

# WOSES

#8107

of the Black Wood™

A READY-TO-RUN FANTASY ROLE PLAYING ADVENTURE MODULE FROM  
J.R.R. TOLKIEN'S MIDDLE-EARTH®



Playable with



Rolemaster™



Three low-to-mid level adventures based on THE LORD OF THE RINGS™ and THE HOBBIT™. Each adventure stands on its own and can be set up in minutes. Produced and distributed by IRON CROWN ENTERPRISES, INC.



# WOSES OF THE BLACK WOOD™

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## 1.0 GUIDELINES

The *Middle-earth Ready-to-Run Series* is designed for Gamemasters who want adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation.

*Pirates of Pelargir* has five parts. Sections 1.1 and 1.2 deal with guidelines regarding the use of the module. Section 2.0 provides pregenerated characters for the players (which can be used as non-player characters if so desired). Section 3.0 provides an overview of the situation in the Minhiriath.

The fourth part consists of Sections 4.0, 5.0, and 6.0, the adventures. Each adventure stands on its own, although a common theme unites the stories. They can be set anywhere in Middle-earth where the story seems appropriate. The fifth part consists of the Encounter and Beast tables.

### 1.1 HANDLING PLAY

The adventures are divided into five standard parts: (1) the tale, which describes how to start in terms of the setting, the background, and the plot; (2) the Non-player Characters, NPCs, a person-by-person description of the prominent non player characters, including their stats; (3) the primary layouts: a level-by-level, room-by-room description of the adventure site, complete with numbered diagrams, floorplans, and illustrations; (4) the task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers; and (5) encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play. Then he can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PCs. (Of course, the GM can assign PCs.)

Once play ensues, the GM should refer to the NPC charts found in the adventure sections and to the Beast Table (Section 8.0) at the back of the module. They cover the Beasts and NPCs found in each adventure.

### 1.2 ADAPTING THIS MODULE

Like the rest of the series, this module is designed for use with the *Middle-earth Role Playing* game (*MERP*) or the more advanced *Rolemaster* (*RM*) system, but is adaptable to most other major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

#### 1.21 CONVERTING HITS AND BONUSSES

**Bonuses:** When converting percentile values to a 1-20 system, a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

**Hits:** The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Dungeons and Dragons*), simply double the number of hits your characters take or halve the hit values found in this module.

#### 1.22 CONVERSION CHART

If you play something other than *MERP* or *Rolemaster* and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

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

## 2.0 PLAYER CHARACTERS

The following chart provides the statistics for the Player Characters for each of the three adventures. Statistics are given for both *MERP* and *Rolemaster*. The GM may wish to assign his players a character or allow them to select from the list. Of course, the GM can utilize the unused PCs as non-player characters. After all, the players may design their own characters or employ characters already in use.

The GM should remember, however, that regardless of how the players acquire their characters, each adventure is geared for a different difficulty level. We suggest PCs tough enough to meet the challenge.

**Codes:** See the NPC stats for an explanation of the basic codes.

The following is a list of other codes and abbreviations which might be ambiguous.

**Power Points:** The number (if any) given in parentheses indicates the possession of a "bonus spell item" and its bonus (see *MERP*, Section 4.56).

**Skill Bonuses:** NA, SL, RL, Ch = Maneuver and Movement in No Armor, Soft Leather, Rigid Leather, and Chain; 1HE OB, 1HC OB, 2HOB, Thrown OB, Missile OB, Polearm OB = Offensive Bonuses for 1-H Edged, 1-H Concussion, 2-Handed, Thrown, Missile, and Pole-arms; Dir. Spell = Directed Spells; Secon. Skill = Secondary Skills.

**Secondary Skills:** Each secondary skill is abbreviated by giving the beginning letters of the skill (*MERP* Section 2.33). The bonus for that skill rank is given following the abbreviation.

**Languages:** Languages are abbreviated by using their first three letters (see *MERP*, ST-1); exceptions: BS = Black Speech and Bet = Silvan (Bethleur). The rank for each language is given following the abbreviation.

**Spell Lists:** Spell lists are abbreviated by using the first few letters in each word of the spell list name; for example, "S/L Ways" refers to the "Sound/Light Ways" spell list.

NAME	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16	PC17	PC18	
Race:	Ulmi	Beorn.	Hobbit	Dwarf	Rural	Noldar	Lossoth	Eriadom	Dunlendg	Sindar	Silvan	Easterling	Rohirim	Dorwinian	Half-Elf	Dunadan	Haradrim	Corsair	
Ht./Wt:	5'105	6'3"/210	3'68	4'4"/106	5'10"/165	6'5"/184	5'5"/155	6'190	5'6"/148	6'3"/135	6'127	5'7"/154	5'8"/132	5'98	6'7"/175	5'11"/155	6'2"/180	6'1"/224	
Eyes:	Lt.Blue	Green	Brown	Brown	Dk.Blue	Lt.Grey	hazel	green	hazel	lt. blue	blue	black	dk blue	brown	grey	pale blue	black	lt. grey	
Hair:	Red	Red	Brown	Black	Blond	Black	lt. brown	brown	black	lt. blond	sandy	dk. brown	blond	brown	white	dk brown	black	grey bald	
Profession:	Warrior	Warrior	Warrior	Scout	Scout	Scout	Ranger	Ranger	Ranger	Animist	Animist	Animist	Bard	Bard	Bard	Mage	Mage	Mage	
Level:	1	3	5	1	3	5	1	3	5	1	3	5	1	3	5	1	3	5	
Hits:	34	93	116	60	78	83	41	48	49	30	37	43	33	38	46	56	29	52	
AT(DB):	RI(25)	RI(15)	Ch(40)	Ch(35)	RI(20)	RI(35)	SI(15)	RI(20)	RI(15)	SI(35)	SI(30)	No(35)	No(20)	No(20)	No(15)	No(10)	No(5)	No(15)	
Shield:	Y25	Y25	Y25	Y25	Y25	Y25	N	Y35	Y25	N	N	N	N	N	N	N	N	N	
Power Points:	0	0	0	0	0	0	1	6	5	1(+1)	3(+2)	30	1(+1)	3(+1)	10	3(+2)	3(+2)	5(+2)	
Base Sp. OB:	0	0	0	0	0	0	0	0	0	2	6	10	1	3	5	2	6	10	
STrength:	90	91	90	101	95	62	100	91	96	85	62	70	95	63	90	25	75	66	
AGility:	91	75	96	90	90	90	78	60	92	97	99	101	84	98	79	91	87	95	
COnstitution:	87	101	100	93	98	76	90	99	90	92	76	80	89	90	69	90	76	93	
InTElliGence:	53	71	89	65	94	71	88	90	59	91	93	89	79	83	85	101	96	90	
InTuition:	86	59	92	84	91	72	84	91	75	90	90	95	98	85	81	42	82	92	
PResence:	72	74	70	85	39	80	63	72	95	96	87	55	90	90	95	72	84	65	
APpearance:	92	64	85	60	77	83	42	68	72	64	83	76	94	91	82	50	72	46	
NA Move M:	25	15	35	30	20	0	15	x	20	30	5	5	15	35	15	20	15	30	
SL Move M:	20	0	-10	15	0	15	10	x	-15	15	20	x	x	x	x	x	x	x	
RL Move M:	-10	0	x	x	0	0	x	0	5	x	5	x	x	x	x	x	x	x	
CH Move M:	x	x	0	5	x	x	x	x	x	x	x	x	x	x	x	x	x	x	
1HE OB:	x	59ha	45da	x	58sc	55bs	x	61ss	45da	x	x	40wp	46mg	x	40da	25da	x	50ss	
1HC OB:	58ms	x	x	71ne	x	x	x	x	65ma	20cl	x	x	x	43ma	x	x	x	x	
2H OB:	x	69fl	x	x	x	x	x	x	x	x	x	x	x	x	70th	x	x	x	
Thrown OB:	43wh	49ha	110da	51ne	x	x	41ja	x	65sp	x	x	x	x	x	30da	x	x	60ss	
Missile OB:	x	x	100sb	x	63lb	75lcb	x	46sb	x	45cb	75lb	60cb	x	63sl	x	40hcb	x	x	
Polearm OB:	x	x	x	x	x	x	61ja	x	75sp	x	x	x	56ha	x	x	x	60qs	x	
Climb:	-15	23	55	31	23	45	8	54	75	31	43	40	-20	33	35	-15	10	25	
Ride:	x	x	x	x	23	25	x	24	35	21	23	30	46	13	20	5	30	15	
Swim:	16	23	40	31	18	45	18	14	40	36	43	40	16	33	35	15	-20	30	
Track:	x	18	15	6	28	35	23	49	55	x	x	x	11	23	25	x	x	30	
Ambush:	x	3	x	x	2	4	1	2	x	x	x	x	1	x	6	x	x	x	
Stalk/Hide:	5	20	20	7	16	55	27	35	50	40	35	25	16	x	55	x	x	15	
Pick Lock:	x	10	25	12	36	45	x	x	20	x	15	x	x	33	15	x	40	x	
Disarm Trap:	5	10	25	12	36	45	x	x	25	x	20	x	x	23	25	x	x	x	
Read Rune:	x	x	x	x	x	15	x	x	x	16	23	20	11	18	30	42	46	45	
Use Item:	x	x	x	x	x	10	x	x	-20	21	28	25	26	28	40	12	31	45	
Dir.Spell:	x	x	x	x	x	x	x	x	x	32	51	50	16	38	45	33	39	74	
Perception:	5	5	25	23	24	45	12	36	70	31	35	35	46	23	60	x	15	40	
2ndary Skill:	Row20		Cook15	Smith60	Fletch15	Trick25	Forage30	RMAst35		PS65	LeathW25		WWatch15	Music45		Trap Build25	Caving35	Acting30	Stargaze35
2ndary Skill:														Contract45		Diving30		Signal40	Weather W15
Language:	Umi 5	Atl 5	Kud 5	Khu 5	Wes 5	Que 5	Lab 5	Nah 5	Dun 5	Bet 5	Que 5	Log 5	Roh 5	Wes 5	Sin 5	Wes 5	Wes 5	Wes 5	
Language:	Wes 5	Wai 5	Wes 5	Wes 5	Dun 4	Sin 5	Wes 4	Wes 4	Wes 4	Sin 5	Bet 5	Wes 3	Wes 5	Log 5	Que 5	Sin 4	Apy 4	Adu 5	
Language:		Wes 5				Bet 5		Bet 3	Nah 4	Sin 5	Bet 5		Dun 3	Bet 5	Wes 5	Adu 4	Har 3	Har 4	
Language:				Dun 2		Wes 5			Bet 2	Que 5			Que 2	Roh 3	Bet 5	Que 4	Sin 3	Sin 4	
Language:						Adu 4			Log 5				Alt 2	Blk Sp 3	Dun 5			Dun 2	
Spell List:							Path M.	Det.Mast.	Mov.Ways	Calm S.	An.Mast.	Calm S.	Cont.S.	Es.Hand	Sp.Ways	Es.Percep.	Light L.	Fire L.	
Spell List:								N.Guises	Nat.Ways	S/L Ways	Dir.Ch.	S/L Ways	Illus.	Es.Ways	Item Lore	Spirit M.	Water L.	Wind L.	
Spell List:									Spell Def.		Calm S.	Det.Mast.		Unbar.W.	Cont. S.		Earb L.	Illus.	
Spell List:									Surf.Ways		Surf. W.	An.Mast.		Sp. Mast.	Snd.Cont.		Lofty Br.	Es.Hand	
Spell List:											Creations	Purif.		Phy.Enh.				Liv.Ch.	

## MAGIC ITEMS &amp; SPECIAL POSSESSIONS

PC1: +15 morning star; +10 war hammer; +15 rigid leather; 1 belan.  
 PC2: +10 flail; +10 hand ax; +10 rigid leather armor; 1 Surmie.  
 PC3: +10 chainmail; +5 Move M; +10 short bow; +15 dagger; 3 Draaf.  
 PC4: 2 nets +10; +10 chainmail.  
 PC5: +15 scimitar; +20 long bow; +10 rigid leather cuirass; 2 Delraeo.  
 PC6: +15 broadsword; +10 rigid leather; +10 light crossbow.

PC7: +10 javelin; +5 arm greaves.  
 PC8: +10 leg greaves; +10 short sword; +10 shield; +10 short bow.  
 PC9: +10 spear; +5 rigid leather armor.  
 PC10: +10 club; +10 soft leather hides; Staff: +1 Spell Adder, 1 Bekdiar.  
 PC11: +10 longbow; Ring: +2 Spell Adder.  
 PC12: Amulet: 3xPower Points

PC13: robes +15 DB; Ring: +1 Spell Adder; +10 maine gauche; +10 halbard.  
 PC14: +20 mace; +15 sling; Rod: +1 Spell adder; +10 lockpick.  
 PC15: +10 two-hand sword; +5 dagger.  
 PC16: Ring: +15 Dir.Spell; +10 h. crossbow; +5 dagger; Belt: +2 Spell Adder.  
 PC17: +20 quarterstaff; Necklace: +2 Spell Adder.  
 PC18: Wand: +2 Spell Adder; +10 vs. Essence; +20 short sword.



### 3.0 SECRETS OF THE ERYN VORN

It is not a happy time in Minhiriath, except perhaps for mercenaries and adventurers. The dreadful onslaught of the Plague has passed, but it still unsettles the memories of the people. Although the toll was not as severe as in other lands, the fabric of Dúnadan society has apparently been dealt a fatal blow. The decline is slow, but the doom is inevitable. Some say it began when King Earendur divided the Kingdom of Amor almost eight hundred years ago, while others point instead to the rise of Angmar — the Land of the Witch-king — and the long wars between the northern Dúnedain and the Lord of Morgûl.

Since T.A. 1409, the Witch-king has been almost a dormant threat; however, King Ostoher of Cardolan fell before the Angmarim's defeat, and his kingdom perished with him. Never before independent, the rebellious and ever-quarreling lords seized the opportunity to carve out their own destinies, but many remained true to the norms fostered by royal authority. Their principalities sprang from the ruins of the realm, yet continued traditions that survived disasters as harsh as the awful Plague. Unfortunately, though, the latest round in the ongoing cycle of treachery and violence is building to an unprecedented intensity, an intensity that may prove fatal for all.

With these great matters afoot, the wise and the powerful can spare little attention for peripheral affairs. Of course, as might be expected, the people of the village of Bor Leath do not feel that their problems are so unimportant.

#### 3.1 RAST VORN

Bor Leath lies under the eaves of the Choil Borba (D. "Black Wood" or "Dark Wood;" S. "Eryn Vorn") the primordial forest that covers all of the promontory in southwestern Minhiriath known as the Rast Vorn (S. "Dark Cape"). The Eryn Vorn, like the Old Forest, is a remnant of the ancient woods that once covered all of Eriador. However, here there is no caretaking spirit like Tom Bombadil to moderate the malice of the trees. It remains a wild and dangerous wood. Even the mighty Dúnedain did no more than explore the fringes of this dangerous and mysterious peninsula.

#### 3.2 THE SIOL SPERIANG, PEOPLE OF THE FOREST EDGE

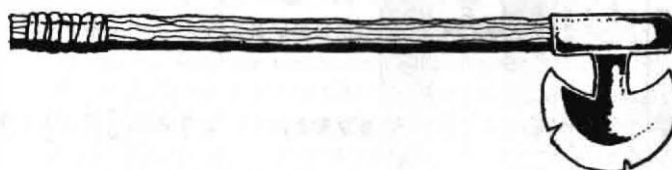
The inhabitants of Bor Leath are Dunlendings by descent and custom, if not by deed and appearance. They belong to the Siol Speriang Tribe (D. "Descendants of the Sparrow-hawk") who were among the first wave of Dunnish immigrants who entered Cardolan in the early years of the Third Age. As such they claimed some of the most fertile, if dangerous, lands in western Cardolan — those along the borders of the Eryn Vorn. The Siol Speriang also over the centuries were quite thorough in adopting Dúnadan culture. From a motley collection of barbarian warriors, they have become a prosperous race of farmers and shepherds, the model citizens that all kings long for.

In these troubled times, the civilization and civility of the Siol Speriang has not profited them. Their lands have fallen within the bounds of the new Kingdom of Saralainn which is dominated by a new race of clanfolk. These boisterous cattlemen despise the placidity of the life of the Siol Speriang, and also covet their lands. In turn the Siol Speriang think the newcomers are barbarians, and generally call them Bocs or goats. There has been a constant low-level of raids and ambushes between these groups for the past thirty years, only briefly interrupted for the Plague.

#### 3.3 THE AIT MELLAIRT

Most of the people of Bor Leath are descended from the ancient and renowned Leatha family, Bor Leath is a corruption of the Elven tongue that indicates that the village is the home of the Leatha. It is a comparatively rich town, with relatively poor defenses, but the Bocs have been careful to leave Bor Leath pretty much alone. All three of these unusual features are related to the Ait Mellairt or Tradehall located in Bor Leath. Almost three centuries ago a hunting party from the village rescued a severely wounded woman from the Eryn Vorn. She belonged to the Mebden, a secretive Eriadoran people of the deep forest. Ilday, as she called herself, lived in Bor Leath for seven years, and bore three children to her husband. Ilday returned to her people with her eldest daughter, but left her sons with their fathers. Her later visits to her boy became the basis of a cautious and limited but regular contact between the Mebden and the people of Bor Leath. The forest people traded rare herbs for iron much to the profit of the Leatha. The famous Tradehall was built over one hundred and ten years ago for the annual visit of the Mebden, and to accommodate the other merchants who came to seek their wares.

The Bocs could easily destroy Bor Leath. However, they have also established some contact with another race of Rast Vorn, the Beffraen, distant cousins of the Woses. The paths the Bocs use for this could, in turn, be easily closed by the Siol Speriang. Although the feud is bitter, both groups are sensible and pragmatic enough to avoid this sort of self-destructive warfare.



#### 3.4 THE OYER

The Siol Speriang divide their homeland into two distinct regions: the moors where the sheep graze and the Oyer or Edge. The Oyer is the area where the flatlands of Saralainn slowly merge with the Eryn Vorn, tall grass becoming shrubs, then becoming pines and beeches. The Siol Speriang make clearings for their fields of barley and millet, and hunt and gather nuts and berries. By the standards of most people this is an dangerous environment; there are many large predators, and even some of the plants can be quite dangerous. Compared to the Eryn Vorn beyond, the Oyer is almost pleasant.

#### 3.5 ANNON BARAN

Bor Leath is the northernmost of the villages of the Siol Speriang. Most travellers at this time of year are likely to be coming from the north by way of Annon Baran, a town of the Eriadoran Riverfolk. These taciturn and unfriendly people will tolerate travellers but little beyond that. Whether the whalers of Annon Baran like it or not, the traffic is now fairly heavy. Many people from many lands fled to the north during the Plague and are still trying to get home. Few ships will dare to try to round the Dark Cape now that the autumn storms have begun, and the current troubles in Tharbad make the normal land route unattractive. In the aftermath of the demobilization that has followed Arthedain's successful prosecution of a punitive war with Rhudaur, many sell-swords are out of work and have heard attractive rumors of rebellion in southern Saralainn. Such traffic in the off-season would normally be a cause of rejoicing in Bor Leath, but at the moment there are more pressing problems.

### 3.6 THE WOSES

Because of its wild nature and relative isolation, the Eryn Vorn provides a refuge the most ancient of the races inhabiting Minhiriath: the Drughu or "Woses." Only a band remains, for the onslaught of other Men have driven them into the rugged Bein Com (D. "Bare Hills"). Now, the ever-growing domains of their neighbors threaten the Woses of the Black Wood with extinction.

The Drughu are a secretive forest people whose short, stout, tattooed bodies and peculiar features long ago set them apart from the other Secondborn. Magical and yet outwardly primitive, they disturb most Men who encounter them. Thus, they have been persecuted, and even hunted, by other races.

Living in half-submerged, earth-covered homes called fogus, the Woses of the Eryn Vorn shun contact with other Men. They view even their closest kin, the Beffraen, as dangerous enemies. The Drughu elude or slay those who seek to disturb their repose or the hallowed caves that house the spirits of many of their ancestors. A few lucky adventurers, however, have survived encounters with these exceptional woodsmen. Local loremasters tell of travellers who narrowly escaped flights of poisoned darts or bizarre, nocturnal rendezvous with moving Watch-stones — the infamous, enchanted "Pökel-men." Few tales illicit more fear, and so grows the eerie legend of the Darkwood Woses.

## 4.0 THE HAUNTING OF BOR LEATH

### 4.1 THE VILLAGE

Bor Leath lies in a small vale set between three low hills. The Mebden Trace, the primary path along the edge of the Eryn Vorn, runs just past the east side of the village. The famous Tradehall is situated here for easier access. It is a two-storied wooden building with a thatched roof that serves as general store, tavern, and inn. A large corral encloses the rear of the Tradehall, though there are rarely any horses for sale. A rutted dirt road forks off from the Trace in front of the Tradehall. This serves as Bor Leath's Center Way, on the south side are the homes of the families of the distaff branches of the Leath family. These homes are similar in construction to the Tradehall, and though only one-storied, they are not much smaller. The barley fields and a few shacks belonging to the jerls of the Leatha lie to the north. The jerls are more than mere slaves, but their status ranks below that of the least of the Leatha.

To the north of the Tradehall there is a small stream known as Strem Cadno that is rather marshy in places. Above Strem Cadno, away from the (relative) hustle and bustle of the village, there is a squat one-storied stone building that is the hereditary home of the Mhaigh (D. "Chief") of the Leatha. There is a large barn behind the Mhaigh's house, some huts for his jerls, and his fields. The Mhaigh, Ries op Leath, has great powers in theory, but in practice has to gently handle his proud and willful kinsmen. Ries is responsible for the upkeep of the five small watchtowers scattered along the surrounding hills. Only the northernmost tower is regularly manned. As Mhaigh, Ries is also responsible for keeping a month's supply of food in the Cave of Refuge.

### 4.2 TALE OF WHISPERSHADOW

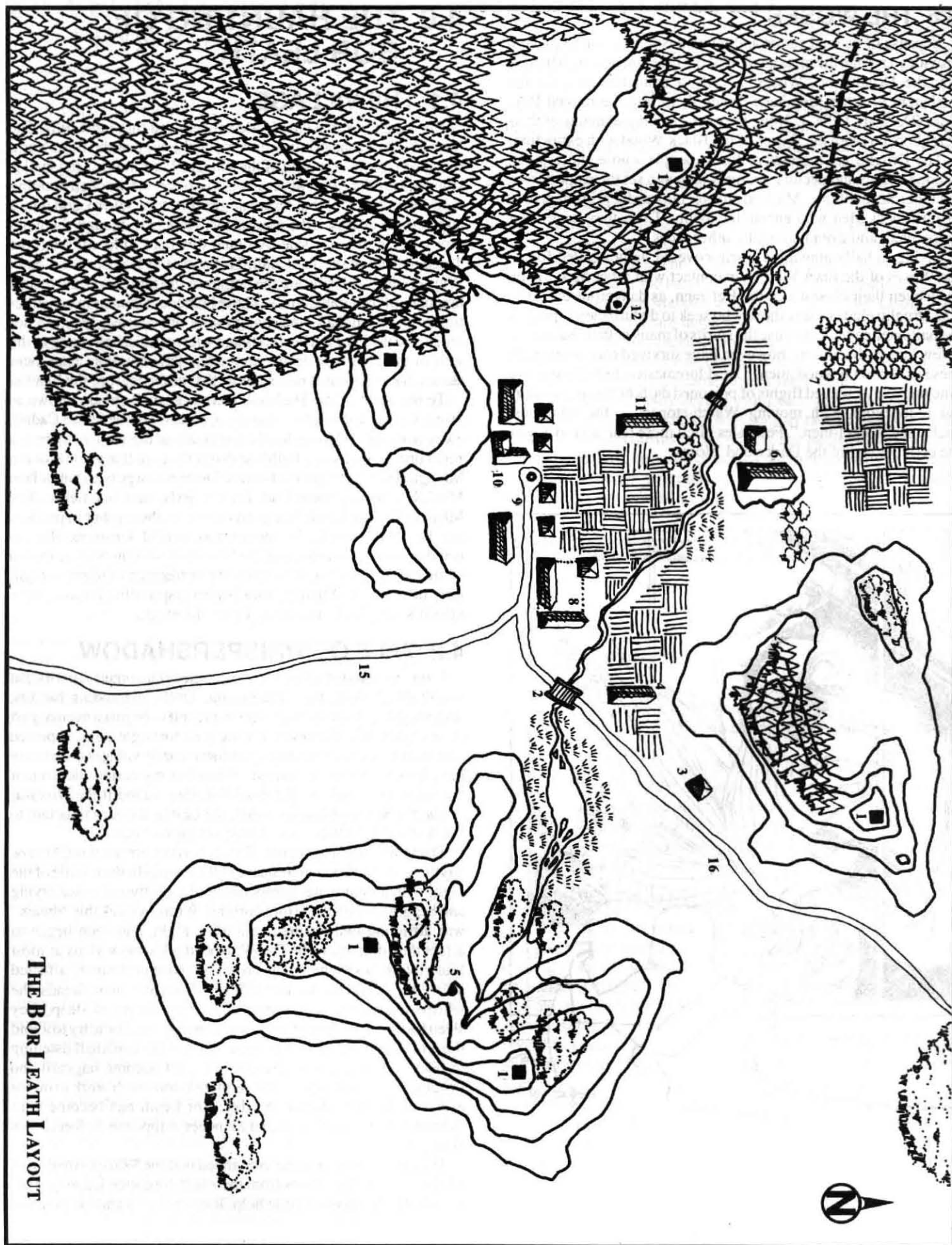
Over the years the Leatha have become accustomed to perils that would daunt many folk. Rampaging Trolls, marauding bandits, and plagues of vicious Dumbledors are felt to be just a normal part of everyday life. However, for the past fortnight an unexpected new terror has been visited upon these hardy villagers; one they have been powerless to oppose. When this mysterious denizen of the night first made its presence felt, they called it the *Hivesla-scedu*, the Whispershadow. Now, the Leatha are very reluctant to speak directly of their unwelcome nocturnal visitor.

The first appearance of the *Hivesla-scedu* were not thought to be anything unusual or dangerous: a child waking in the middle of the night with a nightmare, complaining of a pretty/sad voice crying and begging to be saved from burning. Within a week this "dream" was afflicting two or three children a night, and soon began to affect the adults as well. The Whispershadow now visits at most four victims per night, but its visitations have profoundly affected all of the residents of the village. Everyone now dreads the whispering sing-song wailing. When they do get to sleep, they sleep badly for the fear of being awakened again. Some try to avoid the problem by trying to stay up all night at the Tradehall listening to tales and songs. The residents have all become haggard and irritable from their lack of rest, as there is too much work to do for everyone to sleep during the day. Bor Leath has become very rundown and messy, which has never happened before, even during the Plague.

The Leatha have become convinced that the Whispershadow is a *haunt*, one of the Ghosts from their half-forgotten legends. That knowledge has been of little help. Ries op Leath and his younger







brother, Fyn, the master of the Tradehall, have been far from idle in their efforts to combat the Whispershadow. However, along with such wayfarers who have been persuaded to help, they have been able to do no more than to catch a fleeting glimpse of a tall female figure in diaphanous light green robes. They even imported a skilled Half-orc Scout who had a reputation for tracking invisible things. When he too failed, he was returned to the gibbet since he had already been sentenced to be executed for murder.

Ries and Fyn are well aware that the best answer for a haunt is a high level Animist, but they have been unable to persuade any to travel to this distant backwater to perform a trivial exorcism. They finally had to settle for a mediocre Seer who determined that the Whispershadow is strongly linked to the ruins known as Carn Gasadaer (D. "Tomb of the Sorcerer"). However, repeated expeditions to the cairn have found nothing except some evidence that a couple of Forest Trolls may be lurking about. The consensus in the village is that the Seer robbed them.

At this point the people of Bor Leath are virtually resigned to having to wait for the Hivesla-scedu to get tired and go bother somebody else. They have gotten the idea that discussing the haunt either encourages it or makes it angry. Therefore they are trying to avoid talking about their problem. Despite a week of this strategy, the visitations seem to be getting more intense, if anything. There is also a popular suspicion that some visitor put a curse on Bor Leath for some imagined failing or insult. Therefore all travellers are now suspect; they are treated with deference but with none of the famous hospitality of the Tradehall. There is still a notice posted in the Tradehall offering a reward of 60 gp to any who can rid the village of the haunt. Those interested will be told all that is known about the Whispershadow, if they are persistent, but they will not be encouraged to undertake the task. The spirit of Bor Leath has been broken.

#### THE LAYOUT OF BOR LEATH

1. Open wooden watchtowers, two-storied with room only for one lookout.
2. The wooden bridge over Strem Cadno. There is usually a guard posted here at night.
3. A small thatched hut, the home of Hugomar the Hermit.
4. A large blue barn. Two-storied with stocks of barley and millet.
5. The Cave of Refuge. The entrance is bricked up when not in use. Inside is stored enough food and water for forty people for a month.
6. The Greathouse of the Mhaigh of the Leatha, home of Ries of Leath. The complex is reached by a narrow footbridge over Strem Cadno and consists of five buildings: three huts for the jerls, a large barn, and the Greathouse itself. This is a solid stone building, about 20'x20' with an extensive cellar. It is the only stone building in the villages and its doors are made of sturdy oak re-enforced with iron and the windows are barred.
7. Fields and a small apple orchard.
8. The Tradehall. All of the commercial needs of the people of Leath and travellers are met within the confines of this two-storied wooden building. It is connected with a barn and stable by a rail fence, and a jerl's hut lies in the rear.
9. The "Center Way," a rutted earthen path with four huts and fields on the left. It ends at a small stone well.
10. The 3 houses of the lesser Leath families on the right of Center Way.
11. A somewhat decrepit barn, used only after bountiful harvests.
12. A 12' tall incised stone pillar honoring the founder of Bor Leath.
13. The southwest path, towards the Cairn.
14. The northwest path, towards Old Coel's house.
15. The Mebden Trace running south towards Suduri.
16. The Mebden Trace running north towards Annon Baran.

### 4.3 CARN GASADAER

Even the Siol Speriang who dare to live under the eaves of the Eryn Vorn need a very good reason to venture inside the forest. One such reason is a strangely circular patch of gooseberry bushes about six miles southwest of Bor Leath. Gooseberries are very popular for making jams, jellies and relishes, and the fruit from this patch is without peer. Nigh to the gooseberry patch is a thirty foot tall spire of stacked bluish stones that are not normally found in the area. The Leathacall this Carn Gasadaer, saying that it was built by a legendary Mhaigh who once lived in the area. The cairn was already old when their ancestors entered the region. The villagers know that there is a chamber within the cairn and some strange engravings. The cairn has been re-explored by each generation of Leatha, and the Leatha do not fear the place during the day. Ries has the area patrolled even when the berries are not in season for any secure hole in the Eryn Vorn attracts unpleasant lodgers.

### 4.4 SECRETS OF CARN GASADAER

Deep in the past, the area that is now the eastern Eryn Vorn was the home of the Beffraen, the fallen cousins of the Woses. The Beffraen still reside further out on Rast Vorn, but they had to abandon this region in the middle of the Second Age when it became the home of numerous Uaimhinn (Bef. "Tree Horrors"), savage Huorns without any Ents to moderate their behavior. The Beffraen had a center for the training of their Healers nigh to Bor Leath that was overrun by the Uaimhinn. The Beffraen had built the cairn though the teachers and apprentices lived in strange semicircular man-made caves called fogus. Unknown to the Leatha there is a fogu near the cairn that is indeed the source of all their trouble because of the activities of a later resident.

#### THE TALE OF MAELLIN

In the Second Age, when the Elven Smiths of Ost-in-Edhil were growing mighty through their skills in crafting items of most potent magic, there lived one among them who was little interested in their crafts. His name was Maellin Lothedhel, called the Dreaming Elf, for even by Elven standards Maellin had tenuous contact with reality. His consuming interest was Demonology, and he became the most skilled in the mastery of Demons in all of Eregion.

Maellin coveted the Forbidden Book of Yesh, but was denied access to it. He stole the tome and fled with his lover Eldebeth to the Eryn Vorn, where they discovered the fogu near Carn Gasadaer and made it their home. Maellin made an error in his conjurations one day and summoned a far more powerful demon than he had intended, one that he could not subdue to his will. Even though the Demon burst its bonds and slew the Elves, it could not escape the stronger magics that sealed the fogu and return from whence it had come. For centuries the foul spirit has had nothing to do but to torment the souls of Maellin and Eldebeth, primarily with fire.

When two Dwarven adventurers heard of the cairn and decided to explore a fortnight ago, this unhappy situation changed. They told no one for fear that the place had some religious significance to the Leatha. Ignorant of their true peril, Furin and Kallin dug their way into the long-buried fogu. They broke the mystical barriers that sealed the fogu and paid with their miserable lives. The demon fled his prison (other friends of his may be about), though he thoughtfully remembered to leave Maellin burning. He is still held by inner magical bonds that the unfortunate Dwarves did not reach before they perished. Eldebeth's spirit is free to go, but she suffers because of Maellin's torment, and is determined to get help to put an end to his pain. The nearest potential source of such aid is Bor Leath. Eldebeth is more than slightly deranged and extremely paranoid, so she has been unable to communicate with the Leatha, who at this point would be more than happy to help her.



## 4.5 THE NPC'S

The PCs in this adventure will encounter a mixed bag of characters ranging from Elven ghosts to Trolls, and from rural men to a demon. The people of Bor Leath are of generally average appearance for rural men although they tend to be a bit taller and fairer of complexion. This reflects their trace of Mebden blood.

### 4.51 RIES OP LEATH

Ries is the Mhaigh of the Leath, and thus the master of Bor Leath. He is 66 years old and is aware that he is not going to be around forever. Ries is still hale, and is unquestionably the best Ranger in the area. He succeeded to the office 31 years ago when his father and grandfather were fatally gored by a giant Boar. His earlier reputation for bragging and irreverence were soon put to rest by his calm and even-handed leadership. The Leatha have grown prosperous under Ries' stewardship, but he is quick to point out that Fyn's shrewd management of the Tradehall has been more important than anything he has done.

Since the Whispershadow began haunting Bor Leath, Ries feels that all the good that he has accomplished has been compromised. As all his attempts to drive off the phantom have failed, he found it more and more difficult to keep up a bold and optimistic face. The failure of the Half-orc was the last straw for Ries, since then he has fallen into a deep funk. He has allowed his cousin Clyn to openly speak of abandoning the village, and he has not acted to stop the false rumors that he knows are spreading.

Despite his age, Ries still has the physique of a warrior, and his brown hair is flecked with grey only in his sideburns. However, his blue eyes now seem like lifeless pools over great black bags, and he carries himself as one of ancient age who imminently expects the reaper. Ries is usually clad in green leather leggings and a fine linen shirt, but he has stopped wearing his rigid leather breastplate.

### 4.52 FYN OP LEATH

Two brothers could scarcely look less alike than Ries and Fyn, the proprietor of the Tradehall. Fyn is short and skinny save for an incongruous beer belly. He has black hair and very dark eyes, and compounds the difference by dressing as a jerl in a dirty wool smock. Despite his ludicrous appearance Fyn has as sharp a mind as any merchant in Eriador and he is no mean swordsman. Fyn's response to the problem of the Whispershadow has been to take solace in his cups. However, he probably can be roused by a show of enthusiasm for almost any scheme to end the haunt's terror.

### 4.53 CLYN LEATH

Clyn is the patriarch of the eldest of the cadet lines of the extended Leath family. As a rival source of authority in Bor Leath, he has used the current troubles to enhance his position. Clyn is a wizened middle-aged farmer, who is rather traditionalist in approach. Sharp tongued and sarcastic in the best of times, he is likely to discourage any further attempts to rid the village of the Whispershadow. Nonetheless his jerl, Cenne, is the easiest source for any information about the village (if one buys his drinks). Cenne is generally truthful, but his slovenly appearance and weaselly demeanor makes many doubt his stories.

### 4.54 CRENNAN LEATH

Crennan Leath is Ries' grandson by his only daughter, Brennen. Crennan is the heir apparent to Ries, as one of Fyn's son's died in the Plague and the other went off adventuring, never to return. Since he is not the direct heir, there will be an election. Crennan will become Mhaigh only if his uncle's authority prevails or he makes his own reputation. Clyn would greatly prefer to see his strong but slow-witted son, Borru, as the new Mhaigh.

Crennan is still in his teens, but he is a bright boy with a lot of promise. He has been studying all the old books he can find for a means to combat the Whispershadow, and he is likely to volunteer to act as guide for any group seeking the cairn. Ries and Fyn would rouse themselves to try and stop him, while Clyn would conspire to aid him in this quest.

## 4.55 OTHER NOTABLE VILLAGERS

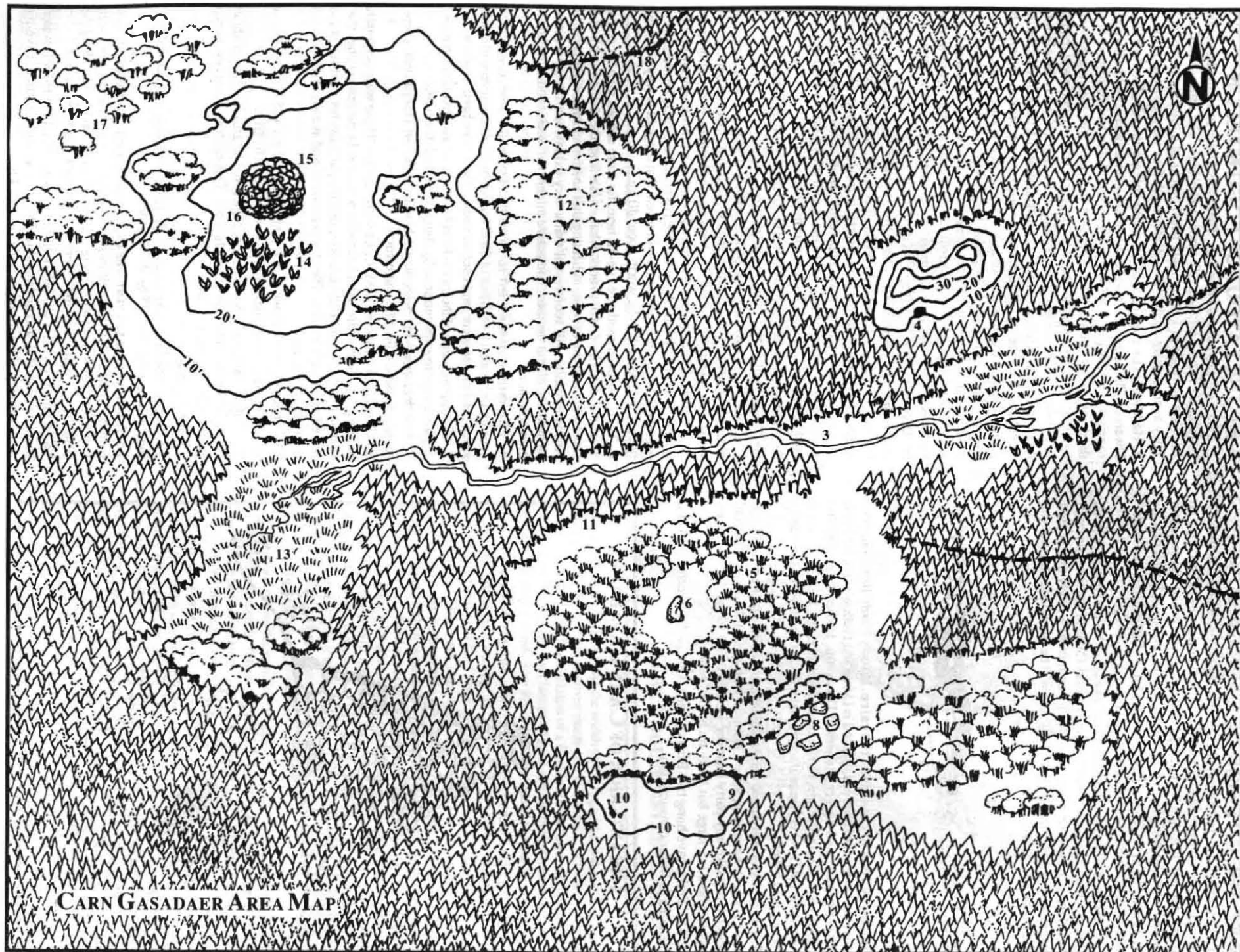
Any visitors to Bor Leath are likely to encounter *Yarri* the bartender and *Elmericel* the barmaid at the Tradehall. Yarri is a Northman, which is rare for these parts. He was a mercenary who lost an eye in battle. This loss of perspective greatly impairs his primary skill as an archer, but Yarri is big and tough enough to more than adequately meet Fyn's need for a bouncer and enforcer. A group of Gondorian refugees left Elmericel behind when she fell ill during the Plague Year, and she has since blossomed into a lovely young woman. She is very sweet but also very dumb. Yarri makes sure that she receives no abuse from the customers.

*Roggowen* the Ranger, the head of the local militia, may also be encountered. Roggowen is in a state of near collapse due to the current troubles. Normally, he is very efficient and perceptive.

## 4.6 LAYOUT OF CARN GASADAER

### 4.61 AREA MAP

1. The path from Bor Leath.
2. Marshy area, there may be a Hummerhorn or two around (25% chance per half hour). A small patch of Ifelroses also grows nearby.
3. Stream bed, Gooseberry Run is virtually dry this time of year.
4. A small hillock. There is an *Easy* (+10) to notice cave in the southern face, it is even easier to notice that Trolls lived here recently.
5. Within a large clearing lies the widely renowned **gooseberry patch**.
6. Near the center of the gooseberries there is a 5' tall **stone pillar** inscribed with what is probably the shapes of animals.
7. A large patch of **raspberries** to the northeast of the gooseberries.
8. A **thin line of brambles** partially separates the raspberries and the gooseberries. Behind the brambles there are five bluish stones, of the same sort as the cairn, set in the ground. They are much too heavy to move without digging and levers.
9. Southwest of the stones at #8, the ground between the shrubs and the forest is strangely covered with **moss and ferns** rather than the short grass seen in other glades.
10. At the far end of this **glade**, there are two serviceable shovels and a small hole in the ground. Unless this glade is searched, it will be *Absurd* (-75) to notice this. Go to the map of Maellin's Fogu 4.63.
11. A **thin line of pine trees** provides good cover for those seeking to observe the cairn unnoticed.
12. A large patch of **brambles** lying to the east of the cairn, others are more randomly scattered about it.
13. **Marshy ground**. The surface is virtually dried out now, but much more than 50 lbs. weight is likely to fracture the surface dumping one into foul-smelling, though shallow, muck.
14. Lurco and Hullob (see 4.82 and 4.83) have taken care to transplant some **Ifelroses** outside their frontdoor.
15. **Carn Gasadaer**. A 30' tall stack of irregularly shaped bluish rocks. The structure appears precarious but it has withstood the test of time. It is *Very Hard* (-40) to notice a thin wisp of smoke rising from the cairn if the Troll's fire is going (see below).
16. The entrance to the cairn. See below.
17. A grove of **hazelnut trees**.
18. A narrow deer path going to the Bare Hills, known to the Leath but seldom used.





## 4.62 THE INTERIOR OF CARN GASADAER

1. The entrance to the cairn is set in a slight depression, 5' high by 9' across, on its southern face. There is a crude and *Easy* (+10) to detect pit trap to the left. It is only 5 feet deep but there are sharpened stakes within coated with Ifelrose juice. (3 +15 spear attacks, poison if these crit).

2. Trolls' hearth. They are not careful with it so it is 40% likely that smoke will be drifting out from the top of the cairn.

3. A large, damp odoriferous pile of reeds used by the Trolls as their bed. If they remember to keep watch during the day (50% of the time) one will be asleep here and the other on watch. If not it is 90% likely that at least one (and 45% likely that both) of the Trolls will be awake and playing with their food or treasure.

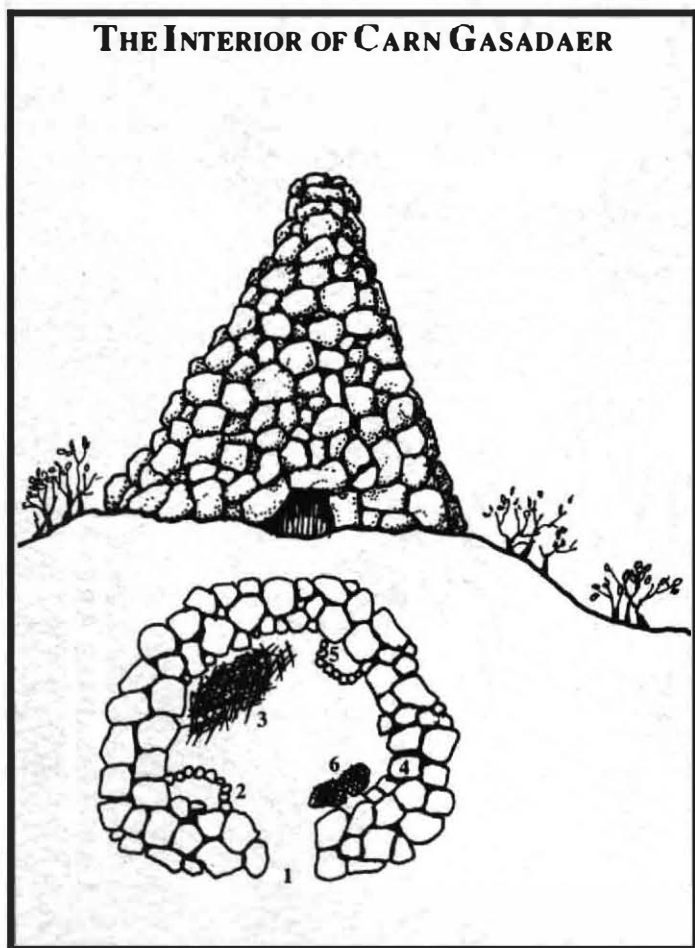


4. A large rock in the side of the cairn. It is only *Hard* (-10) to notice that this stone is regularly moved. Behind is Lurco and Hullob's (see 4.82 and 4.83) treasure: a +5 dagger, 2 doses of Darsurion, 1 dose of Suranie, 360 cp, 67 sp, a fist sized chunk of raw crystal worth as much as 20 gp, and a small helm of Dwarvish manufacture that will cast *Shadows* on the wearer three times a day.

5. The Trolls have arranged several stones in the floor to make a basin and have made it watertight, after a fashion, with grease. Drinking this foul water will make any party member violently ill (-50 for 1-2 hours, no save). There is a large but leaky tin bucket nearby.

6. The Trolls have hung two Boars to cure. One is about ready for them, the other is fit for consumption.

### THE INTERIOR OF CARN GASADAER



## 4.63 THE LAYOUT OF FOGU MAELLIN

1. The hole dug out at #10 on 4.61. The hole is 9' deep and provides access to a chamber about 60' long, 20' across and 6' high. The ceiling wall and floor are all made of very roughly fitted blocks of a blue slate-like rock. They average roughly 3' x 10' x 1', although they vary tremendously.

2. Huddled in the corner across from the hole are the corpses of two large Dwarves. The bodies have been animated with necromancy and will begin to attack once the line at #5 below is crossed. Kallin and Furin have been dead for over a month. The corpse on the right was wearing a chain hauberk and a stout rigid leather cap. These are both +5, but it will require an extremely strong stomach to loot and clean them. (If this is done before the corpses attack, it is 66% likely to break the spell). Clashed in his rotting right hand is a nice +10 dagger, but the hilt has been broken and must be properly repaired before the bonus is restored. The Dwarf on the left was wearing Soft Leather, so his gear is useless. His short bow and arrows have been broken in half, but the arrowheads would provide a +5 bonus when remounted. In his pocket is a small silver key. Sadly this opens a small casket Kallin left at home in Moria. Its irrelevance to the task at hand could be determined by a very high Perception role.

3. On the right wall of the chamber, 15' down from the entrance, there is a trap which is *Hard* (-10) to detect. It is set off when 50 lbs. of weight is placed on the block in the floor directly in front of the trap. This trap once shot a crossbow bolt, but it was apparently set off by the Dwarves, and has not been reloaded. Stepping on the block will still result in a clear metallic click as the trap vainly tries to perform its function.

4. The wall here has partially fallen in. Rocks lie scattered about the floor and a pile of dirt reaches up to the ceiling.

5. Four 3' tall columns of gold on marble bases are lined across the chamber. They supported a thin golden chain that stretched between the walls. The chain has small 2" diameter lead plates every foot or so inscribed with indecipherable glyphs. The columns on the right are upright but those on the left have been knocked over and the chain between them is broken. Very close inspection will reveal that the gold is only plate, but there is still enough to be worth about 40 gp.

6. There has been another cave-in here, far more serious than the one at #4 above. It is *Hard* (-10) to notice that smoke from the candles or torches is blowing into the cave in, indicating that another chamber lies beyond. Any excavation will soon reveal that a very extensive passage must be cleared and all but the most uncreative miners will seek another means to gain entrance.

7. The minor demon left to guard the fogu will materialize here to coordinate his attack with that of the Dwarf corpses. The demon will attack when the corpses were supposed to even if they have been disabled.

8. The opposite side of the cave-in at #6 about 24' away. It is much easier to gain easier to gain entrance by digging through the roof.

9. Another cave-in. No ceiling slabs must be removed if the party dig here, saving considerable time and effort.

10. Twelve two foot tall clay urns with handles. These were originally painted, but most of the paint has faded with age. In the few patches that remain it is *Very Hard* (-20) to notice that the paint has been blistered and seared as though by fire. The stoppers rotted and the wine evaporated many centuries ago.

11. Trap as at #3 above only it is still loaded for a +25 light crossbow attack. Sadly, the original poison is no longer effective.

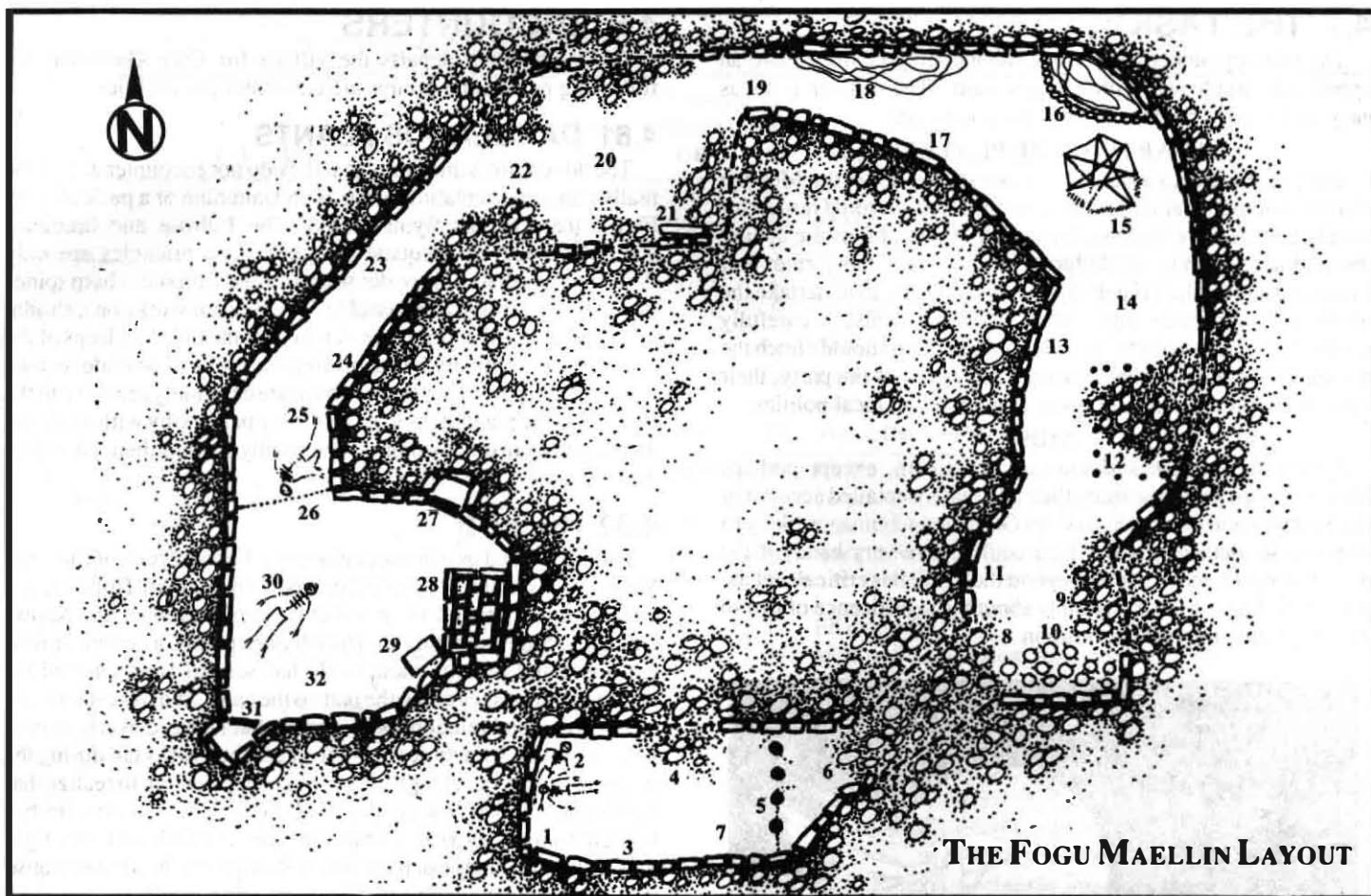
12. A three railed wooden fence once enclosed an area in the fogu about 20' by 20' on the right side of the chamber. This enclosure has since been nearly filled by a major cave-in.

13. Another trap as at #11.

14. Beyond the cave-in at the coral, the floor slants down to a chamber 7' high and running from 25 to 30' in width.

15. A seven-pointed star with its points connected, or a heptagram, was painted on the floor with a yellow paint. On the near side the paint between four of the points is absent. There is a 10' x 18" long black smear along the path that the paint once took; here the very rock has been burned.

16. A small cistern was built into the floor here. It is still filled with water, though it is muddy and undrinkable. Debris from various minor cave-ins makes it very difficult to get water out quickly.



17. Yet another trap as at #11, but here there has been enough humidity to keep the poison partially effective. If the crossbow scores, the victim must save versus a Lvl 1 poison or be knocked out for 1-10 hours. It will prove quite impossible to awaken the unfortunate before the time is up, save by magical means.

18. The floor has been flooded by see page here. The water is only 4" deep, but it is drinkable despite a strong taste of sulphur.

19. Past the seepage the fogu slopes back up to its normal 6' height and the passage narrows to a width of only 10'.

20. Chamber. It may once have had side chambers on both sides. Extensive cave-ins to the right and left make this impossible to determine.

21. A 10' deep recess into the cave on the left. There is a stone bookcase with five shelves reaching up to the ceiling. On the third and fourth shelves there are books that have mildewed to absolute uselessness. Among them is the Forbidden Book of Yesh recognizable by its iron binding. The right person might handsomely reward those who can definitively prove that this abominable tome has been destroyed. There is a secret compartment behind the top shelf that is *Very Hard* (-20) to locate. It had been locked and trapped, but the mechanisms are so rusted that they are frozen and inoperable. This will make it *Extremely Hard* (-30) to open the compartment. Within is a pot of dried up yellow paint, and an opal worth approximately 40 gp. The other shelves are empty.

22. The spirit of Eldebeth is most likely to appear here. See Section 4.85.

23. Maellin Lothedhel had little trap lore; another trap as at #11 above. Maellin did not arm this one properly and it will only go off if an attempt to disarm it is unsuccessful.

24. A rock in the bend of the fogu here has a remarkable resemblance to the shadow of a Troll waiting in ambush. This is just a natural quirk.

25. The screams of the tormented spirit of Maellin can be heard only after this bend in the fogu is rounded. All must save versus a Lvl 1 *Fear Spell* or flee the fogu in absolute terror. Once safely outside they will recover their wits and can be persuaded to return, but all must save again.

26. A golden chain across the width of the fogu like that at #5 only this one is supported by twelve silver posts and it is intact. Total worth of the metal is about 30 gp. The skeleton of a female Elf lies charred just in front of the chain. Nearby are four lumps of gold and silver that once might have been potent magic items; now the only value lies in the metal, about 6 gp.

27. The vault of Maellin. *Sheer Folly* (-50) to locate. Locks are *Very Hard* (-20). Behind the door is a trap: an Lvl 8 *Rune of Petrification* (those failing to resist are paralyzed for 1 hour per 5% failure) that is *Extremely Hard* (-30) to avoid. There are four shelves within. The top holds six large pouches; the rare herbs within are now merely dust. The second shelf is empty. The third shelf is neatly stacked with coins: 160 sp, 440 triple-size cp (it will be very hard to exchange these even at a value of 1 cp), and 260 pieces of a gold and silver alloy (called electrum, worth 6sp each but outside of a city it will be hard to get 2 sp for them). The fourth shelf contains 13 ivory vials whose potions have evaporated, but which are worth 6 gp or so for their aesthetic value. There is also a set of Elven Cloak and Boots, and a wand which will cast *Invisibility III* 2 times per day.

28. Double bed, made of stones of all things!

29. Bureau of similar make to the bed. The fine clothes it originally held have been reduced to tatters by the attention of myriad generations of moths. The bottom drawer (of three) has a false bottom that is *Hard* (-10) to detect. Within is a +10 mace of *Slaying Demons*.

30. The mortal remains of Maellin Lothedhel. These have been so abused that there is little left save an outline of his bones on the floor. This is *Very Hard* (-20) to discern. It is this "body" and not his Fire Phantom form that must be "put out" in order to lay his and Eldebeth's spirits to rest.

31. Privy. The hinges are very badly rusted so that opening the door is 50% likely to cause it to fall off resulting in a +10 Crush attack.

32. The Fire Phantom form of Maellin is most likely to appear here first. See Section 4.86.



## 4.7 THE TASK

The primary objective is to end the haunting of Bor Leath; an apparently simple task with ample rewards. The mission is not as easy as it seems, but the rewards are substantial.

### STARTING THE PLAYERS

The players are all assumed to have started down the Mebden Trace to southern Saralainn either for involved personal reasons or simply because of widespread rumors that adventurers are in high demand at the capital of Sudúri. They will inevitably enter Bor Leath and stop at the Tradehall. They may decide to undertake the mission through their interactions with the locals. A carefully handled visit by the crafty and paranoid Eldebeth should clinch the matter. Depending on the demeanor and tastes of the party, their mission might or might not become involved in local politics.

### AIDS

Almost any of the residents of Bor Leath, except perhaps Elmericel, can provide a more than adequately detailed account of the haunting and directions to Carn Gasadaer. Crennan is likely to offer his services as guide which could prove very handy if the party is not inclined to search beyond the cairn. It is critical that the players pick up on the many hints about the significance of fire so that they can complete the mission.



### OBSTACLES

The tale is readily obtained and there is a direct path to the objective, but there is no shortage of obstacles. Although the defeatism of most of the villagers may be a problem, the first serious obstacle likely to be encountered is the nasty flora of Rast Vorn. The Ifelroses and brambles will make the normally desirable sneaky approach to the cairn rather painful.

Even in the unlikely event that the Trolls are alerted, they are likely to fall quickly. They will be dangerous only if they surprise a group that is approaching their lair at night. The only really dangerous combat will be that with the demon and the animated corpses, and that only if the group is very low level. Most of the traps are nuisances except for the rune. The confrontation with Maellin and Eldebeth could be very perilous if the nature of their desires have not been ascertained before hand or if they grow hysterical because the group is slow in rescuing them.

### REWARDS

The group will be offered a bounty of 5 gp apiece for the Troll's head beyond their fee for the exorcism. The gratitude of the Leatha would also be invaluable for making contact with the Mebden of the interior of Rast Vorn for whatever adventures lie within. However, the greatest reward will be the opportunity (or need, if one of the party is petrified) to delve deeper into the secrets of the Eryn Vorn. More serious opposition and consequentially greater profits await the brave, or the foolish.

## 4.8 ENCOUNTERS

After the group departs the village for Carn Gasadaer, the following beings and groups are encounter possibilities.

### 4.81 DANGEROUS PLANTS

The adventurers must pray that they do not encounter any of the really dangerous creatures such as an Uaimhinn or a pack of Grey Flyers (carnivorous flying frogs). The Ifelrose and brambles should provide an adequate sampling. The brambles are only thorny shrubs that come so dense and armed with such sharp spines that they are virtually impassable. The Ifelrose works on a similar but more aggressive principle. A native of the infertile deeps of the forest, the deceptively beautiful Ifelrose seeks to provide its own fertilizer. All parts of an Ifelrose bush are extremely sensitive to the touch, and the plant seeks to envelop any passers-by with its strong and slightly poisonous thorns, attempting to hold them until they die.

### 4.82 HULLOB

Hullob is rated as a genius among the Forest Trolls of the Eryn Vorn. Such comments should be taken in context; Hullob has a vocabulary of around twenty words, uses weapons, and knows enough to hide from the sun. Hullob does possess a certain animal craftiness and ferocity though. He has several sites selected for nocturnal ambushes along the path to the cairn, and has established reasonably good relations with a crow that he has cleverly named Kaw. Kaw will sometimes deign to guard the Troll's lair during the day or act as a scout at night. Hullob is bright enough to realize that Trolls stand rather low on the food chain in Rast Vorn. He has brought running away to a virtual art form. Hullob will only fight with a clear advantage or if cornered. If surprised, his first response is to blindly flee, which could have amusing results.

### 4.83 LURCO

Lurco is not bright even by local Forest Troll standards, and the Mebden say that the average Forest Troll cannot outwit a piece of cheese. Lurco is doing very well to notice that bright light hurts, but he can occasionally remember his name. Lurco makes up (partially anyway) for these drawbacks with his strength and ferocity. He goes absolutely berserk when he thinks he has cornered food, as several trees and large rocks in the area will confirm. Everything considered, he can be a far more dangerous opponent than his erstwhile partner.

### 4.84 THE DAEDHEL

The lesser demon left to guard Maellin's fogu is of the type known to the experts in such matters as a *Daedhel* or Shadow-elf. It appears as a ghostly remnant of a 6' tall Elf, and can use the 'Fire Law', 'Calm Spirits', and 'Light Law' (also 'Darkness' if *Spell Law* is used) Spell Lists to Level 3 with 12 Power Points.

The creature is highly intuitive but not very creative. It will attack any intruders at the moment it has been instructed to whether or not its allies are functional and whether or not it will gain surprise.

### 4.85 ELDEBETH WHISPERSHADOW

Eldebeth was a Bard when she was alive, and lived for Maellin Lothedhel, though he rarely noticed. This love compels her to rescue him from his agony, though she is now free to escape the fogu. Eldebeth appears much as she did in life: a tall, pale dark-haired Elf of middling beauty (by Elven standards) with a fondness for light green clothing.

## NPC'S AND 'CREATURES' AT BOR LEATH

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	2ndary/ Missile OB	Mov. M	Notes
<b>NPCs</b>										
Ries op Leath	6	78	RL/9	15	N	A	79sp	49sp	0	Old Dunnish Ranger. Mhaigh of the Leaths.
Fyn op Leath	5	93	SL/8	10	Y	N	90bs	50sb	5	Tough Dunnish Warrior. Tradehall Master.
Clyn Leath	3	39	SL/4	20	N	N	66ba	43sl	10	Dunnish Scout. Rival to Ries and Fyn.
Bremen	2	23	No/I	15	N	N	27ss	26sb	5	Dunnish Bard. Ries' daughter.
Borru Leath	2	28	SL/6	10	Y	L	64wh	24wh	0	Dunnish Warrior. Son of Clyn; village smith.
Roggowen	4	48	SL/5	15	N	A	54ba	44cb	20	Dunnish Ranger. Captain of the local militia and village watch.
Crennen Leath	1	26	SL/7	35	Y	N	41ma	26sb	15	Young Dunnish Scout. Son of Bremen.
Yarri	4	72	Ch/I3	10	N	N	88MBa	18lb	5	Northman warrior. Tradehall Bartender.
Elmericel	1	16	No/I	10	N	N	16da	—	25	Lesser. Dúnadan Bard. Tradehall Barmaid. 2 PP; knows 2 Base Bard lists to 10th lvl.
Cenne	2	37	No/I	10	N	N	44cl	24cl	10	Dunnish Warrior. Clyn's jerl and local gossip.
<b>'Creatures'</b>										
Daedhel	3	48	No/3	35	N	N	50ls	spells	10	Elf-demon. 3 PP.
Eldebeth	2	70	No/2	40	N	N	5SBa	special	35	Mara or Singing Ghost. Song prevents sleep. Drains 2 CO pts/rnd in a 10'R. Use Large Creature critical tables.
Furin	1	25	No/I	0	N	N	15SBa	—	5	Animated corpse of Dwarf adventurer. Kallin's partner.
Hullob	5	120	RI/I1	35	N	N	85sp(2D)	60ro	25	Forest Troll Scout. Considerable brighter than his partner, but timid. Use Large Creature critical tables.
Kallin	1	23	Ch/16	5	N	N	20da	5da	-10	Animated corpse of Dwarf adventurer. Stupid.
Kaw	2	14	No/3	50	N	N	25SBi	—	30	Crow. Always accompanies the Trolls outside; otherwise, 5% chance of encountering alone. If it spots a group, it has a 20% chance of alerting the Trolls.
Lurco	4	140	RI/I1	30	N	N	65LCI(2x)	—	15	Forest Troll Warrior. Extremely stupid but fierce. -50 in direct sunlight. Use Large Creature critical tables.
Maellin Lothedhel	6	90	No/2	30	N	N	60MGr	special	20	Firephantom (Burning Ghost). Drains 1 CO pt./rnd in 5'R. Grapples nearest target, if successful, target takes a +50 Fireball attack. Use Large Creature critical tables.

**Note:** All Undead ignore 'stuns' and 'Hits/md'. The CO points drained will return at a rate of 1/week (Targets get RR).

**Codes:** The statistics given describe each NPC; a more detailed description of the more important NPCs can be obtained from the main text (see Section 4.5). Some of the codes are self-explanatory: **Lvl** (level), **Hits**, **Sh** (Shield), and **Mov M** (Movement and Maneuver bonus). The more complex statistics are described below. A parenthetical reference indicates that the NPC possesses an equivalent device or spell.

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

**DB (Defensive Bonus):** Note that DBs include stats and shield. Shield references include a quality bonus (e.g., "Y5" means "yes, a +5 shield").

**Gr (Greaves):** "A" and "L" are used to indicate arm and leg greaves

**OB's (Offensive Bonuses):** Weapon abbreviations follow OB's: fa—falchion, ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, ma—mace, ha—handaxe, wh—war hammer, ba—battle axe, wm—war mattock, cl—club, qs—quarterstaff, da—dagger, sp—spear, ml—mounted lance, ja—javelin, pa—pole arm, sl—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light crossbow, hcb—heavy crossbow, bo—bola, wp—whip, ts—throwing star, hb—halbard, ro—rock. Animal and unarmed attacks are abbreviated using codes from the Animal Statistics Table in **MERP** (CST-2): the first letter gives the attack size (T=Tiny, S=Small, M=Medium, L=Large, H=Huge); the second two letters give the attack type (Gr=Grapple, Ts=Trample/Stomp, etc.). Melee and missile bonuses include the bonus for the combatant's best weapon in that category.



Because of her bardic background, Eldebeth has manifested herself in Bor Leath as a *Mara* or Singing Ghost. Since she is deranged from her centuries of torture, she imagines that her vocal cords have not "healed". Thus she only speaks in a whisper and she can not communicate her wants much beyond: "*Help him,*" "*Put out the fire,*" or "*He's burning.*" She is dimly aware that her tormentor is loose and may be in the area, so she is extremely carefully to not expose herself to those she asks for help. She fears being tricked and trapped again. It should be very difficult (if not impossible) to force a confrontation with her at Bor Leath.

In the horrid but familiar confines of the fogu, Eldebeth will take on a much more tangible form. However, overcome with gratitude, she will be even less coherent than she is outside. She does not realize that her presence is injurious to her deliverers. If attacked, she is likely to flee rather than fight, but she will definitely attack any who attempt to leave the fogu before Maellin is put out (even if they are going to get water).

#### 4.86 MAELLIN LOTHEDHEL

Since Maellin died by fire and believes that he is still burning, his spirit manifests itself as a tall, handsome Elf who is burning from head to foot. His type of Ghost is called a *Firephantom* for the heat he generates is not imagined. In order to beg for help, Maellin will seek to 'embrace' anyone he can reach. This is a major hindrance to any would be rescuers (treat as a *Fireball* attack). If attacked he will continue this behavior, though he cannot pass the bounds of the gold chain (see #26 in Section 4.63) while it is intact. Both Maellin and Eldebeth will regenerate quickly unless and until at least a gallon of water has doused the pitiful remains of his body (see #30 in Section 4.63).



## 5.0 ADVENTURES AROUND THE CABDEN

Ten miles to the northwest of the village of Bor Leath, deep within the Eryn Vorn, lies the cozy home of Old Coel. Many yarns are spun about the crone of the woods, but few are accurate and even fewer are derisive—for she is the finest herbmistress among the Siol Speriang. Coel clearly prefers the company of animals and plants to that of people, and few disturb her solitude unless they urgently require her skills.

Coel's home is a small house of antique manufacture called a Cabden. It is located in a substantial clearing within the Eryn Vorn, at the point where as the highlands of Rast Vorn suddenly arise. Coel lives on nuts, berries, and the honey collected by her bees. She has befriended the local animals who shield her from the many dangers normally found within the Black Wood.

Even Coel does not know that the cliffs above her home were once the site of the primary iron mine of the Petty-Dwarf colony in Rast Vorn. Coel's animal friends have only told her that there is a "big cave" in the cliff. This site was abandoned several centuries ago because of the poor quality of the ore, the unstable conditions within, and the Petty-Dwarves' limited mining skills. Very recently, a new resident has decided to make the mine its home.

While adventurers who have participated in the Carn Gasadaer (see Section 4.0) expedition may have their own reasons for visiting Old Coel, there are other reasons. Because of her high empathy, Crennan's younger sister, Cayleen, was a favorite target of the Whispershadow. The distraught little girl responded by to plugging her ears with wax. Now that that menace has been taken care of, it has been discovered that she damaged her eardrums, an injury that only Coel can cure.

If the adventurers have not figured it out on their own, Fyn op Leath will ascertain that there was sometime much stronger and more dangerous in the fogu after listening to their tale. Realizing that whatever it was may be loose in the area, he will coax others to begin the hunt for the creature. It may prove wise to enlist Coel's aid, since her friendship with the beasts of the area may prove invaluable.

### 5.1 THE NPC'S

#### 5.11 THE VILLAGERS

The description of the inhabitants of Bor Leath found in Section 4.0 should be used with the following modifications. Since it will take some time to convince the villagers that the haunting is really over, most will be slow to rouse from their stupor and depression. This is particularly true of Ries op Leath. In contrast, his brother, Fyn, will snap back pretty quickly, and will be quite insistent about getting all the loose ends tied up.

Clyn, who was among the least affected, will be surprisingly cooperative. He is not one to cry over lost opportunities or to miss new ones. Ries' lack of interest will discredit him if the mission amounts to anything, and if not, Clyn plans to blame it all on Fyn. Crennan will be greatly distracted by his sister's affliction. He will wish to act as a guide, but without the effectiveness and efficiency he may have previously shown. Even though Roggowen the Ranger will also desire to participate, he will continue to be easily exhausted and confused. However, in a real pinch he could be a major asset.



## 5.12 OLD COEL

Still a powerful Animist, Coel is over ninety years old. Although her lack of tutoring has given her a rather limited magic repertoire, she has made up for this through patience and a natural empathy with animals. Her friends, skills, and will were not enough to withstand the Major Demon who descended on her Cabden late one night. The Demon has beguiled her and made her a slave to his will.

The villagers will describe Old Coel as an emaciated old woman with weathered skin who usually wears a plain woolen smock and a long brown shawl. All will comment on her vitality and limberness, however, her most memorable feature is her eyes. They

are like deep ocher pools that sparkle with life as those of the Elves are said to do. Anyone who knows Coel describes her as being very warm once you get to know her. They do caution that initially she is very shy and gruff because she is not used to dealing with people. Cenne will dispute this, saying that she is mean and once threatened to turn him into a newt and another time threatened to set her bear on him. The other villagers regard this protest as proof of Old Coel's good sense and good taste.

All agree that one must be slow and cautious and deferential in approaching the crone. It is suggested that one wait to be greeted before crossing her little bridge. Then if she doesn't appear, one should proceed slowly to her house. Once there, one should wait another couple of hours before knocking, since her beasts will surely have noted your approach and informed her. In any event, one must be extremely polite in talking to her.

## 5.13 COEL'S BEAR

Coel's greatest friend and servant is a big old Bear that she raised from an orphaned cub. Apparently, she has been an excellent foster mother for the Bear, because although her pet is only a common Black Bear, he is as big as many Cave Bears. The brute is bright enough to understand that there is something seriously wrong with his mistress, though he knows not what. If the bear is encountered by a group of adventurers, the Bear would probably be cooperative if the true intentions of the group could somehow be communicated to him. The Bear would be suspicious but potentially very useful given that he shares Coel's ability to calm her Bees.

## 5.14 THE NAURAUK

Long ago when Maellin sought to summon a lesser demon (a *Gorgonaur*), he accidentally called a *Naurauk*, a major Fire Demon (See Section 4.41). The Naurauk has an 11' tall humanoid body totally engulfed in flames, save for the huge talons that extend from its six beefy fingers. This Naurauk is not a particularly talented specimen and can "only" cast "Fire Walls" every other round and cast a +30 Fire Bolt three times a day. Because of these "deficiencies", this Demon is wont to rely on his physical might.

Having been cooped up in the fogu with only the insane spirits of Maellin and Eldebeth to play with, this Demon is having some trouble adjusting to his new found freedom. For a couple weeks it merely hid. Having found a safe new hole in the abandoned mine, the Naurauk is planning to lay low for a while longer before it starts having "fun". It is likely to seek to confront any intruders on the upper level as soon as its extremely sensitive hearing picks them up. If not quickly victorious, the Naurauk will flee back to its lair for a last stand.

## NPCS AND 'CREATURES' FOR CABDEN AND THE ABANDONED MINE

Name	Lvl	Hits	AT	DB	Sh	Gr	2ndary/		Mov.	Notes
							Melee OB	Missile OB		
Coel's Bear	7	180	SL/8	25	N	N	60LCI	70 MBa	10	Attempts to frighten intruders unless forced to fight. The 'Gr' is its preferred initial attack to be followed by a 60LCr if successful. If it can not grapple, it may make 3 80LBa attacks against any target within 15'. It will not uproot itself until it has taken more than half of its hits. Use Large (Huge) Creature critical tables.
Huorn	9	240	RL/11	35	N	N	70 MGr	80LBa(3x)	-50	
Old Coel	8	71	No/3	30	N	N	55cl	25ro	30	Old Dunnish Animist. She will not use her 16 PP and 3 Spell Lists while bewitched.
Naurauk	11	160	No/4	65	N	N	150LCI(2x)	spells	15	Lesser Fire Demon. Two 150LCI attacks each round, with Heat secondary criticals. Takes 2x damage from cold spells. Use Large Creature critical tables.

Note: See Section 4.8 for a Key.



## 5.2 THE CABDEN

### 5.2.1 THE AREA AROUND THE CABDEN

1. **Trail.** The ten mile path to the Cabden from Bor Leath. It terminates at a dumbbell-shaped clearing a little less than an acre in size. Overlooked by a steep cliff, the neck of the dumbbell is cut by a sudden jagged ravine about 30' deep.

2. **Rope bridge.** Near the center of the ravine the gap is spanned by a rickety rope bridge. The bridge is suspended on four large wooden posts and it dips precipitously into the ravine. While the bridge appears quite perilous, it is only a *Very Hard* (-20) maneuver to cross it safely. The ravine actually ends as abruptly as it begins only a short ways (10-20') into the woods on either side. This is *Extremely Hard* (-30) to make out without strolling up or down its length, and thus violating the "normal" method of approaching Old Coel.

3. **Cave.** There is a small cave 15' down in the opposite embankment of the ravine that is easily seen by those crossing by the rope bridge. It is an *Extremely Hard* (-30) climb down to determine that the cave is only 4' deep and quite empty.

4. **Grove of hazelnut trees.** It is very popular with a small herd of Boars: During the day there is a 60% chance that 2-8 Boars will be there, at night a 75% likelihood of 4-12. The Boars frown on any visitors except Coel, and the males are prone to attack.

5. **Shrubbery.** A nice shrubbery: Dwarf cedars.

6. **Shrubbery.** A not so nice shrubbery: Ifel roses.

7. **Bear territory.** This area of the woods is the home of Coel's Bear. He is 45% likely to be here.

8. **Bear territory.** Same as #7. If the Bear is not in either area, he will be in the woods between the cliff and the clearing.

9. **Coel's Cabden.** Unlike the other Siol Speriang buildings this cottage is wattled (made of interwoven twigs and sticks) and has a high peak to its

thatched roof. It has a large windows on each side, though they are shuttered and barred and *Very Hard* (-20) to open. There are three smaller outlying buildings: a shed, a dove coot and a small barn, all made of the same old-fashioned materials.

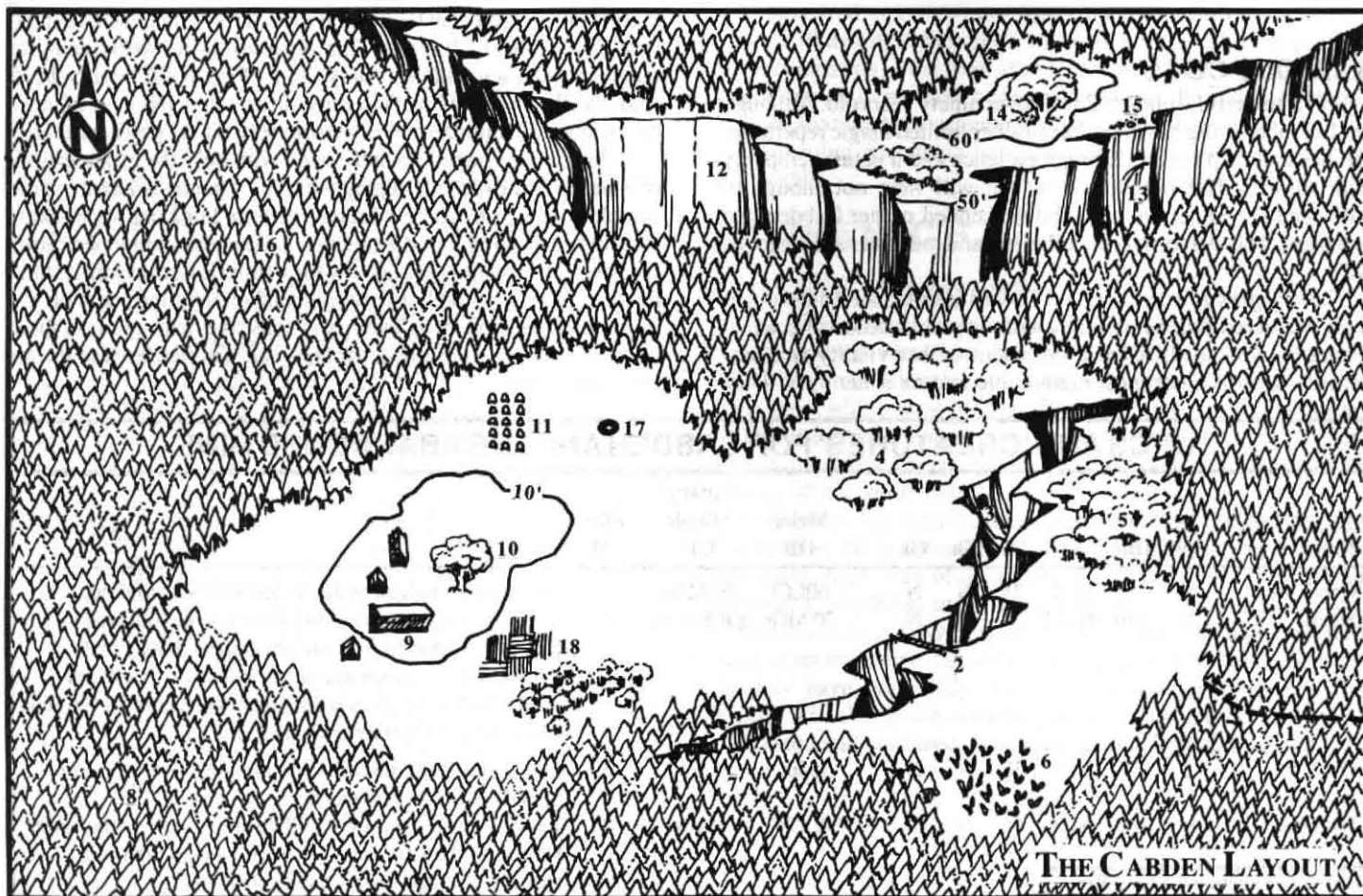
10. **Chestnut tree.** A grand old horse chestnut tree almost 90' tall stands next to the Cabden.

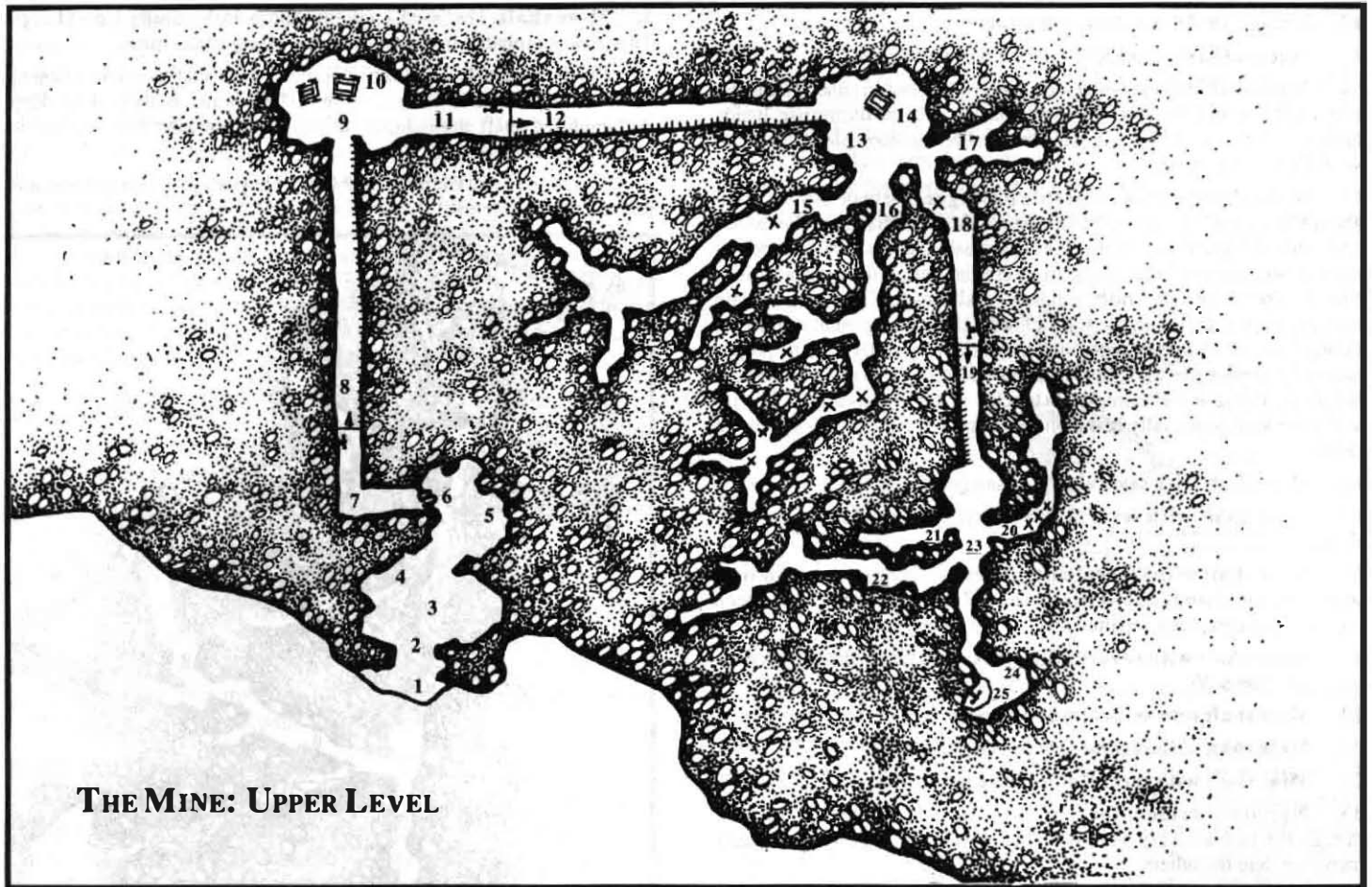
11. **Apiary.** Coel has 15 hives of fierce wood bees that are extremely devoted to her. If she is distressed, 100-400 bees will swarm to investigate the problem, arriving in from 3-18 rounds. The bees will just buzz around in a threatening manner unless they are seriously attacked (i.e., they take more than thirty casualties) or if Coel is physically attacked, not just restrained. Despite their bond to the crone, the bees are not smart enough to come up with a response to her being held hostage. They will, unfortunately, respond to a direct order from her to attack.

12. **Cliff.** A steep cliff rises just to the north of Coel's clearing. It averages 50' high and curves off sharply to the northwest and northeast. To reach the top without climbing the cliff, it is a pathless journey through the Eryn Vorn of from 5-6 miles in either direction. The face of the cliff is quite jagged and clearly marked with strata. It does offer several spots along the base that are only *Extremely Hard* (-30) to make out and *Very Hard* (-20) to climb. Otherwise the whole climb is *Extremely Hard* (-35).

13. **Ledge.** Roughly parallel to the east side of the clearing there is a pronounced ledge in the face of the cliff. Those with exceptional eyesight might suspect that there is a cave behind the ledge (101+ on a Perception Roll). Unfortunately the cliff is exceptionally steep below the ledge and is prone to small avalanches. It is *Absurd* (-70) to try and climb here.

14. **Huorn.** There is a small clearing above the ledge that is dominated by what appears to be a very large Silver beech. This awakened tree or sedentary Huorn, is active and full of malice towards all things that walk or crawl. The creature has a very long reach, and a degree of cunning for it will seek to take any victims at unawares. It has a great fondness for throwing things off the cliff, but it takes several (2-6) rounds to pass its





**THE MINE: UPPER LEVEL**

prey up to its upper branches for a really good toss. The tree had been lulled into passivity by Coel, but that magic has recently been dispelled.

**15. Pulley mechanism.** Examination of the cliff directly above the ledge will reveal several rotted out timbers and two large pulley wheels. The wheels are made of iron and it appears at first glance to have once been gilded. Those knowledgeable about metals or minerals or merely bright may well determine that the yellow shine comes from iron pyrite (Fool's Gold). This mineral is quite common in the mine.

**16. Dumbledor nests.** Since Old Coel's magics have faded, many Dumbledors have come into this area to prey upon her bees. For every 100' travelled within the forest here there is a 15% chance of encountering 1 or 2 Dumbledors.

**17. Coel's well.** Made of stone and very deep, its water is cold and very refreshing.

**18. Berry vines.** A small vineyard and a patch of gooseberry bushes. The fruit is over-ripe and much has fallen on the ground.

## 5.22 THE LAYOUT OF THE MINE: UPPER LEVEL

**1. Ledge.** The ledge from #13 on the area map. It is about 15' across and 5' wide. There are two ruts in the stone about 2" deep ending abruptly about a foot from the edge.

**2. Entryway.** Natural cave mouth about 4.5' high in the middle slopping down in a crescent above its 9' width.

**3. Front room of the cave.** The walls are natural but the ruts continue further in. In spots the ceiling has been rough worked to an average height of 4.5'.

**4. Inscription.** About a foot above the floor there is a tiny Sindarian inscription rendered in Dwarven Cirth. *Extremely Hard* (-40) to find, they read: "Red clouds on the East Wind."

**5. Back portion of the cave.** The ruts in the floor end abruptly just before the cave bends off to the left. The right wall has been extensively, if crudely, worked.

**6. Secret Door.** Located in the left wall past the bend, it is *Sheer Folly* (-50) to find unless the inscription at #4 has been spoken aloud. If it has been read, the frame of the door and a small notch on the left will be outlined with a pale reddish glow for a round. The notch is the balance point and if some sort of bar is placed within the notch and pressure applied, the door will pivot inward. It is *Absurd* (-70) to find the right notch unless the incantation has been spoken. The door will not operate unless the notch is employed; if properly used, the mechanism is very quiet. It is best to use an organic pivot bar; otherwise, the holder will take a "B" electricity critical.

**7. Passageway.** Corridor 5' high and 5' wide. The ruts in the floor immediately once the threshold of the secret door is passed. After 10' the corridor turns to the right, the ruts curving around the corner.

**8. Sloped shaft.** After 15' there is a large 2' diameter wrought iron wheel mounted on the wall. There is a deep groove in its rim. Just beyond the wheel the floor slants down at an almost 45° angle. It is *Easy* (+20) to find the narrow footholds cut against the right wall. It is *Hard* (-10) to use these footholds, but much easier than trying to sidestep down the corridor (an *Extremely Hard*, -30, maneuver). The passage continues down out of sight, for the information of any daredevils who contemplate sliding down.

**9. Natural cave.** The slope ends after 60', just out of sight. This 20' high chamber is roughly conical.

**10. Carts.** The cave contains two short carts with small iron wheels, the source of the ruts. These mine carts are empty and dry-rotted. It is 50% likely that the carts will break in the most inconvenient fashion if some novel use is found for them.

**11. Corridor.** A corridor as at #7 goes off to the right for 25'.



12. **Sloped shaft.** Aslideasat#8 above.
13. **Natural cave.** Cave,generallysimilar to #9 above.
14. **Mine shaft with several side passages.** Another mine cart this one is in much worse shape; it is 80% likely that it will break during use. Inside there are 320 lbs of iron pyrite. This may cause considerable excitement, see #14 on the area map.
15. **Mine shaft with several side passages.** The mineshaftsaverage about 4' high and 2.5' across, the side passages somewhat less. The "x-ed" spots indicates places where the shoring is weak. There is a 3% chance that each person passing here, going in or coming out, will cause a serious cave-in (+60 Huge Fall/Crush, yielding 1-5x Damage). There is adequate warning of this danger in the form of screeching and groaning timbers, falling dust, etc. A person with mining or carpentry skills, and the proper materials could repair the "spot" in about 1.5 hours. There is a 1% chance that a major cave-in will completely block a passage requiring 7-12 hours and some luck (especially being on the outside rather than the inside) to repair.
16. **Mine shaft with several side passages.** Same as #15.
17. **Mine shaft with several side passages.** As #15 above, but quite short.
18. **Mine shaft with several side passages.** The ruts continued down this shaft, which lead to a corridor like those at #7 and #11. This area has been recently and ineptly repaired and is very dangerous.
19. **Mine shaft with several side passages.** A ramp like #8 except it only goes down 20'.
20. **Mine shaft with several side passages.** As #15.
21. **Mine shaft with several side passages.** As #15.
22. **Mine shaft with several side passages.** As #15.
23. **Narrow corridor.** The corridor and ruts continue in this direction, though the ruts are very shallow. This corridor is lower 4' and much narrower than the others.
24. **Small cave chamber.** The corridor ends in a small natural cavern. The domed roof is 12' high here, and there is a wrought iron wheel of the usual variety mounted in the roof, offset to the right. The ruts go off to the left and finally end.
25. **Pit trap.** Under the wheel there is a 5' by 2' hole in the floor that has a *Permanent Illusion* (17th level) cast on it that makes it look like the rest of the floor. It would be *Extremely Hard* (-35) to grab onto the sides should one step into the hole. This is much more attractive than the alternative: a 40' fall (treat as a +40 Large Fall/Crush with 2x Damage). Hopefully someone remembered to bring some rope; if not, there is some back at Coel's Cabden.

## 5.23 THE LAYOUT OF THE MINE: LOWER LEVEL

1. **Chimney entry.** The hole in the floor at #25 in the Upper Level drops 25' down an expanding natural chimney before opening into a 15' high natural cave. Directly below the hole there is a 1' deep pool of water, but this will do little to ameliorate the effects of the fall (except perhaps the drowning of an unconscious victim).
2. **Cave bend.** The narrow cave winds along, bending off to the left. Its floor slopes off sharply towards the right at about a 25° angle. Most of the floor is covered with extremely cold water ranging from 6" to 3' deep (deepest along the left wall). Those not naturally or magically resistant to cold will start losing 1 hit/rd after 10 rds of immersion. There is a narrow dry path along the left wall.
3. **Mine shaft.** Here, the stone has been carefully worked, the passage is solid, and the floor is dry.
4. **Mine shaft.** A mine shaft like #3.

5. **Mine shaft.** The "x-ed" spots function as do those in the Upper Level. This area is probably in the worst shape of any in the mine.
6. **Sloping shaft.** The cave ends, but a mine shaft continues sloping down. This passage is 5' high but for 10' the water is about 4' 8" deep. Although the shaft soon slopes up and dries out after this section, its overall condition is poor.
7. **Passage fork.** The mine shaft forks. The passage to the right contains nothing of any interest.



8. **Passage fork.** The passage to the left soon forks again. To the left it is safe and dry. To the right it slants down again and is completely filled with water after 10'.
9. **Mine shaft.** A mine shaft like #3.
10. **Rock fall.** 15' past #9 there has been a cave-in. A search of these rocks will quickly turn up an iron sole and some foot and shin bones of a small Dwarf. Digging through will take at least two hours for two people (no more can effectively work here). Those persistent enough to dig through will be rewarded with the discovery of a +10 chain shirt that will fit a small Dwarf or large Hobbit, a +15 steel dagger, and a large opal (worth roughly 200 gp) still clutched within a skeletal hand. Those who are even more persistent and search beyond the cave-in can find the steel head for a +10 pick, and four small opals (worth from 6-24 gp each) still embedded in the wall.
11. **Flooded shaft.** The surface of the water here will be covered with a gooey grey ichor in the (unlikely) event that the Demon was driven off. The flooded mine shaft continues for 30' underwater with a deadend side passage on the left that is 12' long. It is at the very least an *Extremely Hard* (-30) maneuver to traverse this passage given the frigid water and the obstruction of the roof supports. Further severe penalties should be placed on those who lack resistance to cold or who lack swimming skills.

12. **Cave.** Natural cave with a passage off to the right. It is 11.5' high, giving the Demon just enough room to operate. It is *Very Hard* (-20) to perceive that it has carved a map of the region resulting from its explorations into the floor of the cave. There are glyphs that would appear to indicate that it thought that the Bald Hills area was very interesting.

13. **The Demon's Lair.** There are a large number of bones from small and medium sized animals scattered about. A treasure is hidden under a rock in the short mine shaft that exits this cave. *Hard* (-10) to find, it was brought from Carn Gasadaer and contains: a platinum ring that is a +3 Essence spell adder, a *Cape of Levitation* (2xday), an Elvish short sword that glows green when within 100' of Trolls, and 2 wands which have been prepared to have spells "imbedded". No magic is yet present in them, but if a 1st or 2nd level spell is cast once a day for a week while holding one of the wands, the wand will be "operational" with full charges).

## 5.3 THE TASK

Whether the party sets out Demon hunting, or merely seeking Coel's medical services, they will be forced to confront and destroy the Naurauk. Coel's bewitchment will not end until the Demon is destroyed.

### 5.31 STARTING THE PLAYERS

This adventure is a natural continuation of the one at Carn Gasadaer. However, it can be independently started as a quest to heal Cayloen or as a hunt for a Demon believed to be in the area. In order to begin their mission, a group will again find itself dealing with the people of Bor Leath (see Section 4.0).

### 5.32 AIDS

If the party has been successful in exorcising the Whisper-shadow, the villagers will be considerably more cooperative in meeting their needs. Crennan, the young Scout, will offer the guide the group, though he will probably prove less useful than he did previously. Roggowen the Ranger, and/or Yarrri the bartender/bouncer may also be persuaded to join the expedition. They can add needed muscle for the more difficult battles that await, especially if the group is inexperienced. If the players are very hard and crafty negotiators, they may be able to acquire some of the small stock of magic items that the tight-fisted Fyn has at the Tradehall.

### 5.33 OBSTACLES

There are no traps to be dealt with on this adventure, which some might say is its only virtue. The mission divides into three distinct, and by no means easy, parts.

First, the group has to reach Coel and determine that there is actually something seriously wrong with her. That is readily apparent, but making the connection between her strange condition and the Demon hunt may prove more difficult. As a last resort one of the NPCs accompanying the group could exclaim that: "*She's bewitched.*" With careful play, this can be established without the need for any violence. That is to be hoped for, as a confrontation with the bees and the bear could seriously weaken the group when more arduous tasks lie ahead.

The second problem is finding and gaining entrance to the mine. The players should conclude that they need to search the area without any prompting and the cliff is a very obvious target for their attention. The Huorn, or whatever it is, above the ledge, is a very dangerous opponent. With their superior numbers, the party have a fairly straightforward tactic available: get as many people as possible swinging at it, and hope that someone will stun it before everyone is defeated ... after that victory is much more likely. This technique may also be useful in dealing with the Naurauk.

The last problem lies with the Naurauk and the dangerously deteriorated condition of the mine. Hopefully the players will note for future reference that natural hazards can be every bit as deadly as constructed ones. A final battle with the Naurauk should not be too deadly if a good number of players are still functional, and they deploy well. The most important thing will be to prevent the beast from escaping back into its lair. Rooting a Demon (even if severely wounded) out of the lower level of the mine will not be a pleasant experience.



### 5.34 REWARDS

Fyn op Leath will attempt to convince the party that hunting down the Demon is a continuation of the task of exorcising the haunt. If they are so gullible, he will happily withhold the reward until they return with the Demon's head. If a new group is involved, they will be offered a fifty gp reward. If the party strenuously argues that this is an entirely new mission, Fyn will give in and offer a reward: "*Appropriate to the level of the unknown danger they face.*" If they came back with the head of the Witch-king himself, Fyn would not cough up more than 50 gp. If the group is particularly stubborn, Fyn's final offer will be one selection from his stock of special and magic items he has in stock.

When (and if) Old Coel finally recovers from her ordeal, which may take a few weeks, she will probably reward her rescuers with some of the most valuable and potent selections from her herb collection, which is unmatched outside of the metropolis of Tharbad and the Elven Lands. The players may get the most enjoyment out of the dickering itself rather than its profits. In any case the great opal in the mine should be more than adequate compensation, if they are persistent enough to find it. However, the greatest reward is the strong hint/clue in the Demon's map that it would be extremely interesting to explore the lost hills. Once safely back in town, this information will prompt the following tale from Ries, heard at his great grandmother's knee:

*"This story was first told to my great-great grandsire, Tam op Leath, by his mother Ethield, the Lady of the Mebden. Now the Mebden are so woodcrafty that they can go anywhere in the Eryn Vorn if they really want to. But there are some places that they try not to want to go, if ya' catch my drift. One of those is here in the eastern Eryn Vorn where the Tree Horrors used to come thick as flies to a dead dog, though its not quite so bad these days. But anyways, them Old Forest Folk, they feel that they have to be able to go anywhere, so their scouts always keep a look out for safe paths and hidey-holes. Well, back in the time of Ethield's grammy one of their scouts found what he thought was a safe place here in what they call the Ramradas.*



*So this scout he went and told the king about the place that he found. There was these three little hills all clumped together real tight and not a tree growing on a one of them. The scout he knewed that the Tree Horrors didn't go where there weren't no trees, so he stopped for a few days to keep watch, and nuthin came to the place that he called the bare hills. The king listened to him though he shouldn't have, though I guess he had no way a knowin' what was gonna happen.*

*So the next winter, that being the safest time to travel in the Eryn Vorn, though i ain't no time that you'd really call safe, least in them days. Well, the King sent the scout and a buncha his kin and friends to go and make a refuge in them bare hills. Well the scout and eleven others all went out all happy and proud cause it weren't real often that a new refuge could be made, but they didn't come fore spring like they was supposed to, and then there was nuthin they could do till the next winter.*

*When the first snow fell, it was real early that year, the king sent his best scout to find out what happened. The scout came back with twelve skulls that he found between the hills all stuck up on stakes. Now, the king figures that this wasn't the doing of the tree horrors who never leave no trace. Twern't them runtyfisher folk of the southern Eryn Vorn neither, they always take their prisoners back to their camps to eat, and they had learned better than to mess with the Old Forest Folk. So the only thing it could be was them little rat people who live out to the end o' the big cape. So the king called his warrior, and his queen was a powerful witch, though she was good most of the time, an' he himself was a, what's that word... a puissantly Ranger. So they all went and they discovered the rats' nest an dug em out and killed the lot of them.*

*So that goes to show you, that a body should take what the Eryn Vorn offers but not to try to grab more. the Eryn Vorn don't forgive them that wanna push their luck. Now there's a lesson that you boys should be learnin' ... 'for its too late for you too.'*

Given that the hunt for the Demon has been successful, more or less, before this story is told, no one is going to seem to pay much attention. Nonetheless, none of the villagers, even Crennan are likely to accompany any group that plans to explore the Bare Hills.

## 5.4 ENCOUNTERS

The following persons or things are likely to be encountered in and around Old Coel's Cabden in the Eryn Vorn. A brief description of their reaction follows.

### 5.41 OLD COEL

However properly they observe the ritual of approaching the Cabden, and however long they wait, the party will evoke no response even to the loudest knocks. When the house is eventually entered, the group may think that they have arrived too late, and that the old woman has died. Her transformation has been profound and she resembles a corpse, a mere empty shell. The lack of any sign or spirit in her eyes is the clearest signal that something is wrong.

Coel will perhaps surprise them by answering direct questions, though once she has spoken she will return to staring into empty space. She will refuse any offers of help, saying that nothing is wrong. While she will also absolutely refuse to aid the group in any

way, she will say that they can take anything they want, as long as they go away. As her massive collection of herbs is unlabeled, only the most common can be chosen unless someone in the group is highly skilled with herbs. After a few minutes she will grow more and more insistent that her visitors leave at once. If they still do not leave, she will have her bees attack. Finally she will sic the bear on the visitors and then attack them physically herself. If the adventurers arrive at or return to her Cabden after having dealt with the Demon, they will find Coel in a light coma. It would be very prudent to bring her back to Bor Leath with them.

### 5.42 COEL'S BEAR AND OTHER PETS

For the moment the bear is continuing his usual routine of guarding the Cabden. He will attempt to run off any persons not making the normal approach to the Cabden. He will actually attack only if wounded. If one dares to stand their ground before the bear's charge he will stop short. He will continue to make his presence and displeasure felt but won't bite. The bear will definitely join the group when they enter the Cabden. If the door is shut in his face, he will knock it down. Once they party leaves the Cabden he will follow only until they leave the clearing unless they take Coel with them. In that case he will follow wear ever they go.

The behavior of her bees is described in the preceding section. The boars can also be considered as being controlled by Coel. Normally, they ignore any visitors entirely, but now they are aggressive because of their recent reversion to a feral state of existence.



### 5.43 THE AWAKENED TREE

This deadly beast will prefer to wait to attack until all the party is looking over the edge of the cliff. However, its hate is so strong that it will even attack a group that is watching its every move while slowly backing out of its grasp. The creature's singlemindedness is its greatest weakness. It dearly loves to throw creatures over the cliff, but it can rarely catch anything bigger than a squirrel or a rabbit. It will concentrate its attacks (2 out of its 3 useful limbs) to catching the nearest person, securing them, and preparing for a good toss. The third limb will idly party during this process, though it will join in the attack on its chosen prey if it threatens to escape its clutches. The creature can be daunted with fire, but only if this is done extremely quickly and decisively.



### 5.44 THE NAURAUK

The Demon will be vaguely aware that something has gone amiss at Carn Gasadaer, and will cease its nightly jaunts to hide in the mine full time. It will also have a dim knowledge that Coel is being disturbed and will move from its lair inside the chimney. It will almost certainly have the hour it needs to restore its fire powers after total immersion in the cold water, and it will be listening very carefully.

It is likely that there will be a fair amount of noise as the group moves down the first ramp and the Naurauk will move up to the mine shaft at #16 on the Upper Level Layout. If it hears them sooner, it will move up to the cavern at #9 and try to hide behind the carts. Whether or not it surprises the group, the Demon will first attack with his flaming breath and then rely on his fearsome talons. He will deviate from this strategy only if he can catch three or more of his opponents in one of his *Fire Walls*. Generally, he plans to save his *Fire Walls* for covering retreats, as it is most awkward for a creature of its size to quickly make his ways through the tunnels.

The Demon is not at all stupid; it is mainly disoriented by its sudden freedom. Its contingency plans for flight are not a sign of timidity, the Demon merely does not know what sort of opposition it will be facing. If it takes out a opponent every other round or two, it will gleefully fight to the death. If its attacks are less successful or if it is seriously hurt by an early blow, the Naurauk will seek to flee. In any case, it will retreat after taking more than a quarter of its total hits. Note that despite its familiarity with the mine, the Demon is also subject to the cave-in rules.

## 6.0 DARKWOOD WOSES

Although Ries' tale is somewhat garbled (see Section 5.34), it is, in the main, correct. The outer reaches of Rast Vorn contain the last surviving colony of the ancient race known as Woses. The Woses (R. "Wild Men"; S. "Drúedain"; Wo. "Drughu"), or Daen Fiadach in the Dunael dialect of the Leatha, founded a stronghold in the eastern Eryn Vorn that was wiped out by the Beffraen about 350 years ago. The Naurauk was the first to notice that the Woses have recently returned to their old abode.

### 6.1 THE WOSES' TALE

The Woses (Drúgs), the original inhabitants of the Eryn Vorn, were the first to discover and make use of the extensive grottos that cut through the Bein Com (D. "Bare Hills") above the ancient and abandoned Wose villages in the meandering Wild Moats (Wo. "Fian Fos"). The Drúgs improved and expanded the caves with their stone-working skills and used them as a place of refuge and storage. However, their primary use of the site was as an astronomical observatory connected with the nearby ceremonial center for the training of Healers. Despite its religious significance, they were forced to abandon the place when the Tree Horrors were roused in the middle of the Second Age.

The grottos remained unused for almost two thousand years before they were restored. The Woses of the outer cape, who arrived only a little before the Beffraen, were never particularly successful. Nonetheless, when they reached the peak of their limited prosperity in the first millennia of the Third Age, the Woses fell out among themselves and split into two bitterly opposed factions. After decades of feuding, the weaker faction led by the evil matriarch Khûn-buri-Khûn was driven out. The old, serpentine grottos offered the best prospect of a new home, and Khûn-buri-Khûn led her followers there. She renamed the place "Darras-ola-Ras," the name indicated on an old map. The meaning of that strange title is unknown, for Khûn-buri-Khûn was one of the last of the Woses in Minhiriath who could read, and even she had lost any comprehension of the speech of her Daen ancestors.

Khûn-buri-Khûn's defeated followers were "confined," and thus suffered one of the most brutal Drúg sanctions. No Wose willingly lives in caves, so her little band soon lapsed into complete degeneracy. Although they did make quite a few alterations in their new abode, they never adjusted to life outside their fogus. The massacre of the Beffraen party related in Ries' tale was a last act of frustrated malice on Khûn-buri-Khûn's part ere she died. Her followers would not have lasted much longer, but the Beffraen's revenge greatly hastened their demise.

A recent series of disasters threatens the Woses of Rast Vorn with extinction. In the course of searching for answers to their dilemma, and a refuge for his people, one of the Drúg Chieftains recalled the legend of Khûn-buri-Khûn's settlement. Her legend resurrected, Khûn-buri-Khûn is the most hated and reviled personage in the Woses' tales, exceeding even the Orcs of Beleriand and the Northman Drúg-hunters. Her abode in the accursed Lost Grottos of the Bare Hills, however, offered a sanctuary, and Khûn-buri-Khûn's vile reputation failed to deter the Woses from exploring the ancient ceremonial center.

The Woses assigned to delve into the secrets of Bein Com arrived shortly before the troubles at Carn Gasadaer began. Predictably, they have accomplished very little up to this point. Attempting to keep a low profile, they have left the other inhabitants of the region undisturbed, but they will put up a pretty stiff fight for the grottos if given the opportunity. They know that their folk need the halls as a sanctuary, and the treasures left by their exiled ancestors remain hallowed Wose property.



## 6.2 THE NPC'S

Here follows brief descriptions of the persons and creatures likely to be encountered at the Lost Grottos.

### 6.21 PÔN-ORA-PÔN

Pôn-ora-Pôn, one of the three surviving Wose Priestesses, is in overall command of the expedition to the Lost Grottos. She is an incredibly old evil Animist who is still capable of unleashing considerable power. Much of her youthful strength and splendor, however, has passed. Once one of the most beautiful Wose women who ever lived, Pôn-ora-Pôn is now fat, ill-tempered, and cloaked in foul odors. She still has a sharp, active, and devious mind.

Pôn-ora-Pôn has found Khûn-buri-Khûn's tomb and she has diverted much of her crews' energies to planning the demise of the current occupants. Because of the deference she has received throughout her life, Pôn-ora-Pôn is not at all inclined to negotiate with rivals. Although she sleeps for an average of twenty hours a day, the evil Animist can rouse herself to brief burst of activity that are incredible considering her age and bulk.

### 6.22 GHÎM

Ghîm is the commander of the guards assigned to this mission. Although he is also aged, Ghîm is huge (4' 7") by Wose standards and is a formidable opponent. Seen by many as some unseemly throwback, he has a dim sense of a Warrior's honor. Ghîm would prefer to die in a fair fight rather than lie in a dusty old tomb. These views make him a considerably dangerous foe.

Ghîm grew up among the Beffraen and, although he despises them, has adopted many of the ways of more "civilized" folk. Cutting an almost dashing figure in his magic, silvered, tortoise-skin armor and full helmet, he is unique among his people. He wields a nice +15 Stone-mace and a +10 spear.

### 6.23 DHÂN, BURI-JUN, AND BURI-KHÛRNI

Ghîm commands three followers, all elite fighters among the Rast Vorn Woses.

Dhân is a more or less typical example of the Warriors of his people. He is short and sturdily built despite his advanced age, and is still pretty dangerous with his +5 stone-mattock, and +5 target shield. Although brutal and unforgiving towards his own slaves, Dhân accepts the orders of those above him without question. He wears a full length eel-hide coat over his stout frame.

Buri-Khûrni was a Scout until his arthritis overwhelmed his spirit. He shirks his duties whenever possible, and often (30% of the time) sleeps while on guard duty. His once-strong body has withered, but he can still be fairly dangerous with his poisoned darts.

Buri-Jun is taciturn and anti-social even by the norms of the Woses. He lives in a different section of the grottos, eats alone and often sullenly refuses to obey Ghîm's orders. Buri-Jun has been contemplating the murder of Ghîm, and may try a stab in the back if the opportunity presents itself during a melee. Buri-Jun's behavior is tolerated because he is one of the youngest Woses and his stamina is far greater than that of any of his companions. Still, he has not paid strict attention to developing his skills as a fighter, and he is only slightly more dangerous than the others with his +10 hand axe.

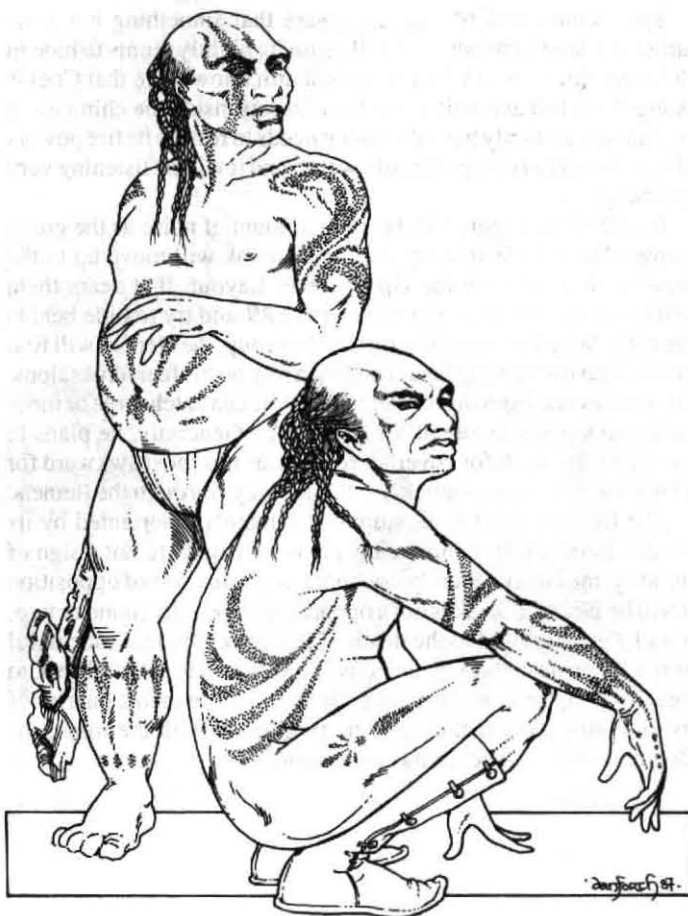
### 6.24 ARI-GHÂN, OR-LÂN, ARI-LAM, OR-DÎN, OM-BURI-OM AND OR-PRÂGA

Ari-Ghân and Ari-Lam are elderly Rangers assisted by Or-Lân and Or-Prâga who are old Scouts. The four have stuck together, for they had honorable and largely idle positions at home and disliked the work that is now expected of them. Or-Prâga has persuaded Pôn-ora-Pôn that they need a great deal of time off in order to plan an attack on the fogu. The evil Animist would be extremely angry to discover that they have done nothing at all in this vein.

Ari-Lam is the best fighter in the group wielding his +5 "pipebow" (a 3' long blowgun, which should be treated as a light crossbow that delivers a dart coated with a 2nd level conversion poison called Pûra). Or-Prâga is almost as dangerous with his +15 stone dagger (delivers a secondary critical, Slash). Ari-Ghân is in the same league with a +20 club and a +10 Leather Coat; Or-Lân can no longer wield his heavy Stone-axe very effectively.

Om-buri-om is a low level evil Animist who is supposedly Pôn-ora-Pôn's apprentice, but actually more of her nursemaid. He has hated her fiercely for many decades, but has only now begun to act. Her obsession with the fogu so terrifies Om-buri-om that he has secretly allied himself with Ghîm. If Pôn-ora-Pôn even suspected this, she would kill him instantly.

Or-Dîn has a great and ancient grudge against Or-Prâga, even though they are brothers. Thus he is outcast from that clique and the guards will not accept him because of his "inferior" skills. Or-Dîn is actually only marginally less effective with his mace and buckler than is Buri-Khûrni. Because of his unfortunate position, he has done over half of the work that has been accomplished; Or-Dîn is quite disaffected and could be disloyal.





## 6.25 WEDEGOG THE SNOW-TROLL

Wedegog is a Snow-troll from the Northern Wastes who was recruited into the army of the Witch-king of Angmar. As a new recruit he was assigned to the Troll battalion that was given to Ardagor the Warlord for an invasion of Cardolan. The Warlord carved out a small "empire" off to the east in central Cardolan with this force. There Wedegog proved himself to be a mighty warrior with extremely slow but equally sure powers of deduction, and great ambition. The Snow-troll eventually realized that he was becoming more trouble than he was worth. Wedegog therefore escaped off to the Eryn Vorn, pausing to steal a chest full of the Warlord's treasure en route. It took him quite a while to find an appropriate lair in the ancient Wose fogu, and then to scout out the nearby terrain. He would have begun raiding Bor Leathif but for the timely arrival of the Woses. The Drughu have been too careful for the Troll to catch, as yet, and now Wedegog is primarily concerned with ridding himself of his unwelcome neighbors — hopefully via a trip through his gullet.

## 6.3 THE BARE HILLS

### 6.31 AREA MAP

1. **Entrance.** The entry to Wedegog's fogu is a hole in the ground. About 5' by 6', it is situated near the middle of a small rise. This hole appears to be covered by several very thick strands of Spider web. Close inspection will reveal that it was not likely that a Spider made this web; the strands are connected to a collection of small bones hanging into the hole. These act almost like a wind chime: removing them is likely to cause considerable rattling.
2. **Blue Stones.** Running to the northwest of the hole for 50' there are about 20 large flat bluish stones somewhat settled into the ground.

3. **Rise.** A small rise covered with gooseberry bushes.
4. **Rose-patch.** A large patch of Ifelroses.
5. **Clearing.** About 40' by 50'. Casual inspection will note that this area is set about with the same sort of stones as those found at #2. However, here they are mostly underground, with just an occasional corner jutting above the surface.
6. **Clearing.** In it are three megaliths ranging from 9' to 12' tall. These stones are heavily encrusted with lichen. If these are scraped off, some very crude pictographs carved on each stone will be revealed. A very high Perception roll (80+) will indicate that these pictures mean that there is an underground structure in the vicinity.
7. **Path.** The trail leading back to Cam Gasadaer. There is a crude and Easy (+10) to notice pit trap (12' deep) located as the path ends in front of the megaliths. Not noticing it will result in a +40 Fall/Crush.
8. **Hill called Niach-suil (D. "One-eye").** At its peak, there is a megalith similar to those at #6. Its pictographs have been very badly worn by the elements. Some sort of *Delving* Spell or an exceptional Intuition roll will reveal that this stone's purposes were astronomical and that it has not been used for centuries.
9. **Secret door.** Half-sized and Extremely Hard (-30) to find. Once the door is found, it will only be Medium (+0) to discover the nearby lever. This is a trap that releases a small rock slide overhead (+50 Fall/Crush). The actual keyhole has a permanent spell of *Invisibility* cast upon it, making it Absurd (-70) to discover. If the party has acquired one of the keys carried by the Woses at some point in their travels, and hold it near the door, it will be magnetically drawn to the keyhole. However, each key has been personalized, and if the original holder is not using it the current holder will take a "B" Cold critical strike. If the keyhole is found without using a key, the lock is only Very Hard (-20) to pick.
10. **Cave entrance.** There are the tracks and droppings of a large Bear outside.
11. **Gooseberry bushes.**



**12. Marsh.** A small marsh with a stagnant pool in its center. 1-4 Hummerhoms are likely (65%) to be in the area; if the party has approached cautiously they have a 40% chance of avoiding the giant insects' attention.

**13. Grove.** A moderately large grove of hazelnut trees.

**14. Briars.** A substantial patch of briars at the base of the hill.

**15. Hill called Da-suil (D. "Two-eyes").** The name derives from the two large rocks at its top.

**16. Dead trees.** There are the husks of four dead trees on the south side that were apparently destroyed by lightning. These trees were once aware and there is a 30% chance that, if examined, each could muster the energy and malice for one last round of attack.

**17. Look-out.** The western rock of the two that give the hill its name has been hollowed out by the Woses for use as a look-out. There are small viewing slits to the north, south, and west. These are *Hard* (-10) to find. The look-out is irregularly manned. If the party has been careful, there is only a 10% chance that they have been spotted. If they have been conspicuous, especially if they have gotten into a couple of fights, the chance goes up to 40%.

**18. Clearing.** The ground is rocky but not the same sort of rocks as those found at #2.

**19. Hill called Try-suil (D. "Three-eyes").** It is called this due to the three patches of elm trees that dominate its higher ground.

**20. Briars.** Well-concealed among the shrubs is a small cave mouth about 5' by 9'. It is *Very Hard* (-20) to locate. There is a nest of Dumbledors within.

### 6.32 THE FOGU OF WEDEGOG

**1. Entry.** Entrance to Wedegog's lair as described at #1 on the area map.

**2. Pillars.** The roof in this area was very close to collapse when the Troll made his home here, and he has made such crude repairs as he could. This has consisted of piling stones up from the floor as supports. These pillars are quite rickety at best: careful examination or bumping into or hiding behind them, will result in a 25% likelihood of their collapse (+10 Fall/Crush). This in turn would result in a 35% chance of a major cave-in yielding 1-2 +50 Fall/Crush attacks.

**3. Malvorn pillar.** Wedegog has unknowingly stacked a lump of "malvorn" (meteoric iron) in this pillar. There is enough to refine seven pounds of pure malvorn worth up to 1400 GP, or perhaps even more valuable if made into your own +20 weapon. Unfortunately, this meteor will only be detected by a 176+ Perception roll or a *Detection Spell* being cast on this specific pillar.

**4. Spider hole.** Wedegog used the trunk of a dead tree as a support here. It is hollow and serves as the home of his pet spider, from which he gets his webbing. A rock is jammed into the tree at waist height to keep the spider from escaping. Wedegog believes that keeping his pet hungry makes it produce more web. The Troll's tough skin is immune to the arachnid's fangs; however, this will not be the case if someone else should stick an arm in and grope about for treasure.

**5. Low chamber.** This chamber is in far better shape than the previous one. The floor has risen appreciably, though, from the dirt that has fallen in from the roof over the years. The ceiling is only 5' high, except where there is an obvious track where something very big has crawled in and out a lot.

**6. Debris.** The wall on the left has partially fallen in. There are about thirty interesting nooks and crannies in the debris, but none contain anything of interest or value.

**7. Urns.** Farther down the left wall there are three large clay urns partially sunk into the floor. Faint markings suggest that the urns were once painted. Whatever the contents once were, they have long since evaporated.

**8. Cistern.** Past the jars there is a lip of worked stone that juts just above the floor. Beneath it is a thin film of slimy water.

**9. Loose wall.** Searching the wall behind this ancient cistern one may (*Very Hard*, -20) find a loose stone. Only dirt lies behind it but if this dirt is probed or dug out a very rusty key to the Woses' gate will be found.

**10. Boar carcasses.** Wedegog has hung two small Boars that he caught to cure. Only those faced with imminent starvation (e.g., a Hobbit who has missed both breakfasts) would consider these fit for consumption.

**11. Trap.** There is a large rope strung across the passage about a foot and a half above the ground. It goes up the left wall and its end is attached to a large rock in the roof. Wedegog originally explored the narrow portions of his lair by backing in on his hands and knees so he wouldn't get stuck. He assumes that any invader that he needs to worry about would use the same technique. This really is a trap (*Very Easy* +50).

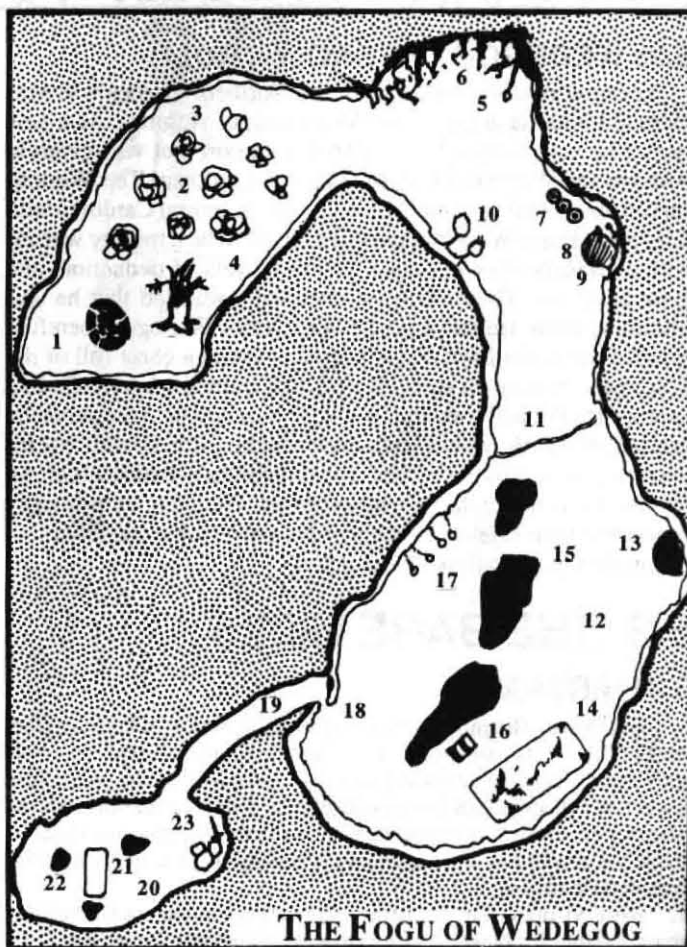
**12. Large chamber.** The floor slants down sharply after #11 so most of this room is about 10' high. This is the only part of the fogu in which the Troll fits comfortably, so he spends much of his time here. He is 95% likely to be here during the day, and 33% at night; he hunts or merely skulks about 2 nights out of three. If he is at home, Wedegog is likely to be awake (60% chance). He may have been alerted by explorers setting off traps, fumbling maneuvers, or talking loudly (70% chance), but this is only a 30% chance if he was asleep. If alerted, Wedegog will hide behind the boulders (see below) to spring an ambush. If awake and not alerted, he is likely to be counting his small treasures at #16 (50% chance), gnawing on old bones in his bed (25% chance), or sitting by the pool at #13 (25% chance) gazing off into space and repeating over and over fragments of some story once told to him by an Orc about Rabbits.

**13. Old cistern.** The Troll has cleaned this one so the water is drinkable.

**14. Troll's bed.** It could probably sleep four humans without difficulty, and despite its crude construction and musty smell it is rather comfortable. However, naps are not advised. When Wedegog is at home, he keeps his weapons under the bed along with a bunch of bones to munch on.

**15. Boulders.** Three large rocks dominate this chamber even when the Troll is at home. They reach just up to but not through the ceiling.

**16. Oak chest.** A fine oak chest about 2' high and 3' long. It is locked (*Very Hard* to pick, -20) and trapped (*Sheer Folly* to disarm, -50). The trap consists of enchanted Elven ropes which whip out from the false bottom of the chest for a +60 Large Entangle attack. These cannot be cut by a



weapon with a bonus of less than +10 and will not release their grip until the command "Release the thief" is given in Quenya. Wedegog cannot operate the lock: he gains access to the trunk by carefully punching out two of the boards in the back. However, he is extremely careful about replacing them when he is done playing with the contents, so this is *Extremely Hard* (-30) to detect. Inside, there are 300 very large silver coins with a metal value of 7 speach; 9 tourmalines worth 4 or 5 GP each (each also provides 1 extra PP per week to magic users of any realm); a small aluminum music box of Dwarvish make worth as much as 40 GP; and 31 copper pieces that the Troll has acquired more recently.

**17. Chains and manacles.** Nailed into the wall, they are used to hang meat. Wedegog brought these in hopes of better things than boar to eat. The nails are very rusty and could be pulled from the wall fairly easily, though an escaping prisoner would be (-35) encumbered by the chains.

**18. Large rock.** There is a secret passage behind the rock that is *Extremely Hard* (-30) to detect. Wedegog knows about this tunnel but since it is only 3.5' by 2.5' it is much too small for him to get into.

**19. Secret passage.** This runs 25' before ending in a roughly made wall. There are no secret devices or entrances here; the wall must be beaten down (treat as +20 Plate; and the wall takes 140 hits before falling in).

**20. Crypt.** 20' by 30', 6' high. This is the final resting place of Khûn-buri-Khûn, the original murderous matriarch of the Wose colony. All who enter must resist an 8th level spell or take an "A" Cold critical strike.

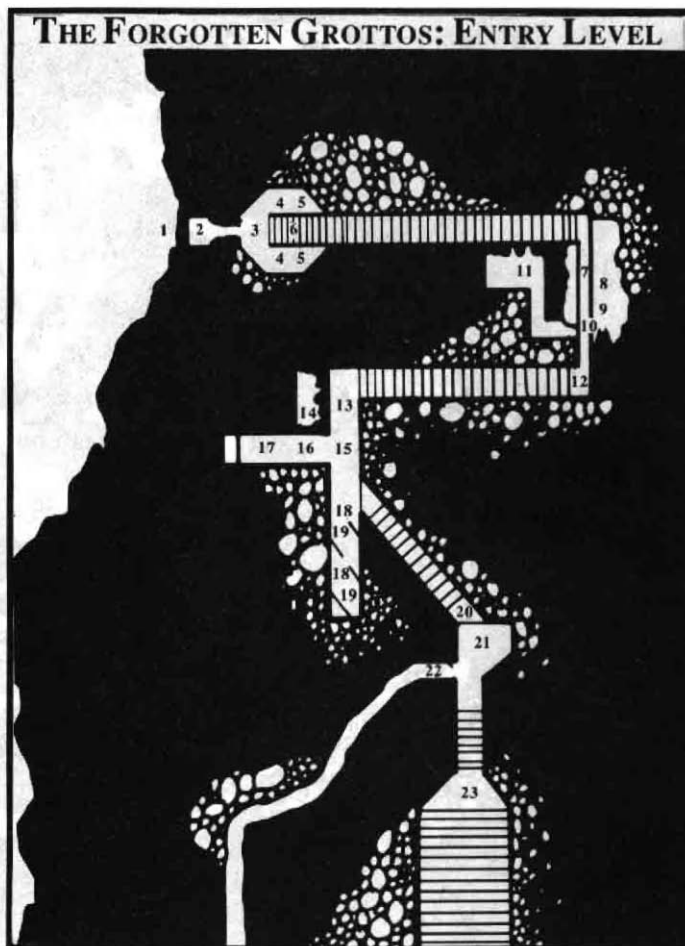
**21. Stone bier.** The corpse of Khûn-buri-Khûn has been placed on a 2' high block of alabaster. Her body was wrapped in the hide of some large beast and then soaked and tanned. Her spirit will be unavoidably awakened when the crypt is broken into. She will take no action until attacked or until someone bends over her; she will then grapple with that fool, attacking anyone else with spells.

**22. Megaliths.** The megaliths at area map #6 extend underground and form a rough triangle around Khûn-buri-Khûn's sepulchre.

**23. Treasury of Khûn-buri-Khûn.** *Extremely Hard* (-30) to locate. There is a very faint arrow pointing down on the alabaster block beyond her feet. The treasure lies 3' below the stone floor. The first trap is *Sheer Folly* (-50) to detect; the very ground has been saturated with a level 6 poison. Failure to resist this poison results in a cumulative -5/day to Orientation and Perception rolls; over a couple of weeks this will lead to insanity. Any contact of bare skin with the soil will require a RR. The rock directly above the treasury is inscribed with a level 10 +30 "Geas" rune (casts a spell similar to *Quest*, see Spirit Mastery spell list): the Quest demanded is the assassination of the Chieftain of the Woses. The treasure consists of six large sacks each containing 400 silver coins. These are actually counterfeits of moderate quality. There is also a bird-shaped amulet which is a 2x Channeling multiplier, an +15 *Unholy* dagger (treat as a *Holy* weapon for criticals against appropriate "good" creatures) that will return twice a day after being thrown, and another large sack containing 45 raw crystals worth anywhere from 5 to 200 SP each.

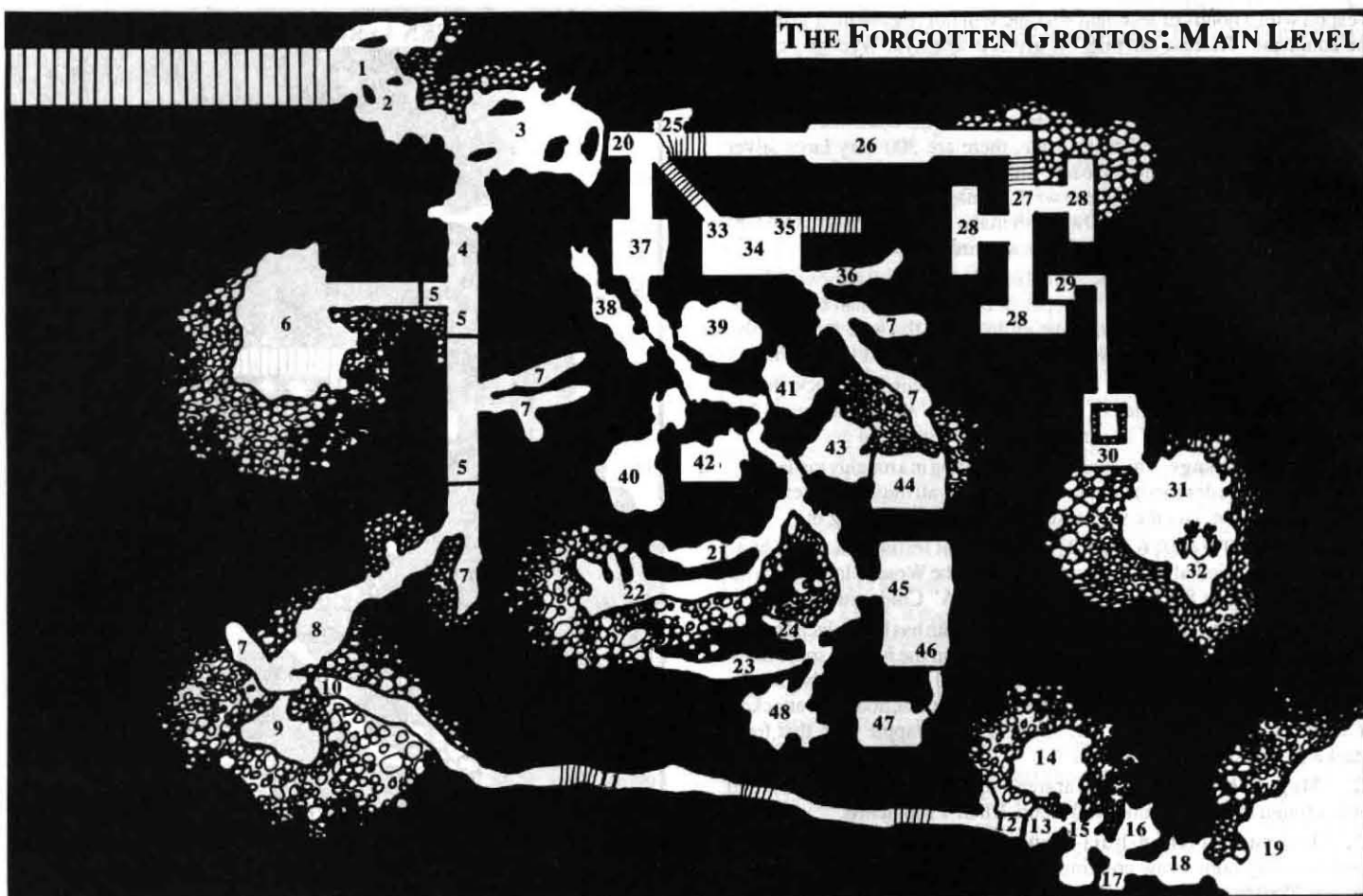
### 6.33 THE FORGOTTEN GROTTO: ENTRY LEVEL

- 1. Secret Door.** See the description of site #5 on the area map.
- 2. Entry Room.** There is a permanent *Shadows* spell in the room that makes it very difficult that the walls, floor and ceiling are all mirrored. There is a 40% chance that any Elemental Attack Spell cast blindly into this area will be reflected back to strike its caster.
- 3. Foyer.** A stairway begins its descent in the middle of this roughly hewn chamber.
- 4. Traps.** *Hard* (-10) to detect. There are *Waiting* Runes of *Shockbolt* set 5'9" high on the wall that are triggered if something passes between them. The Woses never noticed these Beffraen relics.
- 5. Keyholes.** The keys to the Secret Door fit nicely but do nothing. These are actually *Extremely Hard* (-40) to discern traps. They emit a small cloud (95% likely to only effect the key-holder) of the colorless and odorless gas that the Woses call Hûlkha. Its effects are not immediately apparent, because Hûlkha causes an intense case of vertigo for 1-4 hours (-75 to any maneuvers involving heights or balance). For the duration of its effect, this lvl 10 poison must be Resisted whenever such a maneuver is attempted.



- 6. Stairwell.** This shallow staircases descends. The Woses tend to scrape the mud off their shoes here.
- 7. Ledge and balcony.** The stairs end at a narrow ledge, which is connected to a 2' wide, unrailed balcony across the first grotto.
- 8. First grotto.** Its sulfurous stalactites and stalagmites glow threateningly in the light of the torches.
- 9. Ladder.** Wrought iron ladder going down 40' to the bottom of the grotto. All of the bolts are rotted and rusted with age, and those near the top have been partially sawed through. Any weight more than 75 lbs on the ladder will cause it to collapse. Splat. The fall is good for a +40 Fall/Crush attack, but 30% of the time, the victim falls on a stalagmite, in which case he also receives a +80 spear attack.
- 10. Secret Door.** *Very Hard* (-20) to find. The lock is so rusted that the Woses don't bother with it, using a wedge (lying on the floor across from the door) to get it open. However, when the guard room is occupied the door will be deadbolted making it *Extremely Hard* (-30) to open.
- 11. Guard Room.** Chamber with two murder slits looking out on the stairs. (These are *Very Hard*, -20, to detect.) If the Woses have been alerted there will be two of the workers here, if not there is only a 30% likelihood that one of the guards will be present.
- 12. Stairwell.** Stairway going down, very similar to #6 above.
- 13. Passageway.** Although it has a low (6') ceiling, this area has been well constructed.
- 14. Guard Room.** As at #11.
- 15. Trapdoor.** Located in the ceiling, it is *Extremely Hard* (-30) to locate, and has a new lock that is *Very Hard* (-20) to open.
- 16. Secret door.** Affording entry to the Guard Room at #14, its door functions the same way as that at #10.
- 17. Hall.** It ends in a huge stone door that is locked (*Easy*, +20). This entire corridor is a trap that is *Hard* (-10) to discern: When the lock is turned the stone door falls over slowly but painfully. (a +20 Large Fall/Crush with x3 normal hits).





18. Small stone doors. They are not locked but are trapped. ( *Very Hard*, -20, to detect). There is a spring-operated spear trap good for a +45 attack, though there is a 30% chance that this will fail to operate because of its extreme age. There is only a blank wall beyond the door.

19. Small stone doors. Similar to those at #18, these are not trapped but are locked ( *Medium*, +0, to open).

20. Stairway going up very gradually.

21. Small grotto. The door is made of old hazelnut wood and is usually left open. If the Woses have been alerted it will be barred from the inside making it *Hard* (-10) to force open. In this case Om-buri-Om will have the task of listening at the door. He will flee as soon as he hears anything.

22. Secret Door. *Extremely Hard* (-30) to locate. Not locked but it is trapped: 5 rounds after the door is opened it will open the *Very Hard* (-20) to detect Pit trap at P. Anyone standing over it will take a +25 Medium Fall/Crush, even though it is only 8' deep. The passage twists and turns its way down to #16 in the lower grottos.

23. Main Staircase. It leads down at a normal incline to the primary level of the grottos.

### 6.34 THE FORGOTTEN GROTTO: MAIN LEVEL

1. Staircase. Steps coming down from #23 at the entry level.

2. Foregrotto. The roof ranges from 4' to 8' in height, and the grotto is divided into several natural passages and sub-chambers. If the Woses are on alert, the guards will make their stand here, backed up by the evil Animists from the Aftergrotto (#3). If the intruders have surprise there will only be a 10% chance that a randomly determined Wose will wander through (determine once every 5 minutes).

3. Aftergrotto. The roof ranges from 8-14' high. Otherwise it is quite similar to the Foregrotto.

4. Corridor. Partially natural and partially hewn, it goes off to the right.

5. Silvered doors. They are all inscribed with Khûn-buri-Khûn's efforts as a poetess. Lurco the Troll could probably have done as well. The doors are all locked, *Hard* (-10) to open. All of the Woses carry a key that opens all these doors.

6. Dump. Used for all the wastes generated by the Wose expedition. Those with delicate constitutions might need to save versus gagging.

7. Mine shaft. The work of Khûn-buri-Khûn's followers, who are rather short, the shaft is only 6' in diameter.

8. Small grotto. The passage is partially natural and partially worked.

9. Buri-Jun's room. He is content to keep his belongings in a small heap and to sleep on the bare floor. He is 85% likely to be here unless he has been called to arms. The door is similar to those at #5.

10. Stone Door. The door is very thick and opens upwards into the ceiling. It weighs over 700 lbs and the Woses use a jack kept in #37 to open it (which isn't very often). The stone is not locked or trapped for readily apparent reasons.

11. Passage. An access to the Cave-bear's cave, the passage slopes downward quickly, and there are a few stairs randomly carved into the floor.

12. Secret Door. It is quite obvious to detect from the inside, but *Sheer Folly* (-50) from the Bear's den. It is locked, *Very Hard* -25, and trapped with a *Shock Bolt Rune* +40 on the door jam. There is a 20% chance that this rune is so encrusted with nitre that it will fail to operate.

13. Small Cave. Entirely encrusted with nitre, the entrance is largely blocked by a huge (1300 lb) rock. This boulder is meant guarantee that the Bear does not find his way into the grottos accidentally. It has been wedged from the inside, making the rock essentially impossible to budge. If the wedges are removed, it will slide aside easily. A very small and nimble character, or a slightly bigger one with Contortion skills might just be able to squeeze through to remove the wedges. This will be at least an *Extremely Hard* (-30) maneuver.

14. Salt dome. The small chamber is only 16' high.

15. **Inner cave.** The passage in is only 3.5' high and it is also encrusted with nitre.
16. **Bear's chamber.** The Cave-bear's sleeping area. There is a 35% chance during the day and 30% at night that the Bear will be asleep here.
17. **Bear Cave.** The Cave-bear keeps his old bones here, a careful examination of this big heap will discover what appears to be the skeleton of a small deformed Dwarf. With this there is a +5 mace and a key. This is actually the remains of the unlucky Wose Warrior Khôn; the Bear has had more luck in his hunting than Wedegog. The Cave-bear will not be in here unless he is busy eating, 5% chance day or night.
18. **Outer Cave.** There is a 30% chance that the Bear is awake here during the day (25% at night). If the Cave-bear is not in his cave he will be out hunting.
19. **Entrance to the Bear's cave.** See #10 on the area map. the entrance is 7' across by 5' high.
20. **Secret Door.** *Extremely Hard* (-30) to discover, it is locked (*Hard*, -10, to pick) and trapped (*Very Hard*, -20, to disarm). The door opens outward and upwards very quickly which can deliver a +50 Medium Bash to the unwary or the slow. If the Woses have not been alerted, one of the guards will be standing watch behind the door.
21. **Mine shaft.** Ascends at a steep angle.
22. **Slender grotto.** This grotto is the most beautiful in the complex.
23. **Mine shaft.** Long and very narrow (5') passage.
24. **Mine shaft.** A newly hewn mine access.
25. **Stairwell.** A small staircase going up. A narrow landing overhangs most of its course.
26. **Processional Hall.** It has an arched ceiling 9' high, recently painted all in black. Where the hall broadens, there are five gilded torch holders which usually contain lit torches.
27. **Stairwell.** A small Stairway going down.
28. **Meditation chambers.** These rooms may once have served the Beffraen. Pôn-ora-Pôn has had them painted black too.
29. **Secret Door.** *Hard* (-10) to find. It is not locked but it is trapped with the *Hard* (-10) to avoid Lvl 9 Rune of Blinding on the opposite wall.
30. **Guard Room.** The ceiling is 10' high and there is a space for the guard surrounded by 8' high walls and equipped with numerous arrow slits. All of the Woses have refused to climb the slight toeholds that go up the innermost side of the wall so it will be unmanned. However, any of the Woses that escape an unsuccessful confrontation with invaders are likely to try to flee here to hide.
31. **Black Grotto.** There is a profound miasma of evil in this 20' grotto set about with weird black stalactites and stalagmites. Any "good" person will be -20 to all activities here, any "evil" person at +20, and evil Animists would be at +30. Luckily, Pôn-ora-Pôn is not aware of this benefit.
32. **Onyx altar.** Imbued with ancient gore, the squat 2' by 3' altar carved in the shape of a toad is set with four large diamonds worth at least 400 gp each. Anyone not sworn to the service of Morgoth. The Black Enemy of the World, who touches the altar will take 1-2 "D" impact crits each round until they decide to stop touching it. Mere servants of the Witch-king or even Sauron need not apply, though the Dark Lord would be likely to lavishly reward anyone who could prove that they destroyed this artifact.
33. **Stairway.** Steps going up.
34. **Foyer.** This area is heavily trafficked and there is a 50% chance per minute that a Wose will pass by.
35. **Stairwell.** Stairway down to the Lower Grottos.
36. **New shaft.** Or-Din is 50% likely to be found digging here for plans are to use all these short mine shafts as tombs for low status Woses.
37. **Small chamber.** Many of the Woses store their weapons on pegs on the wall here (determine randomly).
38. **Ari-Ghân's room.** He will be here about 45% of the time.
39. **Or-Lân's room.** Same percentages as Ari-Ghân.
40. **Or-Prâga's room.** He is 45% likely to be here alone and it is 30% likely that all of his clique will be here with him. The rest of the time these workers will be wandering around the grottos randomly half of the time in pairs.

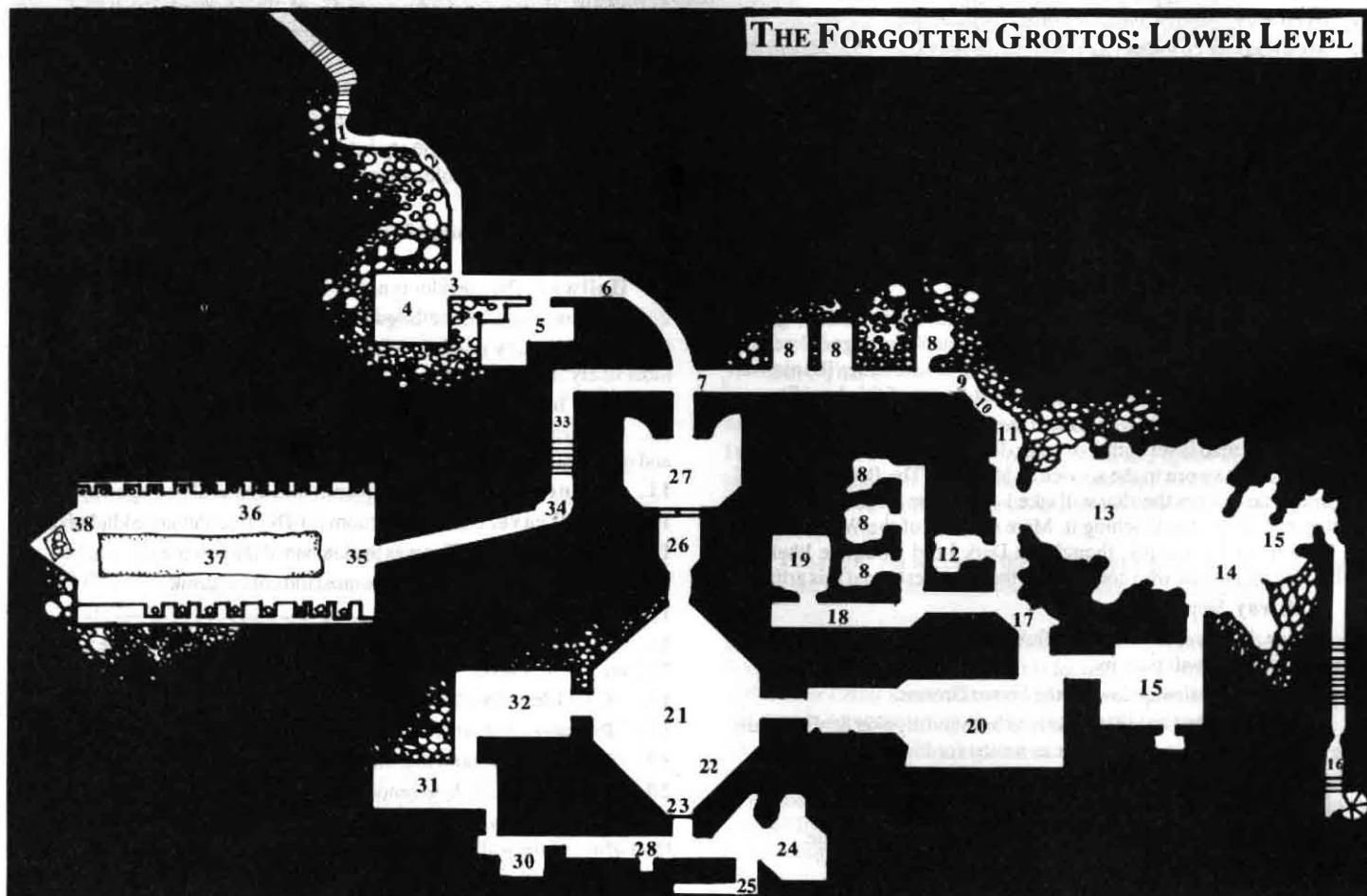
41. **Ari-Lam's room.** As Or-Lân and Ari-Ghân.
42. **Om-buri-Om's quarter's.** Om-buri-Om's duties with Pôn-ora-Pôn make it only 25% likely that he will be here.
43. **Pôn-ora-Pôn's antechamber.** Om-buri-Om will be here 60% of the time.
44. **Pôn-ora-Pôn's bedchamber.** She will be here 95% of the time usually asleep.
45. **Armory.** The Beffraen did not deign to loot these puny weapons. There are twelve +15 clubs, and an equal number without a bonus, four +10 daggers, two +5 target shields, and twelve arrowheads that will make +5 arrows when fitted. The two off-duty guards are likely (60%) to be hanging around here when they are awake.
46. **Secret door.** *Easy* (+20) to find. The lock is *Very Hard* (-20), it was trapped but the Woses disarmed it as they felt the multiple dagger trap was too dangerous.
47. **Treasury.** The ancient treasury of Khûn-buri-Khûn's folk and now Ghim's quarters. He sleeps on a collection of seven sacks each containing 100-250 poor quality crystals worth from 1 tp to 6 sp each. There are also 10 20 lb ingots of low-quality iron that he uses as a pillow. Ghim is using wandering around the corridors, he will only be here when he is asleep, which is about 30% of the time.
48. **Spring Grotto.** The waters of the small natural spring here give off a sharp metallic odor that the Woses find very pleasant. Therefore the guards have claimed this chamber as their sleeping quarters. Two, and occasionally three, sleeping warriors will be found here about 35% of the time.

## 6.35 THE FORGOTTEN GROTTO: LOWER LEVEL

1. **Stairs down from the main level.** The door is locked, *Extremely Hard* (-30) but not trapped. It is also equipped with triple deadbolts on the upstairs side which have been firmly slide shut.
2. **Tunnel.** It is only 4.5' high and 3' wide.
3. **Door.** Silvered Door as those at #5 on the main level.
4. **Room.** Khûn-buri-Khûn kept here extensive but useless book collection in here. All of the volumes are so mildewed as to be useless even to the truly literate.
5. **Oddly shaped room of unknown function.** The hazelnut door is not locked or trapped.
6. **Hallway.** The corridor is now 6' high and 5' across.
7. **Central hall.** The ceilings arch up to a height of 8'.
8. **Small empty rooms.** Graced with doors like that at #5, these were most likely living quarters.
9. **Main hall.** The main hall suddenly tapers off to the left.
10. **Pit trap.** A small pit trap in the floor, it is only *Hard* (-10) to detect and only results in a +20 Small Fall/Crush if it is not detected or avoided.
11. **Tunnel.** The hewn tunnel blends into a natural passageway.
12. **Small cave.** Used, as the rooms at #8, it has the same kind of door.
13. **Sooty cavern.** This was the kitchen of the complex.
14. **Small pool.** The water is almost too cold to drink.
15. **Larger room.**
16. **Stairwell.** Narrow spiral staircase that connects with the tunnel at #22 on the entry level.
17. **Corridor.** This has been worked out of a natural cave.
18. **Passage.** A short delved hall.
19. **Chamber.** A room like that at #12 but noticeably larger.
20. **Feasting hall.** A common room filled by stone tables and benches.
21. **Throne Grotto.** Four rusty chandeliers hang from the ceiling and the surface of the walls has been flattened so that even worse examples of the poetic arts of the Woses could be inscribed.
22. **Khûn-buri-Khûn's throne.** Carved of bloodstone, it has a knob on the back that operates the secret door at #23. The knob has razor sharp flanges and is concealed by a permanent *Invisibility* spell. Those who find it by groping will take an "A" Slash critical.

23. **Secret door.** It is only *Routine* (+30) to find but it can only be operated by the knob on the throne.
24. **Khûn-buri-Khûn's living room.** This lies behind a very heavy stone door, but it is only protected by the interior deadbolts that are not fastened. Whatever furnishings lay within have been reduced to moldering piles of dust.
25. **Khûn-buri-Khûn's bedroom.** The door is the same as that in her living room and the general condition of the contents is the same. However, a lvl 13 *Rune of Absolution* (for *MERP*: Resist or a 2-week coma results) lies behind the door, and it is *Extremely Hard* (-40) to avoid because of the mirrored floor.
26. **Middle Hall.** The outer double doors are gilded; the metal might be worth 10 gp.
27. **Entry Hall.** The walls are covered with bizarre Beffraen mosaics.
28. **Main chamber.** Inner Hall of Khûn-buri-Khûn's suite.
29. **Vault.** The vault's magic lock can now only be opened only with *Opening* spells from the Unbarring Ways Spell list since the incantation needed to open it has been lost. Within is a wand that casts *Opening II* 2xDaily, and a plain copper ring that stores 1 Spell of any Level.
30. **Small room,** perhaps it was used by guests. The doors are as those at #8.
31. **Khûn-buri-Khûn's meditation room.** Her four acolytes made their last stand against the Beffraen here. The victors left 4 headless corpses here which have mummified over the years. The Undead spirits of the acolytes will rejoin their bodies whenever something living enters this level, but they will not attack until this room is entered.
32. **Room.** A smaller, private version of the Feasting Hall at #20 with small round tables and short stone chairs.

33. **Steps.** Stairsdown.
34. **Door.** Asat #1.
35. **Door.** Another similar door only it has six deadbolts.
36. **Crypt of Khûn-buri-Khûn's Folk.** The 21 who died before the Beffraen assault were buried in small niches in the wall. Their skeletons will rise up to assail any who violate their rest. The skeletons of three of their companions who died outside the grottos and whose bodies were not found for burial sometimes wander about the Bare Hills at night seeking to find their kin.
37. **Stone table.** A long stone table fills the center of the crypt. The restless spirits of nine of Khûn-buri-Khûn's more vicious followers dragged their corpses here to join their fellows. Their condition is similar to that of her acolytes, but these nine are less powerful.
38. **Statue.** In the triangular alcove at the rear of the crypt there is a large humanoid figure almost entirely concealed behind multiple layers of rusted iron chains. Careful examination of the figure will reveal that this is some sort of stone statute of a Wose. Those well-versed in lore may determine that it is in fact a Pukel-man. If they dare to remove the chains the party will be immensely rewarded, for this Pukel-man is linked to the spirit of Dhôr-tura-Dhôr, the greatest Healer of Wose legend. This Pukel-man was stolen from the Woses when they cast out the ancestors of the Beffraen for their evil deeds in the Elder days. His power and knowledge provided the base for the extinct cult of Evil Healers among the Beffraen. Dhôr-tura-Dhôr will be very grateful for his release and he will reward his rescuers by healing and purifying any of their hits, wounds, diseases, poisons, curses, etc. (including bringing the dead back to life, equivalent to *Lifegiving* 25th level). He will also answer any single question that the group can decide on before leaving to rejoin his people.





## 6.4 THE TASK

Adventures in the Bare Hills begin with the notion of “exploring” (aka looting) the Wose ruins they hope to find. Unfortunately the party will not be the first to arrive, and their mission will become the elimination of all the evil that is beginning to fester there. This is a much larger task than the party will have previously encountered. It will also be a change of mood from a mystery to a subterranean adventure that stresses the virtues of stealth, lock and trap skills, and, perhaps clever negotiations.

### 6.41 STARTING THE PLAYERS

If the party has been playing through the module as a short campaign, the expedition to the Bare Hills should be a very natural extension of their unraveling of the secrets of the Eryn Vorn.

This quest can be begun as a separate adventure with minor modifications. The group will arrive in Bor Leath as they would to begin “The Haunting of Bor Leath.” They could then either be persuaded to attempt a rescue of any surviving members of a group of explorers who have not returned, or Wedegog may have decided to ignore the Woses and to start raids on the village. In either case a reward of 100 gp should be more than sufficient enticement.

### 6.42 AIDS

Ries’s story in Section 5 provides a great store of clues and hints for the explorers. The only villager likely to accompany the party is Borru, the son of Clyn. The greastest aid for an ongoing group

will be the treasures and experience they have gained in the previous adventures.

### 6.43 OBSTACLES

The obstacles between the party are both numerous and daunting. They begin with the intrinsic dangers of travelling in the Eryn Vorn, and culminate in a stand-up fight with a veritable horde of bloodthirsty Undead. In between there is a tough Troll, a big and nasty Cave-bear, the worst of the Undead, a potentially dangerous group of Woses, and numerous traps that are both subtle and deadly.

In order to succeed the party has to avoid at least the majority of the following unpleasant situations. They do not want to get ambushed by Wedegog. They do not want to face Khûn-buri-Khûn one or two at a time. They do not want to fight the forewarned Woses on their chosen ground. They cannot afford to lose anyone to traps. And they need to avoid having to fight on two fronts at the same time. If a group proceeds methodically and carefully, all of these problems can be avoided.

### 6.44 REWARDS

The monetary rewards for this adventure are not immense. They are not meager either, but the biggest opportunity for the players is gaining experience. This will prepare them for bigger and better adventures within the confines of the Dark Cape, Rast Vorn, or for participation in the heroic, lucrative, and extremely perilous deeds being done in the troubled lands of western Cardolan.

## NPCs AND ‘CREATURES’ FOR “DARKWOODWOSES”

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	2ndary/ Missile OB	Mov. M	Notes
<b>NPCs</b>										
Ari-Ghân	2	32	SL/7	25	Y	A	59cl	24da	10	Old Wose Ranger. PP2. Knows 1 Open Channeling list to 5th lvl.
Ari-Lam	3	39	SL/8	15	N	A/L	46sp	56pb*	10	Old Wose Ranger. Uses a ‘pipebow’ see 6.24.
Buri-Jun	5	78	SL/8	30	Y5	A/L	85ha	55pb*	5	Rugged Wose Warrior.
Buri-Khurn	4	38	SL/7	25	N	A	69sp	49sp	15	Old Wose Scout/Rogue.
Dhân	4	73	SL/8	35	Y5	A/L	82wm	52da	0	Wose Warrior.
Ghîm	7	106	SL/8	40	Y	A/L	117ma	92sp	5	Fierce Wose Warrior.
Khûn-buri-Khûn	10	130	RL/12	35	N	N	120LGr	100LBa	10	Rank IV Undead. PP30. Uses “Ice Bolts.” 5 Mage lists to 10th lvl, takes x3 damage from heat attacks.
Om-buri-Om	3	36	No/2	20	N	N	25qs	—	10	Old Wose Animist/Evil Cleric. 3 PP. Knows 3 Base Animist lists to 10th lvl.
Or-Dîn	3	60	SL/8	15	Y	A/L	64ma	39pb*	0	Old Wose Warrior.
Or-Lân	1	22	No/1	20	N	N	36ba	26pb*	5	Decrepit Wose Scout/Thief.
Or-Prâga	3	36	SL/8	10	N	A/L	58da	38da	10	Old Wose Scout/Thief.
Pôn-ora-Pôn	9	60	No/1	5	N	N	44da	24da	10	Gross Wose Animist/Evil Cleric. 36 PP. Knows 4 Base Animist and 5 Open Channeling lists to 10th lvl.
Wedegog	9	190	RL/11	30	N	(A/L)	100HCl	65cl	20	Snow-troll Warrior. Operates at -25 in direct sunlight. Use Large creature critical tables.
<b>‘Creatures’</b>										
Cave Bear	9	256	SL/8	40	N	A/L	105LCI	85LGr	10	Grumpy beast.
Dead Acolytes	4	80	SL/8	30	N	A/L	70LBa	—	-15	Class III Undead. 4 encountered.
Dead Followers	3	75	SL/8	20	N	A/L	64MBa	—	-10	Class II Undead. 9 encountered.
Pet Spider	2	4	No/3	20	N	N	20SPi	—	20	If it crits, save vs. a Lvl 2 Nerve Poison that will paralyze the bitten extremity for 1-4 hours.
Skeletons	1	25	No/1	0	N	N	40MBa	—	-10	Class I Undead. Stupid. Either 3 or 23 encountered.

\* — Uses a ‘pipebow’ (a blowgun) see 6.24.

Note: See Section 4.8 for a Key.

Note: All Undead ignore ‘stuns’ and ‘Hits/md’.

## 6.5 ENCOUNTERS

The following non-player characters are likely opponents for the players in their exploration of the Bare Hills and Forgotten Grottos.

### 6.51 WEDEGOG

Wedegog's lack of experience in operating alone make him a far less dangerous opponent than he would be if one had to face him in the ranks of the Warlord's Troll-guard. If he finds the party first, he will very carefully seek to fall upon one or two isolated members with the intention of capturing at least one in hopes of "getting intelligent." He will use his manacles for any prisoners.

If Wedegog is trapped in the fogu, but not surprised, he will fight to the death taking every possible advantage of the underground terrain. If he is surprised, Wedegog will instantly surrender, making a unexpectedly piteous spectacle of himself, grovelling about in the dirt, wailing, and begging for mercy. He will agree to anything that is proposed to him. However, Wedegog's greatest fear is that the Warlord has sent a party of hunters after him, and nothing the players can do or say will convince him that they are not such a party. Therefore, he will attempt to flee at the earliest and slightest opportunity. He will fight to the death if brought to bay, but if he escapes, he will not stop running until he reaches the ocean at the far end of the dark cape.



### 6.52 UNDEAD

When Khûn-buri-Khûn's crypt is entered, she will wait for an opening to surprise the group. Unless, of course, the group knows the most prudent course and attacks her immediately. Her greatest interest is in killing, so Khûn-buri-Khûn will continue in her attacks on a wounded foe even if the rest of the party is beating her to a pulp. The lesser Undead are without the least glimmer of intelligence, and will blindly attack anything that intrudes on their domain. This singlemindedness makes it very difficult for them to coordinate their attacks. A player will not need to fight more than two at once. No lesser Undead will get the benefits of a flank or rear attack unless it is directly behind a target.

### 6.53 THE CAVE BEAR

This is one tough Bear who regards anything less than a Huorn as her rightful prey. She will attack up to three persons if she perceives them first, though she will merely observe larger groups. When fighting outside her den the Cave-bear will seek to flee after taking more than half her hits, even if she is winning. In her den she will always fight to the last breath.

### 6.54 PÔN-ORA-PÔN

In combat Pôn-ora-Pôn will employ her directed bonus in "Hold" at every opportunity, relying on her underlings to carve up her victims. She will not participate in any attacks launched outside the grottos. Pôn-ora-Pôn will be so enraged by any intrusion in her new home that she will go into an absolute frenzy for 21-40 minutes, and then she will pass out from the exertion. If the party approaches slowly, the Woses could lose their strongest asset. Pôn-ora-Pôn will neither give nor ask for quarter. If taken prisoner, she may will herself to die upon awakening.

## 6.55 GHÎM

Ghîm will be truly inspired in battle, for this is his opportunity to die in a good fight that he has long sought but never hoped to obtain. He will not use his spear as a missile as his yen is for hand-to-hand combat. He wants a fair fight and may spoil any ambush that Pôn-ora-Pôn has arranged in order to even the odds. Ghîm will obviously fight to the death, but he will instruct his men to flee if the fight is going badly.

## 6.56 THE GUARDS

Dhân and Buri-Khûmi will fight like the professionals they are in any circumstance, but will do much better if the fight is going well or in an ambush. They will fight to the death as they do not feel that it is worth the bother of trying to escape their fate. If the fight is going badly and they are not directly involved in melee, both will have to make regular morale checks lest they just give up and wait for someone to slit their throats.

Buri-Jun on the other hand has considerable zest for life, at least by current Wose standards. His first concern is that Ghîm dies, and he will hang back until that occurs; an event he may hasten if Ghîm's back is turned and no one else is looking. After this is accomplished, Buri-Jun will throw himself into the fray with considerable vigor. This enthusiasm will quickly evaporate if he does not enjoy quick success, and he will then attempt to flee. If cornered, Buri-Jun will surrender, and could prove a useful if less than loyal servant.

## 6.57 THE WORKERS

Or-Prâga's little clique could prove vicious if cornered. They are very unhappy about their forward positions in Pôn-ora-Pôn's defense plan. If given the time, they plan to abandon the guard rooms and flee down to the lower level via the secret tunnel. Once there, they have not decided whetherto try to hide in the old kitchen or to try to sneak back upstairs to flee via the Bear's cave. These four will not give any quarter, but if they are outnumbered, they will ask for quarter after a few rounds for form's sake. As prisoners they will sicken and die in less than a week. Om-buri-Om is too terrified of Pôn-ora-Pôn to do anything other than to stay with her and fight to the end even if she is unconscious.

Or-Dîn may be captured without a fight if he is trapped at the guard site on top of Two-eyes. He will then cheerfully betray the rest of his people, for he wishes to see most of his companions dead. However, he will go berserk and attack prisoners that are taken through his treachery. If Or-Dîn is encountered inside, he will attempt to sneak away in order to thwart the schemes Or-Prâga and his buddies. If a confrontation ensues, he will probably attack.

## 6.58 DHÔR-TURA-DHÔR

It is said that the merest insect could kill Lord Sauron with a single blow, if it was extremely lucky. With regards to Dhôr-tura-Dhôr, the players would do well not to test the truth of that proposition — the Pukel-man is way out of their league. It will display a genuinely warm disposition towards them unless the group has evil members (in any role other than that of prisoner). In this case, Dhôr-tura-Dhôr will simply leave without offering any assistance or even speaking. However, upon leaving the Grottos the group will find that a new patch of herb has sprung up just outside the exit, containing those medicinal plants that they most desperately need. Hopefully, they will have the sense to recognize and the skill to use the herbs. If not, it is not Dhôr-tura-Dhôr's problem.

# 7.0 ENCOUNTER TABLE

Encounter	Dark Woods	Dark Wood Paths	Dark Wood Clearings	Bor Leath
Chance (%)	75%	50%	50%	25%
Distance (miles)	.25	.5	.5	1
Time (hours)	.25	.5	.5	1
General Traps	01	01-03	01-02	01
Natural Hazards	02-05	04-07	03-06	02-04
<b>ANIMALS</b>				
Wolves	06	08-09	07-09	05
Lions	07-08	10	10-11	—
Bears	09-10	11-12	12-14	—
Cave Bears	11	—	15	—
Glutan	12-18	13-17	16-20	06-07
Ninfiara/Wild Aurochs	19-22	18	21-24	08
Boar	23-26	19-23	25-32	09-10
Bats/Flying Frogs	27-33	24-27	33-37	11
Hummerhorns	34	28	38-40	12
Dumbledoors	35-43	29-34	41-46	13-14
Dangerous Snakes	44-52	35-43	47-53	15
Birds	53-64	44-62	54-67	16-21
Other Animals	65-80	63-77	68-79	22-30
<b>UNDEAD</b>				
Mara	81	78	—	31-44
Skeletons	—	—	—	—
Demon	82	79	80	45
<b>LOCAL MEN</b>				
Mercenaries/Brigands	83	80-81	81	46-51
Beffraen	84-85	82	82	—
Mebden	86-88	83	83-84	52
Saralainners	89	84	85	53-56
Common Folk	90	85-86	86	57-78
Rivermen	—	—	—	79
Large Patrol	—	87	87	80
Small Patrol	91	88-90	88-90	81-82
Spies	—	91	91	83-84
Other Individuals	92	92	92	85-86
Foreigners	—	93	93	87-92
<b>NON-MANNISH RACES</b>				
Elves	93	94	94	93
Dwarves	—	95	95	94-96
Huorns	94-97	96-97	96-97	97
Woses	98-99	98	98-99	98
Other Beings	00	99-00	00	99-00

### Use of the Encounter Table and Codes:

The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the Time given on the table or the time it takes the group to cover the Distance given on the table, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.



## 8.0 BEAST TABLE

TYPE	Lvl	#/ Enc.	Size	Speed	Hits	AT	DB	Attacks	NOTES
Black Bear	5	1-4	L	MF/MF	150	SL/8	20	65LGr/70LCI/40MBi	Possessive of their territory, will attack.
Black Flyer	2	1-200	S	F/F	12	No/I	25	25SCI/20SBa/poison	Swarm in early fall, Lvl 6 reduction poison.
Boar	2	2-20	M	F/MF	100	No/4	30	50MHo/50MBa/40STs	Males are very aggressive about defending packs.
Cave Bear	7	1-2	L	MF/MF	250	SL/8	40	95HGr/90LCI/60LBi	Will rarely attack unless provoked.
Dumblersors	1	1-100	S	VF/VF	3	No/I	40	10TSt/poison	Nasty oversized wasps, Lvl 3 muscle poison.
Fiara	1	2-20	M	VF/MF	50	No/3	45	20SHo/35TTs/—	Only males have horns, solitary during winter.
Forest Troll	5	1-4	L	MD/MD	80	RL/11	10	65LCI/50LBi/—	Degenerate even by Trollish standards
Glutan	3	1-2	S	MF/BF	45	No/3	50	60MBi/50MCI/Both	Attacks without reason, always fights to the death
Gorcrow	1	5-50	S	F/MF	20	No/I	55	10SPi/10SCI/—	
Grey Flyer	0	1-1000	T	VS/MD	2	No/I	30	15TCI/10TBa/poison	Swarm in early summer, Lvl 4 reduction poison.
Hummerhorns	3	1-20	M	VF/F	35	No/I	50	50SST/—/—	Inhabit marshes, recklessly aggressive.
Huorns	10	1-6	H	MD/MD	220	RL/12	40	120LBa(2-4x)/—	Truely wild wood demons, do 2xDamage.
Ifelroses	2	varies	M	—/—	40	SL/8	0	20SPi/—/—	Stats apply to each bush. Poisoned thorns: 1st lvl circulatory poison (RR failure = 1-8 hits).
Nathair	1	1	S	MD/F	25	No/I	25	40SSt/poison	Easily angered, Lvl 6 Circulatory poison.
Nathrach	1	1-2	S	MD/MF	20	No/I	20	30SSt/poison	F/MD in water, hunts on land, Lvl 2 Muscle poison.
Nimfiara	7	1	L	BF/VF	210	No/3	60	75LHo/60LBa/—	Extremely rare, if crits when charging go to 80LTs.
Owl	1	1-2	S	F/F	20	No/I	50	35SCI/10SPi/—	Nocturnal predator, rarely aggressive.
Spotted Lion	5	2-10	M	F/F	110	No/4	25	75LCI/75LBi/—	Very wary, if Bite crits next attack is 100LCI
Wild Auroch	4	1-4	L	MF/F	190	No/3	35	75LHo/65LTs	Becomes very aggressive with little provocation.
Wolf	3	5-25	M	F/F	110	No/3	30	65LBi/—/—	Few survive here, most are very cautious.
Woodbees	1	4-400	T	MD/VF	1	No/I	30	0TSt/—/—	Lvl 1 Poison on Crits (+1-4 hits). Bees attacking in groups of 30 or more may make a 30SSt attack.



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