

Savage Mirkwood Campaign Setting

By Revolution 9/Corpse

Table of Contents

Overview of Mirkwood

- Style of Campaign and Time Period
- Suggested Races
- Maps

Savage Mirkwood Crawl

- Regional Mirkwood & Hierarchy of the Necromancer
- Mirkwood Crawling
- Flora in Mirkwood

Region 1 - Greenwood the Great: Northern Mirkwood

- Overview of Region 1
- Random Encounters in Region 1
- Map of Region 1
- Location Descriptions
- Location Maps
- Regional NPCs

Complete Starting Adventures

- Attercop Attack (Adapted from MERP adventure module Denizens of the Darkness)
- Against Al-Gular (Inspired by & adapted from a starter adventure in the MERP 4th Edition Corebook)
- Pressing On

Sources

Overview of Mirkwood

Style of Campaign and Time Period

The time period for Savage Mirkwood is a short time before Third Age 2941 when the Necromancer, now revealed to be Sauron, flees Dol Guldur in southern Mirkwood and begins rebuilding his older home in Mordor. Among most, it's known that this was Greenwood the Great before the Necromancer's intrusion in T.A. 1050. Since then he and his agents such as the Witch-King of Angmar and Khamul the Easterling have done much to lengthen the Necromancer's already great shadow and turn Greenwood the Great into a hive of orcs, giant spiders, trolls, dangerous plants, unnatural darkness and level of dark malevolence with the rotten core in the southwest corner.

Because of this, as well as because of the benevolent power of Thranduil's folk in the north, stout Woodman towns and Bejarbar, the northmost portion of Mirkwood is the least dangerous, though it is still filled with the traditional perils of Mirkwood, including many orcs and dangerous beasts and worse.

Mirkwood can be run as a massive outdoor dungeon crawl - a dungeon crawl divided into levels, with each level more dangerous than the last. In Mirkwood these are called Regions, and there are five. The first is in the far north and the fifth is in the far southwest. Each Region is roughly appropriate for one Rank: Region 1 is roughly leveled for a Novice group, Region 2 for a Seasoned group, up to Region 5 - Dol Guldur, the home of the Necromancer himself - a challenge for Legendary heroes. The twisting paths of Mirkwood are treacherous and the sky dark, and navigating it is like moving through a giant dungeon. There are some differences, of course. Characters can move through this dungeon's walls - and risk being lost. Other times, they may not be sure where the walls are, as a trail narrows and a false trail begins. What's more, the forest itself moves.

Groups that favor strong role-playing and little combat can travel through Mirkwood only when necessary and/or changing the forest rules to your liking. Groups that like dungeon crawling can enter Mirkwood, sketching a map as they would in a dungeon, exploring from the top to the bottom. Of course they can still travel through the forest on specific missions, or enter Mirkwood to gain some experience to go on stories the GM has prepared but the party is not strong enough for yet.

Savage Mirkwood uses all Type 1 and 2 spells, and some Type 3 spells. It has attempted to stay as true to Tolkien as possible while still being continuously entertaining for players and GMs. Those who desire a more purist Mirkwood can check the Recommended Reading and freely cut out what they dislike. On the other hand, those who like the balance as written but would prefer their campaign to take place in some other area can use the campaign as a template of sorts for other areas and time periods of Middle-earth. Angmar in times past, the Trollshaws in the present, Mordor in the Fourth Age, or the Frozen Wastes in any age could easily be adapted to this style.

The sample adventures are inspired by and/or adapted from MERP modules. They have been edited to be run as the first two adventures leading into Mirkwood itself, the treasures found have been edited (less magical treasure, less coins and no potions), and so on.

Suggested Races

Most races are available to play. Thranduil's kingdom in the north is a perfect origin for Elf players (Sylvan specifically), the Iron Hills east of Mirkwood are a local source for Dwarves, and Northmen and Bejarbar live throughout and bordering Mirkwood. Lake-town is not far away either. Scattered Stoors - the strongest race of Hobbit - can be found West of the Anduin which is not too far West of Mirkwood.

Maps

Savage Mirkwood Crawl

Regional Mirkwood & Hierarchy of the Necromancer

As explained, each region is more challenging than the last and is designed to be roughly fitting for a party of heroes of the same rank equivalent (Novice heroes in Region 1 through Legendary heroes in Region 5).

Each region has its own captain under the Necromancer. The orcs of Region 1, for instance, are the Orcs of the Northern Eye - Hontlûk Orcs - and their captain is Shaztak. Shaztak is an orc who, like all orc captains, keeps his orcs in line through fear and torture. He, like the captains of all regions, answers to Skauril the sorcerous, bastard Edain noble in central Mirkwood. The captain of every region answer not only to Skauril but of course also to Skauril's superiors - Khamul the Easterling, the Witch King, and the Necromancer himself - though none of them have been unfortunate enough to meet the Necromancer in person (aside from the Nazgul of course).

Each Region has one Regional Command location. The orcs of each region are under the command of the head of

that region and members of that division of tribe. Their headquarters will be found in that region, along with scattered outposts with a leader of each. These outposts often keep checkpoints and watchpoints, setting guards and traps and sending patrols. Like Outposts (below) they often have guardspots and Watchpoints. Also like Outposts, they follow similar procedures for patrols and replacing slain orcs (see below). Any additional details are listed in the description, along with a map and list of inhabitants.

Any location listed as an Outpost contains a listed number of creatures. The act under the captain in the Regional Command location and keep their own Watchpoints as well. Any orcs killed will be replaced by the captain of the region, and the specific Outpost location will list how many days replacements will take. Any additional details are listed in the description, along with a map and list of inhabitants.

Any location listed as a Watchpoint will list a certain percent chance that the listed number of orcs will be there with any other pertinent details. In general, these orcs will try to capture weak parties (they get a higher bounty on live prisoners), kill them if necessary, or escape and warn their outpost if the battle turns sour for them or if they party looks strong. Any orcs the players killed at the Watchpoint will be missing from the total number of orcs listed at the Regional Command or the Outpost that they are guarding. If an orc lives to warn his home location, they will be on alert. Chances of random encounters will be doubled within 12 miles of the regional command or outpost for a week. If the watch-party is killed, its home location will know within 1d8 hours and patrols will double at that time. These doubled patrols will last for a week.

Any random orcs encountered within 12 miles of an Outpost or Regional Command have a 75% chance of being from that location. In such a case, their number would also be reduced from the number at that location, and replaced following the guidelines in the description of the Outpost or Regional Command location.

Any orcs killed will be replaced by the captain of the region, and the specific Outpost location will list how many days replacements will take.

Mirkwood Crawling

Like any good crawl, one player should elect to map. I offer a benny to anyone who maps for the session. You can provide a blank map that shows only the main places (use one of the sample maps given above or your own) and let them sketch the path as they travel. You can give them the number of miles, which direction the paths turn, and so on. The paths are tricky and perilous however.

Aside from three roads: the Rad Angaladadh, the Men-I-Naugrim, and the Rad Annon, the rest of the paths as given here are just that: paths. They range from as little as a foot or two wide to as much as 6' in places. Often false trails will appear among the paths, and it is assumed that the trails followed are twisting and turning here and there, even if depicted as being straight on the map. Because of the preponderance of false trails and the way the "trails proper" can narrow down to a foot wide in places, Mirkwood can be difficult to navigate.

Because of the way the trails become more treacherous, the sky darker, and the woods themselves more malevolent as one moves towards Dol-Guldur, there is a penalty to Survival rolls by region -1 (i.e. Region 1 has no penalty, Region 2 has a -1, Region 3 has a -2, etc). These survival rolls apply to staying on the path, finding the path, finding food and water, aligning oneself to the cardinal directions, and so on.

When travelling along the trails, a Survival check must be made each 6 miles to stay on the trail. If the trail is lost, the players move 3 miles away from the path. Roll a d12. Imagine a clock with the 12 pointing at the trail where they were. The number rolled indicates the direction they've moved in away from the trail. After an hour (and 3 miles of travel), the character will realize he is way off the trail and may make another Survival roll (with any penalties necessary as explained below). On a success, he travels 3 miles towards the path. On a raise, he also realizes exactly where he is. If he fails, then the same process repeats as above: roll a d12 and move 3 miles away based upon the roll. Remember to point towards the place in the path that the player is trying to get back to, not the place where he currently is.

Upon returning to the trail, the player must make a final Survival check to align himself: that is, to recognize where on the path he actually is, and which direction he was attempting to travel. On a failure he will head the wrong way on the path.

A party may find itself on a totally new path in this fashion, by accidentally crossing over another path. If the players are aware of this path (they have it mapped out already) then they may make a Survival check to align themselves. If successful they recognize what path they are now on and what direction they are facing. If this roll is failed, they will not be sure what path they're on. If the player rolls snake eyes for this, they will mistakenly believe they are on another path they've mapped - kindly point to the wrong path and inform them that that is where they are. North can be east or however you wish to describe the situation. A Survival check with a raise at any time after this will alert the character that they are, in fact, on the wrong path and heading in the wrong direction.

If they are not aware of the path they find themselves on, then they may make a Survival check to determine which way is north, and then decide which way to travel on this new path based on that. On a failure they are unsure of which direction is what and will travel in a random direction.

In addition to Survival checks each 6 miles to stay on the proper trail, each region also has a Random Encounter

chart. The chart lists a certain distance (in miles), a certain amount of time (in hours) and a percentage. When the characters travel the listed distance in miles or when the listed number of hours has passed (whichever comes first), make a percentile roll. If the roll is equal to or below the listed percentage, roll on the Random Encounter chart. The random encounter could be an orc patrol, a monster, an animal, members of the Free Peoples, animate trees, deadly plants, a trap, a spring, or even a shifting of the path.

As given in the last section, random encounters with orcs within 12 miles of a Regional Command location or an Outpost location have a 75% chance of being from that location. They should be described as using the gear or wearing the symbols of that division and their numbers should be reduced from that location until replaced as described in that location's details.

Flora in Mirkwood

Din Fuinen

Din Fuinen is a thick, soft moss that appears as if it would make a fine, cool, comfortable sleeping place. When pressed, however, it exudes a volatile oil. Any sleeping or resting on it must make a Smarts check or suffer the effects of amnesia. Each day he may make a new check to overcome the effects. After a week it wears off on its own.

Lichen Gloriosa

Lichen Gloriosa are incredibly useful lichen, which grows out of rocks and stumps and glows in the dark in bright orange and green like an underwater coral. They often move and sway under moonlight and can be used for light in dark places and as a delicacy with a meal. When fresh and live, it can also be used to sharpen weapons to an incredibly keen edge. The plant loses the ability to sharpen weapons shortly after it is harvested.

Milk-white trumpets

Milk-white trumpets are a shrub which grows up to 12 feet tall and exudes a sickening odor if bruised. Huge, pale trumpet flowers, some a foot in length, bloom in late summer. During pollination season the flowers forcefully eject their pollen and those unlucky enough to pass by during this time must make a Vigor check. Failing this check will lead to extreme nausea which will last up to a week. Botching this roll will result in blindness in addition to nausea.

Each day the character may make a Vigor check to recover from the effects. Each failed day he will suffer from two levels of fatigue due to the sickening effects. Overlong exposure can lead to permanent insanity.

Around midautumn the flowers produce a prickly, black, bitter seed the size of a raisin which, when prepared and ingested, cause euphoria and a feeling of power in an individual, making them fearless and immune to intimidation. However, it is highly toxic and very dangerous to use. More than one seed for men and hobbits or three for a dwarf will cause quick and very painful death. Elves are immune and orcs are nearly so. Anyone poisoned in this fashion must make a Vigor check or die in 1d4 rounds. A healing check with a raise and appropriate herbs will prevent death though the character will suffer from 2 levels of Fatigue for 2d4 days.

Rose Trees

The Rose trees of southern Mirkwood grow very dense and tall like a hedge of lilacs. The entire tree is covered in beautiful flowers clustered everywhere, but along with this are razor-sharp thorns. Orcs sometimes grow these trees around their camps in an attempt to keep out intruders. The trees can grow very thick and strong and are difficult to cut through or down.

Region 1 - Greenwood the Great: Northern Mirkwood

Overview of Region 1

The Northernmost areas of Mirkwood are by far the safest; Elves live here still, and Beijabar and Woodmen still frequent the north.

Evil activities are overseen in the forest proper by Shaztak, leader of the Hontlûk Orcs (Orcs of the Northern Eye), who are based in a large keep in the mid-north of Mirkwood, about 30 miles East of the Gulduin. Their armor, shields, and helmets, when worn, have a drawing of a bloody eye on a spear.

The other keeps, outposts, and minor tribes of Mirkwood answer to Shaztak. Shaztak answers to Skauril in region 3, who himself answers to Khamul the Nazgul.

Just to the north of Mirkwood is the keep of Ar-Gular, an Edain nobleman who lost his inheritance due to his bastard birth. Ar-Gular is a fair sorcerer and causes much trouble in the region. He travels into Mirkwood at times, and trades information with Shaztak, though they both distrust one another greatly (and with good reason). Ar-Gular answers to Skauril just as Shaztak does. When travelling or occupied, Ar-Gular leaves his orc captain Thuk in command, though Ar-Gular tries to do this as rarely and for as short a time as possible, as he finds orcs untrustworthy. He is hoping to find the opportunity to replace Thuk with an Uruk-hai, though he tries to treat Thuk with a modicum of respect, tempered with the intimidation and fear needed to keep orcs in line. He wishes to keep him subservient while he secretly tries to replace him.

Random Encounters in Region 1

(double % chance and halve distance and time during nighttime hours)

Chance of encounter: 10%

Distance (miles): 6

Time (hours): 6

Roll 1d30 (!)

- 1 - Weak orc scouting party (1 tracker, 1d4 rabble)
- 2 - Medium orc scouting party (2 trackers, 2d4 rabble)
- 3 - Strong orc scouting party (2 trackers, 1d4 rabble, 1d4 warriors, 25% chance 1 warg)
- 4 - Woodmen (2d4) or Beijabar (1d4) (50/50 chance of either)
- 5 - Other men
- 6 - Elves (1d6)
- 7 - Bear
- 8 - Grey wolves
- 8 - Dire Wolves
- 10 - Wargs
- 11 - Giant spiders (1d6)
- 12 - Ennerlings
- 13 - Crebain
- 14 - Wild cats (1d4)
- 15 - Squirrel (either grey or black, 50/50 chance of either)
- 16 - Bats (20% chance dangerous Great Bat or Hunting Bat)
- 17 - Eagles
- 18 - Grape-leaf magnolia
- 19 - Din fuinen
- 20 - Sarah-pokes-her-head
- 21 - Lichen gloriosa
- 22 - Chap beech tree
- 23 - Animate tree
- 24 - A new path has opened. Roll a d12 to determine direction of new path. It continues for 1d10x3 miles and may cross other paths, lead players in a circle, to a dangerous place such as Huorn, dangerous plant, poisoned spring, orcish keep, or some other place of peril. It's the GM's decision where the path leads. This new path will close up in 1d3 days.
- 25 - The path ends abruptly. It will open again in 1d3 days.
- 26 - Both 24 and 25 - the path is closed and another has opened.
- 27 - A spring. 25% chance it is poisoned or cursed (50/50 chance of each). If poisoned, anyone drinking must make a Vigor check (at -3 if within 12 miles of an orcish lair) or succumb to vomiting and fever for one day per point of failure. The character suffers from two levels of Fatigue, which drops to 1 level on the final day. A successful healing roll using an appropriate herb (make a Knowledge: plants roll to find an appropriate herb, 1 dose plus 1 additional dose per raise) will reduce the fatigue level to 1 and end the sickness 1 day early. A raise on this roll will end the sickness instantly. If the water is cursed, those drinking from it must make a Vigor roll or fall into a deep sleep for 1d3 days, or lose their memories as if under the effect of din fuinen (50/50 chance of either).
- 28 - Pit trap. A hole in the ground covered with a cloth or something similar and then covered up with dirt and leaves. Players must make a Notice check to find it, though the quality of the trap varies. Common orc varieties are often at a +2 to Notice. A character falling into the trap takes normal falling damage, if any, as per the falling rules (a typical pit trap is 3d6 + 4' deep, or your choice). There are often (50% chance) spikes or other dangerous objects at the bottom. The damage is either 1d4 or 1d6 depending on the deadliness of the blades or spikes at the bottom (50/50 chance) and this damage is taken in addition to any applicable falling damage (though these are dealt separately, blade/spike damage being done first). Those that set a trap will typically check it once or twice a day. Characters caught in a trap and unable to free themselves will be discovered in 2d12 hours.
- 29 - Net trap. A net on the ground is covered with dirt and leaves. It is attached in the branches to a pulley which is attached to some form of bait - food, a money purse that seems to be dangling from a branch, a small "treasure chest," and so on. A Notice roll will alert the character to the trap, and some variations are poorly done and offer a +2 to the roll. Once noticed, the trap can be easily disarmed (Lockpicking +2), though the bait invariably ends up being worthless (the money bag or treasure chest is filled with stones).
- 30 - Tripwire trap. A tripwire is set up to fling across the path a blade, spear, arrow, or poison dart (equal chance of each). Characters will see the trap with a successful Notice roll. If they don't make the Notice roll, the person in the lead is hit for 1d6 points of damage. If the trap uses a poisoned dart, roll the d6 for damage but if the hit scores a Wound, apply any poison effects instead. The effects can vary but the poison is often taken from Lichen Gloriosa or, especially in

southern Mirkwood, Milk-White Trumpets (both the pollen and the incredibly deadly seeds). This trap can be disarmed with a Lockpicking check, but it's usually easier to step over it.

Map of Region 1

There is a map here.

Locations

1 - Watchpoint - A roughly 50'-60' opening. Trails branch off to the north, southeast, south, and southwest.

Near the southeast passage is a sign which reads in westron BEDS. 100 feet down that path is a small 30 x 20 opening, with almost no sunlight available, covered in din fuinen. That path continues southeast, eventually to location 4, the poisoned pool.

The path north is about a mile long and leads out of the forest.

The southwest path continues for 6 miles and then ends in a tangle of underbrush.

There is a 40% chance that 1d4 rabble orcs and 1 warrior orc will be here. They will attempt to hide if they know the adventurers are coming (and the adventurers probably won't be moving silently). When they see who has entered this area they will either attempt to ambush them if the party looks weaker than them, or run to location 2 and bring reinforcements. If the heroes have left by then, they will follow the procedures below.

Travel between location 1 and 2 is about 45 minutes for the orcs (who run the distance), about 2 hours for an average party.

2 - Outpost - Small orc outpost. A total of 6 rabble orcs, 3 warrior orcs, 2 trackers, and 1 warrior orc WC live here. If any were killed at location 1, they will not be present here. If the heroes are spotted and the orcs survive, consult the procedures given in location 1. If at least one orc survives, he will travel to Hontlûkatish, alerting them of the slaughter. There is a 25% chance that the outpost will be replenished with an additional 3 rabble orcs and 2 warrior orcs. It will only take a single day to provide replacements.

3 - Regional Command - Located nearly 40 miles east of the orc outpost at location 2 is Hontlûkatish, the keep of the Hontlûk Orcs (the Orcs of the Northern Eye). The keep contains 8 rabble orcs, 9 warrior orcs, 6 trackers, and 2 warrior orc WCs. Any orcs sent to location 2 as replacements will then be missing from here, though they will be replaced within 2d4 days. Any orcs encountered within 12 miles has a 75% chance of being from here; this will also reduce the number of orcs found at the keep itself. Any killed in this way will also be replaced within 2d4 days. If any orcs are killed, they will go on alert just as at location 2.

4 - Poisoned spring - The path ends at a 10x20 pool about 8 feet deep. The water is brackish and undrinkable as well as poisoned by orcs. Anyone drinking from it must make a Vigor roll or suffer 1 level of fatigue due to cramps and vomiting. They may make a new roll each day to fight off the effects, but it will never last longer than 3 days.

5 - Cooking pits - Located about 10' east of the path is a 50' x 90' clearing, artificially created by hacking down the trees in the area. There are 8 pits here, 10' x 10' x 5' (roughly). The pits are covered with large iron grates, and if the site is abandoned it will be obvious that the pits are used for cooking.

There are two paths leading out of this area, one to the northeast and one to the southeast. The northeast path continues for 4 miles then turns northward for about a mile, then heads back and re-joins the path about 6 miles below location 2.

Orcs come here at night and roast meat, when they are feeling festive and wish to spice up their diet of raw meat with other favorites of theirs: burning things and destroying trees. There is a 15% chance of 2d4 rabble, 2d4 warriors, and 1d4 elite being here at night, with fires lit and meat - both still living and long dead - being roasted. The pits are filled with leaves, wood, and any other debris available. Dead victims (both animal and otherwise) are placed on the grating, and living animals and people are chained to the center. If orcs are encountered cooking, there is a 25% chance that they have a live victim they are going to burn alive. Roll randomly to determine which race they are going to kill. Those rescued in such a way may join the party, reward them, or in some other way aid them.

6 - Orc campsite - A 20x20 clearing in the woods can be found about 30 feet to the east of the trail. Orcs use this as a campsite when travelling. There is a 10% chance that a group of 2d4 rabble orcs, 2 trackers, and 1d4 warriors will be here during the day. There will always be at least 1 orc on watch, usually one of the rabble. There is a 20% chance that he is asleep.

If the site is empty, a Notice roll will recognize its use as an orc campsite.

7 - Target range - The path continues to a 40'x60' clearing. The path continues to the southeast.

Orcs that capture living things in the area sometimes bring them here for target practice. The skeletons of random people and animals are chained to trees along the edges of the opening and a few places within. The trees to which the skeletons are chained are damaged from shots with arrows and notched and hacked with axes and swords.

The tattered cloth that adorns any skeleton of one of the Free Peoples will be damaged and valueless, and the orcs have left no valuables on any of the victims. However, there is a hollow under one of the trees that is about 2.5' deep which is being used as a hiding place for one orc's stash(Notice roll to find) - typical orcs are not allowed to keep magical items, gems of any kind, or any more than 1 silver piece worth of coins. Any of these banned items or any wealth over 1 silver piece is considered the property of the Necromancer and is to be turned over to him(through an agent or by yearly tithe). At any one time there is a 50% chance that there will be 3d4 silver pieces, a 20% chance that there will be a gem valued at 2d4 silver pieces, and a 10% chance of a minor(+1) weapon. If a character finds this hiding place the orc will return within 1d4 weeks and discover his treasure gone. Without much time, he will set up some crude form of trap and store only coins in there from now on. If he is robbed again he will cease using this as a hiding spot.

8 - Outpost - A moderate orc outpost can be found about 2 miles east of the road here(a standard Notice roll and two standard Tracking rolls are required to first notice the path and then to follow it to the outpost). The orcs are not careful about their path and leave an amount of damage along the way.

There are a total of 8 rabble orcs, 5 warrior orcs, 2 trackers, and 1 warrior orc WC living here. At any given time there are 1d4 rabble, 2 warriors, and a tracker out patrolling. Any random encounter with orcs within 6 miles of this location will be from the outpost. Any orcs killed here will be replaced within 1d3+1 days. Like location 2, they will go on alert and may receive greater backup after an attack.

9 - Defiled Elven Site - The path opens to 10' wide, revealing quite old Elvish statues, now desecrated, smashed, and defiled, lining the path. After 50', the path opens up into a dark 50'x50' area. At one time, two trees grew here at the far end of the bright clearing, representing the Two Trees, and between them was a scrying mirror. Now there are only the ancient charred stumps of the two large trees and a very evil-looking black altar in place of the mirror. The trees around the clearing hang long, thick branches which almost cover the top of the clearing completely; vile magic has also caused permanent, supernatural gloom here.

Orcish shamans and other dark magicians sometimes use this once-holy place to practice their vile sorcery, or to perform regular rituals to empower darkness in Mirkwood and destroy the good. Any Secret Fire spells cast here are done with a -1 to the Weariness Check. Conversely, spells of Sorcery grant a +1 bonus to the Weariness Check. There is a 5% chance at night that an orcish or evil human sorcerer is here, with 1d4 minor sorcerers lending assistance to the spell. The lead shaman or sorcerer will have 2d3+1 spells(or whatever spells you wish to give him or her) and the minor sorcerers will have only 3.

10 - Watchpoint - The path here leads to a wooden footbridge. It is not large enough for wagons or anything wider than a pony or unarmored horse. There is a 20% chance that 1d4 rabble orcs and 1d4 warriors are hiding under the bridge. One will be on lookout, waiting for travellers to cross. If he thinks he can beat the party he will wake his comrades; if not he will let them sleep and hope the party doesn't notice him(Notice check at -2). There is also a 10% chance that the assigned lookout is asleep.

11 - Outpost - .5 miles west of the path(Notice toll to find, Tracking at +2 to follow) is an orcish outpost. There are two trails here: one headed west and one headed south.

A total of 8 rabble orcs, 3 warrior orcs, 2 trackers, and 1 warrior orc WC live here. Any orcs killed at location 12 will not be here. Rules between location 11 and 12 are the same as between location 1 and 2.

12 - Watchpoint - The road here turns sharply east. There is a 40% chance that 1d4 rabble orcs and 1 warrior orc will be here. These are guards from location 11.

Regional NPCs

Ar-Gular

Ar-Gular is a bastard Edain nobleman. Denied his nobility because of his broken heritage, Ar-Gular studied lore of sorcery and drew the attention of Khamul the Nazgul. Eventually Ar-Gular was set in an abandoned keep northeast of Mirkwood(outside region 1), where he practices his magic, keeps an eye on the surrounding area, attempts to kidnap and sacrifice travellers into Mirkwood, gather information, and generally spread darkness and evil in the area.

Ar-Gular, because of his belief that he is owed power by others, is arrogant and will drag the fight out as long as possible. If he is aware the heroes are coming he will cast Darkness to dim the room before they arrive. If he feels overmatched he will attempt to kill the heroes as quickly as possible, but if he feels that the party is weak(and he usually does, unless it is a large party) he will drag it out, using Shatter to destroy weapons and Darkness to dim the room and to strike enemies blind. He will also use Murder of Crows against the most powerful looking party member. If he becomes weary or is using too many spells, he will attempt to shoot at them with his bow, or defend himself using his dagger if necessary. Usually if the fight boils down to hand-to-hand he will attempt to blind his opponent and escape, vowing to find them later.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Skills: Climbing: d4, Fighting: d6, Guts: d6, Intimidation: d8, Knowledge: Arcana: d8, Notice: d6, Persuasion: d6, Riding: d6, Shooting: d4, Stealth: d6, Weariness: d8

Hindrances: Arrogant, Vengeful

Edges: Arcane Background, Hard to Kill, Wizard

Gear: Dagger +1(+1 to hit, Str+1d4+1 damage), Shortbow

Spells: Beast Speech, Darkness, Enslave Beast, Fear, Murder of Crows, Shatter

Cantrips: Alert, Lock/Unlock, Sense Power

Thuk, Orc captain WC

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 6(8, 9 to head)

Skills: Climbing d6, Fighting: d8, Guts: d6, Intimidation: d8, Notice: d6, Shooting: d6, Stealth: d6, Taunt d6, Throwing d6

Edges: Frenzy

Gear: Chain mail, helmet, scimitar(Str+1d8), Shortbow(12/24/48, 2d6 damage)

Special abilities:

Sunlight fear: Orcs are terrified of sunlight and take a -2 to all actions in it.