thick choking mud and constant downpour. Many of them were already well known by the villagers and the innkeeper, and welcomed with a free round of warm drinks. The riders plan to leave at earliest light the following morning, to continue their wanderings of the West Emnet, though not many creatures, fair or foul, would like be out in such weather. They are looking for good places to establish a winter camp before the first snows fall.

The second in command says that he knows the rains will break shortly before dawn, and though the ground will be swamped, it will quickly dry under the clear skies and warm weather coming on the morrow. The other Riders, including the leader, seem to treat this

second-in-command with deference and respect, and appear to believe the weather forecast as fact. If any PC's scoff outwardly, several of the riders will take noticeable offense. The villagers will quickly explain that this rider is known to have "the sight", and that he is never wrong when he has such foreknowledge, though it is often "incomplete".

The Riders will head to bed around 9:00 pm, planning an early start. The large number of villagers in the packed tavern hall of the inn will begin to dissipate slowly, and by 10:00 pm only Karth the village leader, and the smith will be left, in addition to any PC's remaining.

5.1 An Overheard Conversation

The PC's might notice (GM's discretion, or run an appropriate ability/skill check) that Karth and the smith are having a quiet, but clearly animated discussion. If any of the PCs wishes to eavesdrop, and makes a successful check accordingly, the PC(s) will overhear the following:

Karth (urgently): ...has to be done before the winter snows fall, we won't be able to continue in the winter, and by the Spring thaws will be too late.

Smith: And why is it so urgent that it be done before the spring thaws? They aren't going anywhere, they will still be there waiting for us. Why such haste? What has gotten into you lately, you've really been pushing everyone too hard. What you really need is to take a break and enjoy---

Karth (exclaiming in hoarse whisper): No! I can't take a break.... Not yet anyway. After it is done, yes, then maybe... But it must to be finished this year--

Smith: But why? What is so bloody urgent about it? Your original ideas earlier this summer made sense, but this... it just doesn't make sense you reactin' like this my friend. I want to understand and support you, but folks is startin' to talk, they're saying that the death--

Karth (exclaiming hoarsely whispered): They aren't dead!

Smith: I'm sorry, I meant loss, loss, I meant to say, I'm so sorry.

Karth (more calmly): I'm sorry, I'm just tired, forgive my shortness, it is just so important, no one understands...

Smith: Of course ol' friend. I think the best thing tonight is we both just get some sleep. Maybe the Rider wit' the sight is right, and tomorrow will be a perfect beautiful day. Then we can get everything back on the schedule, and we can all relax. Then we can have a nice pleasant winter.

<Karth stands up wearily and maybe slightly tipsy>

Karth: You're right, I am so tired. See you in the mornin'.

<Smith stands up too, albeit it much more steadily>

Smith: Night my friend.

If none of the PC's stop Karth,

<Karth walks out the door, giving a brief, tired, but friendly smile to any of the PC's looking his way, says g'night to the Innkeeper, and walks out the door. The smith looks at Karth's back worriedly until Karth is out of

sight then, walking over to the bar, speaking in low tones to the Innkeeper>

Smith: I'm worried 'bout Karth, he's takin' this whole thing too strongly. Wish I could ease his pain, get 'im to accept their loss, so he can move on, be the ol' Karth we've all known, though I know 'tis a vain hope so soon after.

Innkeeper: I know ol' fellow. Naught we can do but be there for 'im during his troubles, and maybe give him a little stiffer drink next time he goes on a worrying tear like he did earlier today.

Smith: Heh, you think a drink is the cure for everythin' now don't you! <they both chuckle>

Innkeeper: Well, maybe not everything <touches finger to side of his nose> but it sure can help a bit for some of the things that A-L-E's ya. <Smith groans at the pun, and the Innkeeper chuckles>.

<They both bid each other g'night, the Smith bids the PC's a g'night as well, and if not stopped, heads out the door>.

The Innkeeper then turns to the PC's

Innkeeper: Well gents, it be nigh time to call it a night don't ya think? I'm calling "last call", any last rounds anyone wants before a-headin' to bed?

If the PC's press for information about what's going on, the Innkeeper will be unusually tight-lipped. Saying only

"'tis a personal matter for Karth. He lost his wife and daughter to bandits early this summer and he ain't been the same since. He is darn near workin' himself to the bone he is. But as to the rest, it is best if you

“speak him in person like. In the morn'. 'Till then, if there's nothin' else, I'll be turnin' in. The missus will be getting' grump afore long if'n I don't shut down for the night.”

If pressed, he won't offer any other information at this night except,

“Wait 'til the morn', 'tis too dark a thing to talk about at this late hour. Things that are unpleasant by night are always brighter on a new day.”

At that point his wife will show up, tell the PC's to “let an old couple get some rest”, and shoo the innkeeper to bed through the door behind the bar, admonishing him to quit stayin' up so late....

If one of the PC's decides to surreptitiously follow Karth to his home at the edge of town (need to update map to reflect location of this house), the PC, if successful in sneaking, and even getting into the house without detection, will note nothing out of the ordinary in Karth's behavior as he prepared for bed at his modest, albeit it now far too large for one person, home. He does sob a little before fading away for the night. There will not be anything out of the ordinary in Karth's mannerisms.

If any PC' attempts to take Karth's amulet, even just reaching toward it, without touching it, Karth awakens instantly with a loud yell that can be heard by a number of the villagers. Karth has not actually tried to remove the amulet, but if he had tried, he would discover that he was physically unable to do so, it would cause excruciating pain even attempting the action.

If forcefully removed, Karth will scream in agony, then lapse into a deep coma. Only placing the amulet back around his head, or a spell caster or lore master with skills powerful enough to remove a fairly powerful curse placed on Karth in his accepting the amulet and all that came with it, even if he did not know everything at first, he knew enough.

The GM will need to get all the PC's to go to their rooms, and to actually sleep (or for game systems. Then, around midnight, the rain will stop suddenly, and all the PC's will need to roll a resistance/saving check to resist sleep.

See the Appendices for the game system specific information on how powerful this sleep effect may be. If they resist, they will sleep normally, and awaken in the morning normally. If they fail, they will fall into a deeper unnatural sleep. Those who failed the sleep

check, then need to make an additional check to resist “charm” type “magic”. If they succeed, they just remain in their sleep state. If they fail, they will actually get up out of bed, wearing whatever they have on, and sleep walk out of their rooms. Unlike the NPC's they will get to keep rolling checks against the sleep and “charm” every minute. Once they successfully “resist” the charm, they will lie back down on the ground/mud, and fall back into the unnatural sleep. They will have to be shaken forcefully, and repeatedly to get them to fully awaken.

5.2 What's Wrong With Karth?

The leader of the village council, Karth, was the one who proposed the idea to slash and burn the Old Woods. Karth does come across as quite friendly, charming, charismatic, and yet he is clearly (to any PC's with a successful motive check) hiding something, though no one in the village knows what. He does have a constant worried and sad look about the eyes, that other villagers say wasn't there prior to this summer. Any questioning of any of the villagers by the PC's will discover that he lost his wife and daughter to a bandit raid early that summer, and he has been mourning them ever since. He has had a sadness about him he never exhibited previously. He has remained actively involved in the village leadership, and is “professionally involved” with the community, but he no longer spends more than a few minutes at any time with his old friends in leisure at the pub, choosing instead to stay at his home, alone. The villagers hope he will recover eventually given enough time to grieve. Unfortunately they do not know that the truth is far worse, as detailed in the chapters “The Real Story... Almost” and “Karth Finally Tells the Whole Truth”.

6 An Unusual Morning

Everything seems normal during the night. Some time during the night (midnight) the rains stopped. In the morning, when the PCs awake, the town and inn are surprisingly utterly

silent. Not sounds of roosters, of townsfolk, of the innkeeper preparing breakfast, no birds chirping, no insects buzzing, nothing. The town is empty of all people, young and old, except the PC's. All the animals had the good sense to flee the village during the night. There are no horses, no dogs, no cats. The PC's who ended up sleep walking will likely be found somewhere inside the Inn, or just outside lying in the mud of the town square.

When the PC's look outside, they find the entire village surrounded in every direction by densely packed trees. Previously the nearest trees were more than a mile away to the north. The trees are dense, old, heavy, and oppressive, reeking of malice. They sway slightly as though in a strong breeze, yet there is no breeze to be felt if the PC's are outside.

6.1 What Happened? GCD Information.

The villagers have been chopping down and burning the southern edge of the Old Woods for the past several weeks. The more mobile spirits of the woods have had enough, and decided to take revenge, and stop this slaughter of their brethren. This assault was led by hundreds of Huorns. If the PC's do not "play their cards right", it will likely take the work of an Ent to bring them to bay.

As the Huorns approached, all the animals in the village, sensing the danger fled, down to the last mouse. Even the insects have either fled or are remaining silent in their abodes. Then through induced sleep and charm, the villagers and the Éothéod, one by one, sleep-walked in whatever they were wearing in bed, out of their bedrooms, into the street, through the town square, and took a narrow trail formed through the trees to the north.

No other path is visible in any other direction. The trees are so dense, anyone trying to take any route other than the path north, will quickly get stuck between tree trunks before getting more than a dozen feet.

Any PC's that are foolish enough to attempt to burn, or harm the trees, will do so at their greatest peril. Do not be afraid to suddenly have a Huorn reach down a heavy branch and send any PC acting in any way threatening to the Huorns, flying through the air to land a dozen feet away (of course making appropriate attack/defense/injury checks). Anyone

carrying an ax or open flame (such as a torch) will be at the greatest risk.

There is also a heaviness that makes it difficult to keep from falling asleep. The PCs have to keep making resistance checks every 10 minutes to stay awake, though other PCs can easily jostle anyone they see falling asleep to snap them out of it.

It is clear through the muddy barefoot footprints everywhere, all converging in one direction heading north through the narrow path through the trees, that all the villagers took that trail, though the animal prints (it requires a "ranger" type character to easily make a clear distinction in all the trampled mud) indicate they went in many different directions, and none went north with the villagers.

The Huorns are angry because, possibly unbeknownst to the PCs, the villagers had been chopping down and burning trees in recent weeks. The village council (actually the leader, Karth) deemed it important to make more space for farmland and livestock grazing, and to have more timber for their building projects growing the town, and firewood for the winter. There were a number of villagers who dissented, and refused to help with the clearing, but Huorns do not make such distinctions.

6.2 If PCs Try Staying in the Village

If the PCs do not threaten or harm the trees, and remain in the village, they initially only have to worry about falling asleep and staying awake, and resisting sleep walking to the Old Woods Clearing.

If the PCs elect to remain in the village, each night they remain there (until the third day), they will have to resist the sleep _and_ sleep-walking inducements every hour from sundown to sunset.

If a PC both falls asleep and sleep walks, then the PC (unless tied down or locked in a room, or restrained by other means), will sleepwalk to the clearing in the Old Woods.

At Noon of the second day after the villagers left the Huorns will attempt to herd the

PC's to the northern trail and the clearing in the Old Woods. Whether they succeed in herding them north or not, at sunset the Huorns will begin to destroy and flatten the village. Any PC's remaining within will be left alone as long as they do not attack, harm, or threaten the Huorns. If any PC is foolish enough to take any Huorn on, all Huorns in the immediate area will attack that PC, and it will be almost certainly fatal. Give them a new PC from amongst the villagers in the clearing.

6.3 Sleep-walking PC's

Sleep walking PC's will head north, following a narrow trail between the trees. This will lead eventually to the old woods that the villagers were chopping away at. The trail will head in a fairly straight line little further in, finally a few miles into the old woods themselves, the sleepwalking PC would lie down in a small clearing, nearby to many others sleeping soundly.

Upon awakening in the morning, the PC will find most of the other villagers there as well. All are asleep, but the PC(s), with some difficulty can awaken them one by one through physically shaking them awake.

PART II

7 The Old Woods “Clearing”

The clearing is approximately 50' wide and 150' long. The term “clearing” in the Old Woods is a little bit of a misnomer. Though the immediate ground level is clear, after about 15' up, the tree canopy closes overhead and only allows a thin greenish hint of sunlight through.

The surrounding trees make ominous groaning, cracking, and other unpleasant sounds. This is a “dark” heart of the old woods, with many trees similar to “Old Man Willow” in attitude and danger, though varying as to the actual type of tree.

7.1 Don't Panic! (or Else)

Each villager (except Karth, Smith, the Innkeeper, any other council members, and all of the Éothéod) has a 25% chance upon awakening of seeing the woods around them, staring wild eyed, panicking, and running screaming in a random direction into the woods. The fleeing villager will be quickly ensnared a few dozen feet later, and quickly ensnared in the roots and trunks of the old trees. Those remaining in the clearing will hear screaming, crackling crunching, and finally popping noises of snapping bones as they are crushed to death.

If a PC attempts to run in and rescue the villager by pulling on the roots, trunk, or hapless victim, the tree will squeeze even harder on the trapped victim, attempt to entangle the PC with its roots, and take swipes with branches at the PC, attempting to hit the PC (see the NPC/Creatures Appendices for the appropriate game system stats for a "malicious tree"), while continuing to crush the villager. The villager will scream that the PC's efforts are making it worse. Threatening fire will only make it worse.

If the PC attempts to persuade through speech, song, music, or magic, asking the tree to let go, it will stop crushing, but will not immediately release. Continued efforts along these more "persuasive" lines though will potentially lead to the roots/trunk loosening up, making a "tearing creaking" sound, and with some tugging and pulling, pull the trapped victim free. When pulled free from a trunk, there will be a loud snap sound as the trunk closes the cracks back together.

If the PC's choose to follow the north trail (the best options), if any of them are carrying weapons or fire in hand, they will find the going hazardous indeed. Roots will keep trying to trip them every minute or so, and tree branches will swipe at them at random times. (Use the statistics for Huorns for the appropriate game system in the Appendices). They will also notice that the trail closes behind them as they proceed north, and they will be unable to turn back after they walk down the trail 20 feet.

Once all the villagers, and the PC's have been "herded" to the clearing, the Huorns will smash and destroy the village, flattening all the buildings, etc. the PC's walking down the trail, after a few minutes will hear crashing and breaking sounds coming from the south. After finishing the destruction of the village, the Huorns will move to the southern edge of the old woods to stand guard indefinitely. Any orcs that come near will be killed.

8 Other Horrors of the Old Woods

The dangers of the Old Woods are not limited to just the angry old trees, or the Huorns. There are other creatures that have made this old forest remnant their home, and the woods have not driven them out. There are old bitter spirits, giant insects of many kinds, and giant spiders akin to those in Mirkwood, lurking in the darker places of the woods.

If a PC or NPC manages to leave the clearing (in any direction other than due south back to the village), they may avoid or escape the clutches and blows of the angry old trees, but will have to deal with the other creatures that have made their abode within. Night is the most perilous time of all.

These would be “random encounters” as the GM deems appropriate and as fits within the time constraints of the game session (if in a convention setting). Most of the giant insects are active during the day time, while the giant spiders are generally active at night. Also the various bitter spirits are most active during the latest hours of the night and earliest hours after midnight. And through all this, the characters will have to constantly fight off the sleep and charm effects regularly, and avoid being bludgeoned by branches, tripped by roots, ensnared by tree trunks and roots, choked by vines, and dodge various items being dropped and thrown at them. By far the safest place *in* the woods would be the clearing. The next safest would be the trail heading south back to the village (after the first day of capture, prior to that the Huorns are a very deadly danger for anyone trying to force their way back too soon).

8.1 *The Sleep of the Woods*

During the first night in the village, everyone must resist the sleep and sleep walk inducing from midnight until dawn as described earlier. After that the PC's do not need to resist as long as they are in the village, on the northern trail, or within the clearing within the Old Woods. Flying PC's will have to roll to resist sleeping if they fly over the woods, unless they are at least 100 feet above the Huorns and Old Woods. Anyone who steps more than 5' into the woods will immediately have to resist the sleep effect. And will have to check to resist every 10 minutes thereafter.

When in the village during the day time, on the trail during the daytime, or in the clearing in the Old Woods during the day time, the PC's do NOT have to roll checks for sleep. If the PC's wander off the trail or out of the clearing, or out of the village other than the northern/southern trail to/from the Old Woods, then they must make those checks.

During the night, the PC's must make those checks from sundown until sunrise even if they are in the village, on the trail, or in the clearing.

8.2 *Flying PC's*

If your game system allows for flying PC's (D&D fly spell, wings, etc.), they could potentially detract from some of the tension and risk of the adventure.

When in the village, a flying-enabled PC can fly up and look around. They will see the line of Huorn trees extends in all directions about 1/2 mile, but to the north continues about 3/4 mile wide all the way to the Old Woods. with a thin ribbon of a trail in the middle.

A PC could theoretically fly out (And maybe help carry others out), but hopefully they will get the clues about the footprints leading to the old woods.

They will be allowed into the old woods if they do not take the northern trail and come from another direction, but they won't be able to go back out by any other route than the trail south to the village (they will be

blocked by trees.

Once within the Hurons woods, or the Old Woods, any attempt to fly up will be blocked by the thick overgrowth, and branches knocking them down.

Even the Old Woods "clearing" is actually completely canopied high above by the taller ancient trees. The villagers, Éothéod, and PC's can't actually see the sky clearly through the branches, it is just that the ground area is more cleared.

8.2.1 Other Avoidance Techniques

Other PC's might try something like teleportation, plane shifting, etc. All these attempts will fail to get the outside (or back inside) the circle of the Huorns or the Old Woods. If they attempt to teleport while within the village, they will just appear on the opposite side of the village (if they were in the middle of the village, then they will appear at the edge of the village at the Huorn treeline in the direction they were attempting to teleport towards. If using plan shifting or other effects, they will still be affected by the sleep inducing and have to resist. If the spell would normally make it so the trees couldn't physically touch them, they can walk through the Huorns, but still have to resist the sleep inducing, but when within the Old Woods, they will NOT be able to pass through those).

9 Freedom!

On the third day of captivity in the clearing within the Old Woods, the villagers will see the trail to the south open up clearly. Anyone trying to follow the trail back south on the first day, will find their way quickly blocked. On the second day of captivity (daybreak), attempts made can succeed in leaving along the trail to the south, as long as they do not wield weapons, or fire, and do not make any threats to the trees (better yet are very obsequious to the trees and huorns), the PC's and any villagers or Éothéod who dare go with the PC's could be allowed to safely escape the Old Woods *earlier* than the 3rd day if they dare try, and are very careful. More than 50% of the villagers will be nearly impossible to persuade to leave the clearing before the trail widens up on the third day.

The woods have “made their point” by the third day. Everyone will be tired, very thirsty, and quite scared out of their wits. When they do come out of the woods, they will see the village in the distance to the south. As they get closer, they will see that it has been flattened. The villagers will take this as clearly a directive by the old woods to cease the slash and burn, which is partially correct. And no amount of frantic pleading by Karth will get any of them to resume destroying the woods. Many villagers will decide that the whole endeavor of Newhope is doomed, and immediately begin packing up the few belongings remaining, hitting the road in hope of making it to a town or city in the southeast before winter arrives.

10 The Real Story... Almost

The villagers do not realize that Karth has been ensnared by dark forces, and through him, the rest of the village involved in performing a dire task. Indirectly Karth and the village have been induced into conspiring with the plans of the Necromancer of Southern Mirkwood (Sauron in disguise), based in Dol Guldur. Karth has inadvertently become an actual minion of Sauron. Though he did not start out this way, and was originally, a “good” person, desperation has lead him to intentionally deceive the village and his friends, and to engage in actions he knows to be wrong. His assigned task is to weaken and destroy as much of the Old Woods as possible before the Spring Thaw next year.

Karth is now at his wits end. If a PC successfully detects his hidden motives, and successfully interrogates Karth, Karth will break down (privately with the PC's, not in front of the villagers), and confess, formulating a plausible lie that would excuse his behavior, claiming that he was “enslaved by an evil sorcerer of the woods”. This is partially true, more true than he realizes indirectly of course.

In the Spring of this year, Karth was given the gift of an amulet from a traveling merchant for the holiday celebrating the end of winter and the beginning of spring. That night Karth began having disturbing dreams. He at first discounted them as the side effects of too much drink and rich food, but the dreams continued each night, become clearer and more disturbing. The dream involves a cloaked figure in the woods warning him to send his wife

and daughter away, and not to tell anyone, that a plague was coming to the village. If he told anyone in the village, he and his family would be stricken and die first. He thought this some sort of "divine" insight, and the visions were stronger each night, but he feared to speak of it to anyone else lest he jeopardize his leadership position and the villagers think him mad.

That early summer he sent his wife and daughter to his wife's family far to the south, near Minas Tirith. Telling the villagers and his family that it was just for a pleasant vacation in the warmer weather to the south before winter came. They would return in the Spring. Unfortunately, a band of orcs and Dunlendings were waiting, and attacked the caravan that his wife and daughter had joined. Killing all but the wife and daughter, and one young 9 year old boy who had been lagging behind, who watched the slaughter before turning tail and running back to the village to report what happened. However, the boy was hit by a poisoned arrow before he had fled far, and died a few days after he returned to the village. He did not know if the village leader's wife and daughter were slain or not, he had seen them still alive cowering under a wagon as the slaughter proceeded, when the boy had to flee when, one of the orcs, thinking he saw something, fired wild but true, not knowing he hit had hit his mark.

The villagers went to the site of the slaughter, scared off the carrion birds and other foul creatures. Then gathered up the bodies to return them to the village for a proper burial. Much to the village leader's relief and fear, the bodies of his wife and daughter were nowhere to be found. Everyone else in the convoy was accounted for, but only those two were missing. He searched for weeks. Finally, with summer waning, the village members that had traveled with him for the search, turned back to the village, he refused to return with them.

He continued searching. Only hours after being left alone, he was surrounded by orcs. Taken prisoner, and lead to a military camp of dunlendings and orcs. He was shown his living wife and daughter. A little roughened up, but actually fairly well taken care of. The leader of the camp explained that Karth was to now follow his orders. As long as Karth did so, his wife and daughter would be fine. Karth was blindfolded both when taken to the camp, and upon being lead away. Though he does not know the exact route, he does have a pretty strong sense of roughly where the camp was, assuming it had not moved.

Karth was to return to the village saying that he never found the bodies, nor any

further trace of his wife and daughter. He was to grieve accordingly through the next month, but on the first of September he was to begin implementing his orders. These orders are to begin clearing away as quickly as possible the "old woods" to the North. He could use any excuse he wanted, but this must be done as rapidly as possible.

If he completed the task of clearing away the southern end of the old woods for 5 miles of depth (nearly the entire woods), then his wife and daughter would be released to him. He would receive orders where to meet them. He would leave the village, meet with the 2 freed captives, and be sent away so that none of them could tell the villagers the true story.

The Necromancer wants these woods cleared for several reasons.

1. They are too near a main travel road he wants to be able to use for transporting his growing but hidden forces. The presence in these woods despises orcs, and they are often molested by the trees, tree spirits, and others when he tries to send them on this more direct route, so they keep having to travel much further south, causing delays in messages, and other tasks.
2. He hopes the village will have bountiful harvests on this prime land, and he plans to later demand tribute from them, and use the area as a "bread basket" supply area for food for his growing forces in the area.

The Necromancer has Karth's wife and daughter held prisoner at a camp of Dunlending Hillmen who have been turned to be in the service of the Necromancer.

Karth will beg the PC's not to reveal to the villagers what he has done, at least not until/unless his family is rescued. Karth begs the PC's to help save him and the villagers, and to attempt finding and freeing his wife and daughter. He fears that now since he will not be able to continue through with his orders, that his wife and daughter will be slain (he is right).

Karth knows where the camp is, and where his family members are held prisoner. He can draw a crude map showing them approximately the way (see player handout). However there are now numerous hidden orc patrols between the village and the camp, and other nasties to deal with that have become increasingly emboldened in recent years.

11 Karth's Amulet

Due to a dweomer on the amulet given to him by a vaguely remember travelling merchant that he had never met before, it does not occur to Karth that the amulet may be suspect for a number of issues. When he mentions it and the onset of the dreams, any observant player may take note of the correlation and ask Karth more about the amulet and may ask him to remove the amulet. Karth will seem utterly perplexed by any requests about the amulet ("it's just a nice piece of jewelry, see.... nothing special about it worth asking about.. it is rather a plain bauble...") and will be very defensive about removing it ("it reminds me of my wife and daughter and better times, I will not remove it until they are free, it's all I have left of them"). This may seem a strange response to the PC's.

11.1 Why Karth Keeps It

What they do not know is that since he has been put in the command of The Necromancer's minions, he is allowed 1 minute each morning at sunrise to see his wife and daughter in their prison. This is to assure him that they are still safe and being relatively well taken care of. Karth will go into hysterics, claw, scream, and yell at anyone who attempts to forcefully take the amulet from him.

Also, the amulet is used to give Karth commands on what to do. The minion can send a brief telepathic-like message to Karth once per day, for a maximum of 1 minute, telling him what to do, and allowing Karth to ask any questions in return within that 60 second window. Rarely are messages sent, but that is how they keep in communication with him.

11.2 What Karth Doesn't Know

What Karth does not know, though he has his suspicions, is that the minions are able to monitor Karth and those around him from time to time. They can actually see and hear through the amulet whenever they wish.

Part III - Dunlending Camp

12 Overview

The Orc and Dunlending raiders make using the roads perilous since the attack on the caravan. There had not been any large attacks for years on the roads, but ever since the caravan was attacked, raids have become increasingly frequent in surrounding smaller villagers, and travelers have been increasingly molested at night, so most will not travel further than the nearest location accessible during a single day's travel at a time. However, this Spring the attacks have begun to happen in the day time too.

He advises the PC's to use an old, ancient, overgrown trail through the southern woods. It is not as swift as the main road, and it has perils of its own, but he thinks it will be the easiest, swiftest course the PC's can take to the camp though they will need to avoid patrols finding out they are on the way. The trail through the southern woods will crest on a hill overlooking a small meadow where the encampment was last located to Karth's knowledge.

13 The Trail South

Kath draws the PC's a basic rough map of the area with a general indication of the old

trail route.

The trail bears roughly due south along the river Entwash, then about 10 miles north of where the River Snowbourne joins the Entwash, the trail begins to veer southwest. Eventually the trail enters the woods about a mile East of the Dunlending camp. If the PC's follow the trail through the Snowbourne woods, it becomes increasingly marshy as they head south, eventual it comes alongside the Snowbourne river and veers west. Eventually the trail actually leads to Glindra's (the old woman) home, and then past, back out of the woods, joining back with the trail following the Snowbourne.

The trail south is dangerous due to intermittent Orc patrols, Dunlendings groups, and various wild creatures. The Gondorian guard tries to patrol the main road, but does not patrol the old trail, so it is far more dangerous.

When the PC's enter the Snobourne woods, different types of creatures, and some wraith-type creatures may be encountered depending on the time of day. If the PC's travel in the marsh, they run into more swamp-like creatures, even the perilous Mewlips, (will-o-wisps), etc.

13.1 Random Encounters

Try to only use one of each encounter type, for the time of day and for the location. Once used, try not to repeat the same encounter later, just re-roll until you get something not encountered before. See the Appendices for specific details fitting your game system of choice for each type of creature encountered.

Below is quick summary of creatures on with random encounter type (GM's discretion on how many times to roll):

13.1.1 South trail and surrounding area from village to north of Snowbourne Woods:

Lesser critters: deer, groundsquirrels, birds, crows, hawks, owls (night time), bats (night time)

13.1.1.1 Daytime

1d6

1 1 Dunlending Scout (notices group unless actively hiding, but PCs also see scout at some point, will turn and try to run back to Dnlending camp to report, best if that does not

happen)

2 1 Dunlending Scout, does not immediately notice group, will try to run to Dunlending Camp, best if scout does not succeed)

3 Dunlending marauder gang 4-8 Dunlendings, does not notice PC's immediately.

4 Dunlending marauder gang, notices PC's (check to see if PC's noticed, if PC's not notice, then gang will find spot suitable for an ambush).

5-6 Predatory day time creature (d6, 1-2 = animal, 3-4 = creature, 5-6 insect(s)).

13.1.1.2 Nighttime

1d6

1 Orc (lesser) Scout (notices group unless actively hiding, but PCs also see scout at some point, will turn and try to run back to Dunlending camp to report, best if that does not happen)

2 1 Orc (lesser) Scout, does not immediately notice group, will try to run to Dunlending Camp, best if scout does not succeed)

3 Orc patrol 4-8 Orcs (lesser), they do not notice PC's immediately.

4 Orc patrol 4-8 Orcs, notices PC's (check to see if PC's notice the patrol, if PC's not notice, then patrol will find spot suitable for an ambush, or if camping, will try to take out anyone on watch with missile-weapons, and then attack the rest of the sleeping group).

5 Predatory night time creature (d6, 1-2 = animal, 3-4 = creature, 5-6 insect(s)).

6 1 Troll, Hunting, hungry.

14 The Trail South to the Dunlending Camp

The southern woods have challenges of their own to face.....

15 Snowbourne Woods

The Snowbourne woods surround the Snowbourne Marsh and river. As the PC's travel closer to the Snowbourne River (or the Entwash), the trees will change more from a deciduous forest, to more marsh-appropriate water trees and swampland, becoming less dense with trees, and thicker with undergrowth, grass, reeds the closes tot he meandering river's banks.

15.1 Encounters

Non dangerous critters PC's may encounter (GM's choice)

Deer, racoon, rabbit, birds, owl (night time), bats (night time), mosquitoes (regular, usually from dusk to dawn),

15.1.1.1 Daytime

1d6

1 1 Orc (greater) scout. Does not immediately notice group, will try to run to Dunlending Camp, best if scout does not succeed)

2-3 Dunlending hunting party (do not notice PC's immediately)

4 Boar

5-6 Dumbledoors (giant wasps)

15.1.1.2 Nighttime

1d6

- 1 1 Wolf or wolf-pack 6-12 wolves
- 2 giant bat(2) 1-20
- 3 Troll
- 4 Snake (constrictor or envenomed)
- 5 Specter (greater)
- 6 predatory feline

16 Snowbourne Marsh

Miscellaneous critters

Moose, snake (constrictor or venomous), bats (night time), mosquitoes (regular, usually from dusk to dawn),

16.1.1.1 Daytime

- 1 Mewlips
- 2 large snake (constrictor or venomous)
- 3 Fen Boar
- 4-5 Marsh crocodile
- 6 Troll

16.1.1.2 Nighttime

- 1 Giant spider(s) 1-8
- 2 Mewlips 2-20
- 3 1 Corpse-candle (Will o' wisp)
- 4 Hummerhorn (giant mosquitos) 1-20
- 5 Neekerbreekers

6 Swamp star

17 The Dunlending Camp

There is a Dunlending leader and his 100 or so soldiers and scouts, and an Orc sergeant with a dozen orcs to deal with.

The wife and daughter are still alive, though they have been moved from the Dunlending camp to the Orc Caves, against the wishes of the Dunlending leader. The leader, if clearly being overwhelmed by the PC's prowess, will beg for mercy, and tell the PC's where the wife and daughter were moved to, if they will just let him go. If the PC's won't show mercy and free him, he will curse them utterly, then leap at them in a rage, pulling out a hidden knife. He will then likely be slain. None of the other Dunlending know where the wife and daughter were sent. However, there is a single sole prisoner remaining in the Dunlending cells. She is a very old, weak, thin, frail old woman. Apparently she used to be the hillmen's healer, but because she opposed the leader taking an "evil" turn, she was locked away, and has been here for years, getting weaker and sicker.

17.1 The Old Woman

If she could "just get to my home, the herbs there can heal me and save me". Her home is only 1 day foot or slow horse journey away from here. There she has a large store of herbs and other items great for healing. If she does not get to go there, she will die of pneumonia and other complications in 2 days. She begs the PC's to take her to her home. She will reward them, heal them, anything, if they just get her home right away. She senses her death is near, and if they refuse to take her, she will be dead in 2 days. She does however know that the wife and daughter were taken to the orc caves, though exactly where

she does not know.

The old woman is called "Glindra the Wise". She is of Black Númenórean descent. She is not outright evil, and has some contradictory morals. Her son had not told her the plot of capturing Karth's family and using them as hostages to coerce him into having the villagers chop down The Old Woods. So, when she saw the villagers destroying the woods, that she felt some affinity for, and had a connection with the Ent Darknot, she did her best to encourage Darknot to strike back.

The hillmen leader was actually her only son. She had originally raised him, hoping he would be her heir, but as he aged he increasingly lost interest in herblore and healing, and preferred more to go hunting, slaughter animals for sport, and engage in warrior tests of skill. They became increasingly estranged over the years.

When she learned of the plot, she was horrified at what she had encouraged Darknot to do under the circumstances, and hurried home to her messenger birds to try and warn Darknot, and in case he was too riled up to stop, hopefully get the more senior Ent of Fangorn, Treebeard to come to The Old Woods and intercede before it was too late. Unfortunately, she was not very discrete in her plans with one of her assistants, and that assistant informed the Dunlending chieftain (Glindra's estranged son). He sent orcs to capture her before she could send warning. The orcs stopped the bird to Darknot, but missed the one destined for Treebeard. They then took her prisoner. Her son scolded her, then had her thrown into the prison wagons, and has ignored her since. She has come down with pneumonia and other ailments, and will die soon if she can't get home and get some critical herbs she has that will save her life.

If taken to her home in time, she will be able to save her life, and recover within just 1 day of rest. She will also become much more impressive in her mannerism and bearing. She will no longer be in a haze of illness, weakness, and starvation. Most of the PCs, especially spell casting types, will sense a strength and "power" from her that is intimidating, especially her gaze. Anyone trying to meet her gaze after she is recovered will have to roll a Will type resistance check to keep eye contact, else look downward or away breaking the penetrating gaze.

She will heal any of the PC's wounds, ailments, etc. She will even somewhat supply them with some of the more helpful (for combat, burns, and poison) herbs and potions enough to help them in their adventures.

Only AFTER she has been able to save her life will she reveal to the PC's the truth of her relationship with the Dunlending chieftain, and her complicity in Darknot's attack on the village. She will be able to give the PC's information on the location of the Orc Caves, and advice about using the secret back river entrance.

17.2 *Difficult Decisions*

The PC's have a tough decision to make when they find the old woman. Leave her there and go into the caves to save the wife and daughter before word reaches the Orcs about the villagers stopping the hack and slash, and thus slaying the wife and daughter. Or to take the old woman to her house before she dies, then hurrying back to try to save the wife and daughter.

If the wife and daughter are slain, the orcs will horribly ravage the bodies, then leave the camp, and flee to Southern Mirkwood, fearing the wrath of the necromancer, but hoping they can pawn it off on the failure of the plan and the village leader, not their own failings.

If the PC's attempt to retrieve the wife and daughter right away, rather than taking the old woman to her home (the party might split at this point, this is okay, but try to manage the time effectively). The old woman will die on Noon of the following day. Choking to death in her own fluid filled lungs.

If the PC's do take the old woman home first, hoping to hurry back and save the wife and daughter, they will arrive at their cells just as they are being whipped, and flayed horribly. The PC's will hopefully save them in time, but they will be on the verge of death.

If the wife and daughter are saved, the Orcs will initially pursue ruthlessly the PC's fearing the Necromancer's wrath, but if enough of the Orcs are slain, they will figure it is not worth it, and turn tail, fleeing eventually to Southern Mirkwood.

PART IV - The Orc Caves

If the PC's are not swift enough, Karth's wife and daughter will certainly be slain, and then the orcs will destroy the orc caves once it is proven they have been discovered, and head back to Dol Guldur, leaving the defiled bodies of Karth's family on top of the rubble for the PC's to find. If they die, The amulet worn by Karth will constrict around his neck, and begin slowly choking him. Each day it will slowly tighten, until on the 7th day, it will constrict enough to choke Karth to death, unless someone can intervene by a powerful dispel magic or other means. If the Orc lieutenant, or the Dunlending Captain happen to have been interrogated/captured, the PC's might have gathered some information on a combination of words of command that will make the necklace quit constricting, and to remove the curse so that Karth can remove the necklace.

Even if the PC's make it in time, since the Orc lieutenant hasn't had a recent update from Karth, he has ordered the wife and daughter to begin being tortured and flailed. Karth is seeing their torture and hoping the PC's can save them in time. If the PC's fail to save them, Karth will know.

18 From the Dunlending Camp to the Orc Caves

The road back north will be similar to the travel down, except that after the first day from leaving the Dunlending Camp, the PC's will *not* run into anymore Dunlending patrols, because they are being recalled back to the camp.

The PC's should be allowed to make good speed back to the Entwade. If they decide to stop by the village (since it is only a half mile away from the Entwade ford), they will see the villagers have made considerable progress rebuilding the village during the short time the PC's were away.

Karth will be anxious for an update, and his face will go pale when the PC's reveal that his wife and daughter were NOT at the Dunlending camp and had been moved to the Orc Caves. He will hold himself together, but be very quiet, while asking calmly, but obviously trembling slightly, if the PC's will try to go to the Orc Caves to save them. He knows they are still alive, but he fears (actually knows), that something is wrong with them, and they are in even more grave danger than before (though he will do all he can to avoid explaining how he knows so assuredly (aka the Amulet and the dreams)).

Part IV - The Wrath of the Necromancer

19 Aftermath

The PC's will be able to take the nearly dying wife and daughter (they can be temporarily sustained by some of the stuff the PC's were given by the old herbalist if they haven't used them up yet), but something will keep weakening the wife and daughter within hours. This is because the whips tongs were laced with a horrible flesh eating toxin. Fortunately the old woman can save them if they are brought to her within 2 week. Else first the wife will die, and then the following day the daughter.

The roads to the village, after the orcs flee to southern Mirkwood, will now be safe to travel. The orc raids will stop for some years to come. The village will never chop down another tree. They rebuild the town a mile south of the old village, instead using stone, mud, thatch, etc. And only burning dead wood found on the ground, never harming living trees. They will create stories and songs reminding them to never harm the trees else the trees will have their revenge, etc.

If the PCs are able to save the wife and daughter, and return them safely to the village leader, he will be exuberant with joy, tears streaming down their faces as they embrace (assuming they have been healed and are not dying from the flesh-eating toxins). He will state he hasn't much to offer besides a very heartfelt thanks, but that he did have one item that might be a (ever so) small token of his gratefulness..... which is??

tired, sleep now...

Appendices

A NPC's

This section provides details on many of the NPCs and creatures. This section does NOT provide game system specific information, only general details on each NPC and creatures. The game specific statistics are found in the separate section Appendix B for the relevant game system.

1 Innkeeper - Bob Haliman

Homeland: Dale

Appearance: Cheerful, large muscular build from a previous life of raising, training, and selling horses. About 6 feet tall and 250 lbs. He has a bit of a beer belly, but is very strong. He is of Northman stock.

Background: He originally grew up in Dale. This is many years before the coming of Smaug (T.A. 2770). He used to be a successful horseman raising, training, and selling some excellent steeds. He is in awe of the Éothéod's horses, especially those of Mearas lineage. He sold off his business when approached by Karth, he liked the idea of being pioneers, it appealed to an adventurous side he felt he always missed out on.

1.1 MERP Stats

| Name | Occupation | Race | Culture | Lvl | Class | Attr | Weapons | AB | AC | Armor | Notes |
|-------------|------------|-------|----------|-----|--------|---|-------------------------------------|------------------|-----|-------------------------------------|--|
| Bob Haliman | Innkeeper | Human | Northman | 5 | Ranger | S 99 D 80 C 75 IG 70 IT 55 PR 65 | Lasso +10 (quality, non-magical) | +4 (entangle) | +12 | Leather apron, leggings, and boots. | Keeps lasso hung on wall behind bar, with favorite saddle, bridle, etc. Keep club under bar. |
| | | | | | | | Club | +5 | | | |

1.2 AD&D 1st Edition Stats

| Name | Occupation | Race | Culture | Lvl | Class | Attr | Weapons | AB | AC | Armor | Notes |
|-------------|------------|-------|----------|-----|--------|---|------------------------------------|------------------|-----|-------------------------------------|--|
| Bob Haliman | Innkeeper | Human | Northman | 5 | Ranger | S 19 D 14 C 13 I 14 W 11 Ch 13 | Lasso +2 (quality, non-magical) | +4 (entangle) | +12 | Leather apron, leggings, and boots. | Keeps lasso hung on wall behind bar, with favorite saddle, bridle, etc. Keep club under bar. |
| | | | | | | | Club | +5 | | | |

1.3 AD&D 2nd Edition Stats

1.4 ÒÒÒ 3.x Stats

1.5 ÒÒÒ 4 Stats

1.6 Decipher LotR Stats

1.7 Ea RPG Basic Rules Stats

1.8 Ea RPG Standard Rules Stats

1.9 CURPS Middle-earth Stats

1.10 Cubicle7 The One Ring RPG Stats

1.11 Mícheala, Innkeeper's wife

pronounced like Michelle (ch = sh), so Mi-shell-ee-ah.

Dale

1.12 Tanyan - Innkeeper's daughter

Tahn-yawn

Dale

1.13 JUNIOR, Innkeeper's Son

Dale

2 KARTH DORLAM, Council Leader

Appearance: Of mixed mannish stock, Very friendly, but with a sad worried look about the eyes (other villagers will comment that this sadness only appeared recently with the loss of his wife and daughter), Rather portly, average height and very much enjoying to eat.

Background: Karth originally grew up the son of a merchant in Minas Tirith, who later moved to Pelargir. His parents

Head fo the council, and founder of the town, sold everyone on the idea of Newhope.

Arrange permission from the Steward of Gondor with the help of his wife's aunt who is nobility and help make the connections.

2.1 Celedonia, Karth's wife

Gondorian

2.2 Keladrian, Karth's daughter

Mixed.

3 Belmon, the Smith

Gondorian

Concil member

4 Hindron, Miller

Daleman

5 Sigmund, Town Merchant

Northman

6 Greth, Farmer 1

Dorwinrim

7 Nichollarn, Farmer 2

Eriadorian

8 Galimia, Farmer 2's Wife

Eriadorian

9 Limler, Farmer 3

Pelargir

10 "Ol' Pappy" - Farmer 4

Old Gondorian

Older than dirt. ;-)

11 Smythe - FARMER 5

"Y" pronounced like "eye" with soft th of togeTHer, not hard th of This, silent E at end.

Dol Amroth

12 Mike the Milkman - FARMER 6 - DAIRY

Breeland

12.1 Dirk, Michael's son

Breeland

11

13 "Handy Hardy" - CARPENTER

Breeland

Came over with Mike

14 Anadon - Rancher 1 - Cattle

Eriador, with some distant Dunedain lineage.

15 BRICKMAN - Rancher 2 - Sheep/Goats

Northnam

15.1.1

- 16 Dunlending Captain
- 17 Dunlending lieutenant
- 18 Old Woman in Jail
- 19 Orc Sergeant at Dunlending Camp
- 20 Orc Lieutenant - Caves commander
- 21 Orc Captain from Dool Guldur

22 DARKKNOT - ENT of Old Woods

Pronounced like "Dark Knot".

MERP core 182

Onodrim = Ent

23 TREEBEARD - ENT of Fangorn

MERP core 182

Onodrim = Ent

24 GINDRA THE WISE - Old woman

Very old woman of Black Númenórean descent.

B CREATURES

1 Huorns

lesser and greater

MERP book 184

MERP Stats:

| Lvl | Qty | Size/ Crit | Speed | Hits | AT | DB | Attack (Prim/ Sec/ Ter) | Notes | Pages |
|-----|-------------------------|---------------|-------|------|-------|----|----------------------------|--------------------------------------|---|
| 25 | 1-5 or 50- 500 | H/La | VS/VS | 400 | Pl/20 | 0 | 80Hba/ 70HGr/ 100HCr | If Hgr grabs prey, HCr next round | MERP 184 Creatures of M-e: 136 |

AD&D 2nd Edition Stats

| Lvl | Qty | Size | Speed | Hits | AC | Attack (Prim/ Sec/ Ter) | Notes | Pages |
|-----|--------------------------|------|-------|------|---|---|---|---|
| 25 | 1-5 or 10- 1000 | L | 3" | 400 | -10 (Hits but hard to dmg) | +16 Branch bash / +14 Root tangle / +20 Crush (roots or large branches) | If Root grabs prey, Branch bash or root/branch crush next round | MERP 184 Creatures of M-e: 136 |

D&D 3.5 Stats

| Lvl | Qty | Size | Speed | Hits | AC | Attack (Prim/ Sec/ Ter) | Notes | Pages |
|-----|--------------------------|------|-------|------|--|--|---|---|
| 25 | 1-5 or 10- 1000 | L | 3" | 400 | 30 (Hits but hard to dmg) | +22 Branch bash 2d20/ +18 Root tangle 1d20 / +24 Crush (roots or large branches) 3d12 | If Root grabs prey, Branch bash or root/branch crush next round | MERP 184 Creatures of M-e: 136 |

2 Angry Old Tree

(various tree types and sizes)

Come in many every type of tree type, but mostly longer-lived and larger trees are of any significant threat.

MERP Stats:

| Lvl | Qty | Size/ Crit | Speed | Hits | AT | DB | Attack (Prim/Sec/Ter) | Notes | Pages |
|-----|------|---------------|-------|------|-------|----|--------------------------|----------------|-------|
| 3 - | 1-10 | L/I | 0" | 50 - | RL/11 | 10 | 20SGr(varies)/ | Hungry, ignore | MERP: |

| | | | | | | | | | |
|----|--|--|--|-----|--|--|-------------|--------------|-------------------|
| 10 | | | | 120 | | | special/--- | stun results | Creatures: 136 |
|----|--|--|--|-----|--|--|-------------|--------------|-------------------|

AD&D2 Stats:

| Lvl | Qty | Size | Speed | Hits | AC | | Attack (Prim/Sec/Ter) | Notes | Pages |
|-----------|------|------|-------|-------------|---------------------------------------|--|--|---|--------------------------------|
| 3 - 10 | 1-10 | L | 0" | 50 - 120 | +2 (miss hits but no dmg) | | +5 grapple 1d10 (roots)/ +5 crush (roots or trunk) 1d12/--- | If successful grapple, then begin crushing. Hungry, ignore stun results | MERP: Creatures: 136 |

D20 3.5 Stats:

| Lvl | Qty | Size | Speed | Hits | AC | | Attack (Prim/Sec/Ter) | Notes | Pages |
|-----------|------|------|-------|-------------|---------------------------------------|--|--|---|--------------------------------|
| 3 - 10 | 1-10 | L | 0" | 50 - 120 | 18 (miss hits but no dmg) | | +8 grapple 1d10 (roots)/ +8 crush (roots or trunk) 1d12/--- | If successful grapple, then begin crushing. Hungry, ignore stun results | MERP: Creatures: 136 |

3 Giant spiders

pg 123

greater & lesser

4 Cliff Hornets

(size 1 inch)

Page 36 CofMe

5 Andodalion

attacking cave lizards.

CofMe 39

6 ðIRE WOLVES

pg 67

7 ðunmen's ðogs

Dunlendings dogs

pg 68.

8 Clutani (badgers)

Plains type, 2', Dunlendings like to capture them for fighting sport.

Page 71.

9 Red foxes of Calenardhon
pg 74

10 BOARS
pg 78

11 Crebain of Dunland
pg 119

12 Ounlendings

12.1 Ounlending Scout

12.2 Ounlending WARRIOR

13 ORCS

13.1 ORC SCOUT

13.2 ORC WARRIOR (LESSER)

13.3 ORC WARRIOR (GREATER)

14 Troll

pgs 120-121

15 Mewlips

swampland undead

pg 127

C Appendix B - Maps

1 1 - Overview Map (no roads)

2 2 - Overview Map (Main Roads)

3 3 - Area Map

4 4 - Newhope Village Map (no HUORNS)

5 5 - Village & Old Woods (With Huorns)

6 6 - Old Woods "Clearing" Map

7 7 - Duntending Camp Area Map

8 8 - Duntending Camp Map

9 9 - ORC CAVES EXTERIOR AREA MAP

0 Ideas to still implement

Need to navigate river to another location?

Sneaky entrance to caves, back way in, through swimming underwater to underwater pool deep in back of caves?

After adventure in woods. And adventure on plains, then adventure on water and caves.

Adventure in a city?

Then wrap up with a big battle?

Ē PRONUNCIATION GUIDE

Eä = Ay-ah

Dunedain = Doon-eh-dine (like dine for dinner)

Dunlending = Done-len-ding (like done as in finished)

Éothéod = Ay-oh-thay-ohd (th is hard th as in that ,not soft th of they)

Rohirrim = Roh-hear-im (im as in "imp").

Huorns = Hoo-orns (orns like "horns", so Who-Orns)