

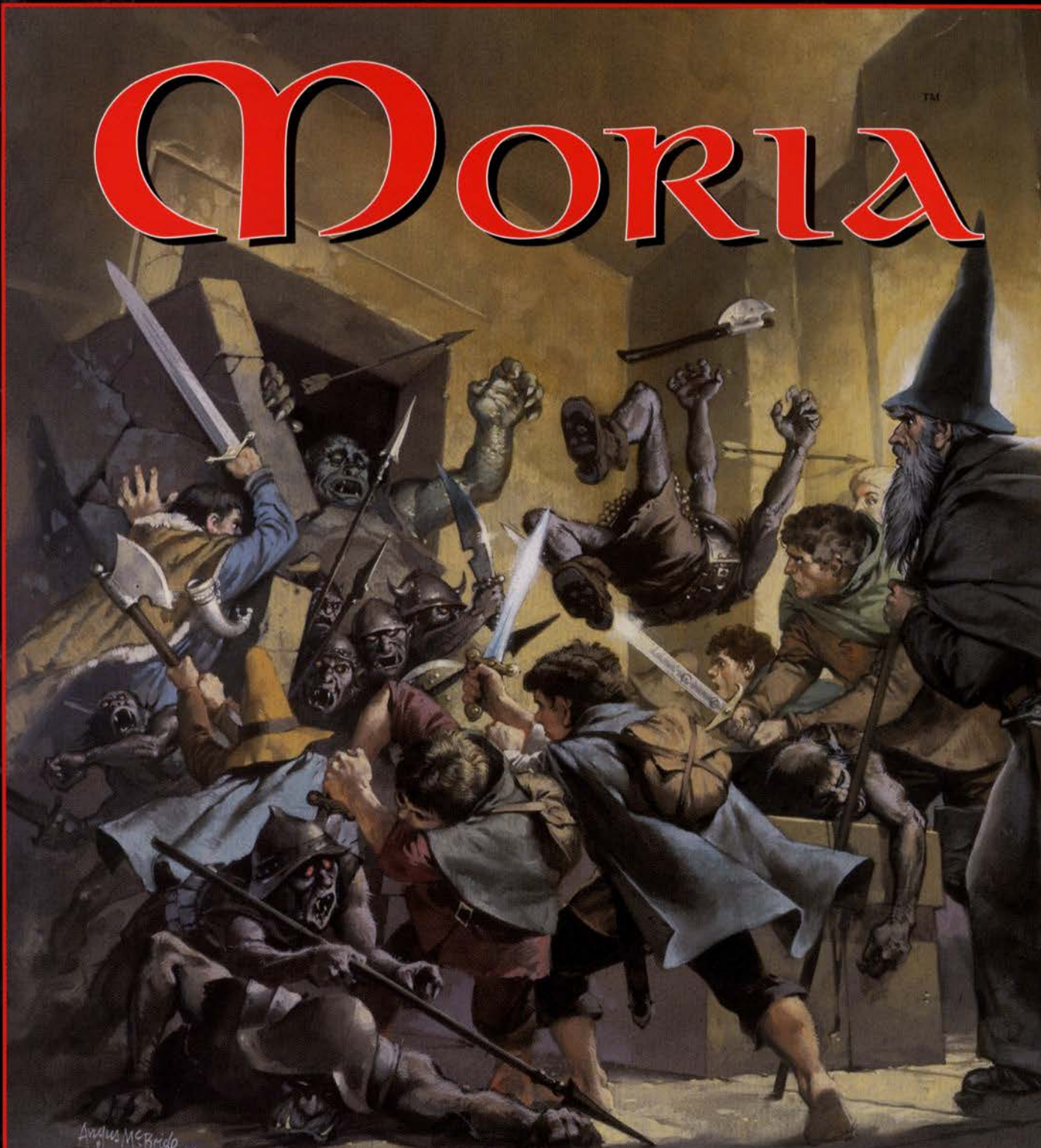
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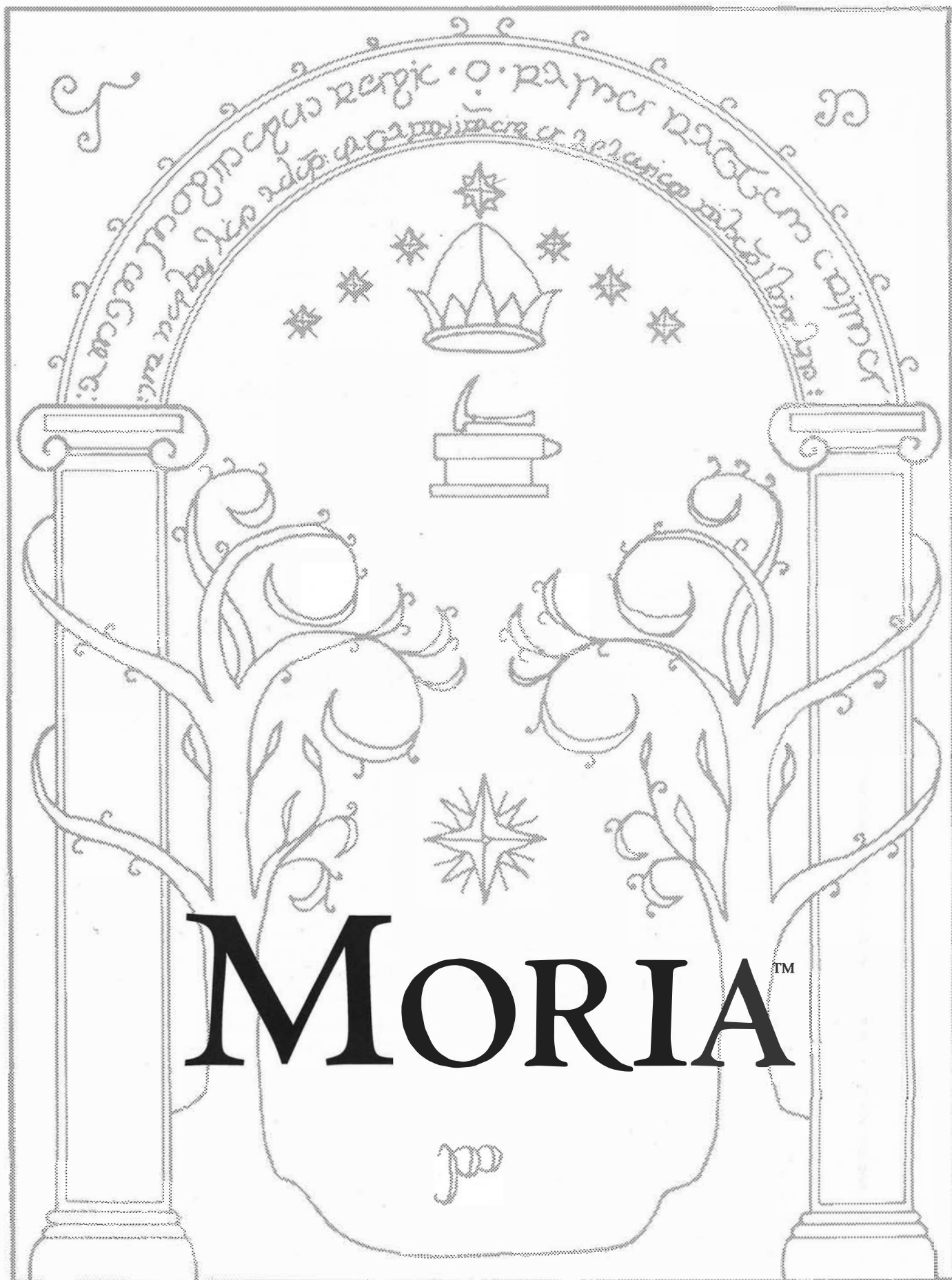
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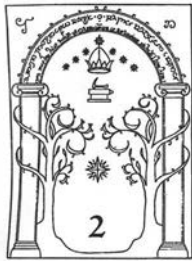


MORIA



Based on J.R.R. Tolkien's THE LORD OF THE RINGS™





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Note: *ICE's "Moria" is a revised compilation of material previously published as part of a work entitled "Moria, The Dwarven City." While ICE has added new material and reorganized the data, most of the prose here was already in print when we began our revision.*

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"Hey, I'm serious; I saw something move in the water."

The Dwarf Warrior turned to the frightened Elf, frowned, and said: "Dimculin, how did you survive childhood?" Beorg intervened: "The youth's right; move to the cliff! Whatever it is, we don't have time to play about."

Kháin the Dwarf reluctantly readied his axe and stepped back behind the trembling Elf. Only the Beorning Ranger seemed relaxed; he and the Mage Dinrohir of Fornost, who was busy trying to solve the mystery of the inscription on the now-illuminated Ithildin face. The Mage whispered the words:

"The Doors of Durin, Lord of Moria. Speak, friend, and enter."^{*}

His wife Mirien spoke with desperation: "You can't figure it out? Slowly, Dinrohir looked up the cliffside, as if asking the three glimmering peaks for the answer. "No. He sighed in frustration: "They left us clueless, so they'll have to fend for themselves."

Miles inside the mountain, the other party quietly rushed toward the East-gate, unwittingly leaving one of their own behind. Teve was already well down the dark corridor and out of sight. Shaneen prayed that he had heard the grinding of the trap mechanism. The others were probably hundreds of yards ahead, running for the twisting stair. A call brought no reply. She looked down at her legs and a tear came to her eye. With the aid of a few faint rays of light cast from a high slit in the shaft above, she could make out the two sharp-edged iron bars that held her firmly, biting into her thighs. Her Scout-expertise with trap-lore proved no match for the clever Dwarven construction; she had never noticed the receding stone. Any attempt to move only tightened the metal spring. Then, she felt the relaxing flow of her own blood and realized that poison was coursing through her veins. Looking about at the beautiful, arching stone chamber, Shaneen muttered to herself: "What a wondrous place to sleep." Torchlights began moving across the stone bridge that spanned the chasm she had just traversed. The young Scout sensed fear for the first time: Grolg's Orcs had finally caught up... Suddenly, she felt a firm hand on her shoulder and heard the calming words of the Animist Jerik: "Need any help?"

^{*}*LotR I*, p. 398.

1.0 INTRODUCTION

"... The world is grey, the mountains old,
The forge's fire is ashen cold;
No harp is wrung, no hammer falls:
The darkness dwells in Durin's halls;
The shadow lies upon his tomb
In Moria, in Khazad-dûm.
But still the sunken stars appear
In dark and windless Mirrormere;
There lies his crown in water deep,
Till Durin wakes again from sleep."

—excerpt from an ancient Dwarven chant
LotR I, p. 412.

No delving—real or mythical, natural or unnatural, inviting or dangerous—conjures a grander or more fascinating adventure setting than Moria, the "Black Chasm" of J.R.R. Tolkien's *The Lord of the Rings*. A vast, subterranean complex of gaping mines, fiery pits, misty abysses, elaborate chambers, dizzying stairwells, and countless passages (charted and uncharted), it is without peers.

ADVENTURE GAMING

Moria is part of ICE's *Citadels of Middle-earth*[™] adventure game series. This collection documents specific strongholds or fortified cities found in Tolkien's Middle-earth[®]. Other volumes include *Isengard*[™], *Dol Guldur*[™], *Minas Tirith*[™], etc. Each of these works describes all the notable sites and characters from one of Endor's most storied locales. In addition to covering the hold's structure, layout, and architectural themes, we furnish historical background and information about the plants, animals, and inhabitants associated with the citadel. We also provide you with adventures and statistical summaries, so you can use the citadel in your fantasy adventure game.

As you may already know, adventure games include fantasy role playing and simpler story telling games. These games are akin to plays or interactive novels. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines their imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and adventure. Over the years, gamemasters have chosen Endor, Middle-earth, as the setting for adventure games. No fantasy world exceeds Tolkien's creation in terms of depth, flavor, and consistency—or as an adventure gaming locale.

Moria serves as a helpful tool for gamemasters and players seeking knowledge about the grandest and most famous Dwarf-realm in all Endor. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, in particular ICE's *Middle-earth*[®] series. Those wishing to explore Khazad-dûm (especially in the context of an adventure game) will find this work invaluable.

USING THIS WORK

Moria begins with a brief overview of the great subterranean domain called Khazad-dûm. This section (2.0) covers the general history of the Dwarven delving, and includes a comprehensive timeline. We then explore the natural setting, including the landscapes and climate in and around the central Misty Mountains (see Section 3.0). A chapter on flora and fauna (Section 4.0) follows. Sections 5.0 through 8.0 deal with the Naugrim, the Dwarves of Endor, with specific emphasis on Durin's Folk. Sections 9.0 through 12.0 document the character and layout of Moria, and Section 13.0 provides you with a picture of the frightening Under-deeps that lie below the ancient Dwarf-hold. Sections 14.0 and 15.0 focus on the awful Balrog and his minions, as well as the other denizens of Darkness. Role playing guidelines, episodes, and adventures follow (see Sections 16.0 through 18.0). These stories and plotlines precede five related tables detailing game statistics, encounters, etc. (see Section 9.0). We finish with an array of appendices (Section 20.0) and a glossary pertaining to the Dwarves and Khazad-dûm.

This work includes a host of terms and charts pertaining to ICE's *Middle-earth Role Playing*™, *Rolemaster*™, and *Lord of the Rings Adventure Game*™ systems. You can find an explanation of these arcane concepts and statistics in section 20.0. Since this work is intended as a general role playing supplement, this section includes provisions for adapting or translating all of these game stats and bonuses to other adventure games.

THE SOURCES

This is an authorized secondary work. It is specifically based on *The Hobbit* and *The Lord of the Rings*, and it has been developed so that no conflict exists with any of the other primary publications. Of course, always remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth.

Moria is based on extensive research. We uphold the high standards associated with legacy of J.R.R. Tolkien. By blending material from primary and secondary sources with rational linguistic, cultural, and geological data, we insure that any interpretive material fits into Professor Tolkien's defined patterns and schemes. Keep in mind, however, that this is by no means the "sole official view."

Since we derive the material in *Moria* from authorized sources, we provide citations to pertinent sections in *The Hobbit* and *The Lord of the Rings* and other major works by J.R.R. Tolkien. Where we have extrapolated information, we either omit citations or we refer to publications in ICE's Middle-earth adventure game series.

2.0 OVERVIEW OF MORIA

"Durin is the name that the Dwarves use for the eldest of the Seven Fathers of their race, and the ancestor of all the kings of the Longbeards. He slept alone, until in the deeps of time and the awakening of that people he came to Azanulbizar, and in the caves above Kheledzâram in the east of the Misty Mountains he made his dwelling, where afterwards were the Mines of Moria renowned in song."

— *LotR III*, p. 438

Deep in bowels of the central Misty Mountains lies Moria, the "Black Chasm." Huge and grand, forbidding and mysterious, shrouded by its very nature and with the passage of time, this ancient underground Dwarf-city remains one of the noblest creations in Middle-earth. It serves as a testimony to both honor and greed, an ever-eerie symbol of the struggle with Darkness that has so long plagued Endor. Those who seek to walk its paths and exploit its untold riches feel the power of its plight and legacy, and must endure visions and terrors beyond comprehension. Moria is both beauty and death incarnate.

Here stood Khazad-dûm (Kh. "Dwarf-mansion"), the Kingdom of the noblest Lord of the Seven Tribes of Dwarves, a city sculpted from rock and embellished by the finest hall-builders of their day. Within its recesses, Durin's Folk mined precious jewels and metals, and discovered mithril, the "true-silver." They built stairways to peaks touching the stars, and to depths unknown and terrible. They erected spans across bottomless pits and enchanting canyons, and fashioned vaults in caves larger than many citadels.

Now its chambers are dark and its builders are gone. The seven great levels of old remain, but they are cursed by the presence of Orcs, Trolls, Wolves, and other heinous denizens. Beasts guard the passages and prey upon whatever fools that challenge them, while undefined demons prowl the deeps below. Tales speak of a Balrog, a "Demon of Might" which once served the Black Enemy Morgoth. The hideous beast was inadvertently released by Dwarves obsessed with wealth, only to slay two Dwarf-kings and rule over their realm with abhorrent horror and unforgiving fire. Thus, Khazad-dûm has now come to be called Moria.





2.1 A BRIEF HISTORY

"Greatest of all the mansions of the Dwarves was Khazad-dûm, the Dwarrowdelf, Haddrond in the Elvish tongue, that was afterwards in the days of darkness called Moria; but it was far off in the Mountains of Mist beyond the wide leagues of Eriador, and to the Eldar came but as a name and a rumour from the words of the Dwarves of the Blue Mountains."

— Sil, p. 91

Following the creation of Arda and its continents, Eru (the "One") resolved to populate Middle-earth with his Children. He chose the Elves as Firstborn and told his servants, the Valar, of his plan. In turn, they went about preparing the world in the long years before the Coming.

But Aulë, Smith of the Valar, grew impatient. He desired the awakening of Eru's Children in order to teach them his lore and crafts, and slowly this passion consumed his thoughts. Finally, Aulë could tarry no longer, so he secretly made Children of his own. He wrought the Seven Fathers of the Dwarves from earth and stone and molded them into the vague image Eru had described. In this, he strayed from Eru's plan, for the Children's forms were unclear to Aulë, and the Dwarves were born as they are now: short and stout, strong and unyielding, fierce and proud.

*Dáin Ironfoot
and Azog*



The One is never fooled, and Aulë could not long hide his handiwork. As the Dwarf-fathers awoke and the Smith began giving them speech, Eru spoke to Aulë and reminded him that the Valar were not to create. Those things a Vala makes are part of that Vala's being and cannot act or think outside the thoughts of their maker; thus the Dwarves were bound to Aulë. The Smith never desired such lordship, nor did he wish to displease Eru, and he acknowledged his folly and repented.

As part of his repentance, Aulë offered to destroy his own creations, but Eru accepted the Dwarves in the form they were made, as his own Children. The One gave them a life and a will, and then cast the Seven Fathers into a deep sleep in the chambers where they had been shaped. There they lay, deep beneath the mountains of Middle-earth, awaiting their time. Though the Elves came later, they were still Firstborn.

2.1.1 THE FOUNDING OF KHAZAD-DÛM

So, years after the birth of the Elves, the Seven Fathers of the Dwarves awoke and came forth into the world with their Seven Kindreds. They began to explore their new land, finding things of beauty. During these wanderings, some Tribes chose to settle in wondrous homes beneath the heights of Middle-earth, while others traveled on in search of greater gifts. Although they are a race without physical grace, the Dwarves have always had an eye for those things splendid and magnificent, and this passion drives them to seek new riches.

Thus, the Kindreds went their own ways. The Seven Dwarf-kings quarreled over territory and the paths they should take in quest of fairer places to reside. Of the three tribes that marched into the Northwest of Endor, that of Durin I (The Deathless) left the trail in the Misty Mountains; the others strove on into the Blue Mountains beyond Eriador.

Durin I was the First Father of the Dwarves and his House is the oldest of the Seven. Accordingly, he was first among equals when the Kindreds were together. The three tribes that reached the eastern edge of the Misty Mountains in the early First Age followed his bidding and advanced up the valley of the River Celebrant toward the Redhorn Pass in order to cross the range. Climbing the steep ravine, they came to the cool springs of Kibil-nâla, which feed the river; and they camped in the vale that surrounded the watersource.

One morning, Durin rose and scouted the upper valley where, on a shelf protected by a lip of stone, lay a small, narrow lake. Despite his hardiness—and the fact that the pool was only a few hundred yards above the springs—Durin felt need for refreshment and bent down to drink from the lake. The pool's surface was as glass and the shine beckoned him. As he lowered his hands, however, he stopped in wonderment: the reflection cast in the watery sheen was of Durin, but a "Crown of Seven Stars" was around his head.

Durin deemed the vision a sign that the valley was the place from which he would rule his kingdom. He returned to the camp and proclaimed that he would stay. His host gathered round, and scouts were sent into the heights above the vale. They found a cave mouth in the mountainside, behind which lay a vast complex of richly-endowed natural chambers. Durin chose the site for his home and named it Khazad-dûm, the "Dwarf-mansion."

Durin's Kindred rallied around their King, but the other tribes decided to move onward. They knew that the wealth of Khazad-dûm would not be divided evenly, for it was not the Dwarven way; nor was it comfortable for Kindreds to live among one another. All but Durin's Folk crossed over the Redhorn Pass, leaving their brethren behind in the sacred vale.

THE BUILDING OF THE DURIN'S MANSION

Durin called the enchanted pool Kheled-zâram, the "Glass-lake;" thus the Westron (Common) term Mirrormere. A stone obelisk was erected on the spot where he first gazed upon "Durin's Crown" and, to this day, no matter what hour or what form the light might take, one can see the Seven Stars in the water. Yet, no one's face is ever reflected in the Mirrormere.

Since the valley surrounding the Glass-lake was shadowed by the three high peaks of Cloudyhead, the Redhorn, and the Silvertine, it was given the name Azanulbizar, which means the "Valley of the Dim Rills" (Dimrill Dale). Durin counted both the vale and its lake as the entryway to, and the easternmost part of, his new Kingdom. Durin's Dwarves then carved twisting stairs along the face of the Silvertine to connect Dimrill Dale with Khazad-dûm. An eastward facing porch was built at the top of the stairway, and a pair of huge steel doors were erected to protect the Great Gates (East-gate), then the only entrance to the Dwarven halls.

With the passing years, Khazad-dûm was extended ever-westward beneath the Silvertine. Natural supports of limestone, granite, and alabaster were sculpted into marvelous columns; chambers and grottos became grand halls, some tumbling, some symmetric. The Dwarves smoothed winding passages and lined them with finely-cut stone. Majestic stairways interlaced the complex, uncoiling into the depths or reaching toward the spires above. Durin's craftsmen provided rugs, tapestries, ban-

ners, and gilded screens to warm the rooms. Jewels and semi-precious stones accented reliefs and were inlaid into huge, embossed fountains and imposing statuary. Dwarven engineers tamed wild streams and falls, crafting beautiful stone channels to carry water to the driest subterranean reaches. Fantastic towers and deeply-hewn windows gathered the outside air and welcomed the rays of the sun and the moon. Many-hued marbles and black, glassine obsidian adorned the walls, and the whole mansion was filled with the dancing light of a thousand crystal lamps.

THE DWARVES OF BELEGOST AND NOGROD

While Durin's Folk labored to create Khazad-dûm, the two tribes that had gone onward across the Misty Mountains traversed the expanses of Eriador and founded their own dwellings among the peaks of the eastern Ered Luin (S. "Blue Mountains"). Their delvings became sister cities, for both were near Orod Dolmed. To the north of the mountain, Belegost (S. "Mighty Fortress") was built, and the Dwarves called it Gabilgathol. Nogrod (S. "Dwarf-dwelling"), or Tumunzahar, was constructed some distance to the south.

Not long after their arrival, the Dwarves of Belegost encountered the Sindarin Elves of the region. This first meeting of Dwarves and the Firstborn was cautious, but created a bond between the those of Belegost and King Thingol's Grey-elves. Trade between the two races flourished and the Dwarves (whom the Elves called Naugrim, or "Stunted People") became renowned for their stone- and metalcraft. Belegost's forges gave the world the first chainmail, and her craftsmen carved Thingol's refuge at Menegroth.

Relations between the Elves and the Dwarves of Nogrod were not so friendly, however, and their commerce was limited. Although the smiths of Nogrod surpassed those to the north (including the exalted Telchar), their skills could not offset their coolness. Nogrod's Dwarves demanded too much for their superb steelwork and coveted too many of the prizes owned by the Elves.

But the differences between Elves and Dwarves did not interfere with their alliance against the Black Enemy Morgoth. Dwarven armies and weaponry proved instrumental in the struggle against darkness; Naugrim blood spilled onto many battlefields, and their presence often proved decisive. At the Battle of Unnumbered Tears, Lord Azaghâl of Belegost led his warriors into the flames of Morgoth's Dragon-host. Hardened by the fires of the earth and the heat of their own great forges—and wearing full-helms engraved with wicked face masks—the Dwarves withstood the Drakes' onslaught. Azaghâl faced Glaurung, and wounded the Father of Dragons, but the beast slew the Dwarf-lord. His valor, however, inspired the unyielding Dwarves, who then drove the injured Glaurung homeward with his brood.





THE ORIGIN OF STRIFE BETWEEN THE DWARVES AND THE SINDAR

Still, the Dwarves did not escape Morgoth's Evil. Some succumbed to malice and greed. Of these, the worst hailed from Nogrod, Dwarven warriors and smiths who spawned much of the everlasting ire between the Sindar and the Naugrim.

Because of their absolute mastery of steel, stone, and gem-craft, the smiths of Nogrod produced occasional works for the Elven Lords. The necklace Nauglamír was the greatest such creation, and was held by a succession of Noldorin Elf-kings. During the late First Age, however, it passed to King Thingol of the Sindar. Thingol possessed one of the three almighty Silmarils (Jewels of Power)—one that had been recovered from Morgoth—and he wanted the Jewel set in the necklace. Thus, he commissioned some of Nogrod's craftsmen, hoping they could amend their own grand design, for in those days, some of these smiths worked and resided in separate quarters within Thingol's mansion at Menegroth. Coveting the high Jewel, the Dwarves murdered Thingol and stole the prize. They were pursued, and all but two were killed. The avenging Sindar reclaimed the Silmaril and bore it back to Menegroth.

Those Dwarves that escaped went home to Nogrod and told their kinsmen that their companions had been put to death at Thingol's orders. Without knowledge of the truth and against the cautioning pleas of the Dwarves of Belegost, the host of Nogrod armed themselves and marched on Menegroth. They sacked the Elven hold and captured the Silmaril.

Nogrod's Dwarves quickly turned homeward, but word of their deeds passed more swiftly, and an army of Elves, Men, and Ents fell upon them at the ford called Sarn Athrad. The Dwarven axes were no match for their pursuers' wrathful vengeance, and the Naugrim were slaughtered. In the end, the Lord of Nogrod lay dead and the cursed Silmaril was cast into the River Ascar. An uneasy peace prevailed but, from this time on, the Dwarves and the Sindar have always been at odds.

THE FLIGHT TO KHAZAD-DÛM

Years later, Morgoth was overthrown by the Host of the Valar and northwestern Middle-earth was wrecked. Disaster befell its peoples as the cataclysmic Great Battle claimed much of the land. Most of Beleriand sank into the sea; quakes and fire destroyed Nogrod and Belegost. The surviving Dwarves fled westward into Eriador and began to wander. Eventually, they joined Durin's Folk in Khazad-dûm, bringing both mesmerizing knowledge and their unswaying hatred of the Sindar. Their arrival crowded Durin's home and tested the mettle of its inhabitants. It spawned an age of building and mining without equal in the annals of Dwarvenkind.

2.1.2 THE GOLDEN YEARS OF THE SECOND AGE

Khazad-dûm's boundaries moved steadily north and westward during the first seven hundred and fifty years of the Second Age. With hammer and mattock, with ferocity and fire, the Dwarves beat back every obstacle and unearthed seemingly endless mineral wealth. As the centuries passed most of the stone beneath the upper Silvertine was touched somehow. Everywhere, the Naugrim delved relentlessly: rock was carved and modeled for support; caverns and fissures became halls and passages; the ores bound beneath the earth surrendered metals, both precious and practical. The greatest Dwarven hold became still grander.

Elves also prospered during these untroubled times, for those who survived the Fall of Morgoth built new Kingdoms in Lindon (what remained of Beleriand) and western Eriador. Noldor settlements began buying raw materials from Durin's Folk soon after the end of the First Age, and trade routes sprang up. Caravans bearing Dwarven wares left the Great Gates of Khazad-dûm and ascended the stairway road that ran out of Dimrill Dale and over the Redhorn Pass. After descending the foothills of Eregion, they made their way westward across the wild open country of Eriador, finally reaching destinations in the Tower Hills, or Grey Havens. The Elves paid for these shipments with precious jewels and finished goods.

Over time, many of the Noldor (Deep-elves) moved east to the western edges of the Misty Mountains, and some settled along the trade routes of Eregion. These Elves lived amicably beside Durin's Kindred, since no antimosity existed between Noldor and Naugrim. Commerce expanded, prompting still more Dwarven mining.

THE DISCOVERY OF MITHRIL

Around S.A. 700, Dwarf engineers extended their iron and silver mines to the northern edge of the Silvertine and uncovered a vein of an entirely new metal. It could produce alloys harder, lighter, and stronger than steel, yet it was as malleable as copper. They called it "True-silver," or "mithril" (S. "Grey Brilliance") in the Elven-tongue, because it gleamed and did not tarnish or weaken when worked. No metal possessed its combined properties of strength and beauty, and none inspired so much demand. The already affluent Dwarves of Khazad-dûm became even wealthier.

The discovery of mithril prompted a Noldor migration into Eregion. Coming in search of new material for their wondrous crafts, these Elves settled in smaller Elven towns and built a great city at the junction of the Rivers Sirannon and Glanduin. Mithril excited the ever-curious Noldor, Elves who rivalled—and often surpassed—the Dwarves in the arts of smithcraft. Noldor jewelry was precious and required the finest materials. Mithril was a prize they could not ignore.

Within decades of finding mithril, Durin's Folk had completed a subterranean road beneath the Silvertine that connected their city and mines to the Elven realm of Eregion. The West-gate of Khazad-dûm was opened, and goods bound for the Noldor stores and forges no longer had to travel the long route over the Redhorn Pass. Khazad-dûm spanned the Misty Mountains. Elf-crafts and Dwarfven things flowed freely and the Dwarf-city became known for its increasingly opulent splendor. It was truly a golden time.

2.1.3 THE ORIGIN OF THE NAME "MORIA"

Beginning in the year 800 of the Second Age, a threat to the friendship between Durin's Kindred and the folk of Eregion appeared. Sindar Elves from King Thranduil's Kingdom in Lindon migrated into the Noldor lands and took residence among the Deep-elves. Coming out of western Eriador in search of a new realm, they brought the old memories of the Sorrow of the Nauglamír, the Sack of Menegroth, and Battle of Sarn Athrad. Like all Dwarves, Durin's Folk never forgot a right or wrong, nor did they easily relinquish a well-nurtured grudge, and the eight centuries since the passing of the First Age did not erase the suspicion and hatred between Dwarf and Sinda.

The proud Noldor politely accepted Thranduil's people, but the arrival of Sindar simply alienated the Dwarves. The Naugrim slowed their trade with Eregion and refused to deal with the Grey-elves. For the first time, disputes with the Noldor became a problem, and strife spread.

Eregion's leaders—notably Celebrimbor, Galadriel, and the Sinda Celeborn (Galadriel's husband)—realized that harmony was gone and that the threat to peace increased daily. They pressured Thranduil to remove his people from Eregion and seek a new home. Their words rang true, and Thranduil sought council among the Sindar. Since Grey-elven folk felt subjugated among the mightier Deep-elves, they agreed to depart and, around S.A. 850, the Sindar crossed the Redhorn Pass in search of territory they could call their own. (They eventually settled in northern Mirkwood.)

With Thranduil's Grey-elves gone, relations between Khazad-dûm and Eregion improved, but they never again reached a state of amity. The Dwarves maintained distance and, although outright hostility vanished, suspicion and uncertainty remained. Naugrim ways did not normally embrace cooperation and concord, and Durin's Folk felt betrayed by their own weakness. From this day on, Thranduil's arrival was remembered as a sign of Noldor allegiance. The Dwarves did not forget the "dark times."

THE "LORD OF GIFTS" AND THE RINGS OF POWER

In the three hundred and fifty years following the time of Thranduil's exodus from Eregion, both the Elves and Dwarves continued building their kingdoms and trading carefully when need arose. An uneasy balance prevailed; peace reigned. Then, Annatar, the bewildering "Lord of Gifts," appeared in Eregion. Fair-seeming and wise, Annatar preached that, with his aid, the Noldor could build a land as fair as any, anywhere. His words seduced the Deep-elves, for they loved their realm and Middle-earth, but longed for the beauty of the Undying Lands of the Uttermost West. Like the Dwarves, they loved Aulë and rejoiced in the creation of things of power and elegance.

Annatar was versed in high lore and gave amazing presents to the smiths of Eregion. The skills of the Deep-elves reached inestimable heights and their leader, Celebrimbor, believed every utterance from the Lord of Gifts. Followers of Galadriel and Celeborn advocated restraint, but did not allay the desires of their brethren. A schism resulted and Galadriel's folk decided to leave Eregion and journey to Lórinand (later called Lórien), east of the Misty Mountains. Galadriel asked for safe passage through Khazad-dûm, and the Fair Lady was permitted to lead her people out via the Dwarfven Road. Meanwhile, Celebrimbor's smiths continued to work closely beside their new teacher and Eregion's fortunes blossomed. The dissenters had left with Galadriel and all was well, except that Annatar was actually Sauron, the Dark Lord and loftiest servant of the Evil that was Morgoth.

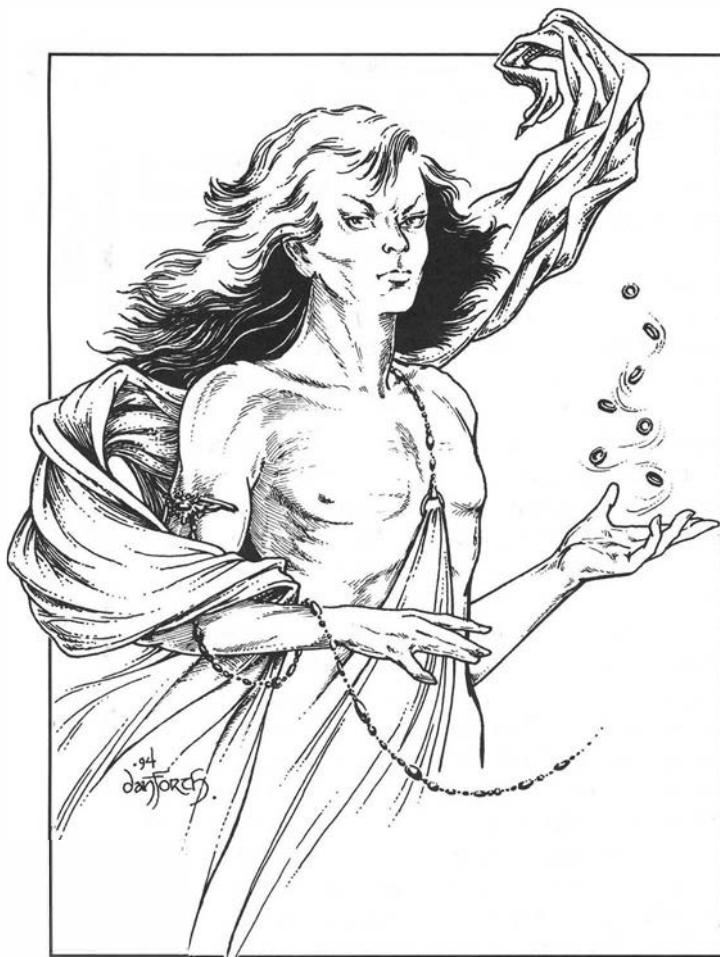
Eventually, Sauron persuaded Eregion's Noldor to create Rings of Power, and the smiths labored many years under his guidance. They forged Nine Rings, and then Seven more. Ten years later, Celebrimbor completed the Three Elven Rings, works of his own making that possessed still greater power.

THE GIFT OF DURIN'S RING

Dwarves watched these events carefully and dwelled on Galadriel's fears. Never weak, they disliked and feared things unknown and took little comfort in Annatar's presence. Word of the wroughting of powerful rings concerned King Durin III, so he sent envoys to Celebrimbor. The Elf-lord appreciated the needs of his neighbor and desired to maintain friendship with the Naugrim. Thus, he gave Durin III the first and greatest of the Seven Rings.

The gift pleased Sauron, for the Dark One planned to control all those who held the Rings of Power and, in so doing, dominate the Free Peoples of Middle-earth. Durin III was King of the Khazad-dûm, the mightiest Dwarf alive, and Sauron thirsted for the wealth of the Dwarf-lord's realm. The Dark Lord retired to Mordor to complete the task of mastering the great Rings.





*Annatar and
the Seven Rings*

Nearly a decade after his return to the Black Land, Sauron secretly forged the One Ring in the fires of Orodruin (Mount Doom). It was the Ruling Ring, born of the same knowledge that made the others and, with it, the Dark One became the Lord of the Rings. But as he placed it on his finger, Celebrimbor realized the plight of the world and ordered the Three Rings removed from use. Sauron was furious, since his tools could not hold sway over those who did not wear them. And, he found that he was unable to control the Dwarf-king, who still wore one of the Seven. Durin III, like all Naugrim, was difficult to comprehend and did not submit to domination.

THE WAR AND THE NAMING OF "MORIA"

Nine decades passed while the the Dark Lord assembled his host and prepared for war. Then, in S.A. 1693, armies poured out of Mordor and crossed the Anduin, driving westward. Celebrimbor reacted by sending the Three Elven Rings to safety in Lindon, where King Gil-galad maintained a vigil. Sauron's servants invaded Eregion four years later. Both the Noldor of Eregion and the Dwarves of Khazad-dûm braced themselves, but the terror and fury of the assault seemed unstoppable. Dwar-

ven warriors refused to leave the protective confines of their city, while the Deep-elves battled the Dark One's host through the ravines and holly-covered hills of Eregion. By day, the Noldor withstood waves of pitiless Men; at night, the assailing ranks were filled with countless Orcs and Trolls. Sauron's horde broke through and stormed the Elf-city of Ost-in-Edhil. Seeking refuge for his beleaguered people, Celebrimbor sent envoys to Durin III.

The Dwarf-king refused to open the West-gate to the Elves, just as he had denied warriors for the defense of Eregion. The escape route was closed, and the Noldor slaughtered. Celebrimbor fought to the end, but Sauron and his Orcs captured, tortured, and then executed the Master-smith. After sacking the treasures and craft-halls of the House of the Jewel-smiths, the Evil One took the remaining six of the Seven, and all the Nine Rings of Power. Eregion lay in waste, the Elf-kingdom forever gone. Its few survivors fled northward to Rhudaur, where their leader—Elrond son of Eärendil—founded the haven called Imladris (Rivendell). The secret of the Three Elven Rings went with them, and Sauron was denied his greatest prize.

After a futile pursuit of Elrond's company, the Dark Lord's forces turned on an army of Durin's Dwarves and Elves from Lórien. The Evil Horde prevailed and reached the West-door of Khazad-dûm but, once again, the gates were shut. Sauron's throng turned wheeled, and overran all of Eriador. A year later, the Lord of the Rings' worst fear came true. After a five year delay, a Númenórean army landed at the Grey Havens and supported a successful defense of Lindon. Then, the Númenóreans sailed southward and weighed anchor at Lond Daer by the mouth of the River Gwathló. A series of battles followed, and the High Men of Númenor—allied with Gil-galad's from Lindon and Galadriel's warriors of Lórien—swept Sauron's servants out of Eriador. Middle-earth enjoyed peace for fourteen hundred years thereafter.

Legends say that Durin III was somehow affected by his Ring of Power when he rejected Celebrimbor's pleas. Unreal fears of having to divide the wealth of Khazad-dûm may have surfaced, with or without Sauron's prodding. Dwarven tales, however, hold that the Dwarf-king acted out of concern for his people, knowing that the defense of Eregion was fruitless and that the Dwarven city was too gravely endangered to risk opening the gates. A chaotic migration of fleeing Elves might have brought doom. In any case, Durin III withheld aid when it was sorely needed, and the Elves never forgave him or his kindred. From that day forth, the many of the Elven peoples sustained an enduring hate for Durin's Folk. (Only the Elves of Lórien, Galadriel's followers, maintained friendship with the Dwarves.) The others now called Khazad-dûm "Moria," the "Black Chasm."

2.2 THE DARK YEARS

"The power of Moria endured throughout the Dark Years and the dominion of Sauron, for though Eregion was destroyed and the gates of Moria were shut, the halls of Khazad-dûm were too deep and strong and filled with a people too numerous and valiant for Sauron to conquer from without. Thus its wealth remained long unravished, though its people began to dwindle."

— *LotR III*, p. 439

Although the end of the War Between the Elves and Sauron concluded an era of turmoil, the Dwarves counted the remainder of the Second Age as "Accursed Years." Sauron retired to Mordor and slowly nursed his wounds. Quiet ruled, but the Dark Lord's malice still lurked.

Despite his repose, the Evil One touched the Dwarves soon after his retreat from Eriador. Direct force had failed, so he decided to apply other means of control. Agents bearing the remaining six of the Seven Rings of Power approached Durin's fellow Dwarf-kings. Sauron hoped that the Rings would enable him to sway the Dwarves but the Dwarven Lords, like Durin III, did not submit to the Abhorred One's will. Once again, the Khazâd foiled the Black Servant's plans. So did all Dwarves earn the undying hatred of the Lord of the Rings. Sauron fumed and cursed all Dwarvenkind, resolving that a special fate would befall the Naugrim.

2.2.1 THE FATE OF THE SEVEN DWARVEN RINGS

The malediction proved slow, insidious, and effective. Dwarven resolve prevented Sauron from taming the Seven Tribes, but the Rings of Power still inflamed the worst desires of the Dwarf-kings. Over time, their fascination with crafts and precious things became an unquenchable obsession that grew into a greed for gold, silver, and jewels. Items of wealth and power became the focus of Dwarven life, and those that denied the Naugrim such riches became their enemies. Some Kindreds delved deeper into the earth, while others abandoned their homes in search of grander treasure. The Dwarves warred with their neighbors and feuded among themselves. The Dwarf-lords held the Rings until death, wanting them above all things, for without them all seemed pale and valueless.

The Dwarves remained preoccupied throughout the remaining Accursed Years and, in this, Sauron's purpose was served. While the Elves and Men struggled against Sauron's Darkness, Dwarven armies marched into remote lands in quest of new hoards. The events of the world passed them by. Númenor colonized and conquered vast lands in Middle-earth, only to fall prey to the Dark One's machinations. The High Men's continent perished, betrayed by pride and swallowed by Eru's Great Sea. Yet her Faithful sons survived and built the Kingdoms of Arnor and Gondor in Middle-earth. In turn, they allied with the Elves and crushed the Lord of the Rings, thus ending the Second Age. Great numbers of Free Peoples lost their homes and lives, but the proud, fierce Dwarves accumulated wealth and remained secluded in shielded halls.

With the dawn of the Third Age, Endor was again at peace. Unfortunately, however, Dwarven fortunes reversed, and a wave of calamities struck the rich Naugrim. Wild beasts, particularly Dragons, stirred and raided many of the Dwarf-hoards. Greed led to further kin-strife, and the Tribes turned against one another frequently. One by one, the Dwarves of the Seven Houses were robbed and battered until they took leave of their refuges and began wandering. Even the Rings of Power succumbed to misfortune for, by the middle of the Third Age, many were lost. Dragon-flame consumed some; others simply disappeared.

2.2.2 THE COMING OF THE BALROG

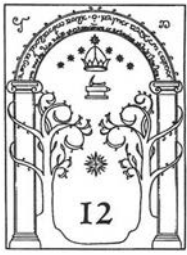
Only Durin's Folk escaped the afflictions and deprivations of their brethren. Protected by the impregnable gates of Moria, they labored for three millenia, digging, sculpting, and fortifying their awesome hold. Builders added and strengthened stately stairs and lofty towers; artisans hewed sumptuous halls; miners cut shafts farther north and west, and ever deeper into the earth under the Three Peaks. The city embodied seven levels; its mines spread over many more.

Durin's Kindred amassed wealth beyond comprehension during these long days, largely because they held the only known source of mithril in Middle-earth. Demand for the exquisite metal ran high and, due to the mithril vein, Moria reached far beneath the Redhorn. With each passing year, mithril became harder to claim and therefore more valuable. The delving progressed unceasingly until the Dwarves unleashed a terror that drove them from the mines.

It was in the time of Durin VI that the Dwarf-miners struck a natural fissure, a deep pit which seemed without end. Within it lay the hideous creature that was the Doom of Moria and Durin's Bane. The thing of horror was a Balrog, a "Demon of Might" which had escaped the fall of its master Morgoth at the end the First Age and flown to safety. Hiding deep within an abyss, it was removed from the world for over fifty-four centuries.

Once unearthed, the Balrog wasted little time. It rose up, bearing a tremendous whip and a flaming sword as large as a man. The Dwarven miners at first stood in abject awe; but as the fiery demon approached, they ran in fright, only to be butchered like small beasts driven to slaughter. Those that survived warned King Durin VI, and an elite guard sallied forth against the intruder. This brave group of warriors prevented the Balrog from entering the inner city, but the stand cost them their lives. The Dwarves' foe burst upon their line, struck down the King, and dispatched the noble retainers amidst a furious conflagration. As the fire receded, Dwarven bodies lay strewn about the Baraz Hall.





Dáin I succeeded his father as King of Moria, and immediately set about defending the city. The Dwarves were determined to avenge the loss and rid the Kingdom of the wicked creature. Their sturdy ramparts and stalwart character proved no match against the Balrog, however, for the beast was an evil Maia, a spirit born before time and possessed of the gifts of the Undying Lands. When the Demon of Might stormed the Dwarven hold early the next year (T.A. 1981), it massacred Náin and his household guard and overwhelmed the defenders. Durin's Folk fled out of the East-gate of Moria, surrendering the city to the cruel legacy of Morgoth.

2.2.3 THE SETTLEMENT OF THE LONELY MOUNTAIN

Led by King Thráin I, the displaced Dwarves wandered through the Anduin valley and Rhovanion (Wilderland) for eighteen years before finding a new home. They ended their long journey at Erebor, the "Lonely Mountain," the source of the River Celduin. In caverns reminiscent of those in Moria, the Dwarves carved out a new settlement and mine complex. Erebor proved an ideal site, for it was a natural fortress and served as a source of iron and gems. In addition, Durin's Kindred quickly established trade relations with the nearby Northman settlements of Dale and Esgaroth Upon the Long Lake. The Tribe survived and flourished, although the city in Erebor never approached the beauty or splendor of that found in Moria.

2.2.4 THE GREAT WAR BETWEEN DWARVES AND ORCS

While the hold at Erebor was built, many of Durin's Folk wandered onward to the north and east. Most of these adventurous Dwarves sought riches akin to those of Khazad-dûm and despaired of the lodes found in the Lonely Mountain. Instead, they began mining in the Ered Mithrin (S. "Grey Mountains"), a region rich in silver. Dwarf-colonies followed soon afterwards and, by T.A. 2210, King Thorin I moved his home from Erebor to site in the Grey Mountains.

Other Dwarves built mines to the east, particularly in the Iron Hills (S. "Eryn Engrin"). There they worked in peace for nearly four hundred years. Then in T.A. 2589, a great tragedy struck the Dwarf-towns of the Ered Mithrin. Stirred by the constant excavation of the mountains, Dragons came southward out of the Grey Mountain's Withered Heath and devastated everything in their path. They killed King Dáin and drove the Dwarves from their cavern holds. The Naugrim withdrew from all their mountain settlements by the end of the next year. King Thrór took most of them back to Erebor, but some migrated to the safety of the Iron Hills. One hundred and eighty years later, the Dragon Smaug the Golden flew south to the Lonely Mountain. The great Drake turned Dale into a pile of smoldering rubble and annihilated a Dwarven army. Erebor's Dwarves fled, and all Durin's Folk reunited in the Eryn Engrin.

THE TALE OF THRÓR

Weary of the world and hoping for a new and permanent home, King Thrór refused to stay in the Iron Hills for more than a few months. He took a small host of followers and set out on a twenty year expedition that fruitlessly carried him down nearly every trail in Rhovanion. The empty-handed wanderers turned southward and reached Dunland in southwestern Eriador in T.A. 2790.

By this time, Thrór realized that Durin's Ring had urged him onward on a maddening venture, and that his every thought was consumed by the Ring's suggestions. The King was concerned for his people's safety and turned the Dwarven Ring over to his more vigorous son, Thráin II. As he passed the gift he spoke like one beaten by time and circumstance:

"This may prove the foundation of new fortune for you yet, though that seems unlikely. But it needs gold to breed gold."

—*LotR, III, A, p. 441.*

Soon afterwards, Thrór departed from his company, taking his aged servant Nár as his only companion.

Thrór's second journey took him north, and then east over the Redhorn Pass to Dimrill Dale. His object was Moria. Old, desperate, and somewhat crazed, the King hoped to explore or refound the lost city. At the very least, he desired to enjoy its wonders.

Whatever his motives, Thrór met his end. Nár saw folly and abandon in the mission, and cautioned his friend, but the King persevered and entered the open doors of the East-gate. It was the last time Thrór was seen alive.

Old Nár remained behind and waited for days, until the blare of horns and a wild shout roused him. Crawling from his hiding place, he saw a headless body flung upon the stairs. Face down beside it lay a head. The frightened Dwarf climbed up and discovered that it was Thrór's corpse, and that the head had been defiled by a runic brand that read "Azog." Suddenly, out of the gate's darkness he heard the voice of the Orc-lord that slew his King. Nár ran.

THE WAR AGAINST AZOG AND THE ORCS

The old Dwarf brought the news to Thráin II and, for seven days, the new King brooded in silence. Then, the Dwarf-lord stood and called for a war to avenge his father's death. Thráin's word passed throughout the land, yet it took three years to muster the united Host of the Dwarves. When the armies came together in T.A. 2793, it was the greatest gathering of Dwarves since the Elder Days.

The Great War Between the Dwarves and Orcs, a strange and bloody struggle, raged throughout the Misty Mountains for six long years. To this day, Dwarves weep and Orcs cringe at its mere mention. With the war-cry "Azog!" the Dwarven armies sacked every Orc-hold they could find, driving ever-southward from the pass of Cirith Gundabad. A determined hatred spurred the Dwarves toward Moria, the home of the one they sought so bitterly.

Still, progress was slow, since most of the battles were fought deep beneath the earth. (Although the Naugrim pursued the Orcs wherever they could find them.) Whole Orc Tribes were obliterated in pitched melee, while the Dwarves hunted others like animals across the rugged mountain landscape.

Finally, on a sunless day in the dark of winter, the Dwarves reached Dimrill Dale and marched up the vale toward the East-gate of Moria. As they approached, they saw the Orc-horde of Azog arrayed on the slopes and stairway above, but the Naugrim pressed onward with singular zeal. They endured the chants and missiles cast down upon them with scorn and carefully swung past the Mirrormere. Then, Thráin's army caught sight of Khazad-dûm and let out a thunderous shout. Outnumbered, they plunged into battle with audacious ferocity. The Dwarves spared no one; with axe and mattock, hammer and flail, they harvested Orcs like wheat and drove up the slopes toward the gates. Hours passed and the slaughter continued unabated until, at the height of the Orkish rout, a young Dwarf named Dáin (Ironfoot) sliced off Azog's head with a red axe. What was left of the Orc army scattered, and the impassioned Naugrim tracked most of them down within hours. The Battle of Azanulbizar had ended. Barely half the Dwarves survived, but the Great War was over and Thrór's score was settled.

2.2.5 MORIA IN LATER YEARS

The war-losses convinced King Thráin II that he had too few warriors to hold Moria. With Durin's Bane alive and waiting inside, he feared another battle, so he decided not to enter the city. Since the many bodies precluded proper burial, the Dwarves took their axes to the woods and hacked down the trees for funeral pyres. They burned the dead, gathered their gear, and went their own way, leaving Dimrill Dale forever bare of forest.

Dáin led many of the Dwarves back to the Iron Hills, but the others scattered once again. Thráin could not quell his wanderlust, and returned with a company to Dunland. Soon afterwards, they crossed Eriador and built a new home in the eastern Blue Mountains, not far from the places where Nogrod and Belegost once stood. There the Dwarves mined iron and slowly multiplied.

THE LOSS OF DURIN'S RING

Unfortunately, there was little wealth in the Ered Luin, and thoughts of Thrór's words concerning the Ring and its need for gold to breed gold haunted the King. Although he remained in exile in the Ered Luin until T.A. 2841, Thráin II grew vexed and restless. His thoughts turned to a need for gold, and he decided to return to the halls of Erebor. Gathering a party, the King ventured eastward.

No sooner had the adventurers set out than they met misfortune. Wolves hounded their trail, and evil Crebain shadowed their movements. Still, the adventurers made good time, crossing Eriador and the Misty Mountains by fall, and passing over the River Anduin as the leaves fell. Once in Rhovanion, however, their luck ran out. Orcs countered all their attempts to turn northward, and mishaps multiplied. They meandered about for almost four years until, one black, rainy night, they took shelter at the edge of Mirkwood. At dawn, Thráin's companions discovered that their King was gone.

Sauron's agents took Thráin to their Dark Lord, who was then in Dol Guldur. The Evil One promptly cast the King into a dank prison where, five years later, he died. Just before his death, the Dwarf-lord received a secret visit from the Wizard Gandalf (the Grey) but, by then, Sauron had reclaimed the Ring of Durin. Thus ended the long and noble reign of Thráin II, the last victim of the Ring-curse. His son Thorin II (Oakenshield) was crowned King of Durin's Folk that same year.

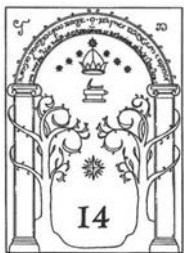
THORIN II'S QUEST TO EREBOR

Thorin II ascended the throne as a Dwarf in exile, without a proper home for his Kindred or the Ring that was his birthright. He continued the works of his father, and the Dwarves of the Blue Mountains prospered, but he never forgot Thráin's quest to return Erebor to Durin's Line. Thorin longed to slay Smaug and reclaim the wealth taken from his House.

Years passed, and there came a time when King Thorin returned from a journey to the East and happened upon Gandalf at an inn in Bree. A union followed and, in T.A. 2941, Thorin led a company composed of Dwarves, Gandalf, and the Hobbit, Bilbo Baggins back to the Lonely Mountain. There, they entered Erebor and stirred Smaug the Dragon from his slumber. The enraged beast ravaged the surrounding countryside, but was felled by an arrow when he attacked nearby Lake-town. Thorin's Company was allowed no respite after Smaug's demise, for a force of Elves marched on Erebor with claims on the Dragon's hoard. Bard the Dragon-slayer led yet another army, one of Men from Lake-town, with a similar goal. Thorin was besieged in the Lonely Mountain and awaited aid from the Dwarves of the Iron Hills.

In turn, an army of Orcs, Wolves, and Wargs arrived on the scene. Led by the Orc-lord Bolg of Gundabad (son of Azog), they fought the combined armies of Free Peoples: the Elves, Bard's Men, Thorin's Company, and Dáin II's Dwarves from the Iron Hills. So, at the Battle of Five Armies, the allied forces vanquished the Bolg's host with the aid of Giant Eagles and the Northman Shape-changer Beorn. Thorin died before Erebor's gate, but his dream prevailed. Dáin II was crowned King and the home of Durin's Folk was once again centered in the Lonely Mountain.





BALIN AND THE RETURN TO MORIA

Thorin's Company included Balin, a Dwarf warrior who accompanied Thráin on his last mission. Like all the Dwarves who survived the battle against Bolg, Balin was excited about Erebor's refounding, but his enthusiasm eventually bred a desire to pursue the rebuilding of Durin's House to its ultimate end. Balin wished to wrest Moria from the Balrog.

He got his chance in T.A. 2989, when the new Kingdom had settled and a large number of its Dwarves agreed to follow him to Khazad-dûm and build a colony in the ancient halls. That same year, Balin's group marched south to Dimrill Dale and entered the East-gate unopposed. All was quiet within Moria, so the well-provisioned Naugrim set about restoring the city. They crowned Balin King of Khazad-dûm—the first who was not also Lord of Durin's Folk—and established a permanent, vigilant home.

Not long after the founding of Balin's Kingdom, Orcs, Trolls, and other beasts gathered in the depths of Moria and assailed the Dwarf colony. The Dwarves threw the assault back, but it was only the beginning; for the next five years, the evil throng harassed the Naugrim and picked away at their strength. Insidiously, the noose tightened around the settlement as more and more Dark creatures responded to the challenge. A great Kraken, the "Watcher in the Water," came up the River Sirannon and dammed

its flow, creating a pool which closed Moria's West-gate. With each month's passing, Balin's Folk retreated until, at last, they were surrounded. The harried Dwarves eventually saw no recourse but to fight their way out. Striking eastward, they strove toward the East-gate, but they never reached their goal. A vast assemblage of Orcs met them just inside the entry and turned the Naugrim back after a bloody brawl. The Orcs wounded Balin and the Dwarves retreated northward to the hallowed Chamber of Records (The Hall of Mazarbul). Balin expired as the battered Naugrim prepared the final defense. Just as his Dwarf-guard sealed the stone burial crypt, the Orc-host struck. No Dwarf survived. Moria had once again become a province of Darkness.

THE END OF THE THIRD AGE

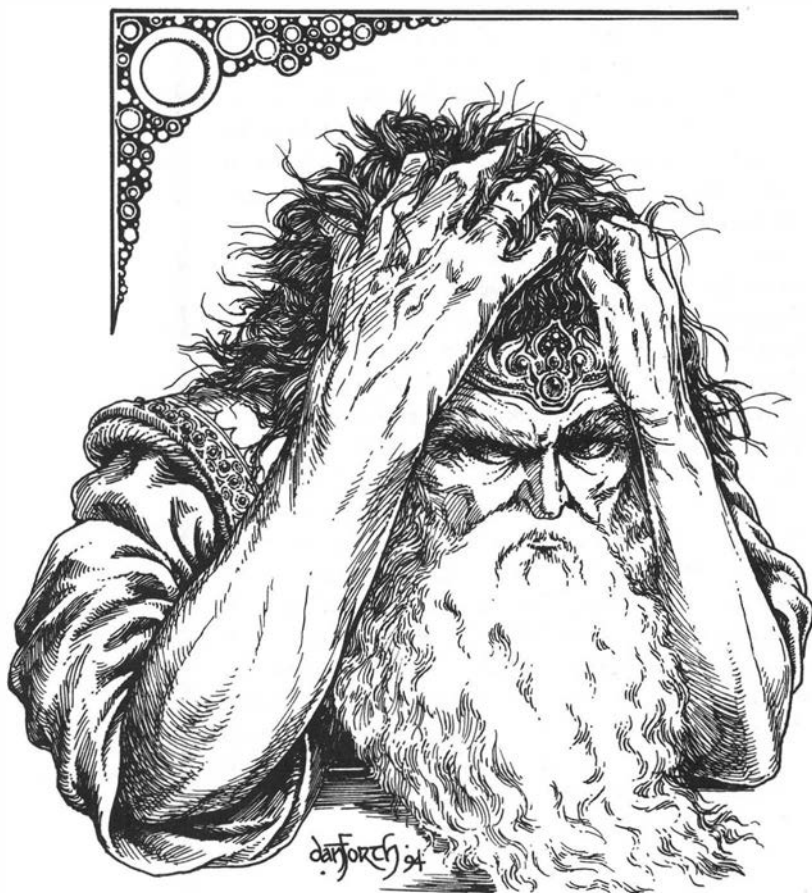
Twenty-five years after Balin's last stand, during the last months of the War of the Ring (T.A. 3019), the Fellowship entered Moria. Bearing the One Ring, they intended to cross beneath the Misty Mountains in secret; thus, they chose the time honored Dwarf-road. Their coming signalled the beginning of a new era in Khazad-dûm.

The tale is well known, for it is recorded by Frodo in the Red Book of Westmarch. From Eregion, the party passed through the city's West-gate. It was winter, and the lack of runoff, coupled with long years without much moisture meant that the Watcher's pool was low enough to allow them to sneak by virtually unmolested. The Watcher struck to no avail, and the Fellowship slipped in via Durin's Doors.

Although dark and forbidding, Moria was quiet throughout the first day and a half of the Fellowship's journey. Its guardians did not awaken to the intrusion until a foolish Hobbit (Peregrin Took) cast a stone into a shaft. Two rests and many hours after the alarm sounded deep below, Moria's Orcs came forth, led by great Troll. The Fellowship realized their plight as they stood in the Chamber of Records, reviewing the fate of Balin. Orkish drums prompted them to flee south, and then eastward, toward the East-gate. While crossing Durin's Bridge they encountered the Balrog, and there Gandalf stood before him while the others escaped out the Great Gates and down into Dimrill Dale. The Wizard struggled with Durin's Bane, and the Bridge broke beneath them. They fell into the lowest Under-deeps and battled through Moria for ten days before the spirit of the Balrog—and the body of Gandalf—perished.

With the Balrog dead, Moria's evil defenders were vulnerable. Yet even after the fall of Sauron, Durin's Folk made no immediate plans for the refounding of the Dwarf-mansion. Dáin II died at the hands of Easterlings before the gates of Erebor. Although the Kindred prevailed in battle, the House was diminished. The new King, Thorin III, decided to rest his people. He saw that Moria remained an elusive prize, one to be won when Durin's Folk were stronger. The Dwarf-lord swore that, once restored, Khazad-dûm would never again be abandoned.

*King Thrór
and his Ring*



2.3 TIMELINE

"It is now many years ago," said Glóin, "that a shadow of disquiet fell upon our people. Whence it came we did not at first perceive. Words began to be whispered in secret: it was said that we were hemmed in a narrow place, and that greater wealth and splendour would be found in a wider world. Some spoke of Moria: the mighty works of our fathers that are called in our tongue Khazad-dûm; and they declared that now at last we had the power and numbers to return."

— *LotR I*, p. 316

This timeline traces the history of both Khazad-dûm and the line of Durin's Folk.

THE FIRST AGE

YEARS OF THE TREES

- In longing for pupils of his lore, the Vala Aulë fails to await the coming of the Elves, those chosen by Eru to be Firstborn. Using earth and stone, Aulë secretly creates the Dwarves in a subterranean chamber beneath Middle-earth. The first to be wrought are the Seven Fathers. Since the Smith is unclear with respect to the intended form of Eru's Children, the Dwarves differ from the scheme that gives birth to Elves and Men. Eru discovers the creation and intercedes; although the Khazad are not destroyed, they are cast into a deep sleep until after the Coming of the Elves.
- The Dwarves awaken and are sundered. The Seven tribes of the Fathers go their separate ways.

YEARS OF THE STARS

- Durin I ("The Deathless") establishes the first Dwarven Hold, a Folk-home called Khazad-dûm (Kh. "Dwarf-mansion"). Built in the caves overlooking the Dimrill Dale, on the eastern side of the central Misty Mountains, it is initially a holy refuge; but it is destined to be foremost among Dwarven cities.
- Two Dwarf-kingdoms are founded in the Blue Mountains. Sister cities, they are called Belegost (Kh. "Gabilgathol") and Nogrod (Kh. "Tumunzahar").
- Dwarves move westward and cross the Blue Mountains (S. "Ered Luin") into Beleriand. There they encounter the Grey-elves (S. "Sindar") of Thingol. The Elves call the Dwarves Naugrim, or "Stunted People" (lit. "Stunted-host").

YEARS OF THE SUN AND THE MOON

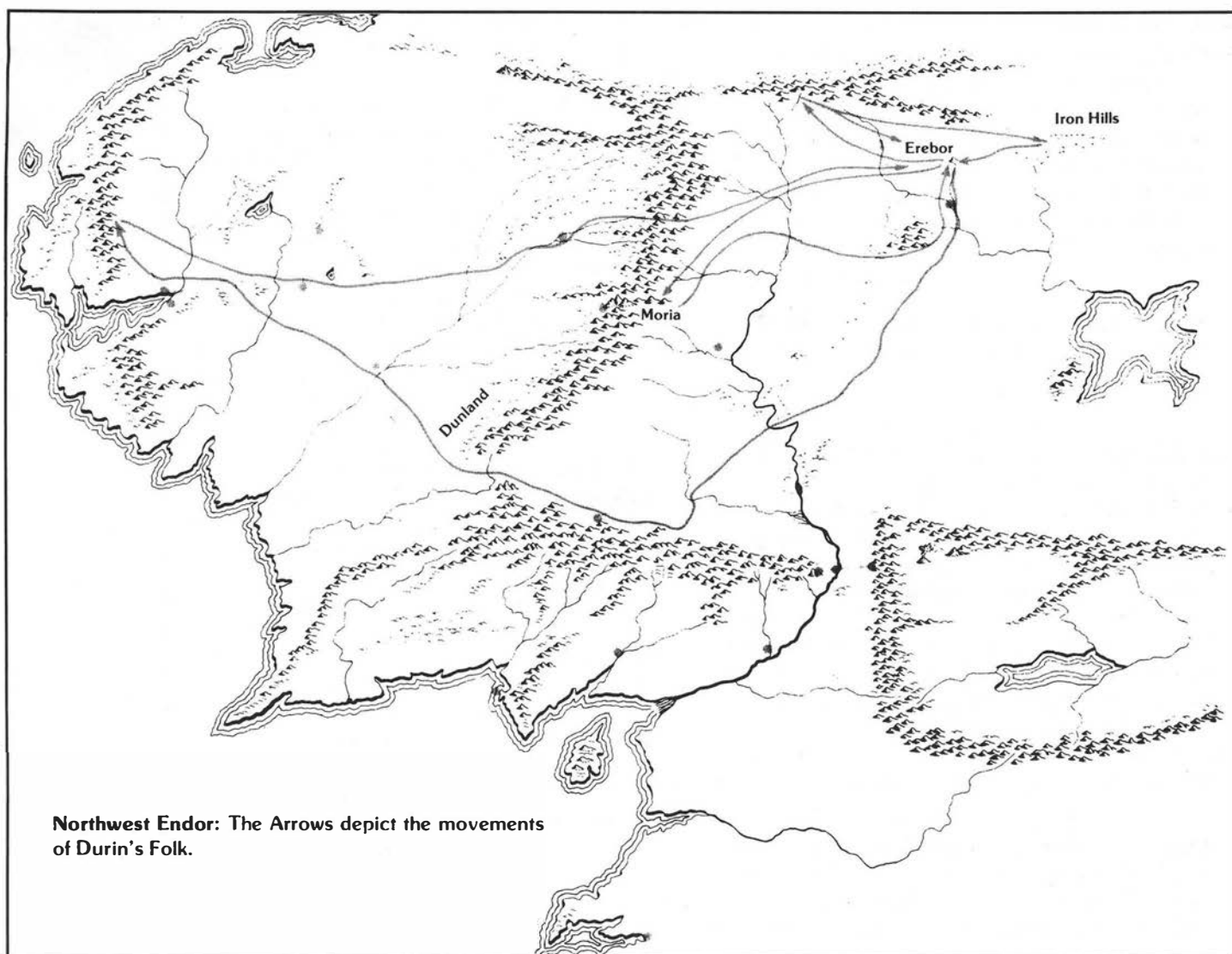
- The Dwarves of Belegost trade with the Sindar of Beleriand extensively. They invent chainmail and carve the underground halls of Menegroth for King Thingol.
- Nogrod's Dwarves reach great heights in the arts of weapon-craft, mastering tempered steel in ways even the Noldor cannot rival.
- Khazad-dûm is strengthened and expanded by Durin's Folk.

- The Dwarves assist the Elves in the wars against Morgoth, "The Black Enemy." King Azaghâl of Belegost and his army stop the advance of the Dragon-host at the Battle of Unnumbered Tears. Azaghâl is slain, but the fire-hardened bodies and face-covering helms of the Dwarves prove a match for the flames of Morgoth's Drakes.
- Part of the strong of Nogrod are corrupted by lust, kill King Thingol, and sack Menegroth. They are, in turn, slain by an allied army of Elves, Men, and Ents.
- Morgoth is overthrown by the Host of the Valar, but a cataclysm rocks Middle-earth. Nogrod and Belegost are ruined in the Great Battle that ends the First Age. Most survivors flee eastward from the Blue Mountains.

THE SECOND AGE

- ca. 3-40 Dwarves from Nogrod and Belegost swell the population of Khazad-dûm. The city extends westward as new halls are delved beneath the central and western portions of the Silvertine. Its mines are cut further to the west and north.
- ca. 3-700 The prosperous craftsmen of the lost sister-cities bring great skills to Khazad-dûm. The Dwarves build great forges and cut new mines. Trade with the Elves of Lindon and western Eriador increases rapidly. As Khazad-dûm's northerly mine tunnels reach beneath the Redhorn, a vein of mithril is discovered and many of these Elves begin settling in Eregion.
- 750 A Noldor Kingdom is founded in Eregion and is centered at Ost-in-Edhil, near the junction of the Glanduin and the Sirannon. Celebrimbor (S. "Silver Hand") the Smith is the master; Celeborn and Galadriel are the preeminent residents.
- ca. 752 The Dwarven engineer Narvi builds the Westgate of Khazad-dûm and the Dwarves name it "The Doors of Durin." Celebrimbor inscribes the Gate-inscription. With the opening of the west-entry, trade with Eregion explodes and a road crossing beneath the Misty Mountains is finally complete.
- 800-850 The Sindar under Thranduil leave western Eriador and settle in Eregion. Friction between the Sindar and Dwarves develops and Thranduil takes his people eastward across the Misty Mountains.
- 1200 Disguised as the "Lord of Gifts," the Dark Lord Sauron begins the seduction of the smiths of Eregion.
- ca. 1350-1375 Sauron persuades Eregion's Elven-smiths to experiment. Galadriel preaches restraint but her kinsmen rebel. Hoping to rival the great craftsman Fëanor, Celebrimbor supports Sauron's efforts and is proclaimed Master of Eregion. Galadriel leaves and journeys through Khazad-dûm on her way eastward to Lórinand. Many Noldor follow, but Celeborn remains in Eregion.
- 1375 Galadriel establishes the Kingdom of Lórien. Trade between the new realm and Eregion moves through the Dwarven city.





Northwest Endor: The Arrows depict the movements of Durin's Folk.

*Map of
Migrations*

ca. I 500-I 580 Sauron's teachings and suggestions take subtle hold in Eregion. With the Dark Lord's aid and the lore learned from the Dwarves, the Elven-smiths reach the peak of their skill. They begin making the Rings of Power. The Nine Rings for Men are cast; the Seven Rings for Dwarves are forged.

ca. I 590 Celebrimbor completes the Three Elven Rings. The Elves present Durin III, King of Khazad-dûm, with the first and greatest of the Seven Rings.

ca. I 600 Placing a significant portion of his power into its creation, Sauron secretly forges the One Ring in Mordor's Orodruin (S. "Mount Doom"). Celebrimbor realizes the peril and the Elves take off the Three Rings in time to escape the Dark Lord's hold.

I 693-I 701 War between the Elves and Sauron.

I 697 Celebrimbor is killed and the Dark Lord's armies overrun Eregion. Sauron captures the Nine Rings of Men and six of the Seven Dwarven Rings. (Durin III retains the first of the Seven.) The Dwarves of Khazad-dûm close the West-gate in defense against the onslaught and, in so doing, shut out Eregion's Elven refugees. From this point on, the Elves often refer to Khazad-dûm as "Moria," the "Black Chasm."

I 699 Sauron takes control of all of Eriador, but his westward thrust is stopped at the Blue Mountains by the Elves of Lindon. In an attempt to control the other Free Peoples, he distributes the captured Rings of Power. The Nine are given to Men, who quickly succumb to the Dark Lord's power. The six Dwarven Rings are passed to Dwarven Lords, but they fail to affect the Khazâd as planned. Sauron swears vengeance on all Dwarven-kind.

I 700-I 701 The Men of Númenor and the Elves of Lindon and Lórien defeat Sauron, but the Doors of Khazad-dûm remain closed.

1701-3441 During the remaining centuries of the Dark Years (Second Age), the Dwarves stay somewhat cloistered. Although trade continues between Dwarves and the other Free Peoples, relations are cool. The Seven Rings worn by the Dwarf-kings take their toll, for they inflame the Dwarven sense of greed. Many shroud their folk from Men and Elves and search for gold and treasure. Malice and wrath, quarrels, and strife frequent the times.

3319 Downfall of Númenor.

3430-3441 The Last Alliance of Elves and Men defeats Sauron's forces and the Dark Lord is overthrown. He does not stir again for a thousand years.

THE THIRD AGE

I-1981 The Seven Tribes of Dwarves continue to remain hidden, guarding their wealth. Those who hold the the Seven Dwarven Rings use their power to multiply their riches, keeping the Rings close and relinquishing them only when near death. The Dwarves' prizes accumulate, but stir the lust of long-dormant creatures; Dragons reappear. One by one, the Dwarven hoards are plundered and the Dwarf-cities are crushed or ruined. Four of the Seven Rings are consumed by the passion and flame of the great Drakes, and the Tribes begin wandering.

ca. 1103 The Wizard (Istar) Gandalf visits Khazad-dûm for the first time. He makes befriends Durin IV. The Dwarves name the Grey Wanderer "Tharkûn".

1980 In the time of Durin VI, the Dwarves mining for mithril beneath the Redhorn uncover and unleash a Balrog who had lain imprisoned since the First Age. The great Demon slays King Durin and assails the city.

1981 Durin VI's successor, Náin I, is killed by the Balrog and the Dwarves abandon Khazad-dûm. Evil creatures begin gathering in service to the Demon.

1999 After years of wandering, the remnants of Durin's Folk enter Erebor (the "Lonely Mountain"). There they found a settlement.

2000 The Arkenstone is discovered beneath the Lonely Mountain.

ca. 2000-2200 Dwarves from Erebor begin mining and settling in the Grey Mountains (S. "Ered Mithrin").

2210 King Thorin I establishes his home in the Grey Mountains and makes it the center of the Kingdom of Durin's Folk.

2589 The Dragons of the Grey Mountains stir and slay many Dwarves. King Dáin I is slain.

2590 Durin's Folk are driven out of the Grey Mountains; those led by King Thrór flee back to Erebor, while others (under Grór) head eastward into the Iron Hills (S. "Emyn Engrin").



East-gate
of Moria





2770 Smaug the Dragon flies southward out of the Withered Heath of the Grey Mountains and lays waste to Erebor and the mannish town of Dale. Many of Erebor's survivors take refuge among their brethren in the Iron Hills, but King Thrór chooses to lead others in search of a new home. These Dwarves become wandering companies.

2790 Thrór's lot arrives in Dunland. With great sorrow, he gives his son Thráin the Ring of Durin, last of the Seven Dwarven Rings. Crazed, and accompanied by only one companion (Nár), the King strikes out northward, crosses the Redhorn Pass, and wanders back to Khazad-dûm. There, he is murdered by the Orc-lord Azog. Thrór's body is defiled.

2793-2799 The Great War Between the Dwarves and Orcs. The Dwarves unite in search of Azog and sack every Orc-hold they can locate.

2845 Thráin II, King of Durin's Folk, decides to return to Erebor and reclaim his hoard. He is attacked and pursued into Mirkwood, where he is captured by Sauron's agents. Sauron imprisons him in Dol Guldur.

2850 Thráin II dies and Sauron acquires the last known Dwarven Ring.

2799 The surviving Orcs gather in the Dimrill Dale, where they are defeated by the Dwarves in the Battle of Azanulbizar. Few Orcs escape, and the Misty Mountains are made safe for the next century and a half.

2941 King Thorin II (Oakenshield), his party, Gandalf the Grey, and Bilbo Baggins venture into Erebor and disturb Smaug. Smaug is enraged, but is killed by Bard when he attempts to burn nearby Lake-town. Thorin's Company is besieged in Erebor by Men and Elves who claim Smaug's wealth. In turn, all of the claimants are attacked by an Orc and Wolf army led by the Orc-lord

Bolg (son of Azog). The evil host is vanquished in the Battle of Five Armies by a combined force of Men, Elves, Dwarves, and Great Eagles. Thorin II is killed and Dáin II (Ironfoot) becomes King. He refounds the Kingdom of Erebor.

2879 Gimli (Elf-friend), son of Glóin, is born. He is destined to be part of the Company of the Ring.

2989 Balin leads a force of Dwarves out of Erebor in a quest to reestablish Dwarven dominion in Khazad-dûm. They successfully enter Moria and set up a Kingdom. Balin becomes the first (and only) King of Khazad-dûm that is not also Lord of Durin's Folk.

2989-2994 Balin's Kingdom is attacked by Orcs. The Watcher in the Water appears in the Gate Stream by the West-gate and dams the river, thus sealing Moria from the West. Balin's folk fight hard, but are eventually driven eastward by the forces of Evil. Near the East-gate, the Dwarves make a final stand and are slaughtered. Still, Balin's guard is able to entomb their King in the Chamber of Mazarbul.

3018-3019 The War of the Ring.

3019 The Company of the Ring (followed by Gollum) travel through Moria on their way eastward to Lórien. They discover the fate of Balin and recover portions of the Book of Mazarbul, but are put to flee. Gandalf the Grey slays the Balrog in a prolonged battle that results in the destruction of Durin's Bridge. The Wizard reappears as Gandalf the White. Meanwhile, at Dale below Erebor, King Dáin II is killed by Easterlings. Thorin III (Stonehelm) becomes King of Durin's Folk. Erebor is besieged, but the defenders prevail after the destruction of the One Ring, and Sauron's fall dishearten the attackers.

3021 The Third Age ends. Thorin III rules into the Fourth Age.



3.0 LAND AND CLIMATE

"...at last a fair morning dawned, shimmering above gleaming mists; and looking from their camp on a low hill the travellers saw away in the east the Sun catching three peaks that thrust up into the sky through floating clouds: Caradhras, Celebdil, and Fanuidhol. They were near to the Gates of Moria."

— *LotR III*, p. 325

3.1 THE LAND

Moria is a gigantic complex, carved out of myriad caves lying beneath the three greatest peaks of the central Misty Mountains. Its vast halls and passages stretch across the width of the range and, like the Redhorn Pass (S. "Cirith Caradhras") on the surface above, serve to link the ancient regions of Eregion and Lórien.

3.1.1 THE MISTY MOUNTAINS

The central Misty Mountains (S. "Hithaeglir") extend over, and run north and south of, Moria. These are jagged heights, formed by the ire of Morgoth and hewn by countless years of volcanic activity and glaciation. Most are young and sharply cut, their faces so sheer that they remain bare despite the heavy winter snows. U-shaped valleys provide outlets for their many glaciers. These vales rise quickly and are flanked by loose scree. Their streams, thundering rivulets, cascade over rapids and falls which fill the air with refreshing spray. Limestone, sandstone, granite, and basalt give these mountains their generally grey-brown hue, while occasional intrusions of black obsidian and red porphyry provide luster and variety to the peaks.

The chain's eastern side drops suddenly to the Anduin Valley, while the western incline, although rugged, drops over the series of foothills and escarpments that form the boundary of Eriador. Roads along the west flank meander, while routes from the east cut up steep switchbacks. As one heads west from Lórien, the trail constantly bends back upon itself and often employs stairways to traverse the rapid rise and quickly reach the three spires called the Redhorn, Cloudyhead, and the Silvertine (Kh. "Barazinbar," "Bundushathûr," and "Zirak-zigil"). It is this triad that stands astride Moria; they are the tallest and most ominous mountains in the region. Rising over 15,000 feet, they are snow-capped year round and dominate the view for many leagues.

THE THREE PEAKS ABOVE MORIA

Khuzdul Name	Height	Sindarin	Westron
Barazinbar	16,002'	Caradhras	Redhorn
Bundushathûr	15,111'	Fanuidhol	Cloudyhead
Zirak-zigil	15,499'	Celebdil	Silvertine

Those peaks to the north form a nearly unbroken wall as far as the High Pass, a cleft northeast of Rivendell. They are colder and loftier than those south of the Dwarven city. Still, although the south-central and southern peaks are lower, they permit no reasonable passage, and there are no mountain crossings between the Redhorn Pass (S. "Cirith Caradhras") and the Gap of Rohan (S. "Den Angren"). Moria's position below the Redhorn makes it all the more strategically significant.

3.1.2 AZANULBIZAR

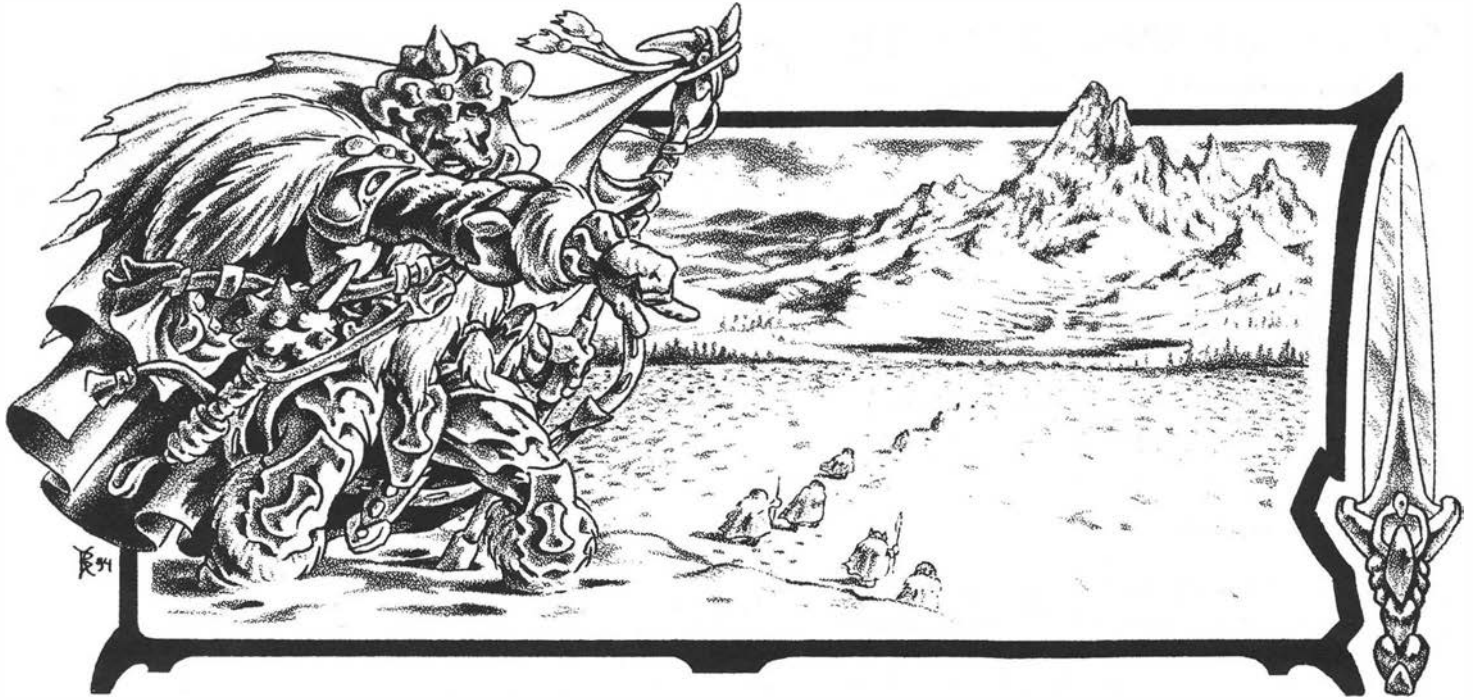
On the eastern side of the Hithaeglir, where the mountain faces are steepest, Moria looks out over the small, rich valley of Dimrill Dale (S. "Nanduhirion"). The Naugrim know this verdant cleft as "Azanulbizar," the "Vale of Dim Streams." Tucked between the Zirak-zigil (to the south and west) and the Bundushathûr (to the north and east), it is among the holiest sites in Dwarven lore. Its moist, fertile, black soil and temperate clime invite countless windflowers. Feathery mosses and tall, noble evergreens cover most of the vale's less precipitous slopes.

A host of rivulets careen into this blessed canyon, which was carved by glaciers and finely sculpted by a cold mountain stream spawned by runoff from the flanks of the Zirak-zigil and Barazinbar. This great brook—a narrow, thundering torrent called the Naragul (Kh. "Blackwater")—flows around the northern flank of the Silvertine and drops over a series of small falls called the "Dimrill Stair" before entering the northwestern end of the valley. There it feeds a deep lake, or "tarn," called the Mirrormere (Kh. "Kheled-zâram").

The Kheled-zâram fills much of the arrow-shaped vale. Dammed by a rocky moraine, the cold mere is hundreds of feet deep. Its placid waters calm the most restless of souls. Its steep, mossy shores offer stunning views and its glassy surface invokes a soothing feeling, especially on the cool nights that characterize the dale. A Dwarf standing below the East-gate to Moria cannot help but be stirred by the tarn's clear, dark waters, and when the mists roll off the rocky Bundushathûr and serve as billowy backdrop shrouding the northern shores it is said that the surface offers prescient visions to anyone wise and patient enough to find the signs.

At its southeastern end, Azanulbizar narrows. There, the Kheled-zâram spills through a great hole deep inside its rocky dam. Hundreds of feet down the grassy hill that forms the eastern side of the glacial morrain, the water leaps out of a hole forms a wondrous cascade. Dwarves call this spring the "Kibil-nâla." It is the silvery source of the River Celebrant. The Celebrant, one of the Anduin's largest tributaries, ultimately bears all the water from the melting snows that feed the Mirrormere eastward, down through the neighboring Elf-kingdom of Lórien.





*Winter in the
Misty Mountains*

3.1.3 NAN SIRANNON

Moria's West-gate opens onto the upper Gatestream Valley (S. "Nan Sirannon"). Here, near the headwaters of the River Sirannon, the ancient Dwarf-road winds through the Misty Mountains' western foothills. All the lands around the west entry are part of the now-wild region called Eregion, or "Hollin" in the Westron tongue. Red sandstones and quartz are commonplace throughout these tortured, tumbling, holly-covered hills. These slopes are broken by numerous streams and fens, many of which take on the rocks' reddish color. It is a wild, depopulated land, and a far warmer, rockier, and drier area than Azanulbizar.

The indigenous holly-hedges that characterize Hollin serve as a reminder of the old Kingdom of Eregion. Just as Lórien lies to the east, an Elven domain once bordered Moria's western reaches. Settled by the Gwaith-i-Mírdain (S. "People of the Jewelsmiths") around S.A. 750, this Noldo realm flourished during the middle years of the Second Age. Sauron's armies laid waste to the area in S.A. 1697, destroying the vast vineyards whose bounds were marked and protected by the carefully-tended holly stands. Thorny holly trees and wild grasses now cover these stony fields, lending neither comfort or cover to the rare travelers.

Eregion stretched from the Bruinen Valley in the north to the Glanduin Valley in the south. The river Gwathló and the Misty Mountains formed its western and eastern boundaries (respectively). Its beautiful, walled capital, Ost-en-Edhil (S. "City of the Elves"), overlooked the Glanduin and served as a major market for Moria's rich mineral exports. The Dwarf-road between Khazad-dûm's West-gate and the Elf-city ran alongside the Sirannon and

also joined the mountain trail through the Redhorn Pass. Besides serving as a trade route between the Gwaith-i-Mírdain and the Naugrim, it linked Eregion to Lórien. As its name implies, though, the higher reaches of the highway crossed Dwarf-lands and passage—especially in winter, when travellers had to venture through Khazad-dûm—involved an acceptance of Dwarven rules and tolls.

3.1.4 THE SUBTERRANEAN WORLD

Lying beneath the Misty Mountains and between Azanulbizar and the Nan Sirannon, lies the vast mine and cavern complex worked and embellished by Durin's Folk since the Eldar Days. This underground domain stretches through countless miles of natural and Dwarf-made passages. Virtually every form of subterranean locale can be found here, be they water-cut limestone chambers filled with stalactites and stalagmites, volcanic fissures lined with fused-glass walls, or stone-faced halls carved by skilled artisans. Joining the Under-deeps with the High Peaks and the western foothills with the gentler lands along the Hithaeglir's eastern flank, Moria is both a self-contained world and a junction-point for all commercial and political life in the central Misty Mountain region.

CAVE FORMATION

Abundant, acidic water accounts for most of Moria's caves. Bearing carbonic acid derived from organic material and atmospheric carbon dioxide, rainwater and glacial (or snow-field) runoff dissolves limestone and hollows out huge cavities. This process creates "dripstone," calcium carbonate, which forms the columns, veils, and other rock formations that decorate Khazad-dûm's caverns. Percolating dripstone also carries a host of other minerals, which the Naugrim exploit with practiced care.

Layers of basalt and granite resist this chemical erosion far better than the softer limestone. Where acidic reaches these igneous, it cuts laterally rather than downward. Seeping sideways atop the hard, volcanic rock, the acidic water bores countless channels, two of which emerge at Moria's East- and West-gates. Most of Moria's larger passages began in this way.

A different force created the blackened passages and glass-lined chambers in the Deeps and Under-deeps. Here, streams of molten rock cut through already hardening lava, spawning a wild maze of pits, tunnels, and rooms. Isolated intrusions of this volcanic ooze bored as high as the First Deep.

3.2 THE CLIMATE

Moria's gates lie tucked beneath rock walls, in ravines that knife into the face of the Silvertine. Within these doors, the city rests, protected from the ravages of the politics, climate, and ecology of the outer world. Most of the Dwarven city is cool and temperate year round and, being stable and lacking much natural light, supports its own unique ecosystem.

The tunnels and rooms that wind beneath the mountains are naturally dark depths which constitute a nearly closed environment. Temperatures rarely deviate from a norm of 49° to 56° and the humidity is comfortable, albeit slightly damp. Of course, the occasional subterranean streams and burning fissures produce steam, mists, rivulets, and fire, but most of the city retains the character of a slightly chilly womb.

This is in stark contrast to the climate found on the flanks of the central Misty Mountains. Moria's West-door is set 4900 feet above the sea, and the East-gate sits at about the same height. Although both face secluded gorges cut well below the tree line, they look out on vales which are subject to harsh mountain climes. The high land outside is at the mercy of sudden shifts in temperature, wind, and precipitation; clear visibility can be shrouded by mists within minutes. Here the weather is capricious, and even the mildest of days can turn on a traveler, leaving him bewildered and often in danger. The four seasons also bring distinct changes: spring begins with an onslaught of water from the highlands, and a blooming explosion of colorful wildflowers; summers

bring scorching heat which slowly dries the streams and browns the coarse grass. This is followed by a mild autumn, an interlude before the storms, for winters summon heavy snows and frigid, blistering winds.

The lower foothills enjoy calmer, more predictable weather. Of the neighboring lands, Eregion, west of Moria, is known for a subdued climate and gentle seasons. Humid and cool, it is nonetheless mild, with light but frequent rains and gradual accumulations of snow. This holds true in Lórien as well, but the area further east is drier and has cold winters and hot summers.



Mirrormere





4.0 PLANT AND ANIMAL LIFE

"At these words all fell into silent thought. They heard the wind hissing among the rocks and trees, and there was a howling and wailing round them in the empty spaces of the night."

— *LotR I*, p. 388

4.1 PLANT LIFE

Indigenous plant life in Moria is rather scarce and lacks variety. Mosses grow on the walls wherever there is light and they are permitted to remain, and make up the bulk of green growth. Lichens and fungus constitute the rest of the natural flora, mostly in the form of edible mushrooms which the Dwarves consider nutritious delicacies. The numerous mushroom variants, together with meats and cultivated crops, provided for the basic Dwarven diet.

In the Long Winter of T.A. 2758-9—when the swirling frosts struck Eriador and plunged the West into a deep, unbending cold—an Elf of Lórien made a journey into the "then-deserted" delvings of Moria. His name was Imrislir, the "Deep-cleaver," and his notes still speak of the strange flora which etched the stone walls and hid in almost utter darkness in Khazad-dûm.

"I crossed the abyss not long after passing through the Great Gates. If it has a bottom, it must be in another land, for the light of my staff reached deep and the pit appeared never-ending. It is hard to explain the feeling; while standing on the narrow, gracile arch of King Durin's Bridge, I felt like I was flying.

The whole chamber seemed as a huge tomb. My map told me that it was the Second Hall of the Old City. The room had to be nearly 500' long and maybe a third as wide, with two rows of great columns running its length. These were hewn out of stone and shaped like trees; their 'boughs' held the high roof. However, although graceful and true to form they, were not real trees, and I began to realize the cold lifelessness that grips Moria. The abandonment appeared complete, and without the light of the Dwarves all that had resided here seemed gone.

But I was wrong. Even in the blackness of the hall's ceiling there was life. What at first seemed to be mottled purple limestone was actually a collection of mosses and mushrooms which thrive in the cool mineral waters that seep through the dense rock of the Silvertine. Strangely, I no longer felt alone; there was comfort in the realization that much of Moria was merely asleep. My search took on renewed vigor and I plunged on westward."

Imrislir's journey lasted three weeks. They were fruitful days, and he brought back numerous sketches and a superb collection of observations. His diary contains passages on a few unusual species which are of particular interest to adventurers.

GORFANG

Gorfang (pl. "Gyrfaing"; Kh. "Adisakheg"), or "Dread-beard," is a red or purple moss which nests in dimly lit crannies throughout Moria. Usually it is found in high byplaces and is out of reach, although it emits a reddish mist which often betrays its niche. This telltale spray also causes sleep, so one must take care when approaching the moss. Even if you evade the mist's effects, however, a more loathsome fate may seize you, for the Dread-beard's juices can be fatal.

LEMSANG

The Elves also call the Lemsang (pl. "Limseng"; Kh. "Atastor"), or "Great-meal," mushroom "Way-throne," for it grows to heights of two feet and sports a crown one to three feet in diameter. Although most of its surface is hard, its top is covered with a soft purple "fur" which is renowned for its food value; a pound of Lemsang can feed a man for a week. Given its nourishing nature, tales associate it with the enchanted Lembas or "Way-bread."

LOTHFELAG

Lothfelag (pl. "Lythfilaig"; Kh. "Felak-bulûm"), the "Cave-flower," is a small white plant which blooms year round. It can be found wherever there is light, even torch or moonlight, and can live for centuries in dormancy. Whenever there is darkness, its seven 3" long petals fold up to form a false "bud"; the petals' brown undersides, like the stem, are coated with a resin which protects the flower and preserves it indefinitely.

Cave-flowers grow to a height of about seven inches and are found in groups of three or seven. They are exceptionally rare. This is unfortunate, since they have remarkable healing qualities. Once the resin is cleaned off, the flower can be eaten or ingested with startling results, for the precious Lythfilaig preserves living tissue and absolves pain. They can even give back a lost life. Often called "Durin's Tears," the Cave-flowers are exalted by Dwarves and form the heart of many legends. The most notable tale is told in verse:

*"Fears were not his Bane; he walked defiantly into the Mists,
And brought Light and Life to the Shadows.
Still, there were Times in the Long Years that brought Sorrow,
But even his Tears gave birth to the Land,
For where They fell,
Flowers bloomed and now lay as saving Gifts,
To stir the Spirits of his Folk."*

LOTHGALEN

Lothgalen (aka "Loth Nenond"; pl. "Lythgelin"; Kh. "Barag-bulûm"), the "Green-flower" or "Flower of the Water-stone," is ideally suited for the caves of Moria. Although diminutive and scarce, it is rugged and, because it grows on glowing limestone, is easy to locate.

Lythgeline are small grey vines which rarely exceed 3 feet in length and flower every four months. Their roots are long, thin, and twisting, enabling them to sprout from the cracks in wet limestone ceilings. Remarkably, they secrete a peculiar substance which combines with the rock's minerals to form Nen Calgalen (S. "Green-lamp Water") and give off a faint green aura; in turn, the light periodically brightens, whenever the lime-colored flowers bloom. Vines reside in lots of I-100, while their flowers grow in groups of three, each with three petals.

The beautiful Nen Calgalen is a thick, pasty, and deadly liquid. Once it enters the bloodstream, it spreads a searing fire and disabling torment. The victim glows green and is often unable to move; some simply die, as their minds are torn apart by awful pain. Because of the hideous nature of its effect, Dwarves usually scorn its use, even in battle.

Although its fluids are baleful, the Lothgalen has less sinister uses. The vines can be pulled down intact and used to form tremendously strong ropes (twice the norm). Their pliable roots can be twisted around one another with ease to produce assuring lines. The roots can also be woven to form links for rope-chains or ladders.

MADARCH

Purple, with white undersides and orange speckling, Madarch (pl. "Mederch"; Kh. "Zûrumul") cannot be mistaken. This gaudy mushroom also grows to considerable sizes; most mature Mederch stand 4-5 feet high and have crowns which are 3-4 feet across. Their hard fibrous trunks are only about a foot in diameter, but they provide tremendous support. Indeed, a stout axeman might have trouble felling one within 10 minutes time. The Madarch grows in dark, damp nooks, usually in large clusters (51-100).

Thin, succulent ridges run outward from the trunk, on the underside of the Madarch's crown. The juice within them is called Pelenaure (S. "Encircling Fire") and serves as a powerful healing agent. Each mushroom yields a pint of juice, which is equal to one precious dose. When mixed with an equal part of water, it forms a purplish potion which warms the body and, within less than two hours, heals all the imbiber's cuts and blood vessels and restores normal blood flow.

If one drinks undiluted Pelenaure, however, his blood will churn within its channels and swell with frightening fury. Unhealed wounds reopen and cuts widen. In some cases, a victim's veins simply explode. Greed can breed a rather disagreeable fate.

4.2 ANIMAL LIFE

Insects, small mammals, amphibians, crustaceans, and fish abound in Moria. Most are uncolored and appear white or "clear"; and the majority rely not on their sight, but on refined touch, smell, or hearing. Some, like the plentiful bats, depend on even more unusual means to find their way. With little light to thrive on, Moria's beasts tend to be blind.

Large animals, particularly predators, rarely reside in the city or the mines, although visitors take refuge in Moria during times of bad weather or famine. Those that somehow adapt to underground life are usually hunted down by more cunning beasts: Orcs, Trolls, Men, or the unspeakable beings that occasionally come out of the Under-deeps. Some Cave Bears and Dire Wolves scrape out lives in the passages and chambers close to the surface.

Diminutive varieties of life thrive in the Deeps. Moria is an ideal home for mice, worms, frogs and, in particular, scavengers such as moles and shrews. Most consume anything from decaying plants to fresh flesh and are always in search of food. Their constant hunger makes them almost as dangerous as the more familiar hunters. In fact, Imrislir devoted much of his text to these beasts in his Moria Diaries, a portion of which is digested here.

CHAMBER BIRDS

The Chamber Bird (S. "Aew Samman"; pl. Aiw Semmain") is a white culler that feeds on the gold Zur fungus. Essentially mute and sightless, they use inaudible sound waves and their acute sense of smell to find the low, sheltered, clay crannies where Zur nestles. Chamber Birds sweep down from high, crowded limestone perches and hover over their food using the quick, frenzied beat of nimble wings. Pausing only a few seconds, they strike with



Cave-bear





precision and tear the tough forage with their long, white, serrated beaks or cruelly clawed, blue talons. These avian skills are remarkable, since they tend to be large, with wingspans of up to three feet and a body half that length.

This combination of size and maneuverability makes the Chamber Bird a potent foe, and it is fortunate that they are shy and contemptuous of meat. They will not attack another animal unless surprised or starving. Encounters with them are few, but one must beware, nonetheless, for the usual Chamber Bird colony accommodates twenty to thirty residents.

CAVE BEAR

Moria's Cave Bears (S. "Ardas Grod"; pl. "Erdais Gryd"; Kh. "Felak-bûarndûr") are relatives of the black Barg-moigh, or "Great Bear," of the northern highlands of Eriador. They are huge beasts that stand two or three feet taller than a six foot man and weigh up to 1400 pounds. This frame is covered with a black coat, one normally accented by brown stripes on their paws, ears, and faces.

The Cave Bear's gentle lines often disguise the massive musculature that enables them to tear out stout roots or break bulky branches with quiet ease. One backhand swipe can snap a man's neck as effectively as a child cracks a twig. Their five to six inch non-retractable claws can rip through leather or light metal armor and inflict deep, gouging wounds.

Cavern Wing



Fortunately, displays of their frightening power are rare, for Cave Bears favor a diet of tubers, fruit, nuts, berries, and fish. Most are passive unless disturbed, ill, or in need of sustenance. Their usual routine revolves around their small (1-5), closely knit families. They are monogamous and extremely protective of their brood. Foraging sorties involve the whole group, for mothers rarely leave the cubs alone at the den.

THE CAVERN WING

While bears are scarce, bats compose a huge portion of Moria's inhabitants. Generally, they are small, harmless herbivores; but a few, notably the fierce Cavern Wings (S. "Ramman Agar"; pl. "Remmain Egair"; Kh. "Felik-fagûl"), pose an active threat. Masters of the open darkness, they live in black spaces where light rarely intrudes. There, they sleep in peaceful isolation, hanging from rooftop clefts on hooked claws until the daily call for the hunt is passed along the line.

Cavern Wings gather in groups of two to a hundred and are organized under a single dominant leader. When he awakes, the other bats stir to follow him; when he signals an attack, they pounce with fury. Then they descend in a swirling pattern and capture or tear at their victim with razor-sharp talons. Large prey is downed in a series of attack waves that recur so quickly as to seem continuous. A Dwarf-lord once described their assault as a "twisted cloud of knives."

Individually, the Cavern Wing is not so formidable, although they are considerably larger than other bats. Their one to two foot wingspans restrict movements, but they are nimble, given their size. They are fearless and trust in the art of ambush to offset their lack of bulk.

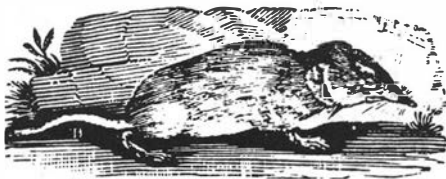
Young Cavern Wings are grey, with darker speckling on their undersides, while mature adults are often black. Each set of their four elongated fingers support their dull black wings, flight membranes which stretch back and attach to the ankle just above a wicked five toed claw. Large ears floppy ears give them a dismaying appearance, although they are virtually invisible when shadowed. Since they frequently glide and flap their wings efficiently, they are usually betrayed by the piercing cries they use to locate objects. Naturally, any warning is important, for these ferocious carnivores feed on any meat they can find: rodents, insects, fish, or even man-sized morsels. The best defense against the Cavern Wings requires a good ear, a strong position, and a careful target selection: one lucky strike which claims their leader will send the others home. Nâin I once wrote:

*"We whirled at the sound,
And Grórin grabbed his Horn.
With Shields held high above,
My Guard circled round Me.
Like Mist, the Bats came, but Doí let an arrow fly,
And felled their black Lead.
So off the Dark Wings flew, to choose another Master,
And strike some later Day."*

DEATH SHREW

Unlike the Cavern Wing, the Death Shrew (S. "Cecren Guruth"; pl. "Cicrin Geryth") appears harmless. They rarely exceed three inches in length and are often solitary. Their white coats and blue under-fur are prized among the Dunlendings of Dunland, to the south. Still, there is meaning to their name, for the bite of a Death Shrew carries the disease called The Blue Hand (S. "E Luincam").

The Blue Hand is not contagious or fatal, but it shortens lives. Dunlendings who contract it kill themselves. This is due to the disease's dreadful effects: blue discolorations of the skin; large boils on the hands, feet, and under the eyes; bleeding through the ears and nose. Those who contract it are often immobilized or crippled, and frequently outcasts.



Death Shrews are immune to the scourge they bear, and even rely on other means to dissuade attacks. They secrete a foul-smelling spray which protects them from most larger predators and have developed a reinforced spine which withstands crushing blows. Fortified and strengthened by a mesh of interlocking bony flanges and rods, the shrew's backbone can support the weight of a large Man.

This arsenal of defenses may be due to the varied needs of the Death Shrew. Enormous appetites force them to consume nearly five times its own bodyweight every day. Thus, they feed on nearly anything and will go almost anywhere to satisfy their food-lust. Although they rely on insects and rotting plant matter, they will take a bite out of whatever appears at hand, including the exposed skin of a large animal. Dwarves used to caution adventurers in the region accordingly, and one traveling in Moria should take care where they sleep, or even where they lean for rest. After all, Death Shrews are superb climbers. One can only thank the Valar that they are found nowhere outside the caves of the central Misty Mountains.

DIRE WOLF

Dire Wolves (S. "Hudrún Thaur"; pl. "Hedryn Theyr"), however, are found throughout northern Middle-earth. They are powerful, muscular animals, with thick, bushy tails and a rich black coat. Their fur is prized among both the Dunlendings and Northmen of Rhovanion. The wolf's purple or red eyes sit like jeweled islands inlaid upon a sable sea.

Dire Wolves are intelligent social animals which live in family groups of two to eleven, or packs of one to five family units and a few loners. Pack members hunt together, cooperating to hunt down large game, although Wolves are content to feast on rodents and fish. Within

the pack, there is a societal hierarchy based on a leading male and his mate. All pairs remain together for life, so the fall of a male results in the decline of his family. Disputes are often settled by duels, but few are fatal to either combatant. Instead, results are often shown by the posturing, growling, and barking that is so crucial to communication among Wolves. The stronger the Wolf's position, the higher he will carry his tail.

The Dire Wolf grows to five or six feet in length, with a tail nearly two feet long. They weigh as much as 150 pounds. Swift and agile, they can quickly reach speeds of thirty miles per hour and maneuver through narrow rocky defiles with amazing ease. Their storied leaping ability is true: off a run, they can hurl themselves six or more feet in the air, landing with claws and jaws extended on all fours. Although rare and confined to caverns near the surface, Dire Wolves strike fear into those that live in the region. Unlike other Wolves, they are unafraid of Free Peoples. Their threat is particularly severe, since they are exclusively nocturnal predators and can see well with virtually no light.

ECHO HAWK

Because it is a loner and is generally confined to a subterranean domain, the Echo Hawk (S. "Soraew Lomin"; pl. "Sereiw Lemín") lacks the Dire Wolf's alarming reputation. In many ways, however, the Hawks are more dangerous.

Echo Hawks combine incredible infra-vision with a locating sound retrieval organ similar to the radar bats employ. This enables them to spot their prey with unparalleled precision, and gives them a means to avoid colliding with rock faces and abutments. Without these adaptations, the Echo Hawk could not employ a two to three foot wingspan, or fly at speeds of up to ninety miles per hour, abilities which make it a lethal hunter.

One can identify the Echo Hawk by its lack of pigmentation, for it grows white feathers and has colorless skin and a clearish beak. A fleshy cere at the base of the beak holds their large, external nostrils. In addition, the Echo Hawk has the strong musculature of an large eagle and is less gracile than more common Hawk varieties. Both its talons and its downwardly curved beak are unusually long, hard, and sharp. Because of its strength and speed, these Hawks can penetrate armor.

Echo Hawks prey on rodents, fish, and whatever larger sources of meat they can slay. Few will turn down the opportunity to feast on fresh or rotted carrion and, in a sense, they will tear into anything that remotely suits their carnivorous thirsts. Like the Chamber Bird, they live in high roosts; however, the Echo Hawk lines his nook with a deep bedding of dead vines, dried mushrooms, and hair. Since they are long-lived and reach maturity very slowly, they are few; their clutches contain but one or two eggs. These are guarded by the female Echo Hawk, who are larger and more fearsome than her mate.



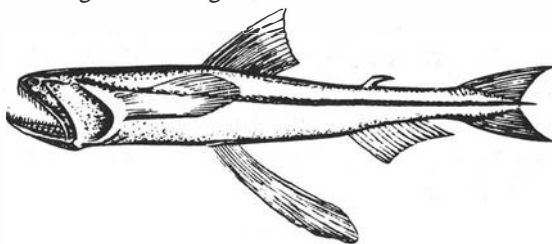
Death Shrew



RED JAW

Although the Echo Hawk appears peculiarly adapted for life in the cavernous Deeps, the bizarre Red Jaw (S. "Carach Caran"; pl. "Cerech Ceren") has evolved even stranger features. Four to six feet long, they are scaleless fish with large, flat heads and eyes inset on top, rather than on the side, of their faces. Their huge red jaws contain up to seven rows of sharp teeth. Aside from the jaw, they are colorless. The Red Jaw does, however, provide a visual display: its several hundred small, light-producing fin-growths can illuminate a large area.

Essentially, they are bottom-dwelling scavengers who feed on virtually anything that suits them. Quick and voracious, they are capable of swallowing a small Dog or devouring a Man's leg in seconds.



Red Jaw

VAULT SHRIKE

While the Red Jaw lacks pigment, the Vault Shrike (S. "Nalaew Rond"; pl. "Neleiw Rynd") is absent subtlety. Named for their disquieting shrieks, they are not birds, but bright red bats that live in high nesting perches. Most are six to twelve inches across and have long noses and tongues adapted for reaching into small holes. Their tongues secrete a highly toxic nerve poison ("Gwinwin Nalaew") which will act to paralyze or, if ingested, kill its prey. Then, the Vault Shrike will dismember its meal with sharp, scissor-like, incisor teeth.

Vault Shrikes are usually solitary, but groups of as many as five have been found. Their diet is composed of insects and frogs, particularly the small Lime Frog. Ironically, they often pluck frogs from mid-flight, using their tongues as prehensile whips. Since the Vault Shrike population is small and confined to Moria and a few other cavern complexes, Dwarves have always prized the bats for their poison, and often use frogs as lures. The hunt can be dangerous, though, for the Vault Shrike is both elusive and aggressive. Durin IV once wrote:

"Young Khaïn was too proud

To stay behind, the Fool.

He sprang forth and leaped
Into the fray, like a Fiend.

The blood-red Shrike circled,
Again and again,
And every time struck home,
Leaving an arm, or leg
Dangling like a limp vine.

Khaïn fell, eyes open,
And watched immobile,
As his young Life passed.

The savage Eye was stayed,
And the Bats were fed."

5.0 THE DWARVES OF MORIA

"The Dwarves indeed proved tough to tame; they ill endure the domination of others, and the thoughts of their hearts are hard to fathom, nor can they be turned to shadows. They used their rings only for the getting of wealth; but wrath and an overmastering greed of gold were kindled in their hearts, of which evil enough after came to the profit of Sauron. It is said that the foundation of each of the Seven Hoards of the Dwarf-kings of old was a golden ring; but all those hoards long ago were plundered and the Dragons devoured them, and of the Seven Rings some were consumed in fire and some Sauron recovered."

— *Sil*, p. 288-89

Because the tale of Moria is so interwoven with the history of the Dwarves, one must comprehend the Naugrim before understanding the city or its mines. Dwarf-lords conceived Khazad-dûm, and Dwarf-tools carved it.

5.1 THE KHAZÂD

All Dwarves are descendants of the Seven Fathers, the original lords crafted from the earth by the Vala Aulë. Born of Aulë's thoughts, they forever carry much of the Smith's own loves and hates. Elves and Men attribute their nature to Eru's grand scheme and are shaped to conform with the "Balance of Things." Dwarves, on the other hand, only liken their ways to the Smith of the Valar, for Eru let the thoughts of his servant stand when he allowed them a life and a will. Thus, the Naugrim call Aulë Mahal (Kh. "Maker"): the giver of life, sculptor of mountains, and master of crafts.

Aulë conceived the Khazâd at a time when Morgoth was in rebellion, declaring himself Lord of Middle-earth. With fear in his mind, the Smith crafted his Children to resist the Evil of the Black Enemy. The Dwarves awoke a strong and vigorous race. They are vulnerable to greed and yet rock-hard, stubborn and yet practical, slow to love and yet fast in friendship. No other race is as rugged, nor as resistant to hunger, hurt, or toil. Naugrim can endure the longest of journeys without words, and withstand fire and cold without flinching.

Dwarves are also dear in heart to one another. Although the Seven Tribes sundered soon after their awakening and have long since spread across Middle-earth, they have remained close. A Dwarf treats his kind as brothers and non-Dwarves as lesser beings who are a constant threat. Their blood is thick and their bonds are deep. They enter into agreements with extreme care but, once made, honor them to the letter. The old adage is true: "no friend ever did a Dwarf a favor, no enemy a wrong, without being repaid in full." While the Naugrim are quick to quarrel—even among their own Houses—and suffer from jealousy like other Speaking Peoples, they protect their brethren from outside enemies with unswerving fury. They will answer any call to war on behalf of their race.

The Khazâd enjoy a universal reputation for ruggedness, practicality, brutal frankness, and honor. Outwardly cold, they love things and devices crafted under hand much more than things that breathe with life. Most groups favor the rocky highlands and deep caverns of the mountains, for the Dwarves, perhaps more than any race, recollect and invoke their origins and heritage.

PHYSICAL CHARACTER

Dwarves are generally short, stocky, and strong. They are four to five feet tall and have sturdy, thick arms and legs. Their build enables them to carry great burdens and withstand tremendous hardships and punishment, and it is not unusual for Dwarves to travel vast distances over short periods with little or no rest. Only Orcs rival their ability to endure work and remain steadfast in the face of an ordeal.

Like Orcs, they fear open water and the Vala Ulmo, and normally do not swim. Yet, Aulë saw to it that they are virtually immune to flame and ice, for from the time of their coming they have been subject to the fierce mountain weather and to the fires deep in the earth. Although this resistance has diminished over time, it remains a part of the Dwarven character. Dwarves are also renowned for their 200-400 year lifespans and their remarkable resistance to pain and disease.



APPEARANCE

The Naugrim have dark hair, deep-set eyes, and ruddy complexions. Because of their myriad enemies and constant exposure to the elements, they favor heavy clothing and make frequent use of stout metal armor. Dwarf-men nearly always sport long beards, unlike the slightly smaller Dwarf-women. Any apparent lack of variety is a contrivance. Dwarves quickly adopted a uniform, fierce, and grim outward appearance as a useful, protective facade, and still maintain a strong distinction between their public and private styles. When traveling, Dwarves wear hooded cloaks, often with scarves or masks, thereby creating confusion among other races. Even on the road, however, each House has a subtly unique look. Their colorful garb varies considerably from tribe to tribe, and even their hoods are tinted to indicate an individual's origin and allegiance.

MANNER

Dwarves are sober, quiet, possessive, suspicious, pugnacious, introspective, and often very greedy. This character has led them to seclude themselves in strongholds centered around rich veins of iron and precious metals. There they mine and create works of superb craftsmanship, at the same time guarding their hoards with a wariness that approaches paranoia. Like their Maker, they are fabulous smiths and unsurpassed workers of stone. Dwarven items are often stunningly beautiful, but practicality underlies all their artifice. This attitude also affects their views on magic: Dwarves know of spells and enchantments, but generally scoff at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items. Dwarven mages are unheard of.

The Khazâd are also known for their military prowess. Superbly equipped and unyielding in purpose, they fight without thought of retreat or quarter. They favor overpowering weapons as rugged and brutal as the Dwarves themselves: heavy crossbows, axes, hammers, and war mattocks. Wearing heavy armor and cruel looking helms with cowls (face visors or masks) resembling terrifying horned beasts, a force of Dwarven warriors presents a formidable and disturbing profile.

DWARF-WOMEN

Relatively infertile and lacking women, Dwarves rarely sire children—or even take wives. Barely a third of the race is composed of Dwarf-women and many of them desire mates they cannot have. Fewer than one in three Dwarf-men marry, for the Naugrim mate for life and will not join with one they do not desire above all others. Like most rare jewels, female Dwarves are coveted and obsessively protected in ways unlike those of any other race.





Counting
Gold

Fortunately, the Naugrim are enamored of crafts. Many never crave to love another, so they need no marital union. This introspective fascination with the arts and creation encourages stability among a race easily torn by envy and umbrage.

Dwarf-women are a proud lot. Fiercely protective of their rights, they stand as equals in all affairs but those of war. Dwarves place no restrictions on their status or their mobility, although they travel less than Dwarf-men. They require secure dwellings for the birthing of their offspring, so most remain sheltered from the rest of the world. In fact, Dwarf-women are so remote and rarely recognized, that some believe they do not exist. Since their voice and visage are akin to those of the males, these false legends are strengthened. Even now, many Men presume that Dwarves "grow from stone."

5.2 LANGUAGE

"Baruk Khazâd! Khazâd aimênu!"

—an old Dwarven war-cry (translated as "Axes of the Dwarves! The Dwarves are upon you!")

LotR III, p. 513.

When in public or about in the wild, Dwarves speak Westron, the "Common Tongue." In this they are fluent, for it is their second language and serves as their principal means of communication with others. It is their "outer language," supplanting the Sindarin that the Naugrim employed as a public speech during the Elder Days.

Need forces Dwarves to absorb the speech of others. It forces the Naugrim to become accomplished linguists. Some assume a command of one or more Mannish dialects, while others are proficient users of Elvish. All take to learn an outer tongue, though, so that they can function outside the bounds of their Dwarf-homes.

KHUZDUL

Among themselves, Dwarves speak Khuzdul, a cloistered tongue known to virtually no one but themselves. Khuzdul changes little with time, being a sacred, spoken language of lore and not a cradle-speech. This "inner language" is well suited to the throaty Dwarven voice, since it has a deep tonal quality.

Khuzdul is marked by harsh consonants and uses two or three-consonant patterns to denote common concepts. For example, "K(h)-Z-D" structures refer to word roots equivalent that describe Dwarves or things essential to the Dwarven identity (e.g. "Khazâd" = "Dwarves"; "Khazad" = "Dwarf"; "Khuzdul" = Dwarvish"). While virtually all of Khuzdul remains a well-guarded secret, the following gives a sampling of some choice vocabulary:

DWARF-WORD	MEANING	ROOT	ROOT-MEANING
<i>Azan</i>	Dim	ZN	Dark
<i>Baraz</i>	Red	BRZ	Red
<i>Baruk</i>	Axes	BRK	Weapon
<i>Bizar</i>	Vale	BZR	Cleft
<i>Bulûm</i>	Flowers	BLM	(Flowering) Plant
<i>Bundus</i>	Clouded	B(n)DS	Opaque
<i>Dim</i>	Mansion	DM	Abode
<i>Felak</i>	Cave	FLK	Subterranean
<i>Felik</i>	Cavern	FLK	Subterranean
<i>Khazad</i>	Dwarf	K(h)ZD	Dwarven
<i>Khazâd</i>	Dwarves	K(h)ZD	Dwarven
<i>Kheled</i>	Glass	K(h)LD	(Clear) Stone
<i>Khuzdul</i>	Dwarvish	K(h)ZD	Dwarven
<i>Kibil</i>	Cold	KBL	Ice
<i>Hathûr</i>	Head	HT(h)R	Summit
<i>Lagil</i>	Pass	LGL	Bridge
<i>Narag</i>	Black	NRG	Black
<i>Nâla</i>	Spring	NL	Moving Water
<i>Nûl</i>	Streams	NL	Moving Water
<i>Zâram</i>	Pool	ZRM	Still Water
<i>Zigil</i>	Mirror	ZGL	Steel
<i>Zinbar</i>	Horn	Z(n)BR	Point
<i>Zirak</i>	Silvery	ZRK	Silver

WRITING

The Naugrim using inscribe in an Elvish tongue using the Angerthas Moria, an unsystematic variant of the angular runic script Cirth. Because runes persevere and are by nature public, written Khuzdul is (virtually) unknown. Dwarves write in an "outer script."

Given their extreme reliance on non-Khuzdul writings, the Dwarves adopt written influences much more frequently than spoken alterations. They rarely inscribe in an arcane fashion.

5.3 CULTURE

Non-dwarves perceive the Naugrim as a highly unified and monolithic society that values the group over the individual. This is largely true. Dwarves share many kindred traits and maintain a consistent, predictable front to outsiders. They function in an outwardly plain, predictable fashion. Their methods, garb, and even their simple "outer language" reinforce this image. In truth, however, the Naugrim are exceptionally (albeit subtly) complex. Their inner character, like their "inner language," is rich and deeply varied. As many insightful Eldar might note, the Dwarves seem to be more alike than Men or Elves; however, they are all truly unique. It is the depth

of their differentiation that makes them seem so uniform.

Certain themes color all Dwarven culture. All Dwarves tend to ascribe to a strong conservatism. They also maintain an intractable loyalty to their line. Protective of blood and fortunes, the Naugrim ferociously guard their legacies. This guardianship includes Dwarf-ways; and, just as Khuzdul evolves more slowly than any other tongue, Dwarven norms and mores appear frozen in time.

WORSHIP AND RITUAL

This emphasis on conserving old ways also affects Dwarven religion. Generally superstitious, their rituals remain the same as those set down just after their awakening. The dead are always buried in stone, be it in crypt or under a cairn. They are never put to rest beside dirt or anything other than the substance from which the race was founded. When time or circumstance prevents proper internment, fallen Naugrim are placed on a pyre and burned.



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4	ᐅ	v	14	ᐃ	j	24	ᐅ	gw	34	ᐅ	s-h	44	ᐅ	w	54	ᐃ	h-s
5	ᐅ	hw	15	ᐃ	sh	25	ᐅ	khw	35	ᐅ	s-'	45	ᐅ	ü	55	ᐃ	★
6	ᐅ	m	16	ᐃ	zh	26	ᐅ	ghw,w	36	ᐅ	z-n	46	ᐅ	e	56	ᐃ	★
7	ᐅ	(mh)mb	17	ᐃ	nj-z	27	ᐅ	ngw	37	ᐅ	ng ★	47	ᐅ	ē	57	ᐃ	ps ★
8	ᐅ	t	18	ᐅ	k	28	ᐅ	nw	38	ᐅ	nd-nj	48	ᐅ	ā	58	ᐃ	ts ★
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Dwarves worship Aulë (Mahal) and turn to him when troubled or in need. Every fundamental belief they hold revolves around his character and the his creation of the Seven Fathers. Accordingly, Dwarves revere the number "7" as essential and even sacrosanct. Their "Origin-tale" holds that Aulë wrought seven Lords and, in turn, seven Houses comprise the race.

5.4 THE DWARVEN SPIRIT

The Dwarven Origin-tale breeds the tenet that each House is a lineage with a common spirit which permeates the kindred and ties them together. In a sense, the Naugrim look upon themselves as parts of seven greater souls. They venerate their ancestors above all other things except Aulë their maker, and believe that the living core of their kindred spirit resides in each Dwarf-king.

In turn, each Dwarven family embodies a single sub-spirit, a unique manifestation of the greater "House-spirit." Each Dwarf-maid bears this spirit into all of her offspring. They, in turn, share a soulful bond of unparalleled strength. It is if every set of brothers empathizes with one another like identical twins. This kindred quality breeds fierce loyalty and introspection, and helps explain why the Naugrim are so prone to fight. After all, an individual Dwarf's life is far less sacred than that of his family, and a brother always lives on as a vehicle of the same soul carried by his slain sibling.

Gimli



This spiritual continuity helps explain why Dwarf-women are so very precious. It is they who ensure the survival of bloodlines, for few male Dwarves actually sire children. Their violent, physical lifestyle claims many Dwarf-men; and, given their nature as co-bearers of the family sub-spirit, few find the inspiration to breed. Dwarves multiply slowly, for they do not dilute their spiritual capacity.

5.5 DURIN'S FOLK

"...he lived for so long that he was known far and wide as Durin the Deathless. Yet in the end he died before the Elder Days had passed, and his tomb was in Khazad-dûm; but his line never failed, and five times an heir was born in his House so like his Forefather that he received the name of Durin. He was indeed held by the Dwarves to be the Deathless that returned; for they have many strange tales and beliefs concerning themselves and their fate in the world."

— *LotR III*, p. 439

No House of the Khazâd stands above that of Durin's Folk. They are the oldest and noblest lineage, for they trace their line back to the first of the Seven Fathers. Their ancient spirit, coupled with the Kindred's role in history, makes Durin's House the most experienced tribe, the first among jealous equals.

Physically, Durin's Folk are no different than other Dwarves. Slanted tales citing their superior stature and strength are confined to the biased libraries of Erebor and Khazad-dûm. They carry themselves with assurance and bearing, but this is not function of greater size.

HAIR AND DRESS

Instead, the Naugrim of the First House differ from their brethren in less obvious ways. Those of Durin's Tribe allow their beards to grow freely throughout their lives, and wear them forked and braided. Then they tuck the whiskers into their belts, allowing slack for sudden movement. Many plait their flowing hair as well and, in each case, they utilize elaborate knot patterns particular to their family.

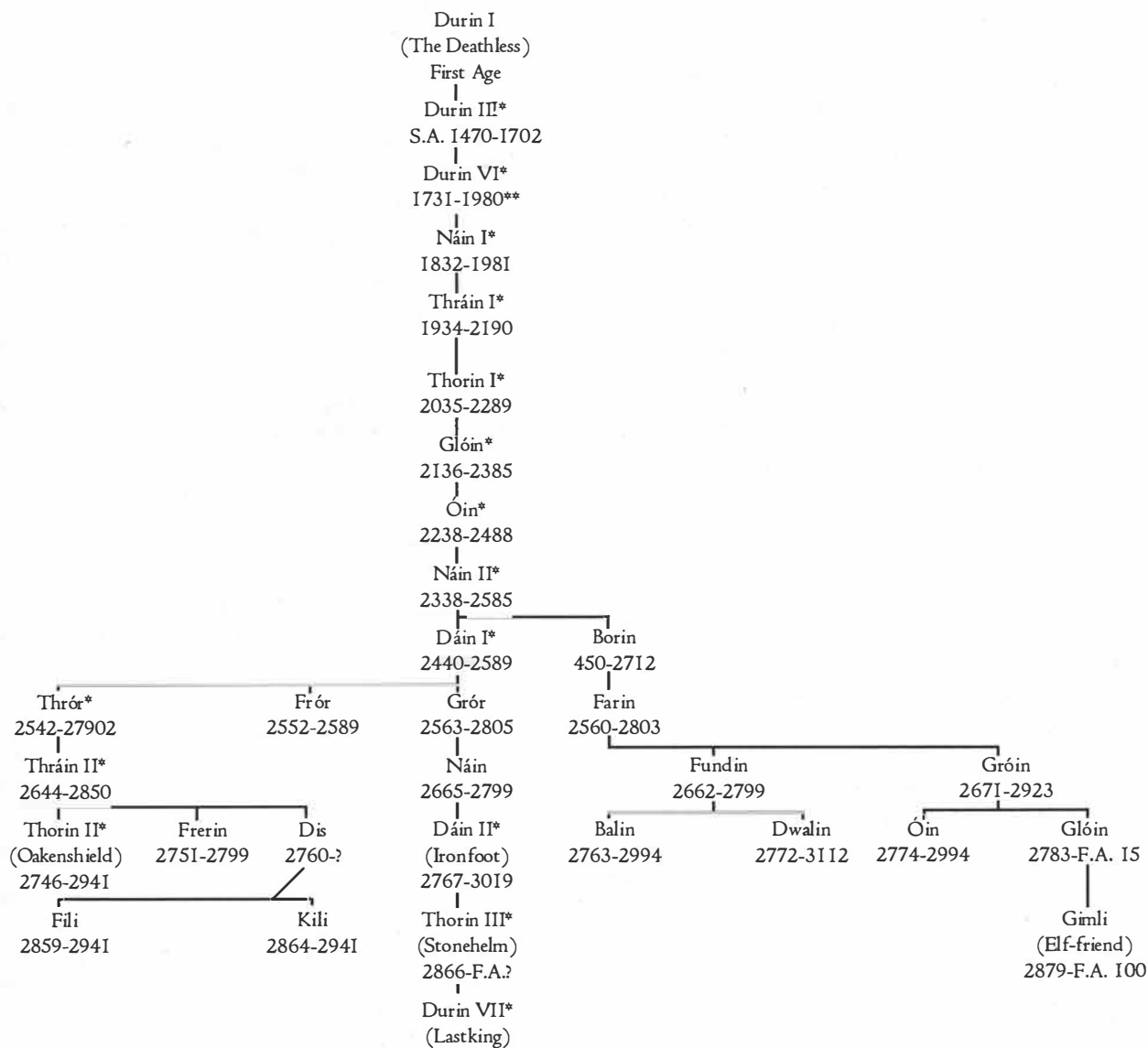
Durin's Folk also employ a distinctive colored hood, in lieu of a cowed cloak. Most lack adornment; rather, they rely on bright, solid hues to embellish otherwise graceless lines. Flaps or a mask are often sewn into the hood, so that the face can be covered or protected. (Dwarf-women make widespread use of these coverings.) Durin's Dwarves wear their hoods over traditional Dwarven garb: a leather jerkin or wool tunic, a wool or linen shirt, tight-fitting trousers, and one piece shoes or inner-boots. When active or about in the world, these Naugrim don heavy leather boots and a cloak or shawl fastened with a decorated brooch. Given their fondness for crafts, all of their clothing is well made and generously accented with refined borders and crenelated trimwork. Dwarf-lords wear even finer garments, and often add gold or silver tassels to the peaks of their hoods.

LIFESTYLE

Durin's Line is also famous for vibrant music. While all Dwarves love a tune and relate their secret stories only through lyrical abandon, Durin's Folk embrace their songs with unusual fervor. This emphasis comes from long exposure to the Elves, particularly the Sindar of

Beleriand, the Noldor of Eregion, and the varied inhabitants of Lórien. Rarely do Durin's Folk work or march without spilling a yarn set to tune. Since the words are often in Westron or an Elvish tongue, their music frequently carries a cadence that is peculiar to others, but the message is almost always Dwarvish.

DURIN'S LINE



*Kings of Durin's Kindred.

**Unless specified, all dates refer to the Third Age.

Third Age Dates

1980—Balrog Unleashed.
1981—Moria abandoned.
1999—Founding of Erebor.
2589—Dragon slays Dáin I.
2590—Return to Erebor.
2770—Smaug sacks Erebor.
2790—Thrór murdered.
2790-3—Dwarven mustering.

2793-9—War of the Dwarves and Orcs.
2799—Battle of Azanulbizar.
2850—Death of Thráin. Durin's Ring lost.
2941—Smaug is slain. Battle of Five Armies.
2989—Balin founds Kingdom in Moria.
2994—Balin and his host are slain.
3018-9—War of the Ring.
3019—Gandalf slays Balrog.

NOTE: Above material digested from LoR, III, A, P.450.



It is scarcely surprising that the Naugrim of the First House are also makers of fine musical instruments. They favor flutes and horns, for their short fingers do not adapt well to stringed contrivances. Drums and other percussion pieces provide some variety, but the Khazâd are not concerned with such diversity. Instead, they rejoice in variations of simple, economical tones, be they voices or notes wafting from heart of a noble musical device.

Just as they quick to take to song, Durin's Folk are always active in other ways. Even when they relax, they eat, or drink, or smoke a pipe. When they are not crafting objects, they play with them. It is this passion that gave birth to the awesome reaches of Moria, the same impatient drive that makes the Naugrim wander when they have no more halls to hew. Thus, one rarely encounters one of the First House on the trail without a walking stick in hand, a Dwarf eager for a test of strength or skill or lore.

REVERENCE FOR THE "DEATHLESS" ONE

Nonetheless, Durin's Folk are occasionally lost in thought and sit back to reflect the trials and wounds of their Kindred. Tales of Moria are often the focal point of these ponderings, but most dwell on the spirit of the Tribe. No Dwarf-lord is as respected or as feared as Durin I, "The Deathless." The First Father, maker of the Kindred, founder of Khazad-dûm, Durin is a venerated symbol whose blood flows through both the veins and the thoughts of his ancient brood.

Durin I lived many years past the span allotted other Dwarves and, after a time, his folk claimed he was immortal; thus his name. The truth, however, rests in another account. This tale speaks of Durin's spirit. A version drawn from the "Dunland Tablet" follows:

"To You it is told that Durin shall live seven times, and each Time He shall rule His Line in his own Name. And with each Coming of the King, a great Event will transpire, so that the History of the Folk will never again be the same. And each such Event shall cause a Trial to happen, and an always greater Doom will follow. But the Kindred will prevail, and make Its Way above all Darkness. Until the Last Coming, when the Lastking shall Rule the House in a Glory beyond the Height of all before It, in the shining Mansions of Khazad-dûm."

So it is written that there will be seven Durins, and that Durin VII will be the "Lastking." It is a story as old as Durin's Folk, and has always colored their outlook. In many ways, it explains the strange sense of destiny that has allowed the Kindred to prevail against incredible adversity. No tribe of the Khazâd has faced so many obstacles, nor overwhelmed as many barriers. Unlike many of their brethren, Durin's Line has steadfastly clung to the future of their line—despite the Ring-curse and the Dwarven weakness for wealth and possessions. Farsighted sacrifice has often marked their choice of paths, and seems to linger in their bones. Of all the Naugrim, then, those of the First House are most special.

6.0 DWARVEN TECHNOLOGY

"The star shone out briefly and faded again. Then silently a great doorway was outlined, though not a crack or a joint had been visible before. Slowly it divided in the middle and swung outwards inch by inch, until both doors lay back against the wall. Through the opening a shadowy stair could be seen climbing steadily up; but beyond the lower steps the darkness was deeper than the night."

— *LotR I*, p. 402

With the aid of the Valar, the Elven society of the Undying Lands (Aman) created the greatest works ever achieved by the Children of Eru. Within Middle-earth, however, only the Dwarves can claim supremacy as pure builders. Dwarven construction, particularly underground, is unrivalled in its strength and scale; and of all the legacies of the Naugrim, none surpass Moria.

The Dwarven fascination for inanimate things born of craft-work permeates every level of their thought and their society. Ever active, they are always laboring, either improving or repairing an old work, or building something new. Their unique devotion to toil traditionally channels most of their physical and mental energies into material tasks. Thus, the Dwarves' utter preoccupation with technology. Dwarf culture embraces its engineers, masons, smiths, scientists, workers, and warriors with a vigor found nowhere else. It is hardly surprising, then, that the Naugrim are the most technologically advanced race in Middle-earth. Moria, their crowning achievement, is also the greatest example of Dwarven technology.

6.1 SMITHS

Dwarf-smiths are the most prominent Dwarven craftsmen, for the products of their labor are circulated throughout Middle-earth. Dwarven tools, armor, and weaponry command high value and are prized by artisans, warriors, and noblemen alike.

Implements produced in Moria bring the highest prices, for the Dwarf-smiths of Khazad-dûm are considered the best of their race. The legacy of those descended from the Line of Nogrod, combined with long years of cultural exchange with the Noldor Elves of Eregion, provide the smiths of Moria with a wealth of experience and knowledge concerning both metallurgy and magic. Continuously secure dwellings add an important atmosphere of stability and continuity, since the Naugrim require protected confines for their painstaking yield. Among the Dwarves, time and temperament are critical ingredients, as important as ore and fire. Based on items renowned for beauty and power, the Moria-school is Endor's most intriguing and productive group of smithies.

TOOLS AND TECHNIQUES

Dwarf skills breed Middle-earth's finest tools, implements which, in turn, make it easier for the artisan to turn out his next piece. The Naugrim produce and utilize a wide selection of specialized tools, but they rely most on a small complement of all-purpose instruments. The best description of this assortment comes from the letters of Morvegil Curucam, Arthedain's envoy to Moria from 1541 through 1566, Third Age. Himself a Smith, Morvegil spent much of his time in Moria strolling through hot Smith-halls. His letter of 26 Narwain, T.A. 1555 follows:

"I am constantly astounded by these Craftsmen. They never seem to sleep, and are always about singing and hammering in sweltering Quarters where the only light is that which leaps from the forges. Even the blistering cold of this Narwain can be preferable to the searing heat of their King's Smelting-halls. But the Dwarves relish these climes, and I cannot dispute their Art.

The Smiths employ hundreds of little Tools—Awls, Chisels, Clamps, Molds, stretching Chains, Adzes, Metal-shears, and the like—but above all, they favor those we know from Home. Forges, Anvils, Tongs, and Hammers bear the brunt of their toil. Strangely enough, they mainly do the things our Folk try, although they tinker a lot and ply their Trade without thought of strain. Rest comes in the form of huge Meals and Buckets of sour Beer. Dwarves count work and war as fun and frolic.

The most noticeable differences between our Tools and those of Moria relate to their size and composition. Dwarf-tools use an immensely strong Steel, as hard any I've seen in Fornost, and capable of cutting good Iron like Lard. Some of their better Smithies are even stocked with Equipment faced or edged with the Mithril Alloy the Sindar call 'Ithilnaur'. Enchanters and Alchemists run these Shaping-halls and turn out the incredible Treasures bound for the Coffers of Dwarf-lords and High Kings.

As one might think, Dwarven Tools tend to be smaller than those of Men, although they commonly use large, two-hand Hammers and Adzes. I've also noticed steel Anvils of all sizes, some seven feet long and molded with full weapon Rests. The average Block spans three feet, which is twice the norm of those from Eriador. It's the variety that intrigues me, though, because Moria certainly enjoys at least one type of Anvil to match any found Elsewhere."

SMELTING

As Morvegil notes, Dwarf-tools are superb, but it is their techniques that enable them to excel above all others. Forge-building, smelting, and metal-forging are fine arts in Moria.

A good fire enables the smith to smelt and forge hard metals, and is crucial for making quality alloys like Moria-steel and ithildin. Moria's Smelting-halls depend on two primary sources of forge fire, both exceedingly hot. Coal-



Building a Chamber

fires fuel most of Khazad-dûm's forges, while earth-fires (volcanic magma) are used when extreme heat is required. The wood-fires familiar elsewhere are rarely found in Moria, and are only used when certain enchantments or incantations require them.

Dwarf-forges are built to accommodate their fire source and provide various grades of heat. Almost all the are multi-chamber units that allow the smith to select the temperature appropriate for his smelting needs. These furnaces have three to seven areas which surround any inner sections and compound the heat. Each is fed by a slanted air intake vent that relies on natural draft to maintain flow. Steady heat brings a constant airstream and this, in turn, works like a bellows. It gives life to flames stoked by hard, black coal or bubbling volcanic lava, nourishing fires which are never extinguished or allowed to falter. Over time, the super-heated furnace walls and heating shelves glow with a constant, fiery radiance that evenly warms or melts, depending on exposure time. Outer furnace chambers are relatively cool and can handle delicate work, but are nonetheless hot. Mid-forge sections equal the hottest found in Arthedain and are ideal for smelting difficult iron ores and Galnim (S. "Shining-white"; i.e., aluminum). Only white heat permeates the innermost furnace.



Smelting in the inner forge sections requires the utmost skill, since their amazing temperatures will melt the hardest of ores in but a handful of seconds. Again, however, the Dwarves have adapted tools to meet the task. Moria's smiths use stone or laen (hard volcanic glass) ladles, molds, smelting pots, and firing boards to control the liquid ore without fear of losing their utensils. When working with earth-fires for long periods, they find laen absolutely essential. Even stone implements might soften or prove unpredictable when exposed to such extremes, particularly for the long periods necessary for the proper smelting of mithril ore.

FORGING

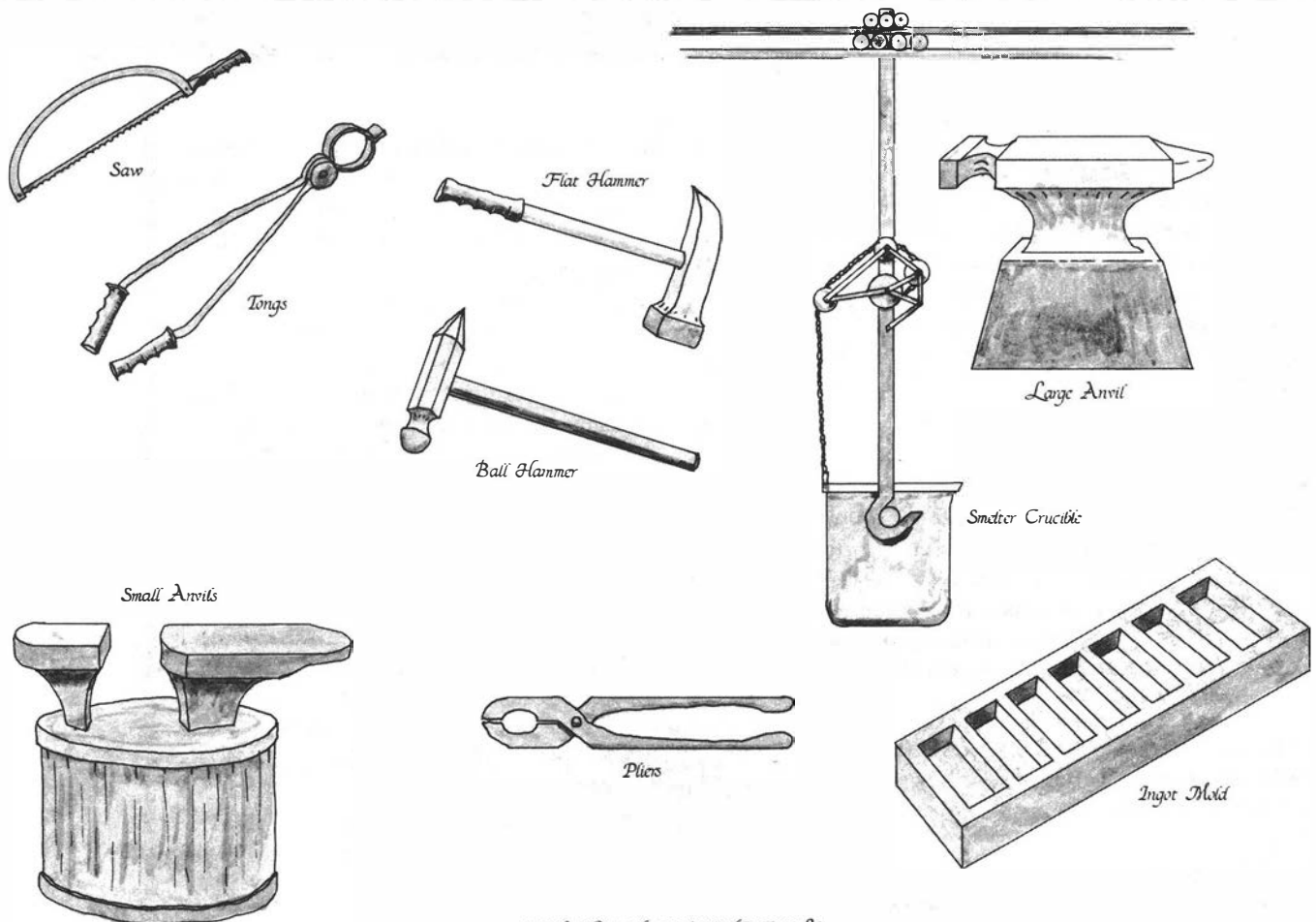
Forging, like smelting, is a refined craft in Moria. Every technique used by Men and Elves is utilized here, with a few specialized processes. After the smelting of the ore, the separated liquid metal is extracted as an ingot or sheet. Then, the metal is either combined with other materials to create an alloy, or it is stored in pure form. Using pulley-ways, sledges, and wheeled carts, the Naugrim move the cooled stacks of metal along tracks to rough-hewn Store-halls, where it is kept until required for forging.

When the Dwarves forge an item, they cart the raw metal to one of a number of special areas. These Shaping-halls contain smaller versions of the larger furnaces in Moria's many Smelting-halls. Depending on the metal and the type of item desired, the Naugrim select an area which is stocked with the proper fire and tools. Most of these Shaping-halls fall into one of four categories: bar-works, Wire-works, sheet-works, or Mold-works.

MOLD-WORKS

Of these, the Mold-works accommodate most of the routine jobs. Vast rooms, they contain seven to forty-nine coal-fire forges which are arranged in banks. Ingots are wheeled into these halls, and then melted down in great crucibles in the inner furnace chambers. While still in the central fire, the liquid metal is poured into a precarved, clay-lined, stone mold, which is then rapidly transferred to the next forge chamber for a brief period. From there it is moved to succeeding furnace sections, each time taking a bath in a somewhat cooler fire. In this way, temperatures diminish gradually and the object retains strength. Finally, the item is removed from the forge and allowed to cool in a series of segregated water-pits, each

Forging Tools



DWARVEN FORGING TOOLS

cooler than its predecessor. Smiths then remove the cool molds, unlock the clamps, and withdraw the object. Using fine tools like chisels and rasps, they clean the surface of the item. This occasionally requires a light firing or an acid bath, but such measures are rare. Once cleansed, the object is sent to a Craft-hall for final work.

SHEET-WORKS

Shaping in the Sheet-works involves a different procedure, starting with metal sheets, rather than ingots. These Forging-halls have a few wide furnaces which hold clay-coated, steel racks. The thin sheets are piled onto shelves, and then the racks slide into the forge for a very brief moment, just long enough to soften the metal. Once removed, the racks tilt and the hot sheets glide off the shelves, one-by-one, onto movable carts fitted with Round-anvils. Dwarf-smiths move their anvils to side nooks. Each niche is a craftsman's work area, and contains a small, three-chamber furnace.

As the helpers move the anvils along, the smiths begin their work. Standing on the moving carts, these skilled artisans rapidly shape the malleable sheets over the curves of the rounded, steel blocks. They cut the sheets with steel shears, and then gently prod them into the desired shape using a battery of bizarre hammers. When the smith's cart reaches his work area, he has a rough product. From this point, the helpers roll his cart into his private forge for a short period, thereby resoftening the metal. Each thin sheet heats quickly, while the heavier cart is merely warmed. The smith then continues to pound and sculpt, possibly adding other sheets with rivets. He will repeat the process until he has a finished form. Then the object will go to storage, or off to a craft-hall for finishing detail.

WIRE-WORKS

The Wire-works produce Moria's famous chain mail and fabulous filigree. Here the tasks of shaping of the metal and crafting the final item are joined, so each wire-smith is also a fine artisan. These Dwarves take raw metal sheets and convert them to arrays of thick wire filaments. It is a tedious process, but the resulting strands are worth the time. Dwarf-mail is, on the whole, the Endor's best heavy armor.

Wire-smiths are assisted by teams of skilled helpers who begin the process by placing the sheets in large, low furnaces akin to those found in the Sheet-works. Wire-forges stand apart in one way, however; they are honey-combed with rectangular baffles. Unlike sheet crafting, no racks are involved, for the metal slips into individual openings, narrow ports into solid, super-heated stone.

Once inside, the metal melts and drips into long, narrow channels on a clay-lined catch tray. Helpers remove the trays according to a staggered schedule. Oiled draw-plates are quickly lowered into the liquid metal; the trays are allowed to cool just long enough for what are now metal rods to solidify, yet remain soft and glowing. At this stage, the laborers set the trays into polished stone forms and begin drawing the draw-plates apart. This stretches the metal rods out, creating long wires.

When the wires cool, they go onto new clay-covered trays for reheating. The resoftened strands are then cut into lengths suitable for the object desired, and the smiths take over. Like the sheet-smith, each wire-smith has his own craft area, although these workshops are better equipped. Many of the wire-smiths are armorers, while others are deft masters of appliques or artistic trim. With a plethora of fine anvils, they alternately heat, beat, and twist their strands until a glorious good is produced.

BAR-WORKS

Just as most of Moria's armor originates in the Wire-works, most of the city's weaponry comes from the Bar-works. Here long, flat 7-21 pound ingots are transformed into Dwarf-blades.

Moria's most skilled smiths work in the Bar-works. Each has his own craft-chamber, which is staffed by three apprentices. The apprentices vary in age and expertise, and it is assumed that they form a hierarchy. As the master passes on, the eldest takes over.

The youngest two apprentices bear the brunt of the heavy labor. They take the ingots off incoming carts and place them in crucibles which are inserted into the larger of two small, specialized forges. This, a closed melting forge, like those found in the Smelting-halls, is used to melt the raw metal. Once it reaches a liquid state, the liquid metal is poured into a bar-mold and allowed to slowly cool and solidify using a series of outer furnace chambers and water pits.

The warm bars are then inserted into the open-sided softening furnace. Its heat brings the metal to a glowing scarlet hue, at which point it is withdrawn. Then, the oldest apprentice takes over. Working on a large anvil with a bar rest inset, he hammers the hot bar into shape, pounding it in order to compress the basic fabric of the metal. As the bar cools and reaches the desired compressed and elongated shape, it is reheated. The resoftened bar is then rolled over into a series of layers and pounded back into its elongated shape.





This process is repeated seven times. In the end, the smith takes command and a blade is crafted from the ultra-compressed bar. Its shape and degree of completion depends on the weapon involved. Swords, for instance, have a dull edge, rough drain-channel, and a long tang (handle core). Axe heads are closer to being finished, but still lack a sharpened edge, and all weapons are without embellishment. The Bar-smith carries on and completes the task with the aid of frequent resoftening and gentle hammering. Using a group of mallets and hammers he will smooth the object, adding metal reinforcement and sharper cutting edges. Then the blade will taken to a moving round-stone, a sharpening and polishing wheel which is turned by pumping a pedal mechanism. With this tool, the blade reaches a ready state, and only the carving, inlaying, and hilt-crafting await. Since the Bar-smith is a craftsman who finishes his own work, he performs these chores as well. Silver wire inlays and runic imprints adorn the final product, as does a hilt of fabric and coiled wire. The result is a either a masterpiece worthy of Moria, or a piece which returns for recrafting.

COLD FORGING

Khazad-dûm is home for yet another forging technique, one unique and full of enchantment. Morvegil was privy to this process and mentioned his visit to Moria's Cold-smiths in a letter dated 14 Gwaeron, 1560:

"My guide Buri is blind in one Eye, but had no trouble descending the narrow Spirals of the granite Stairway that leads down to the Cold-works. I, for one, am always scared on Moria's access Steps, because they have no Rails and occasionally drop through huge open Caves. Even the breezes through the ventilating Shafts feel like Gales when you balance on these precarious Stairs.

The seventh Flight of Dwarf-steps ends seventy odd Feet above the the Floor of an exceedingly frigid Ice-cave. Here the Path gives way and becomes a curving Ramp that winds to the Surface below. I couldn't explain the Cold, and expected an Opening to the harsh Winter outside, but I was quickly reeducated. The sloping Floor of the Cave is actually the Top of a huge subterranean Glacier that sweeps through the northern Deeps of the Silvertine.

An elevated Causeway spans the Glacier and takes the Path into an Opening in the Wall, about a 100' from the lower Edge of the Ramp and 200' beyond the Base of the spiral Stairway. Dancing Lights set among the gigantic Icicles and stunning ice Columns add an Elven air to the Chamber; however, the Scene quickly reverts to One familiar to Moria. After passing the Portcullis and Gate that guards the Aperture, We entered a dimly lit Tunnel with smooth, glowing limestone Walls. The Passage ran straight like an Arrow into another (this time smaller) Ice-cavern.

Moria's Cold-works lie in the second Ice-hall, amidst wild Stalactites and Stalagmites, and thousands of Ledges which are like enchanted glass Bowls filled with frozen Pools. Gold Lanterns and steel-cased crystal Lamps adorn the Walls and illuminate a Collection of work Areas, all separated by deep, ice-filled Canyons.

What wonders Moria holds! Here choruses of Dwarf-smiths craft their magic wares, while the drone of huge natural flutes and drums echoes off the walls. Working in glass forges sprinkled about the Cold-works, they create items of power using the charmed "frozen Flames" from the mystical Helvorn wood.

Helvorn comes from secret Vales in the high Mountains, and I have no inkling as to how It reached these Depths. The bluish-grey Wood is brought in on ice-lined Troughs and slides down out of Store-halls set around and above the Cold-works. Laborers take the Wood from the Chutes and feed It into Slots high on the Sides of the Cold-forges. The Helvorn then falls and the Bark cracks away on impact, exposing the magical Core of the lower Tree to Air. Blisteringly cold Flames explode out of the Core, giving Life to a fresh Cold-fire.

Moria's Cold-fires reside in the innermost Vaults of multi-chamber Furnaces (just like Those that breathe hot Fire in Smelting-halls above). These Cold-forges are crucial to the crafting of the enchanted, glassine Laen, since Laen only gets stronger with increasing Temperatures. It is utter Cold that softens the wondrous Substance, enabling the Laen-smiths to sculpt fabulously strong and beautiful Artifacts.

My Lord, I saw this process at work, and I write about It; yet, I must say that what You read cannot describe the haunting Techniques or the splendid Results born of the Cold-works."

6.2 MACHINES

Moria's elaborate and extensive Smith-halls churn out tools and parts required for the production of clever machines. With a host of high-quality steels and specialty metals, and a fondness for mechanical things, Dwarven engineers assemble phenomenal devices which lessen toil and accomplish feats undreamed of elsewhere. Simple machines like pulleys, levers, counterbalances, coiled tension-springs, wheeled carts, sledges, gears, and screws are commonplace in Moria. Combinations of these mechanisms, often very complex and sophisticated engines, are deployed where required. Most are located in the Mines, Smithies, Craft-halls, and Lords-halls, or in areas critical to Khazad-dûm's defense.

Certain themes frequent the engineering plans of the Naugrim, as do specific types of machines. A few of the most common designs are quite naturally worthy of discussion, since they are fundamental to Moria's workings.

PULLEYS

Moria's sprawling Deeps cover a number of subterranean levels. In order to move goods up and down through its numerous vertical shafts and across the myriad cavernous voids, the Khazâd employ pulleys. Generally, these are many-wheeled steel devices that track stout rope or coiled wire cables. Some are fixed to lift or lower great loads through the roughly hewn lava tubes that unite the Deeps; others are mobile block-and-tackle machines that slide along floor tracks or upon carts.

In addition, certain passages—notably the two halls that parallel the main Dwarven Road through Moria—contain horizontal pulley-ways. These are groups of pulleys, set in long lines and affixed to the ceilings of the corridors. Their connecting cables are suspended by steel L-bars, which also act to guide goods shuttling by. The tip of the bars hold small wheels over which the cable runs. When a load is moved, it is crated or placed on a platform and this, in turn, is attached to a hook joined to the guideline. As the cable moves, so does the burden it bears.

ELEVATORS

Pulleys are also crucial to Moria's fourteen major elevators. These are 21' x 21' x 14' cages with outward-facing wheels set into their side panels. The wheels lock into iron tracks which run through smooth, rectangular shafts and connect the seven Deeps of Khazad-dûm. Huge, steel cables support the cages as they rise or descend in opposition to gigantic detachable counterweights. Parallel wells hold the rock weights, each of which is fitted with an iron ring that accommodate hooks intertwined in the cables or set in the bottom of other weightstones. Since these rocks have set masses, they can be gauged and used to counter the burdens in the cages. Laborers simply attach the appropriate weights, so that the elevator load exceeds the counterweight by 210 pounds. Then they use a windlass and guide pulley to raise or lower the cage.

FIRE-WAGONS

Aside from the Ore-borer, the Fire-wagon is the miners' favorite machine. These are actually movable iron coal-stoves fitted with flame ports and bellows inserts. Miners roll Fire-wagons up to solid rock walls and fan the coals with one or more special bellows. The flames spew from the ports and lap the stone surface, thereby heating the rock. Once hot, the stone is doused with cold water, and the sudden temperature change cracks the wall. This eases the chore of loosening the tough earth in Moria's mines. Then, Ore-borers and laborers with mattocks carefully pick the ore-laden stone away.

A variant of the Fire-wagon serves as a mobile forging stove.

WATER-WHEELS

Like fire, water is a great source of natural power, and the Naugrim draw much from its strength. Dwarven Water-wheels power Rock-drills, Ore-borers, Grist-mills, Trap-mechanisms, Swivel-bridges, and a large assemblage of smaller machines. Tapping local water sources, they bring power to the remotest regions of Khazad-dûm.

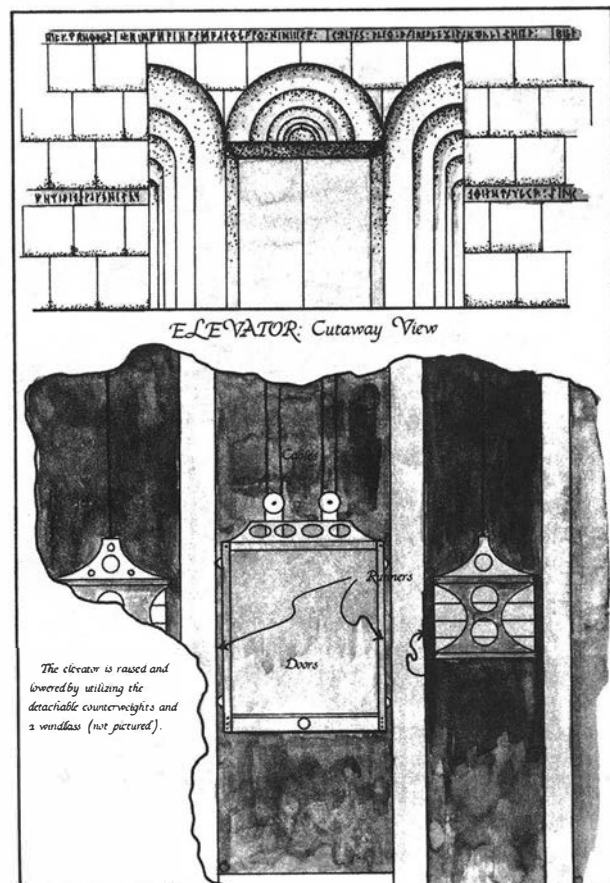
Copper or rock water channels run throughout Moria. Most divert underground streams to control both the fall and direction of the water. Permanent copper and tin Water-wheels, some as large as 70' in diameter, straddle larger chutes and channels. Smaller conduits have standard fittings which permit portable wheel-and-gear to draw power under more isolated or confined conditions.

6.3 WORKS OF POWER

Even without the wealth of mechanical marvels, Moria is graced with a legion of enchanted or magical works, things of Power. Moria's Naugrim produce no pure Mages, but many are endowed with a command of spells and incantations. Masters of Alchemy or the Power of manipulating inanimate things, these Dwarves are often engineers or smiths who are capable of crafting prized objects with peculiar or mystical properties. Such items perform miraculous chores or have exalted qualities. They are therefore revered, and their makers are accorded high status in Moria's craft-oriented society. Some of the most prevalent or preminent works follow.



Elevator





LIGHT-STONES

Even the rugged Naugrim require light at times, if for no other reason to lift the spirits and illuminate the wide expanses of their majestic chambers. Lamps and lanterns provide most of Moria's radiance, but Dwarves prefer less typical lighting in hallowed halls and passages. In temples, monument halls, tombs, the Lords-halls, and defense corridors, glowing gems mark the way or shatter the darkness.

Light-stones are magical, transparent jewels which have an enchanted inner "fire." This "burning glow" lies in the core the gem and is colored by the hue of its receptacle. Crossed rays of differing colors mix to form other shades, so that, by choosing the proper light-stone combinations and arranging them carefully, the Dwarves can achieve virtually any effect desired. In addition, larger jewels generally give off stronger light and can offset or dominate their smaller companions.

The life of a light-stone is keyed to the skills and power of its maker. Some Craft-lords are able to enchant gems that glow for decades, even lifetimes, although most dim and gradually expire after a few years.

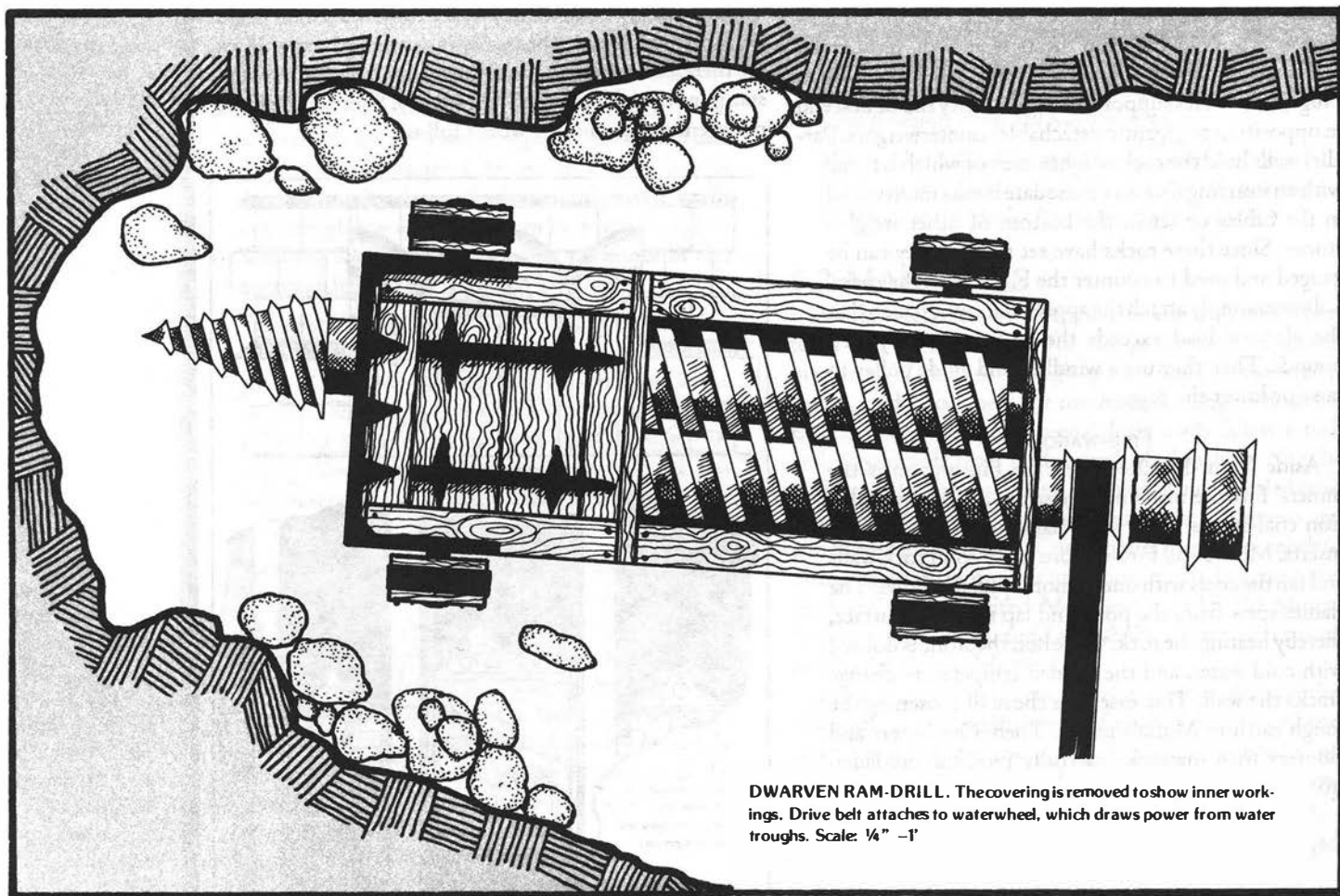
*Dwarven
Ram-drill*

WATCHERS-IN-STONE

Another, much smaller collection of magic rocks are affixed in select sites throughout Moria, particularly at special entryways or stairways, or within restricted tunnels. Called "Watchers-in-stone" (or simply "Watchers"), these are beautifully carved statues with inlaid glassine eyes. Each is an individualized creation based on a terrible or hideous beast drawn from history or lore. As such, they possess a startling, and often frightening, countenance, yet they remain pieces of exquisite artistry, legacies of deft and gentle Dwarf-chisels.



Most Watchers are sculpted of alabaster, marble, porphyry, or onyx, but a few are cut from heavier stone, such as granite or basalt. Sometimes their size or shape determines the medium used by the stone-carver, since they vary between a handful of pounds and a number of tons and may involve very delicate protrusions. Generally, all are of a uniform material; only their eyes are the exception. Laen or smooth, polished gems compose the eye inlays.



DWARVEN RAM-DRILL. The covering is removed to show inner workings. Drive belt attaches to waterwheel, which draws power from water troughs. Scale: 1/4" = 1'

Of course, it is the eyes that perceive things, and those set in the Watchers have exactly that purpose. Wherever they sit, they heed all who cross their gaze. Then they act according to their purpose. Some have eyes that glow brightly to warn Moria's garrison or blind transgressors; others gather air and emit sounds like deep horns or wicked flute-calls; still others move to bar passage or ward away the unwary.

This latter form of Watcher does not crawl about or move as an animal; rather, it slides in a track, or rises or descends as a part of a counter-weighted column. Often, the column or pillar below the statue contains the door opening or entryway, and the movement of the Watcher conceals or removes access through the aperture.

Watchers are, quite naturally, enchanted. Dwarf-enchantations charm both the stone and the eye-gems, much like the magic that produces Light-stones. Above all, however, the spells that enchant these carved creatures are keyed to the eyes. To remove the eye-gems is to blind a Watcher and freeze its Spirit.

This magical Spirit resembles the spell-sewn Power that inhabits the "Two Watchers" that shield the Tower of Cirith Ungol. Of course, Moria's Watchers are weaker, but their Spirits manifest themselves in different ways. Even the movable Watchers, however, are limited to a precise function. They do not resemble the truly animate stone Pûkel-men of the Woses.

RUNE-KEYS

Occasionally, the magic Watchers guard doors. These Dwarf-gates are, in turn, frequently enchanted themselves and open only in special ways. Words or phases guard some, while others yield only to specific folk. The majority, however, require keys and, of these, Rune-keys are the most fascinating and unique.

Rune-keys are almost always metal slabs made of mithril alloys or fine steel. Key-makers usually design them as flat-faced finger rings or plates fitted with knobs or handles, but a few resemble branding irons. Magic symbols—spell-laden runes from the Angerthas Moria—grace the face of the Rune-key, as a bas relief or sculpted brand. The symbol is a reverse version of its counterpart, which is a carving in some wall or Dwarf-gate. When the Rune relief or brand fits snugly into the carved cut, it "un-makes" or unravels the magical lock that holds the Dwarf-gate against intrusion.

SYMBOLS

Actually spells implanted in items, Dwarf Symbols are activated (cast) by reading the associated Khuzdul inscription. Such spells are usually castable seven times per day. A Symbol adorns the inside of each shield carried by Khazad-dûm's Mystic-warders.



*Glowing
Lamp-column*



7.0 DWARVEN WAR-CRAFT

"At last all the Orcs that fled before them were gathered in Moria, and the Dwarf-host in pursuit came to Azanulbizar. That was a great vale that lay between the arms of the mountains about the lake of Kheledzâram and had been of old part of the kingdom of Khazad-dûm. When the Dwarves saw the gate of their ancient mansions upon the hill-side they sent up a great shout like thunder in the valley. But a great host of foes was arrayed on the slopes above them, and out of the gates poured a multitude of Orcs that had been held back by Azog for the last need."

— *LotR III*, p. 442

The Naugrim's fondness for physical things is deeper than a simple predisposition for machines and enchanted objects. Dwarves like activity, which is root of their commitment to toil, and of all their pastimes, fighting is one of their favorites.

This is not to say that the Naugrim like killing; rather, they enjoy the contest or sport of battle. A mock combat or wrestling match suits their needs, so such tests are frequent, particularly at feasts and fests. In addition, military training requires rigorous pseudo-melees and exhausting brawls. Dwarves take challenges, even playful ones, very seriously.

With the advent of a war, then, the Khazâd simply change the rules of the contest and resolutely face their foes. Coolly, efficiently, they withhold nothing and go about settling the dispute quickly and methodically, without sorrow, pity, or quarter. Although Dwarves are emotional, in the heat of battle they channel their passions. Every ounce of energy is directed at their enemy, until no opposition is left. The Naugrim mourn only after the struggle.

7.1 ARMS AND ARMOR

While a Dwarf prepares himself mentally and physically for combat, Moria's smiths labor to assure he is well-equipped. In this they excel, for the armories of Khazad-dûm are superbly stocked, and trade in the tools of war adds considerable wealth to the coffers of the Dwarf-kings. More importantly, the smiths produce high-grade steel and mithril alloy armaments which are fitted to the warriors size and needs.

Dwarves favor three principal forms of armor. Mail, scale, and lamellar varieties predominate in Moria. Each of these types is used to make loose corselets, hauberks, fitted shirts, and leggings. What a warrior chooses or receives is often a matter of preference; however his accouterment depends on his status and responsibility. This is particularly true when availability becomes a function of commercial need, a common occurrence in Moria.

Lamellar armor consists of small, rectangular steel plates called lamellae. These are laced together in rows by threading wire or leather thongs through punched holes. The rows are then laced together as overlapping units. This pattern is like scale, but employs upward, rather than downward, facing overlays. It is strong and protective, yet somewhat specialized. Scale is preferable for a foot melee, since lamellar is ideal defense against upswings and strikes from below. So the Naugrim sell most of their lamellar to allies who employ cavalry. In Moria, its use is confined to the relatively static sentries who occupy elevated guardposts. These warriors wear sleeveless, knee-length corselets which permit ease of arm movement and allow for bow fire.

Scale coverings see more widespread use but are still relegated to particularized needs. Most comprise a downward oriented pattern of oval or rounded square scales. These are arranged in rows, akin to the lamellae, except that the rows are staggered instead of having vertical alignment. Units of Moria's heavy infantry are equipped with sleeveless Dwarf-scale shirts, which they wear over light chain hauberks, and a few Lords own lined coats which have two layers of smaller, lighter scale. However, most Dwarven warriors prefer chain mail.

The average Dwarf fighter wears mail, either as a long hauberk or a fitted suit. These are thorough coverings with sleeves, attached steel splint-greaves, chain hoods or helmet aventails, and chain-covered gauntlets. Startlingly uncumbersome, these designs require exquisite and exacting steel-work and, in the case of the Dwarf-lords, occasional use of uncompromising mithril alloys. In fact, the alloy Ithilnaur produces mail which is as wieldy as wool.

HELMS AND GREAVES

The Dwarven propensity for extensive battle-dress translates into a love for full helms and strong greaves. They hardly have a choice; in light of their love for close combat, these trappings are an absolute necessity. Nearly every warrior wears a true helm, and most use some form of greaves. As a result, a collection of Naugrim is almost completely covered when embroiled in an engagement.

This unbroken protection obscures the individual Dwarf and presents a problem for the fiercely independent and prideful Naugrim. In order to identify themselves, then, they rely on meaningful decor, particularly on the prominent surfaces of their shields, greaves, and helms. Dwarves make frequent use of brightly-colored leather dyes and crest plumes and adorn themselves with engraved greave-plates. The Khazâd also wear sculpted helmets which are shaped like the heads of cruel and fantastic beasts. With coiled horns and exaggerated features, these helms present a disturbing, almost frightening presence. In fact, a host of helmeted Dwarves can be a terrifying sight.





Dwarf-helmets have purposes beyond simply scaring meek or demoralized foes. They provide unequal resistance to penetrating strikes, and each has a fire-resistant inner mask. Unlike the standard forms found in Eriador or Rhovanion, those of Durin's Folk are designed after the ancient helms of Nogrod. They are made with reinforced, tempered steel ridges and a molded skull cap, not simply a series of curved iron plates with interlocking bolts.

Dwarven greaves, famous for strength and utility, are based on splint construction. Basically, they are a group of long, thin, decorated plates sewn onto a heavy fabric lining. Both the arm and leg varieties use the same pattern and allow a fair degree of free movement. Many Dwarves, however, baw at greaves, being contemptuous of garb which is not suited to their short, compact frames.

SHIELDS

To supplement their armor, Dwarves frequently carry shields. A few involve square, rectangular, septangular, oval, or kite shapes, but the vast majority are round. Whatever their shape, they are sturdy and comparatively large. Moria's shields perform well in the hands of an Elf or Man because they are two and a half to three feet in diameter. A four to five foot Dwarf bears one like a mobile wall.

Dwarf-helm



Aside from missile weapons, shields consume most of the wood bound for Moria's Weapon-smiths. Some Lords own Dwarf-steel or Ithilnaur roundels, but these are exceedingly rare and expensive. Most are enchanted. For standard issue wood is the norm. Stout oaks and ironwoods are seasoned, treated, and lacquered. They are then cut, fitted, and shaped. Another lacquering ensues, just before the parts are glued and nailed together. Since three thin layers of wood are needed, this is a demanding process. Once complete, a tanned and colored leather covering is stretched over the finished wood and metal strips are bolted around the edges.

As a means of providing beauty and reinforcement, metal plates or designs are then placed on the shield face. Weird animal depictions and runic friezes are Dwarven favorites. Regardless of the pattern, though, the work surrounds or intersects a metal shield boss, which juts from the center and covers a hole for principal handle. The circular boss is sometimes sculpted into an animate form, but most are simply spikes or enruned domes.

Behind the boss, there is a padded handgrip, actually a covered crosspiece which spans the concave rear of the boss itself. This grip is used by the warrior when flexibility or mobility is crucial. When strength is paramount, the wielder simply slips his arm through a series of criss-crossed leather slings and grasps another fixed grip.

WEAPONRY

Due to their fine armor and overall lack of subtlety, Dwarves utilize "belligerent" rather than defensive weaponry. In a melee, Naugrim rely on heavy coverings and shields to deflect strikes or allay the impact of blows. A Dwarf rarely parries with his weapon; instead, he likes to bull through and carry the offensive. Their assortment of heavy crossbows and shafted weapons—axes, mattocks, hammers, and maces—reflects this prejudice and emphasizes their aggressive posture. Many of these arms are two-handers which betray the Dwarven boldness and suggest the dual-purpose and the mining origins of their war-tools.

Moria's Weapon-smiths, like her builders and engineers, create lasting objects, items whose strength exceeds usual needs. For both armor and weapons, they ordinarily employ specialized steel. Light steels replace the wooden shafts found in Mannish axes and maces, and heavy steels supplant iron blades and mace-heads. Only missile weapons retain wood as a significant element, for they must be light or pliable.

Dwarven mining implements differ little from their martial counterparts. Aside from daily care, ornamentation, and occasional incantations, they appear and perform much like the wares of a warrior. Excellent materials and craftsmanship make them powerful and durable and enable the owner to turn from toil to battle without need of another tool.

DWARVEN MILITARY ORGANIZATION						
Unit	No. of Warriors	No. of Divisions	Commander	Parent Unit	Armor	Weaponry
Mansion Watch	392	2	Lord Warder	None	Varies, Open Helm	Varies
Mystic-warders	49	7	High Mystic	Mansion Watch	Scale, Shield	Hand-axe or Hammer, Mace, Dagger
Roam-watch	7	1	Old Mystic	Mystic-warders	Scale, Shield	Hand-axe or Hammer, Mace, Dagger
Lane Guard	343	7	Warden	Mansion Watch	Chain, Some Shields	Battle-axe or War Mattock, Hand-axe or Hammer, Throwing-axe.
Deep Guard	49	7	Deep-warden	Lane Guard	Chains, Some Shields	Battle-axe or War Mattock, Hand-axe or Hammer, Throwing-axe.
Guard	7	1	Guard-warden	Deep Guard	Chains, Some Shields	Battle-axe or War Mattock, Hand-axe or Hammer, Throwing-axe.
Weapon-host	7203	3	Weapon-lord	None	Varies	Varies
Unit	2401	7	Unit-lord	Weapon-host	Varies	Varies
Attack	343	7	Attack-lord	Unit	Varies	Varies
Lot	49	7	Lot-herd	Attack	Varies	Varies
Battle-guard	21	3	Guard-herd	Lot	Chain or Scale, Shield	Hammers or Mattocks, Hand-axes or Maces, Throwing-axes, Daggers.
Axemen	21	3	Axe-herd	Lot	Chain, Some Shields	Battle-axes or Hand-axes, Throwing-axes, Daggers.
Archers	7	1	Bow-herd	Lot	Chain or Lamellar	Heavy Crossbows, Pole-axes or Battle-axes or Spears, Maces

7.2 MILITARY ORGANIZATION

The Dwarves' size, straightforward manner, and magnificent battle-trappings dictate a fondness for melee and a reluctance to retreat. Given the absence of Dwarf-cavalry and the weight of their armor, they cannot rely on quickness. They depend on compact formations, steady movement, unwavering determination, and force of arms.

Every able-bodied Dwarf in Moria can mount a fight, and most possess at least one lethal tool or hand arm. In troublesome hours, the entirety of Durin's Folk will answer the call. Still, this does not obviate the need for a standing force. Moria's heralded army is ever vigilant, and provides the backbone for any defense of the Tribe.

FORMATIONS

The Dwarven army consists of two warrior groups. The Dûm-garul (Kh. "Mansion Watch"), or "Warders," is entrusted with the defense of the Mines and City, the subterranean halls. Its larger counterpart, the Vabnâdhur (Kh. "Weapon-host"), is a true field army which garrisons the Peaks, Gates, and Dimrill Dale. These fighters are also referred to as the "Host," and are stationed in key barracks locations throughout the central Deeps.

Most (343) of the 392 Warders comprise the Gehil-virdhur (Kh. "Lane Guard"). These are troops drawn from the experienced ranks of the Host, generally those cited for valor or meritorious service, who are given the task of guarding the peace in vast underground halls. Seven groups of seven are stationed in each of the Seven Deeps. They keep the time, settle simple disputes, and provide aid for those in need.

The rest of the Warders are part of the 49-man Tharkarul (Kh. "Mystic-warders"). These warriors guard the Dwarf-king, his family, and anyone of prominence who is afforded protection. Seasoned veterans, the Mystic-warders are reputed to be both wily and cruel and have a disquieting way of knowing secrets. Since each member of the Tharkarul served in the Lane Guard, they are acquainted with every level of Moria's defense and are familiar with obscure halls and traps. In addition, they are trained to use magic Symbols and bear enchanted weapons.



*Thrain's Charge
at Azanulbizar*

The Host is actually three huge Menîg, or "Units" of fighters, only one of which is on constant guard during a given year. Two thirds of the force work in the mines, so the groups rotate their service. Each Menîg contains 2401 warriors, broken into seven 343-man arrays called Azashokun (Kh. "Attacks"). In turn, the Attacks consist

of seven groups of 49 which, based on armament and experience, are proportioned in lots formed of 7 Bogazâd (Kh. "Archers"), 21 Barukâd (Kh. "Axemen"), and 21 Huval-virdhur (Kh. "Battle Guard").

7.3 STRATEGY AND TACTICS

Moria's rather sophisticated military organization belies the Naugrim's rather simple tactical philosophy. Basically, the Dwarves believe in concentrating their strong heavy infantry in tight units. Then, unless the odds are overwhelmingly unfavorable, they attack with furious frontal assault.

Crossbowmen open fire and protect the rear with spears or long battle-axes. The elite Battle Guard silently advances with shields up and weapons readied, their maces, hammers, and mattocks gleaming with vengeful fire. Axemen bearing one and two-hand war-axes move alongside them, protecting the flanks and warding off troublesome cavalry or encircling infantry with short counter-charges or barrages of throwing axes. As the Dwarven throng closes with the opposing line, they break into song or let out a cry, and then charge with unmatched ferocity. Fighting in open order, and swinging with an eerie, precise abandon, they tear through their foe until he drops or flees. Any opening is exploited; every obstacle is crushed, until the battlefield is theirs.

This methodical charge is traditionally directed at the heart of the enemy force, be it the Lord and his guard or some peculiar prize. In this way, the Khazâd quickly break the opposition's morale, regardless of the situation. Such a tactic usually succeeds because the superbly-armored, well-trained Naugrim are capable of hacking through nearly any battle formation. Unparalleled in melee and resistant to missiles, they slaughter the best of opponents when the odds are even. This, of course, is also due to the unflinching Dwarven commitment to combat. Should the Naugrim engage in a struggle, they neither retreat nor give quarter. Either they die, or their enemy is vanquished.

8.0 DWARVEN TRADE

"Celebrimbor had "an almost 'dwarvish' obsession with crafts;" and he soon became the chief artificer of Eregion, entering into a close relationship with the Dwarves of Khazad(-)dûm, among whom his greatest friend was Narvi... Both Elves and Dwarves had great profit from this association: so that Eregion became far stronger, and Khazad-dûm far more beautiful, than either would have done alone."

— UT, p. 247

Despite their pugnacity, the Naugrim prefer to deal on more civil terms. Dwarfven envoys travel to Fornost in Arthedain and Minas Anor in Gondor, and couriers often pass between the East-gate and Lórien. Emissaries to the other Dwarf-halls assert the needs of the First House.

Most of this diplomacy revolves around trade, for Moria's Dwarves sign no treaties and war only on behalf of their tribe or their race. Khazad-dûm is both self-sufficient and jealously guarded. With their hunger for wealth and their many unique resources, Durin's Folk enjoy healthy exchange. They're hard bargainers who revel in any debate that involves money or precious goods, and their steady flow of craft-work requires strong markets.

8.1 THE GREAT DWARF-ROAD

Besides being Moria's principal avenue, the Great Dwarf-road, or "Armen Naugen," serves as an alternate route for travellers along the Men Edhel (S. "Elf-road"). (See Sec. II.6.) It is a largely underground shortcut. The Naugrim divide the road into three portions. They call the western stretch, which runs through the Nan Sirannon, the "Elven-way." The subterranean middle section is "Durin's Way," for it cuts through Moria and has always been controlled by warders of the First House. Joining the East-gate to Azanulbizar, the "Dimrill-way" comprises the short eastern section.

At its western end, where the river Caranen joins the Sirannon, the Dwarf-road runs away from the Men Edhel. It then winds southeastward along the Sirannon's northern bank. The road forks again below the West-gate of Khazad-dûm, where a direct route climbs the steps beside the Stair Falls and the 7' wide main route winds up the neighboring hillside in a series of tight switchbacks. The paths rejoin beside the Walls of Moria, which once formed the eastern boundary of Hollin. Passing through the West-gate, the Elven-way becomes the 14' wide Durin's Way. After a forty-nine mile journey beneath the Silvertine, it exits Hadrond at the East-gate. There, the route crosses the porch and descends a wide stair before becoming the 21' wide Dimrill-way. The short eastern section of the Great Dwarf-road winds about 2800' down the mountainside and rejoins the Elf-road near the southeastern shore of the Mirrormere.

Paved with etched granite blocks and set on a foundation of sand and crushed stone, the smooth Dwarf-road is an enduring creation. It is also exceptionally safe and well-marked, making it an ideal route for commercial travellers. In order to pass through Durin's Way, however, merchants must pay a toll and transfer the goods to

Dwarven "pole-handlers." These bearers operate in pairs and use pole-litters to lift wares up and down Khazad-dûm's stairways. They levy a surcharge on packets weighing more than 200 pounds, and they typically refuse to carry any burden exceeding 300 pounds.

8.2 EXPORTS AND IMPORTS

Moria exports cut-stone and salt and a host of smelted metals, notably iron, steel, and a little copper and bronze. Singular gems and anything of mithril bring high prices because of both quality and monopoly. Refined weapons and armor command revenue, as do finished tools and steel implements. Specialized items and enchanted things also provide the Naugrim with a considerable income. Like all Dwarf-works, these products are made to last and, although utilitarian, possess a sense of pride and grace.

Khazad-dûm imports a number of foodstuffs, especially grains, red meats, dairy-goods, honey, beer, and mead. Dwarves are fond of coarse wheat and barley-bread from Eriador, sweets and spirits from Rhovanion, and delicacies from Lórien. These supplement the usual Dwarf diet of spring-water, fish, fowl, mountain-lentils, and mushrooms. Beer and mead, particularly varieties from the Beornings (Beijabar) of the Anduin Valley, are in great demand. Durin's Folk fight hard, work hard, and play hard. They also love to eat. A Dwarfven feast is a thing to behold, since only the Hobbits (Kuduk) rival their table-vigor, or eat more meals.



*Elf and Dwarf
Exchange Goods*





8.3 PRICES AND EXCHANGE RATES

COIN AND EXCHANGE

Moria's mints are the best in Endor. Located in the Fourth Deep, they produce coins of unexcelled value and nobility which are honored in virtually every place of note. Usually, Durin's Coin is equivalent or superior to local versions because of the craftsmanship and purity of content, but this problem is partially offset by the disproportionate exchange rate. Barter is necessary in other cases and actually accounts for the bulk of Moria's trade.

PRICE AND EXCHANGE TABLE

Below is a breakdown of common conversion rates and prices, based on Durin's Coin. One's standing or local circumstances may cause a fluctuation and, where barter is involved, a simple value comparison may be required.

Also note that Moria is on a gold standard, one quite unlike the usual silver-based systems. It is also unusual because of the unsullied but variable metal content, which accounts for the strange Rates of Exchange disparity in interchange between the 1/7 and 1/3 ounce coins.

Durin's Bridge



PRICE AND EXCHANGE TABLE

Durin's Coin	Coin Weight	Arthedain's Coin*	Gondor's Coin**
Mithril (mp)	1/7 oz	20 gp***	10 gp***
High-gold (hg)	1/3 oz	2 gp	1 gp
Gold (gp)	1/7 oz	1 gp	10 sp
High-silver (hs)	1/3 oz	2 sp	2 sp
Silver (sp)	1/7 oz	1 sp	1 sp

* Coins of Arthedain: Arthedain mints only 1/4 ounce standard coins, although they have lighter pieces for small copper denominations: 1 gp = 10 sp; 1 sp = 100 cp; 1 cp = two 1/2 cp; one 1/2 cp = two 1/4 cp. A half-copper weighs only 1/8 ounce, and a quarter-copper is but 1/16 ounce.

** Coins of Gondor: The South Kingdom produces a 1/2 ounce gold, a 1/4 ounce silver, a 1/4 ounce bronze, and a 1/2 ounce copper piece. The rates: 1 gp = 20 sp; 1 sp = 10 bp; 1 bp = 5 cp. Gondor's silver piece is equivalent to one from Arthedain.

*** Mithril: Mithril is a light metal, so the mithril piece is as large as a silver, and three times as thick. Because of its rarity following the abandonment of Khazad-dûm in T.A. 1981, the price of Mithril increases with each passing year. By the end of the age, the official exchange rate in Gondor is 75 gp, while in the North it brings 100 or more quarter ounce gold pieces. During this later era, it is often unavailable on the common market. Some consider it priceless.

FOOD AND LODGING

Good/Service	Cost	Note
Average Lodging	Free	Requires permission of Warden or Lord. Includes meals.
Good Lodging	Free	Afforded only to friendly emissaries or guests. Includes meals.
Refuge	1 sp	Allowed for non-criminals. Includes meals.
Trail rations	1 sp	14 lbs. 1 week. Preserved.
Greatbread	2 sp	4 lbs. 1 week. Preserved.
Waybread	10 sp	4 lbs. 1 month. Preserved.

ARMOR AND WEAPONS

Good/Service	Cost	Note
Target shield	6 sp	3 lbs. +20 vs melee; +10 vs missile.
Shield	1 gp	10 lbs. +25 vs melee or missile.
Wall shield	15 sp	25 lbs. +30 vs melee; +40 vs missile.
Pot helm	4 sp	2 lbs. Steel.
Full helm	1 gp	2.5 lbs. Steel.
Soft leather	4 sp	8 lbs. Finely made jerkin.
Rigid leather	17 sp	10 lbs. Reinforced breastplate.
Lamellar armor	4 gp	16 lbs. Treat as chain (AT 16); -5 melee; +5 vs missile.
Standard mail	5 gp	18 lbs. Treat as chain (AT 15).
Scale armor	10 gp	20 lbs. Treat as plate or half-plate (AT 19).
Fine mail	25 gp	20 lbs. Wears as chain (AT 15); protects as half-plate (AT 19).
Leather greaves	2 sp	1.5 lbs. Varnished splints.
Metal greaves	5 sp	2.5 lbs. Steel splints.
Hand-axe	6 sp	3 lbs. Steel head.
Battle-axe	14 sp	5 lbs. 2-hand. Steel head.
Throwing-axe	5 sp	2.5 lbs. As hand-axe; -10 melee; +25 missile; range 50 ft.
Mace	4 sp	8.5 lbs. Wholly steel.
War-hammer	16 sp	4 lbs. Steel head.
War-mattock	17 sp	4.5 lbs. 2-hand. Steel head.
Heavy crossbow	6 gp	7 lbs. Mostly steel.
Dagger	2 sp	.5 lbs. Steel.
Broadsword	1 gp	4 lbs. Steel.

ACCESSORIES

Good/Service	Cost	Note
Boots	1 sp	3 lbs.
Clothing	1 sp	9 lbs. Pants, shirt, cloak, hood.
Crossbow bolts	1 sp	2.5 lbs. Twenty. Steel-tipped.
Backpack	1 sp	6 lbs. Includes bedroll; 1 cu' pack.
Lantern	1 sp	1.5 lbs plus 2 lbs oil (48 hrs).
Superior rope	2 sp	3 lbs. 70'; breaks on unmod 01 roll.

9.0 THE STRUCTURE OF MORIA

"The Mines of Moria were vast and intricate beyond the imagination of Gimli, Glóin's son, dwarf of the mountain-race though he was."

— *LotR I*, p. 405



Moria comprises a virtually self-sufficient city and mining complex, both hewn over considerable time and on an unparalleled scale. Created by inspired planners, wily engineers, dedicated miners, and skilled masons, it is the largest fortress ever constructed by a Free People. It is also one of the most inspiring settings in Middle-earth, for Moria is a marriage of singular natural and Dwarf-made wonders.

9.1 NATURE'S GIFTS

The rough caves that Durin the Deathless discovered above the Mirrormere bore deep into the heart of the Misty Mountains. Here lay the core of the jagged uplift raised by Morgoth, and here was the junction of Endor and its Underworld. In unsullied caverns that reached to heights swept by clouds, and astride chasms that fell forever into the unknown and unspeakable void, Durin felt the power of the earth in all its glory. Destiny spoke and, within these sprawling chambers and winding tunnels, he founded Khazad-dûm.

Moria inspired awe long before the first chisel bit into its stone. The Dwarves moved in and carved their own precious jewel from Nature's crude but fantastic gift. Delves and builders, the Naugrim recognized Khazad-dûm as a bequest from Aulë, a challenge already rich with all their needs. They tirelessly labored for the next five and half millenia to improve and expand upon the natural chasms, lava tubes, dry subterranean riverbeds, limestone caverns, fault vaults, and ancient gas-born chambers. Dwarfven miners drew wealth from the farthest reaches beneath the mountains. Dwarf-engineers tapped the light and water.

9.2 LIGHT AND WATER

The Khazâd are master builders capable of cutting through virtually any rock in any land. Where they reach, few obstacles slow their course. Nevertheless, Dwarves also recognize the value of the earth and its deeps, and know when to preserve and cultivate its bounty. Dwarf-structures use the strength of the land.



Spring-hall

Although buried beneath great mountains, Moria is blessed with sprinklings of light and an abundance of good fresh water. Rays from the Sun and the Moon peak through narrow crevasses, casting natural light into chambers located near the surface. Quaint spring-pools nestle in remote grottos, and thundering torrents spew through wild recesses. Harnessed by the Naugrim, the light shafts foster ventilation and ambience, while the water sources provide power and slake Dwarven thirst.

THE WINDOWS

Moria's "windows" are rectangular openings sculpted from natural clefts. Twenty-one feet tall and three feet wide, they bring light and surface air to the northernmost, westernmost, or easternmost rooms of each of the Seven Deeps. Each consists of a polished stone shaft, which is fitted with up to seven steel grates and one to three traps. In time of storms or war, the defenders can slide three reinforced steel doors across the apertures, effectively sealing off the city. Such crises are rare, however, for the sheer length of the window-wells guards against most dangers. (Some cut nearly a hundred feet into the mountain flanks.) Actually, periodic window-door closings are required in order to keep the gear mechanisms from freezing or otherwise deteriorating due to non-use.

Moria's keepers tend the window wells via 14" x 14" interior work-holes that open above each grate and below any nearby trap. These interior openings connect the light shafts to seven foot long corridors which lead to sloping 7' x 3' access passages. Iron climbing rungs bolted into the rough stone of the accessways permit Dwarves to descend to side halls in the neighboring Deep.

THE WATERS

As with the light wells, most of Moria's natural pools and waterways have been altered to conform with Dwarven needs. Those that have escaped the craftsman's hand are valued for their enchanted or spectacular charms. Other waters have been channeled through copper or stone-lined troughs, the latter having smooth faces of ground obsidian and marble dust.

Each of the Deeps has three primary aqueducts which the Naugrim call "Water-passages" (Kh. "Zirim-ligîl"). Seven feet in diameter, these stone-sheathed conduits slant away from the watershed divide. Most run either northeast or northwest, carrying their flows to the Exit-cisterns that feed the Silverlode and Sirannon (respectively). Whatever their direction, they begin at one of three sources, huge Spring-halls (Kh. "Nâla-dim") that lie high in Silvertine's belly.

The Spring-halls are tall, circular, marble chambers with vaulted ceilings and inset wall-gutters. Each sports a grand reservoir that fills a vast well often hundreds of feet deep. Fed by dozens of falling streamlets which cascade down the gutters like silver ribbons, these Spring-holes store most of Moria's gatherable moisture. Water funneled from hundreds of smaller springs and rivulets gathers here before being directed into the city's Water-passages.

Within each Spring-hole there are seven steel Flow-gates. These are connected to chains that run through pipes and up into the Spring-hall. By using wheel-mounted windlasses, the Dwarven Water-keepers can control the gates and release water into the aqueducts as needed. This also allows the Spring-hole to drain, thus balancing the inflow. Normally, the doors are set ajar at standard positions, but the changing seasons alter the volumes that fall from above and invariably force the Dwarves to adjust.

Once water enters one of the Water-passages it descends gradually to one of twenty-one Exit-cisterns. Along the journey, which can be as much as thirty-five miles, it is tapped by needy Naugrim. Spigots set into side of the aqueduct or located at the end of copper pipe sidings allow Dwarves all over Moria to draw on the watery resources. Local catch-basins and pools are almost always full.

The loss is replenished, however, as the Water-passage captures the flow from smaller streams which are channeled from the mountain's outer areas. Copper Creek-troughs bear these cool rills down tunnels and through Moria's many secondary halls. In this way, Dwarf-engineers harness nearly every trickling runnel, and give it over only after it has served the House of Durin.

9.3 MINERALS AND METALS

Moria is a repository for other forms of natural wealth as well, notably gems and metals. The most fabulous gift is the mithril vein that runs northward under the Redhorn, but other assets provide self-sufficiency and lasting strength. Silver and iron bearing ores abound, as do massive quartz deposits which yield agate, amethyst, chalcedony, carne-

lian, flint, jasper, and opal. Copper, tin, and bauxite lodes are scattered throughout the mines. Gold abides in quantity, and a diamond plug fills a volcanic fissure deep below the Silvertine's southwestern wing. This collection of prizes is beyond parallel in Endor and proves the foresight of Durin the Deathless: Khazad-dûm is truly the heart of the earth. Of all the places in the Middle-land, it holds Aulë's greatest blessing.

METALS

Moria's miners excavate sources of virtually every working metal used by the Naugrim. Some stores, like tin and copper, are adequate for local needs. Others, such as silver and iron, supply the basis of trade. Precious gold and ultra-precious mithril form the core of Khazad-dûm's treasury and heirloom stores. Enchanted alloys—Adacer, Eog, Ithildin, Ithilnaur, Ogamur and Tasarang—allow the Dwarves to create specialized works of phenomenal quality and incredible utility.

Descriptions of Moria's metal-horde are common, although one penned by Eldacil Camthalion of Andrath is probably the most pointed. A princely refugee from the Witch-king's war against Cardolan, he arrived in Khazad-dûm around T.A. 1410. He was a passionate warrior who had a good eye for weaponry and knew a fine steel with the touch of his hand. Eldacil's diaries, now in Imladris (Rivendell), recount his experience touring Moria's mines and armories. Perhaps the most enlightening is an excerpt from the last week of Cerveth, 1410.

"Lord Fulin's arsenal astounds me. No, it excites my martial spirit. The armories of Arthedain and Cardolan are pale assemblages. Moria's shine. Her arms twinkle like jewels. I saw all kinds of weapons, all engraved and inlaid with silver or gold or magic Ogamur. Fire springs from these blades; and even against a long-knife, my ancient two-hand sword fared poorly.

I've seen fine arms in Fornost. Stout steel is not unheard of, nor is Ithilnaur. But these are commonplace among the Lords of Moria. They have weapons of even harder stuff, notably Eog and a host of odd Mithril alloys. I also saw some extremely pliable, but very strong metals which the Dwarves use for their peculiar toys. My brush can't betray all their properties, but here are a few:

Adarcer: This is a white alloy, a fusion of Ang (iron), Glôin ("True-coal"), and Durang ("Dark-iron" or titanium). It's extremely strong, but somewhat rigid and difficult to work with once forged. I've seen it cleave iron without dulling.

Alcam: (S. "Tin") This soft, silvery metal is normally used to make the alloy Evyth, although the Dwarves use it to line water-basins, or for much of their decorative filigree. It is clear that there is less Alcam in Moria than there is among the Dwarves in the Blue Mountains, but this may be due to the abundance of better metal. Khazad-dûm's only Alcam deposits are in the southeastern mines of the Second Deep.

Ang: (S. "Iron") Pure Ang is silver-white and both malleable and ductile. Even in Moria, though, it is rare. I agree with the Dwarven rule that anything which is virtually pure Ang is Ang. Common Ang is dark grey and hard, yet bendable. Ang is found throughout the mines of the northern Deeps, at every level and as far as the central Redhorn.

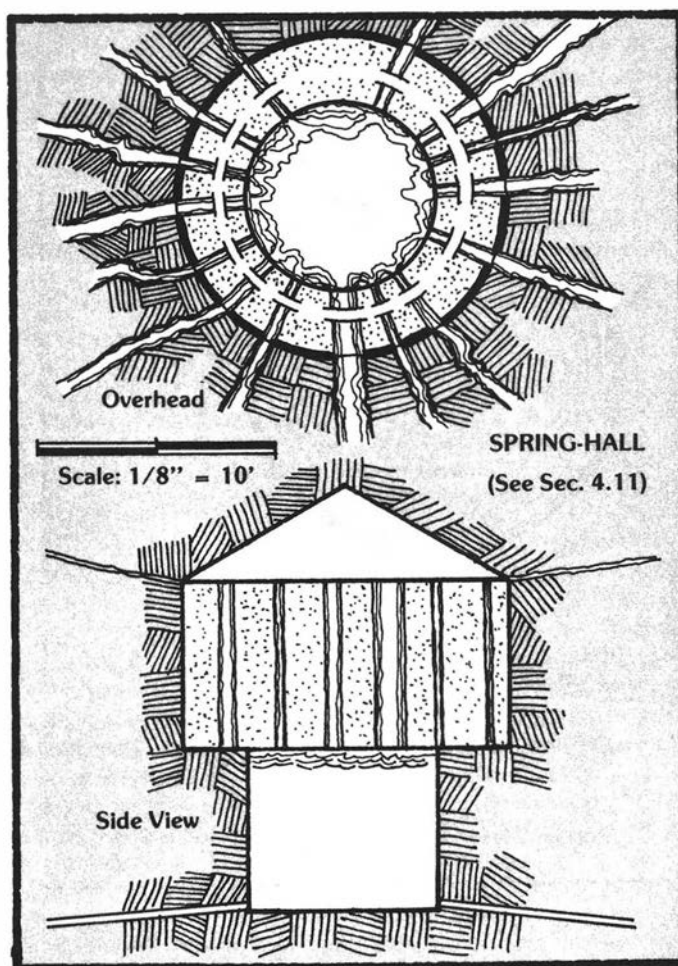
Borang: (S. "Steadfast-iron" or "Steel") This silvery alloy is a favorite of the Naugrim. Fused of Ang, Morasarn (carbon), and a smattering of one or more odd metals, it is strong and durable. Borang supports more than Ang, and is cheaper and more pliable than Adarcer.

Celeb: (S. "Silver") Dwarves often board their Celeb, but there's enough of it around Moria to allow other uses. Here they use it for decorative inlays, chalices, plates, cups, mugs, horns, and virtually anywhere where they could use Mal (gold), but are too mean. Still, despite its malleability, Celeb is stronger than Mal. Plentiful veins of Celeb lie in the western reaches of the mines, in the First through Third Deeps.

Eog: (Du. "Eöl's Iron"; S. "Ang Eöl") Eog is undoubtedly the rarest of the metals of Moria. It is a fusion of Mithril, Durang, and some unknown materials, apparently from an Elven recipe handed down from the House of Eöl. Fulin tells me that both the hottest and coldest of Khazad-dûm's forges are required to produce it, and I believe him. The stuff is awfully hard, tougher than Adarcer, and even seems stronger than Ithilnaur. It also has a strange appearance. I saw both white and red varieties and neither had any lustre.



Spring-ball





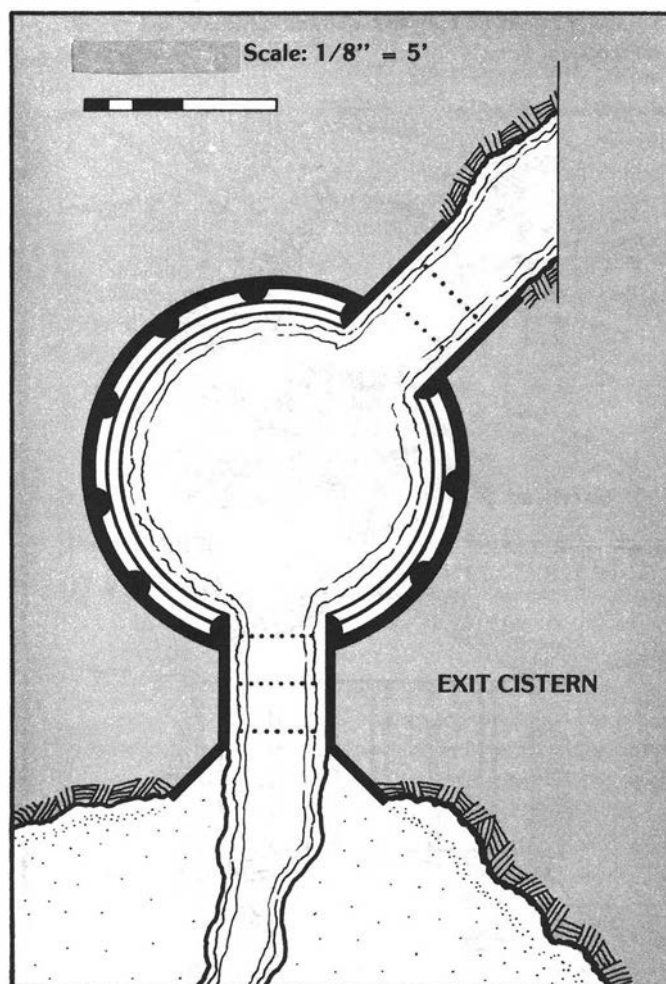
Evyth: (S. "Bronze") Evyth is a golden metal formed of Alcam and Paer. Dwarves use it for decoration, or trade it to the Men of Rhovanion.

Galnin: (S. "Shining-white" or "Aluminium") I've only heard of Galnin; I don't think I've seen it. It is silvery-white, appearing like Alcam or Celeb, but it is lighter and will neither tarnish nor corrode. I'm told the Galnin only comes mixed in an ore found high in southwestern part of the mines of the Seventh Deep. Only intense fires can wrest the pure metal from its ore, and this must account for its rarity. Since it's not as strong as Ang, and Dwarves like stout material, I suspect they have few uses for it.

Ithildin: (S. "Moon-star") Moon-star is a soft, silvery Elven metal, fused from Mithril and other substances. I'm acquainted with it because of my visits to the court of Arveleg I at Fornost, and from one venture to the glorious ruins of Annúminas. Rare and strange, Ithildin is used for secret inscriptions and other magical purposes. Since it can only be seen by the light of the Moon or Stars, the Dwarves usually employ it outside or beneath windows.

Ithilnaur: (S. "Moon-fire") Ithilnaur is surprisingly common in Moria, being used for prized coin and grand armaments. Like Ithildin it is made from Mithril and looks like beautifully pure Celeb. It is hard and makes superb weapons or armor.

Exit Cistern



Mal: (S. "Gold") Moria is full of Mal, which the Dwarves value above all other metals, save Mithril. Its golden color seduces the Stunted-folk and often raises their unhealthy passions. It is too soft for heavy tasks, but it has its merits. Mal doesn't tarnish and is recognized by all Peoples as valuable. When they aren't hoarding the noble metal, Dwarves use it for coinage and all sorts of ornamental or formal metalwork. Mal is mined in the western and northern sections of Moria's Mines, particularly in the First through Fourth Deeps. There, the veins are rich and the Mal pure.

Mithril: (S. "Grey Brilliance" or "True-silver") I grew up with tales of the Mithril from Númenor, but that Isle is no more, and Moria may now be the only source of True-silver. It no doubt contributes to the vast wealth held by Durin's Folk. Wherever I travel to lands where it is known, it is considered the richest of metals. Silvery, Mithril appears as Celeb, yet it does not tarnish and always appears polished. It is also strong and malleable, and produces enchanted metals of incomparable quality. The famed Mithril lode is but a single vein. Running northward from the First Deep, it extends well under the mighty Redhorn.

Ogamur: (S. "From Gamur") Dwarves use Ogamur for chores requiring extreme flexibility and elasticity. I have never witnessed a fabric, much less a metal, that can stretch like this black substance. Its properties make it ideal for springing devices and works designed to absorb impact. It is also difficult to make, however, which accounts for its sparing use. Fulin told me that it is an enchanted mix, derived from an eastern Dwarf-house in the late Second Age. I know nothing more of its makeup.

Paer: (S. "Copper") Most of Moria's Paer comes from mines in the northwestern section of the Third through Sixth Deeps. I did hear of a great discovery down in the First Deep, beneath the Redhorn, but this rumor was never confirmed. Of course, this reddish-gold metal is found throughout Eriador, especially in the highlands of Rhudaur, so it is not very valuable and there is little trade in the commodity. Before the War with the Witch-king, the Dwarves occasionally sent some to Tharbad for use as coin, but the production in Moria has never been unusually significant. Most of Moria's Paer is used for Water-troughs and basins, or in the production of the more durable Evyth. It is too soft and malleable for Dwarven tastes. All the Dwarves I met saw little beauty or use in the metal.

Tasarang: (S. "Willow-iron"; W. "Shalk") At first, I thought Tasarang was white Ogamur, but I quickly realized my error when I first handled the stuff. Although it bends easily and has tremendous spring, it doesn't stretch. Tasarang is also extremely light, even lighter than Galnin, like wood or pumice. Because its ore is as white as chalk, weighs little, and is found below limestone intrusions, it is called "Shalk" in the Common Tongue. I saw some of the ore in the mines of the westernmost Fifth Deep and understand the comparison. The tremendous heat and cold used make the metal change its texture, yet it only enhances the white hue. Actually, more than one fellow I spoke with thinks it glows.



SPECIAL MINERALS TABLE

Material	Bonus	Value	Custom Work		Description
			Cost	Time	
Adarcerc	+15	30	7	5	High-steel. Alloy of Iron, Carbon, Titanium.
Alcam	-20	.004	.01	.3	Tin.
Ang	0	.0004	.02	5	Iron.
Borang	+5	.05	.5	1	Low-steel Aka "wrought iron," it is an alloy of iron and carbon (graphite).
Celeb	-20	.4	.1	.5	Silver.
Celebrang	+10	.5	1.5	1.5	Steel Aka "carbon steel," it is an alloy of iron and carbon, and either manganese nickel. Makes +5 bows.
Eog	+30	1000*	5	100	Eöl's Iron. Enchanted High-steel alloy.
Evyth	-10	.4	.1	.5	Bronze. Alloy of tin and copper.
Galnin	-15	20	.5	1	Aluminum. Certain Galnin alloys can make +10 bows.
Ithildin	-20	5000*	200	32	Enchanted alloy (Mithril/Special).
Ithilnaur	+20	3000*	200	32	Enchanted alloy (Mithril/Special).
Laen	+25	10000*	100	20	Enchanted, volcanic glass.
Mal	-25	40	.1	.5	Gold.
Mithril	+20	1400*	50	8	Enchanted metal. Aka "True-silver," it makes +10 bows.
Ogamur	-20	1500*	50	16	Enchanted alloy. 2 oz. can make a +5 bowstring.
Paer	-20	.04	.01	.3	Copper.
Tasarung	-5	500	15	8	Enchanted metal. Aka "Shalk," it makes +15 bows.
Naukomalda	-25	70	.1	.5	Dwarven Gold. Aka "Naukokulu."
Naukotelpë	-20	7	.1	.5	Dwarven Silver.

Bonus: This is the normal bonus for melee weapons made of this material.

Value: This is the price of 1 ounce of the material in standard Arthadan silver pieces. Prices marked with *'s are approximate values since the Dwarves do not normally sell those materials.

Cost: The Price and Exchange Table in Sec. 8.3 gives costs for items and equipment normally available for purchase in Khazad-dûm. The cost for these items are usually lower than normal because the items are mass produced locally and usually made of bronze, iron, or (at best) low steel. Items fetch higher prices in mannish kingdoms.

Time: An estimate for the time required to make the item is given in hours per ounce (based on an 8 hr. work day).

Custom Work: Costs and times are of course higher for unusual, fancy, or ornamental work. Items not on the price list require custom work. To obtain an estimate for the cost of such an item (in addition to the material cost), just determine the amount (in ounces) of material required and multiply by the factor given in this table. For the usual materials whose prices are marked with *'s, money is not always enough; the Dwarves usually require some other compelling reason for doing such work.

Description: Unless otherwise specified, the metal is of traditional Eriadoran or Northman quality. Dwarven metallurgy produces much higher grades of material, which are typically reserved for Khazad goods. (Of course, Noldo metals—as well as those of the Sinda smith Eöl—are comparable to those of the Naugrim.)



STONE

Prince Eldacil's memoirs only begin to detail the many metals of Moria. The full array is beyond reasonable description, and a chronicler only has so much time.

The task of outlining the variety of Moria's stone-wealth is even more oppressive. Limestone, quartz, and granite are the most prevalent; however, there are considerable quantities of other rock. Moria is also the domain of hundreds of age-old sediments, compressed shales and sandstones, reformed marbles and schists, and volcanic basalts. Eldacil's journal speaks of many, but the few he favored in his mid-Lothron notes of 1410 dominate Dwarven stone-crafts.

Naurond: (S. "Fire-rock") "Nowhere is there more Fire-rock. Naurond is the stone that binds Moria. Behind every facade, beneath every floor, there is Fire-rock of some kind. Coarse granite encases the chambers near the surface, in far eastern, western, northern, or southern Deeps. Shimmering grains cover this grey stone, just like the granite I found all through the Ettenmoors of Rhudaur or on the North Downs of Arthedain.

Further into the mountain home, smooth black, basalt replaces granite as the foundation stone. Here the Dwarves use polished basalt blocks for unfaced walls and structural columns, and all along the floors. This makes the rooms and halls remarkably solid, for basalt is harder and heavier than granite.

Mountain
Terrace



I cleaned my weapons with ground Fire-rock of a light and delicate variety. A type of pumice, it came from the famous "Domes" of the Fifth Deep. There, the Stunted-folk cut light Fire-rocks from the sides of gigantic dome-like chambers which are connected by hundreds of small tunnels, gas-passages bored and cooled before the Elder Days. Dwarves quarry these abrasive pumices to use as polishing or gentle grinding materials.

Mirond: (S. "Jewel-rock") In Cardolan, we were always impressed with the gems from the Pinnath Ceren (S. "Red Hills"), but we had never seen true wealth. Moria produces countless numbers of an endless assortment of gems and fine glasses, including many rarely seen outside the Dwarf-halls. The Dwarves call them Jewel-rocks and classify them according to a perplexing system based on strength, hardness, and color. Still, I learned that all Jewel-rocks fall into one of two principal categories: Fenen (S. "Veils"), "bidden crystals" or what I call "Glasses"; or Maegelenath (S. "Sharp-stars"), "bold crystals" or common "Gemstones."

Of the Glasses, Laen is without doubt the most intriguing. It is as hard as a diamond, but it is smooth and without cleavage-points or flaws. Better yet, it can molded when cooled beyond cold, for it is enchanted, like Mithril. Natural Laen is black, like the Tower of Angrenost (Isengard); however, when worked it can be colored or made clear to the eye.

Quartzes and obsidians provide most of Moria's Glasses, although there are considerable numbers of topazes and clear-glasses. On the other hand, no one Dwarven Gemstone was spoken of as preeminent. I saw equal numbers of diamonds, emeralds, rubies, amethysts, aquamarines, and the like. Since the Dwarves seem to mine it all in Moria, I was stunned. This convinced me that Khazad-dûm is either the focus of Endor, or specially blessed by the Valar.

Dirielond: (S. "Gazing-rock") The Stunted-folk use Gazing-rock for decorative uses, or in places where Fire-rock is unwieldy. They yield ceremonial columns, wall-facings, floor composites, stairs, and a number of elaborate stone chamber furnishings.

Of Gazing-rocks, the Dwarves count on two types above all, and of these, there are hard and soft forms. Those called "Block-stones" include beautiful colored marbles, and the softer "Wet-stones," or limestone. The compressed marbles are sliced from the walls of the First and Second Deeps, while the cool, damp limestones surround most of the natural cave-chambers. Some may think the marble more spectacular, but I think Moria's multitude of limestone "roof-spikes" (stalactites) and "floor-spikes" (stalagmites) retain a unique grace and charm. The Dwarves seem to agree, for they retain the better of these formations whenever delving. Many are carved, and a substantial lot are given solemn respect. Dwarf-legends dub them "Aulë's Tears."

"Slab-stones" make up the rest of Moria's Gazing-rocks. Schist, flint, and slate are the best known and most commonly employed. When cut and polished, they make ideal floor-stones, stairs, and flat table surfaces. But my favorite examples remain in a pristine state. All through Khazad-dûm, there are waterfalls careening over natural slate staircases, their waters collecting in unaffected pools lined with sparkling mica and alternating layers of multi-hued schist.

A simple, layman's classification of Dwarfven building stones follows:

Dwarf-Label (Sindarin)	Use	Varieties
Fire-rock (Naurond)	Structural	Basalt, Granite, Porphyry, Pumice
Jewel-rock (Mirond)		
Glass-stone	Decor	Laen, Obsidian, Quartz, Topaz
Gem-stone	Jewelry	Diamond, Beryl, Opal
Gazing-rock (Dirielond)		
Block-stone	Facades	Marble
Slab-stone	Flooring,	Schist, Flint, Slate, Mica
Wet-stone	Carvings	Limestone

9.4 DESIGN AND CONSTRUCTION

A merchant from Tharbad once wrote: *"Wherever the Dwarves go, they tell tales in stone."* Many who have seen a Dwarf-road or a Dwarf-tunnel or even a Dwarf-wall speak of the Dwarfven "language in stone," for the Naugrim build works of rock which challenge the visionary and stupify the engineer. Even the most modest of their vaults or the simplest of their stairways suggests some epic lies at its foundation.

Moria's masons are Endor's most accomplished stone-workers. Upholding a five thousand year old tradition, they embrace a special pride and call on an incredible store of examples and lore whenever they practice their craft. They also love rock. Their mastery extends to every ridge, texture, grain, or flaw; for with each piece of stone, they find a unique sense of being, a spirit at rest. Dwarfven masons carve and polish and lay patterns as much according to feelings and intuition as they do in keeping with their forefathers' legacy.

QUARRYING AND CARTING STONE

Every Dwarf-work begins with a design suited to both practical and aesthetic need. Engineers, masons, and sculptors join to consider everything from the location to the color of accents. Once the plan is selected, stone-cutters quarry the chosen rock. This they do according to

type and circumstance, but most cutting still uses a standard procedure. Normally, the engineer inscribes the source-face, keeping in mind cracks or grain. A scribe then tallies the stone count and workers chisel the cut lines and corresponding wedge holes. Steel wedges are driven into the holes, splitting the rock along the cut lines. In each case, the first cut is along the bottom of a row of stones. Side cuts follow, freeing the rough piece.

Where the face permits no immediate access to the side or the rear of the rock, Dwarf-masons create an approach. Bore cuts take off the top row and slice a thin, rectangular accessway into the side to the desired depth. With wedges and rods, they follow by cleaving the back side of the blocks. This precedes any horizontal or vertical wedge-cuts which release the individual blocks.

Laborers slide the freed rough blocks onto steel stone-carts by way of a mobile ramp and restraining winch. The long solid, roller-like wheels on the heavy carts fit into, and run along, floor grooves, and are wedged whenever stability is required. When loaded, a cart bears up to 7 tons. Four Dwarves propel each one using hand-cranks, while another guides the cart using a lever which keeps the rollers on track. Since quarry corridors are wide and have circular Turning-chambers at every intersection, the Naugrim encounter little difficulty guiding blocks to the great elevators that deliver them to the proper Deep.

Corridors outside the mines and quarries often retain the floor grooves for drainage purposes, but the heavy carts in such areas move freely or attach to wall grooves for control. These carts hold the great loads, but necessitate a Dwarf guide for each of the turnable rollers. In this manner, the cart negotiates tight maneuvers and troublesome junctions on its way to its final destination.

BUILDING PHILOSOPHY

In Moria, the mere process of securing stone and carting it about becomes a wonder to behold, a marvelous sequence without peer in the world of building. Yet this is only the beginning. With the arrival of the rough blocks, artisans begin to prepare the stone for placement.

The Naugrim build for eternity. Their every step is painstakingly precise and intended to achieve the maximum effect, regardless of what follows. A wall intended to stay hidden behind a facade casts a beauty rivalling those forever exposed; a purely decorative column can support weight as well as any other. It is the Dwarfven way.

This fixation affects the chiseling and sculpting of loose block. Dwarf-masons trace the contours of each rock placed in position so that its successors can be carved to fit perfectly. Any two adjacent stones hug each others' surfaces as if they broke from the same boulder. There is no reliance on grout or mortar, regardless of whether it is to come.





*Durin the
Deathless*

BUILDING TECHNIQUES

While skill, determination, tools, and hardiness make the Naugrim superb builders, so do common sense methods. They utilize simple devices to execute crucial jobs. With a keen eye and sealed glass flasks of water, they level planes. High-sided carts deliver the fine black sand used for temporarily supporting tremendous stones. Plumb-weights determine exacting vertical lines. Pots holding special "Pointing-mosses" ascertain compass directions in near-total darkness. Moria's builders rely on literally hundreds of techniques to reduce strain and enhance their already considerable abilities. And in this, Khazad-dûm is largely a testimony to intuition and cleverness.

9.5 STONEWORK PATTERNS

Adroit ways enable the Naugrim to concentrate more effort on the ultimate goal. It allows them to take extreme care arranging and finishing the final product. Thus, they save their energies for the most artistic undertakings.

Dwarven stonework is such art. Masons fit stones to form grand designs which appear uniform, obscuring the exacting labor essential to the custom crafting of the individual stones. Few perceive the unique and subtle junctions or their astonishing solidity. Instead, the eye fixes on the shining polished surfaces, the enthralling tints, and the ingenious patterns.

Moria is home to innumerable stonework patterns, the yield of fifty-five hundred years under the hammer. Specialized schools and traditions conceived some, while others are stages in the evolution of standard designs. Of these, four patterns are conspicuous.

AXE-HEAD

"Axe-head" forms have ancient roots and date back to the days when the axe was an esteemed symbol of power and spirit. Friezes and reliefs of axe-blades adorn walls that date to the First Age. With the passing of time, however, singular pieces of art pertaining to axes were replaced by more widespread use of increasingly abstract forms. This culminated in the creation of entire walls made with "axe-head" blocks.

Most of Moria's ceremonial chambers have walls graced with the Axe-head pattern, one employing shaped blocks set at 45° angles. Each diagonal row is composed of alternating, interlocking stones, which have convex ends and concave sides, just like the blade of an axe. Outward curves on one block set into the inward bend of those to either side. The result is a series of crossing wave-like cracks. These joints are mortarless, since the design is itself solid. Reinforcing rods of steel occasionally run through internal bore-holes that join the blocks, but these are normally confined to the oddly shaped end-stones that surround doorways.

BAND

The "Band," or "Mannish," stone pattern is a Dwarven derivation of the common monumental stonework found in Eriador. Used mostly for corridor walls, it is simple and often ungarnished. Moria's preeminent Band design involves horizontal rows arranged in a four line pattern. Three files of cube-shaped granite blocks are topped by a row of long, thin, highly polished slabs of red marble. In turn, another three rows of cube stones follow, and so on. White mortar is used to add strength and decoration, and rune-friezes are often inscribed into the marble bands.

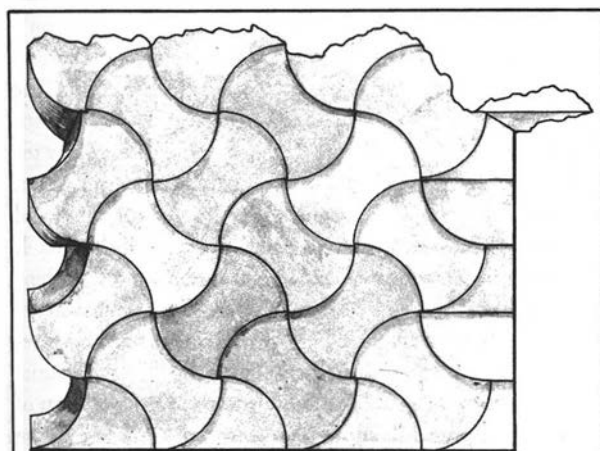
DIAMOND

"Diamond" patterns are commonly found in residential halls, Spring-halls, and informal gathering rooms. Like the Band form, it involves horizontally set rows and two types of stone, but there is no mortar. Instead, each block has a groove cut into its top and a corresponding ridge protruding from the bottom. These enable the rows of stones to lock when fitted together.

Smoothed basalt or green limestone blocks compose the rows in the pattern. Besides having a “tongue” and “groove,” they are cut like elongated octagons, akin to rectangles with the corners sliced off. When stacked in columns and arranged in rows, there are diamond-shaped holes where the corners would otherwise meet. The Naugrim place quartz or laen stones into these junction apertures to buttress the structure. Cut with a larger rear “diamond” face, they nestle tightly in the inwardly sloping holes and create gorgeous translucent accents. Stone-carvers use them for delicate reliefs and, on rare occasions, the rock is melted and reformed around imbedded sculptures or Light-stones.

WING-STONE

Burial crypts and spiritual chambers have walls set with “Wing-stone.” It is Moria’s most complex stonework pattern, but for the most part it resembles the Diamond form. Wing-stones are basalt blocks with tongues and grooves and are cut with notches that accommodate smaller pieces of glassine Jewel-rock. Unlike the Diamond pattern, however, Wing-stones sit in alternating rather than stacked rows. The corner holes are seven-sided heptagons, instead of four-sided diamonds, and each block has an additional notch in the center of its upper and lower surfaces. The extra notches mesh with the corner cuts of the stones in facing row, allowing the smaller glassy “plug” stones to fit despite the alternating design.



AXEHEAD STONEMWORK



Tile Detail

10.0 ARCHITECTURAL THEMES

“As the wizard passed on ahead up the great steps, he held his staff aloft, and from its tip there came a faint radiance. The wide stairway was sound and undamaged. Two hundred steps they counted, broad and shallow; and at the top they found an arched passage with a level floor leading on into the dark.”

—LotR I, p. 403-4

In keeping with its wealth of craft-lore, Moria displays almost every architectural style or innovation found in Middle-earth. The Naugrim deploy some in isolated instances, while others work well and become standards. Additional designs enjoy limited but important use. Given this legion of structures, only a tireless traveler encounters more than a portion of examples; but such folk occasionally stalk Moria’s halls and one, Ringlin of Lórien, took time to record his impressions.

“In my months here I’ve seen all sorts of architecture; imaginative or mundane, ambitious or sober, relaxed or aggressive, comforting or frightening, you’ll see it Moria. Graceful rail-less stairs climb up and around thin, fluted columns toward exits in gently vaulted roofs. Massive squat pillars support oppressive ceilings, which commend no stir other than dismay. Subterranean towers and platforms and balconies punctuate the cityscape. True arches span entryways in most quarters, but pointed arches and post-lintel openings are plentiful. Airy domes cover some chambers; flat faces surround others. Wild, twisting ramps, straight sloping passages, elevators, ladder-ways, and stairways, all connect the Deeps and their many sub-levels. Swinging lanterns and inset Light-stones shine through the darkest shadows, as the flames of huge forges cast unceasing plumes of smoke through unseen holes bored through unending expanses of rock. Corbels, rib-vaults, cantilevers, they are all here. The variations and combinations are boundless. After a time, nothing surprises you...except the scale. I will never get over the feeling for Moria’s endless rambling, its maze of continuously incredible sights.”

Ringlin’s reflections mirror the wonderment of many an adventurer, and allude to the fruitlessness of attempting to detail every feature of Khazad-dûm. Instead, one must depend on prevalent themes and the most significant examples as an avenue to architectural insight.

10.1 OUTER DOORS

Aside from the windows above and the Under-deeps below, only two gateways bind Moria with the outer world. One looks east, the other west, and both are ancient by the standards of Men. They are also strong, so much so that when closed and defended, Khazad-dûm is essentially impregnable.



Axehead
Stonework



An Avenue

A Road

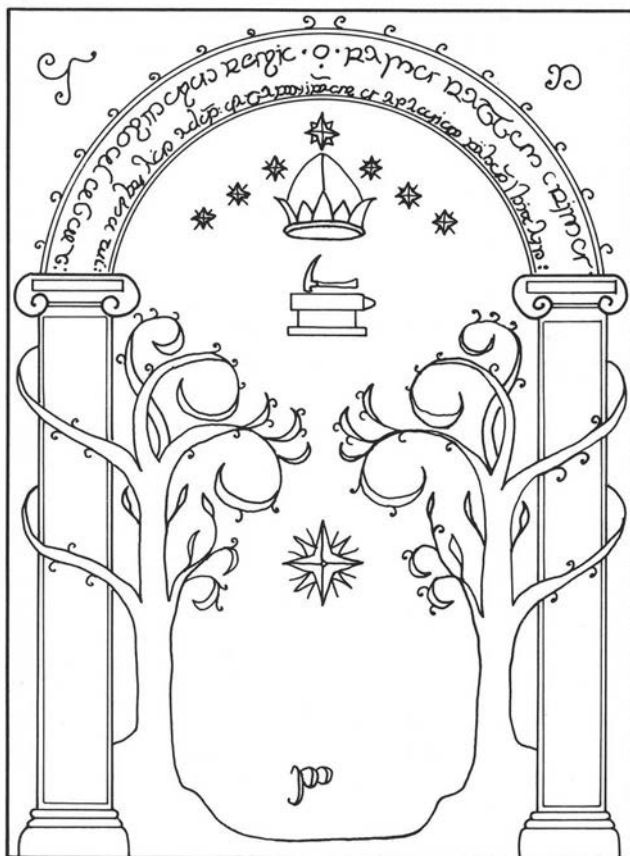
Doors of Durin

THE EAST-GATE (GREAT GATES)

Of the two Doors, the East-gate or "Dimrill Gate" is by far the oldest. In fact, it was hewn from a cleft that predated Durin's founding, and for about a millenium thereafter it stood as the sole entry.

The gateway itself is only seven feet wide and seven feet tall. Steeply arched, it is barred by two thick steel-reinforced basalt doors, each of which weighs over three tons. These move on adarcer rollers which rest or lock in an inward curving track. In difficult times, the sturdy gates are secured with three pivoting steel lock-beams and seven movable rods that slide out of the gatewell and into corresponding holes in the door edges. Should there be a breach, seven adarcer portculli are spaced behind at even intervals in the pointed arch ceiling of the 14' Gate-hall.

The Great Gates look east from an exposed grey granite wall that sits in a niche above the Dimrill Dale. A 21' deep, 49' foot wide porch extends out from the enruned cliff wall and fills the mountain inset. Two huge free-standing purplish-red porphyry images of Durin's head flank the doorway. Crushed red marble composite covers the alcove floor, while seven 14' high hard red porphyry pillars support the overhanging grey massif that forms the low arching porch roof. Decorated with runic friezes and axe-shaped inlays, it has a striking effect, particularly from the 21' wide stairway that connects the portico with the road.



Here is written in the Feanorian characters according to the mode of Belerianð: Ennyn Durin Aran Moria: pedo mellon a minno. Im Narui hair echant: Celebrimboro Eregion teithanti thiw hin.

THE WEST-GATE (THE DOORS OF DURIN)

Moria's West-gate is less imposing, but by no means weaker. Constructed in S.A. 752 by Narvi, an unsurpassed Dwarf-engineer, it lies at the end of a narrow passage of stairs hewn through solid granite. Two arching enchanted stone doors guard this 6' wide, 9' tall gate. From the outside, there are no cracks, much less an inset, to betray these doors. Only the road and a polished cliff face framed by gnarled holly trees mark the entryway.

At night, however, the smooth light-grey granite wall shimmers with the subtle glow from an engraved pattern of magic ithildin. The work of the Noldor Master-smith Celebrimbor, Narvi's friend and mentor, these inlays recall the Gates' origin. They depict inscribed columns, surrounded by bare tree limbs and surmounted by an arching bands of Fëanorean Script. At center, near the top, is Durin's Crown and the Seven Stars overhead. Beneath that is an anvil and a sixteen-pointed blaze. But the words hold the key to the Doors' opening. Their two-part message reads:

"The Doors of Durin, Lord of Moria. (Say) Speak, friend, and enter... I, Narvi, made them. Celebrimbor of Hollin drew these signs."

As the inscription says, one need only say "friend" (S. "mellon") in order to pass. Then the Doors of Durin slowly appear. First a glimmer of light fills their expanding cracks, and then the doors magically open outward to become flush with the slick cliff wall.

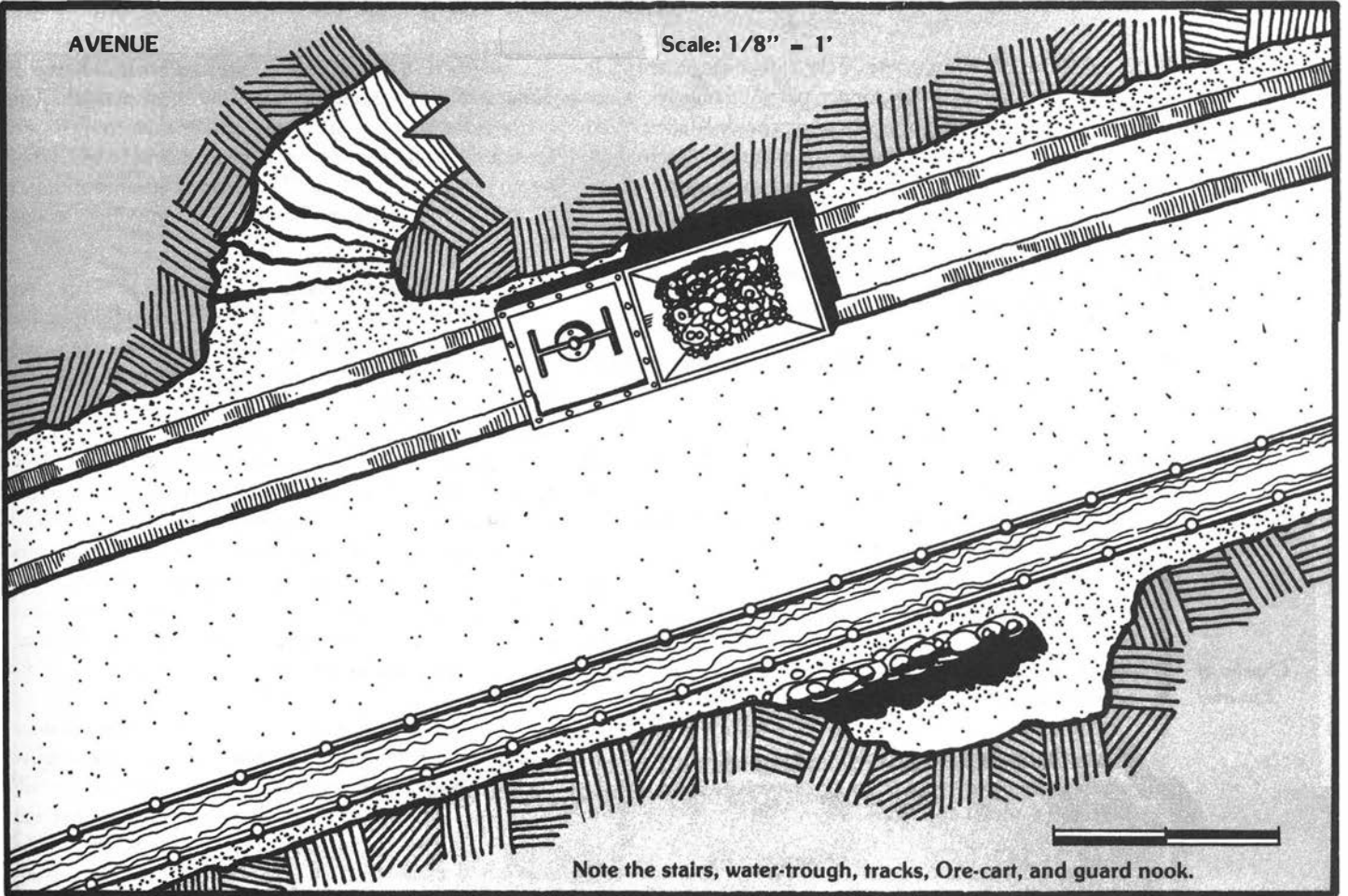
The West-gate faces Eregion (Hollin) and looks down the valley of the River Sirannon. It stands watch on a grassy shelf just south of the point where the stream tumbles out of a defile in the flank of the Silvertine. The 2100' wide shelf runs along the mountainside over one half mile to either side of the Gate and is divided by the curving Dwarf-road which winds down into Eriador. Crossing northwestward through vale, the road is graced by two paralleling rows of self-manicured hedges. It crosses the Sirannon about halfway and, upon reaching the cliff at the west end, it descends in a series of stone-reinforced switchbacks. Meanwhile, the stream curves southwestward to a point due west of the Doors of Durin. There it tumbles from the shelf into the canyon by way of a series of seven falls, the "Water-stairs." Here nature provides all the drama any adventurer entering Moria could ever desire.

10.2 PASSAGES

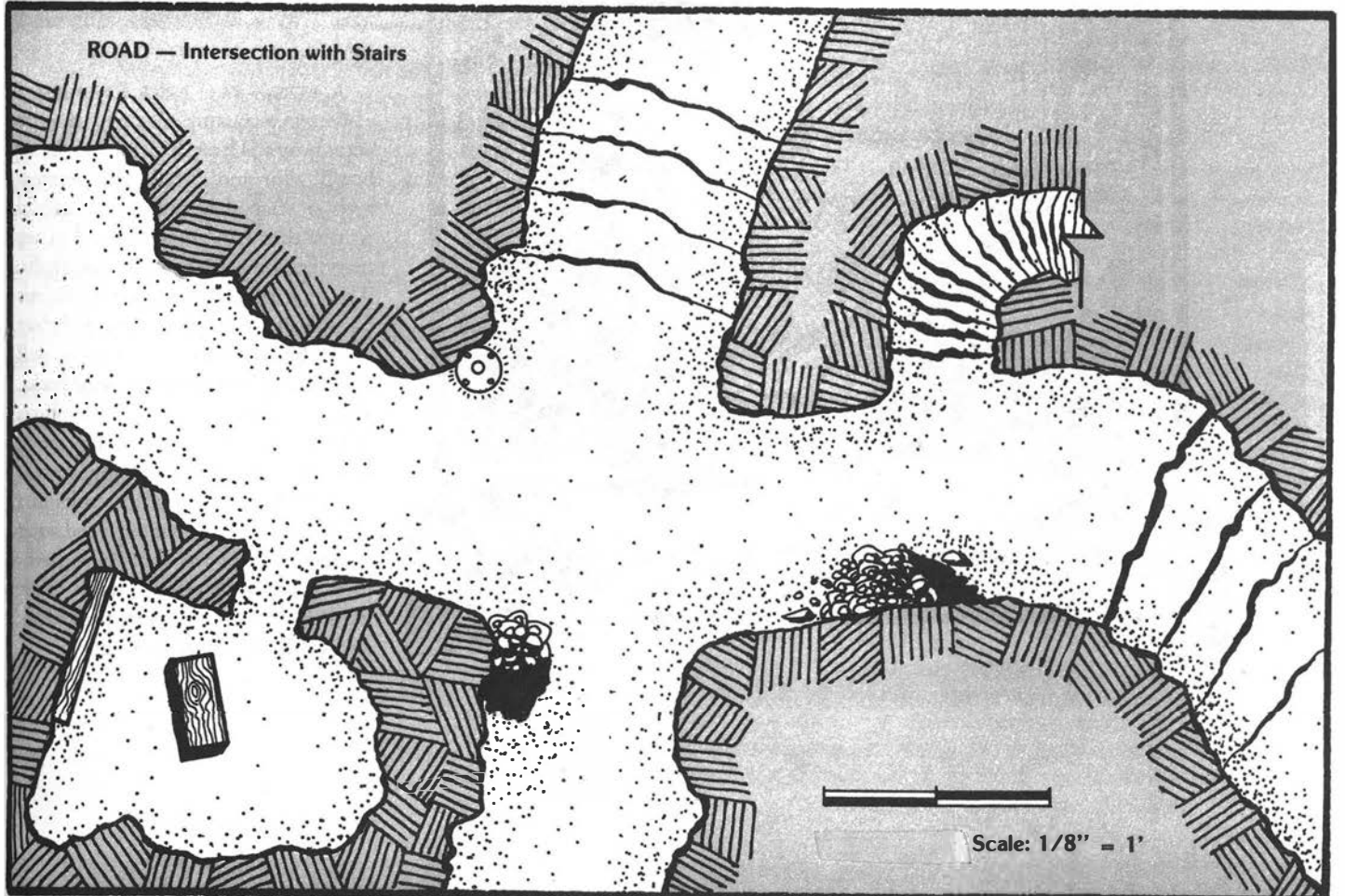
Once inside Moria, the path that forms the Dwarven Road between Eregion and Lórien becomes a hall, an underground passage beneath the Silvertine. The sole alternative to the surface road over the Redhorn Pass, it serves as Khazad-dûm's principal artery. Within the mountain, it is called Durin's Way or the Great Way. This stone thoroughfare runs forty-nine miles, up and down stairs and ramps, through elaborate chambers and grand doorways, and over arching bridges that defy belief. Durin's Way binds Moria, for all along its course side passages sprout forth to join it to the city's sprawling living and work quarters.

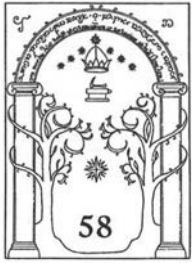
AVENUE

Scale: 1/8" = 1'



ROAD — Intersection with Stairs





Like Durin's Way, some of the side passages are wide lanes. Together with the longer parallel hallways, these passages bear the bulk of traffic and provide Khazad-dûm with its network of main routes, or "avenues." Each of the Seven Deep has three east-west and seven north-south avenues, which are distinguished from lesser routes by their size, length, and decor. Two transverse avenues, one up and another down, slant from the Main Deep (Fourth Deep) and connect the other levels and sub-levels. Within this web of over 70 avenues, "roads" and "accessways" extend and interlace, making Moria a dynamic complex.

AVENUES (MAJOR PASSAGES)

Moria's avenues are 14' to 21' wide and either 14' or 21' high. Arched and constructed with a "Band-pattern" of grey granite and red marble, they are as grand as most any boulevard in Endor. Powerful lanterns dangle from the peak of their ceilings. Yet, they remain practical. Cart-track grooves run the length of their grey basalt floors, and occasional water-conduits and pulley-cables hang from the upper walls. The Dwarves station most guard-posts in nooks along the avenues, and water-basins and wells occupy others.

*Chamber of
Mazarbul*



Construction and commerce breathe life into Khazad-dûm, and the avenues are home to most activity. The majority of rough stone, ores, and metals move down these arteries, for they are spacious and tend to be level or set on very gentle inclines. Those in the City are absolutely straight, while those in the Mines often wind through long, easy curves.

ROADS (STANDARD PASSAGES)

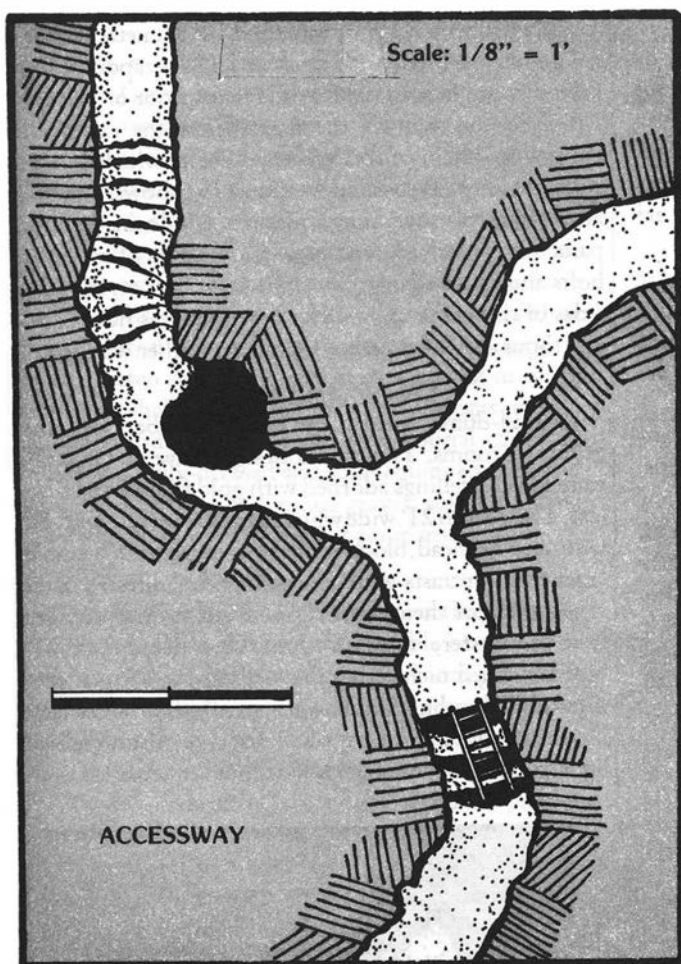
Roads, on the other hand, tend to twist and slope quite a bit. Many are long or longer than the avenues, but their courses are often circuitous, so their traffic is somewhat limited. They are half as wide and half as tall as the avenues, deterring frequent movement of heavy carts. Nonetheless, they are essential to Moria, since they allow access to the Water-passages and Spring-halls and reach remote sections far beyond the stretch of the avenues.

Within the Mines, the network of roads is particularly critical. Here there is but one real avenue, Durin's Way, which traverses the whole area. The other avenues are generally confined to City quarters, leaving the road network as the main source of communication and transportation.

Roads have Band-patterned stone walls fitted with torch-brackets and, at intersections, lanterns. Some are arched; some have flat or corbeled ceilings, and peaked roofs run atop others. Unlike the avenues, which cross great chambers or other causeways, roads often have doorways in their walls which open on side rooms.

ACCESSWAYS (LESSER PASSAGES)

Moria's roads also open onto accessways. These lesser passages are but 3' wide and 7' tall, with pointed-arch or flat slab ceilings. Masterful works, they run anywhere and in any manner; some are even vertical shafts. Those with extremely steep inclines have iron or steel ladders or ladder rungs bolted into their narrow wall surfaces. Others combine switchbacks, slopes, and stairs to negotiate laborious grades. This flexibility of construction enables them to reach any area of Khazad-dûm, but it also results in a frequent absence of lanterns and water spigots, or even torch-holders and well-pits. Accessways serve as repair-ducts, work-holes, or even secret path routes and wind all over Khazad-dûm.



MINEWAYS (MINING TUNNELS)

Within the Mines of Moria—the northern, southern, and western regions of Khazad-dûm—mineways form the working arteries, the heart of the labyrinth. Despite limited access to a few avenues and a host of roads and accessways, most traffic in the Mines uses the mining tunnels. These are crude thoroughfares, devoted to mine equipment like Rock-drills, Ore-carts, and sledges.

Due to their nature and purpose, mineways have rough rock walls and ceilings; their hard floors, although smooth and grooved, are unpolished and unadorned. Most have 7' ceilings and are either 7', 14', or 21' wide, but this is by no means the rule, and exceptions abound. Accouterments like lanterns and pulley-ways line some mineways; however, the majority are sporadically equipped. In fact, many are shadowy tunnels that snake into abandoned or little-used quarters.

Mineways do have a few things in common besides flat, grooved floors. At every intersection lies a round junction chamber that permits wide curves in the floor-tracks. Ore-carts and Stone-carts swing through these halls with ease, avoiding the vexatious angles found at the crossings of Moria's roads and avenues. The tunnels also have inscribed mile markers and league markers set in the walls at every one and three mile interval (respectively) from the nearest avenue or main road. An identifying number precedes the distance figure, telling the traveller his location. The Naugrim rightfully expect one to find the way on avenues or roads, but even an educated laborer can get lost in the Mines.

10.3 CHAMBERS

Although Khazad-dûm's passages often run for miles without interruption, most ultimately lead to chambers of some kind. (Of course, a few simply wander off into pits and dead-ends.) There are hundreds of rooms in Moria. In the Mines there are Store-halls, Excavation Chambers and Quarries, Elevator Halls, and circular Junction Rooms. The lower Deeps of the City hold Smelting-halls, Forging-halls, Metal-stores, Dungeons, and Craft Chambers. Armories, Muster Rooms, Guard Chambers, Reception Rooms, Ceremonial Chambers, Gathering Halls, and Kitchens dominate the central Deeps, while Watch Rooms, Spring-halls, Treasuries, and the

King's apartments concentrate in the upper Deeps. Everywhere, Dwarf-lodgings, Crypts, and Store-rooms lie scattered, as do the hundreds of natural caverns which support Moria's foodstuffs, hold water, or exude enchantment.

These multitudinous chambers reflect all the styles and innovations expected of a people whose work spans thousands of constructive years. Some quarters give testimony to the thoughts and skills of long-dead artisans with short-lived fancies. Others are couched in the unyielding designs of the most conservative Naugrim architects. Nature provides its own unique creations, and a few combine two or more patterns to achieve a singular effect. Still, despite the teeming variety, Dwarven tradition dictates certain similarities among rooms with particular purposes.



An Accessway



ARMORIES

Such commonality applies to Moria's War-stores, its Armories. Each of the Seven Deep's has such a chamber for its complement of guardian Warders, and there are seven others for the Weapon-host on the Fourth through Sixth Deep. The three Royal Armories lie beside the King's Chambers, on the Seventh Deep. All tolled, there are seventeen arms repositories in Khazad-dûm.

Since Dwarves take war seriously, they carefully house their battle tools. Many are bound for commerce, but every precaution is taken to accord each warrior extra armament. It is little wonder that Moria's armories are worthy of note; they rank among the best in Endor.

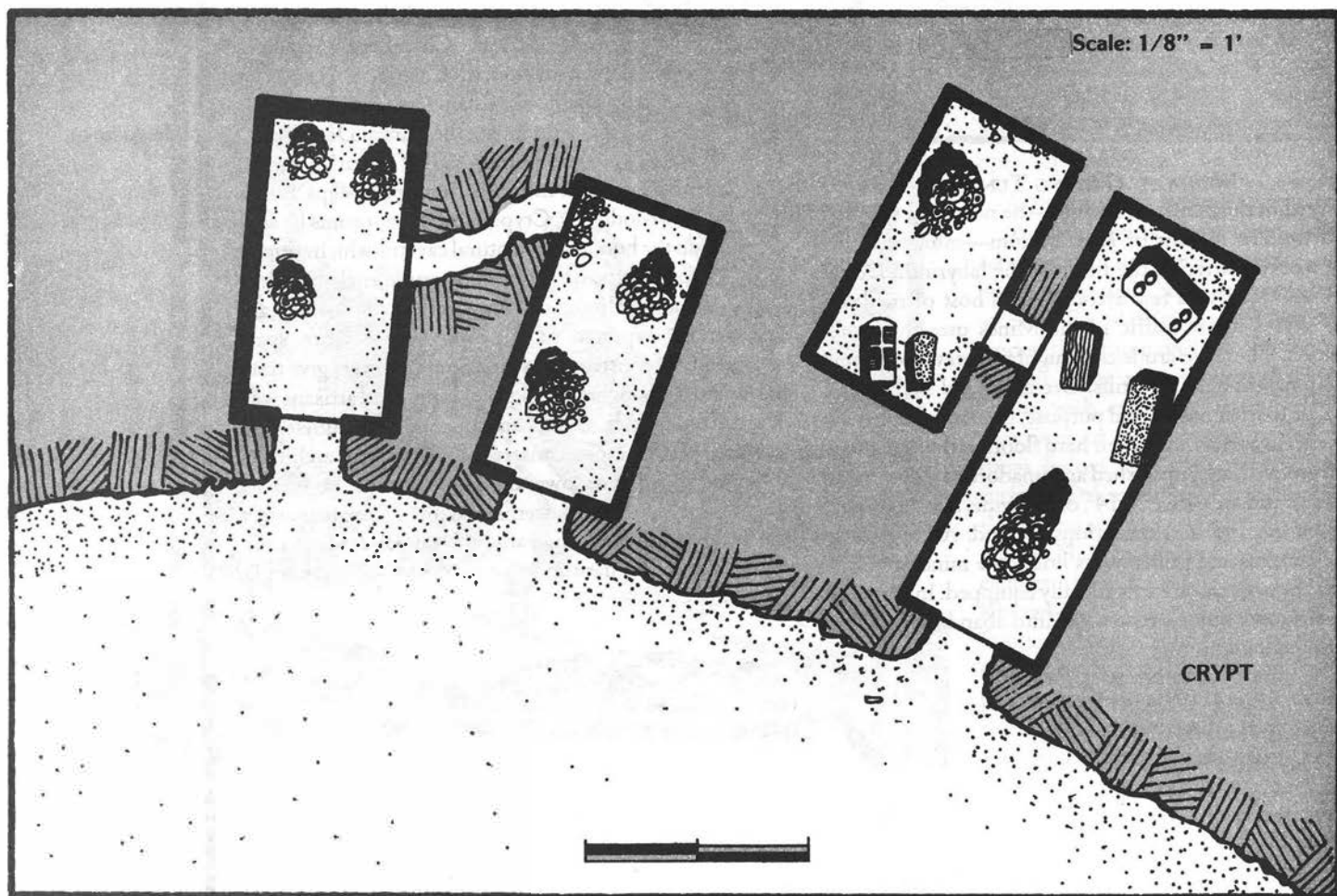
The standard Armory is a three-story hexagonal chamber with a fanning rib-vaulted roof and Wing-stone walls. Six thick green marble columns, each supporting a ring of seven dangling lanterns, circle the middle of the room, while another still larger pier stands at center. Similarly styled, but imbedded marble pilasters march around the six 63' high walls and help to support two 7' wide balconies that encircle the area at the 21' and 42' levels. Three 7" thick steel-doored entries pierce opposite walls on each level, allowing rapid access in time of need.

Crypt

The Armory's 70' wide walls and 14' diameter hexagonal pillars are fitted with open racks of weapons which extend from three to ten feet above the floor or balcony. All along the wall, on the floor below the racks, is a continuous chain of treated wood chests which contain suits of armor. Two-hand weapons, crossbows, and pole arms swing from overhung armatures; hand arms perch on pairs of upwardly slanted pegs, and quivers of crossbow bolts and sheathed daggers stick out of slots on the outer sides of the armor-chests. Here the Dwarves hoard literally thousands of superb weapons and other war-gear.

CEREMONIAL CHAMBERS

Khazad-dûm's seven Ceremonial Chambers are large, imposing rooms. Traditional designs have arching, rib-vaulted 210' ceilings adorned with gold filigree and silver leaf. Their seven 21' wide white marble sides rise 140'. Set with an Axe-head block pattern, each reflects a simple grace that contrasts with the roof, one manifested in the clean sweep of their plain 7' peaked arch doorway. Ten similarly austere rows of three foot deep, 3' x 21" obsidian-lined niches ring the walls above them at even intervals. Two hundred and ten in all, they house large bronze lamps. These lamps will cast an eerie umbrella of light, making the marble glow with an inner fire.



CRYPTS

Moria's myriad Crypts differ radically from the expansive Ceremonial Chambers that frequently lie directly above them. These low, unlit, rectangular burial rooms have Wing-stone walls and flat, 7' rough basalt ceilings. Most are 7' x 14' or 7' x 21' areas unhindered by pillars. A single, arched 3' x 4' doorway provides access to the chamber, although many are strung together according to the lineage group. Those of the latter type have one other exit, either via a tunnel or through a steel door leading to a companion Crypt.

It is written that no fallen Dwarf shall rest in earth; rather, they shall lie in stone. Thus, each Crypt is cut into hard rock and filled with 1-7 stone burial cairns or sarcophagi. Fully-dressed and fully-equipped, the dead are encased in these individual graves, somber resting places identified only by a short runic inscription.

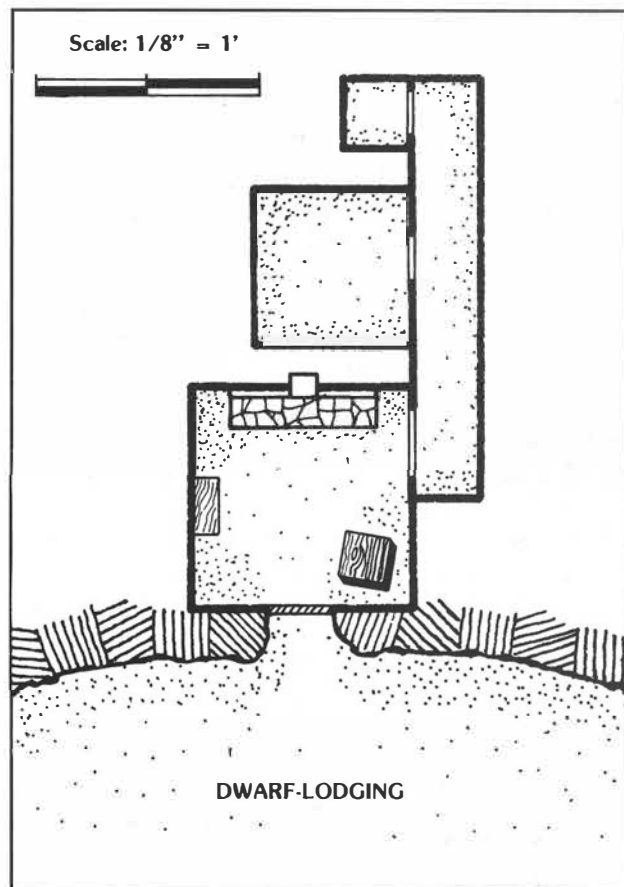
DWARF-LODGINGS

The lodgings of the living are more inviting. Actually by most standards, they are comfortable or even opulent. Basic Dwarf-chambers are three-room groupings with Diamond-patterned basalt or green limestone walls. Typically, one enters through a 3' x 5' iron door, which opens onto a 10' x 10' living chamber dominated by a 7' wide wall-hearth. To the right is a narrow passage that leads to two smaller rooms, one a 7' x 7' storage area, and the other a 3' x 3' refuse and relief chamber set with a stone seat. Fur or lambswool rugs cover the cool granite or basalt floors of the main room, while torches throw a warm light on the 7' high flat ceilings and the thick, elaborate, woven wall-hangings.

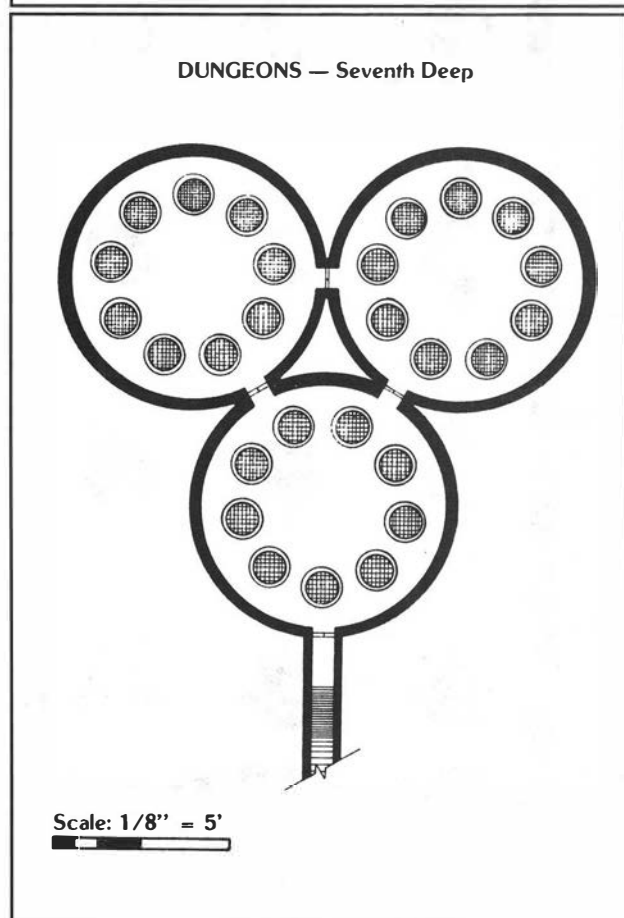
DUNGEONS

Some of the living, however, find themselves in less pleasant quarters. Captured enemies of Durin's House end up in Moria's small, secluded Dungeons where they offered the choice to give the Dwarves aid, fight a fair but often fatal challenge, or simply rot away. Naugrim prisoners stay only briefly, since the Law of Durin prescribes banishment or temporary exile for all but the most heinous crimes.

Moria's Dungeons are divided into three steaming rough basalt dome-rooms. Forty-nine feet high and 21' wide, they contain little more than a circle of nine round pits, each 7' in diameter 21' deep. Access is provided by a single movable steel ladder. Each is covered with a 3" thick steel grate and drains through a 7" diameter hole



Dwarf-lodging



Dungeons



Guard
Chamber

Moria's Dungeons are divided into three steaming rough basalt dome-rooms. Forty-nine feet high and 21' wide, they contain little more than a circle of nine round pits, each 7' in diameter 21' deep. Access is provided by a single movable steel ladder. Each is covered with a 3" thick steel grate and drains through a 7" diameter hole in the center of its gently curving, bowl-like floor. Escapes are unheard of, since the Dungeon chambers have but one 3' x 3' door, and that opens onto a steep rock stair that runs about 70' up to a treacherous passage near the Smelting-halls. A prisoner can barely breathe, much less perform agile feats of skill.

GATHERING HALLS

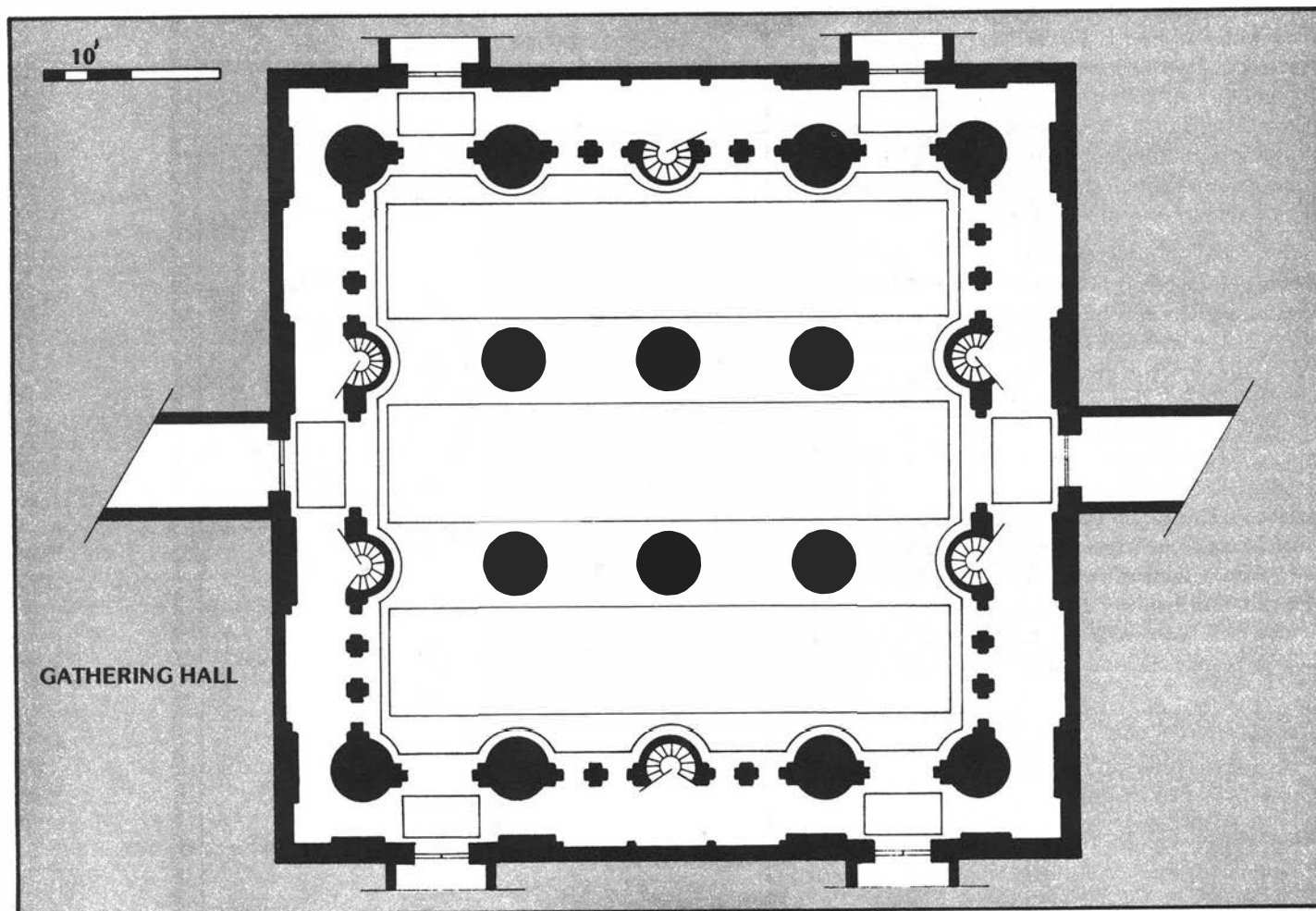
While the Dungeons are dim, rank, and occupied by festering unfortunates, Moria's Gathering Halls are grand and airy and full of vibrancy. These are huge square or rectangular chambers, often 140' high and 140' on a side, with smooth, glimmering walls of Diamond-patterned basalt and black obsidian. Their marble ceilings rise to shallow peaks and sit on two lines of massive tree-shaped or lamp-post-shaped pillars, all 14' in diameter. In turn,

Gathering Hall

these are aligned with correspondingly imposing ribs in the walls. Between each rib is a series of seven stacked 14' pointed archways, each of which opens onto one of the chamber's seven surrounding galleries.

Crystal lamps hang high from each rib to illuminate the vast assembly hall and spawn a feeling of uplifting grandeur. A few possess even more emotive strength. Colossal crystal lanterns perch atop the fourteen giant "Lamp Columns" that dominate each of three Gathering Halls designed by the Master-mason Narvi. Wrapped in silver mesh and cut from laen, they cast beams of light which pay homage to the days before the rising of the Sun and Moon.

Gathering-halls lie in City quarters at the intersections of avenues and major crossing roads. They also lie aligned to the east-west axis. One to three magnificent doors punctuate every wall, so the chamber has at least one exit facing each of the four primary compass points. Smaller doorways lead to spiral stairways in the protruding structural ribs, thus joining the main room to its 7' wide galleries. Their size, layout, and position are ideally suited to their function and, for many hours every day, a host Naugrim gather to talk and trade in these chambers.



GUARD-CHAMBERS

Due to strategic need, one or two Guard-chambers lie in each of the Gathering-halls. This enables them to stand watch over significant junctions in the City proper. Generally, a Guard-chamber is a three-story affair, with three rooms, 6' diameter and 7' high, all joined by a steel ladder. Dwarves position them inside steel-reinforced areas of pillars, or in jutting half-columns, where only a 3' diameter shaft connects them to the halls above and below (normally with a secret door). The Naugrim equip them with 7" x 3' slit-like windows on each level and on each side, to facilitate circumspect observations and permit covered fire. Their crossbow wells allow the guards to rain deadly steel bolts on those below. Armed with signal horns and a brass drum, one to three Warders occupy these select chambers and help secure the City's principal arteries.

TREASURIES

Smaller, two-story Guard-chambers shield Moria's seven Treasuries, spiritually endowed halls accessible only through magically enruned adarcere gates. These one foot thick 3' x 7' doors are recessed in basalt walls and lie off 35' diameter Waiting-halls that reach heights of 35' to 49'. Four fat piers carry the flat ceiling, and the two nearest the Treasury accommodate the vigilant Warders.

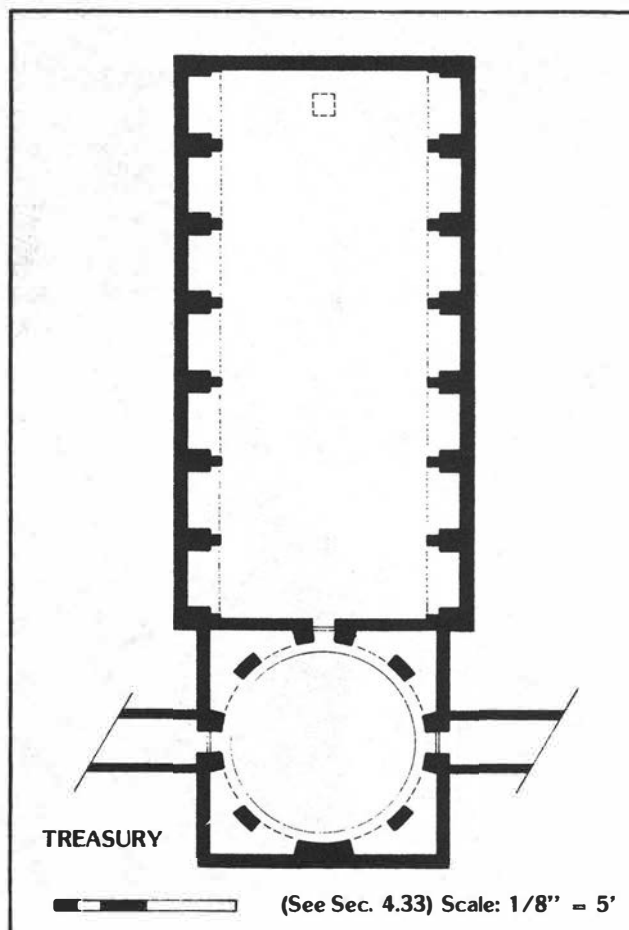
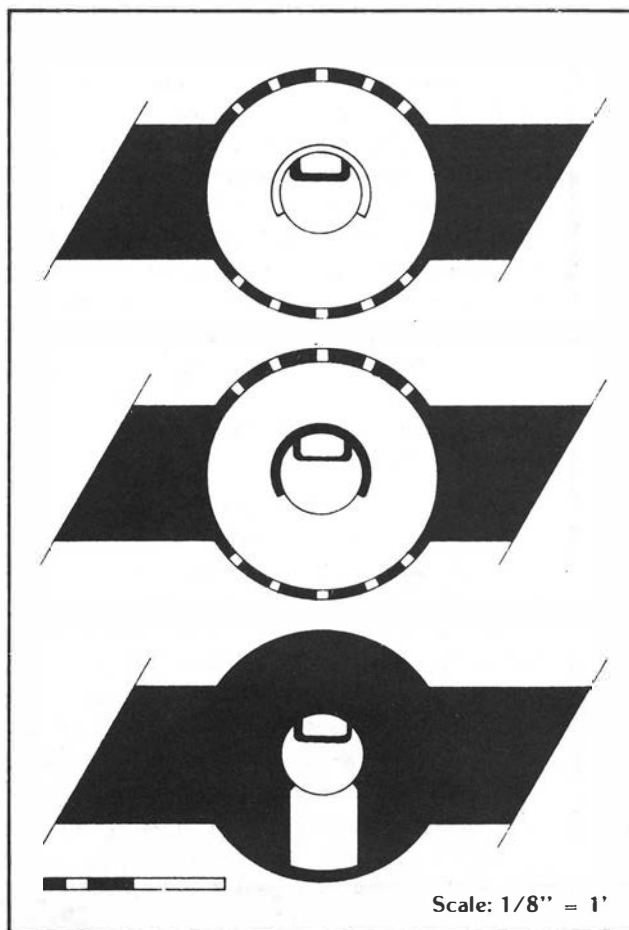
The Treasuries themselves are 98' long barrel vaults bored through solid basalt. No columns disrupt the floorspace and only a silvery, crushed marble composite adorns the walls, belying the strength of these nearly impenetrable chambers. Practical, they serve their purpose well.

Each Treasury holds fourteen 7' long, 3' wide, 3' tall porphyry chests which fit into insets in the vault walls. They are arrayed in two rows of seven, each spaced evenly apart. Here the bulk of Moria's most precious wealth lies, although much is withheld from the chests themselves. Set within the center of the floor at the far end of the vault are *ithildin* inlays, readable only by the light of the Moon or Stars or Magic. They say "rise" in both Khuzdul and Quenya and, if one reads them, a concealed 3' x 3' section of the basalt flooring will sprout forth. Its side holds a lock and, with a turn of the proper Rune-key, one can view true riches.

10.4 THE CHASMS AND BRIDGES

Although many roads and accessways wind or seemingly meander though Moria, the Naugrim are fond of straight thoroughfares. Together with the unsettled nature of the Land Under the Mountains, this preference creates situations where there is no recourse other than to bridge a chasm. There are thousands of dead or active vents and fissures in Khazad-dûm. Most are narrow clefts or breaches, but others are wide, gaping pits with no apparent bottom. Many are cold and dark; some resound with the echoes of tumbling water; some glow with the warm hues of subterranean fire.

Treasury





Durin's Folk harness or tame these rifts. Those that reach to the sky become air ducts, while others accommodate reservoirs, pulley-ways or cliff-cut stairways, and nearly all of them form natural moats. In fact, many of the chambers sensitive to the Dwarves are guarded by these steep cracks in Moria's immortal rocks.

Where avenues or roads cross chasms, bridges span the gaps. Usually, ladders, pulley-cables, or lines for sliding hand-rings traverse the pits that straddle accessways. Smaller gaps on these isolated trails may actually require the traveller to jump. The circumstances are many, and they demand quite a complement of resourceful responses. Of these, the three most common bridging techniques involve fixed-arch spans, draw-bridges, and steel swivel-ways.

FIXED ARCHES

Fixed-arch bridges join busier sections of the avenues and roads, particularly in already defended areas. They are a necessity on thoroughfares where Ore-carts, Stone-carts, or other equipment move heavy loads along groove-tracks. Typically, these are single-arch spans, since central piers are difficult to erect and natural columns are exceedingly rare. (The wildest exception is on the Redhorn Way, which uses twenty-one stalagmite-supported arches to cross the "Chamber of Teeth" on the Third Deep.) Those on avenues are either 14' or 21' wide granite

structures, with railings of varying heights. Uniformly flat or arching imperceptibly, they rarely hinder traffic. The limestone bridges on roads frequently arch or incline more severely, however, and some actually are cut with stairs. These are 7' or 14' wide and almost never have side rails. This is also true of the rare 3' wide accessway bridges.

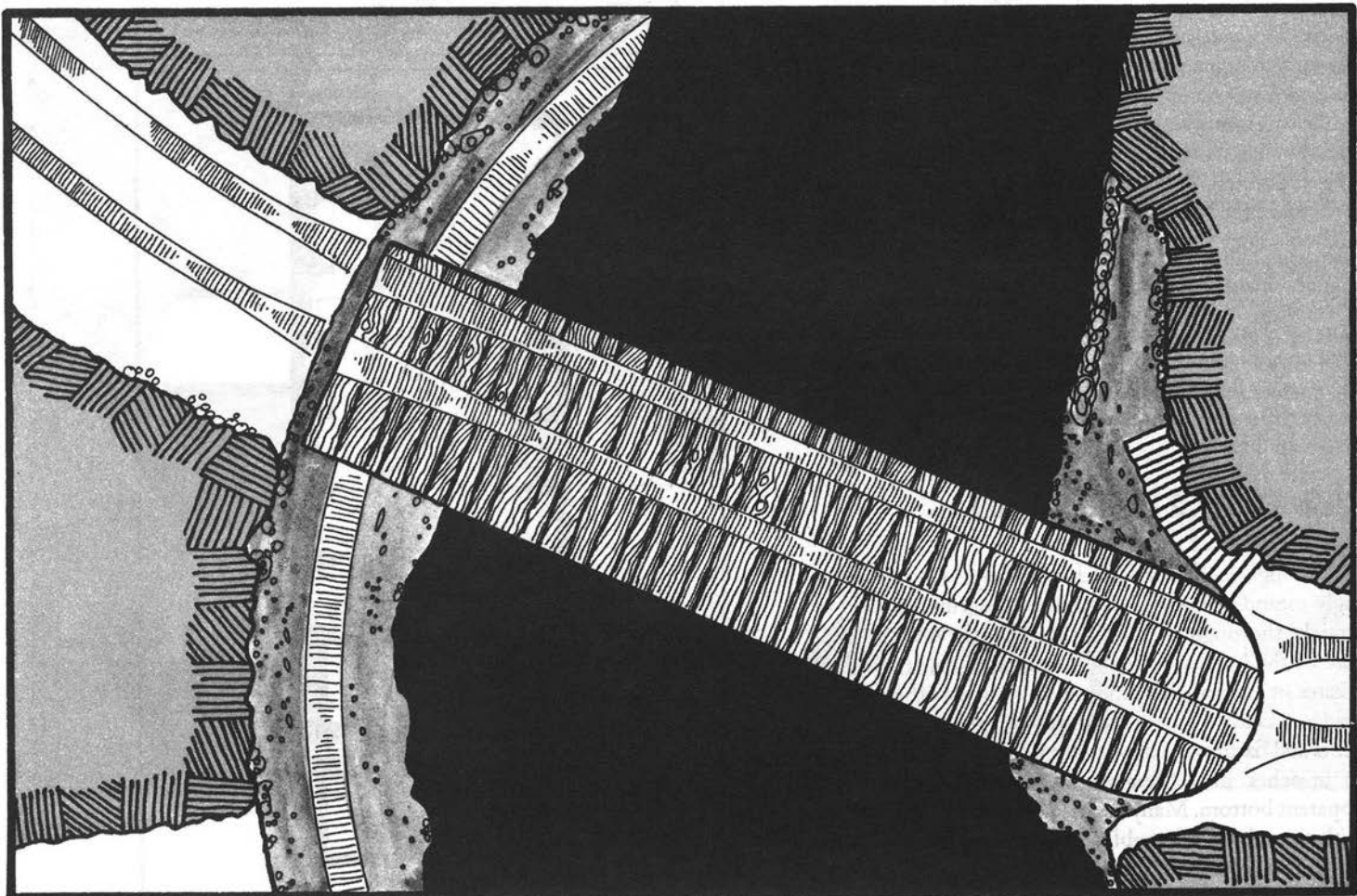
DRAW-BRIDGES

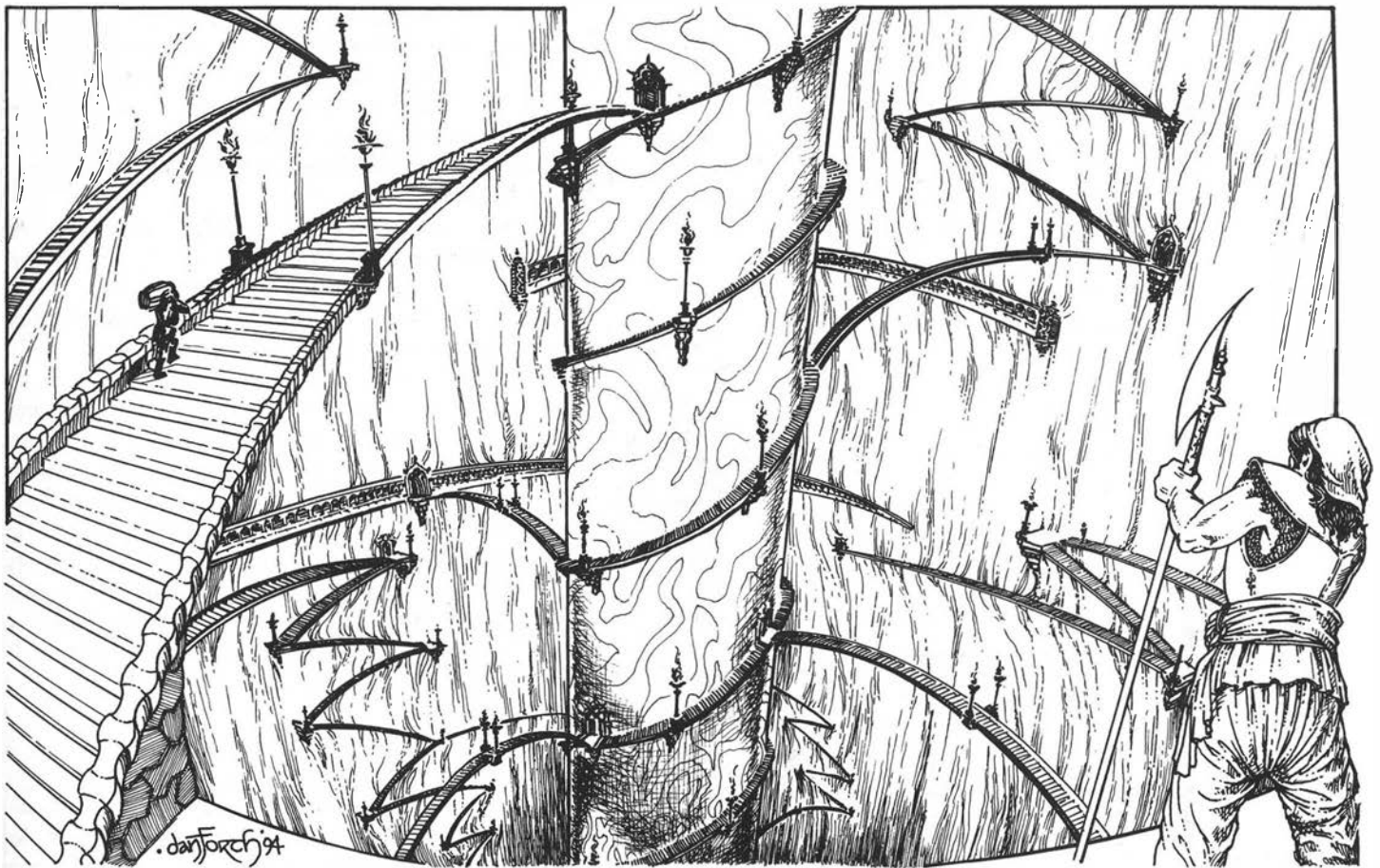
Draw-bridges are treated wood structures raised by iron chains which run up into well-defended Winch Towers. Some are as long as 70' and are reinforced with ribs of steel. Light and rather delicate, they can be destroyed when danger is at hand, and can span the wide, formidable chasms that serve as ideal barriers against attack. Their 35' diameter round Winch Towers stand half again as high as the bridge length and hold both open battlements and firing rooms for crossbowmen. A number of low, single-chamber rooms, 14' in diameter and connected by ladders, may lie within these structures. At least one upper level houses the large draw-bridge winch.

SWIVEL-BRIDGES

Where the area is less vulnerable but nonetheless exposed, Dwarves often resort to swivel-bridges. Generally, these are steel-framed units with hardwood or stone roadbeds and are no wider than 14' and no longer than 63'. As much as a third of their length lies encased in the

Swivel Bridge





stone within the innermost cliff. Here a great winch and cog-driven steel pivot mechanism anchors the span and allows it to rotate laterally. On the opposite end, steel rollers sweep along an inset track in the chasm's side. This arc-shaped track supports the pivoting bridge and allows the roadway to be redirected to various thoroughfares which might look onto the fissure. The bridge can also be swung out of the way, preventing unwanted crossings.

Gently sloping ramps bring the path down to the recessed level of the bridge's causeway. Swivel-bridges can support considerable weight and some even have grooves for heavy carts, but most are confined to roads that bear only modest burdens. Since one bridge connects a road or avenue to more than one converging thoroughfare, however, they are the only reasonable choice where an intersection lies over a chasm.

10.5 THE STAIRWAYS AND INCLINES

While most chasms bar movement, some tie areas together. Since they are open spaces and often quite large, they serve as tunnels or shafts and connect all the bordering quarters. In fact, the Naugrim make use of those fissures that have solid walls, hewing or affixing ladders, pulley-ways, ramps, paths, or stairways along their cliff faces.

Cliff stairs tend to join accessways or roads. Railingless and rarely more than 3' wide, they are steep and treacherous affairs employed during emergencies or by laborers on repair duty. The Naugrim prefer to use other means to move between the Deeps and their many sub-levels. Stairwells, rampways, and elevators are larger and safer.

STAIRWELLS

Moria's stairways fall into two categories. One variety simply carries sections of thoroughfares over rough grades, while the other type links levels of chambers, mine areas, or city quarters. The former conform to the size and direction of their appointed route. Commonly referred to as "steps," they embody all the usual features: water-troughs, pulley-ways, modified grooves and the like. A few have additional appointments, such as steel cog-tracks in the walls which aid the movement of heavy carts. (Brake-shoes or rods fit into the cog-tracks to control the burden against sudden slides.)

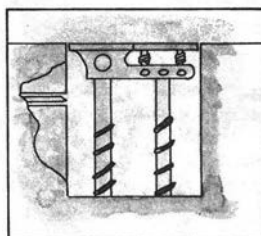
The connecting stairways tend to follow more standardized designs. Generally, they use a spiral or switchback design, depending on location. Most lie in enclosed wells, although a few wind around the outside of pillars or stand freely on their own frames. Those that join avenues measure 14' or 21' across, with 14' arched ceilings, while the flat-roofed staircases linking roads span 7' or 10' widths. The ones running between accessways are uniformly 3' wide, with rough hewn walls and ceilings.

The Endless Stair

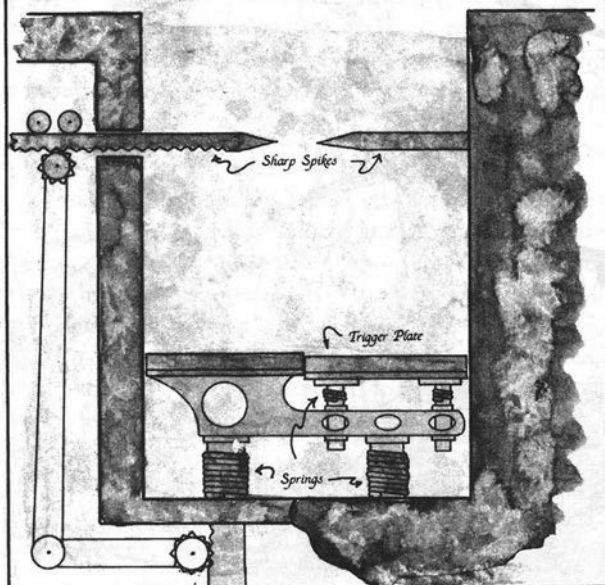


FLOOR TRAP: Cutaway View

This common floor trap is set off when weight is placed upon the trigger plate, releasing the entire trap platform. As the platform descends, gear action propels several sharp steel spikes out from the sides of the trap chute and into the target. As the spikes penetrate and take on the weight of the victim, the platform stops falling, and its springs cause it to begin to rise. This reversal releases a counterweight, further propelling the platform back up, and retracting the spikes. The now punctured target is raised back up, and the platform clicks into place, reattaching the counterweight and re-arming the trap.



Inset



Floor Trap

The Naugrim employ broad, shallow steps. Even the steepest variety has stairs only 7" high. These are found in the Mines, on cliffs, or in accessway tunnels. Elsewhere, the Dwarves utilize 4" steps. Mannish folk complain of their awkward height because Men require a very broad horizontal surface in order use them comfortably. Fortunately, Khazad-dûm's stairs are commonly 14" in breadth (from the front to the back of the step).

INCLINES

Where there is level change and stairs are unnecessary or impractical, the Khazâd construct all sorts of inclines. Enclosed versions are no more than slanting passages; those without benefit of walls are true ramps. Most are 14° or 21° grades which, like Moria's stairways, are equipped according need. Wider inclines have grooved surfaces, steel cog-tracks in the walls and floors, and recessed lantern shelves. Twenty-one foot wide varieties have a 3' wide stairway along either wall; fourteen foot wide gradients have a one such set of steps.

Moria also houses steeper, narrower inclines, notably Slide Chutes and Pole Chutes. These structures are used solely for quick escapes or rapid descents of bagged goods, laborers, or warriors. Generally, the Naugrim place them in or near Guard Chambers or Barracks, although a considerable number cut through the rock of the Mines.

Spiraling downward at 35° or 42°, the Slide Chutes are magnificent but dangerous inclines. Only a pair of parallel steel side rails can slow the drop along these 3' wide polished marble troughs. Once a Dwarf starts hurling down the conduit, he will not stop until reaching a 4' x 4' bed of fleece which rests at the slope's base.

The rarer, shorter Pole Chutes have no such catch basin. These are nothing more than a 49" diameter vertical shafts. Drilled through rough rock, their smooth but unfaced surfaces surround a single steel pole which runs the length of the shaft and never exceeds 35' in length. When descending, Dwarves grasp hold and jump, using the pole to manage their fall. They then use an inset steel ladder for the return ascent. Like many of Moria's marvels, Pole Chutes are clever, practical, and exceedingly hazardous.

10.6 THE TRAPS

Regardless of the architectural theme, any site in Moria is potentially trapped. The Naugrim began constructing defense mechanisms with the laying of the Mansion's first stone and perfected their unrivaled trap skills over the ensuing millenia. As countless Dwarf-masons and engineers honed their techniques, they produced a seemingly endless parade of designs, leaving Khazad-dûm with an incredible variety of tricky and often deadly devices. Of these, seven are most prevalent.

CHUTE TRAPS

Dwarves place Chute Traps in passageways close to chasms or over caverns. Essentially, they are polished granite or basalt tubes, 3-7 feet in diameter and set at a 56° angle. A staggered line of short, steel blades protrudes from the bottom surface. At the bottom of the incline, an exit opens through the side of a nearby fissure or in the ceiling of a cave below. These traps are designed to thoroughly dispose of victims, so recovery provisions are rare.

Unwary folk set off Chute Traps when they fail to use the appropriate Rune-key or Lock-rod to freeze the mechanism. Key holes and blackened iron pull levers sit in subtle, albeit widened cracks between the wall blocks, about 7' from the trapped floor area. Those unfortunate enough to stumble by the locks find a 7' long area of movable floor stones. When burdened by 70 or more pounds of weight, these blocks pivot down and into the passage walls, revealing a funnel-shaped hole which quickly directs the victim into the chute. From there, the poor fool disappears.

DART TRAPS

Like Chute Traps, Dart Traps lie near, and are tied to, open areas. Dart Traps require a close air shaft with a steady flow of wind. Dwarves place light darts (poisoned with Gorfang) in individual tube housings, 1" in diameter and bored between the air duct and the trapped passage or chamber. By depressing the trapped area, a victim moves a steel plate which opens both ends of seven concealed and interconnected tubes. The rush of the sudden wind gusts drives the darts through the polished housing and into those unlucky enough to stand in their way.

PLATE TRAPS

Plate Traps are less sophisticated devices which only affect floor areas. Basically, they are large stone-faced steel plates that appear like the surrounding surface. Each one has an axle rod which runs through its center and allows the plate to spin whenever unlocked. A pair of hidden pedals move support bars beneath the outer edges of the slab and stay the trap. Careful travelers might note these controls, each of which peaks from the base of the wall 7" from the trapped area.

Most Plate Traps protect passageways. These are 7' long and only slightly narrower than the floor they guard. Since their size is geared to their locale and their spin is dependent on the weight they bear, those in accessways

require a lesser burden to put them in motion. Twenty-eight pounds set off an accessway plate, but it takes forty-nine to unleash one in an avenue. Chamber varieties are 7' x 7' and move with thirty-five pounds of pressure.

When released, a Plate Trap simply flips over and locks, with the steel underside facing upward. The turn sends the victim into a 28' deep shaft filled with seven feet of water. Rough stones in the upper portion of the pit often bruise or batter the bewildered prey and, unless someone else finds and depresses one of the pedals, he eventually drowns and wastes away (or emerges looking quite pale and amphibious).

PIT TRAPS

Plate Traps are modified versions of Khazad-dûm's most common trap design, the Pit Trap. Dwarves build these pits of varying lengths and widths (usually 3' x 3', 7' x 7', 14' x 14', or 21' x 21'), but most work on same principal. When unlocked and 84 or more pounds is applied to one of the gently counterweighted floor blocks, it rotates down and into a housing in the wall or nearby sub-floor area. The victim falls into a stone pit whose sloping walls converge toward a 3' x 3' area 28' below. There, seven 3' iron spikes (arranged a ring of six with a taller center stake) await.



TRAP RESULT TABLE

Trap Type	Area of Effect	Detection Difficulty	Disarming Difficulty	Avoidance Difficulty	Effect
Chute Traps	7'xCORR	Hard	Very Hard	Very Hard	Fall of 50'+(2'-200') plus I-10 'C' Slash criticals.
Dart Traps	I target	Ext. Hard	Light	Sheer Folly	Small sting attack +75 plus Gorfang poison if critical achieved.
Plate Traps	7'xCORR	Very Hard	Medium	Ext. Hard	Fall of 28' into 7' of water plus I-5 'A' Crush criticals, pit is sealed.
Pit Traps	Up to 21'x21'	Very Hard	Hard	Hard	Fall of 28' plus I-5 'D' Puncture criticals.
Spike Traps	7'xCORR	Medium	Very Hard	Ext. Hard	I-5 +100 large horn attacks.
Steam Traps	Up to 7'x7'	Hard	Hard	Hard	Fall of 14' plus a 'B' Heat critical each round in the tunnel (ignore equipment damage).
Wheel Traps	49'x7'	Hard	Ext. Hard	Very Hard	If not avoided, I-50 'E' Crush criticals (i.e., death).

Area of Effect: If the trap is set off, each character within the trap's "area of effect" must make a "maneuver to avoid" or take the "effect." CORR indicates that the width of the area of effect is the entire width of the corridor.

Detection Difficulty: This is the normal difficulty of detecting the trap (use Perception bonus).

Disarming Difficulty: If a character attempts to disarm the trap, this is the normal difficulty (use Disarm Traps bonus).

Avoidance Difficulty: If a character is within the "Area of Effect" when the trap is set off, this is the normal difficulty of avoiding the effects of the trap (use whatever bonus is applicable to the maneuver being used to avoid the trap effect).

NOTE: These are suggested difficulties for physical avoidance of the trap (e.g. grabbing the edge of a pit trap, or jumping to safety). Unusual factors such as a flying character, or a character secured by a rope would modify these difficulties. Similarly the difficulty can vary dependent upon the character's situation (e.g., a character who leapt into the center of a pit trap's "area of effect" would have a higher than normal "Avoidance Difficulty").



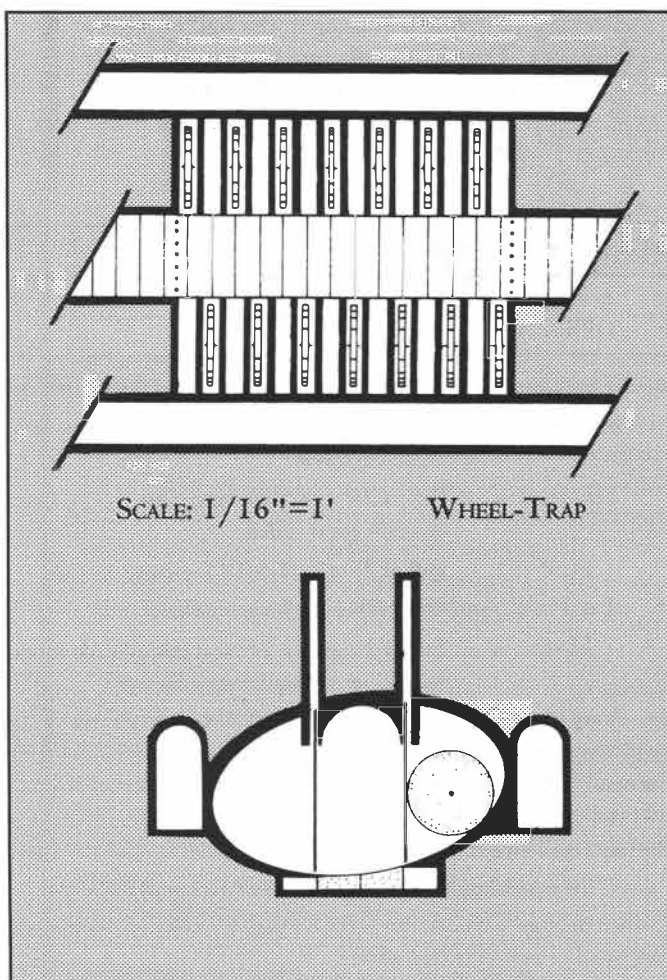
SPIKE TRAPS

The Naugrim also employ 7' long traps with moving spikes. Set in wall housings, these serrated steel skewers are attached to gear mechanisms. In turn, the gears are driven by movements of the trapped floor stone. As the floor drops under a weight of thirty-five or more pounds, a shaft turns a series of wheels which drive the group of spikes outward and across the trapped surface. The spikes vary in length according to the width of trap. They either span 7', or they are as long as the passage is wide, whichever is smaller. Thus, they overlap to create a deadly array. Two to fourteen occupy every 7' x 7' wall area.

STEAM TRAPS

While Spike and Pit Traps frequent the passages and chambers all over Moria, Steam Traps are confined to very specific quarters. Generally, they lie close to volcanic vents or forges, with the highest proportion in the Mines, the Royal Halls, or the lower Deeps.

Wheel Trap



Just as air vents crisscross Khazad-dûm, the Dwarves maintain steam tunnels. Fed by waters drawn off Moria's elaborate aqueducts, these narrow passages are lined with iron. Their scattered boiler chambers lie beside forges or over rooms filled with molten lava. From these, they carry steam that warms the walls and floors of the city's finer halls, with the excess draining back into refuse shafts.

Dwarves also harness the vapors for their Steam Traps. Simple devices, they are nothing more than areas where pits open directly over a steam tunnel. Two spring-hinged, iron-backed floor stones (each up to 7' x 7') cover the trap. They fall open when bearing more than 70 pounds of weight and then spring back to position. Victims fall 14' into the fiery blast that fills the 7' diameter steam tunnel below.

WHEEL TRAPS

Steam Traps are clever, but Wheel Traps are ingenious. Dwarves count them as the most effective traps in Moria. They are also the rarest, most terrifying, and most complex. Constructed in specially designed corridor sections, they involve two sets of 3-ton stone wheels, each 7' in diameter. Aligned in groups of seven, the wheels sit in individual slots cut into the walls on either side of the trapped area. False facades conceal these wheel-wells, each of which faces a slightly-lower vacant well in the opposite wall.

The stone panels also hide sliding stone blocks. These lie below the wheel housings and have outer surfaces carved to flow down and out and meet matching curves in similar stones across the hall. Called "resting blocks" by the Naugrim, the stones slide in grooves disguised as cracks in the passage floor.

When an unwitting traveler happens upon a Wheel Trap the trapped flooring (or other appointed object) moves steel rods that turn gears and set a series of huge counterweights in motion. Imbedded deep in the walls, the weights raise the facade panels and drive the two sets of opposing resting blocks out of the walls. These meet in the center of corridor about the same time a pair of hidden portculli drop out of the ceiling to close the trapped area.

Almost immediately thereafter, the fourteen wheels roll out of their steel-lined wells. Rolling along the curved bed created by the resting blocks they cross in alternating pairs, sweep up into the lower wells in the opposite wall, and bounce back. Upon rolling back into the corridor they come to rest, fourteen deep and spaced every 7", atop the resting blocks and blocking the hallway. Somewhere in the midst of this wall of wheels is the victim, probably flattened or crushed into pulp. Extendable steel arms that attach cables to 3" pins protruding from the center of the wheels enable the Naugrim to winch the blocks back into their original position.

10.7 SOUNDING CHAMBERS

The Dwarves of Khazad-dûm use a host of sophisticated devices in order move messages across their grand domain. Bells, lights, pulleys, and even sound-relays augment the usual courier traffic. Quick and secure, these systems reflect the tight, introspective, and careful society they serve.

Couriers carry most of the communications between Moria's Naugrim. Some, like members of the Royal Relay (aka the "Message-speakers"), convey guarded thoughts, the bulk of which they transfer verbally. Others, like the "News-speakers" help disseminate general notices and news. They post written notices in Hadrond's Gathering-halls, as well as at key intersections along the major avenues. News-speakers also serve as story-tellers. Their tales, while not as old or as sacred as the traditional Lore of the First House, embody current events. In time, if significant and well-told, they can be respoken down in Drinking- and Gathering-halls, gracefully becoming part of Dwarf-history.

When quicker communication is in order, the Naugrim rely on less familiar means. Then, they rely on their network of lanterns and beacons to spread the word. Signals pass as codes based on the dimming and brightening of these gas-fueled lamps.

Sounding-chambers supplement these more traditional signalling routines. These specially-constructed halls come in two forms: "Bell-halls" and "Whispering-halls." Brief descriptions follow.

BELL-HALLS

Ringings from Moria's forty-nine Bell-halls reach the entirety of the City and most quarters in the Mines. Shaped like 77' tall bells, these round chambers are 49' in diameter. Their perforated, multi-level floors focussounds into a 7' tall basement or under-chamber, which is fitted with movable surface-plates that function as baffles. This under-chamber acts as a giant "speaker," redirecting the tones through horn-like pipes and casting messages many thousands of feet through the heart of the mountain.

Seven fixed signal-bells hang from the domed, steel-clad ceiling of each Bell-hall. Tuned in such a way that a Dwarven Bell-ringer can identify its particular position and origin point, every bell possesses a unique size and shape. Just as importantly, all their movable "clappers" are crafted to deliver a singular sound.

Using these clappers to strike various points on the outer surface of the bells, Bell-ringers can literally "talk" to his listeners. His tonal controls allow him to create any of Khuzdul's consonantal combinations, so he can use context to spell words and weave sentences. Most of his messages, though, abide by simple code-rules (e.g., one clap marking the first hour of the day).

Seven Bell-ringers serve each Bell-hall. Seniority determines who rings what bell. The "Lead-ringer" controls the "Seventh Bell," which is the smallest and least active of the array. Since the Seventh Bells rarely sounds, he also serves as the chamber's overseer.

Each bell sounds according to a particular theme. The "First Bell" (aka the "Hourly Bell") rings fourteen times a day. Twelve times it marks the hour. The other two times, it signals the solar and lunar risings.

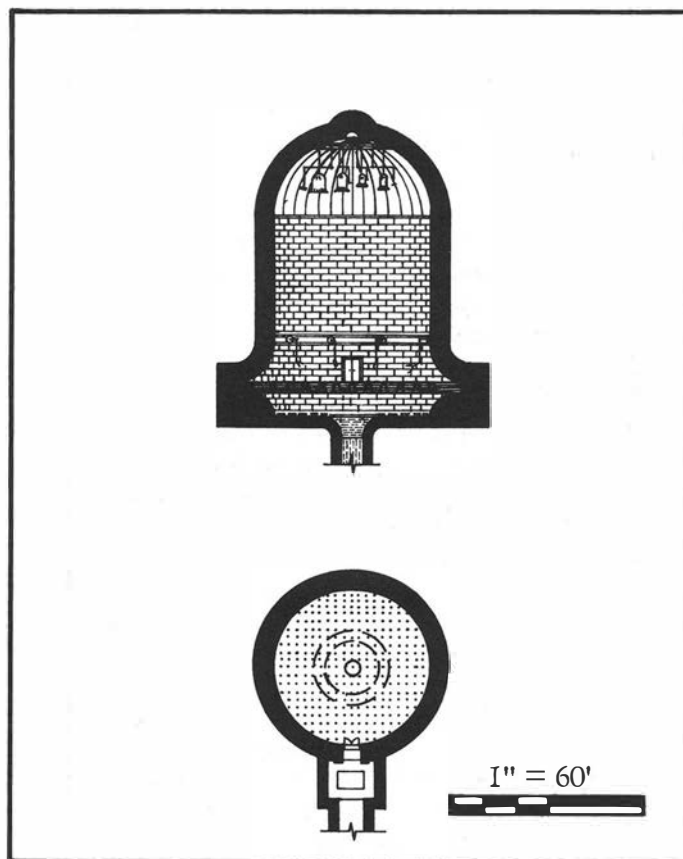
The other bells sound or join in at appointed times or according to peculiar needs. The following scheme summarizes the seven fundamental bell-themes:

- 1 Bell — Hourly time.
- 2 Bells — Daily time.
- 3 Bells — Special Calls.
- 4 Bells — Lesser Gatherings.
- 5 Bells — Musterings of the House.
- 6 Bells — War Calls.
- 7 Bells — Death of the King.

The tower-like watch-chambers standing vigil over Moria's Outer Doors act like Bell-halls. While smaller than their larger counterparts, they contain the same array of bells. (See Sec. 12.9.)



Bell-hall





WHISPERING-HALLS

Khazad-dûm contains two sets of Whispering-halls, chambers designed to permit Moria's "Signal-speakers" to speak with another quickly and privately. The circular chambers are shaped like "double-bells" (see diagram) and lined with various metals. Fashioned as an inner shell, this hollow, metallic wall-facing acts as a stable amplifier, directing sound in such a way that a Signal-speaker's whisper can carry into or out of the room with clarity.

Mithril-lined shafts connect the Whispering Halls (an indication of their prized nature). Messages travel up and down the shafts crisply and clearly, as if the messenger was speaking in the listener's ear. Adjustable baffles allow for modifications of the sound. Levers placed in each chamber can lock or control the mechanisms in the shafts above and below the given hall.

The seven, 14' diameter Whispering-halls in the City of Moria open onto the Third Hall of each Level. The other six Whispering-halls lie well to the west, in the core of Hadhodron. Connected by a shaft called Hwain's Well, they are larger (21' in diameter) and more powerful acoustic vehicles. (See Sec. 12.8, #56.)

The shafts joining the Whispering-halls also accommodate retractable cable/pulley mechanisms. This system provides the Naugrim with a special method for moving "sensitive" packets. When in place, Dwarf-couriers use the ever-moving cable-lift to lower or raise parcels.

Couriers and Signal-speakers also use the Whispering-halls to drop sealed messages to the chambers below. Using waxed-coated drop-pipes that run through wall in each Whispering-hall, a Dwarf can pass notes and smaller items faster than via cable. He contacts the receiver, who intercepts and catches the falling quarry by inserting a small net, through a door in the side of the drop-pipe.

10.8 DRINKING-HALLS

Dwarves enjoy beer, mead, and wine (in that order). They derive a good deal of their nutrition and merriment from brewed or fermented grain, honey, and fruit. Since Dwarf-traditions frown upon flippant or private consumption of alcohol, such drinking has a purpose and is inevitably tied to celebration and story-telling. Thus, the venue must be special.

Naugrim occasionally share their drink in Gathering-halls, but most trade sips and gulps in Moria's numerous Drinking-halls. These 49' x 49' chambers surround a central hearth and bar. Here, food and refreshment are prepared and offered once every seven days. Only "locals" (i.e., "clansmen") or their guests are permitted to partake of the fare. News-speakers and casual story-tellers serve as entertainment.

11.0 MORIA'S LAYOUT

"To Gandalf the far-off memories of a journey long before were now of little help, but even in the gloom and despite all windings of the road he knew whither he wished to go, and he did not falter, as long as there was a path that led towards his goal."

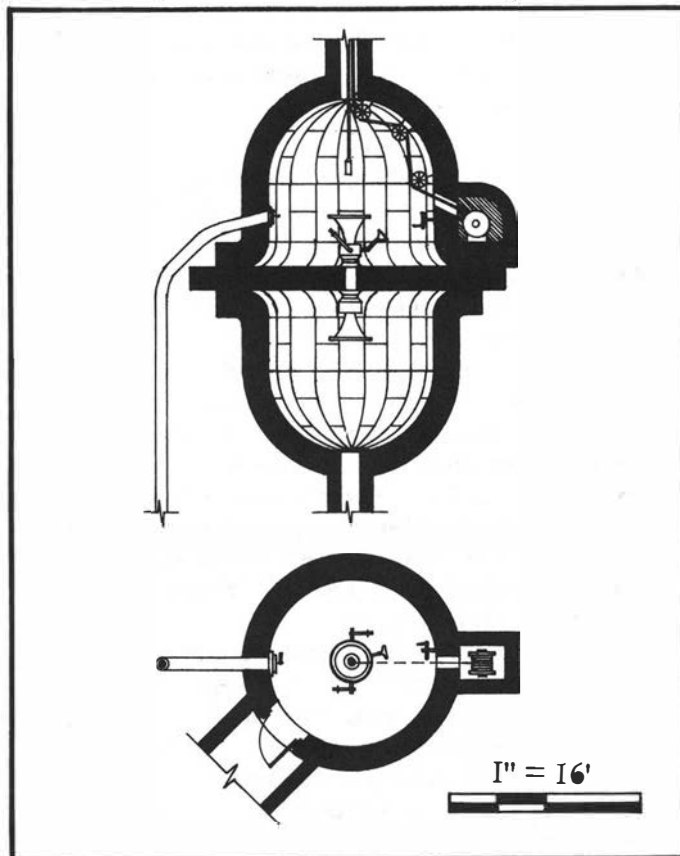
— *LotR I*, p. 405

Although all of Khazad-dûm is often referred to as the "Mines," Moria consists of two main parts, the Mines and the City, each of which is divided into seven "Levels" and seven "Deepes." These in turn spread over a variety of sub-levels. Incorporating dozens of isolated caverns and chambers, the sub-levels extend along a roughly even plane across wide chasms and narrow fissures.

11.1 OVERVIEW OF THE MINES

Most of Hadhodron consists of vast Dwarven Mines. (In fact, most of its monikers refer to Khazad-dûm not as a "mansion," but as a "chasm" or "delving.") Stretching northward, southward, and westward from the City, these natural or Dwarf-hewn passages wind under the Redhorn Pass and cut beneath both the Redhorn and Cloudyhead. Mines also fan out into the farthest reaches of the Silvertine, surrounding Durin's Way for the majority of its forty-nine miles.

Whispering-hall



As in the City, the Mines spread over fourteen tiers: seven Levels and seven Deepes. These tiers run directly into those reaching out from the more organized City quarters. The twisting Mine routes, particularly those in the upper Levels and lower Deepes, tend to ramble, however, rising and falling over considerable distances. Corridors in the lower Mines delve deep into remote, dark regions. The Mines' Sixth and Seventh Deepes lie just above the unspeakable Under-deeps, vast, unknown caverns that cut down into the very foundations of the Misty Mountains.

Counting Durin's Way, seven principal passages strike through the Mines. They run in various directions, but all join with the main avenues of the City at great Gathering Halls. These Gathering Halls mark the western, or innermost, edge of the Dwarf-city Men call "Dwarrowdelf."

II.2 OVERVIEW OF THE CITY

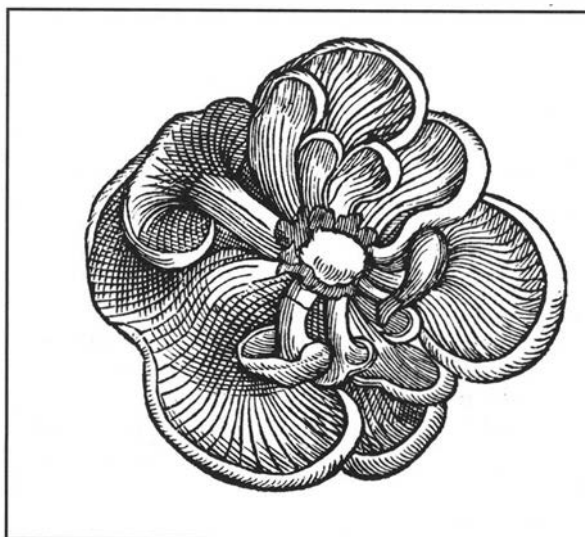
The City itself is arranged on a perfect axis. No compass could be more accurate. The East-gate looks directly east and, from there, Durin's Way runs due westward for ten miles before reaching the West Gathering Hall of the First Deep. The main roads and avenues that join or cross this central thoroughfare align perpendicularly, each stretching three and a half miles north or south. At its widest, between the North and South Gathering Halls of the First Deep, the City is seven miles across.

The First Level and First Deep form the center of the City and compose the largest region of Moria. Tiers above and below get smaller as one ascends or descends. All of them, however, resemble one another in design. Each is dominated by east-west and north-south avenues, grand passages flanked by accompanying roads or accessways. A grid of major roads also serves as cross-streets, conforming to exact parallel and perpendicular lines. Smaller roads and accessways snake throughout the complex, joining the roads and avenues at odd angles.

Of course, Dwarrowdelf is known for its many bridges, stairways, shafts, and chasms. These sit astride or spin off halls all over the City and connect the main Levels and Deepes and their sprawling sub-levels. Together with a sizable collection of aqueducts, steam tunnels, window wells, and an unending parade of natural fissures and nooks, the Dwarf-city is one of Endor's grandest wonders.

II.3 LOCATING SITES

Due to its incredible size and often inexplicable plan, a documentation of every nook and cranny in Khazad-dûm would require a collection of tomes. The features are too many and too varied to discuss individually. Instead, we describe standard room designs in Section 10.0 and provide illustrations to ease play. Unique or important areas, the "places of note," are detailed and diagramed in Section 12.0.



*Cavern
Fungi*

II.3.1 USING THE ROUTE MAPS

Section 12.0 contains the route maps for all of Moria's Levels and Deepes. These show the avenues, roads, principal accessways, primary rooms, and key locations. They also diagram frequently used staircases and the traverse connecting routes.

The route maps do not show the countless smaller rooms, mineways, accessways, and natural phenomena found in Hadhodrond. (It is said, in fact, that no map can document the totality of the grand complex.) To determine the location of these spots, you should rely on the Random Feature Table in Section 19.1. This chart allows the Gamemaster to determine what features are in or on a particular corridor or room, regardless of the region in Moria or whether the location is considered significant. You can employ the table during any adventure, with the GM recording the resulting features and creating an ultra-detailed map of the specific area. Alternatively, the GM may wish to document these features prior to beginning the campaign or game session.

II.3.2 USING SPECIFIC LAYOUTS

This work contains specific layouts of individually important or commonly used chamber designs. Whenever a group comes upon a particular location or feature, the GM simply looks to the following alphabetical list of layout displays. If the place is listed, turn to the appropriate diagram and resolve the action or encounter. If not, the GM should employ the concepts discussed in Sections 9.0 and 10.0 and create a sketch of the location in accordance with themes basic to Moria. Trap mechanisms are described in Section 10.6 and summarized on the Trap Result Table (also in 10.6). Generally, though, the layouts of typical rooms, corridors, bridges, etc. will provide the necessary picture.



11.3.3 LOCATING LAYOUT DISPLAYS

Use the following chart to locate illustrations and/or maps of specific sites described in this work.

SPECIFIC PLACES OF NOTE		
Layout	Location in Moria	Page #
Balrog's Chambers	Sixth Deep	97
Chamber of Records	Seventh Level	87
Chamber of Teeth	Seventh Deep	101
Cold-forges	Sixth Deep	98
Cross-section of Moria	Entire Complex	Inside front cover (color)
DimrillDale (Azanulbizar)	Exterior (East)	Inside back cover (color)
The Domes	Fifth Deep	93
Durin's Bridge & Second Hall	First Deep	78
Eastern Entry Hall	First Level	80
The East-gate	Exterior (East)	Inside back cover (color)
King's Chambers & Armory	Seventh Deep	100
Moria and its Environs	Exterior (Region)	Inside front cover (color)
The West-gate	Exterior (West)	Inside back cover (color)
TYPICAL ROOMS AND CORRIDORS		
Layout	# in Moria	Page #
Accessways	Unknown	59
Avenues	48(E-W), 98(N-S)	57
Ceremonial Chambers	7	78
Crypts	Unknown	60
Dungeons	7	61
Dwarf-lodgings	Unknown	61
Exit Cisterns	21	50
Floor Traps	Unknown	66-68
Gathering Halls	343	62
Guard Chambers	1372	63
Roads	686	57
Sounding Chambers	63	69
Spring-halls	3	49
Swivel-bridges	Unknown	64
Treasuries	49	63

11.4 THE CITY PLAN

The following section describes the basic plan of the seven Levels and seven Deeps of the Dwarven City, including their sub-levels. Since the summary covers such a huge area, it is impractical to attempt to elaborate on every room and passageway. Thus, only the basic themes are accorded mention. As noted, descriptions of prominent chambers are listed according to their tier and room number in Section 12.0.

THE CITY BOUNDARIES

On the east side of the First Deep, the old City covers a 7 x 10 mile area. The roads extend into the Mines, those nearest the City forming a grid of linear routes. These passages run straight for eleven miles west of the West Gathering Hall; their northerly and southerly counterparts cut true for 3 miles before winding. In these ancient quarters, only the lack of rooms distinguishes the Mines from the City.

11.4.1 THE CENTRAL TIERS OF THE CITY

The First Level lies immediately above the First Deep and is the lowest of Moria's seven Levels. Of all Moria, this is the most important region, for most of Durin's Way and both of the outer Gates lie on these, the oldest levels. Here, where the mountain is over forty-four miles wide, the ancient passages rise and fall, frequently merging with the halls of the First Deep. In a sense then, the First Deep and the First Level are intertwined. Their design defies any separate description, so that the route map for the Main Tiers incorporates and covers both tiers.

Three hundred feet under the First Deep, amidst frequent intrusions of purplish porphyry deposits which plug ancient volcanic chimneys, the Dwarves constructed the Second Deep. This area is designed to house standing military units and contains numerous training halls, mess chambers and residences suited to the needs of Moria's Weapon-host. It is home for two complete 343-warrior battle arrays (Azashokun). The smaller but similar Third Deep below also shelters two Azashokun, although this tier contains fewer kitchens and assembly areas.

Moria's Second Level lies about two-hundred and eighty feet above the First or Main Level. This region is also home to great Gathering Halls, Ceremonial Chambers, and the military stores, Barracks and Muster Rooms, as well as to the City's highest concentration of Kitchens. Above it lies the highest tier of the central City, the Third Level. Here the chambers mirror those below, although they are fewer and more widely spaced.

11.4.2 THE UPPER LEVELS OF THE CITY

The City's upper tiers, the Fourth through Seventh Levels, contain Khazad-dûm's Spring-halls, Watch Rooms, Treasuries, and Libraries. Lodgings for the Keepers of lore and enchantment are sprinkled throughout these high tiers, as are rooms constructed to store Moria's great cultural wealth. Hoards of ceremonial items and inscriptions lie in the halls of the upper Levels. The most exalted of these repositories is the Chamber of Records, the hallowed Chamber of Mazarbul. Lying beside the Twenty-first Hall of the North End of the Seventh Level, it contains the High Books of Moria, including histories of Durin's Folk. Great light shafts issuing from ceiling-wells illuminate this northwestern hall, as well as most of Hadhodrond's western chambers.

II.4.3 THE LOWER DEEPS OF THE CITY

While the upper Levels enjoy a relatively high concentration of natural light and water, the Fourth through Seventh Deeps serve as domains of fire and darkness. Chambers built for smelting, forging, and craft-work abound on these lower tiers, tapping the fiery resources of the earth. Frequent lava pools and steaming chasms cut through these, the warmest of city quarters. Here the Dwarves delved dark dungeons.

Aside from the main tiers, the City's Seventh Deep is the most significant. The mineral-rich Mithril Road strikes northward from these halls and cuts under the Redhorn and through the great vein of True-silver. Here lie special Royal Armories and the King's Chambers. No area is better protected, and no tier is closer to the heart of the Mountains; so, it is only natural that the Seventh Deep serve as the real and spiritual home of the Dwarf-king.

II.5 THE MINES

Despite the fact that they connect to and are constructed along the same tiers that compose the City, the Levels and Deeps in Moria's Mines exhibit wilder and more random patterns. Routes climb, twist, and tumble in frequently unpredictable ways, and occasionally one can travel for miles without seeing a hint of civilization. Intersections are spread far apart, and rooms are suitably infrequent. In addition, many of the avenues, roads, accessways, and mineways lead virtually nowhere.

The Mines still reflect life and a dynamic purpose, however, for a sense of continual toil echoes through these corridors and touches even the most remote or abandoned spots. Ore-carts, Rock-drills, Fire-wagons, Water-wheels and Ore-borers litter the passages. With the preponderance of Elevator Halls, Excavation Chambers, Junction Halls, Quarries, and Store-halls, they betray the rugged history and grand feats of the First House of the Khazâd.

II.6 THE PEAKS ABOVE

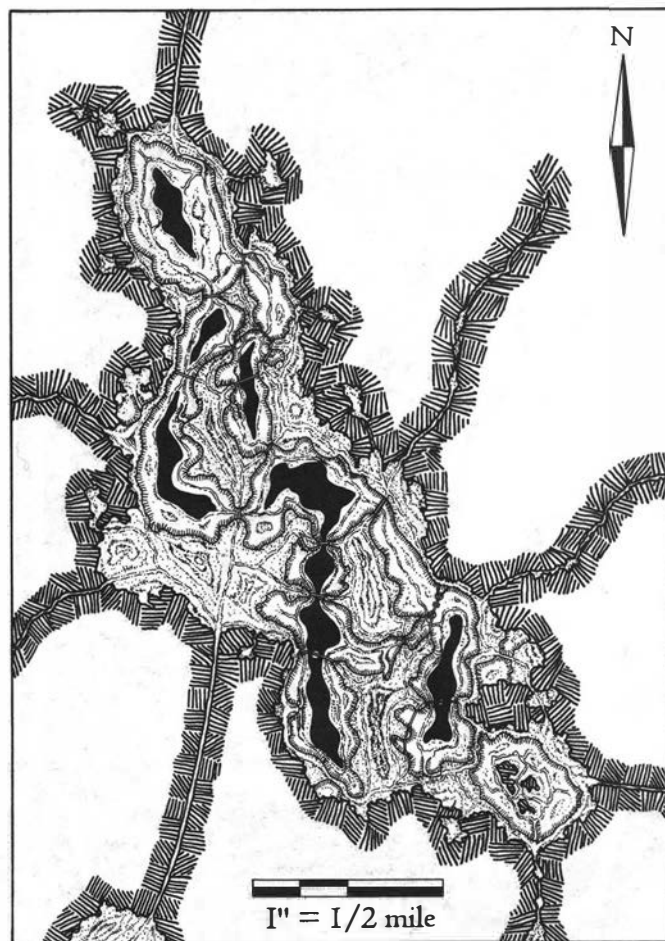
The hidden "Endless Stair" that spirals upward through Durin's Chimney (see Sec. 12.7, #5, 52, 53) ends just under the summit of the 15,499' high Silvertine (Kh. "Zirak-zigil"; S. "Celebdil"). At its top stands Durin's Tower, a (7' diameter) circular watch place carved in the jagged crown pinnacle. From there, one can gaze out over the neighboring lands from the gold-laden Chair of the Deathless One, through a narrow eastward-facing window. The Dimrill Dale lies far below.

Across the Dale, northeast of the Silvertine, is the 15,111' tall Cloudyhead (Kh. "Bundushathûr"; S. "Fanuidhol"). It is a less jagged peak, but no less beautiful; although there is no room set in its heights, Moria's passages wind under its flanks.

Khazad-dûm's corridors also bite into the great Redhorn (Kh. "Barazinbar"; S. "Caradhras"). At 16,002', it is the grandest of the Misty Mountains. Its steep spire invokes a feeling of power and commands the view for leagues. Lying north-northeast of the Silvertine and northwest of the Cloudyhead, it anchors the mountain triad.

CIRITH CARADHRAS

The strategic Redhorn Pass (S. "Cirith Caradhras"), or "Redhorn Gate," separates Caradhras and Fanuidhol in the north from Celebdil in the south. It is the highest traversable crossing in the central Hithaeglar. Connecting the Nan Sirannon in the west to the Nan Celebrant in the east, it serves as a traditional artery for (especially Elven) travellers making their way from Eregion to Lórien. Since it traverses the divide at nearly 9,600', however, it is often impassable due to snowy or icy conditions. Anyone hoping to make the journey in the late autumn through mid-spring needs to take the Dwarf-road through Moria.



Stone Map
of Khulakal



Two rivers rise in the Cirith Caradhras. Both pour out of great springs fed by snowfields clinging to the flanks of the Redhorn and Silvertine. The Caranen, or "Redwater," begins its journey about two and a half miles west of the col (ridge summit), at the aptly named Eithel Caranen (S. "Redwater Spring"). Flowing westward, it is a principal tributary of the Sirannon. Most of its volume, though, moves through a subterranean channel. Its surface streambed is often dry during the late summer and early autumn, especially in the upper reaches of the canyon.

A mile east of the Redhorn Gate, the Eithel Celeb (S. "Silver Spring") gives birth to the river Celebrant. Dwarves call the upper portion of the stream the Naragul (Kh. "Blackwater"), for they reckon that the Silverlode really begins in Azanulbizar, at the Kibil-nâla. Unlike the Caranen, the Naragul flows all year round. This thundering torrent knifes through its canyon, creating dazzling

displays of silvery spray and generating a constant thunder. The roar is great at the Morlanthir (S. "Black-falls"), a 490' cascade located about three miles downstream from the spring. After rushing over this stunning waterfall, the river calms for a while. It flows steadily for another three miles, until it is joined by the smaller Fanuinen (S. "Cloudwater"). Now swelled, the Naragul picks up speed for its turbulent, five mile journey down to the Dimrill Dale. Careening over seven cataracts, the legendary "Dimrill Stair," the Naragul spills into the cool, deep Mirrormere.

MEN EDHEL

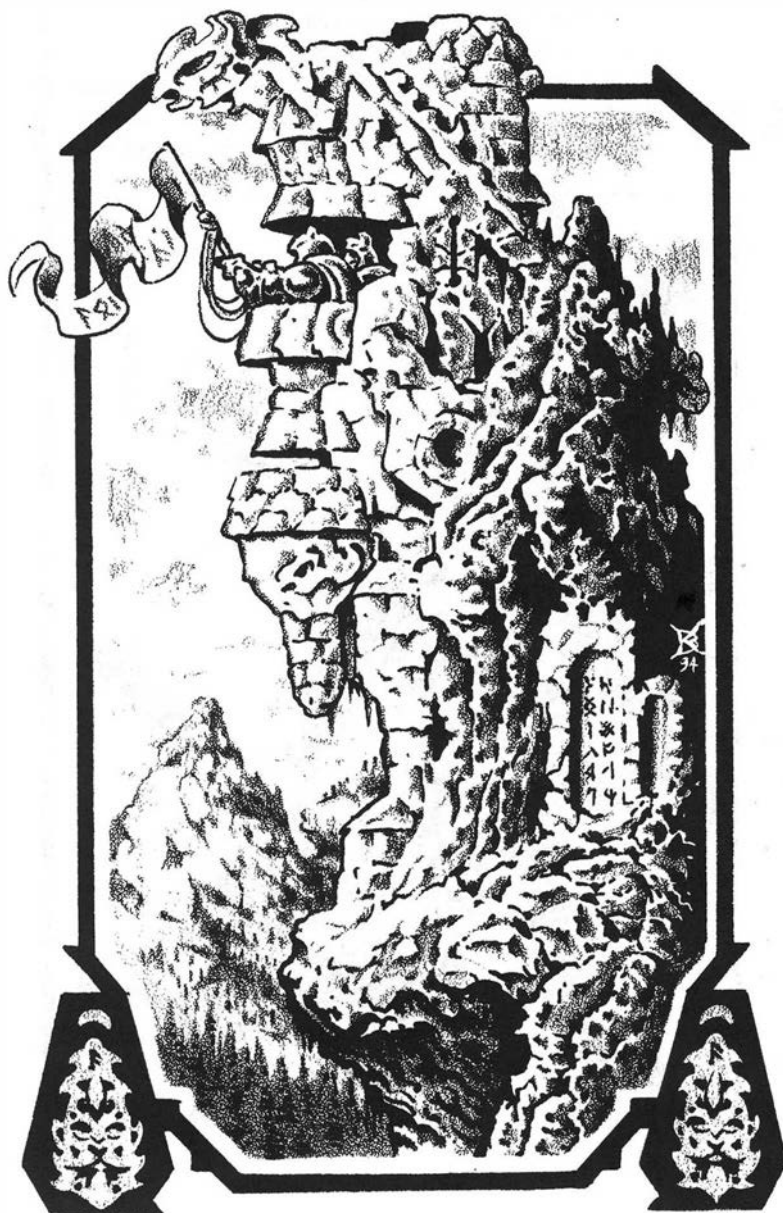
The Elf-road, or "Men Edhel," begins where the Caranen joins the the Sirannon and climbs eastward along the Redwater's southern bank and into the Cirith Caradhras. It passes above the Eithel Caranen and then winds through a series of switchbacks before ascending to the summit of the great col. From there, the road descends into the Nan Celebrant. Here, just below the appex of the pass, the road negotiates its most dangerous course.

Frequent switchbacks on the steeper eastern side of the Hithaeglir force a slow pace. These tough twists and turns lengthen and become less common and arduous after you pass the Eithel Celeb and reach the Morlanthir. The trail enters into the woods below the falls. A few miles later, where the Fanuinen flows into the Naragul, it reaches a crossroad. This junction serves as both a campsite and a river crossing.

An unpaved track strikes north from this point. Called the Tén Orod (S. "Mountain Path"), this smaller trail crosses the roaring Naragul by way of a series of tree bridges. Then, it splits into two paths. The Tén Orod follows the course of the Fanuinen and ascending between the flanks of the Redhorn and Cloudyhead. (Dúnadan chroniclers count this route as part of the "Giant Trace" that winds through the western part of the Hithaeglir. See ICE's *Armor* at page 222.) The other path, the Tén Vornen (S. "Mountain Path"), cuts off to the southeast. Skirting the northern banks of the Naragul and Kheled-zâram, it parallels the Men Edhel for over fifteen miles before rejoining the main road just below Moria's East-gate.

While paved and carefully placed on firm footings, the Men Edhel is too narrow and contains too many stairs to accommodate carts or wagons. (Wheeled traffic traditionally stays on the Dwarf-road and must pass through Khazad-dûm.) Two footmen or a single horseman will block the way in most places, so portions of the road split into separate "passing ways." Campsites usually lie between these forks.

Durin's Tower



12.0 PLACES OF NOTE

"There were many recesses cut in the rock of the walls, and in them were large iron-bound chests of wood. All had been broken or plundered; but beside the shattered lid of one there lay the remains of a book. It had been slashed and stabbed and partly burned, and it was so stained with black and other dark marks like old blood that little of it could be read. Gandalf lifted it carefully, but the leaves crackled and broke as he laid it on the slab. He pored over it for some time without speaking. Frodo and Gimli standing at his side could see, as he gingerly turned the leaves, that they were written by many different hands, in runes, both of Moria and of Dale, and here and there in Elvish script."

— *LotR I*, p. 417

Moria contains a countless number of awesome or enchanting spots, places of great wonder and note. A few hold special interest for the adventurer. These are listed here according their numbered map placement and keyed to the Level or Deep where they are located. Specific layouts are provided for some of these places (those accompanied by an *). Section 11.3.3 contains an index of the relevant passage and chamber diagrams.

12.1 THE CORE OF KHAZAD-DÛM

As noted, the core of Hadhodrond encompasses the First Level and the First Deep, two intertwined planes constituting the Great Dwarf Road and its principal arteries. (See Sec. 8.1.) It is the only portion of Khazad-dûm readily open to visitors. (Of course, remember that "readily" is a relative term, for the Naugrim zealously guard their mansions.)

THE MAIN TIERS (LEVEL ONE AND THE FIRST DEEP)

1. **West-gate.*** See the accompanying map (#1), as well as Section 10.1. This 7'-wide, 12'-tall doorway opens onto 200 shallow stairs. These ascend to an arching passage that runs into the Western Entry Hall.

2. **Western Entry Hall.*** Akin to a crude Gathering Hall, this 140' x 140' chamber has three (14' high) doors cut into its eastern and western sides. Facing east, the left door leads to a stair which climbs up to the Fourth Level of the Mines, while the right door opens onto Durin's Way. The central doorway looks onto a descending road, the main passage (Well Road) of the Lower Mines. To the west, the central doorway frames an entry onto a



OVERHEAD LAYOUT & FLOORPLAN KEY

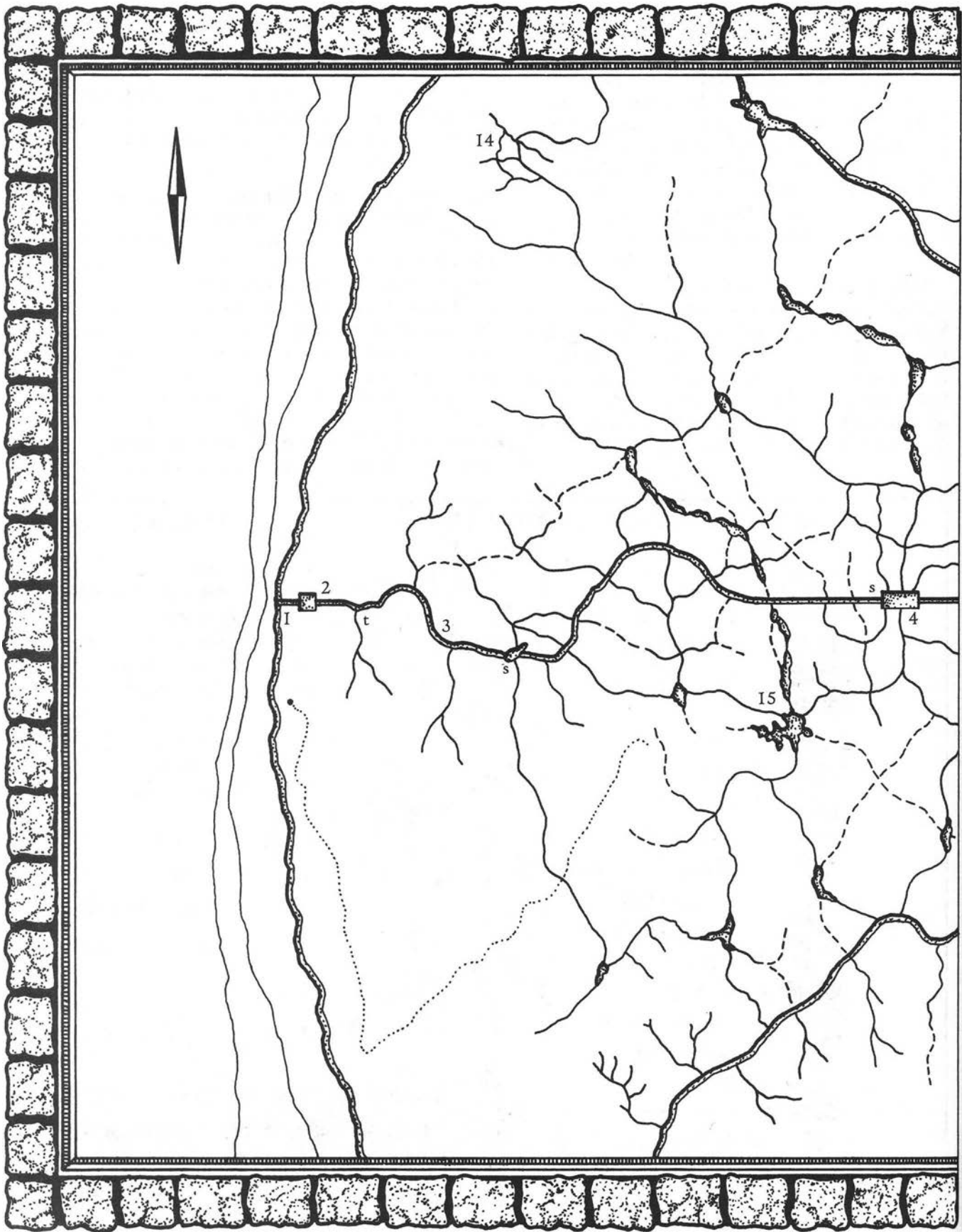
- = Chest.
- = Door (Armored).
- = Door (Secret).
- = Door (Stone).
- = Door.
- = Fused Rock.
- = Hearth.
- = Lava-flow.
- = Lava-pool.
- = Natural Rock/Earth.
- = Passage Under.
- = Passage/Hall.
- = Pillar.
- = Portcullis.
- = Stairway (down).
- = Stairway (up).
- = Stone Slab.
- = Stonework.
- = Well/Cistern.

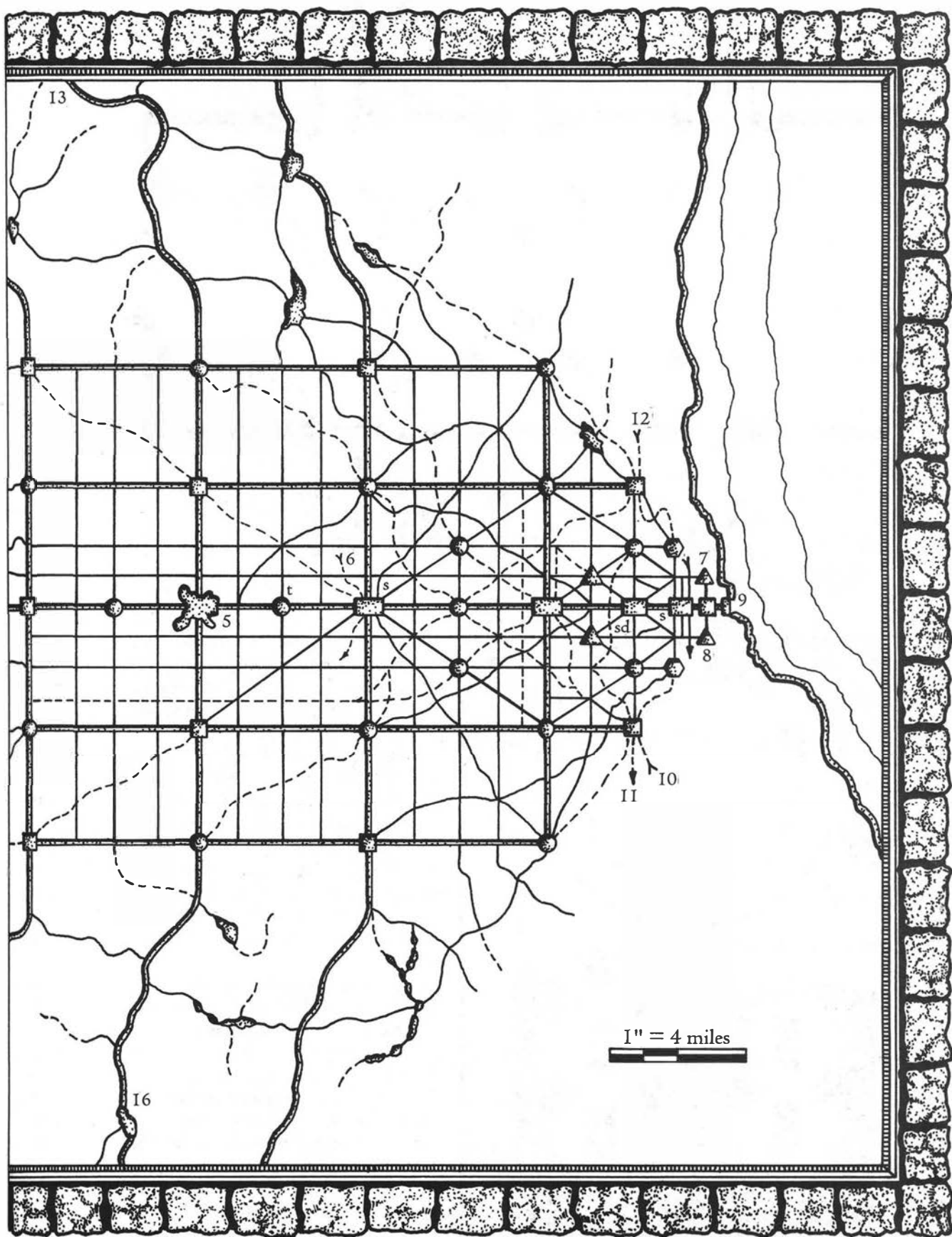
ROUTE MAP LEGEND

- a = Armory.
- c = Ceremonial Chamber.
- d = Dungeon
- s = Stairway (up & down).
- sd = Stairway (down).
- su = Stairway (up).
- t = Traverse (up & down).
- td = Traverse (down).
- tu = Traverse (up).
- w = Spring-hall.
- = Avenue.
- = Road.
- = Major Accessway.
- = Major Aqueduct.

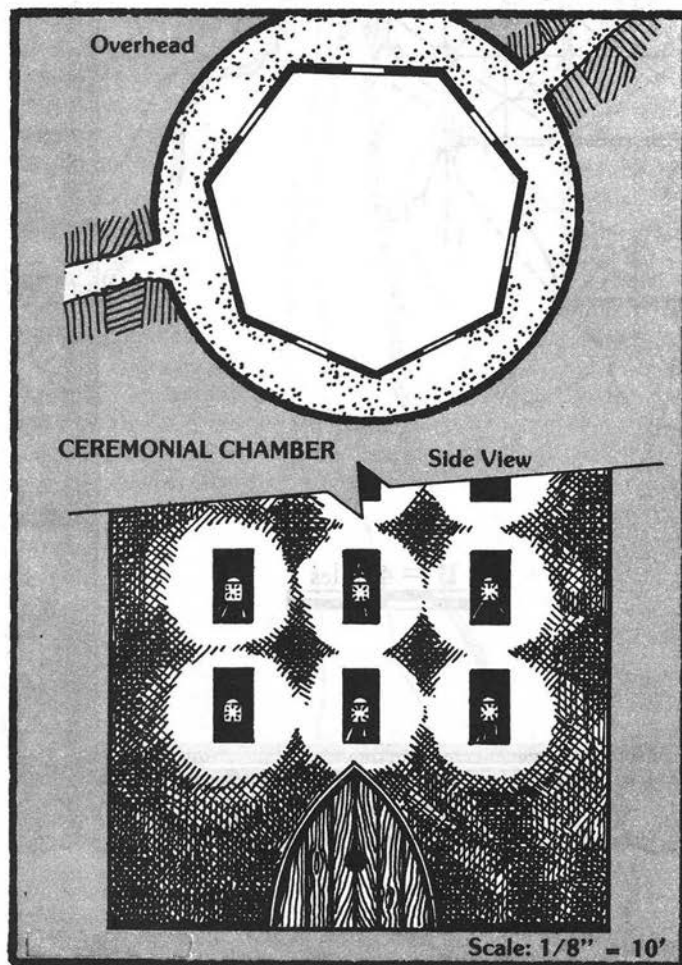
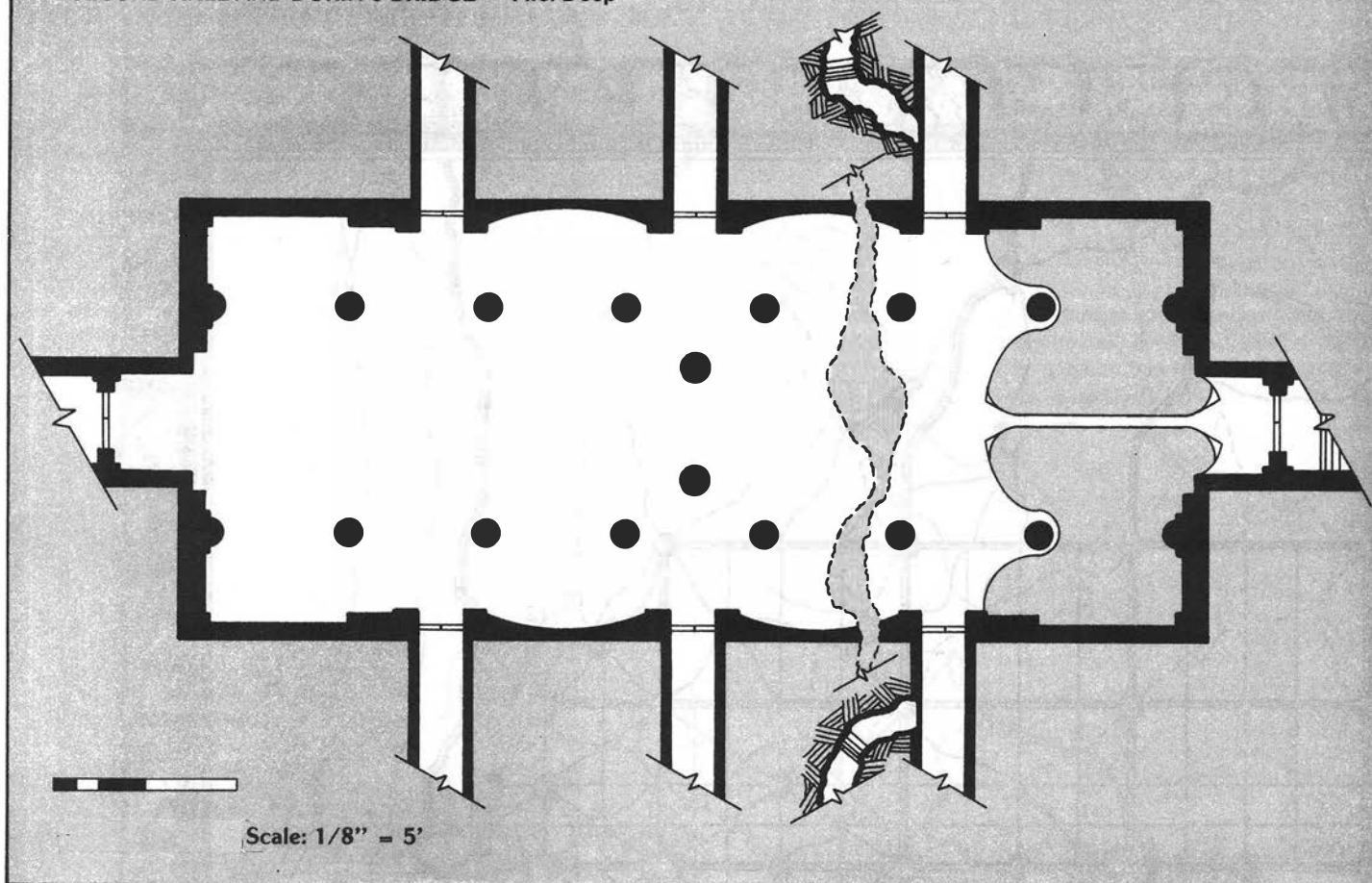


FIRST LEVEL & FIRST DEEP OF KHAZAD-DÛM





SECOND HALL AND DURIN'S BRIDGE — First Deep



curving passage which leads to the stairway down to the West-gate. Both the flanking doors on the western side of the chamber lead to short, sloping accessways which switchback up to the naturally-lit Guard Rooms on the cliff over the West-gate. Two lines of thick, square columns divide this hall and, in the dark, one might not realize that the passage is interrupted.

3. **Durin's Way.** This 49-mile long avenue is the underground section of the Dwarven Road between Eregion and Lórien.

4. **Inn Chambers.** A cavernous 420' x 140' complex with dozens of 7' x 14' guest rooms cut into its walls. Travelers along Durin's Way used to stay here, for it is 26 miles from the West-gate and 23 miles from the East-gate.

5. **Durin's Chimney.*** Stretching thousands of feet up and down into the Silvertine, this great chasm is edged by numerous stairways. Near the center, circling around a great porphyry pillar, is Moria's 21' wide Central Steps. This spiral stairway runs through each of the fourteen Levels and Deep. In order to reach the staircase, one must cross a series of 70' long bridges, spans which arch between the abyss' numerous natural basalt abutments. Durin's Stair runs up through a concealed cleft in its northeastern "arm." (See Sec. 12.9, #61.)

6. **West Gathering Hall.** This unusual, rectangular Gathering Hall marks the western boundary of the City. From this point eastward, myriad rooms lie off the roads and avenues.

7. **Eastern Halls.*** These are the oldest chambers in Moria. Furthest east is the First Hall of the First Level, Moria's East Entry Hall. This is 70' x 70' square room with a peaked ceiling, some 70' in height. Fourteen narrow window shafts cut in its eastern wall illuminate the room. A quarter mile west, along Durin's Way and down a wide stair to the First Deep, is the Second Hall, or "Hall of Trees." It is named for the fourteen tree-shaped pillars that support its gently curved 77' high ceiling. This ancient review hall is 490' long and 140' wide and is dominated by the "Unending Well," a 42' wide abyss. Durin's Way crosses the pit by way of the 7' wide arch of Durin's Bridge and leaves the room on the west side via a 21' tall arched door. Three doors open in the north wall and face three others on the south. The northeastern door leads to the Northeast Road, off of which is a secret passage. This passage is a little over a mile long and makes an ascent to the Chamber of Records on the Seventh Level (see #38). (Seven flights of stairs break its upward slope.)

NOTE: Following the death of Balin in T.A. 2994, during the reign of the Balrog, a jagged 14' wide volcanic chasm cuts through the Second Hall. It is aligned from north to south and separates the chamber just west of the northeastern and southeastern doors.

8. **Secret Lower Mine Entry.** The southeastern door of the Second Hall leads to the Southeast Road and an accessway like the secret way off the Northeast Road, only this one descends into the Mines of the lower Deep.

9. **East-gate.*** (See the inside back cover.) Here, Durin's Way exits through a pair of thick stone doors which open out onto a 49' x 21' porch. Looking west into Moria from the Gate, Durin's Way is a well-defended avenue, 21' wide and 14' high, guarded by seven adarcner portculli (spaced every 7' feet). This 49' stretch connects the Gate to Moria's West Entry Hall.

10. **Secret Passage to the Second Level.** Behind a revolving 7' x 7' stone in the southeasternmost Gathering Hall is a secret entry to this narrow upwardly sloping accessway. The secret passage leads to an identical secret exit in wall of the southeastern Ceremonial Hall on the Second Level (see #24). Both concealed doors are unlocked, but Very Hard (-20) to find and trapped with Pit Traps.

11. **Accessway to the Lower Mines.** This accessway descends to the southeastern Smith-halls of the Second Deep. An elevator to the Lower Mines is set in a shaft off the Gathering Hall, opposite this accessway and #10.

12. **Accessway to the Second Level.** A sloping passage ascends to the Northeast Hold (#26) on the Second Level.

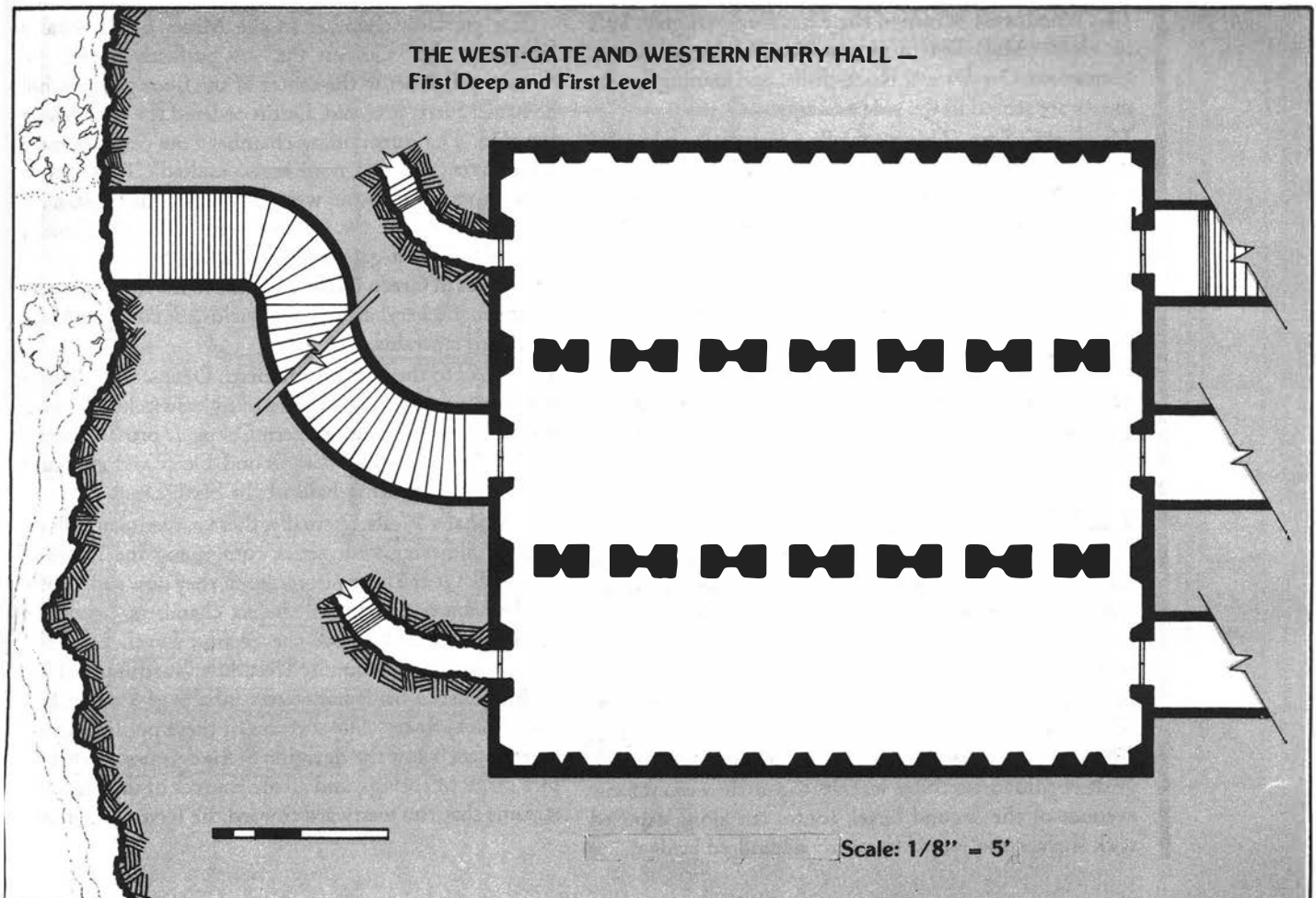
13. **Redhorn Way.** This downward sloping mine avenue is the principal (traversing) north-south route in the Mines of the First Level. It twists for thirty-five miles, stretching under the Redhorn Pass, before intersecting with the Mithril Road. From there, the Mithril Road cuts further beneath the heart of the Redhorn.



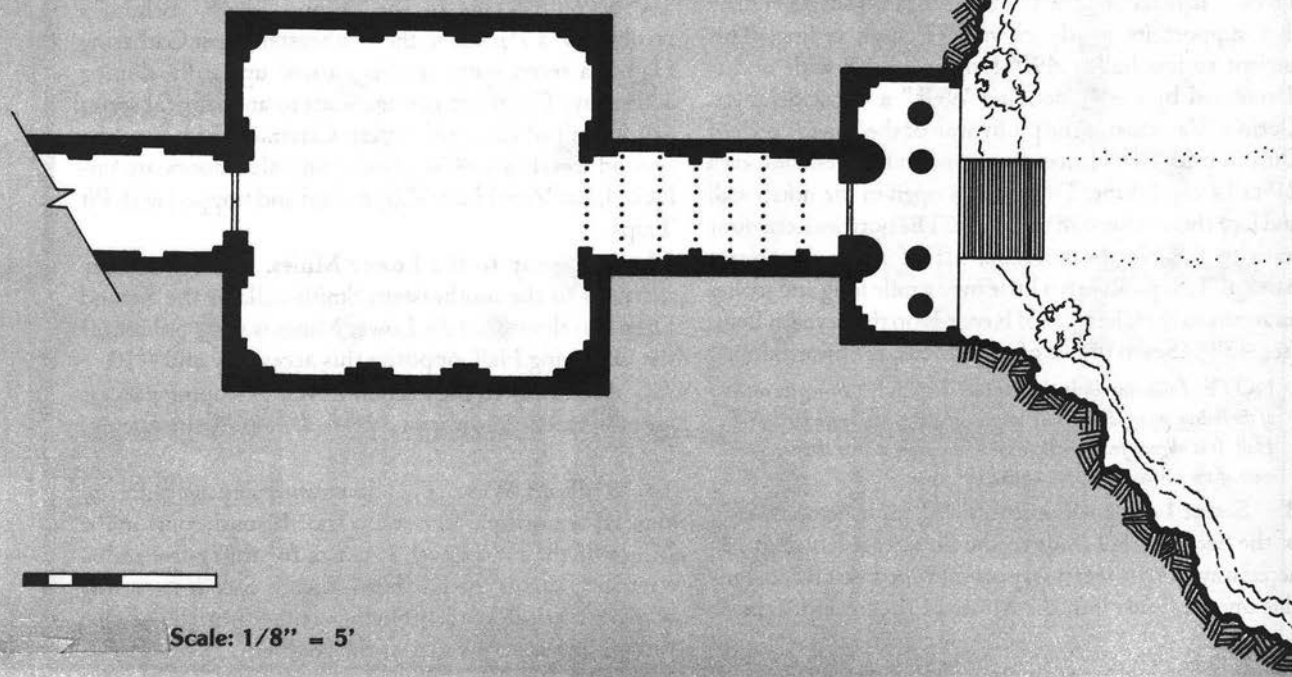
Durin's Bridge

Ceremonial Chamber

West-gate



EAST ENTRY HALL — First Level



East-gate

I4. Northwest Mines of the First Deep. A great lode of Gold (Mal) lies in the walls of these mineways. Numerous Ore-borers, Rock-drills, and mining implements are stored in the side passages.

I5. Róin's Scar. This is actually a great fault embracing a series of vast, interconnected, natural caverns. The caves run northeastward from the huge chamber where the High Warder Róin slew his own son in S.A. 593. (It is said that both their Ghosts haunt this place.) Numerous shafts and pits mark the floors and walls, and some of the abysses connect the caves to the Lower Mines. Pools stocked with fish and forests of mushrooms (notably Lemsang) abound throughout the awesome cleft.

I6. Natural Lava-chamber. This hot cavern guards the great South Road and is filled with ever-erupting lakes of molten lava.

I2.2 SECOND LEVEL

I7. Mines of Khulakal. This gigantic granite and limestone chamber is one of the largest in Moria. Two and half miles long, three quarters of a mile wide, and three thousand feet deep, it is a self-contained world. Bizarre rock formations, magnificent arches, spiraling ramp-ways, twisting tunnel arms, and offshooting mine cuts lend the room a wonderland character with maze-like qualities. Although it is now virtually barren, it was once Moria's greatest gold source. Now it serves to join the westernmost avenues of the Second Level, routes cut along exposed rock shelves and joined by nearly a hundred bridges.

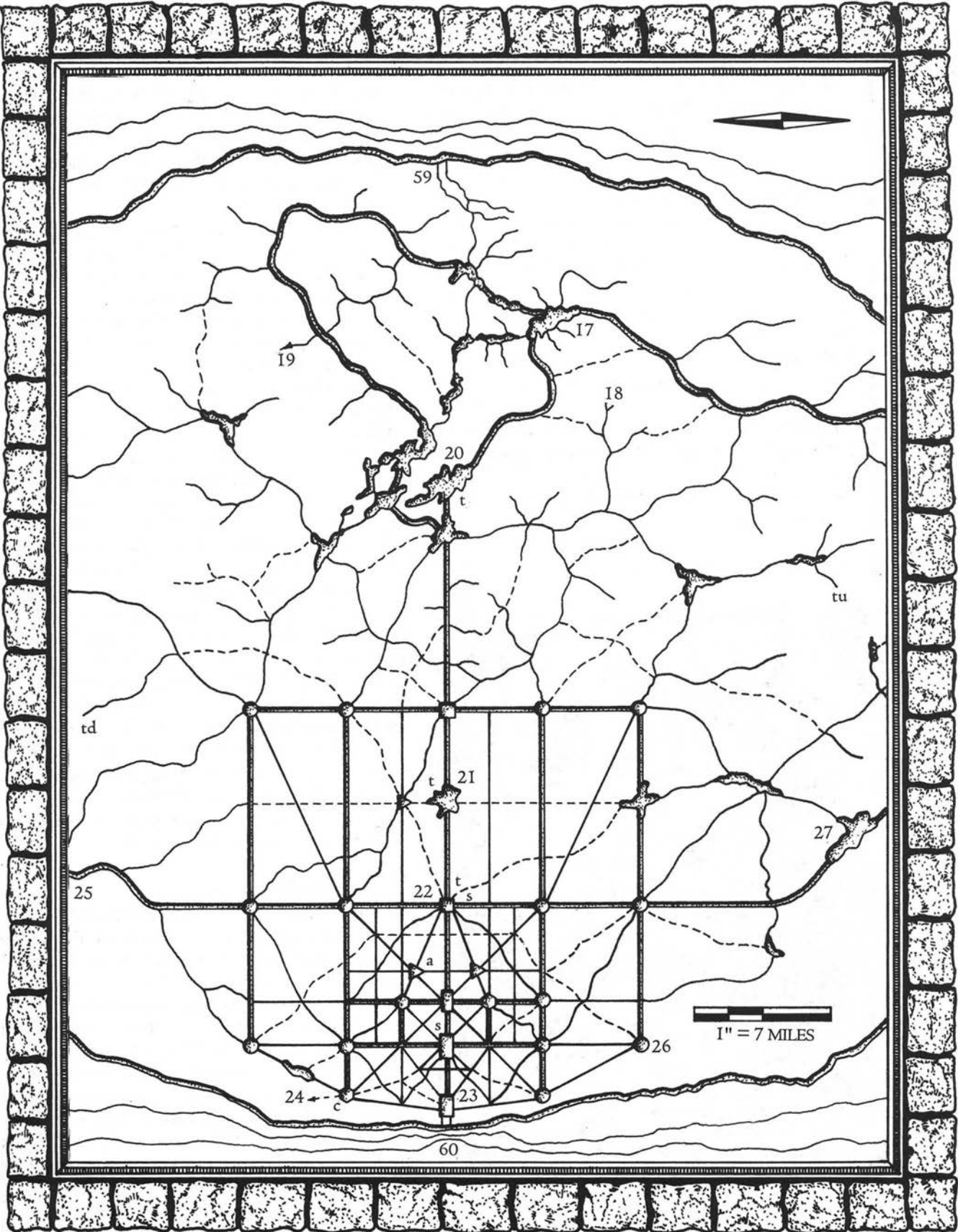
The grandest chamber in the Mines of Khulakal is known as the "Golden Pit." A perfectly round, 49' diameter shaft set in the center of the floor gives the hall its name. Here, it is said, Durin ordered the first delving for gold. The surrounding chamber now contains many such shafts (although none are so exalted). Two, narrow steel doors set into the western wall of the Golden Pit connect the hall to the watch-towers called the (Lower) Eyes of the West-gate (see Sec. 12.9, #54).

I8. Halls of Green Glass. Here the roads and accessways cut through a beryl deposit that yields a small but valuable supply of emeralds.

I9. Road to the Second and Sixth Deeps. This sloping roadway twists through dozens of tight switchbacks on its way down to the southwestern Deeps. It provides access to the silver mines of the Second Deep and continues down to the Smelting-halls of the Sixth Deep.

20. Mahal's Wells. Actually, these gargantuan halls are part of the same fault series comprising the Mines of Khulakal. Once a major iron source, they now supply only modest amounts. Each of the six chambers possesses a ceiling rising 100' above the Second Level. They also stretch three to four hundred feet downward and are filled with reddish, iron-laden waters inhabited by Red Jaws and Water-drakes. The surfaces of these pools lie nearly seventy feet below the elevation of the avenues. Each is fed by a series of springs, and all are sources of underground streams that run westward toward the River Sirannon.

SECOND LEVEL OF KHAZAD-DÛM





21. Durin's Chimney.* (As #5 of Level One.) This 7,000' foot deep chasm houses dozens of stairways and is crossed by a collection of 70' bridge spans which join great corbels and basalt abutments. Hidden away in the narrow northeastern cleft is the legendary Durin's Stairway. The Central Steps, a 21' wide spiral stairway, connects all fourteen of Moria's tiers. It begins high in the Seventh Level and ends at the bottom of the Seventh Deep.

22. Western Hall. This Muster Hall is the westernmost City chamber and was designed as the principal assembly point for Moria's standing army, the Weapon-host. Silver filigree embellishes the twenty-eight red marble columns that support the barrel-vaulted ceiling of this Gathering Hall.

23. Rising Room. Also known as the First Hall of the Second Level, the Rising Room is a rectangular Gathering Hall with walls of white marble and a gilded rib-vault ceiling. An array of twenty-one window-wells pierces the eastern wall, welcoming sunlight. Two, narrow steel doors set into the eastern wall of the chamber connect the hall to the watch-towers called the (Lower) Eyes of the East-gate (see Sec. 12.9, #55).

24. Accessway to the First Level. A revolving 7' x 7' stone in the south wall of southeastern Ceremonial Chamber conceals this narrow secret passage. The accessway slopes down to the Main Level (see #10).

*Barking
Watcher*



25. Avenue of the Guard. This winding way runs south to Moria's South-watch, a 28' x 28' room which looks out of the southeastern face of the Silvertine.

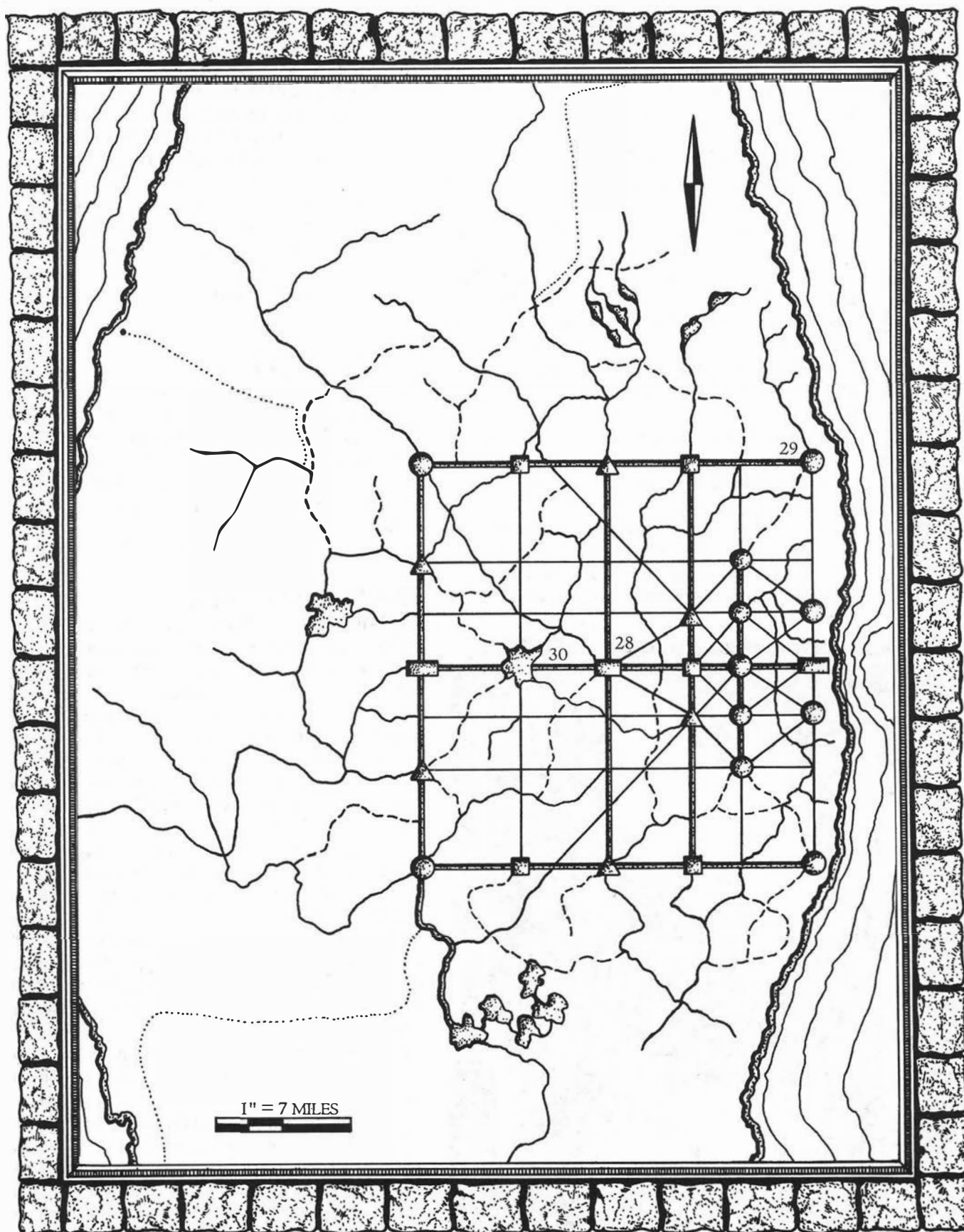
26. Northeast Hold. A circular hall 77' in diameter forms the focal point of the Second Level's main barracks facility. Thirty-five Dwarf-lodgings lie off the central hall, built to house members of the elite battle guard. A single 14' diameter column embraces the fan vaulting that supports the 49' high roof. Within it lies a hidden passage which winds down to the Sixth Deep and up to the Seventh Level (see #12).

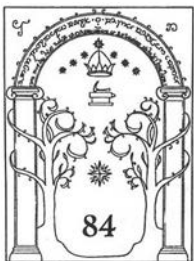
27. Chamber of the Axes. This 14,000'-foot long cavern rises up to 300' high. Here the Northeast Avenue crosses a shallow lake via a stone causeway. Legend says that somewhere beneath these waters lies a set of three exalted axes forged by a King of Nogrod. The tale is true. Fourteen feet below the surface of the pool, along the northern face of the chamber, rests a sealed stone chest. The Three Axes of Azaghâl are stored here, nestled within a shroud of gold wool. All are made of Tasarang and Ithilnaur and forged of an ancient Cold. Each is a magic +20, Orc-slaying weapon which delivers an equivalent Cold Critical whenever there is a normal critical strike result. The Long Axe is a two-hand Battle-axe that can be thrown up to 70' without penalty. It is a reddish weapon with a gleaming silvery edge and elaborately decorated with silver inlay. Its companion, the Night Axe, is just as beautiful, but its Ithildin inlay is invisible except under Moon or Star-light. In such a case, the weapon will strike one to two targets when thrown, both in the same round. This Hand-axe can be thrown up to 35' without penalty, and up to 70' at -35. The third magic arm is the one-hand Stone Axe. It is a greyish weapon empowered and decorated like the Night-axe, but a different power born of its Ithildin glow. Rather than striking twice in a round, it enables the wielder to throw through stone unimpeded. It also allows the bearer to gaze through darkness or stone (range 35') and to see any one person whose voice is audible or whose sounds are discerned.

12.3 THIRD LEVEL

28. Place of Barking. Here, where the northern traverse avenue slopes up from the Second Level, the corridor narrows from 21' to 14' and a green granite wall blocks the passage. A virtually invisible 7' x 7' arched stone door cuts through the center of the wall, but is guarded by the 9' high green onyx "Barking Watcher." This wickedly shaped Watcher-in-stone (see Sec. 15.4) will emit a deafening "barking" sound whenever a being unknown to it enters its 49' field of vision. In addition, when someone attempts to pass through the door without the proper Rune-key—and without successfully defeating the hard (-10) lock mechanism—the Watcher slides to its right along a track and bars access to the doorway.

THIRD LEVEL OF KHAZAD-DÛM





29. **Weather Watch.** This round, 42' wide chamber is covered by a silvery dome that arches 77' above the mosaic floor. It holds enchanted astrological and meteorological instruments, which can be used to determine the movements in the sky and thereby predict the weather. A series of special window wells cuts through its domed roof.

30. **Durin's Chimney.*** (See #5.)

12.4 FOURTH LEVEL

31. **The Crypt of Alvis.** Down a 3' wide spiral stair, 33' beneath the Fourth Level's Ceremonial Chamber, lies a red laen sarcophagus. A cleverly hinged 14' diameter brass plate is inlaid in the center of the Ceremonial Chamber floor and serves as the entryway. It is very hard (-20) to open and is guarded by a series of carefully hidden plate traps. The sarcophagus holds the bones and precious possessions of Alvis, the surly advisor to Durin II. The (Greater) Ghost of Alvis' Mannish bodyguard Rongnir haunts and defends the crypt, but it will not leave even if provoked.

The Items buried with Alvis:

- three 70 gp aquamarines;
- an enchanted +10 Mace of Water-skipping, which (as long as both the thrower and caster are each within 35') can be thrown without penalty across any water source (1' of more in depth) and can skip up to 700' to strike a target and return by skipping back the same round; and

Thund's Eye

—the magic Helm of Stone, a full helmet forged from tasarang, inlaid with gold filigree, and shaped like the head of a Demon-ram. Up to three times a day, and with a round's concentration, the wearer can turn into bluish granite, taking on all the benefits and troubles associated with stone. All the items the wearer bears up to his "encumbrance allowance" (the "dead weight" he can carry without incurring a movement penalty) also turn to stone. In order to resume a normal state the wearer must concentrate again for one full round. While granite, the wearer cannot move or cast spells. He can, however, employ his senses, and he has no need for food or water.

32. **Durin's Chimney.*** (See #5.)

12.5 FIFTH LEVEL

33. **Thund's Eye.** This nearly vertical shaft intersects the road where it crosses a 7' wide arching bridge over the thundering flow of a subterranean feeder stream. The 3' x 3' shaft is the deepest (longest) light-well in Moria, reaching three thousand feet toward the northeastern face of the Silvertine. (See 9.2 for more on windows and light-wells.)

34. **Durin's Chimney.*** (See #5.)

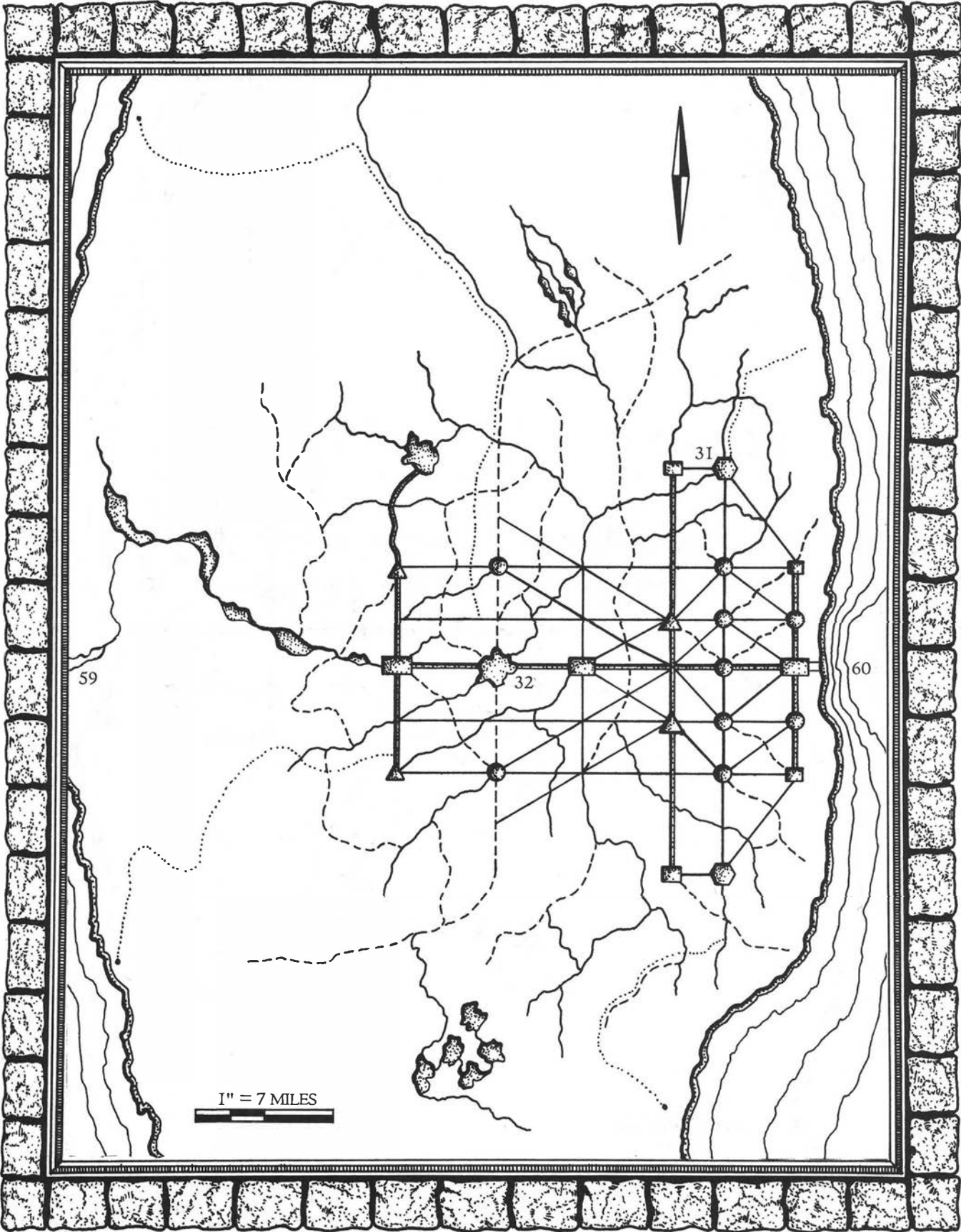
12.6 SIXTH LEVEL

35. **Hall of Scribes.** Also called the Eighteenth Hall of the North End, this Ceremonial Hall lies directly beneath the Twenty-first Hall on the Seventh Level. Here the walls are covered with inscriptions carved in enchanted stone. At the center of the room there is a pillar set in a 7' deep, 21' diameter pool of cursed water. Three 3' wide bridges span the pool and provide access to the monument, which is a duplicate of the obelisk marking Durin's revelations beside the Mirrormere. (The original is in Dimrill Dale.) The hinged pyramidal crown of the this monument can be moved to reveal the three magic (50 gp) gold Chisels of Dvalin. These chisels can be used but once a day to create a magic Symbol equal to the level of the wielder. In so doing, they "erase" any other inscription or Symbol they touch in the process. Note that the 3' x 3' center sections of the bridges are trapped. Spring-hinges secure them and, unless discovered (Very Hard, -20) and disarmed (Hard, -10), they will cast burdens of thirty or more pounds into the water below. Persons entering the water must make an RR vs a 3rd level spell or fall into a coma-like sleep for 1-50 minutes and immediately sink to the bottom of the pool.

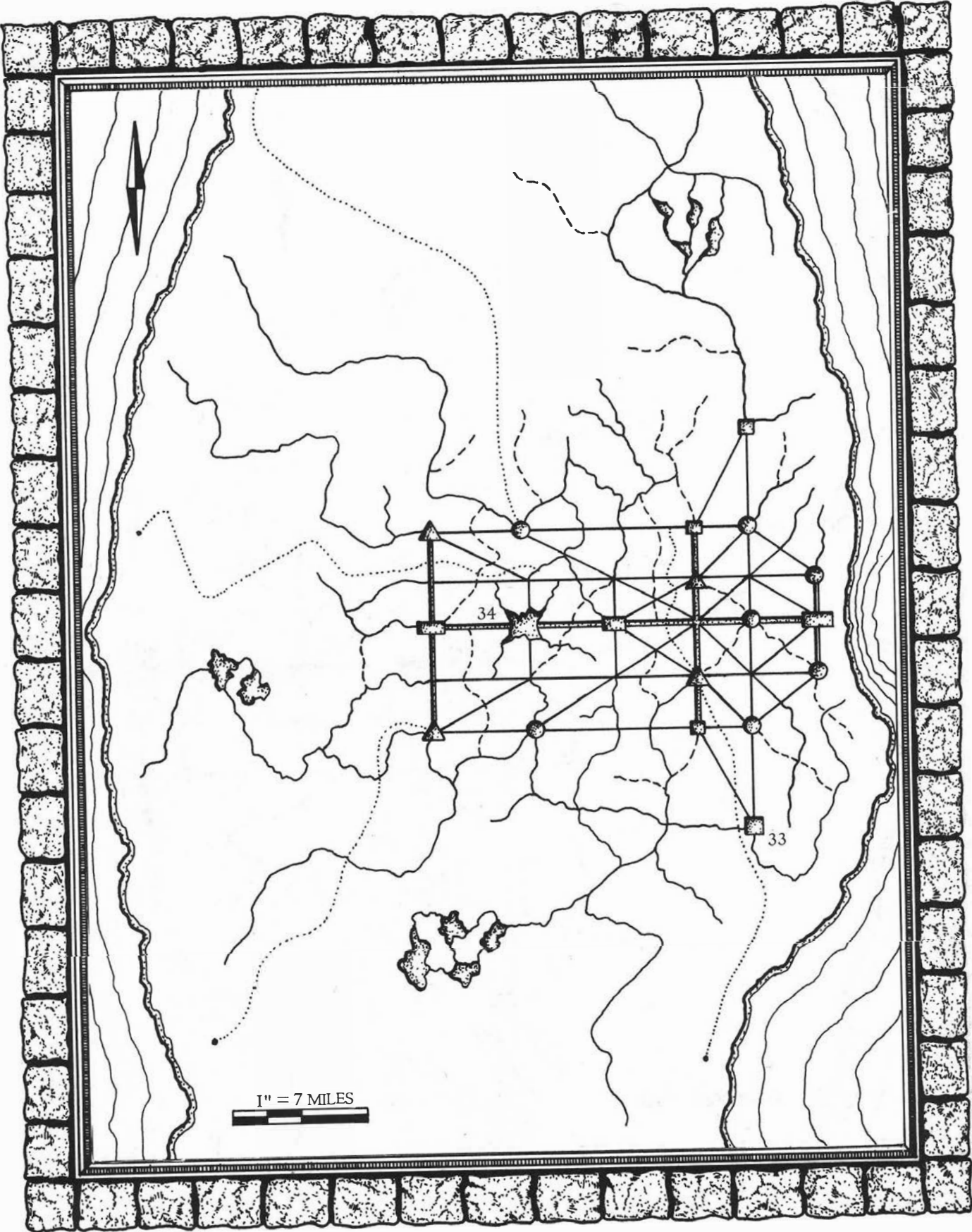
The inscriptions covering the four sides of the 49' tall obelisk mask the carved rungs that serve as ladders. Though a trained eye can discern the route up three of the four sides (there are no rungs on the north face), the rungs are still Extremely Hard (-30) to perceive; and it is Sheer Folly (-50) to ascend the slick laen surface.



FOURTH LEVEL OF KHAZAD-DÛM



FIFTH LEVEL OF KHAZAD-DÛM

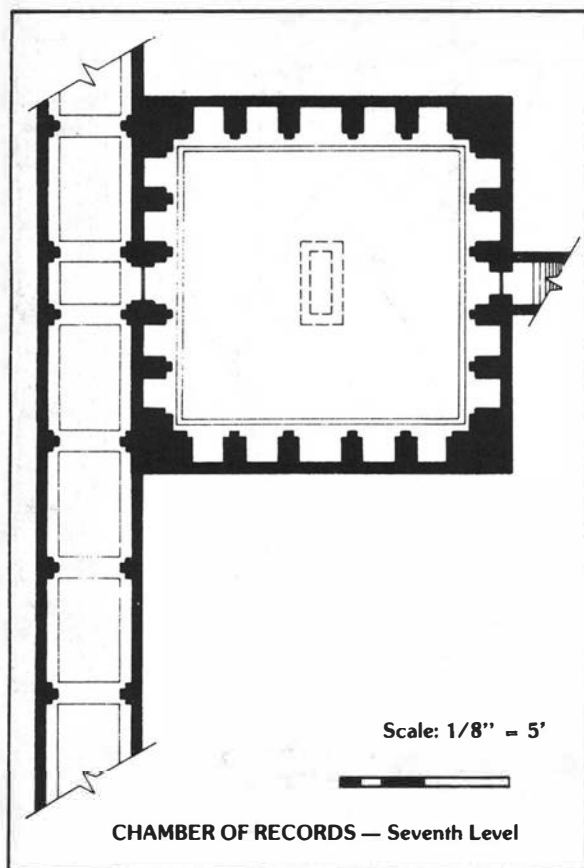
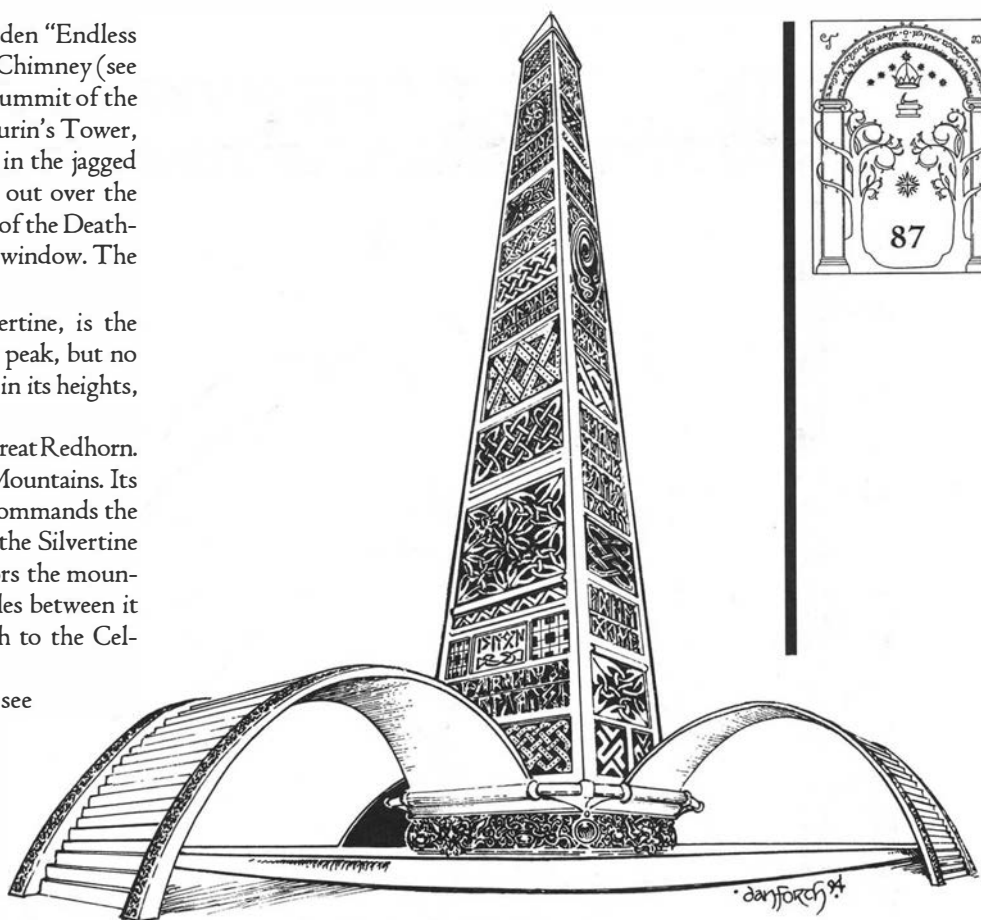


36. Durin's Chimney. (See #5.) The hidden "Endless Stair" that spirals upward through Durin's Chimney (see Sec. 12.6, #5, 52, 53) ends just under the summit of the 15,499' high Silvertine. At its top stands Durin's Tower, a (7' diameter) circular watch place carved in the jagged crown pinnacle. From there, one can gaze out over the neighboring lands from the gold laen Chair of the Deathless One, through a narrow eastward-facing window. The Dimrill Dale lies far below.

Across the Dale, northeast of the Silvertine, is the 15,111' tall Cloudyhead. It is a less jagged peak, but no less beautiful; although there is no room set in its heights, Moria's passages wind under its flanks.

Khazad-dûm's corridors also bite into the great Redhorn. At 16,002', it is the grandest of the Misty Mountains. Its steep spire invokes a feeling of power and commands the view for leagues. Lying north-northeast of the Silvertine and northwest of the Cloudyhead, it anchors the mountain triad. The strategic Redhorn Pass nestles between it and the Silvertine, and its waters give birth to the Celebrant.

(For more about the peaks above Moria, see Sec. 11.6.)



12.7 SEVENTH LEVEL

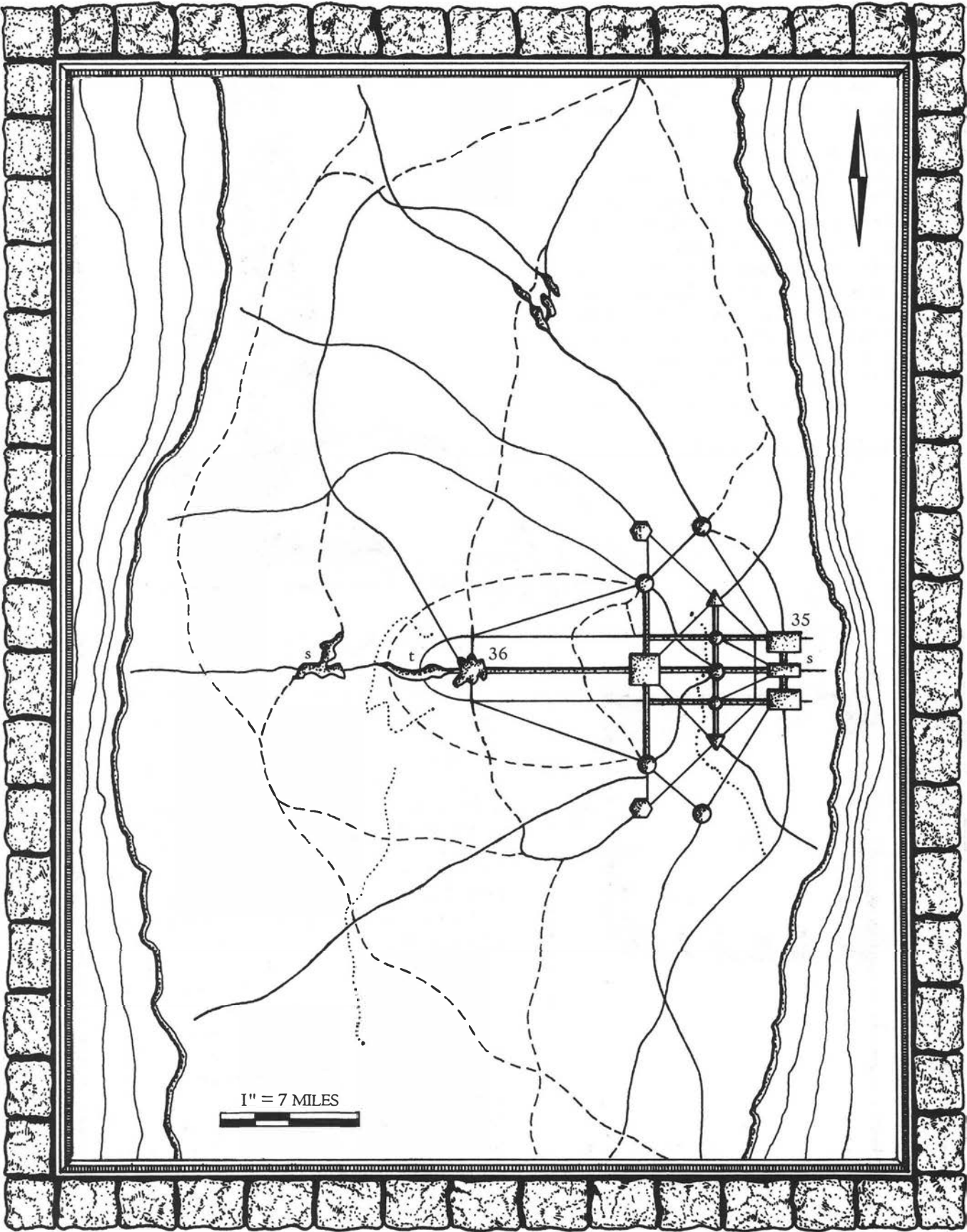
37. The Lore-hall. Also called the Twenty-first Hall of the North End, this rectangular Gathering Hall has walls covered with a composite of crushed black obsidian. The room stretches 210' from east to west, and 140' from north to south. A single window pierces the center of the eastern wall, at the point where the wall meets the ceiling. Opening through the same wall is a door which leads to a spiral stairway running down to the First Level. (This stair passes the 18th Hall, the 15th Hall, the 12th Hall, the 9th Hall, and the 6th Hall, all of the North End, and opens by the Third Hall of the First Level.) A doorway in the north wall leads to a road, off of which lies the Chamber of Records (see #38). The west door opens onto a traversing road which descends all the way down to Hwain's Well-hall in the Mines of the Seventh Deep. The south door leads to a road which connects with the Twentieth Hall of the North End. The Lore Hall is one of three Gathering Halls designed by Narvi (see 10.6).

38. Chamber of Records.* The Chamber of Records (or "Mazarbul") is the traditional repository for Moria's most honored tomes. This hall is 42' x 42' and has a 21' high ceiling. A single slanting window shaft through

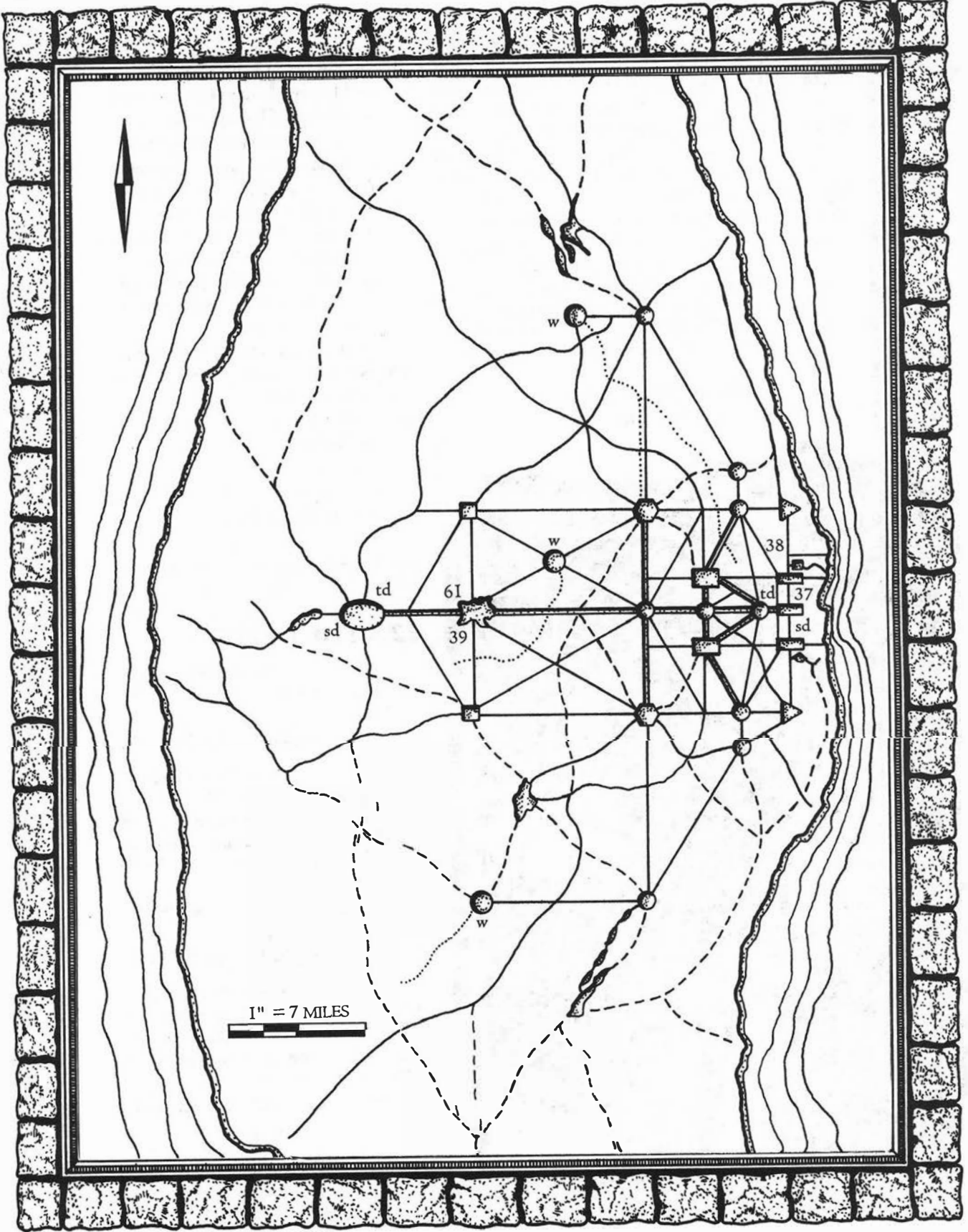
Hall of Scribes

*Chamber of
Records*

SIXTH LEVEL OF KHAZAD-DÛM



SEVENTH LEVEL OF KHAZAD-DÛM





the upper eastern wall casts natural light into the center of the room. The whole chamber is surrounded by a raised area which runs around the walls 14" (2 steps) above the central floor. Five 42" x 42" nooks grace each wall, and the center nooks of the eastern and western walls house doorways. The western door opens onto the road from the Lore Hall, which lies to the south (see #37). The east door leads to a descending passage that runs over a mile before reaching the First Deep (see #7). The other eighteen recessed areas contain chests, each traditionally filled with 5-500 gp worth of gems and jewels. Shelves above the chests support rows of hallowed records.

NOTE: During the period T.A. 2989-2994, Balin founded a new colony in Moria and became its King. For the last months of his reign he made this chamber his Throne-room, for his people were under siege. After his death in 2994 he was buried in a stone sarcophagus set at the room's center. The 2' high, 10' long stone burial cradle was capped with a 1' thick slab of white granite. Runes inscribed in the top surface say:

"BALIN SON OF FUNDIN
LORD OF MORIA"***

Khelurin's
Armory



(See *LotRI*, p. 415-23.) Following this era the chests lie relatively bare of wealth, the Seven Books of Mazarbul being of notable exception. A description of these tome follows:

- History of Balin's Folk
- History of Durin's Folk in the First Age
- History of Durin's Folk in the Second Age
- History of Durin's Folk (T.A. 1-1981)
- Book of Item Lore: Contains ten runes for each of the Bardic Item Lore spells between 1st and 10th level (100 total).
- Book of Earth Law: As Item Lore book, but containing Earth Law runes.
- Book of Fire Law: As the others, but for Fire Law spells. Every tenth spell works on the reader, however.

A number of other beautifully-crafted volumes line the chamber's stone shelves. They fall into seven categories:

- Stone Lore;
- Metal Lore;
- Mining;
- Smelting;
- Sculpture;
- Smithing; and
- Embellishments.

39. Durin's Chimney.* (See #5. Also see Sec. 12.9, #61.)

12.8 THE DEEPS

THE SECOND DEEP

40. Durin's Chimney.* (See #5, #58. Also see Sec. 12.9, #61.)

41. Whispering-hall.* (See Sec. 10.7. Also see #56.)

THE THIRD DEEP

42. Khelurin's Armory. Here, Khelurin the armorer is buried in a grey marble sarcophagus. Many (2-20 fine +15 arms) of his ancient and stalwart weapons-creations reside here. They are surrounded by Chute Traps (See 10.6.)

43. Durin's Chimney.* (See #5. Also see Sec. 12.9, #61.)

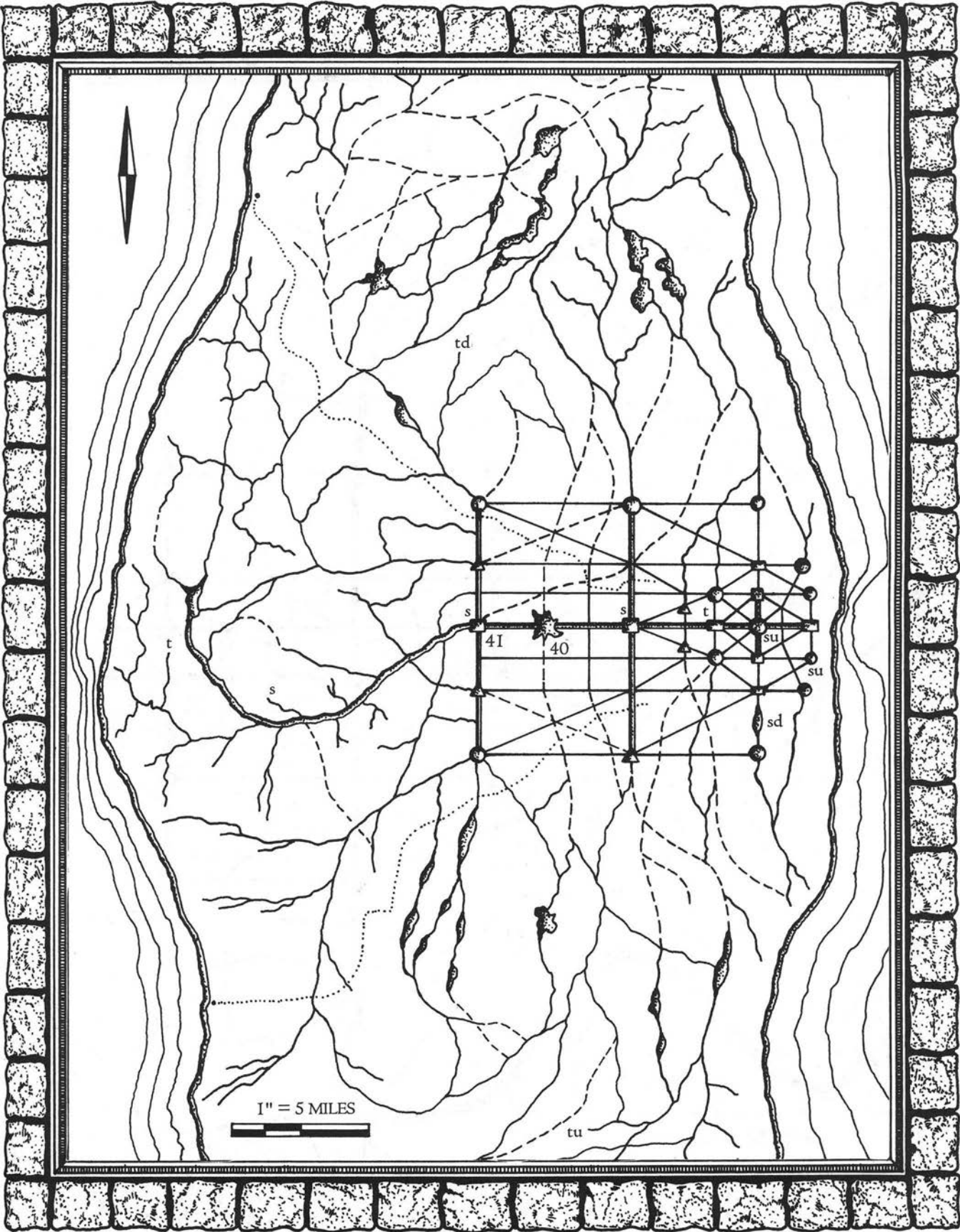
44. Whispering-hall.* (See Sec. 10.7. Also see #56.)

THE FOURTH DEEP

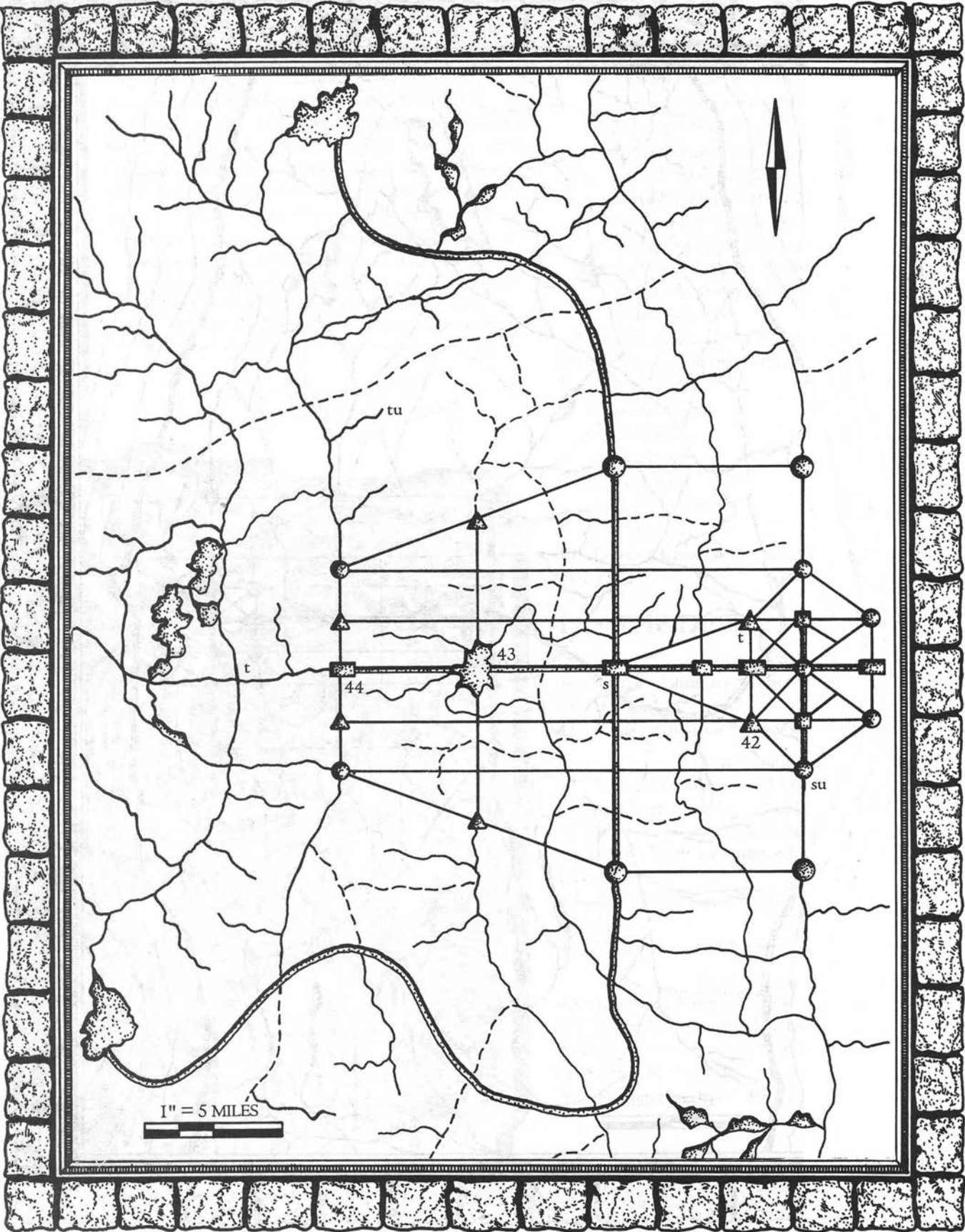
45. Durin's Chimney.* (See #5. Also see Sec. 12.9, #61.) On the south side, Just below the point where the main E-W avenue intersects with the chasm, a waterfall spills out into the shaft.

46. Whispering-hall.* (See Sec. 10.7. Also see #56.)

SECOND DEEP OF KHAZAD-DÛM



THIRD DEEP OF KHAZAD-DÛM



THE FIFTH DEEP

47. **The Domes.*** (See Sec. 9.3, Naurond.) A labyrinth of black, dome-shaped chambers formed of volcanic pumice and connected by hundreds of small, twisting tunnels. Some of these ancient, tube-shaped gas-passages extend through the roof and upper sides of the Blue Chasm that looks down upon the High Smith-hall (which is, after T.A. 1981, the Balrog's Throne-room (see #46).
48. **Durin's Chimney.*** (See #5. Also see Sec. 12.9, #61.)
49. **Whispering-hall.*** (See Sec. 10.7. Also see #56.)

THE SIXTH DEEP

50. **Balrog's Lair.*** Prior to T.A. 1981, this set of seven chambers served as the King's Smithy, Moria's High Smith-hall (see Sec. 6.1). With the assertion of the Balrog's rule it was reformed into a royal lair.

- (a) The Throne-room is described in Sec. 14.0. Surrounding it are the six companion chambers:
- (b) **Hall of Mirrors:** Silver backed laen walls form a shroud of mirrors, which is in turn illuminated by eight glowing square columns. Three of the Balrog's elite Troll-guard are stationed here and normally remain on the circular dais. Each round one is in the chamber, one must make a successful RR versus a 3rd level attack. Failure results in the victim becoming confused and disoriented by the mirrors. The victim then operates at -50.
- (c) **Hall of Questions:** Here the Balrog questions captives.
- (d) **Place of the Valarauko:** This is the Demon's residence hall. He never sleeps, although he does rest 3 hrs a day by meditating in a prone position on the 6' high central dais. Red laen columns surround the dais and support a domed roof of the same material. Three rounded nooks serve to hold the Balrog's most treasured items.

The treasure:

- In d1, one will find a 12' x 6' black iron chest, which is surrounded by steam traps and Extremely Hard (-30) to open. It contains 300 mp, 6,000 gp, and thirty-three 600 gp rubies (each containing a miniature imbedded black iron crown).
- In d2, one will find the Balrog's weapons (see 14.0) encased in an unlocked black laen case. Eighteen dart traps protect the area, and are set off by anyone who fails to place the proper Rune-key and disarm them. The lock is concealed at the end of the protruding wall to the right.
- In d3, there is a stack of 66 mithril-covered skulls, each worth 300 gp. They are skulls of those lords the Balrog has personally killed since awakening to Moria (see "e").

- (e) **Black Hold:** After T.A. 1984, the Royal Items of Durin's Line (see #54) remain here, upon the 6' high central dais. They are guarded by three Troll-guards. The items taken from the bodies of the 66 lords mentioned in "d3" above are stacked in the three nooks.
- (f) **Hall of Waiting:** Here servants wait before entering the Throne-room. Three Troll-guards are stationed in the room, and two animated "Dragon-columns" (see 14.0) aid in the vigil.
- (g) **Hall of the Troll-guard:** This is the filthy residence hall of the 18 members of the elite Troll-guard.

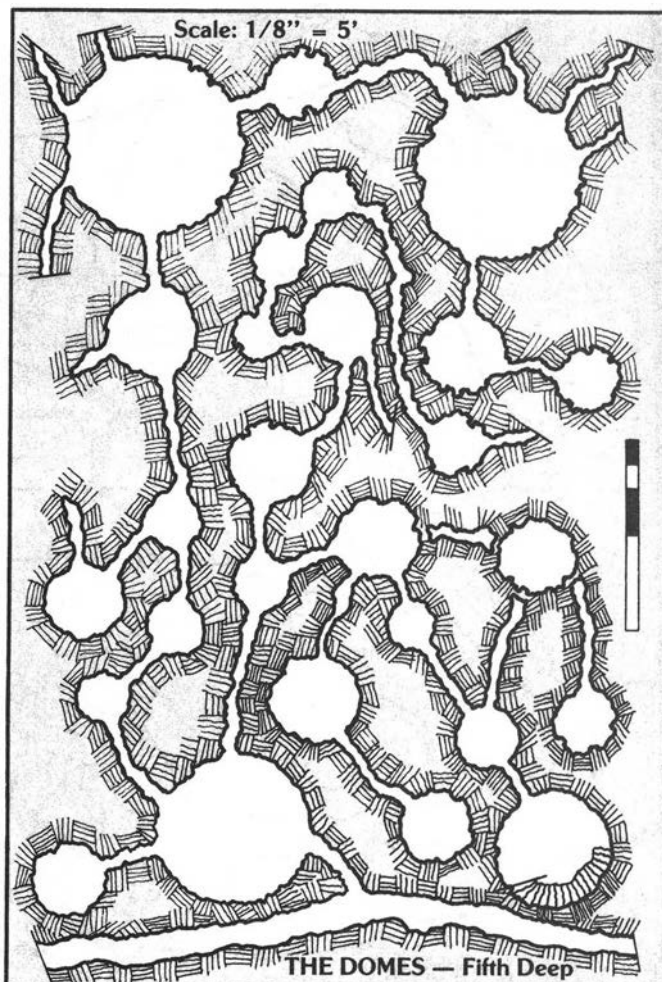
51. **Cold-forges.*** (See Sec. 6.1.)

52. **Durin's Chimney.*** (See #5. Also see Sec. 12.9, #61.) Another waterfall springs forth here, this one in the northeast arm.

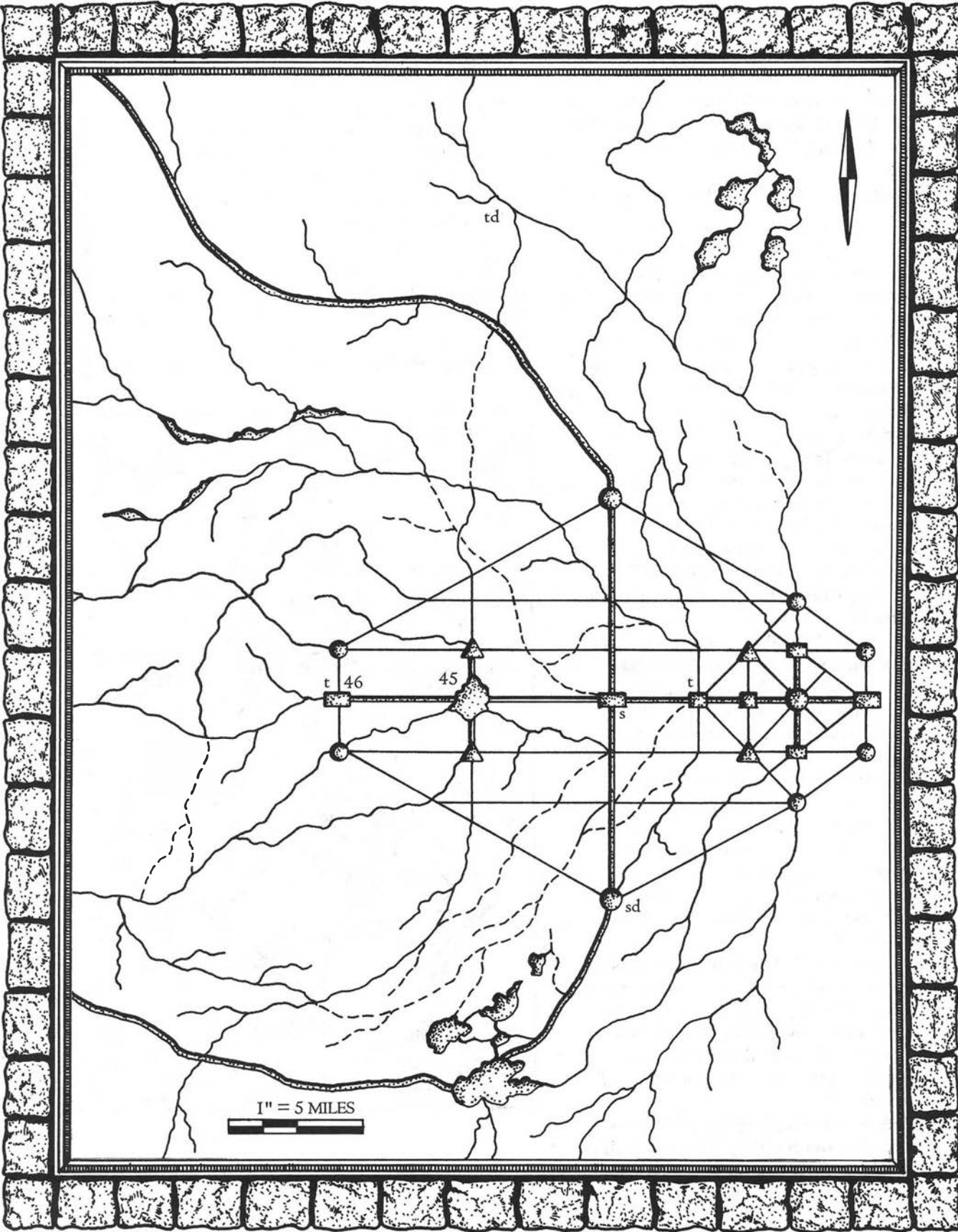
53. **Whispering-hall.*** (See Sec. 10.7. Also see #56.)



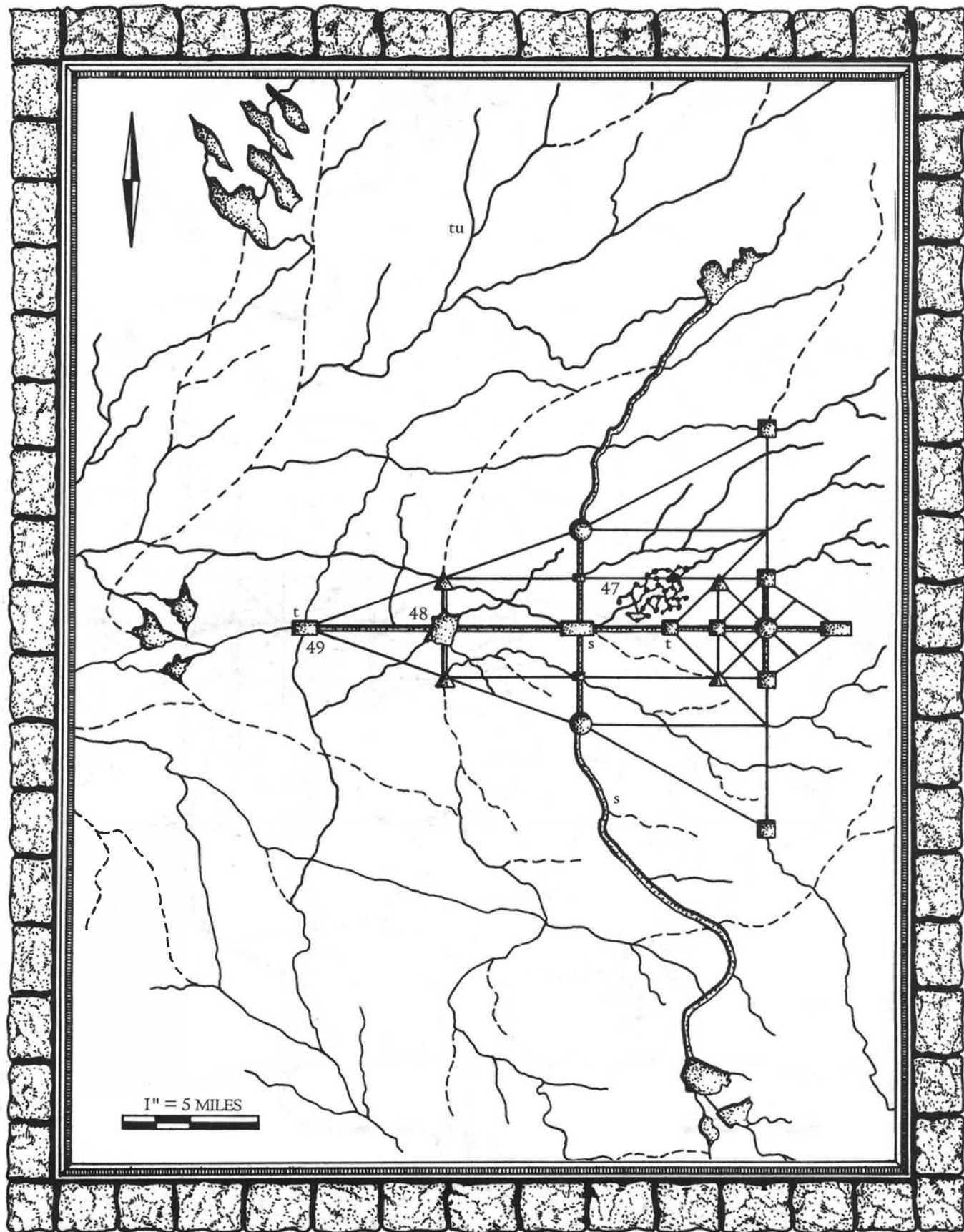
The Domes



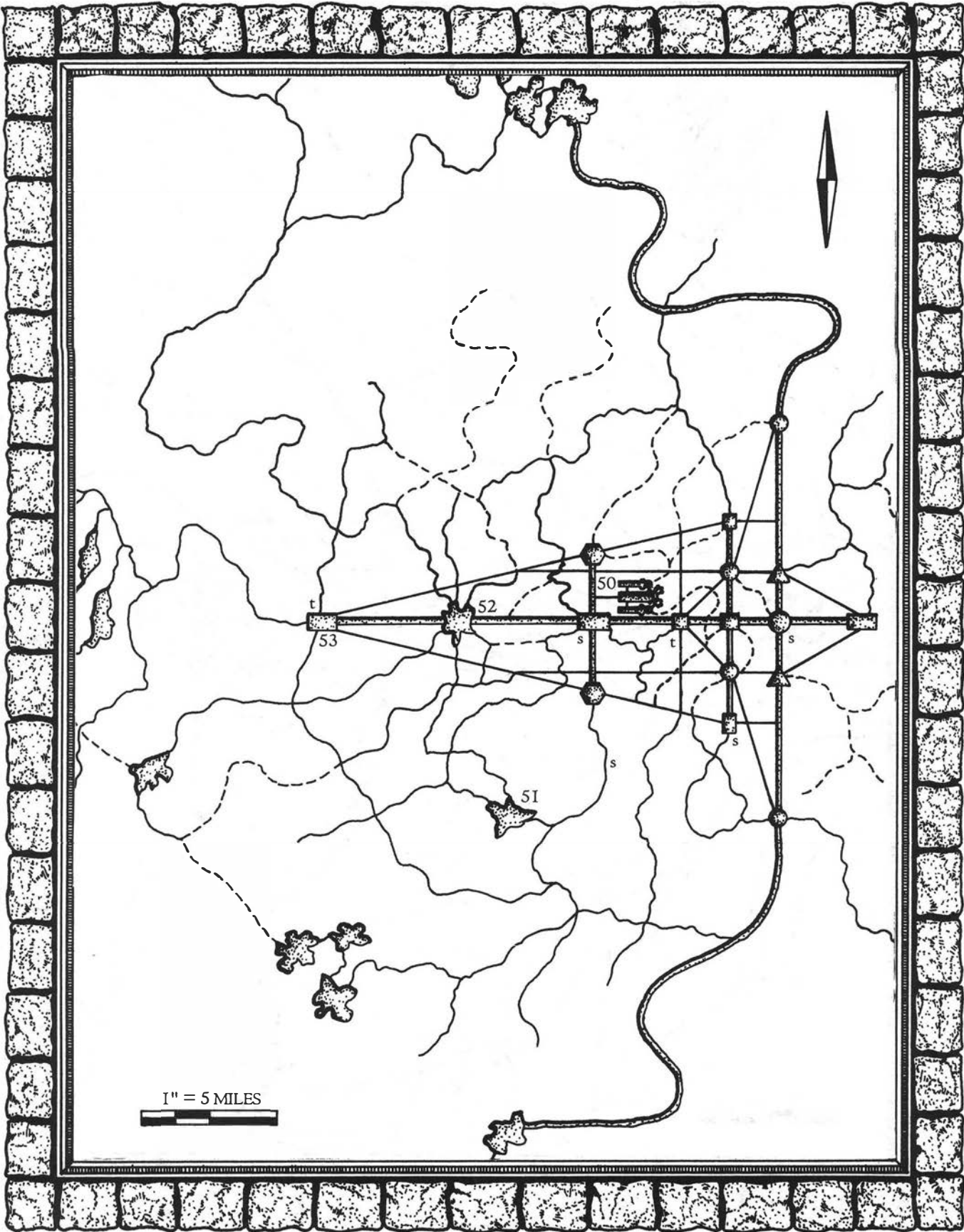
FOURTH DEEP OF KHAZAD-DÛM



FIFTH DEEP OF KHAZAD-DÛM



SIXTH DEEP OF KHAZAD-DÛM







THE SEVENTH DEEP

54. King's Chambers and Armory.* This five-room complex is composed of seven-sided chambers, each of white marble. Silver and gold filigree adorns both the walls and the fan-vaulted ceilings.

The chambers:

- (a) Throne-room: Here presides the Dwarf-king of Khazad-dûm.
- (b) Surrounding Hall. This arched passage allows access to each room. It is littered with spike and plate traps.
- (c) King's Bedroom: Here the King sleeps on a simple stone bed in the central sub-chamber. Chute-traps guard the doors. In the outer three sub-chambers rest the Royal Items of Durin's Line.

Among numerous jewels and 777 mp, the items include:

- Hammer of Durin: a +30 war hammer which delivers twice normal damage and can be summoned instantly by its last wielder (up to 777').
- Seven Helms of the King: Shaped like various semi-mythical creatures, each provides the wearer a +15 RR bonus and a +5 DB. They obviate all fatal Crush criticals directed at the wearer's head.

—Durin's Armor: +20 mithril plate mail (AT 20).

—Durin's Shield: +20 shield inlaid with 14 Dwarven symbols (see Sec. 6.3).

(d),(e),(f) Royal Armory: These three chambers contain numerous +15 and +20 weapons of unsurpassed quality.

55. Chamber of Teeth.* Here the sloping Redhorn Way levels out on the Seventh Deep, just before it intersects the Mithril Road and heads off under the Redhorn Pass. The road crosses the water on a bridge born by twenty-one stalagmite-supported arches. Numerous protruding stalagmites and stalactites give the room its name.

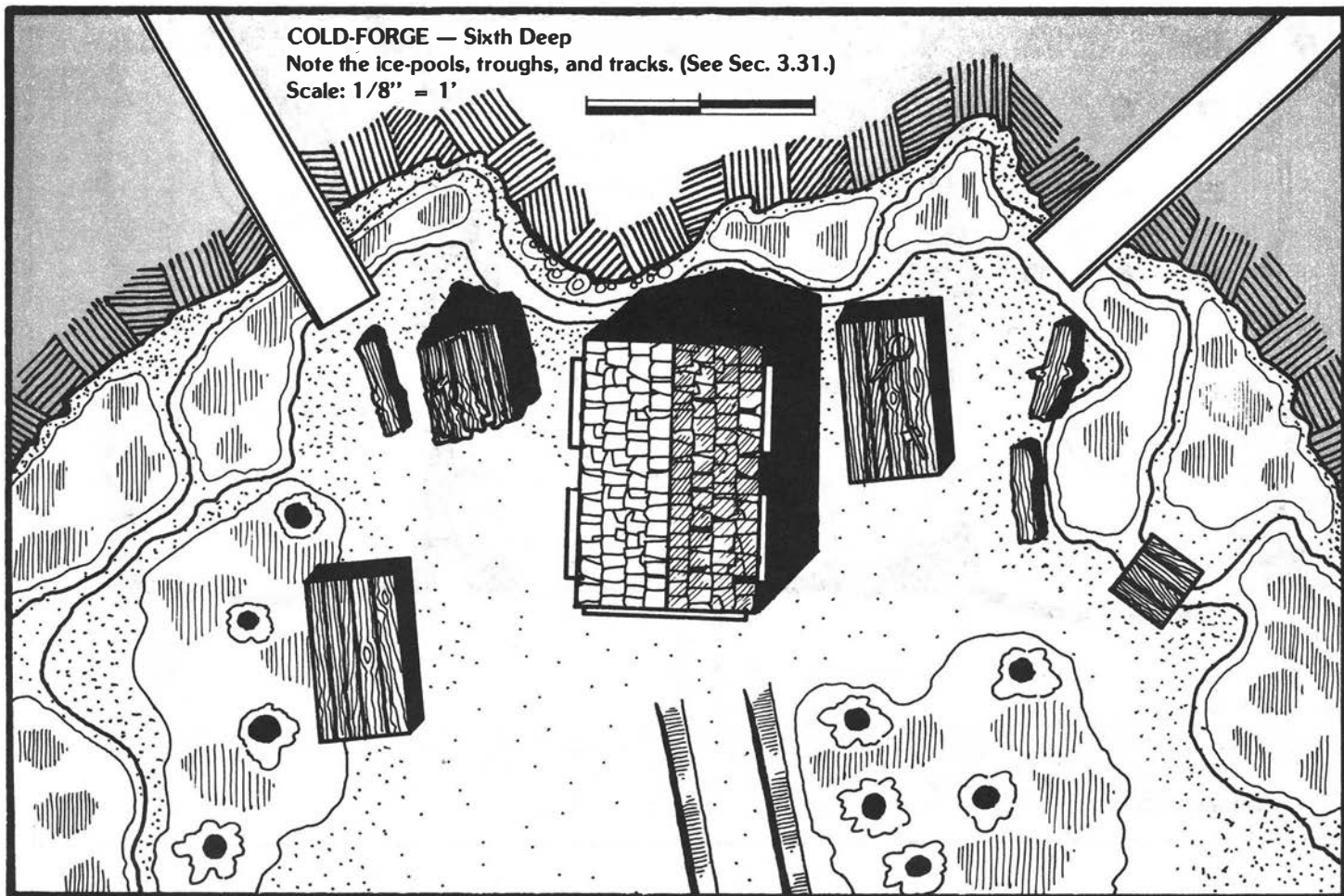
56. Hwáin's Well-hall.* A beautiful but crudely-hewn chamber, Hwáin's Well-hall lies directly below the circular "Whispering-halls" of the First through Sixth Deeps. As such, it is actually situated near the bottom of Hwáin's Well. A hole in the 21' high ceiling of the chamber serves as a portal to all the Deeps above. Designed by Hwáin, the first Khazad Signal-speaker, the Well is an acoustically-refined shaft permitting Dwarven "Signal-speakers" to communicate with one another with startling clarity. (See Sec. 10.7.)

Cold-forge

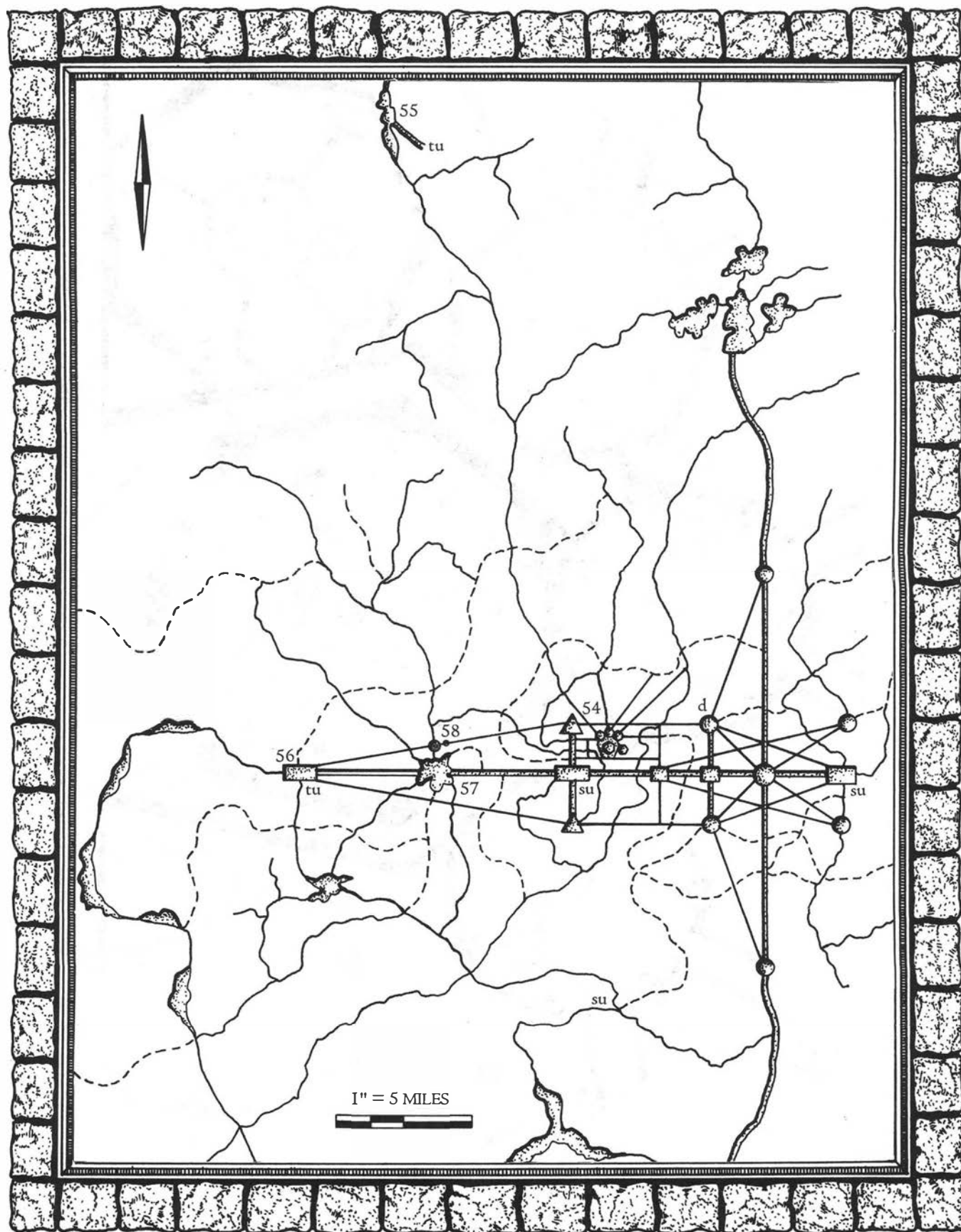
COLD-FORGE — Sixth Deep

Note the ice-pools, troughs, and tracks. (See Sec. 3.31.)

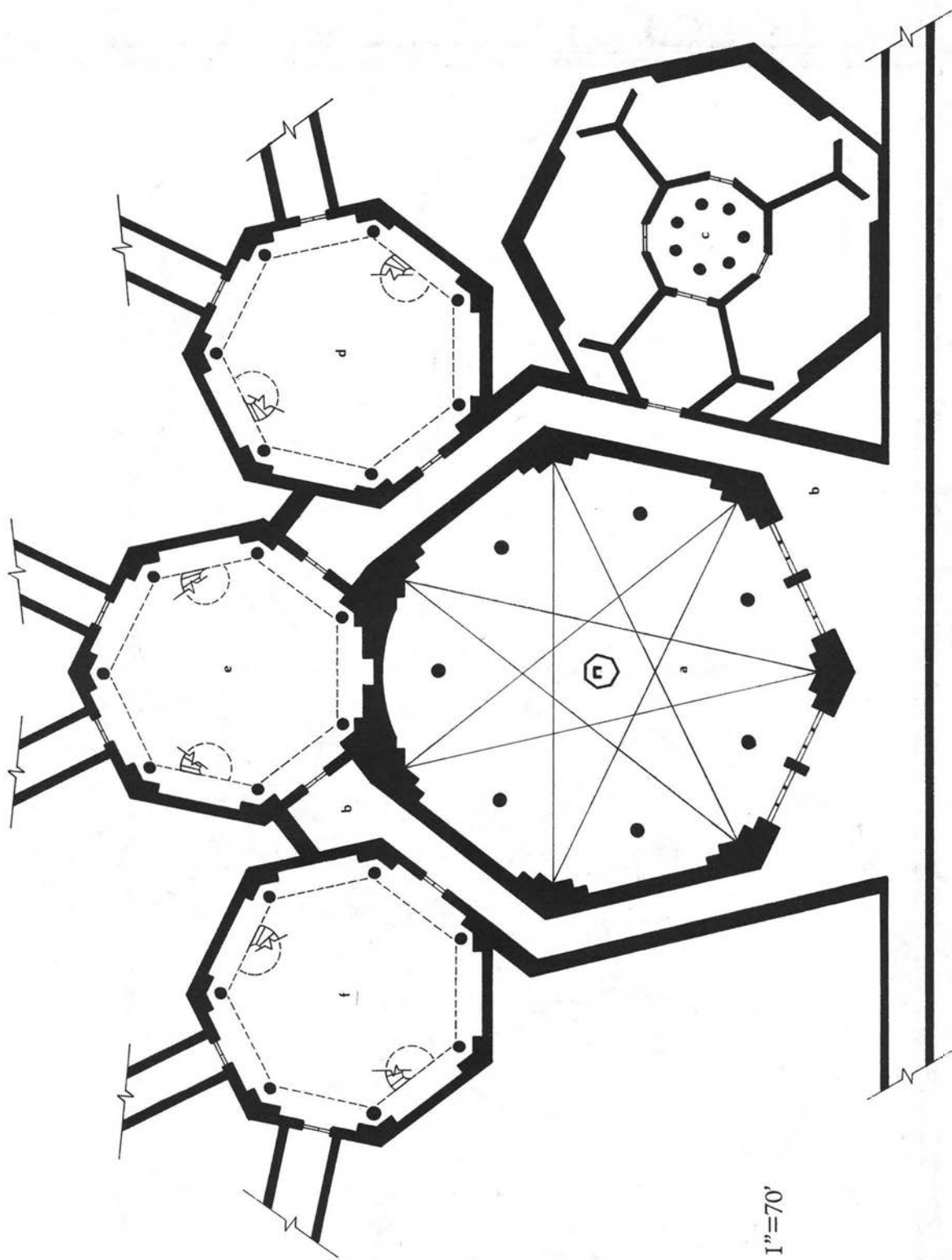
Scale: 1/8" = 1'



SEVENTH DEEP OF KHAZAD-DÛM

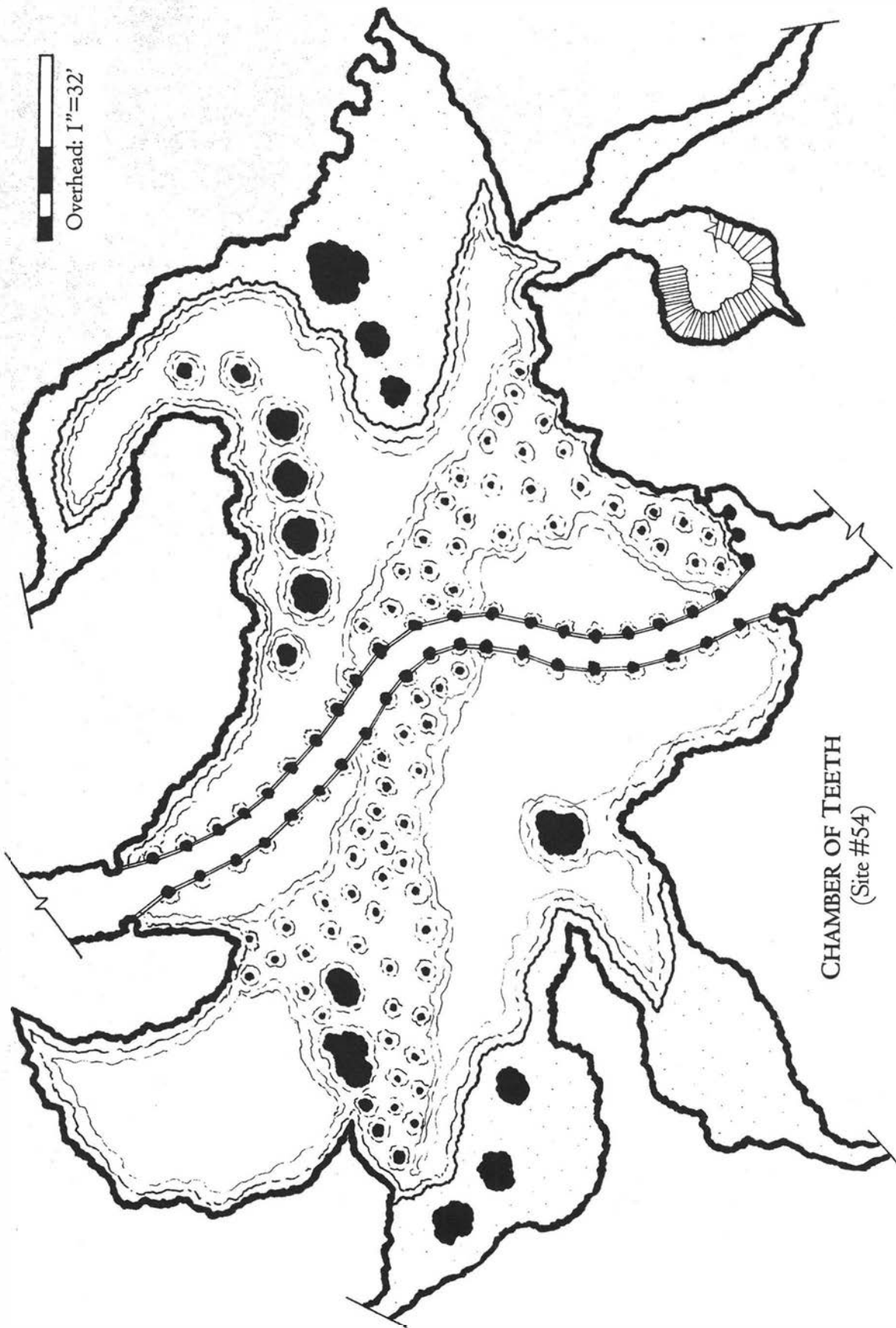


KING'S CHAMBERS & ARMORY (Site #55)



Overhead: 1"=70'

Overhead: 1"=32'



HWAIN'S WELL-HALL

- (a) North Traverse.
- (b) South Traverse.
- (c) Great Traverse.
- (d) Hwain's Well (see #62).
- (e) Guard-chambers.
- (f) North Accessway.
- (g) South Road.
- (h) West Road.
- (i) Cart-tracks.

1"=16'



DURIN'S TOMB

Overhead 1"=16'



Side-view 1"=32'



Hwáin's Well also connects the Deeps with the Under-deeps. (See Sec. 13.0.) It acts as a monitoring point for discerning activity below Khazad-dûm. The poryphry-capped "Under-well" lies directly under the Well proper and, when open, acts as a window to the bowels of Endor. Thus, it can be a very scary place.

NOTE: During the period T.A. 1980 through F.A. 7, the Under-well lies uncapped. Shattered by the Balrog, the capstone rests in shards around the opening.

57. Durin's Stair and Durin's Chimney.* Where Durin's Chimney passes through an area just below the Seventh Deep, a narrow road opens onto the northeast arm of the chasm. Here, on a ledge beneath a waterfall, is the bottom of Durin's Stair. This seemingly endless staircase spirals through a hidden cleft all the way to the summit of the Silvertine. The road forks before entering the Chimney. One fork leads up to the King's Bedroom (see #54 "c"), while the other is a rugged tunnel the cuts through the upper Under-deeps and connects (further east) with the abyss that falls from the Second Hall of the First Deep (see #7). Durin's Chimney continues downward, reaching far into the Under-deeps.

NOTE: In the first month of T.A. 3019, the "Endless Stair" is blocked at its upper end by fallen debris resulting from the destruction of Durin's Tower. This occurred during the Battle of the Peak, when Gandalf and the Balrog struggled. (See #5, #61 and Sec. 2.0, 10.5, 11.6, 13.0.)

58. Durin's Tomb.* Here, above the place where he first awoke, Durin I lies in a black basalt sarcophagus. The sarcophagus is filled with laen and tightly imbedded into the wall. Hollowed from a single rock originally drawn from the same nook, it is enruned with the following inscription:

*"Here lies Durin, the Deathless,
son of Mahal and father of the First House."*

The round, 49' crypt is naturally hewn (by lava) from solid rock. It is said that no embellishments can do proper justice to Durin, or the earth from which he sprang, so no decor adorns this chamber.

12.9 THE OUTER WINDOWS

THE WEST-FACE

59. Eyes of the West-gate. (See #1 and Sec. 10.1.) Two sets of twin watch-chambers, each linked by a 3.5' wide terrace, the "Eyes" serve as guard-towers for Moria's West-gate. Long, twisted passages join the Lower Eyes—which stand 210' above the Outer Doors—to the Golden Pit in the Mines of Khulakal (see #17). Similarly, the Upper Eyes, which lie 420' above the West-gate, connect to the Mines of Gúin on Khazad-dûm's Fourth Level.

Each of these four, 14' diameter, hexagonally-shaped watch-chambers contains the same features. Set within spires surmounting narrow rock outcroppings, the basalt-lined rooms are actually natural towers. A walkway atop the rock ledge joining the two spires serves as a bridge pairing each Eye to its companion; however this terrace stands some 14' away from the nearby cliff.

A 350' long sloping stair-ladder set in the eastern wall connects the Eye on the Second Level to its counterpart (210') above. Spike traps guard the 3' wide vertical shafts containing the ladders. In addition, the stone-set, steel rungs are actually hollow pipes forming part of a hot water system. They can be "super-heated" in a matter of 3 minutes. Should the rungs be super-heated, anyone grasping the surface of the metal receives an "E"-severity, "Heat" critical strike for every round he/she is on the ladder. (Special "smithing-gloves" might delay or reduce the severity of this attack.)

A trio of narrow (7" wide) windows pierce the three faces on the western side. Fitted with steel bars, they serve as both watch-places and missile-ports. "Looking-pipes" (telescopes), cross-bows, and cross-bow bolts hang in the open cabinets flanking each aperture.

Two, solid-steel doors open out onto two walkways: one an exterior terrace linking the Eye to its companion chamber (210' away), and the other an ever-sloping passage (both ascending and descending) to the nearby Mines.

An array of seven signal-bells is set into the (35' high) domed ceiling of the chamber. Cables connect the bells to levers set in the wall, allowing the guards to communicate using a wide variety of sounds. As in the Bell-halls, "Six bells" ring when Moria is assailed. "Seven bells" ring when a Dwarf-king dies.

A covered cistern lies below the bells, at the center of the floor. Coupled with food-stores arrayed in the stone bins flanking the eastern door, this watery reserve makes each Eye a self-contained world. Seven Dwarf-guards can shut themselves off and survive in the chamber for up to 49 days.

THE EAST-FACE

60. Eyes of the East-gate.* (See #9 and Sec. 10.1.) Two sets of twin watch-chambers, each linked by a 3.5' wide terrace, the "Eyes" serve as guard-towers for Moria's East-gate. Short passages connected to the eastern wall of the Rising Room (aka the First Hall of the Second Level) afford access to the Lower Eyes, which stand some 210' above the Outer Doors. Similarly, the Upper Eyes are linked to the First Hall of the Fourth Level (aka the True-silver Hall). These Eyes lie 420' above the East-gate.

While larger than the Eyes of the West-gate, these four, 21' diameter chambers are very similar in design. All four of these hexagonally-shaped watch-chambers contain the same features. Again, the chambers crown spires of rock jutting out of the face of the Silvertine. And again, the Eye on the Second Level is connected to its counterpart (210') above via a 350' long sloping stair-ladder set in the western wall. Here though, rather than being protected by spike-traps, plates inlaid with sharp glass slide across the 3' wide vertical shafts, thus barring intruders. These steel plates are Very Hard (-20) to avoid and Extremely Hard (-30) to open. (Intruders struck by the plates receive a +250 Battle-axe attack.) Using the same lever mechanism (which is located in the western wall of the chamber



*Hwáin's
Well-ball*

*Durin's
Tomb*



above), guards can also fill the hollow stone-set, steel rungs with either steam, hot water, or molten lava system. The pipe-like rungs can be "super-heated" with steam in only 1 minute. (If the rungs are super-heated, anyone grasping the rungs receives a "E"-severity, "Heat" critical strike for every round he/she is on the ladder.) It takes an additional minute for hot water to reach and super-heat the rungs. Lava takes 5 minutes to create the same effect, and 7 minutes to actually melt the rungs. (If the rungs are melted, anyone in or below the shaft receives I-IO "E"-severity, "Heat" critical strikes.)

Three narrow (7" wide) windows dominate the eastern side of each chamber. Steel bars guard the apertures, which serve as both watch-places and missile-ports. As in the western Eyes, open cabinets flank the windows. There, you can find "Looking-pipes" (telescopes), cross-bows, and cross-bow bolts, etc.

A 2' wide, sliding, solid-steel door opens through the northern (in the case of the southern Eyes) or southern (in the case of the northern Eyes) side of the room. They serve as access onto an 210'-long exterior terrace that linking the pair of Eyes. Portculli bar these doors whenever they are compromised or kept open. In each lower Eye, another sliding door—this one in the center of the western wall—provides access the sloping, 49' long passages that ascend to the First Hall.

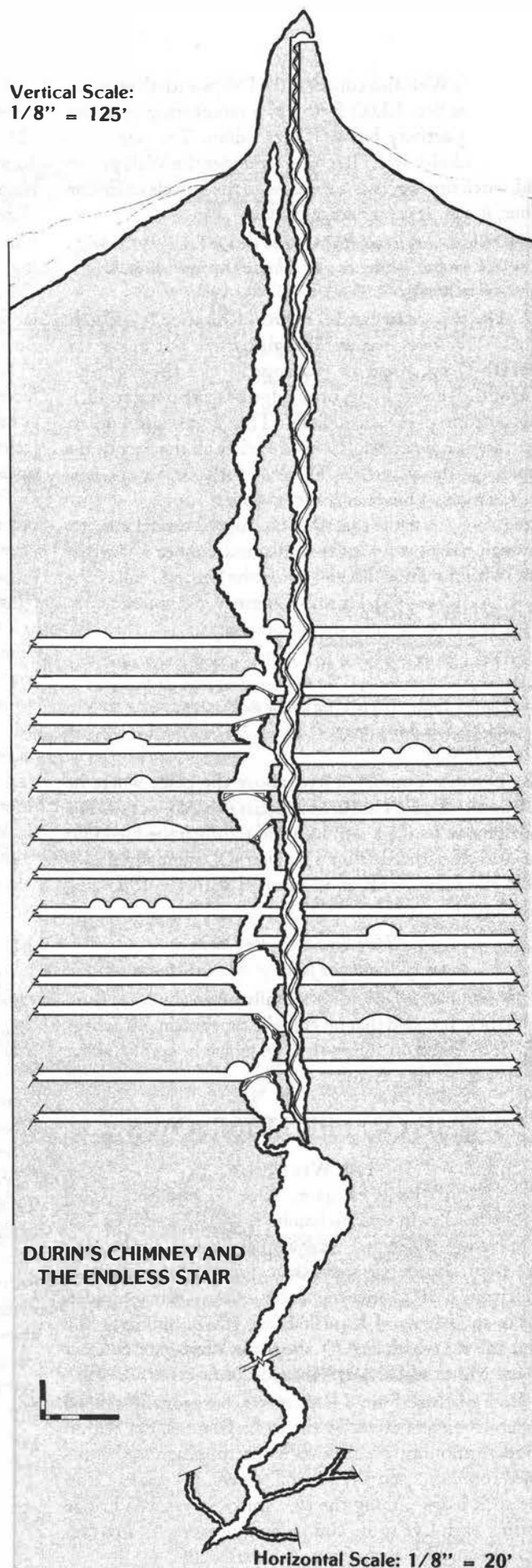
Seven, swinging signal-bells are set into the (35' high) domed ceiling of each chamber. Cables connect the bells to levers set in the wall, permitting the guards to communicate with the rest of City. As usual, the guards ring six whenever Moria is attacked. They sound "Seven bells" upon the death of a Dwarf-king.

Below the bells, at the center of the floor, lies a covered cistern. It serves as a water-store. Food-stores arrayed in the stone bins flanking the western door, insure that each Eye is a self-contained world. (Again, the seven Dwarf-guards can shut themselves off and survive in the chamber for up to 49 days.)

THE SUMMIT

6I. Durin's Tower. (See #57 and Sec. II.6.) This 7' high, rough granite chamber lies at the top of Durin's Stair. 7' in diameter, it contains the gold laen Chair of the Deathless One. The only accoutrement is a gold-inlaid, silver telescope (worth 140 gp). A single, narrow window cuts through the east wall.

Vertical Scale:
1/8" = 125'



**DURIN'S CHIMNEY AND
THE ENDLESS STAIR**

Horizontal Scale: 1/8" = 20'

13.0 THE UNDER-DEEPS

"Yet the lies that Melkor, the mighty and accursed, Morgoth Bauglir, the Power of Terror and of Hate, sowed in the hearts of Elves and Men are a seed that does not die and cannot be destroyed; and ever anon it sprouts anew, and will bear dark fruit unto the latest days."

— *Sil*, p. 255

Beneath Moria's Seventh Deep lurk a maze of dark caverns forming a world unto themselves. Extending to the fiery bowels of the earth, this region is called the "Under-deeps." Dwarves and Elves believe these tortured passages run beneath most of the Misty Mountains and may reach as far as the ruins of the Iron Mountains in Endor's furthest North.

Horrible tales tell of unspeakably hideous creatures that haunt the Under-deeps, and it is from this black hell that the Balrog came. The abyss Durin's Bridge crosses when leaving the Second Hall of the First Deep knifes down to these depths, as does the well shaft in Hwain's Well-hall (in the Mines of the Seventh Deep). Yet unknown and unmapped, the Under-deeps are a story of their own.

13.1 THE BOWELS OF ENDOR

Unbeknownst to most folk, much of Middle-earth lies beneath the surface of the ground. This broad, subterranean frontier is largely unexplored. Even the greatest of the familiar caves—Moria included—are little more than foyers to these "bowels of Endor." The Deeps merely suggest the nature and breadth of the world below.

Dwarves differentiate the Under-deeps from the Deeps for two reasons: depth and origin. First, the Under-deeps lie well below the lowest reaches of Khazad-dûm. Second, the Under-deeps are exclusively volcanic in nature. Created by streams of molten rock and expanded by geothermal eruptions of super-hot gas, they are a combination of natural and supernatural forces. The hand of Melkor joined what was once a collection of countless, sundered cavern complexes.

Dwarven chroniclers speak of three distinct areas of the Under-deeps beneath Moria: the Under-gates, the Under-roads, and the Under-tombs. Together, they occupy an area larger than any single level in Khazad-dûm. Given the fact that they are but a small part of a much vaster—in fact, seemingly endless—underground world, they actually dwarf the whole of Hadhodrond.

13.2 MORGOTH'S LEGACY

Morgoth forged the Under-deeps during the "Spring of Arda," before the birth of the Sun and the Moon, when Endor was illuminated by the light of the Two Lamps. This maze of tunnels and chambers reached out of Utumno and extended (east-west) the length of the Iron Mountains (S. "Ered Engrin"). Principal north-south passages cut beneath the Hithaeglin in the West and the Orocarni (Q. "Red Mountains") in the East. Additional "roads" joined these passages at major junctions, the greatest of which lay beneath the caverns at sites like Thangorodrim, Gundabad, Moria, and Aglarond.

Melkor's greater servants used these roads to travel surreptitiously throughout Endor. The maze permitted them to avoid enemies like Oromë, who roamed the wilds in the Elder Days and challenged the Black Enemy's heinous plan to conquer and remold Middle-earth. It also served as a refuge.

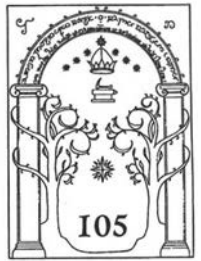
Although Endor changed during the Elder Days, especially after the War of Wrath, the core of the Under-deeps survive. Morgoth's subterranean legacy still serves dark purposes. At various points it houses lairs for foul monsters, roads for evil armies, and timeless prisons for the lost denizens of a bygone time. Now, though, travel between the ancient underground sites is difficult, if not impossible, for all but the greatest (and luckiest) explorers. Blocked or twisting away from their original course, the Under-roads seem broken. Junctions and strongholds seem forever lost. Many appear as simple caves or side passages, no longer resembling their past grandeur. Others lie hidden behind veils of rock. Nearly all are still there, though, awaiting rediscovery—as is their creator.

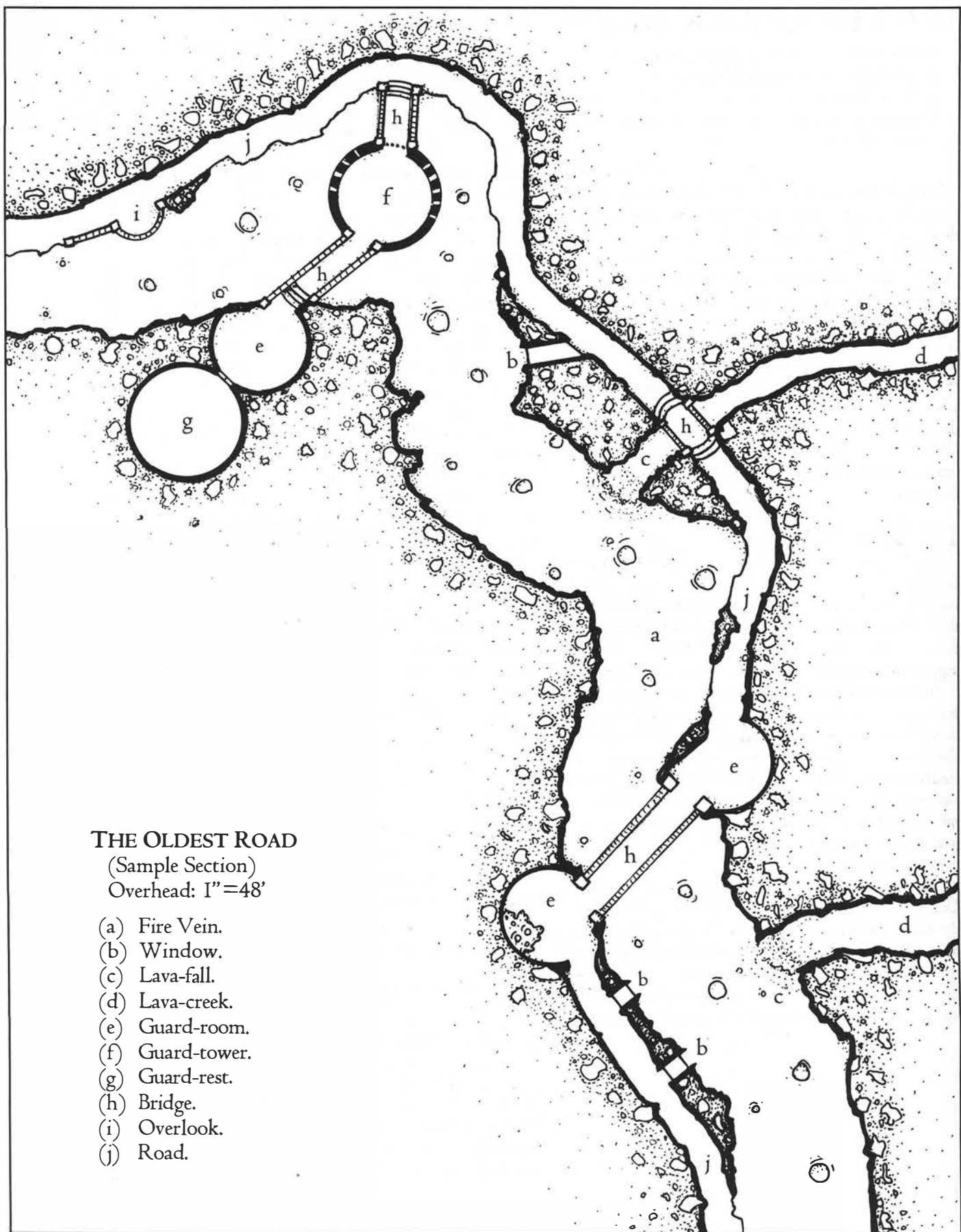
A summary of Endor's principal Under-deeps follows:

ROAD	DIRECTION	KEY SITES
Iron Road	East-West	Uax, Utumno, Thangorodrim
Oldest Road	North-South	Carn Dûm, Gundabad, Moria, Aglarond
Red Road	North-South	Uax, Sammath Helcar
Black Road	East-West	Moria, Dol Guldur, Barad-dûr
White Road	East-West	Aglarond, Dunharrow
Grey Road	East-West	Gundabad, Sammath Maeglom
Gold Road	North-South	Ôlbamarl, Laurafelya
Yellow Road	East-West	Sammath Fhûl, Sambi Mornya

13.3 THE OLDEST ROAD

While probably younger than the Iron Road, the Oldest Road is relatively unsundered. Morgoth's original route suffered dearly in the cataclysm at the end of the First Age, so the Under-deeps beneath the Hithaeglin are the eldest of the routes still "in use." Beginning at Carn Dûm in the North and ending at Aglarond in the South, the Oldest Road remains a key source of danger and mischief for the Free Peoples of northwest Endor.





Dwarves say that Mahal chose Khazad-dûm as point of confrontation. There, he contested Morgoth's dominance over the roots of the Misty Mountains, a range created by the Black Enemy. Whether or not the Maker hosted these thoughts, Hadhodrond lies directly in line with the junction of the Oldest Road and the Black Road, two of Melkor's greatest Under-deeps. Thus, it serves as a natural battlefield.

The central portion of the Oldest Road winds beneath Caradhras and Celebdil. It parallels a molten river known as the "Fire Vein," a continuous magma stream that flows through a 300' deep cleft. Portions of the road run along a 12' wide ledge that skirts the canyon, and actually crosses the Fire Vein on six occasions. Other parts of the route pass through a 12' wide, 36' tall tunnel overlooking the cleft. Windows and overlooks permit travellers to gaze into the chasm. Basalt bridges cross the wells of boiling mud and rock that often block the way. The wells act as natural traps, and are especially dangerous in places where the steam-covered bridges are slick with slime. (The spans are Extremely Hard, -30, to negotiate.)

Periodic eruptions of smoke, steam, and "Burning Sleet" also threaten sojourners along the Oldest Road. Thick, acidic smoke and powerful steam pour through the windows and vents that line the passage, and searing clouds rise from the Fire Vein inundating the adjoining ledge-way with hot, fetid fumes. Even worse, explorers face the infamous Burning Sleet—molten droplets that rain through occasional openings in the ceiling of the road. Unlike the scalding, choking clouds that normally confront travellers, these sprays defy description. Orclore implies that they erupt like the bellows of hell.

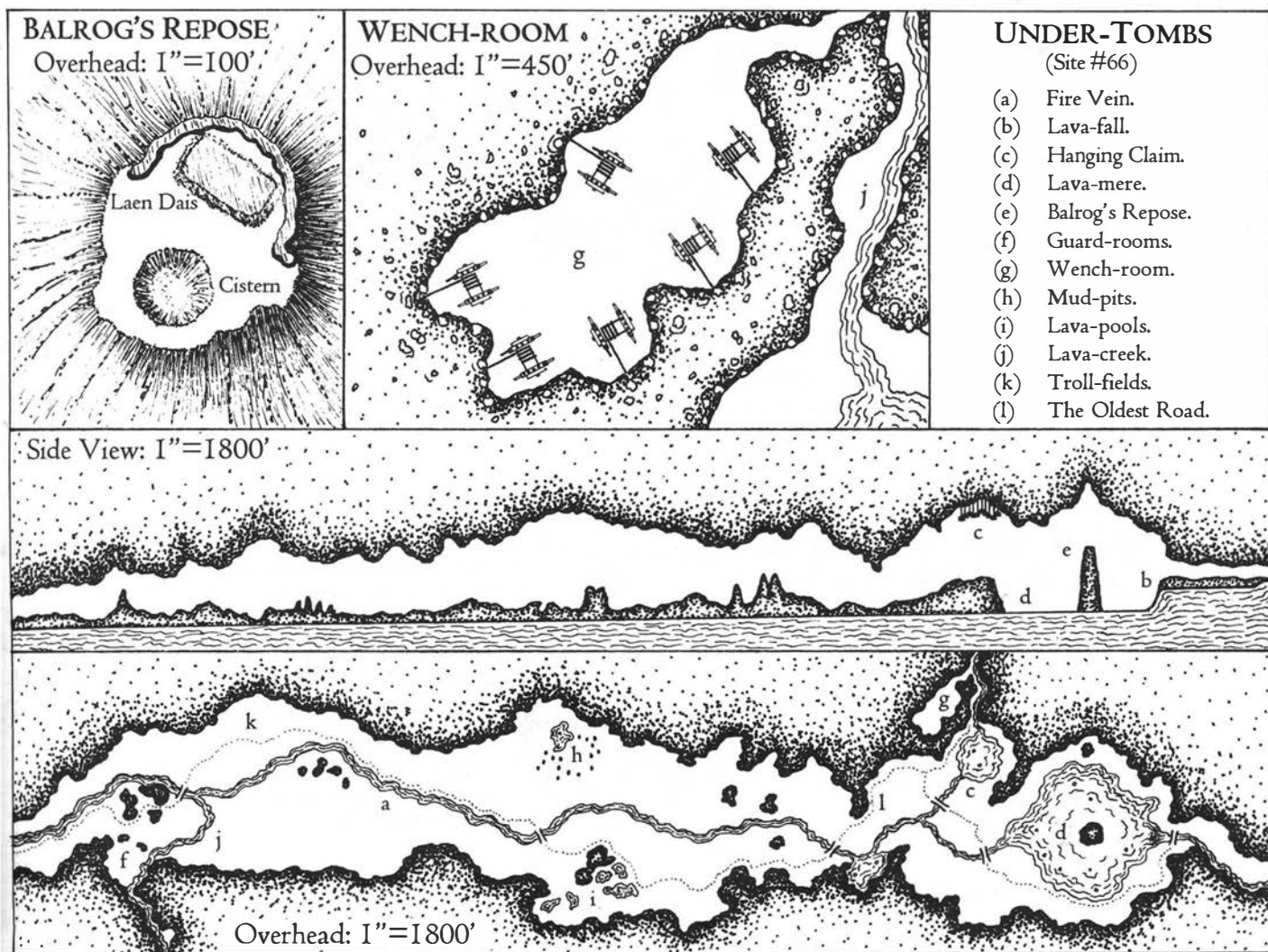
13.4 TOMBS RISING

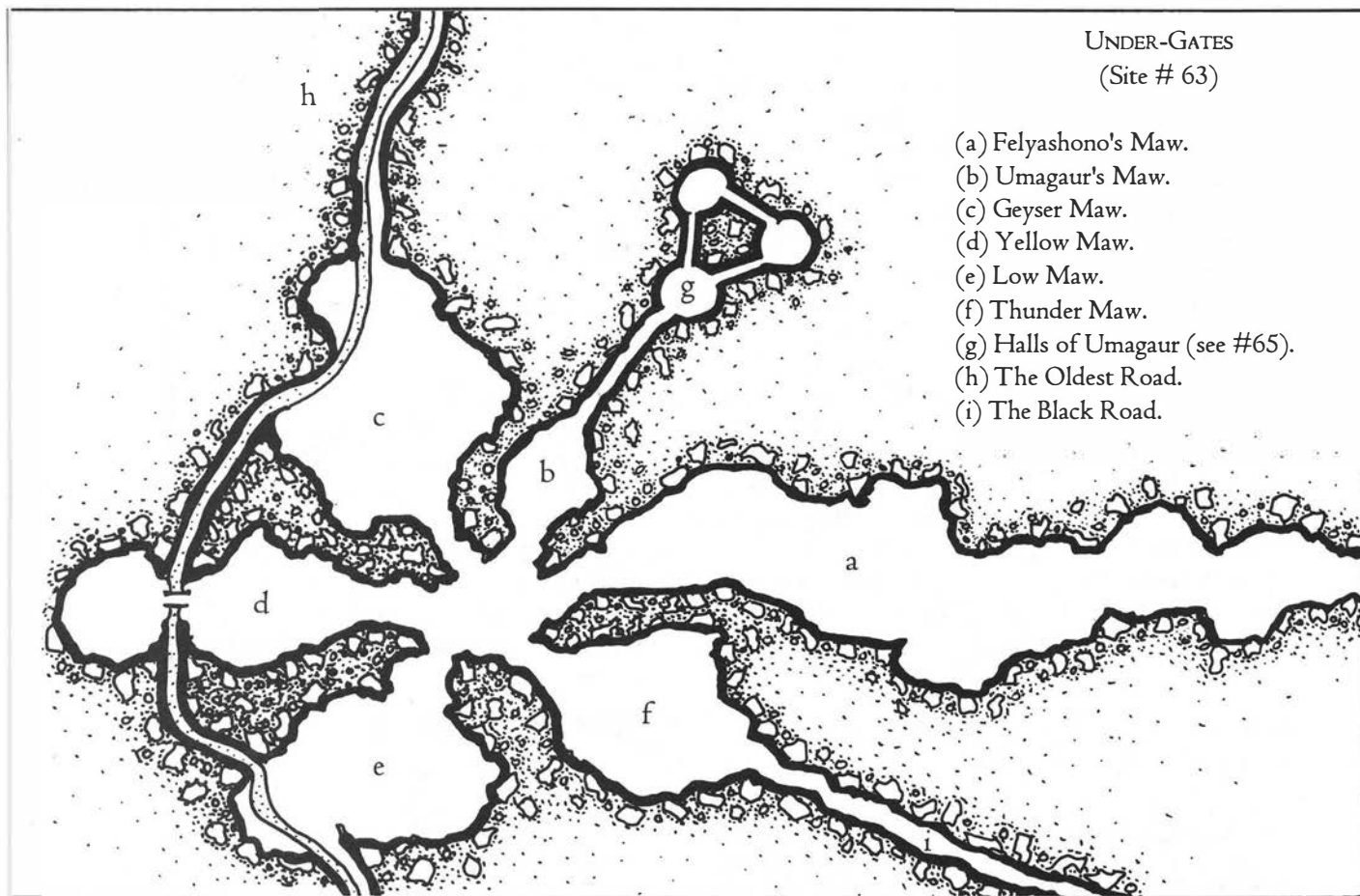
Thirty-six miles north of Moria, directly below Caradhras, the Oldest Road passes by a great lava-chamber named "Tombs Rising." Dwarven chroniclers call the hellish hall the Under-tombs. It is here that the Balrog reposed, trapped beneath Endor, until T.A. 1980. 720' tall, 1800' wide, and three miles long, it is one of the largest rooms in all the Under-deeps. As in the Under-roads, the only illumination comes from the reddish glow of liquid stone.



*"Morgoth's Cst,"
A section of the
Oldest Road*

*"Tombs Rising,"
the Under-tombs*





UNDER-GATES
(Site # 63)

- (a) Felyashono's Maw.
- (b) Umagaur's Maw.
- (c) Geyser Maw.
- (d) Yellow Maw.
- (e) Low Maw.
- (f) Thunder Maw.
- (g) Halls of Umagaur (see #65).
- (h) The Oldest Road.
- (i) The Black Road.

The Under-gates

The Under-tombs contain countless marvels. They are too many to document here. In the context of this work, then, its two most notable features are the Balrog's Tomb and the Hanging Claim.

THE BALROG'S TOMB

The Balrog's Tomb lies at the center of the northern end of the chamber, atop a nearly sheer spire of fused glass (black laen). Surrounded by a 300' deep, 1200' wide canyon filled with a lake of molten rock, it needs no walls. The spire rises 600' from the lake's fiery surface—300' above the main floor of the Under-tombs—and its surface is as hot as boiling lead. Roaring magma from the unbridged lake (which is actually on the Fire Vein) laps at the base of the pinnacle, making the refuge virtually inaccessible.

The Balrog's flat repose sits on the 120' diameter summit. A raised slab of warm red laen serves as the Demon's bed. It is surrounded by a curving, translucent wall hewn from the same material. A 12' deep, 36' diameter dry, blue laen cistern acts as his storehold.

THE HANGING CLAIM

The Balrog's treasure—the "Hanging Claim"—recalls the Hoards of Utumno, for it is stored in huge, six-ton iron chests suspended from the Under-tombs' ceiling. A priceless collection of jewels, gems, coins, and weapons hangs within the sixty-six chests, which swing about 650' above the glowing lava pools that punctuate chamber's black floor. Most of the wealth was once the foundation of Durin's Fortune. Trolls carried the booty out of Khazad-dûm soon after T.A. 1980.

Although unguarded, the Hanging Claim is exceedingly difficult to reach. Each chest dangles from a single, 72' long iron chain. The great chains wrap over a series of hooks, cross the ceiling and then enter portals in the adjoining wall. These 6' diameter portals guide the chains to the secluded Winch-hall, where sixty-six Olog-hai stand watch. Besides serving as the Balrog's personal guard, the Tereg operate the 12' tall winches that raise and lower the chests.

NOTE: Given their size and nature, it takes a group of no less than four Men or Dwarves to operate these devices, which are even then Extremely Hard (-30) to operate.

13.5 SITES OF NOTE

The following sites are but a small sampling of the chambers and passages in the upper Under-deeps near Moria.

62. Under-well (Hwáin's Well).* Hwáin's Well lies directly below the circular "Whispering-halls" and connects the Deeps with the Under-deeps. The lowest portion, an 1800' shaft that opens through the ceiling of Yellow Maw (see #63), is called the "Under-well." Capped by a porphyry lid, it originally served as a great cistern. Now it serves as an opening to the bowels of Middle-earth.

NOTE: During the period T.A. 1980 through F.A. 7, the Under-well lies uncapped. Shattered by the Balrog, the capstone rests in shards around the opening.

63. Under-gates.* A large, steam-filled cavern complex, the Under-gates comprise six caves:

- (a) Felyashono's Maw: The easternmost chamber, it stretches beneath the Unending Well, a 42' wide abyss that joins the Maw to Moria's Hall of Trees (see Sec. 12.8 at #7).
- (b) Umagaur's Maw: This conical chamber has greenish walls. It opens onto the Halls of Umagaur (see #65).
- (c) Geyser Maw: The geyser-filled northernmost chamber, serves as the gateway to the northern section of the Oldest Road—the way to Tombs Rising (see Sec. 13.3).
- (d) Yellow Maw: This steam-filled chamber stands beneath Hwáin's Well. Relatively inviting, it is divided by a boiling stream. Mists shroud the floor, where Maw's golden laen walls seem to glow.
- (e) Low Maw: This, the southwestern chamber, serves as the gateway to the southern section of the Oldest Road.
- (f) Thunder Maw: Here, in the southernmost chamber, an opening in the southeastern wall serves as the western gate of the Black Road of the Under-deeps.

As well as serving as a gate to other passages in the Under-deeps, each cave connects (at least indirectly) with the Oldest Road.

64. Durin's Chimney.* Durin's Chimney reaches far into the Under-deeps. Legends say it is a bottomless shaft. (See Sec. 12.8 at #s 37, 57 and 12.9 at #61.)

65. Halls of Umagaur.* Umagaur the Pale makes his home in the caves near Umagaur's Maw. This obsidian-walled complex includes three very different chambers:

(a) Troll-king's Throne-room: Panes of blood-red glass line the arching 900' tall walls. Set in an iron frame and illuminated from behind by glowing lava, the facade creates a startling effect—as if a pair of huge, curved windows leaned together to form a pointed vault. A simple but massive, red obsidian bench dominates the center of the room. Surrounded by bubbling mud-pots and sulfur-laced springs, the 12' wide seat serves as the Toroko Mahalma (Q. "Troll Throne").

(b) Great-hall: Here, the servants of the Pale One muster.

(c) Umagaur's Rest: Here the Troll-king makes his repose.

66. Under-tombs (Tombs Rising).* See Section 13.4.



Gateway to
Endor's
Under-deeps





I4.0 THE BALROG'S KINGDOM

"It came to pass that in the middle of the Third Age Durin was again its king, being the sixth of that name. The power of Sauron, servant of Morgoth, was then again growing in the world, though the Shadow in the Forest that looked towards Moria was not yet known for what it was. All evil things were stirring. The Dwarves delved deep at that time, seeking beneath Barazinbar for mithril, the metal beyond price that was becoming yearly ever harder to win. Thus, they roused from sleep a thing of terror that, flying from Thangorodrim, had lain hidden at the foundations of the earth since the coming of the Host of the West: a Balrog of Morgoth. Durin was slain by it, and the year after Náin I, his son; and then the glory of Moria passed, and its people were destroyed or fled far away."

— *Lot R III, App. A, p. 439*

The beasts of the Black Chasm are indeed potent, yet they pale before the evil Overlord of the Lands Under the Mountain. No animal, no monster, no master of arms, equates with the Balrog of Moria. Since his release in T.A. 1980, he has remained unchallenged.

THE TALE OF DWÓIN

A Dwarf called Dwóin witnessed the onslaught of Durin's Bane and fled with the survivors of Durin's Folk the next year. His tale is telling:

"We stood in the tunnel beneath the Redhorn, not far from the charred remains of our brethren. King Durin (VI) called out and challenged the still darkness before us. Then young Gwarin saw a swaying light, something akin to a far away fire, but of a strangely reddish hue. It grew, and we knew It was coming. Oh how I dreaded that moment! I longed for the comforts of my lodgings and hoped for the strength I knew we'd need.

Suddenly, the flame flickered and all the Warders let out an anxious cry. Scarcely an instant passed, and with a roar a hot wind blew down the passage. The Mine's walls gleamed with a fiery aura and for the first time, the only time, in my life I felt the heat to be too much. What followed gives me nightmares to this day.

As the sweltering breeze died we began to murmur and the King turned to us with his axe upraised and his voice strong and clear. And he said, 'Blades be ready... prepare yourselves, all... By Aulë's side we fight!... and with Aulë's blessing we shall rid ourselves of this beast!... It will die the unending death of its master, the Black Enemy of our Fathers.'

King Durin said nothing more. Like a curse from depths of Evil there came an explosion of fire so great that the rock shuddered and burst into flame. Our once bold Host stood back in fear. And amidst the fury of the fiery ball stood a Shadow which erupted forth with a horrible outcry. I for one could not move.

The Demon loomed before us, threefold the height of a tall Man and of considerable girth. Fire swarmed all about it and a wing-like umbra framed its visage. It seemed to change character with the blink of an eye, shrouded at times and then clear in its awful countenance. A flaming sword the size of a two-hand blade consumed the mist about the wicked hand that held it, while a whip appeared in the other, stinging from the darkness.

With the sweep of the crackling whip the Creature took hold of Durin and pulled him into its living inferno. Three Dwarf-lords led by Balli charged to give battle and save our King. But with runes glowing, the massive sword came down and felled all of them in a single blow, their heads rolling like coals from the licking fires.

My party gathered our strength and rushed forward with shields held high. Yet we were too late. The Balrog tore King Durin in half and cast his remnants into our ranks. Then as a Spirit of Fire, he sent a blazing whirlwind into our companions. Dozens of Khazad-dûm's finest Warders fell like dead trees in an unstoppable gale.

There was sudden darkness. And the Demon was gone. I kneeled and looked into the accursed void that once gave blessed wealth to our Kindred and I stared in pain for many hours..."

— *"Remembrances of Dwóin son of Dwáin,"
from the Iron Hill Sagas*

Muranog the
Troll-lord



14.1 THE BALROG

"...Melkor built his strength, and he slept not, but watched and laboured; and the evil things that he had perverted walked abroad, and the dark and slumbering woods were haunted by monsters and shapes of dread. And in Utumno he gathered his demons about him, those spirits who first adhered to him in the days of his splendour, and became most like him in his corruption: their hearts were of fire, but they were cloaked in darkness, and terror went before them; they had whips of flame. Balrogs they were named in Middle-earth in later days."

— *Sil*, p. 47

THE NATURE OF DURIN'S BANE

Dwóin bore witness to the power of the Balrog, a Demon of Might, a Spirit of Fire seduced by Morgoth in the Beginning Days. Born of the Thought of Eru, it is creature from beyond the reach of time. Like the Istari (Wizards), he is a Maia from the Undying Lands of Aman; but like the Maia Sauron, he is a renegade Spirit forever tied to his hideous body.

Still, his power is such to invoke dread in the heart of anything that stands before him, which is befitting a Demon whose might exceeds that of a Dragon. His presence always commands fear. Ensnared in a changing shadow, enshrouded in magic fire, the Balrog is truly a legacy of the Black Enemy.

His abilities are also tremendous. He can fly, as he did from Thangorodrim at the end the First Age. He is a thing of terror whose coming stays those before him. He is a master of thoughts and an enchanter of souls. Bearing his fiery sword and whip, enruned weapons too large for mere Elves or Mortal Folk, he can strike with the vengeance of two peerless warriors in the same precious moment. Immune to heat and a lover of flame, he relishes the steaming, infernal places at the earth's foundations.

14.2 THE DEMON'S DOMAIN

"You are the father of our Folk, and we have bled for you, and will again. But we will not enter Khazad-dûm. You will not enter Khazad-dûm. Only I have looked through the shadow of the Gate. Beyond the shadow it waits for you still: Durin's Bane."

— *Dáin Ironfoot to King Thráin, after the Battle of Azanulbizar*
LotR III, App. A, p. 444

THE BALROG'S ABODE

At the bottom of the First Deep, the Balrog resides in such a place. It is complex torn from the Smith-halls of old and reworked into chambers of utter horror. Six wondrous and sprawling rooms stream into one another as if tumbling through the rock, all encircling a still-grander masterwork that is the Throne-room.



The Balrog

The Demon's Throne-hall is a marvel to behold. Six huge vaults compose its 120' high ceiling. Adorned with mithril and gold, their bewildering arches support a surface of clear glass that looks up into a natural fissure, one forever illuminated with dancing blue light. There, huge gas-fires fill hundreds of terraced ledges, all marching toward the roof of the great chasm, 240' above.

This twinkling but ominous scene looks down through the three foot thick canopy and casts a glow on the 600' x 300' throneroom. Below, the Balrog holds court. All around him, black laen graces the walls and forms immense, twisted columns shaped like heinous dragons. Fire spews from their mouths and engulfs the Demon's throne dais. Swirling and ever-constant, the flame invigorates the Balrog and guards him from all who might approach. Six wide pools of flowing lava also serve this purpose.

Arching red laen bridges span these pools. Each is carved in the form of a fallen lord and is representative of the tortured Free Peoples laid to rot in the pits of the Demon-king. Another set of sculptures surrounds his raised throne. Hewn from huge, dark purple gems, they are images of lesser Demons. They stand 12' in height and come to life upon command; a simple cry or a wave of the Balrog's hand stirs their dormant ire.



The throne itself is nine feet wide and thirty-six feet in height. It is shaped like a pair of dead trees, with gnarled and intertwined branches forming the seat and back, and is cut from a single piece of milky white laen. Before it, set in a 9 foot high "stump" of the same material, is a glowing orb of polished green glass. Images of the Under-deeps swirl within its core. Both the throne and its Gazing-orb rest on the sixty foot wide, six foot high dais of red laen, a structure which rises from a (120' diameter) molten lake.

THE KINGDOM OF THE BALROG

The Balrog's lair lies at the bottom of the Deeps, but his rule extends throughout Moria. He is a foul master, given to bouts of inexplicable cruelty and enamored of elaborate sacrifices. His strange, chant-like calls and deep cries of painful anger fill his chambers with an uncertain and terrifying atmosphere.

No one in Moria questions the Balrog's lordship; however, he issues no formal law and is content to allow the beasts of the Black Chasm to feed upon themselves. The Demon only demands that the tribute be paid and that his requests be fulfilled.

One hundred and eight strong Orcs and thirty Trolls serve as the Balrog's host. Eighteen six-Orc bands, each led by a large Troll, compose the bulk of his army and perform most of the routine duties. In times of strife, they put down rebellions with unforgiving and efficient brutality. An elite guard of eighteen Trolls disposes of particularly troublesome problems.

This large Troll-band is led by the Black Troll Lugronk, who aspires to a trusted position among the Balrog's Troll-guard. Young, quick, and unusually vicious, Lugronk successfully resists frequent attacks from agents of the Guard. Most of these attempts are intended to remind the pretender of his place and originate with Muranog, the Troll-lord who manipulates the Guard and acts as High Lieutenant of Durin's Bane. Whatever the intrigue, however, the Demon remains content. He is comfortable knowing that nothing can assail him, and he enjoys the futile games of his minions.

THE BALROG OF MORIA

Level: 36 (60).

Race: Maia (Balrog).

Home: Angband in northern Middle-earth; later the Underdeeps far beneath the Misty Mountains; still later, Moria.

Names: Felagrog (S. "Demon of the Cave"); Felyashono (Q. "Cave-kindler"); Durin's Bane; the Terror; the Balrog; the Evil Lord in Moria.

THE BALROG IN MERP

Hits: 420 **Melee OB:** 275 **Missile OB:** 120
AT: Plate (-90)

MERP Profession: Fighter.

MERP Stats: ST 120, AG 99, CO 102, IG 97, IT 100, PR 120.

MERP Skills: Acrobatics 73, Caving 120, Perception 83, Public Speaking 40, Smithing 61, Swimming 93.

MERP Spells: 300 PP. Base Spell OB is 36; Directed spell OB is 72. The Demon can cast spells within a 300' radius. He possesses the ability to use any Fire Law spell or Detection Mastery spell.

THE BALROG IN ROLEMASTER

Hits: 420 **Melee OB:** 275 **Missile OB:** 120
AT: 20 (90)

RM Profession: Warrior.

RM Stats: St 120, Qu 101, Em 72, In 100, Pr 120, Ag 99, Co 102, Me 97, Re 96, SD 96.

RM Skills: Athletic Games 120, Caving 120, Climbing 102, Directed Spells 72, Diving 73, Frenzy 102, Leadership 93, Leather-working 36, Linguistics 5, Perception 83, Public Speaking 40, Runes 46, Smithing 61, Spell-mastery 45, Staves & Wands 56, Strategy & Tactics 84, Subduing 40, Swimming 93.

RM Spells: 300 PP. Base Spell OB is 36; Directed spell OB is 72. The Demon can cast spells within a 300' radius. He possesses the ability to use any Fire Law spell, Dark Contacts spell, or Detecting Ways spell.

Appearance: 04.

THE BALROG IN LOR

LOR Profession: Warrior.

LOR Stats: Strength 12, Agility 9, Intelligence 7, Movement 4, Defense 6, Melee OB 15, Missile OB 8, General 5, Subterfuge 1, Perception 5, Magical 4, Endurance 420.

LOR Spells: Casts Camouflage, Concentration, Clairvoyance and +3 Fire Bolt spells.

LOR Experience Points: ≈400,000.

THE BALROG'S PRINCIPAL ITEMS

Whip (Awakening Death) — (S. "Cuivigurth") Giant, flaming Whip of black ogamur; range 36 feet; weighs 24 pounds. Whip is on fire only when held by the Balrog, and only when the Demon is also on fire.

MERP/RM: Treat as +30 Whip or Flail. All regular crits accompanied by Heat criticals of 2 less severity levels.

LOR: +2 Melee OB, +2 Damage.

Sword (Light Cleaver) — (S. "Calris") Giant, flaming Sword (treat as 2-hander) of black eog; weighs 18 lbs. Sword is on fire only when held by the Balrog, and only when Demon is also on fire.

MERP/RM: +30 Two-hand sword. All regular crits accompanied by Heat criticals of 1 less severity level.

LOR: +2 Melee OB, +4 Damage.

THE BALROG'S SPECIAL POWERS

Size — The Balrog normally stands 18' in height. Treat him as a Huge creature.

MERP/RM: Attacks against him which yield a critical strike roll require use of (Super) Large Creature Critical Strike Table.

LOR: Roll ID6 and add result to Defense.

Strength — Enables the Balrog to toss any pole arm up to 100' without range penalty. He can throw rocks (up to 100 lbs) up to 200'.

MERP/RM: +120 thrown missile OB (pole arms or rocks). Rocks yield a Large Fall/Crush attack.

LOR: +2 Missile OB, +5 Damage.

Hide — Treat the Demon's skin as Plate armor.

MERP/RM: Skin = AT Plate/20 with an inherent DB of 60.

LOR: Subtract 4 Damage from all attack results against the Balrog.

Hands — His huge hands and fiery shroud give him the ability to strike without weapons.

MERP/RM: Hands attack as +180 OB Huge Bash or a +120 OB Huge Grapple. (All regular crits accompanied by Heat criticals of same severity lvl.)

LOR: +2 Melee OB, +3 Damage.

Flight — The Fire Demon can fly up to 240 feet per round, but he takes 1-5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60'; during the second round he can move up to 120'; the third round he can move up to 180'; and the fourth and following rounds he can move up to his maximum of 240'.

Immolation — As a Fire Spirit, the Balrog is immune to fire and can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed.

MERP/RM: When he is not on fire, his Presence drops to 102, his Constitution drops to 100, and he does not deliver any Heat criticals.

LOR: Defense skill and General skill drop by 2 when Balrog is not on fire.

Presence — The Balrog presents a terrifying image.

MERP/RM: Anyone coming within sight of the Balrog makes a RR versus an 18th level Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51-100, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. Should they fail by 101+, they die of fright. Note that victims get a +10 bonus if the Demon is not in flames.

LOR: Anyone coming within sight of the Balrog makes roll and adds Magical skill. If result is less than 18+, victim is stunned for 1 round and then tries to flee.

Domination — The Balrog can direct his gaze upon any one individual (within 300') in order to dominate the poor fool.



MERP/RM: If the Balrog is not aflame, or if the victim covers his eyes and head, the attack is as an 18th level Directed Spell. Otherwise, the victim must make a RR versus the Demon's 36th level attack. A RR failure of 01-50 leaves the victim in the Balrog's control until he makes a successful RR. The victim gets a RR each round the Balrog does not concentrate on him or command him. A RR failure of 51-75 leaves the victim in a coma for 1-10 days, while a failure of 76+ kills the prey by shattering his mind and soul.

LOR: If the Balrog gazes on someone, the victim must make roll adding his/her Magical skill. If result is less than 21+, the Valarauko controls the victim for 2-12 rounds.

Languages — The Balrog knows 5 languages. His mother tongue is Melkorin, but he typically speaks Sindarin, Orkish, or Black Speech.

The Balrog's Throne



15.0 SHADOW-CREATURES

"There are older and fouler things than Orcs in the deep places of the world."

— *LotR I*, p. 403

The coming of the Balrog in T.A. 1980 changed the character of Khazad-dûm. Within a year, Durin's folk fled, leaving their ancient home shrouded in darkness and gripped by a heinous terror. Halls once filled with lamplight, boisterous laughter, martial gaiety, and the sounds of a folk ever engaged in joyful work became havens of malicious torment and unspeakable evil. Always mysterious to Endor's First- and Secondborn, Moria descended into tragic, forgotten lore, its magnificent Dwarf-roads closed to trade and haunted by a dark legacy too awful for most Elves or Men to comprehend.

Still, the passing years brought new inhabitants to the Land Beneath the Mountains. Orcs, Trolls, Wolves, Wargs, and other strange creatures settled throughout the vast complex. Many came in service of the Balrog. Most of his minions flocked to the lower Deeps, where the Demon of Might founded his grand court. Some Troll- and Orc-lords established domains closer to the surface, becoming the guardians of the age-old city center and acting as the vanguard of expansion.

Other denizens made their homes in more remote chambers. Carving out refuges and somewhat independent settlements, they acted of their own accord. All, however, eventually paid homage to Durin's Bane—the new overlord of the Black Chasm.

15.1 ORCS

"...a huge orc-chieftain, almost man-high, clad in black mail from head to foot, leaped into the chamber; behind him his followers clustered in the doorway. His broad flat face was swart, his eyes were like coals, and his tongue was red; he wielded a great spear. With a thrust of his huge shield he turned Boromir's sword and bore him backwards, throwing him to the ground. Diving under Aragorn's blow with the speed of a striking snake he charged into the Company and thrust with his spear straight at Frodo."

— *LotR I*, p. 422

Orcs (S. "Yrch") comprise the great majority of Moria's inhabitants during the Dark Years. Scattered throughout the complex, three tribal confederations and a host of smaller tribes and clans vied with one another for power, glory, and favor. Their quasi-independent societies dominate the core of the subterranean kingdom. Their fiefs frequently overlap, and schisms, feuds, and bloody frays often color inter-tribal relations. Only the presence of the Balrog prevents the eruption of outright war.

ORC LIFE

Like the Naugrim, Orcs prefer living beneath the earth. They are also accustomed to mining and skilled in smithcraft. Moria is well-suited to their lifestyle. It is not surprising then that hundreds, and sometimes thousands, of Yrch reside in Khazad-dûm.

Dozens of small Orc-bands roam the passages and rotate camps throughout the halls and chambers of the upper Mine and City quarters. They generally stay clear of the Deeps, which are governed by two great Goblin-confederations: the fiery Durbaghâsh and the more numerous but diminutive Snagahai. In turn, the Durbaghâsh and Snagahai tribes maintain a careful distance from the Uruk-Ungingûrz, a bloodthirsty confederation of Uruk-hai that holds sway in the central and eastern sections of the Sixth Deep and guards the gates to Moria's storied Underdeeps.

These Orcs befriend no one and only obey those who wield greater power. Never at ease unless eating or fighting, they curse life and threaten all who dare tread the haunted paths of the once-noble Dwarf-mansion. Their war cries and drumbeats permeate the dank mists near their stinking abodes. Bitter quarrelling and lethal plots govern their relations, spawning the echoing cries of moaning victims and the shrill exaltations their cannibalistic foes. Among the Yrch, victors eat the vanquished.

Those braving Moria's myriad passages, must beware of roving maelstroms of Orc-warriors brandishing wicked scimitars, bizarre pikes, and stout shortbows. No one, not even a Goblin, can count on being spared. Violent death is commonplace. Even amidst the stillness of vacant Dwarven delvings—where nothing stirs and the only sounds are the faint rumblings of distant hammers and forges—the bony remains of Orc-struggles and random slayings serve to remind travelers of the lawless savagery that rules Moria. No peace blesses the lives of the Yrch or their neighbors.

DURBAGHÂSH

Of all of Moria's Orcs, the Durbaghâsh, or "Fire-rulers," are the most skilled in the arts of mining and smithcraft. Their symbol, a simple blood-red circlet, betrays their passion for "burning fury." They bear the circlet on their shields and wear it on their foreheads (as a brand), proclaiming themselves as the most obvious host among an unsubtle race.

The Fire-rulers reside in the First and Second Deeps, but they seek control over all of Moria's mines and smith-halls. They hope to seize those sites held by their weaker but more numerous Snaga brethren. The Snagahai control the westernmost reaches of the upper and central Deeps; however, they face considerable pressure from the Durbaghâsh. Moving slowly and steadily westward into Snaga territory, Fire-ruler war-bands systematically slaughter any Snagahai they encounter, collecting food, territory, weaponry, and trinkets.

The Durbaghâsh average about four feet in height and have a grey-black complexion. They carry oval shields and heavy scimitars. War-band chiefs and champions often bear stout spears and falchions and dress in chain armor, but the majority of Fire-rulers travel relatively light.

The Durbaghâsh rely on quick, pitiless strikes to achieve their goals. Led by an unstable, and often deranged Uruk, Maugrath the Pale, they are given to making peculiar and capricious demands and then launching devastating and unpredictable assaults. Their ever-angry, five foot tall Chieftain prefers war as a means of settling disputes and honing the skills of his two hundred and forty Orc fighters.

Thirty-six mail-armored, Wolf-riding bodyguards comprise the core of Maugrath's host. Accompanied by a like number of Wargs, they act as the Fire-rulers' elite shock troops. They also keep their fiery brethren in line. Maugrath's ruthless persona and fondness for elaborate sacrificial ceremonies endear him to many of his subjects, but others only respond to the threat of the lash or the prospect of ritual execution.

The Durbaghâsh take prisoners only when they need slaves. Otherwise, they slaughter all of their captives. Some prisoners find their way to the open fire-pits or the dinner table, while others end up a Fire-ruler tribute and suffer their end in the awful care of the heinous Balrog.

SNAGAHAI

The Slave-folk constitute the largest Orc-tribe in the Black Chasm. Moria's upper Deeps serve as home to over nine hundred Snagahai (B.S. "Slave-folk"), including six hundred or so Snaga warriors. Despite their numbers, though, they are also the weakest and least unified of the three nations of local Yrch. They suffer accordingly. Frequent but erratic attacks by the neighboring Durbaghâsh sap Snaga strength and trim their territories. Always on the defensive and often facing defeat, the Slave-folk appear (at least ultimately) to face eventual extinction.

A number of reasons account for the Snagahai's plight. First, the average warrior is little match for his bigger brethren. Standing only three to three and a half feet tall, a Snaga fighter is small by any Orc standard. Other Yrch consider them "Gongi," or "Lesser Goblins," and count them (as their moniker suggests) as fodder or potential slaves.

Second, the Snagahai are an ancient, highly-inbred, and exceedingly dim-witted race. They quarrel constantly amongst themselves and frequently engage in bloody infighting. Fratricide is commonplace. Effective Snaga governance and organization is at best occasional. Their loose tribal structure revolves around an unsteady balance between six jealous Orc-lords.



A Water-drake





Ukukûnai

Snagahai

Durbachâsh

danforth
94

Third, cowardice is prevalent among the Snagahai. The Slave-folk lack the fearless mettle associated with both the Durbaghâsh and the Uruk-Ungingûrz, and flee unless compelled into battle. Snaga warriors are notoriously unreliable and require careful control.

Ulzog, the five foot tall Uruk “Ugong,” is first among the six Snaga chieftains. He calls himself High-king of the Slave-folk. His five sons, however, generally ignore or challenge his edicts. The eldest, Snagûl, openly opposes his father’s claim. Two others, Gorthak and Shagog, often conspire to kill both Ulzog and Snagûl and then seize control of the shrinking domain. Shagla and Ulthob, the youngest pair, frequently support Ulzog, but rarely stay committed to any policy or faction for more than a few weeks. Still, Ulzog prevails despite all this plotting and chicanery because of luck and the threat from the Durbaghâsh.

The Snagahai wear crude chain mail shirts and carry black round-shields emblazoned with a pair of crossed, reddish-orange scimitars, the ageless symbol of the Slave-folk. Most bear one or two curved swords and a small, stout spear or short-bow. Relatively capable hunters and fishermen, these Orcs handle missiles with a startling acumen. They make poor hand-to-hand combatants and avoid melees with conspicuous abandon.

URUK-UNGINGÛRZ (URUKÛNAI)

The Uruk-Ungingûrz, “Orcs Sowing Steely Death,” number no more than four hundred and count no more than three hundred warriors. Nonetheless, the so-called “Urukûnai” (B.S. “Death-orcs”) are the strongest Yrch in Moria—save those that directly serve the Balrog. They dominate the Black Chasm’s upper Levels and frequently exact tribute from both the Durbaghâsh and the Snagahai below.

Being Uruk-hai, or “Greater Orcs,” the Uruk-Ungingûrz average four and a half feet in height. Their skin is jet black, and their bodies are stout and strong. They favor heavy arms and armor. A typical Urukûn warrior wears scale mail or half-plate armor, hobnailed boots, and an elaborate open-faced helm. He carries a pair of melee weapons, one of which is usually of the two-hand variety, and either a short bow or a throwing-axe. (Two-hand scimitars and battle-axes dominate the Death-orc arsenal, along side short swords, common scimitars, and long-knives.)

About a third of the Uruk-Ungingûrz wield pole arms and carry full round-shields. Dark grey escutcheons, the shields are punctuated by red spike-bosses and adorned with circlets of black steel. The circlet is usually fashioned in accord with the Urukûn symbol: a thin, self-consuming, serpent-like drake. A rounded cut in the edges of each

shield accommodates spears, halberds, and the like, enabling the Death-orcs to form shield-walls. Organized in remarkably well-disciplined units, these formations testify to the tribe’s refined warcraft and stable political structure.

Ufgamog, the Torog (S. “Troll”) Warlord of the Uruk-Ungingûrz, demands complete allegiance and keeps the entire tribe under his stable yoke. His presence accounts in part for the virtual absence of dissent among his minions. Uruk intelligence and repeated success on the battlefield have both helped underscore Ufgamog’s quest for unity and dominance.

An Olog Troll-lord, Ufgamog stands nine and a half feet tall. He can break a steel door with a single kick and crush an Orc with one bare fist. Supported by his trusted trio of Torog bodyguards, he is the absolute master of the upper reaches of Moria.

15.2 TROLLS

“There was a blow on the door that made it quiver; and then it began to grind slowly open, driving back the wedges. A huge arm and shoulder, with a dark skin of greenish scales, was thrust through the widening gap. Then a great, flat, toeless foot was forced through below. There was dead silence outside.”

— *LotR I*, p.421

A variety of Trolls (S. “Tereg”) make their homes in the Black Chasm. Created in mockery of Ents, these huge nocturnal creatures are akin to Stone-spirits. They share their affinity for rock with their Dwarven enemies. Thickly built, scaly-skinned, and frequently toeless, they are unmistakably obvious products of Morgoth’s perverse handiwork. Many Tereg live in small groups in distant nooks and secluded caverns, happy to snack on wandering beasts and hapless Orcs. Like the independent Orc-bands, they intermittently migrate in search of new food or grander baubles.

Trolls breed only when compelled to replenish their numbers, and then only when stirred into a frenzy by some outside force. Moria’s Tereg, when roused to procreate, descend into the lower Deeps or Underdeeps in search of the cloistered breeding-pits. There, deep beneath the spires of the Hithaeglir, female Trolls await the strongest and most virile mates. Awakened from long hibernation, they join Torog society in order to procreate and then raise their offspring.

Troll life usually revolves around food. Trolls, especially Wild-trolls, spend most of their waking hours hunting, gathering, preparing, and eating food. They consume great quantities of meat and meat products, and make sweetbreads, gravies, and jellies from the organs, brains, and marrow of their unfortunate prey. Cannibalistic, Tereg even feed on their own kind.



*Representatives
of the Three
Orc Tribes*



15.2.1 TROLL-BANDS

Moria accommodates around dozens of Troll-bands. Most are simply trios or quartets of Stone-, Cave-, or Hill-trolls (S. "Teregynd," "Teregryth," and "Teregemyn," respectively). Typically small collections of brothers or cousins, these "Wild-troll" groups vie with one another for food, booty, and (in the rare case of a breeding season) females. Chronic warface colors their daily ritual.

The Olog-hai, or Black Trolls, rarely function outside a more complex political structure. Those in Moria generally serve the Balrog, either individually or in elite war-bands such as the Court Guard. A few reign over Orc-tribes, commanding the allegiance of hundreds of the smaller, weaker Yrch. These warlords and chieftains constitute most of the Black Chasm's so-called "nobility."

A sampling of Troll-bands follows.

ÉGURTHAI

The six "Wreckers" (B.S. "Égurthai") of the upper Deeps live in the northeastern section of the City. Still, these tawny Hill-trolls—Pûit, Kûrit, Kôlamûn, Nûik, Jôhôn, Díanik, and Bûrûz Shûflat—venture quite a ways westward, especially when hunting the Snagahai. Making their home in a set of six adjoining crypts in the Second Deep, they sleep amongst the Dwarven burial cairns with callous disregard for the fallen.

Bûrûz, the frightfully ugly chief of the Troll-band, is the eldest of the six Égurt cousins. He slew and ate his predecessor a few decades ago, after the latter bit off Bûrûz's nose.

NAGADRAPAI

Stone-trolls, the four "Dwarf-hunters" (B.S. "Nagadrapai") live and hunt in the middle Levels of the Mines. Andai, Gômûr, Ôpai, and Bûrnai Gwûfath are all brothers, and reside together in some modest Dwarf-lodgings situated about six miles east of, and two levels above, the West-gate. These very large, slow Tereg stalk prey throughout the central and western parts of Moria, and make frequent and effective use of a wide variety of crude snares and traps in order to fell their prey. The Gwûfath call themselves Dwarf-hunters because they accidentally captured a small party of lost Dwarven expeditioners just after arriving in their present home.



THÛRAKU

A wealthy band of three rather diminutive Teregryth, the "Skill-trolls" (B.S. "Thûraku"), roam the upper Deeps of the Black Chasm. They reside in a Guard-chamber adjoining the westernmost Gathering-hall of the Second Deep. Trained in the arts of archery and smelting, these green-skinned Tereg are indeed skillful—and therefore deserving of their moniker.

Snûfai is the oldest and toughest of the three Smûath cousins. His kinsmen, Obnûr and Dagawûd, eventually defer to him whenever a dispute arises, although harmony is by no means the norm among the Thûraku.

15.2.2 TROLL-LORDS

Hîrtereg, or "Troll-lords," dominate routine politics throughout the Black Chasm. Besides commanding scattered Troll-bands, many lead Orc clans or rule whole tribes. Other Troll-lords attend to the desires of the Balrog. These Hîrtereg act as lieutenants and lead small, elite Orc units on appointed rounds. Exacting tribute and punishing the weak or defiant Yrch, they extend their master's grip throughout the Black Chasm.

Few of Moria's Troll-lords are particularly quick or cunning. Fewer still are especially bright, but there are notable exceptions.

MURANOG

Muranog, the sable Master of Signs, is an eight foot tall Olog possessed of a commanding literacy. He reads and creates symbols and runes, and serves as the Balrog's high scribe. His creations guard the walls throughout the mighty Demon's inner sanctum. Adept at politics and enamored of all forms of intrigue and deceit, he wields more power than any of the other court favorites.

Muranog wears a rigid, Mûmak-hide breastplate and carries a great black-steel (+20) flail, which he calls "Orc-reaper." A bag of thirty coarsely-rounded iron balls, each weighing about eighteen pounds, hangs from his belt. He casts the balls as missiles, juggling them before battle as a display of disdain for his enemies.

LUGRONK

The (uniquely) brown-skinned Olog Lugronk serves as the Balrog's mighty Guard-master. Standing just over eight foot tall, he is smaller than many of his rivals; however, he possesses astounding dexterity and quickness. Lugronk is also unusually young, but his sharp wit, energetic zeal, and utter ruthlessness provide him with a critical edge in any confrontation. He regularly outmaneuvers his foes, subjugating or murdering any challengers within or without the Valarauko's realm.

Lugronk wears a stiff breastplate fashioned out of reinforced Dwarf-skin. He wields a blood-red, double-bladed halberd called "Bad-arm." Like Moria's other Olog-hai, he favors rocks as missile weapons. He carries a dozen twenty-pound basalt spheres in a special Orc-hide pack, which is slung over his left shoulder.

ÛRGROG

Ûrgrog, the grey-hued younger brother of Ufgamog, acts as the Guard-master and second chieftain of the Uruk-Ungingûrz. Like Ufgamog, he is huge (standing just over nine feet in height) and exceptionally strong. His size commands immediate respect among the Tereg and generates fear among the Yrch, and at the same time belies his nimble mind and body. It also helps veil his unusual—maybe even bizarre—sensitivity. An odd brand of compassion lies at the core of Ûrgrog's heart, enabling him to understand many of the motives and plans of the Free Peoples. While vulnerable to more pitiless Olog-hai, he presents a unique challenge to his non-Olog foes.

Ûrgrog bears "Slave-taker," a great, gilded steel battle axe forged in Angband near the end of the First Age. He also carries an eight foot long spear, the beautifully carved, ivory-inlaid yew "Cruel-shaft." Comprised of overlapping, rectangular bronze plates, Ûrgrog's lamellar armor is also rather ornate. It protects him particularly well against upswings. Given that he stands far taller than most of his foes, it's a wise choice.

BÛTHRAKUR

Bûthrakur, a greyish-green Cave-troll, long ago proclaimed himself to be "Warlord of the Underdeeps." While he pays tribute and homage to the Balrog, he treats the Bowels of Endor as his own fief. His small but savage Torg war-band haunts the Great Sub-pits, and rules the maze at the bottom of the Black Chasm.

Bûthrakur usually wears a black, full-length, Orc-hide coat and a dark-grey steel helm crowned with a small, copper-lined torch-holder. Whenever he enters battle, a blue-green fire rises from his head. His weaponry includes a wicked-looking war mattock called "Blood-scraper" and a solid iron and lead javelin known as the "Iron-impaler."

15.3 EVIL WORMS

"And in that dark time Melkor bred many other monsters of divers[e] shapes and kinds that long troubled the world; and his realm spread ever southward over Middle-earth."

— *Sil*, p.47

Many of Moria's Orcs and Trolls keep beasts such as Wolves or Wargs, although most creatures in Khazad-dûm live (or die) on their own. Some, in fact, are always dying, for the Black Chasm houses a number of cursed Undead. Ghouls, Wights, and Ghosts make their dens here and prey on the unfortunate living.

Still, despite the utter darkness, the long quiet halls, the merciless Orcs and Trolls, the Undead, and the terrible Balrog, there is considerable life in Moria. Animals and plants cling to their special niches, and a host of queer beasts inhabit the wilder quarters. A few are unique to these Deeps and, of these, two are most notable.

CAVE-WORMS

Cave-worms are denizens of the Mines, but some are lured into City. Slimy and foul-smelling, they are detestable creatures who love damp clay and mud and slither through chasms and halls in quest of bone, their favorite delicacy. They enjoy meat, especially rotting flesh, although they consider bone shards and bone marrow even more enticing. Legends say they eat anything, even rock.

Some eat mushrooms and vines, to be sure, but the tales of their stone-eating are confused. Cave-worms bore through soft sandstones, clay, and composites using the six hard horns of their bony skulls. With a constant flow of repugnant mucus, they slide forward, sweeping the rocks back along their resilient, colorless scales.





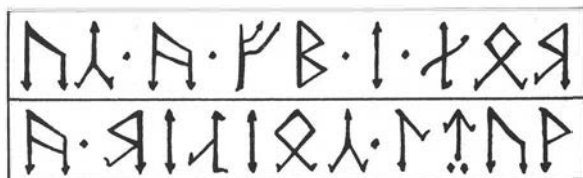
Generally, Cave-worms grow to lengths of twenty-four to thirty-six feet. A fan-like bony ridge encircles their protruding jaws and protects their narrow eye sockets. Horns jut from the scaly hide covering this “mane,” giving them an eerie appearance unlike anything in Middle-earth. They have no appendages or pigmentation and are nearly blind. (Stains from the mud and rock serve as their sole coloring.) Thus, Cave-worms rely on quick, serpentine movements, a prehensile tongue, and an agile, coiling body to seize their prey. With their circular array of three-foot white horns and jagged, six-inch fangs, they can rip steel armor apart with graceless ease. These repulsive beasts also employ sensitive senses of hearing and smell to track their meals. Leaving a thick, sticky slime trail, they track faint odors and footfalls with artful perfection.

WATER-DRAKES

The Water-drake is another infamous Worm of Moria, one whose name bespeaks its home. They travel wide Water-passages and make havens in deep wells or Spring-holes. Their habitat and dark-blue coloring make them rarely seen predators. Silent, slippery, and elusive, Water-drakes contract and expand their long snake-like bodies to squeeze through small holes and reach unlikely nooks. These insidious ways make them exceedingly deadly foes.

Water-drakes are also cruel and sizable opponents. They present a scarily formidable target, bristling with a triple layering of scales (dark blue, with light blue underscales) and six, nimble, claw-fins. Striking with bolt-like blasts of exhaled water, they stun or maim their victims. Then they grab the limp body with great jaws full of multi-rowed four-inch teeth. After crushing the prey, they swallow it whole, leaving its ultimate disposal to pungent digestive juices.

Some of these drakes resort to more aggressive means, using their twenty- to forty-foot bodies to grapple or batter their quarry. The sinewy creatures use either their head or tail as a vicious whip and flail with unrelenting abandon. Fortunately, they retreat if stunned or faced with an unquenchable fire.



15.4 THE WATCHER IN THE WATER

“Out from the water a long sinuous tentacle had crawled; it was pale-green and luminous and wet. Its fingered end had hold of Frodo’s foot, and was dragging him into the water. Sam on his knees was now slashing at it with a knife.

The arm let go of Frodo, and Sam pulled him away, crying out for help. Twenty other arms came rippling out. The dark water boiled, and there was a hideous stench.”

— *Lot R I*, p. 402

A freshwater Kraken, the Watcher in the Water resides in the “bottomless” Gate-pool outside the West-gate of Khazad-dûm. This thirty-tentacled monster entered the cool mere, which lies near the headwaters of the river Sirannon, via a submarine passage in the Underdeeps. This extremely deep, primeval fissure leads to a vast reservoir that feeds the Gate-stream with the mineral-rich waters borne out of the roots of the Misty Mountains.

Sixty feet long (including tentacles) and naturally phosphorescent, the Watcher presents an eerie, terrifying visage. His mere presence is enough to scare anyone trying to ascend the stairway to the West-gate. As guardian of Durin’s ancient doors, however, the creature is hardly a simple warder. The Watcher’s dark role is far more murderous. He lurks by the path at the behest of the Balrog, quietly submerged and ever-hungry, slaying rather than scaring potential intruders. Few if any traces remain of the monster’s victims. Thus, the road remains deceptively inviting—and the watery trap remains ever-open.

Bred by Morgoth in mockery of Ulmo’s great mollusks, the Watcher possesses a broad array of interesting attributes. Its ink sacks contain poisonous green fluid, which the monster uses to stun or paralyze its prey, and a thicker black ink that obscures its movements. The Watcher’s 18” diameter eyes effectively decipher polarized light and contain finely-structured retinas, permitting the beast to discern extremely fine details under murky conditions. Its equally-large, serrated beak cuts and snaps bone, wood, or even iron with astonishing ease.

Fed by the long, grappling, prehensile tentacles, the Watcher’s black maw also serves as a natural intake valve. The monster adjusts its buoyancy by sucking water or air through its beak and storing the infusion in the myriad flotation sacks situated behind its thickly-hidden head, and it occasionally propels itself by emptying these sacks in one or more sudden blasts. Normally, though, the Watcher maneuvers by undulating its tail and fins, the latter of which are located along the Kraken’s rear flanks. No creature rivals the Watcher in this regard: to be able to sit, float, move nimbly, or explode in any direction with a burst of speed. He is in most every sense the perfect guardian.

I6.0 ADVENTURING IN MORIA

"I need no map," said Gimli, who had come up with Legolas, and was gazing out before him with a strange light in his deep eyes. "There is the land where our fathers worked of old, and we have wrought the image of those mountains into many works of metal and of stone, and into many songs and tales. They stand tall in our dreams: Baraz, Zirak, Shathûr."

— *LotR I*, p. 370

This section provides some helpful hints for gamemasters planning to run adventures set in Moria. Gamemasters should carefully read and consider these guidelines before studying and selecting one of the adventures or episodes in Sections I7.0 and I8.0. Even if you are planning to design new adventures of your own, this information will aid your endeavors.

I6.I TALES

"...and the voice said:

'If beggars will not wait at the door, but sneak in to try thieving, that is what we do to them. If any of your people poke their foul beards in here again, they will fare the same. Go and tell them so! But if his family wish to know who now is king here, the name is written on his face! I wrote it! I killed him! I am the master!'

Then Nár turned the head and saw branded on the brow in Dwarf-runes so that he could read it the name AZOG."

— *LotR III*, p. 439

Every good adventure comprises its own unique combination of plot, settings, and characters. The original tale constitutes the foundation of this concoction. If fertile, it should be all you need to run a wonderful episode, adventure, or campaign.

I6.I.I SELECTING A TALE

The first thing to decide when selecting a tale is whether to rely on a pre-generated story, such as those in Sections I7.0 and I8.0, or to conceive your own creation. We suggest that, unless you're experienced with the subject and have a good deal of time, you start with one of the six adventures provided in Section I7.0. Each contains a brief tale, as well as characters, settings, missions, encounters, etc.

After you've tried your hand at one or more of the adventures, you may want to try your hand at one the three, somewhat "sketchier" episodes in Section I8.0. These three episodes contain only the kernels of a good adventure. You will need flesh them out. While this will require some serious work, the structured nature of the labor should help you later—when you create your own adventures from "scratch."

If you decide to construct your own tale, we suggest that you peruse this work and then read select parts of the sources, especially volumes one and three of *The Lord of the Rings*. Pay particular attention Part III of Appendix A and the latter portions of Appendices E and F in *The Return of the King*.

Note that the history of the Naugrim is one of an often-displaced, frequently-wandering folk. Dwarves are prone to embarking on quests, especially when the journey involves the recovery of sacred artifacts or great wealth. Since, even in its most-plundered state, Moria is a rich repository, it serves as a natural destination for Dwarven adventurers.

If your story focuses on non-Dwarves, keep in mind that Khazad-dûm is more than a grand Dwarf-hold. It is the principal crossing point for bulk traffic traversing the central Misty Mountains. During much of the year, it is the only way to negotiate the central Hithaeglin. Groups such as the Fellowship of the Ring, having a compelling reason to travel the Great Dwarf-road, might elect to undertake the journey through Hadhodrond—even in the face of the legendary dangers.



*Frodo and
the Watcher
in the Water*





Moria is also the focus of an age-old feud between the Naugrim and the Firstborn. (See Sec. 2.0.) Once the main link between the old Elf-kingdoms of Eregion and Lórien, it remained shut throughout the war between Sauron and the Elves during the middle years of the Second Age. The Elves, especially the Noldor, remember the closure as one of the greatest betrayals in history. Their animosity toward the First House of the Naugrim is lasting, deeply-seeded, and broadly borne. Nearly every Elf carries the bitterness of the quarrel somewhere in his/her heart. Thus, disdain and revenge may serve as motives underlying Elven expeditions into Khazad-dûm. Such passion provides plenty of pretexts for gamemasters in need of a good hook for a tale around which to construct an adventure.

16.1.2 TELLING A TALE

The legends surrounding the Black Chasm are legion. Moria's turbulent history gives birth to poems, songs, and epic stories in every quarter of northwestern Endor. This makes it easy for gamemasters who, having found or spun a tale, need to impart their story.

We've sprinkled passages from various chronicles throughout this work. They serve as examples of the bits of lore that might entice adventurers into Khazad-dûm, or help them find their way once they enter the underground world. Use them as tools for telling your tale, or create your own legendary excerpts. Then, find a context for the information. The PCs may hear a minstrel, find a book, or come across a broken tablet that embodies this lore and peaks their interest.

Protected by the ravages of weather and hewn from rock, Moria is a wonderful storehouse for old inscriptions and otherwise perishable tomes. Many, like the scorched, hastily-rendered diary entries of Balin's company, survive centuries, even in the face of the Balrog's occupation. Others, like the symbols inscribed in the stone of the Doors of Durin, weather eons of history. Let these and other records help tell your tale. Let Khazad-dûm speak for itself.

16.1.3 CHOOSING A TIME PERIOD

Each adventure or episode in Sections 17.0 and 18.0 is set within a certain time period during the history of Middle-earth. Look at these adventures and episodes below as stories that characterize Moria at certain points in time, no more. We arranged them in chronological order, so that you can see how Moria changes over the centuries. If you are simply looking for a quick, fun adventure, however, you may not be overly concerned with the particular era.

Feel free to choose a time other than those specified in the adventures, but bear in mind that changes in the temporal setting can affect the nature of the tale. You should adjust the story accordingly, but always remember that Moria may be an area of interest to dozens of different factions at any given moment. For example, if the PCs choose to seek Durin's Axe in the Fourth Age, they might find that a powerful NPC has already laid claim to the artifact. Another group, in addition to the PCs, may be contesting that claim. The situation can quickly become complicated, so you will need to do your own historical research and weave your own embellishments into the underlying tale.

If you become uncertain about current events in Moria during any particular time, consult Section 2.3, which contains a detailed timeline. The details therein can be invaluable.

16.2 CHARACTERS

"He was a little crazed perhaps with age and misfortune and long brooding on the splendour of Moria in his forefather's days; or the Ring it may be, was turning to evil now that its master was awake, driving him to folly and destruction."

— *LotR III*, p. 438

Sections 5.0, 14.0, and 15.0 contain a wealth of background material concerning Moria's traditional occupants. This data should help you create many of the characters in your adventure, be they PCs or NPCs.

16.2.1 PCS

When selecting an adventure from Section 17.0 or episode from Section 18.0, take into account the strength and experience of the participating PCs. Choose an adventure that will provide them with a challenge but not prove so difficult as to be impossible. For instance, a low-level party should not even think of attempting the "The Exploration Expedition" (see Section 17.3), for the Balrog and its minions would make short work of them.

16.2.2 NPcs

Get to know your NPCs. Read over the text concerning each of the major NPCs, including any major monsters the PCs may meet. Try to understand the characters' motivations and behavioral patterns.

Tables in Section 19.0 provide all the hard gaming statistics you will need when running NPCs. You may even want to photocopy and highlight them with a marker, so that when needed you will be able to find character stats quickly. These statistics complement the text descriptions, giving you different and often revealing clues about the characters (e.g., how powerful a mighty Dwarf-lord is, or how much damage it takes actually to fell a Balrog).

16.3 SETTINGS

"I do not wish to go to Moria," said Legolas."

— *LotR I*, p. 388

Moria contains a broad array of adventure settings. Outside the complex, Azanulbizar and the Great Dwarf Road beckon travellers crossing the Hithaeglir. Inside, bolder visitors can choose to explore the City or the Mines, the Levels or the Deeps, Endor or sub-Endor. Generally speaking, of course, the further away from the Outer Doors the more "remote" the setting. Remoteness translates to dangerousness in the case of descents into the Deeps, for the closer you get to the Under-deeps the more likely you will discover catastrophe.

16.3.I USING MAPS AND LAYOUTS

All of the adventures and episodes described in this work refer to the principal floorplans detailed in Sections 11.0 (Moria's Layout), 12.0 (Places of Note), and 13.0 (The Under-deeps). The former section features illustrations and diagrams of typical passages and chambers which fit together to form the various sections of Moria in which PCs may find themselves. Use them in conjunction with the maps of the Levels and Deeps situated in Section 12.0. Thus, you can create any location within Moria in sufficient detail to satisfy your players.

Moria is far too extensive to allow a complete set of maps and descriptions, even in a work of this size. This means that the onus of knowing exactly where things are falls squarely on the gamemaster's shoulders. In many of the adventures, it's not so important where certain encounters occur, so long as they actually happen. Be as flexible as you can, and let the PCs wander as it suits them. Just remember that people who stumble around in the dark without any idea of where they are going are eventually going to find themselves in an untenable situation.

16.3.2 USING TRAPS

The layouts in Section 6.0 include frequent references to traps and locks. Consult section 10.6 (Traps) for details about the uniquely Dwarven traps found in Moria. It is often up to you to figure out which sort a particular trap is. Remember to make the traps something the PCs can find and somehow circumvent, at least if they are careful. Otherwise, the adventure will quickly grind to a standstill.

Note that trap disarming and lockpicking maneuvers are handled according to the guidelines in ICE's *MERP* or *Rolemaster* games.

Be judicious with the use of traps. While the Dwarves of Moria were fond of them, they also needed to move about without fear of accidentally triggering a device that would capture or kill them. Traps are found most often near large concentrations of treasure that the Dwarves had

the time and inclination to protect with automatic devices. They are also placed in random corridors, ready to capture the unwary. Residents would know not to proceed down these passages, but intruders would not, providing the Dwarves with a haphazard sort of security, amply supplemented by stolid guards.

If the PCs find that they cannot defeat or bypass a particular lock or trap, they can always resort to brute force to either break the lock or activate the trap. Keep in mind, however, that doing so may cause a lot of noise and alert any denizens of Moria that might be nearby. Although at times such tactics are required, the subtler ways are always best.

16.4 SOJOURNS

"In the dead of the night many shining eyes were seen peering over the brow of the hill."

— *LotR I*, p. 389

Even in the safest of times, journeys into Moria are fraught with danger. Unless you happen to be a respected Dwarf of the First House travelling before T.A. 1980 or after F.A. 1, you will enjoy very little freedom and/or safety of movement. Sentries, traps, and other travails await you and, should you hope to succeed in the face of such trials, you will need plenty of nerves, skill, and luck.

16.4.I GUARD MOVEMENTS

Look over the layouts of the complexes in Sections 10.0 and 12.0 and note where guard stations and weak points are. No doubt the PCs will want to exploit these points. Moria's defenders may want to reinforce them during the adventure, so it is also very important to track the associated flow of sentries and other warders. It makes things easier for everyone if you know where the soldiers are, or will be, positioned. This adds a great deal to the adventures' verisimilitude.

16.4.2 RANDOM EVENTS AND DISCOVERIES

Take random events into account as well. Just because a map indicates a room is empty does not mean it is always empty. Particularly, it does not mean that the PCs can depend on it being vacant when they want it to be. Even the best-laid plans run afoul of unforeseen complications.

Save the high-powered magic items and heavy arms for the adventure's climax. Simply entering Moria and sneaking around will be a difficult enough task for most adventurers. Still, if the PCs do not seem to realize this, do not hesitate to chase them out the East-gate with their tails between their legs. Unless they have truly erred, they can always regroup and try again later. Of course, this time the defenders will probably be ready for them.





16.5 ENCOUNTERS

"How the wind howls!... It is howling with wolf-voices. The Wargs have come west of the Mountains!"

— *LotR I*, p. 388

Moria has never been lifeless. Even during the periods when the Dwarves are not in control, adventurers should encounter someone or something within its halls. Although Moria is a huge complex, those within usually cross paths, especially when moving over long distances.

16.5.1 MEETINGS

The Master Encounter Chart (see 19.2) can help you determine where and when a meeting might occur, as well as the nature of creatures encountered. While the PCs are in Moria, consult this table. Note the location of the group (e.g., the Second Deep) and roll to determine if an encounter occurs. The GM should make "encounter rolls" based on the time the PCs spend in direct travel or on the number of hours since the last encounter roll (whichever is shorter). A 1D100 roll result of less than or equal to the Chance of Encounter for the given region indicates an encounter.

Should a meeting occur, make another roll to determine the nature of the encounter. Then consult the appropriate parts of this book for more information about those involved. The Military Table (19.4), the NPC Table (19.5), and the Beast Table (19.3) provide stats and summaries of any creatures adventurers might encounter. Further details concerning these beings are in Sections 4.0 (Plant and Animal Life) and I5.0 (Shadow-creatures).

Since there is life in many of the Dwarves mechanical legacies, the chart also details encounters with traps. See Section I0.6 for details about any traps.

16.5.2 SOUNDS

Sound travels exceedingly well through the carved halls and passages of Hadhodrond, and often it plays tricks on the ears. Noises that seem to be right around a corner may originate hundreds of yards away. Conversely, some halls have baffles built into them that muffle all sounds going in and out, making it difficult to hear someone's footsteps until they are almost on top of you.

The evil creatures that dwell in Moria before, after, and alongside the Dwarves are not known for subtlety. They use the halls of Moria as a massive echo chamber to magnify their ominous war chants and the thrumming of their battle drums. This tactic can be terrifying, because the reverberations surround intended victims, confusing them as to the direction from which they are being approached. Of course, they also make it difficult for the denizens of the Under-deeps to track their prey, but sheer numbers balance the scales in their favor. Moving forward on waves of sound from their beating drums, they simply swarm through entire sections, eventually ferreting out any that might be trying to hide from their wrath.

(See Section I0.7 for more information about sound in Khazad-dûm.)

17.0 ADVENTURES

"The Company of the Ring stood silent beside the tomb of Balin. Frodo thought of Bilbo and his long friendship with the dwarf, and of Balin's visit to the Shire long ago. In that dusty chamber in the mountains it seemed a thousand years ago and on the other side of the world."

— *LotR I*, p. 417

For those few bold individuals who dare to enter Durin's Gate and explore the great chasms and holds of the Dwarven stronghold, the following adventures will act as a lure. Even attempting to enter Moria without an "inside man," or an inside Dwarf in this case, is ludicrous and dangerous to the extreme. You would be lucky to make it to the first chute trap, which would drop you into the Deeps and slice you like an onion in one swift, painful motion.

The adventures below are arranged in chronological order. The first takes place in the middle of the Third Age, and the last occurs a full one hundred years after the War of the Ring. These dates are, of course, somewhat flexible. Tailor the specifics to your needs.

Again remember, there are no rules against changing the course of Endorean history. If by some chance the adventurers manage to kill the Balrog before T.A. 3020, then the demon should perish. When the Fellowship of the Ring passes through in later years, they will either have an easier time of it, or they will face some other, possibly even more dangerous foe instead. Altering what may come is (in most cases) none of the PCs' concern. Allow events to transpire as they will in your game. The future always takes care of itself.

NOTE: References to locations beginning with a capital letter (e.g., A1 or B3) refer to sites on the route maps that are specific to these adventures. "A" refers to sites mentioned in I7.1, "B" to sites in I7.2, etc.

17.1 THE EMBASSY TO THE DWARVEN KING (T.A. 1640)

During the time of King Báin, the royal court of Khazad-dûm is a hotbed of political intrigue, both from within and without. It is a period of relative peace and prosperity for Durin's folk, and the people have grown complacent. Their wealth steadily increases with no sign of abating, and they have grown fat upon their fortune.

The facade of serenity is just that, however; it does not run deep. The Khazâd are ripe for a change of some sort, and Báin's court is rife with plots within plots. Forces from within his own ranks conspire to unseat the Dwarf-king or, at the very least, usurp his power. Meanwhile, other peoples are searching for an opportunity to exploit this discord.

Meanwhile, Báin sits on his throne, content with the notion that he has done well with all that his lineage has bequeathed to him. Pleased that he has slowly and steadily improved his people's lot, he guesses not that his greedier brethren have become impatient with his stolid, methodical ways. While they accumulate vast wealth, they hunger for even more riches.

Like an unravelling rope, then, it's only a matter of time before the weight of Khazad-dûm's troubles bring true danger to the First House.

ADVENTURE SUMMARY

Party Requirements: A small, wily, racially-mixed party of representatives sent to ascertain the soundness of Báin's rule. These ambassadors are to discover any and all means of influencing the Dwarf-king or, barring that, of overthrowing him.

Aids: Inside information on who wields political and military power in the Dwarven stronghold. Without establishing some sort of contact within Khazad-dûm's halls, the PCs will be at a loss as to how to proceed and will likely find themselves stonewalled at nearly every turn. Conceivably, one member of the party could be a Dwarf from Moria with questionable loyalties. Otherwise, the adventurers must rely on the less-than-trustworthy Falin.

Rewards: The adventurers are not concerned with personal gain. They are trying to advance the cause of their people. The only reward they can expect is the undying gratitude of their respective lieges when they return home. Greedy PCs may find some ways to gain a more personal profit while executing their duties.

17.1.1 THE TALE

King Báin is rumored to have grown complacent in his rule. Some say the reins of power in the halls of Khazad-dûm no longer rest tightly within his grasp. They state that the blood of Durin runs thin in his great-grandson's veins—that Báin is weak and could not hold the Mannish in the face of a real threat.

True, no such threat has arisen for centuries. Much of the talk is spurred by the fact that Báin's rule has never been tested in war or other crises. It could be that this is so because of Báin's ability to work cunningly behind the scenes of Dwarven politics. But many believe the truth is that the King is simply resting upon the laurels of his forebears.

For the first time since the founding of Moria, the security of the Dwarven stronghold is in some doubt. However small that actual doubt may be, it is the most serious to date. Complicating matters, enemies of Durin's folk are curious about the veracity of these rumors. Ambitious foes of the royal family seek to discover if the time to strike against the crown has finally arrived.

The Elves and the few Men of Eregion (along with more sinister forces) would like to develop some influence over the stubborn, xenophobic Khazâd. They seek to calm their warlike neighbors. In doing so, they might preserve the peace that reigns over much of Middle-earth, or possibly even lay claim to some of the phenomenal Dwarven treasures. Unfortunately, few Naugrim hold any interest in outsiders and their schemes.

Nonetheless, a few noteworthy Khazâd have a price. Given enough wealth, even these mostly loyal souls can be bought (or at least rented). Their reliability, of course, is always in question. Adventurers might do well to heed the words of the old Mannish joke about seeking help from the Naugrim:

The first rule is: "Bribe a Dwarf." This is not so difficult to accomplish. All Dwarves love money, and some of them love it above all else. A sweet word can go a long way when accompanied by a bag of gold. The second rule is: "Bribe a Dwarf you can trust." If you are not a Dwarf yourself, there is little chance of accomplishing this. Dwarves are notoriously loyal, but their code of honor often does not apply to outsiders such as Elves or Men. Thus, we come to the third rule: "You cannot trust a Dwarf you have bribed."



Orc Caught
in a Chute-trap





A young Dwarf named Falin, a proud nephew of the Dwarf-king, has sent discreet word to others that he, not Báin, controls the Dwarven war-host. He claims this mastery is based on mutual respect, and attributable to his great success as a young warrior. Underlying this strain among the Naugrim, is a false rumor that Báin's bloodline is somehow in question.

Greedy and short-sighted, Falin has visions of seizing the throne for himself. The youthful war-lord will lend aid to any scheme that will embarrass or undermine the authority of the King. He will even be willing to fund such an attempt personally, although he has gone to great lengths to point out to the PCs' lieges that, should he assume the throne, his gratitude would be worth more than any treasure.

The adventurers' employers have taken note of this fact. Thus, they have initiated a plan designed to bring Falin to power. They have given the PCs specific instructions regarding the situation as they know it in Khazad-dûm. Their intelligence, though, despite Falin's assurances, is woefully inadequate. Put simply, they do not trust the Dwarf and are sending the adventurers to ascertain the truth of his claims.

The PCs' main contact within Khazad-dûm is Grolin, a court jester of sorts who has fallen out favor with the King. Apparently, he insulted the King's wife, Brís, implying that she looked uncannily like Báin. In fact, his assessment was all too accurate, but the Queen found no humor in this remark and persuaded her husband to ban Grolin from the court.

Certain other courtiers have also pledged to side with Falin, should the issue progress so far. Indeed, if the time seems ripe, Falin may use the adventurers to help him overthrow the King or, barring that, undercut his power base so completely that he would remain little more than a puppet. Then, Falin's fingers will control the strings.

17.1.2 THE CHARACTERS

BÁIN

The King Under the Mountain is a wise and learned Dwarf. He wears his long, gray beard forked and braided and tucked into his wide leather belt. He likes to smile, and happiness seems to be his constant companion. This belies the deep wrinkles that crease his face and brow, furrows etched by long days and nights of concern for his people. Still, this is a side that the King rarely shows. To most, he is simply a gracious sovereign.

Considering the warlike nature of his people and bloodline, he is remarkably kind, always tempering his justice with mercy. He is firm in his belief that only in peace may his people truly prosper. Báin holds that the life of each of his subjects is a sacred trust, and he has been charged with its care. In his kingdom, none go hungry or unclothed. All hands are busy, and in the respite from the constant wars that seem to plague the stubborn Khazâd, the arts have truly flourished.

While the halls of Khazad-dûm have grown more beautiful under Báin's guiding hand, the stature of the military has dwindled in the eyes of some. This is true only insofar as it has not been excessively prized by the Dwarf-king, who is lavish with his praises when presented with the beautiful works of his people.

Báin saw enough of war in his youth, and the thought of thousands of Khazâd marching off to their doom sickens him. Were the need to present itself, he would take up Durin's Axe and lead his people in defense of their hearth and home, but he has worked long and hard to ensure that such a thing shall not come to pass.

Some take this as a sign of the King's weakness, but it makes him an excellent ruler, one who always puts the welfare of his people before all else. He is well loved by the general populace.

Unfortunately, some of the noble families fail to share this love. They question Báin's status as the rightful heir of Durin's spirit. Among the younger sons, there is a feeling that, by refusing to lead them to war, Báin has robbed them of the opportunity to win honor for themselves and their lines. What bards will sing of their deeds if their lives are spent at home, sharpening their axes on whetstones rather than on the skulls of Yrch?

Báin generally ignores the whining of such fools. Under his hand, the Khazâd have flourished. The halls of Moria ring with the sound of Dwarven hammers, and with Dwarven voices raised in hearty song. He is happy with his wife, whom he loves very much, and he is pleased with his children and their progress.

FALIN

Falin is a relatively young Dwarf. He wears his golden hair long, and he stuffs the end of his beard (in a single, intricate braid interwoven with strands of pure mithril) into his belt. As a rule, he wears blue, a color he associates with the legendary Dwarven heroes of the past.

Falin is considered handsome, and nearly any female Khazad would consider him quite a catch. Although he has yet to marry, he has many prospects. The youthful warrior absolutely refuses to settle down until he has managed to meet his goal of leading the Dwarven army into battle against some worthy foe.

To this end, Falin quickly worked his way up through the ranks, until he was named a general of the Khazad army. Báin appointed him as one of Hadrond's three Unit-lords—unaware of Falin's true purpose. As it is, the Dwarf-king remains blissfully unaware of the "asp he holds in his pocket."

Once confirmed as a Dwarven war-lord, Falin set about breeding dissent with the King. Soon, he had most of the younger leaders dissatisfied with their lot in life. They became resentful of the fact that Báin had never given them a chance to prove their mettle as warriors. Falin used this discontent to encourage over a dozen of Khazad-dûm's twenty-one Attack-lords to swear fealty to him instead of the King Under the Mountain.



Building up his power base has been a slow and onerous task, but Falin has taken to it well. He has been careful never to broach the subject of a revolution with someone that has not actually sworn to follow him. The numbers of his followers are growing, and his popularity among the younger soldiers has soared over the past few years. Still, he is not yet ready to strike.

Although hungry for power and the glory of battle, Falin is not willing to let his ambition blind him to reality. The other two Unit-lords and the older Attack-lords are unswervingly loyal to Báin. Should he make a move against his liege, Falin cannot guarantee that the Dwarf-levy will take arms on his behalf. After all, he is asking Dwarf to raise hand against Dwarf and, while such battles are not unheard of, they are hardly undertaken lightly.

Falin is a charismatic Dwarf, not dour and distant like many of his older brethren. He is given to laughter and song, and he buries deep his brooding need for power. It is hard not to like him, and there are many who think that he would make a good ruler. Falin, of course, has little legitimate claim to the throne, but with the power of Khazad-dûm's army behind him, there are few who could gainsay him effectively should he manage to overthrow Báin.

GROLIN

Grolin is a young, vain Dwarf with a chip on his shoulder. Son of a minor noble family, he has long enjoyed the good life, his by birth-right, and his fall from the King's favor has badly bruised his substantial ego. He now bears a grudge against Báin.

A handsome Dwarf, Grolin makes no pretense of being a warrior, or even much of a worker, and he wears his auburn beard long and free in open defiance of style and good sense. He brags that the tip of his beard has never met the inside of his belt. A number of young Dwarves emulate this style, but even they tuck their beards into their belts when working. Fashion can only be taken so far.

For many years, the handsome youngster was a favorite of the King. Always quick with a witty word to set the royal court laughing, he was the toast of almost every social event of any import. He was constantly in the company of the most powerful members of Moria's society, and a number of extremely eligible young Dwarven women pined after him.

If Grolin has a weakness, it is that he thinks even better of himself than do those that worship him from afar. His ego is quite swollen and, although he is unusually thick-skinned, when someone does puncture his pride, Grolin becomes quite vengeful. That, along with his taste for ale, was the cause of his undoing.

His life of fame and luxury ended suddenly one night, after Grolin had enjoyed one mug too many. While attending a great dinner, he stood up and recited a witty poem to the royal couple—a limerick he conjured on the spot. Unfortunately, drink clouded his judgment, and stuck for a rhyme, he inserted a couplet insinuating that the King and Queen looked enough alike to be twins.

While the King viewed this slip of the tongue good-naturedly, the Queen took instant offense. She demanded an apology from Grolin. Taken aback for a moment, Grolin protested that he had done nothing wrong and attempted to extricate himself from his predicament with waggish deprecation. Brís grew even more incensed at the fact that Grolin would try to make her look the fool in front of the assembled guests. At her behest, the King banished Grolin from the royal court.

The King accorded Grolin the opportunity to return to the court's good standing by making an earnest and public apology to the Queen. Unable to swallow his hubris, Grolin refused. And so his wrath at being (at least from his point of view) unjustly barred from the court has festered and grown.





Grolin is seething with a need to revenge himself on Brís, a woman he sees as entirely lacking in a sense of humor (an accurate assessment, at least when it comes to her looks). To do this, he is willing to bring down the line of Durin. To this end, he has allied himself with Falin.

Grolin knows every Dwarven noble by name, and many of them consider him a friend. He feels certain that, given the questions about Báin's birthright, he could bring a number of them over to Falin's side should open rebellion befall the kingdom. In truth, most of these folk agree that the King handled the situation properly and that Grolin should simply apologize. Few share this opinion with Grolin, and those who do so have earned his undying enmity.

BRÍS

Although born in an excellent line, Brís' ascension to the throne was something of a surprise. Hardly a beauty, even by Dwarven standards, as a girl she despaired of ever finding a husband, much less one destined to become the King Under the Mountain. Her story gives hope to Dwarf-maids all across Middle-earth.

Having resigned herself to a life free of matrimonial bliss, Brís turned to the healer's vocation. Unapproached as she was by male Dwarves seeking a mate, she was able to concentrate entirely on her studies. She proved an excellent student, always atop her class. Once she finished her apprenticeship, she labored at research of her own and won renown far and wide as the greatest of living Dwarven healers.

So it was that when Báin was struck down by an Orcish arrow in a battle of his youth, he was brought to her by his father, Durin III. Báin lay close to death for many days, but Brís labored day and night until he emerged of danger. As the arrow had been poisoned, Báin spent many weeks convalescing from his wounds. Brís cared for him throughout the travail, and it was she who reinstated him to full health. The two spent many hours together, Báin spinning tales of his family's past and Brís bringing him news of the happenings throughout his father's kingdom. In time, they wove a strong friendship, and this sentiment eventually blossomed into love.

When Báin announced his betrothal to Brís, he broke the heart of many a Dwarven lass who had designs of their own on the Crown Prince. Still, his choice met with strong approval from his family. Although lacking in physical beauty, no one questioned the goodness of Brís' heart, and the royal family welcomed her into their fold with open arms.

The years, however, have not been kind to Brís. What little comeliness she ever enjoyed faded long ago. While generally as sweet and engaging as ever—possessed of a sharp wit and a keen eye—Brís is increasingly sensitive. It may seem hard to get on her bad side, but it can be done in two ways. The first is to insult her husband. The second is to disparage her plain look.

Grolin is not the first Dwarf banned from the court for incurring Brís' wrath. Nevertheless, it has been a long time since anyone has displayed such poor judgment as to insult either member of the royal couple in the Queen's presence, even in jest. All of the others have long since apologized and been reinstated to their positions within the court. Only Grolin is too stubborn to admit the error of his ways.

While it deeply bothers Brís that she could be the cause of another's pain, she is not prepared to recapitulate. She will have an apology from Grolin, or his banishment will continue indefinitely. She has no idea of the intensity of the young Dwarf's anger and to what it may drive him; and even if she did, it likely would not change her mind.

17.1.3 THE SETTING

Locations used in this adventure include the East-gate (#9), Falin's home (near the Northeast Hold [#26]), the Throne Room (#54a), and the West Gathering Hall (#6). As gamemaster, you need to be as familiar as possible with these places. Their placement within the halls of Moria will dictate the flow of action.

17.1.4 THE TASK

The adventurers are to enter Moria as ambassadors from their respective peoples. They must gain an audience with the King and size him up as a foe or a patsy. They will need to talk also with Grolin, who will introduce them to Falin. The challenge is to maintain good relations with all until it is time to choose sides and act, of course, to stay alive until then.

17.1.5 THE ENCOUNTERS

The following encounters outline how Falin's plot to become the next King was hatched and begins to unfold before the PCs. Its up to them to decide with whom they should side in this civil war. The only way they can lose is by choosing to oppose the winning faction. In that case, their punishment will be horrible indeed. If they make the right choice, however, they will have earned a strong foothold within Khazad-dûm for their peoples.

ENTERING KHAZAD-DÛM

When the adventurers finally reach the East-gate after riding or marching through Dimrill Dale, they are greeted by a unit of well-armed, elite Dwarven guards. Unless the PCs took special precautions, the Dwarven lookouts spotted them long ago, and the guards are waiting for them. The warders challenge the PCs, inquiring what business they might have in Moria.

If the PCs tell the truth—that they are ambassadors from distant lands—the leader of the guards inform them that the Khazâd are already in receipt of their liege's missives. The Dwarves have been expecting them for some time, and King Báin is eager to speak to them after they have had a chance to recover from their long journey.

The Attack-lord in Azanulbizar is an older, battle-scarred Dwarf whose name is Bwalin. He personally leads the adventurers to their quarters nearby in the First Level. (See AI on the Route Map.) They lie close to the northern passage to the Second Level (#12). This keeps the visitors close to the gates. Should trouble start, the Naugrim will hardly want strangers involved; and out on the fringe of the city, they are less likely to be able to do any mischief. Also, by Falin's design, they are nearly directly beneath the Northeast Hold (#A2) and the disloyal Unit-lord's chambers. This will make it easier for him to communicate with them later.

The visitor's quarters are large by Dwarven standards, but most non-Dwarves will find them barely sufficient. Anyone with claustrophobia may harbor some discomfort. Still, these quarters are larger than those that most of Moria's citizenry enjoy.

Once the PCs have been ensconced in their rooms, Bwalin informs them that they are not to wander Khazad-dûm without an escort. If they do so, they may be mistaken for invaders or spies and killed by an overzealous Dwarf-guard before they can manage to protest their innocence. He gives them a brass gong to ring if they need anything and invites them to make themselves at home. Meals will be brought to their room, and the King will see them on the morrow.

Should the PCs object to this arrangement, their protestations fall on deaf ears. Bwalin is not happy about their presence within Moria and is not concerned with keeping his sentiments hidden. He posts two guards at the door to their chambers. He tells the adventurers: *"They are here for your own protection."* The guards are stolid and uncommunicative, and they are relieved in two-hour shifts.

MAKING CONTACT WITH GROLIN

The first thing the adventurers need to do is contact Grolin. If they can manage it themselves, so much the better. Grolin and Falin will be impressed at their resourcefulness. Otherwise, Grolin eventually will initiate contact himself.

That night, after the adventurers have eaten their evening meal, Grolin comes calling to their door. The guards recognize him and give him leave to enter. He closes the door solidly behind himself and greets the PCs with a wide smile.

He then fills them in on the situation as it stands, noting that Falin feels that he has sufficient support to make an actual bid for the throne. All he needs is some sort of catalyst to force the Dwarven people into action. Until then, nothing will happen. Grolin remarks that he is glad to see that they made the trip safely. Of course, he knows that whatever dangers they may have encountered on the road will pale by comparison to the coming revolt. Should the halls of Khazad-dûm ring with the noise of a war pitting Dwarf against Dwarf, no one—especially the PCs—will be safe.

"No birth is without blood and pain," says Grolin. *"If the kingdom is to be reborn, there will be much of both."*

Grolin tells the PCs that he is to be their liaison with Falin. If they wish, he will bring them to see the rebellious war-lord that very evening. Smart PCs may realize that to be seen speaking with Falin will likely imply, at least to onlookers, their support of his faction. They may wish to guard against this impression. If so, they may decide to defer the meeting. In such case, Grolin will tell them that Falin will not be happy about the denial of his request. He reminds the adventurers that, if they are not careful, they will find themselves in the *"new government's disfavor."*

MEETING FALIN

If the adventurers decide to meet Falin right away, Grolin takes them up to the Northeast Hold (A2). The guards question him as the party leaves their quarters, but he will remind them that, although he has been banned from the court, he is also a noble. He is well within his rights to escort these guests of the kingdom through the halls of Khazad-dûm. Reluctantly, the guards relent.

When the adventurers reach the Northeast Hold, they notice that everyone is staring at them. Outsiders are somewhat rare in Moria, and the elite Dwarven warriors that call this area home are more than a bit troubled about hosting emissaries from powers with whom they may someday be at war. One and all, they pointedly refrain from greeting the newcomers. They are not, however, openly hostile.

Moments after the adventurers arrive in the Hold, Falin walks into the room and greets them loudly and happily, stating that he hopes that they can advance the cause of peace and friendship between their peoples. He is hoping to impress upon those watching them that he has the power of the PCs' peoples behind him, and he succeeds fairly well. He then ushers the adventurers out of the main chamber and into his nearby chambers.

Therein, Falin shows his guests to some comfortable chairs and draws each of them a flagon of ale. Once they are comfortable, he broaches the subject of forming an alliance with him against the King.

If the adventurers protest that they have yet to make up their mind who to support, Falin cautions them against waiting too long to decide. Events are in motion that cannot be slowed or stopped to accommodate their indecision.

If they ask him why they should throw in with him and not Báin, Falin spouts a long tirade about recapturing the faded glory of the Dwarven people. Eventually he sees that he is boring his guests, and he stops, begging their pardon for his long-windedness. He informs them that Báin may not be King much longer. If they promise him their support now, he will not forget it in the days to come.

After a while, Falin notices that it is late. Since the PCs have an audience with Báin in the morning, Grolin escorts them back to their quarters. He tells them that he will arrange to meet with them again before too long and bids them a good night.





MEETING THE KING

The next morning, after the adventurers have breakfasted, Bwalin arrives at their door. He then accompanies them to the Throne Room, where Báin is awaiting their presence. The old Attack-lord makes no comment about the PCs' meeting with Falin, although news of it has already spread throughout the mountain. He simply does his job.

He leads them down to the Seventh Deep and into the Throne Room (#54a). Báin and Brís are there, seated on the dais in the center of the room. They are dealing with a matter of two Dwarven brothers caught brawling in the West Gathering Hall (#6). The two apparently were trying to decide which of them had the right to court a young Dwarven lass, and the discussion, helped along by the copious amounts of mead they had consumed, turned to blows. Brís whispers something into the King's ear, and he nods appreciatively. He then informs the two that neither of them is to approach the young woman again unless she should come to them first. By that they should know the choice between the two of them was not theirs, but hers.

When this matter is concluded, the royal couple rises and greets their guests with all the pomp and circumstance due the ambassadors of friendly foreign powers. Báin informs them that Brís has scheduled for a feast that evening in their honor. He tells them that he hopes this is the start of a long, peaceful and prosperous relationship between their peoples, and he hopes that they can be friends, as large friendships between nations are founded on smaller friendships among their citizens.

Báin is a courteous and gracious host. He answers any questions the PCs have (within reason, of course) in as straightforward a manner as possible. The Dwarf-king invites them to tour the halls of Khazad-dûm during their visit, and he assigns Bwalin to them as a permanent liaison. Strangely, this new assignment does nothing for the dour veterans demeanor. Báin then dismisses them until the evening banquet.

If the PCs wish to talk privately with the King, he bids them speak openly, for there is nothing he would not share with his people. If they mention Falin's words of treachery, he tells them that while he was aware of the young Dwarf's ambition, this sort of troublemaking is inexcusable. He will deal with the warrior tonight, following the feast, which he does not want to spoil with internal squabbles.

THE ATROCITY

The feast is held in the West Gathering Hall (#6), and it is something the likes of which the PCs have never seen. The food and drink are the finest the kingdom has to offer, and delicacies of all sorts aplenty. As the meal finishes, Báin rises to offer a toast to his welcome guests.

Before Báin completes his thought, a messenger from the gates darts into the hall with horrifying news. A cart-train of Dwarven traders has been massacred in the distant foothills of Eregion. They were returning to Moria, loaded with essential goods, when they were ambushed. Amazingly, the arrows found piercing the victims' bodies are of Elven make. (Feel free to choose another people at fault, if one of the PCs hails from a nearby Elven community.)

At this news, Falin leaps to his feet and immediately volunteers to take a force to hunt down the killers and bring them to justice. He vows to capture some Eldar in retribution for this atrocity.

Báin refuses to permit Falin to carry out his plan. Instead he counsels caution. By the light of day, the matter may be more clear. An expedition will leave the next morning to investigate.

Falin walks out of the hall in disgust. Other Dwarves follow him. The affair resumes, but its festivity has been greatly dimmed. It breaks up early with the King's regrets, and the PCs are escorted back to their rooms.

That night, Grolin comes to the PCs quarters to warn them that time is running short. They had better make their choice, for the revolution will begin soon.

THE MORNING AFTER

The point of decision is at hand. If the PCs wish, they may go and investigate the massacre site themselves, with Bwalin as an escort. When they arrive, the bodies have already been carted back to Khazad-dûm, to be placed in their respective family crypts. The charred frames of the small, sturdy wagons are still there, but they offer few clues. Arrows litter the ground, and they appear to be of Elven make. Any Elf, though, should be able to spot that they are actually excellent fakes. (Note the PCs' fletching skills.)

In truth, a party of Dwarves armed with bows ambushed the caravan, killing everyone in the cart-train. This sordid operation was executed under Falin's orders. He supplied the incriminating arrows, and he fomented the intra-tribal feud that resulted in the Dwarf-slaying. The crime was designed to force the people to perceive the King as too weak to rule, as Falin believes. The traitorous war-lord knows the King will be hesitant to commit his people to a new war with the Elves. Falin plans to take advantage of Báin's calm policy to whip the people into an unreasoned frenzy, one he hopes will carry him all the way to the throne.

The PCs must now decide which side to support. Will they back Falin in his bid to be King? If they do, they will certainly win their peoples a friend, but can they depend on one who will so easily resort to such base treachery? Or will they reveal Falin's plot to King Báin? While this will certainly erode Falin's power base, it will not stop him from making a last, desperate effort to overthrow the Dwarf-king. At this point, he is far too committed to turn back. He knows that to capitulate now would mean death with dishonor. Falin prefers to go down fighting.

REVOLUTION

That evening, as the halls of Khazad-dûm grow quiet for the night, Falin launches his coup no matter what the PCs have decided. The events that follow are largely up to you, the GM, and what sort of campaign you are running.

Do you want a new King Under the Mountain, one that will eventually wage war against his neighbors for the sheer glory of it? Or do you prefer to stick with the more subtle political machinations that take place in a time of peace, as Báin's rule will provide?

Either way, the direction the adventurers take will have a great impact upon the outcome. This is not so much due to the PCs' personal power as it is to the powers they represent. After all, if they fall in with Falin, many Dwarves will take this as a sign that Báin's time has passed.

Of course, if they reveal Falin's treachery, or even if they simply side against him, the PCs will deeply undercut the power-mad Dwarf's support. Nearly all the rebel Naugrim will abandon their plans to support Falin and take up arms to defend their King.

This does not mean that whichever side the PCs join will automatically prevail. Should the adventurers ally with Falin, you can be sure that Báin will not go down easily. And even if they reveal Falin's plot, many Dwarves will remain reluctant to take the word of a bunch of foreigners over that of one of their own Unit-lords.

It is even possible that the revolt will evolve into a climactic battle between Báin and Falin on the floor of the Throne Room. The PCs can play a more decisive role in deciding the battle by fighting for their choice.

17.1.6 EPILOGUE

Once the dispute is resolved, the fate of the PCs will largely depend on whether the faction they supported won or lost. If they chose wisely, they will have earned a great and powerful friend for their peoples. They will be feted and honored above all other outsiders for their service to the Dwarven crown. When they return home, they will be regarded as folk of great renown, and honored by their own peoples.

If they chose poorly, their peoples will have the Dwarves' undying enmity. The PCs will be lucky to escape with their lives. Even if they do, they will be hunted all the way home. Then, they might even find themselves unwelcome there.

17.1.7 VARIATIONS

If the PCs happen to be a party composed entirely of Dwarves or individuals proven friendly to the Khazâd, they may instead attempt to shore up the weak spots in Báin's rule. They could work as double agents under the King's orders to ferret out any and all forces hostile to his rule. This could obviously mean Falin, but it might also involve dealing with a party very much like the one for which this adventure was written.

When the endgame begins, the PCs will have most of Hadrond on their side. Nonetheless, they should avoid revealing their true allegiance until after they have uncovered incontrovertible proof of a conspiracy against the King. Otherwise, their effort may likely be for naught. If the accused are outsiders, the PCs' word will be taken over theirs, of course; but if they denounce Falin without solid evidence, the noble will be able to wield his influence to escape persecution. In that case, the PCs will be useless thereafter as spies.

Whether they succeed or fail in pressing their charges, once they reveal themselves as spies, the PCs will have gained some powerful enemies. They had better have gathered enough evidence against the perpetrators to ensure that these folk will be dealt with harshly, lest the adventurers find the full force of their foes' wrath focused on themselves.

17.2 A MISSION TO STEAL (T.A. I640)

The riches of Khazad-dûm are beyond measure. It is by far the richest city in Endor. So it is that, over the years, many have undertaken secret sorties into the Dwarven halls. Most fail, the participants disappearing altogether in quiet ignominy. Only a notable (and legendary) few of these expeditions have actually succeeded, the deeds hailed by professional thieves. Any Khazâd, of course, vehemently curse such plunderings.

Word has come to the adventurers via a reputable source that certain disaffected Dwarf-guards covet a special share of Hadrond's vast wealth. Should members of a thieving expedition provide them with a portion of the plunder, they appear willing to look the other way. Their source also assures the PCs that he can make any arrangements necessary for a safe, silent entry into Khazad-dûm.

ADVENTURE SUMMARY

Requirements: The courage and tenacity of a lion, or madness in the blood. Only experienced, well-armed characters should even consider attempting this nearly suicidal mission.

Aids: Sketches or knowledge of the Levels and Deeps is essential. Such can be provided through the PCs' contact (Heol). Even so, without inside help from traitorous Dwarves, the task would be impossible.

Rewards: 10% of everything the adventurers can lay their hands on. Of course, if they get greedy, they can always try for more.





17.2.1 THE TALE

Gáin, a captain of the Khazad guards, has spent too many years protecting Moria's glorious treasures. He now thinks of the wealth as his own. After many decades of foiling plots aimed at parting the Dwarves from their treasures, he has hatched one of his own.

He has made a contact with an outsider—Heol of Maethelburg—whom he has reluctantly decided to trust. (It is Heol who contacts the PCs about the job.) Gáin hopes to commission a strong and brave party to enter the city and steal one of the kingdom's greatest prizes: the Three Axes of Azaghâl. The trio of axes lie hidden in a shallow lake on the Second Level, in a room aptly called the Chamber of Axes (#27).

Gáin also wants a share of anything else the PCs manage to find. This might translate into quite a fortune, given that treasure is scattered throughout Moria. The greatest concentration of this wealth can be found in the King's bedroom (#54c) and the royal armory (#s 54d, 54e and 54f). Extremely well guarded, no one has ever pilfered these chambers.

Gáin believes that, with his assistance, the PCs might succeed where all others have failed. He speaks of an arrangement with the guards, who will remain occupied while the PCs make their assault on the heart of the Dwarven stronghold. All he wants in return is 90% of the booty.

17.2.2 THE CHARACTERS

Although only two characters are listed below, there is very good chance that the adventurers will also encounter several others during the course of their raid—especially members of the court of the First House of the Naugrim. (See Section 17.1.2 for a description of the King and Queen Under the Mountain, as well as notes about their court.)

GÁIN

Gáin is an old, pale-skinned Dwarf who hails from a long line of trusted guards. These warders traditionally keep Khazad-dûm's valuables safe from any outsiders. Wrinkled and wizened, Gáin wears his long beard forked and braided. He tucks the ends into both his belt and the tops of his boots. He is also noted for the long, distinct scar over his left eye, an almost-white mark he sustained long ago in the King's service.

This wound apparently rattled Gáin's brain, for he has never been the same since the day of that battle. Because he was injured in a noble pursuit, he was promoted to a Guard-warden's rank and charged with an honorable task: the keeping of the King's treasures.

Having slowly become unbalanced, Gáin now counts the treasures that he has guarded for so many long nights as his own. He resents the fact that the King treats these objects as royal property. After all, Gáin has long since earned them all and more through his valorous service. One dark night, while standing watch over the treasure horde, an idea came unbidden to Gáin's mind, and ever since it has remained uppermost in his thoughts.

Gáin entertained a plan to make the vast treasures of Khazad-dûm his own. He is particularly fond of the Three Axes of Azaghâl, a valiant Dwarf from ancient times from whom (for no reason besides his madness) he believes he is descended. He has determined that the weapons shall belong to him and no other.

To that end, he has contacted a person on the outside who has arranged for a band of thieves (the PCs) to break into the halls of Moria and spirit the axes away, along with whatever else they can carry. Although Gáin is asking for 90% of what the PCs acquire, he feels it is only just, since he is taking a tremendous risk in betraying his King. He has no doubt that Dwarven blood will be spilled by the invaders in the course of their mission, but that is an eventuality that cannot be prevented, sad as it might be.

FRÚIN

Frúin is the youngest of Gáin's grandchildren. His beard barely reaches the top of his belt, and then only if he hunches over. He makes up for his youth, though, by being utterly duplicitous.

A greedy creature, Frúin walks around with the glint of gold in his eyes. Two years ago, his grandfather arranged for the lad to work beside him as a guard of the Khazad's treasures. Since then, his only thought has been making off with as much of the collected wealth as he can possibly gather.

While much younger than Gáin, Frúin is more than his grandfather's equal in treachery and deviousness. Although Gáin believes that the idea to rob the Dwarven horde is his own, it was planted in his head by his grandson. Frúin is more than happy to allow the old warder to believe he is the mastermind behind the plot. That way, if something untoward should occur during the raid, Frúin can deny all knowledge of the scheme. He plans to blame the entire affair upon a deluded old Dwarf's fevered dreams.

Whenever he gets his way, Frúin is a pleasant, almost oily Dwarf; however, when matters turn against him, his manner turns surly and hostile. He has little or no sense of honor. Frúin always pushes any advantage he has to its outer limit, and he is not above using horrible and cruel means to satisfy his ends. This amorality enables him to hatch his nefarious conspiracies. It is a trait that becomes painfully obvious whenever he manages to get an upper hand.

17.2.3 THE PLACES

This adventure focuses on the West-gate (#1), the Chamber of Axes (#27) and the King's bedroom and the royal armory (#54c-f). Naturally, as the PCs wander, they may visit other sites—especially along their eastward descent. Here again, a familiarity with the layout of Moria will reap benefits in time saved during a game session.

17.2.4 THE TASK

The adventurers hope to sneak into Moria via the West-gate. There, Gáin and Frúin wait to greet them. (By the time of this initial rendezvous, the Dwarves have disabled any guards.) From there, the party proceeds through the tunnels to the Chamber of the Axes. Once they have the axes in their possession, they can seize any additional treasures they can carry. If they wish, their traitorous Dwarven companions leads them down to the King's chambers where the greatest of the Dwarven riches are stored.

Along the way, they risk discovery by loyal Dwarves at nearly every turn. They must be ready to kill any and all that find them as quickly and as quietly as possible. Otherwise, they will surely bring the collective rage of a mountain full of Khazâd down upon their heads. If this happens, their chances of escape are next to nothing.

The hazards are many, but the potential rewards are phenomenal. Even the meager 10% share promised by Gáin equate to wealth beyond the PCs' wildest dreams. If they are caught, however, they face awful sanction. Punishment is invariably swift and terrible.

17.2.5 THE ENCOUNTERS

Assuming the PCs choose to accept this most dangerous of missions, they may experience a relatively fixed chain of encounters. These rendezvous may occur in a different sequence, and the GM should feel free to add any new encounters suggested by preference or happenstance.

As always, you should use the Master Encounter Chart to determine if the PCs experience a random encounter while marching through the halls of Khazad-dûm. Use the listed percentages for encounters during the day. Halve the percentages for travel at night, when most of the Dwarves are fast asleep. If necessary, Gáin should be able to provide the PCs with a safe location in which to hide during the day; if the PCs are discovered, such a hide-out will be of little benefit to them. When a roll indicates that the PCs have an encounter, roll on the table as usual. Treat any trap results normally.

If Gáin or Frúin accompanies the PCs, though, they should be able to circumnavigate mechanical hazards with ease. Results that list an Orc Patrol should be interpreted as an equivalent patrol of Dwarves. If the result indicates the Balrog, the PCs have stumbled across the King himself, along with his royal retinue of courtiers. Any other result means that the PCs have encountered 1-3 Dwarves traversing the halls or busy at work.

With cunning, Gáin and Frúin may be able to double talk their way through most encounters unless the PCs do something unwise. Gáin is not skilled at making excuses, and there is a good chance (01-30) that a group of encountered Dwarves will not believe any story he tells them. Frúin, on the other hand, is a consummate liar. There is only a light (01-05) chance that a random Dwarf will discern the untruth.

THE WEST-GATE

Gáin provides the adventurers with a rough map of Moria, along with the answer to the ithildin-inlaid riddle on outer surface of the West-gate. The PCs should approach the door on a moonlit night. If so, they can read the inscription on the door. (See Section 10.1 for more about Moria's Outer Doors.) Should the PCs then say "mellon," the door will open and they will be able to pass through it into the halls of Khazad-dûm.

Once inside, they are met by Gáin and Frúin. Gáin is exceedingly nervous, but he covers his trepidation with a gruff demeanor. Frúin is as friendly as can be expected under such circumstances. He seems to regard the entire affair as a rather casual endeavor.

As they lead them the way from the gate into the Western Entry Hall (#2), the two Dwarves caution the PCs to be silent. The party then begins the long march across through the base of the mountain.

The traitors walk in the lead to guide the PCs around any traps in their path. If the party encounters any other Dwarves in the tunnels, Frúin steps forward to talk with the newcomers while Gáin hustles his charges into a nearby hidden alcove or along a secondary path. Eventually—probably sometime in the early morning—the group should reach an area outside the West Gathering Hall (#6). At that point, the traitors guide the PCs to a nearby hideaway where they are to remain until the following evening.

Gáin and Frúin leave the PCs to wait in the secret room, sealing the door behind them. As long as the PCs remain hidden, nothing threatens them: the place of concealment is well hidden and off the beaten track. If they decide to set out on their own, their intrusion will be discovered before long.

THE CHAMBER OF AXES

The huge Chamber of Axes (#27) is a spectacular hall. Although usually vacant throughout the night, it is grand and beautiful. A long, shallow lake that dominates the cavern. Its depth never exceeds twenty feet. The wide Axe Bridge that crosses the subterranean mere stands only five feet above the water's surface. This marvelous causeway is over thousand feet in length. Unfortunately for the PCs, Gáin informs them that their quest for the three axes requires them to halt in the middle of the bridge, where the party will be most vulnerable.





A raised, submarine ridge lies directly beneath the bridge; beneath the causeway, Axe Lake is barely fourteen feet deep. At the midway point of the Axe Bridge, one or more of the PCs must strip down and dive into the frigid waters to search for the treasures hidden beneath the lake's silvery surface. While the PCs can dive into the water from the bridge, getting out is another story. The pylons that support the causeway's weight are hard and smooth and covered with a slippery slime that makes them nearly unclimbable. The PCs' best bet is to send one or two divers into the water while the others wait to haul them up with a length of rope.

Although Gáin has a general idea of where the axes rest, he has never seen them himself. In fact, no one has seen the weapons in several lifetimes. Still, he is certain they are still there. It's just a matter of patient searching.

Each time a diver goes into the water, he or she has a slim (01-02) chance of finding the stone chest in which the axes are stored. Magical means of detecting magic and precious metals can increase the probability (to 01-10) of finding the cache. The whole exercise may take hours. A single dive takes about ten or fifteen minutes, and the water is so cold that a diver can only spend a half hour in the water before hypothermia begins to take its toll.

If this seems excessively difficult, remember that no one has ever found the three Axes of Azaghâl. Then again, until tonight no one had ever made much of an effort. Most folk respect the past, as well as the dangers involved in fleeing Moria with such a prize.

Given enough time, the PCs will eventually find the stone chest. It lies along the northern face of the chamber (#BI), significantly farther from the bridge than Gáin had guessed. Of course, once they find the repository, their task has just begun.

The chest is sealed with mortar. It is too heavy to lift out of the water, and it requires almost a half an hour to unseal. Beneath the seal, the PCs find that the chest is also locked. Picking the lock underwater in the dark is an Absurd (-70) maneuver. Luckily, the PCs can try as many times as they like.

Opening the lock should only be a matter of time. Of course, time is what the PCs are fighting here. Eventually, someone may enter the chamber and wonder why a group of outsiders is swimming in the lake.

Assuming the adventurers succeed in opening the chest, they uncover three of the Khazâd's most valued treasures—the Long, Night, and Stone Axes—as well as a large bundle of gold wool worth over 50 gp.

THE KING'S CHAMBERS

Once they have acquired the axes, the PCs may be inclined to take an even more insane risk and attempt to rob the King himself. Although attempting such a feat borders on lunacy, the potential rewards are unbelievable. Adventurers emboldened by a successful capture of the Three Axes of Azaghâl may find such a target tempting. After all, everyone always said the hardest part of the job would be getting into Moria. Now that they are in, they might as well make the most of it.

See the description of the King's chambers for details about the locations of his valuables. If the PCs decide to make their assault at night, the King is asleep. His chambers, however, are always well guarded, and not only by the listed traps.

A full unit of Dwarven guards (enough to be a problem for the party) stands vigilantly at the doors to the King's bedroom. Similarly, sentries are stationed in the throne room, as well as each of the rooms of the royal armory.

It's up to the PCs to fashion a plan of attack. If they are wily, swift, and lucky enough, they may actually escape with some of the greater treasures. Of course, if even one Dwarf starts yelling and calling an alarm, the PCs will be in for the race of their lives. The odds of getting out of Khazad-dûm before being captured or slain suddenly shrink.

ESCAPE

There is an excellent chance that the PCs will eventually be spotted by someone who refuses to be persuaded by Gáin's and Frúin's lies. If the PCs do not kill or disable these skeptical Dwarves right away, the Naugrim will call a general alarm. Then, five bells sound, and the formerly quiet halls of Khazad-dûm resound with the stomping of Dwarven boots. The Outer Doors close, and the hunt for the intruders begins.

Word spreads quickly through Hadhodrond. Within minutes, the sleeping Dwarves throw off their drowsiness and hurl themselves into action. They embark on a room to room search, and rest not until they have captured the intruders and brought them to justice.

Can the PCs figure a way out of the mountain? Without the alarm, Gáin and Frúin could have smuggled them through the West-gate without any problems, but now the traitors can do the PCs little good. Unless they feel confident about assaulting an entire unit (or more) of elite Dwarven warriors, the adventurers should start considering more desperate measures.

If the PCs are lucky, the traitors will be able to ensure that the gates to the PCs' chosen escape route are not closed by zealous Dwarves. If not, they might think to dash to the east side of one of the Levels in an effort to find a window or a cistern through which they might escape. This in itself is no mean feat, for the narrow apertures are designed to prevent passage. (See Sec. 9.2.)

Of course, leaving the mountain via one of these alternative methods will likely drop the adventurers from the frying pan into the fire. Once outside, they will have to scale the side of the mountain to get to the valley floor far below. Doing so may involve running into hostile beasts, and, if they take too long or choose the wrong way, they may encounter even more hostile Dwarven patrols hunting for them high and low.

THE BETRAYAL

If at all possible, Frúin sticks with the PCs to the bitter end. He might even leave his grandfather behind, to cover the rear while the adventurers make their escape. Before allowing their flight, though, Gáin insists on setting up a rendezvous point. Selecting a place to meet at as soon as they can all get free, Frúin chooses a little cave in the hills west of the mighty Redhorn (#B2).

Should the party escape Khazad-dûm, Frúin takes the first opportunity to steal as much of the booty as possible and sneak off in the night. He has no intention of letting the PCs get away with even a small portion of the Khazad wealth. Frúin might even knife them all in their sleep, so that they cannot track him down. At the very least, he does his best to hamper their efforts to follow him (e.g., by stealing their boots).

Frúin plans to head into the hills and make his way south toward Dunfearen (Dunland). He hopes to earn fame and fortune with the mighty weapons he now possesses.

Meanwhile, if the PCs so desire, they can try to find the cave where Gáin is waiting. There, Gáin immediately demands to know what they have done with his grandson. The old Dwarf-warrior had no knowledge of Frúin's plans, and he prefers to believe the PCs have killed him rather than accept the truth. He realizes he cannot defeat them all, though, so he tries to escape as soon as possible.

17.2.6 EPILOGUE

Whether the adventurers succeed or fail, they face a great deal of trouble. Assuming the adventurers attempt anything other than stealing the Three Axes of Azaghâl and leaving without being noticed, their actions attract Báin's attention. The Dwarf-king offers a tremendous reward for the thieves' heads. Báin takes special care, however, to issue his call quietly and diplomatically. Only Dwarven bounty hunters will undertake the quest for revenge, for the Naugrim must obscure the fact that Khazad-dûm proved vulnerable to a robbery.

For the rest of their lives, then, the PCs face the Khazâd as foes. If their faces were never spotted, it may be a long time before they are caught; otherwise (particularly if they let Gáin get away to tell the King that the adventurers had put him under a spell) they should be afraid to show their faces anywhere Dwarves might appear or enjoy influence. After all, if word gets back to Báin that the thieves have been located somewhere or that the treasure has turned up in someone's possession, he'll send forth Dwarven assassins. These able Naugrim will try to make an example of any PC they can find.

The flip side of all this is that the PCs may be rich (unless, of course, Frúin got away with all the loot—but that is another story). In such case, they can enjoy their wealth. It may only be a matter of time until the Dwarves find them, but they can bide that time in splendor.

17.3 THE EXPLORATION EXPEDITION (T.A. 3000)

Balin is one of the thirteen Dwarves that employed and accompanied the Hobbit Bilbo Baggins on the quest to free the Lonely Mountain from Smaug the Dragon. Afterwards, he returned to Moria with a small group of his people to see if the halls of Khazad-dûm could be reopened and reoccupied by the Naugrim. At first, matters progressed nicely. The Dwarves managed to establish a camp in the upper Levels. This foothold eventually broadened into a small town.

When they decided to delve into the Deeps, though, they reawakened the Balrog—Felyashono—Durin's Bane. The Balrog delighted to find fresh flesh upon which to dine, and quickly exacted a horrible price from the terrified Naugrim. Although they made a valiant stand in defense of their ancestral home, Balin's people eventually perished. The Balrog annihilated the entire Dwarf-host. Thus Balin, the latest King Under the Mountain, died with his dream.

Of course, word of this tragedy was long in reaching the rest of the world; and even then, it only came as half-heard rumors floating on the wind. Many Khazâd wondered exactly what had become of their kinsmen. One, an aged and infirm Dwarf named Tili—an older cousin of Balin's—resolved to uncover the fate of Balin's expedition. To that end, he has gathered together a fellowship of worthy souls who are willing to explore the haunted halls of Khazad-dûm.

ADVENTURE SUMMARY

Requirements: A bold, experienced party of adventures able to face and fight the demons and denizens of the Deeps that guard Balin's treasure and the other wealth of what was once the Khazâd's home.

Aids: Tili can provide the adventurers with extensive maps of Moria's tunnel complexes. With these tools, the party should be able to avoid most of the traps. Some magic items would be helpful (as would the panache of a Fire-drake).

Rewards: Wealth beyond all measure. The PCs may keep whatever they can find, as long as they return any and all heirlooms to Tili's care.





17.3.1 THE TALE

Before Balin made his failed attempt to found a colony in Moria, it had been uninhabited by Dwarves for over a thousand years, ever since the coming of the Balrog. Encouraged by the retaking of the Lonely Mountain, long thought as an impossible task itself, Balin set out to see what could be done in Khazad-dûm. Unfortunately, the fearsome beasts that had driven out his ancestors remained in the Black Chasm.

All that the PCs and Tili know for sure is that Balin's people have not been heard from for several years now. They all are assumed dead, killed by the Balrog and his underlings. Still, Tili would like to know for certain.

Old, even for a Dwarf, Tili decided to use what wealth he possessed to fund an expedition to discover what had become of his cousin's settlement. Once able to find a stalwart group of adventurers to undertake the task, he is pleased to be able to accompany them. Tili has often reflected on the idea of travelling to the halls of Khazad-dûm, a place he knows only in the legends passed down from his forebears. Like any Dwarf, he desires to see his peoples' home before he dies, to stand in awe of the glories of a bygone era.

17.3.2 THE CHARACTERS

TILI

The only NPC with whom the adventurers are certain to have interactions is Tili himself. He is a weathered Dwarf, his face full of more crags and crevices than the Silvertine itself. Except for a white fringe that dangles like a curtain from the rear of his skull, he has lost most of his hair. His beard is long, thin and stringy and, like his flesh, almost devoid of color.

Tili always dresses in green, a sharp contrast to his bloodless lips and pale skin. His right eye is clouded by a cataract. His left, though watery, shines with the kind of wisdom that only age can bring. Although he manages to walk steadily enough, Tili's muscles have atrophied, and he finds it nearly impossible to run faster than a gentle jog. For similar reasons, he has abandoned the axe he kept at his belt in his younger days. Now he prefers to wield a light short sword of excellent (+20) design.

In years long past, Tili was something of a rogue. An excellent warrior, he was as fast with his wit as with his axe. Even today, he still sees himself this way, although his body does not always keep pace with his fanciful vision. He has more than once threatened to skin some young Dwarf, a foe who could certainly have made quick work of the old adventurer, but instead backed away in deference to Tili's age. Even bullies know that to beat someone so old will earn them nothing but scorn.

The fact that Tili is blind in his right eye has done little to slow him down. This is unfortunate. Due to his poor depth perception, he does misjudge distances. Such instances have been to date harmless mistakes (like narrowly avoiding walking into doors), but the time will come when matters might be more serious. Tili should be careful to avoid trying to locate or leap pit traps.

Generally, though, Tili is a fine companion, ready to regale the adventurers with tales of his brazen youth. Some of these stories are actually worth the listening. At the very least, they go a long way toward staving off the darkness on a cold night.

Tili's major flaw is that he is ready to die, and he is looking for a fitting death. With the adventurers' help, he hopes to find it in Moria. Unfortunately for the PCs, this means that Tili will be more than happy to leap into battle with the Balrog. It will be up to them to keep him from alerting the Balrog to their presence and to save the old Dwarf's life. After listening to him prattle on about how they are robbing him of his destiny, though, they may be tempted to let him experience his rightful death.

THE OPPOSITION

Be sure to review all of Sections 14.0 and 15.0. These sections cover the major Shadow-forces the PCs are likely to meet—including, of course, the Balrog. Tili appears to know a great deal about these creatures and can identify many of them by name, but almost all of his knowledge derives from rumor and legend and so may be unreliable. Use him to build the adventurers' anxiety about the forces arrayed against them.

17.3.3 THE PLACES

This is a fairly open-ended adventure. The PCs are free to explore whatever parts of Moria they like. Be sure to use the Master Encounter Chart to generate random encounters for them as they wander.

Note that the map Tili has is a rough one. Very old, it is drawn entirely from the cartographer's childhood memories. His depiction of Khazad-dûm is reasonably accurate, in that it depicts all of the major halls and rooms in proper order; but the map does little or nothing to warn the adventurers about the dozens of traps that riddle the passageways of the Dwarven stronghold. While the drawings do indicate a few notable trap mechanisms (like those outside the King's chambers), it's for the most part vague and unreliable.

Places in which the PCs will most likely be interested include the Chamber of Axes (#27; also see Section 17.2), the Crypt of Alvis (#31), the Balrog's Lair (#50), and the King's Chambers and Armory (#54). These halls house some of the greatest treasures hidden under the mountain. Tili is particularly interested in the Balrog's Lair. To get there, he tries to persuade the PCs that they can enter the King's chambers in the Seventh Deep without disturbing the Balrog. Of course, his claim is not necessarily true.

17.3.4 THE TASK

The adventurers are to enter Moria and ascertain the location of the greatest of Moria's long-lost treasures. They will be guided by Tili the Dwarf, who, unbeknownst to them, is searching for a glorious way to end his life. The maps they have are mostly accurate, but they contain some notable omissions. Perhaps worse, many of the traps on the maps are misplaced.

The PCs are to get in and out with as much treasure as they can lay their hands on. If they cannot actually obtain anything, they should at least attempt to determine if the King's treasures remain intact. Armed with that knowledge, an army of Dwarves may be able to return and claim what is rightfully theirs.

17.3.5 THE ENCOUNTERS

Most of the encounters in this adventure will arise randomly from the Master Encounter Chart. You will find a few more specific encounters below. Run them if you want to increase the flavor of the adventure, but remember to leave avenues of escape for the adventurers. For example, if they have the misfortune to run into the Balrog, presume some degree of disinterest on the part of the Fallen Maia. Otherwise, the Valarauko will make short work of them.

THE NON-TRAP

Use this "non-trap" to put the adventurers on notice that their maps are not entirely accurate. The encounter should make the party a bit more cautious.

The first time the Master Encounter Chart indicates a trap encounter, tell the adventurers that they have found a trap marked on their map. The catch is that the trap is not there at all. It should take them a few minutes of testing and grumbling before they decide to either risk activating the trap or, possibly, simply take another route.

After the first non-trap, each time you get a trap result on the Master Encounter Chart, roll 1d100 and consult the following table:

Roll	Result
1-25	The trap is on the map, but does not actually exist.
26-50	The trap is on the map and is really there.
51-75	The trap is on the map, but it is in a different part of the room or hall than is shown on the map.
76-100	The trap is not on the map.

CHAMBER OF AXES

See Section 17.2 for details on how to handle treasure hunting in this room. In this scenario, however, the PCs will be racing against the clock for fear of discovery by something more dangerous than a wandering Dwarf out for a late-night walk.

THE CRYPT OF ALVIS

Finding the Crypt of Alvis (#31) should be a straightforward process. Tili is aware of its location and how it is hidden. Getting past the traps is another matter, and the old Dwarf will be of little help here. Only an experienced thief might deal successfully with the series of plate traps hidden around the brass plate hatchway (#C1). The hatchway is Very Hard (-20) to open, and the four plate traps are Very Hard (-20) to find and Extremely Hard (-30) to disable.

The traps are arrayed in a circle around the hatchway. It is only necessary to defeat one to enter the crypt; however, the PCs had then better be careful when leaving the crypt, to avoid accidentally tripping the remaining traps. Dashing up the stairwell while being chased by a ghost might make them overlook this precaution.

While the (Greater) Ghost Rongnir guards the crypt, he is not necessarily a threat. He has no desire to injure the PCs, as long as they do not disturb Alvis' remains. In fact, if Rongnir can be convinced that Moria has been abandoned by the Dwarves and infested by creatures of evil, he will consent to the adventurers entering the tomb. The PCs can perpetuate this ruse by bringing a live Orc into the crypt. Rongnir will then allow the party to carry away Alvis' belongings, as long as they swear to burn Alvis' remains so that the Balrog's minions do not defile them. Afterwards, Rongnir departs to his great reward, having finally discharged his ultimate duty.

Should the PCs fail to hatch this scheme, Rongnir refuses to leave the crypt. He fears that someone will rob the tomb while he is gone.

THE BALROG'S LAIR

Simply put, smart PCs will avoid the Balrog's Lair. (The chamber is far more dangerous than the plague.) There is nothing for them here but death. Troll guards are stationed throughout the area, and if any of these Tereg raises an alarm, the adventurers can do little but pray for a swift, merciful death.

The Balrog abides most persistently in his throne room, although he occasionally wanders in search of minions to reprimand or kill. All who follow him fear him; but, at the same time, they take perverse pride in serving such power.

Tili hopes to fight the Demon. The old Dwarf wants to die in the throne room. Accordingly, he will try to convince the adventurers that untold treasures have been swept out of the caverns of Khazad-dûm and collected by the Balrog's creatures in the vast Place of the Valarauko. While it is true that there are some rather wonderful treasures in this hall, Tili's claim is a bald-faced lie. He knows that the Balrog hungers for power and feeds on fear. Mundane treasures mean little to him, except as reminders of vanquished foes. What good would wealth do such a creature? He rules through terror, not by the virtue of any coin.





If the adventurers are careful and lucky, they might be able to break into the vast treasure chambers toward the rear of the Balrog's Lair. The operation will require stealth and speed, and their chances will improve greatly if they can make their move while the Balrog is meditating. Of course, they will have to deal with Felyashono, should he happen to awaken while the PCs are in his residence.

KING'S CHAMBERS AND ARMORY

Confiscated by the Balrog, the greatest of Moria's treasures now lie in the Black Hold (#50e). Still, the Royal Armory is largely untouched, and many wonderful weapons can be found strewn across its floor. The King's Chambers are unguarded except for an occasional patrol. After all, the Balrog believes it has little to fear from anything below the level of its lair. He knows that there is nothing trapped there that dares challenge his might.

FINDING BALIN

The PCs may point out to Tili that they were originally commissioned to find Balin. If they do so, Tili looks at them as though they have taken leave of their senses. From the moment they entered Moria, the Dwarf will note, it should be obvious that Balin's folk are gone. Captured, dead, or driven away, they are nowhere to be seen. Tili is prepared to wager that they are all dead.

If the PCs insist on making a genuine attempt to discover what happened to Balin's folk, refer to Section 17.4.

17.3.6 EPILOGUE

This assignment is a particularly deadly one, and any adventurers that leave Moria with their lives should count themselves lucky. If they carry some treasure out with them—particularly any of the sacred Dwarven heirlooms—their names will be sung in Dwarven songs of bravery for many years to come.

Should Tili die a fitting death, his name will be entered alongside his ancestors as a warrior who fought valiantly until his doom. If PCs preserve his life, they will earn the gratitude of their Dwarven friend's family. Should Tili die an inglorious death, the PCs would do better to fabricate a tale regarding his valor, lest they find themselves branded as liars.

17.4 THE SEARCH FOR BALIN (T.A. 3000)

Tili's eldest son, Tali, has pored over copies of his father's maps and records. The scattered reports concern the founding and fall of Balin's encampment within the halls of Khazad-dûm. Tali believes he has the key to the mystery behind Balin's doom. He theorizes that Balin's folk kept the records of their own tale in the Chamber of Mazarbul (#38). There, high in Moria's Seventh Level, lies confirmation of his postulation. All he needs is someone to recover those records on his behalf.

To this end, he has gathered together a group of adventurers to recover the Seven Books of Mazarbul.

ADVENTURE SUMMARY

Requirements: A mid- to high-level party of adventurers willing to preempt the Fellowship and sack Balin's tomb. The emphasis should be on stealth and cunning rather than simple brute strength.

Aids: Tali has detailed maps of Moria, including a particularly good one of the Seventh Level. Tali himself will also insist on accompanying the adventurers.

Rewards: Whatever wealth the adventurers can find, excluding any books on the history of the Dwarves and any of the Royal Items of Durin's Line (see #54).

17.4.1 THE TALE

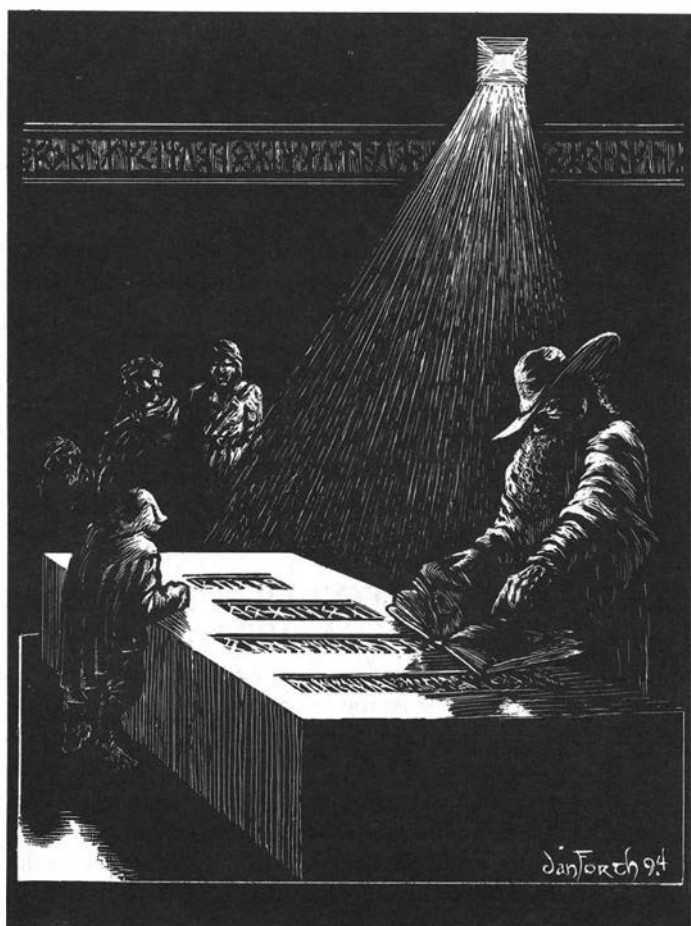
Moria's Chamber of Records lies on the Seventh Level of the Dwarven complex, near the twenty-first Hall of the North End. Here, the ancient lore of the Dwarves rested undisturbed for millenia—before the rise of the Balrog in T.A. 1980 cast the Naugrim of the First House out of their Mansions. Soon thereafter, Orcs tore apart the chamber, destroying records and smashing sculptures.

Once Balin founded his experimental colony in the halls of Khazad-dûm, he made a foray up to the Chamber of Records, discovering its tragic state. Never one to let adversity daunt him, Balin immediately ordered the reconstruction of the room. The results pleased him greatly. Thereafter, Balin spent many long hours in the hall, overseeing the writing of "*The History of Balin's Folk*," the work that told the tale of his colony and its fate.

It was only fitting that—in the final months of Balin's reign, while his little kingdom stood under siege from forces from below—Balin made the Chamber of Records his throne room. It was from here that he ruled the last remnants of his doomed domain. Later, after he fell in battle, it was here the Dwarf-king was laid to rest. His body rests in a stone sarcophagus set in the center of the room.

Although no Dwarves escaped the last stand of Balin's folk, rumors of their fate persisted for several years. They intrigued many people, including Tali's father, Tili. Thus, Tili resolved to lead a mission into the Deeps in a mad attempt to recover Hadhodron's treasures.

Tili wasn't the only one stirred by the legends of Khazad-dûm. After many years of enduring constant abuse from his father for not having taken up the mantle of a warrior, Tali determined to arrange a mission to Khazad-dûm to recover the most valuable works of recorded history the Dwarven people had known: the seven *Books of Mazarbul*.



17.4.2 THE CHARACTERS

TALI

Tali is not a typical Dwarf. He is unusually short, and he is rather shy and retiring. His only overt passion is his love of history.

Tali's beard is long and white and worn in a handsome single braid. A pair of gold-rimmed spectacles perch tentatively on his nose, the result of spending decades reading and writing by candlelight. His complexion is pale from long periods indoors and, unlike most of his harder kin, Tali's skin is soft and uncalled. He is not well-muscled, but what he lacks in strength, he usually makes up for with tenacity.

Tali is determined to secure the *Books of Mazarbul*. They provide an opportunity to prove his courage to his friends and family. They also represent an unparalleled chance for him to at last to earn the respect of his father.

As such, Tali has vowed not to turn back until he either succeeds or dies in his chosen quest. He dearly hopes that he can count on his companions. Given the probable composition of his party, which should include non-Dwarves, he is necessarily nervous. Still, Tali is less xenophobic than other Dwarves, as his studies have reflected the nobility of races other than his own, and

there have been documented occasions upon which Men and Elves have fought alongside Dwarves to the greater glory of all. The Battle of Five Armies, about which he has written an exhaustive treatise, is just one example of the honor of outsiders. He hopes to find similar characteristics in his new compatriots. A question also remains: will they respect him?

Under no circumstances will Tali allow himself to be left behind. He has worked too hard, too long. To be excluded from the final chapter would be intolerable. This may be his only opportunity for personal redemption, and he means to take it. What's more, he has made a thorough study of the maps, and his knowledge of Khazad-dûm may prove invaluable to the adventurers.

17.4.3 THE PLACES

The only site central to this adventure is the Chamber of Records (#38). Therefore, the GM should plot two routes between the East-gate (#9) and this hall: one for the journey in and one for the trip back. Of course, the adventurers may find themselves in need of more than a pair of ways to get between these two points.

The GM should also be familiar with all of the places used in Section 17.3, just in case the PCs succumb to avarice and decide to go hunting for treasure. If not, this should be a fairly straightforward adventure. Assuming the adventurers are careful, they experience only a few random encounters beside the one listed below that takes place in the Chamber of Records. Still, if luck is not on their side, they may be facing a desperate battle.

17.4.4 THE TASK

The PCs, along with Tali, must make their way from the East-gate to the Chamber of Records on the Seventh Level. There, they will find the seven *Books of Mazarbul*, the objects of Tali's quest. They must then exit Moria safely, keeping both Tali and the books intact.

The adventurers are welcome to whatever treasure they might find in Moria, and, if they are persuasive, they might be able to convince Tali to help them locate such with his extensive knowledge of Khazad-dûm. If Tali has one fault, it is his tendency to wax eloquent upon the subject of Hadhodrond. During one or more of his rambling monologues, he is sure to mention the Royal Items of Durin's Line, the Three Axes of Azaghâl, and the items buried in the Crypt of Alvis. He would like the chance to see these wonders himself and thus ascertain the truth of the tales surrounding them. If the PCs appeal to his sense of responsibility as an historian, they cannot go wrong.



Detail of
Balin's Tomb



17.4.5 THE ENCOUNTERS

The bulk of the encounters the adventurers will come from the Master Encounter Chart. Use it well and play whatever comes your way. The most exciting part about any expedition into Moria is the unpredictability of it all.

IN THE CHAMBER

The Chamber of Records is a ruin. The Orcs and other scavengers have visited it time after time, and there is little of value left. Books lie scattered across the floor: the tomes were torn from their shelves and thrown. Many pages have been ripped from their bindings, covering the stone like autumn leaves. Some bear scorch marks from a fire set and then hastily extinguished to prevent an inferno.

The destruction is heartbreaking to any who value knowledge and its storage receptacles. Light streaming through the window well in the ceiling only reveals the wreckage more harshly, although it does provide a welcome break to the gloom of the underground ruins.

Tali is overjoyed to have arrived in the Chamber of Mazarbul. He sets to work immediately, sorting and shuffling through all the bits of paper he can find. It will take him a long time to review everything; there is far too much material to simply remove it all. The PCs should set guards at the doors. Only after a minimum of eight hours will Tali be ready to leave.

As the light from the window well dims, Tali suggests to the PCs that they spend the night. He points out that they sorely need rest, and there is no place more secure than the Chamber of Records. The Balrog's minions reach their peak activity level in the darkness, and the adventurers would do well simply to lie low until the dawns first light.

If the PCs object to his proposal, Tali begs, cajoles and pleads. He will say or do anything to stay. If worse comes to worst, he will flat out refuse to leave and simply turn back to his work and ignore the PCs. If they try to take him forcibly, he threatens to scream, alerting every creature in this Level and the next to their presence.

By morning, Tali is ready to leave, having worked feverishly through the night. He has located all Seven books of Mazarbul, and they are all relatively intact.

If the PCs force the Dwarf to leave early, roll 1d6. The result is how many of the Seven Books he has retrieved when compelled to depart. Randomly determine which books he recovers. Unless gagged, he insists continuously on returning to the Chamber of Records; if the PCs will not cooperate now, he will come back later with someone who will.

Wise adventurers who alert the Balrog's creatures to their presence before they reach the chamber will abort their mission and head home. They will not be able to withstand the ravaging horde of Orcs and Trolls, not to mention the Balrog, long enough for Tali to gather the manuscripts he seeks. If they do retreat, the denizens of Khazad-dûm will forget the intrusion in a few days, and within a week, their vigilance will subside to normal. The adventurers can then essay another foray for the books with better odds for success.

17.4.6 EPILOGUE

If the PCs fail in their task, but survive, they can try again later. The Orcs are confident that nothing of value remains in the Chamber of Records. Nor do they realize that the Seven Books of Mazarbul were the PCs' target. Continued efforts should eventually succeed, provided the PCs escape death.

If Tali collates the manuscripts and the adventurers preserve his life the scholar becomes a living example of the phrase: "no friend ever did a Dwarf a favor . . . without being repaid in full." Tali's gratitude is deep and lasting. Of course, the PCs may keep any treasures they might have found; more notably, Tali includes them all in his new book about his adventures in Moria. This tome will be read and repeated throughout Dwarven society, and (if the adventurers comported themselves properly) the PCs will be counted as heroes by Dwarves everywhere.

17.5 QUEST FOR DURIN'S LEGACY (T.A. 3020)

It is after the War of the Ring, and the tale of Gandalf's triumph over the Balrog has spread far and wide. This means, of course, that adventurers' minds are turning to the vast amount of wealth still stored within the halls of Khazad-dûm, now unprotected by the Demon's might. Of course, just because the mighty Balrog has fallen does not mean that Moria lies wide open, its riches free for the taking. The place is still full of hundreds of the creature's minions. However, the Dwarf-halls are far more approachable than they have been in over a thousand years. Even the Balrog's Lair might be sacked!

ADVENTURE SUMMARY

Requirements: An ambitious party of experienced plunderers capable of carrying a heavy load of magic items and weapons a great distance in the dark.

Aids: Maps of Moria, sacks for booty, and enormous quantities of luck.

Rewards: Fortune and glory.

17.5.1 THE TALE

*"For Durin's Line is hearty and long,
His descendants are bold, fierce and strong
Warriors whose might gives them the right
To sing a robust victory song!
Durin's Crown of Seven Stars will shine
Long as the Khazad can fight and mine!
Treasure and terror loom in Khazad-dûm
Where one day Dwarves will prosper in kind.
Seven Kindred, Seven Stars,
Dwarves will take what once was ours!
Glories past and wealth to last
Us through the Age of nearing wars!"*

Much of the wealth of Durin the Deathless (e.g., his Great-axe) remains hidden within the Deeps of the Black Chasm. Enchanted weapons, magical armor, and rare jewelry of all kinds still rest in the hushed shadows of Moria's lower halls. Only last year, the Fellowship of the Ring entered Moria, where Gandalf battled an awesome Balrog.

The adventurers have no sponsors on this expedition, no Dwarves to hold their hands. They have paid a fair sum to get copies of maps of Khazad-dûm, and they mean to get their investment back many times over. Still, most will have little idea what awaits them under the mighty Silvertine.

After Durin's Bane perished, the society of Orcs and Trolls that currently populates Moria was plunged into total chaos. Now, many months after Sauron's defeat, they have recovered somewhat. The semblance of order is due to a new lord who has grasped the reins of control, a powerful minion of the awful Balrog.

This new master, the Troll-king Umagaur the Pale, has learned from the mistakes of his fallen liege. Ever careful, he has not abandoned his lair, which lies deep in the bowels of the mountain. Umagaur prefers to reside in the Under-deeps, a place he has called home since the Elder Days. The terrible Torog emerges only to check on his servants from time to time, but he never ascends above the Sixth Deep.

Umagaur relies on another Troll, Ufgamog. It is Ufgamog who manages Moria on a daily basis. He is assisted in his efforts by the weaker but much more wily Torog, Muranog. Thus, three Troll-lords now rule in the Black Chasm.

The Orcs and Trolls respect Umagaur, just as they feared Durin's Bane. The Troll-king refuses to fight at their side, but he is much more active and omnipresent than his predecessor. He still punishes failure of any sort with death, and, like the fallen Balrog, he is not interested in anything other than results.

The deployment means that adventurers have little chance of meeting the Troll-king. An encounter should occur only if the Balrog result is rolled on the Master Encounter Chart. Otherwise, the new master of Moria remains hidden in his secret lair, secured deeper in the earth than even the Dwarves ever dared to go.

17.5.2 THE CHARACTERS

There are no other characters the adventurers might meet in this adventure, but there are plenty of monsters. Most notable amongst these are two Trolls: Ufgamog and Muranog.

UMAGAUR

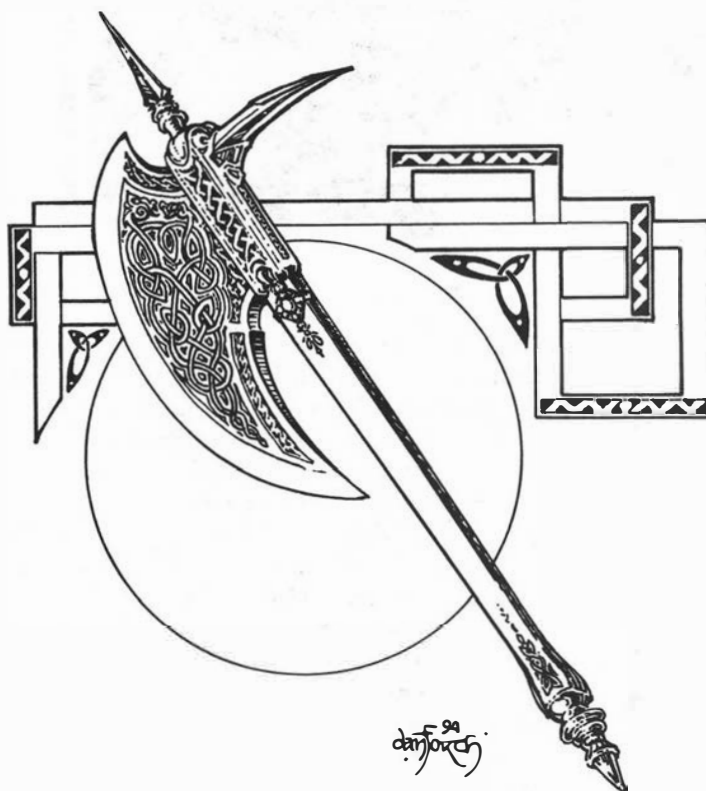
Soon after the death of the Balrog, Umagaur the Pale slew Bûthrakur the Green, his sole rival in the Under-deeps. Bûthrakur held the title "Warlord of the Under-deeps," but Umagaur sought a greater role. Proclaiming himself "Troll-king of the Hithaeglin," he rose from the Bowels of Endor and took Moria as his own fief. His savage Torog war-bands issued forth from the great subpits and conquered the whole of the Black Chasm.

Umagaur is known as the "Werewolf-slayer," and indeed he wears a black, full-length, Warg-hide coat and a black steel helm shaped like the head of a Demon-wolf. The helm is fitted with bright-red, steel tongue, a casing for the Troll-king's own forked organ. He loves to use the sharp-edged device in close combat. Poisoned, it is a lethal weapon. Umagaur's other weaponry includes a great war hammer called "Bone-taker" and a solid iron and lead staff known as the "Wargherd."

Pale of skin, Umagaur is a rare albino Olog. He traces his origin to Utumno. Concealing his noble bloodline from the Balrog, he remained in the shadow of Bûthrakur until his lord's demise. The Troll-king realized that the Valarauko would kill him if his true strenghts were unveiled.



Durin's
Great-axe





*The Great
Troll-gate
(Halls of
Umagaur)*

UFGAMOG

Ufgamog is a brute at heart and likes nothing better than feasting on the roasted flesh of creatures he has killed with his bare hands. Those that serve beneath him are certain to supply him with victims to slaughter; in the past, left without anything else to murder, Ufgamog has turned his monstrous appetite upon his servants.

Despite his cruel demeanor, Ufgamog is a coward at heart. When faced with an opponent that has him overmatched, he will turn tail and run like a scared rabbit. Of course, because of his tremendous strength, size and ferocity, this rarely happens. The only creatures that have struck fear into Ufgamog have been the two overlords he has been privileged to serve.

After the Balrog fell, there was a short war of succession to see who would again control of Moria. During this chaotic time, Ufgamog's greatest foe was Muranog. Ufgamog now counts Muranog as his most valued advisor, but he remains horribly jealous of his rival's intelligence. He has been known to cuff Muranog whenever the counselor offers him unsolicited advice. The last incident requiring such a reprimand was some time ago, and Ufgamog believes that he has shown the creature its proper place.

Ufgamog dreams of someday killing the Umagaur and assuming his rightful place as lord of all Moria. Of course, if such were to transpire, Ufgamog would find that he does not have the mental resources to control so many subjects at once. He is entirely lacking in subtlety, and his usual response to any problem that may present itself is violence. While such a strategy has worked for him thus far, it is certain that, were he on his own, he would quickly find that such a single-minded approach would not be sufficient to command as large a force as is needed to hold Moria.

MURANOG

Muranog is probably one of the cleverest Trolls ever to shun the sun. Over the years, he has taught himself to read, a rare deed among the Tereg. Of course, his reasons for educating himself are entirely self-serving.

Muranog was the Balrog's most trusted servant, and when the Valarauko was destroyed by Gandalf, the Troll was temporarily at a loss. He considered seizing Moria for himself. When he saw the vast, chaotic forces arrayed against him, he decided instead to team up with someone he thought a likely candidate for the lordship of Khazad-dûm. As it turned out, that creature was Ufgamog.

Although Muranog has endured much abuse at Ufgamog's hands, the sly Troll-lord successfully placed his dimwitted master on the old Balrog's throne. When the Umagaur the Troll-king arrived, Muranog was plotting to slay Ufgamog and take the reins of power himself. With the arrival of his new master, though, he prudently decided to bide his time until he could fully explore the ramifications of the Umagaur's claim.

Still, Muranog has no doubt that he will someday control all of Moria. It is just a matter of time before Ufgamog errs badly enough to draw the full fury of the Troll-king's wrath down on his head. When he does so, Muranog will be present, ready to step into his place.

17.5.3 THE PLACES

If the PCs are seeking the Royal Items of Durin's Line, the GM will need to be familiar with the King's Chambers and Armory (#54) and the Balrog's Lair (#50). The maps that the adventurers have in their possession do not indicate the current location of the Royal Items. They are still in the Balrog's Lair, but the PCs do not know *this and* may go directly to the King's chambers in the Seventh Deep.

If the PCs go looking for other sorts of treasure, there are major caches to be found in the Chamber of Axes (#27) and the Crypt of Alvis (#31). (For more information concerning each of these places, be sure to read the previous adventures in Section 12.9.)

17.5.4 THE TASK

The PCs are essentially on a treasure hunt. They know that the most valuable items still left in Moria are the Royal Items of Durin's Line, but there are other pieces to be found as well. Their objective is to recover as much of Durin's legacy as possible. Hands and backpacks full, they should flee via the East-gate.

If they avoid meeting Umagaur (which they have a good chance of doing), their odds of survival increase. Unfortunately, he is only one (albeit the strongest) foe among many. Moria boasts other beasts within its shadows, and nearly all stand arrayed against the PCs.

17.5.5 THE CAPTURE

If the adventurers are outmatched in an encounter, try the following scenario.

Believing that death would follow their defeat, the PCs are surprised to wake again in the Place of Valarauko (#50d). The sound of Orc drums still beats in their ears, and, as their heads clear, they realize their hands are bound behind them. Moments later, Muranog enters the room and dismisses the three Troll guards so that he can have a word with the prisoners alone. The guards balk, afraid that the prisoners will escape, until Muranog points out that if one of them stands outside each of the room's doors, there will be no place for the adventurers to run.

Once the guards have left, Muranog informs the PCs that they are bound with frayed ropes which they should be able to snap easily. Before they do so, though, he asks that they hear his proposition. If they appear unwilling, he mentions that without any of their weapons (they are still in their armor), they have little chance of departing Moria alive. He intends to give them an opportunity to improve their odds significantly.

He indicates the last of the three alcoves (#50d3) and informs the PCs that their weapons are stacked there amongst the mithril-coated skulls and that Ufgamog will soon enter the chamber to interrogate the prisoners. Muranog wants the PCs to grab their weapons and kill the Troll-lord. If they do, he guarantees them their freedom. They have no means of assuring themselves that he is telling the truth, but their options are severely limited.

Muranog wishes them good hunting, calls the guards back, and leaves. Soon afterward, Ufgamog enters the room and prepares to question the intruders. Now is the time for the PCs to make their move. They must break their bonds, get their weapons, and kill Ufgamog and the three Troll guards.

If they succeed, Muranog returns with congratulations. He will delay the sounding of the alarm that warns Ufgamog's minions of escaping captives. If the PCs try to kill the Troll, they waste valuable time; avoiding his pursuers he simply runs into the labyrinthine passageways.

If the PCs take Muranog's advice and flee, they obtain a fifteen minute start on their hunters. Filling their sacks with mithril-coated skulls cuts their lead to 10 minutes. With any luck (especially in encounter rolls), they reach the East-gate, beyond which the Orcs and Trolls do not go.

17.5.6 EPILOGUE

Assuming the adventurers leave Moria alive, they should be quite wealthy. Then, should they want to further their fortunes, they might ponder the idea of re-entering Hadhodrond. Their experience in the halls of Khazad-dûm will prove invaluable. Of course, they cannot expect any gratitude or mercy from Umagaur's new lieutenant, Muranog, should they return.

17.6 THE CLOSING OF THE UNDER-DEEPS (F.A. 100)

Long after the War of the Ring, the Deeps of Moria are still a dangerous place for the Free Peoples of Middle-earth. A great Troll-lord, Umagaur the Pale, rules Khazad-dûm from his hidden lair near the Under-gates, far beneath the Seventh Deep. (See FI.) He calls himself the "Troll-king of the Hithaeglrir." His Orcs and Trolls once served the Balrog. They now rampage through halls long abandoned by the descendants of the Dwarves that carved them from the living rock. But through all of this gloom, a beam of hope has finally broken.

Over the centuries, many rumors have sprung up concerning denizens issuing out of the accursed Under-deeps. With the fall of Sauron, the Naugrim discovered that one such tale is indeed true. Apparently, soon after the coming of Felyashono the Valarauko, Durin's folk constructed a magical Stone of Sealing designed to forever close the Fire-demon in his lair and seal the way up from the Under-deeps. The Balrog, however, captured the sacred monolith and hid it in his abode on the Sixth Deep. Afterwards, no one dared recover the Stone, for its location was unclear and all who approached the Valarauko's abode perished.

Felyashono is now dead, his spirit cast from Eä during the duel with the Istar Gandalf. The Demon no longer haunts the Black Chasm. Nevertheless, both his successor Umagaur and his lieutenant Muranog guard the prized Sealing-stone. While hope exists that some foolhardy souls might be willing to find the ancient Stone and use it to seal the gateway to the Under-deeps, the fundamental question remains: who is brave enough, skilled enough, and lucky enough to risk their lives to make Moria safe again for the long-displaced Khazâd?

ADVENTURE SUMMARY

Requirements: A high-level party of adventurers willing to risk their lives to rid the world of a great source of evil.

Aids: A detailed map of Moria, plus the assistance of Cori, a Dwarf whose knowledge of mines and caverns should help the adventurers locate the gateway to the Balrog's Lair.

Rewards: Whatever wealth the party can gather once Umagaur is gone—plus the gratitude of the Khazâd, who will finally be able to return to their ancestral home.





17.6.1 THE TALE

Over a thousand years ago, in the time of Durin VI, the Dwarves of Moria dug their mines too deep into the rock under the great mountain Silvertine. Too deep, for there, far from the sun's gaze, the unsuspecting Khazâd cut into the Under-deeps and disturbed the rest of an ancient minion of Morgoth. The creature, a fearsome Balrog, had lain there trapped and hidden since the defeat of their master so many millennia ago. Stirred, the Fire-demon slew his unfortunate rescuers. He then embarked on a campaign of death and doom that drove the Dwarves from their hallowed halls. Soon, the cries and grunts and screams of Orcs and Trolls rang through the corridors that had for so long reverberated with Dwarven song. The Dwarves were expelled from Moria, although they vowed that one day their people would return.

Before the Naugrim fled Hadhondron, they constructed a magical Stone of Sealing. This round, magical, mithril-inlaid cap fit the hole they accidentally delved that opened the way into the Under-deeps. The Dwarves planned to seal the gate from the chasm below Khazad-dûm. They hoped close the path up from the bowels of Endor.

The Balrog defeated this plan. His power prevented Durin's Folk from reaching below the Sixth Deep. Thus, the Dwarves' efforts proved for naught. There was no way to reach the cursed hole. Later, as the war raged and the Naugrim retreated, they even abandoned the Sealing-stone. The Balrog subsequently claimed the Stone and set it in his lair—as the dais upon which he took his meditation every day.

Over thirteen centuries later, a Dwarf named Balin returned to Khazad-dûm, hoping to make good on his ancestors' vow. He marched on Hadhondron at the head of an able Dwarf-host and challenged the Fire-demon's supremacy. Unfortunately, the Balrog's might had not diminished with the years, and the Naugrim proved unequal to the task. They briefly reclaimed their city, only to perish in the ensuing fray. Balin, the last King Under the Mountain died, and his people again vanished from Khazad-dûm.

Not long after Balin's fall, the Fellowship of the Ring, under the leadership of the Wizard Gandalf, made their way through the dark halls, hoping to traverse Durin's Way undetected. Their luck ran out, though, when the Balrog himself emerged from his lair to do battle with the intruders. The Balrog engaged Gandalf in a struggle that claimed both lives. Thereafter, the Grey Wizard was reborn as the White, but the monster lay forever dead.

Once the Balrog had fallen, his foulest servant arose from the Under-deeps. He called himself Umagaur, the "Werewolf-slayer." No longer forced to attend to his master's ancient crypt, this huge, pale Troll-king took the Balrog's place as Lord of the Black Chasm. He challenged and subjugated Ufgamog and Muranog, his chief rivals, and assumed the "Fire-throne" before the Dwarves could reclaim their kingdom. Thus, Moria passed into the hands of another terror.

While far weaker than his predecessor, Umagaur is a formidable foe. He relies on his wiles and his servants to maintain sway over the Dwarf-mansions. Ever-careful, he refuses to enter battle personally, leaving such risks to those who serve his whims. He maintains his well-cloistered lair in the chasm beneath the Seventh Deep, where he can keep watch on all those that would challenge his power from above or below.

Given Umagaur's deep repose, a hardy group of adventurers could now make their way down into the old Balrog's Lair and steal the Sealing-stone. They might even reach the Seventh Deep, where they could finish the job that Durin IV's people left undone: the sealing of the foul Under-deeps.

17.6.2 THE CHARACTERS

For information regarding the Trolls Umagaur and Muranog, see Sec. 17.5.

CORI

A rugged Dwarf with dark brown hair and a twin-braided beard, Cori has ruddy skin and thick-calloused hands. His appearance betrays a life devoted to scratching precious metals out of the uncaring earth. Cori is, after all, an expert at building tunnels and finding his way through natural cave systems. His skills will prove invaluable to the adventurers.

Cori has also made a thorough study of the maps of Khazad-dûm. Although his maps are far from complete, he can fill in most gaps using educated guesses. Once he descends into the Seventh Deep, for instance, he should be able to locate the entrance to the chasm out of which the Balrog arose.

Although not an expert on Dwarven legends, Cori knows Moria's rich history, especially tales about adventurers claiming to have made their way in and out of Khazad-dûm. He theorizes that Durin VI's embattled people managed to get the Stone of Sealing down to at least the Fifth Deep before they were finally stopped. Records from Balin's rule lead him to surmise that the Stone is somewhere in the Sixth or Seventh Deep. Cori has no clue regarding the Stone's present whereabouts.

Since the Stone is by all accounts indestructible, even by the Balrog, it is undoubtedly still somewhere in Moria. Cori suspects that the Balrog might have arranged to keep it in a secure refuge, a hiding place near his own home. If so, it is probably somewhere within the Demon's lair. This means that Cori must lead the adventurers down into the Sixth Deep, where the Balrog made his home. It is a daunting task, for though Umagaur has all but abandoned his master's lair, other guardians block the way.

Cori never wanted to be an adventurer. He would have been happy digging mines for all of his days, but he could not find it within himself to pass up the opportunity to win Khazad-dûm back for the Khazâd. Hardly excited about the prospect of placing his life in such jeopardy, he remains a reluctant and dour explorer. While he manages to occasionally affect a pleasant demeanor, the extreme stress constantly cracks his facade of amused confidence.

17.6.3 THE PLACES

The GM will need to be familiar with the Balrog's Lair (#50) and Hwáin's Well-hall (#56). The Stone of Sealing is in the Place of the Valarauko (#50d). It serves as the top of the dais upon which the old Balrog rested when tired. The entrance to the Under-deeps and Umagaur's home lies at the bottom of Hwáin's Well.

Should the PCs be interested in seeking the many fantastic treasures Khazad-dûm holds, you will need to know the King's Chambers and Armory (#54), the Chamber of Axes (#27), and the Crypt of Alvis (#31), too. (For more about these places, see Sections 12.8 and 12.9.)

17.6.4 THE TASK

Led by Cori, the PCs must make their way to the Sixth Deep, find the Stone of Sealing and use it to cap Hwáin's Well. Along the way, they must avoid being killed or captured by Umagaur's servants. Once the well is sealed, the adventurers may take advantage of the new situation by attempting to gather the ancient Dwarven treasures before someone else does.

17.6.5 THE ENCOUNTERS

Most of the encounters will be generated randomly on the Master Encounter Chart. Note that, by the time of this adventure, Ufgamog is dead and Muranog has assumed control of Umagaur's forces as his reluctant lieutenant. The new leader of the Uruk-Ungingúrz (see Sections 15.1-15.2, which refer to Orcs and Trolls) is a Troll named Ulgrunk, one of Ufgamog's former bodyguards. The other two-thirds of that bodyguard now serve under Ulgrunk's rule and keep strict control over this particularly nasty Orc tribe.

THE SEALING-STONE

The Stone of Sealing is a large piece of basalt carved into a four-foot circle. Backed with mithril, the Stone is only four inches thick. Still, it weighs enough that it cannot be lifted easily, even by a strong man.

The magic Sealing-stone is one of Moria's greatest masterpieces. Although relatively thin, it is unbreakable, owing to the intricate pattern of ithildin runes inlaid across its edges and upper surface. Not even the might of a Balrog could crack this Stone. Legend says that its Quenya and Melkorin messages hold the same meaning: *"No one may pass without Mahal's Blessing."*

The Sealing-stone now rests (face-down) in the exact center of the Balrog's dais. A thin veneer of black basalt hides the mithril disk that serves as the artifact's backbone. There, Felyashono rested each day while the sun—the kindred spirit Vása—reached its apogee. While protected from Vása's rays by several millions of tons of rock, the Fire-demon still felt its effects. For three hours around noon every day, he took his meditation while lying on his back on the stone platform. (He derived pleasure from the fact that he spent this time lying atop the one device that could have been used to trap him in the Under-deeps.)

When the PCs reach the Balrog's Lair, Umagaur is away in the Under-deeps. The Pale One is much less concerned with the affairs of Khazad-dûm than he is with dealings below, and he is often absent for long periods of time. It happens that this is one of those intervals.

Still, the Balrog's Lair does not lie empty. Muranog has appropriated the place for himself. He recently erected a sleeping pallet upon the dais, casually covering the Stone of Sealing. Muranog has seen the Stone before, but he has no knowledge of its nature. Umagaur knows of the artifact but, like his master the Balrog, the Pale One keeps the secret to himself. He dares not let an ambitious lieutenant like Muranog hatch a plot to trap him in the Under-deeps.

To obtain the stone, the PCs may have to tear the Balrog's Lair apart. They also face inevitable encounters and battles with Umagaur's servants. Of course, if they can capture the disgruntled Muranog—which is no mean feat—he might reveal the Stone's location. His hatred toward Umagaur is deep, and he would love to see his rival cast out of Moria.

By holding Muranog hostage, the PCs might be able to escape the Balrog's Lair virtually unscathed; however, remember that, should Umagaur appear, the lesser Olog will quickly become expendable. Umagaur cares nothing for his kin, especially those that fail to maintain their own freedom.

The act of moving the Stone down to Hwáin's Well is in itself a forbidding challenge. Since the artifact is too heavy to carry for such a long journey, it must be rolled. Inspired PCs should realize that, in this way, it can be handled with ease, particularly with an adventurer guiding it from either side. While this method may prove difficult in some of the narrower passages, the PCs should be able to manage the task.

THE WELL

Hwáin's Well is the only known route to the Under-deeps. Originally filled with water, Dwarven miners drained it when they discovered what they thought was mithril in the rock along the well's old floor. Their decision to convert the well into a mine-shaft proved to be their undoing. Their cut into the Under-deeps below only served to awake Durin's Bane.

While the Balrog reigned in Khazad-dûm, the Dwarves had no opportunity to use the Stone of Sealing. The Fire-demon initially kept the Naugrim at bay. (Besides, he rarely returned to the Under-deeps.) Then, once he learned of the Stone, the Balrog captured the device and bore it off into his lair.

Now that the Demon is gone, the situation has changed. Umagaur ignores the Sealing-stone. He leaves the Balrog's Lair in the Sixth Deep for days and even weeks on end, confident that the location of the Stone remains a mystery. Thus, the time to seal the Under-deeps forever is ripe.





Hwáin's Well-hall is constantly guarded by three Tereg of Muranog's elite guard. The trio must be defeated before the Stone can be placed over the well's mouth. Then after clearing debris from the old (now-broken) porphyry cap, the Sealing-stone may be used as a lid. In order for it work, though, the Stone must rest securely over the top of the aperture. Precisely set and aligned, its Dwarven runes may then "awaken."

Any character (e.g., Cori) possessing skill in the art of runes should be able to accomplish this task, although it is a Very Hard (-20) maneuver. Once the Sealing-stone is in place, Umagaur rises; if the runes remain dormant, he can dislodge the cap. Timing, then, is critical. The PCs have only 2-20 rounds to align and awaken the symbols.

Adding to all to this suspense, Umagaur's creatures patrol in full force once the Stone is stolen. Scouring the Deeps for the PCs they may reach the Well-hall in time to create a climactic finish to the adventurers' sojourn.

17.6.6 EPILOGUE

Once the Stone of Sealing has been placed and activated, it may seem as if the adventurers' job is done; in truth, it is only beginning. Although Moria lies free from the "Curse of the Under-deeps," Hadhodrond is still infested with Orcs and Trolls and untold other horrors. So long as the treasures of Moria are there for the taking, these creatures haunt the Mansions until the unrelenting Khazâd arrive to reoccupy their ancient home.

The PCs need not seek the city's treasures immediately after trapping Umagaur in the Under-deeps. They should leave Moria, at least temporarily, to regroup and recover. If they wait too long, though, the Orcs and Trolls begin leaving without the prompting of enemy blades in anticipation of the impending onslaught of Dwarves. These creatures plunder Khazad-dûm's remaining wealth—unless they are persuaded that doing so would burden them in their flight (or, better yet, someone beats them to it).

This adventure, then, can serve as a starting point for a long campaign dedicated to the retaking of Moria. It will involve the banishment of both the Balrog's minions and other monsters like the Water-drake and the Cave-worms. The PCs may also have to contend with treasure-seekers hoping to profit from the reopening of the Black Chasm.

The adventurers can be sure that Moria will be a place well worth visiting for many years to come. For their success in trapping Umagaur in the Under-deeps, their names will be heralded by Dwarven bards for all time, and they can expect that the Khazâd will count them as true Dwarf-friends.

18.0 EPISODES

"The wolf snarled and sprang towards them with a great leap. At that moment there was a sharp twang. Legolas had loosed his bow. There was a hideous yell, and the leaping shape thudded to the ground; the elvish arrow had pierced its throat. The watching eyes were suddenly extinguished."

— *LotR I*, p. 389

We provide the following trio of episodes for those savvy few looking for an evening's entertainment in Moria. Each is a short vignette designed to for use as an exciting "aside," or as part of a longer adventure or campaign.

NOTE: Note that all the data pertaining to NPCs and artifacts can be found in Sections 19.5 (NPC Table) and 19.6 (Artifact Table).

18.1 TALES OF THE GREAT DWARF-ROAD

Setting: Durin's Way, the main avenue in Moria and the subterranean portion of the Great Dwarf-road. The episode begins in the Inn Chambers (#4) situated near the avenue's halfway point and later focuses on the caves known as Róin's Scar (#15).

Period: Anytime prior to T.A. 1980 or after F.A. 7.

Requirements: A party of no less than three adventurers. At least two party members should be non-Dwarves armed with weapons other than axes.

Aids: The host, Óin Greatcup, quickly befriends the group and serves as a sort of guide to local culture.

Rewards: For each adventurer, 50 gp and one "Greatcup."

THE TALE

One evening, while lodging at the Inn Chambers in the core of Khazad-dûm, the adventurers sit down for a hearty meal of mushrooms and barley cakes. Their host is a stout, strong Dwarf named Óin Greatcup. Twisting his copper-intwined beard, he tells them the following tale.

Róin served as Lord Warder of Moria during the reign of Durin I. A proud, fiery explorer, he fought as a mercenary beside Azaghâl of Belegost during the Elder Days of Arda. He bore the marks of many wounds, one of which claimed his right eye.

Five hundred years after his appointment as the master of Moria's Mansion Watch in S.A. 93, Róin became embroiled in a feud with a Noldo captain named Malvindil. The Elf accused him of being part of the Dwarf-host that sacked Nargothrond. Malvindil claimed that the Lord Warder stole a magic shield in the fray. The shield, which was known as the "Angoturma" (Q. "Snake-shield") was forged by a Dwarf-smith in Nogrod and given to the Noldor in order to seal a great trade treaty. Malvindil's father, Malwë, carried it until his death at the hands of the Naugrim—the very same Dwarves that created the artifact.

Róin arranged for Malvindel's immediate arrest and imprisonment. Late that evening, Róin visited the Elf's cell and murdered the unrepentant accuser. The Lord Warder's loyal guard stripped the body and carried it to a remote pit in the caverns situated to the southwest of the Inn Chambers. There, amidst a forest of Lemsang, they cast Malvindel of Vinyathrad down a shaft. Róin's son, Rín, witnessed the sordid burial.

A year later, Rín found the Angoturma, which lay hidden near the pit that housed Malvindel's body. Shocked and embittered, Rín demanded that Róin surrender himself and submit his case to Durin. The younger Dwarf noted that murder threatened the honor of their ancestors and the fate of their bloodline. Róin refused and accosted his son. A struggle ensued and Rín fell into the same shaft that claimed the fallen Elf. Thus, Róin slew his eldest child; and so the tainted caverns became known as "Róin's Scar."

Ironically, it was this slaying that cost Róin his own life. Arrested and executed, the Lord Warder paid for Rín's tragic death. He was entombed, without honor, beside the spot where he had committed so many crimes. Legend says that his Ghost now haunts the place. Some say that a curse keeps his restless spirit in thrall, and that the spell cannot be broken until the Angoturma is returned to the Noldor of Forlindon.

Óin notes that the same curse dictates that no Dwarf can now bear the shield. He has Elda friends who would love to recover the artifact and send it back to Vinyathrad,

but none are allowed free travel in the Dwarf-mansions. One such Elf, Camgalen of Lórien, is actually in Khazad-dûm, and the innkeeper would like to bequeath the shield to him.

THE CHALLENGE

Óin asks the PCs to consider his challenge to find the lost shield. After all, Róin's Scar lies nearby and, given Camgalen's visit, it is an ideal opportunity for the Naugrim to right a serious wrong against the Noldor. Camgalen even gave Óin a map of the caves, so that the innkeeper could make arrangements for such an expedition.

As an incentive, Camgalen offers 50gp per adventurer. Óin is willing to confer an additional reward: a set of his pint-sized "Greatcups," which fill with water upon command.

THE TASK

The PCs must make their way to Róin's Scar, vanquish Róin's Ghost, and secure the Angoturma.

Neither traps nor Dwarf-guards threaten the adventurers; so, the first stage of the mission is simple. Róin's Scar is shunned by most Dwarves and is typically vacant. The Naugrim only use it as a route to other caves, as a food reserve in times of trouble.

Róin's Ghost, on the other hand, presents a formidable problem. A fine warrior, the cursed Warder remains a dangerous foe—assuming he really exists. The PCs must also remember two aspects of the legend: that no Dwarf can slay the specter, and that no axe can harm him. (Normal weapons of other varieties work well.)



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Last, the Angoturma is said to rest in an unlocked stone case hidden in the lemsang forest (see Sec. 4.I) near "Rín's Pit." The wax-sealed cache rests in a broad, shallow pool populated by 2-20 Cerech Ceren (S. "Red Jaws"). Nestled three feet below the water's surface, it should be fairly accessible.

18.2 ONE FINE PROMISE

Setting: Azanulbizar and the upper reaches of the adjoining city of Khazad-dûm. The episode begins at the Dimrill Stair (see Sec. 11.6). It ends in the Eyes of the East-gate (see Sec. 12.9 at #60).

Period: Anytime after T.A. 1980.

Requirements: A party of no less than four, and no more than eight, adventurers. At least one party member should speak Sindarin, and at least one should possess some skill in discerning magical artifacts.

Aids: An Sinda map of the Dimrill Dale.

Rewards: For each adventurer, a precious silver brooch denoting his/her status as an "Elf-friend."

THE TALE

Carsilien is a Sinda maiden and an able poet, historian, and cartographer. The daughter of Araval, the only (and "lost") son of Annael (Turgon's foster father), she is a solitary soul. Her fondness for the wilds of the Hithaeglr are in keeping with her family's peculiar traditions. Like her father and grandfather, she prefers the cool quiet of caves to the company of her fellow Quendi. Carsilien resides in a high flet-home along the northwestern edge of Lórien, but she spends most of her time exploring the heights around the Cirith Caradhras. She often winters in Nanduhirion. During summers, she usually camps along the Elf-road.

Young, wily, impetuous, and beautiful, Carsilien broke a number of Elven hearts by the time she fell in love. She withheld her passion until she settled on a Dúnadan captain named Orodhil. Their special bond led her to leave the Golden Wood and wander the heights to the west, for Orodhil suffered from a tragic malady and confined himself to the mountains. He vowed to remain solitary until his appointed doom, and resolved to spend his last days in service to his kind. Mapping and chronicling the upper reaches of Hithaeglr, he began compiling a work appropriately entitled "*Of Olvar and Kelvar, Rock and Ice, Among the Spires of Mist.*"

Carsilien broke Orodhil's solitude and captured his spirit. She shared his passion, walking, writing, and sleeping by his side until he could no longer stand. She cared for him as he lay in their camp near the Dimrill Stair, looking over the silvery spires and reaching out to touch the gentle face of Illúvatar. She kissed him as she closed his tear-filled eyes and released his heart to the heavens. She buried him.

Carsilien promised Orodhil that she would finish his work and bequeath it to the Dúnedain as a gift from a man who bore an unsurpassed love for Endor's mountains. The romantic Sinda ranger carried on and completed the task after many years of tireless study and wide-ranging wanderings. In doing so, she nearly fulfilled her oath.

An Elf named Aralas bound the book, encasing it in a mithril cover adorned with a single star sapphire. The gem represented the spirit of her Dúnadan lover. Pleased with Aralas' marvelous work, Carsilien embarked on a journey to Orodhil's homeland.

Unfortunately, the comely Sinda never finished her journey, nor did she discharge her self-appointed duty. Instead, she met a group of Dwarves led by Bláin Blackaxe as she ascended the Elf-road by the Dimrill Stair. Bláin's party confronted Carsilien and, upon learning she carried a great mithril prize, slew her. She fell into the cold waters of the Naragul, the upper Celebrant, only a few score yards below the moss-covered shelf that supports Orodhil's barrow. Encased in finely-carved mallorn, her diary came to rest among the ferns by the river's side.

The murderers carried the priceless tome back home to Khazad-dûm. Stripped of its mithril covering, it later found its way into a small archive in the uppermost spire of the (northern) Eyes of the East-gate. There, the Dwarf-warders used the book as a reference. It proved to be an invaluable tool to those attempting to decipher weather patterns and discern landmarks outside Moria.

THE CHALLENGE

The PCs encounter Carsilien's diary either by accident (i.e., while travelling along the Elf-road) or by prescription (e.g., while searching for the book at the behest of Elven sponsors). In either case, they find the mallorn box wedged between some well-worn rocks near the place now known as Orodhil's Stair. The diary inside recalls the tale up to the point of Carsilien's murder. Her last entry (which is cited "*Tuilë Neldë Ré*") reads:

"I met a group of seven Naugrim this morning. Their black-bearded leader called himself Bláin. He claimed they were warders from the East-gate towers, and that I was 'trespassing' on sacred Dwarf-grounds. He is no friend of the Eldar, and I fear there may be trouble."

Recovering the diary, the PC's may wish to consummate "Carsilien's One Fine Promise." To do so, they must recover her book and either return it to Lórien or deliver it to the Dúnedain of the North.

THE TASK

The PCs must make their way to into Moria and determine to location of the lost book. The clues are few: (1) Bláin served as a warder at the East-gate; (2) Elda lore holds Bláin responsible for the brief closing of the Elf-road; and (3) records in the Chamber of Mazarbul show that Bláin's line ended with his death; and (4) Bláin willed his fortune to his warder unit.

18.3 BELCHING PATHS AND BURNING SLEET

Setting: The lower reaches of Moria and the upper part of the adjoining Under-deeps. The episode opens with party descending through Durin's Chimney (#5). Its climax occurs in the remote chamber known as the Rising Tombs (see Sec. 13.4).

Period: Anytime after T.A. 1980 (especially after T.A. 3020).

Requirements: A high-level party of righteous adventurers.

Aids: A Dwarf-guide named Khím, who possesses a detailed map of the interior of Moria. Experienced cavers and climbers would be a big help.

Rewards: Each adventurer receives his/her choice of 75 gp or a share of Felyashono's hoard, a treasure renowned as the "Hanging Claim."

THE TALE

Felyashono, a ferocious Balrog, fled from Angband at the end of the First Age. Travelling through the Under-deeps, the Fire-demon made his way east and then south via a subterranean avenue created by his mentor (Morgoth), a route known as the "Oldest Road." His journey ended in a great lava-chamber called "Tombs Rising." Here, beneath Caradhras and near Khazad-dûm, Felyashono gathered his retainers and plotted his return to the surface of Endor. His wait lasted over five millenia.

When the Naugrim unwittingly unleashed the Balrog in T.A. 1980, they opened a link between Moria and the Under-deeps. Their delving extended into a steamy cavern they called the Under-gates. This chamber adjoins the Oldest Road and lies around thirty-six miles south of Tombs Rising.

Legends speak of the great treasures in Tombs Rising. The Balrog, it is said, assembled a priceless hoard of jewels, gems, coins, and weapons, most of it booty borne from Hadhdron by the Demon's Troll-servants. The stories say that it is all zealously guarded, and that the cache is secluded in sixty-six huge, six-ton iron chests suspended from the chamber's seven hundred and twenty foot high ceiling.

These tales are true. In fact, the chests hang as described, ready to drop should any intruder climb down the giant, seventy-two foot long iron chains that carry their immense weight. Sputtering, super-hot lava-pools lie below, ready to swallow the better part of Durin's Fortune.

The way to Tombs Rising is no more inviting than the chamber itself. Bubbling wells of molten rock block the way. Eruptions of "Burning Sleet" occasionally rain down through openings in the ceiling along the Oldest Road. Smoke and steam pour through vents and fissures, scalding and choking the ablest of explorers. It is, in every respect, reminiscent of Utumno, and therefore beyond the comprehension of nearly anyone.



THE CHALLENGE

A Dwarf named Khím wants to test the veracity of the wild tales about the Hanging Claim. He hopes to journey into the Under-deeps and find the treasure. By mapping the way, he believes he can return home with sufficient evidence to convince his Lord to launch an expedition to recover some or all of the lost fortune.

Khím contacts the PCs and, assuming they are agreeable, sets up a rendezvous in Moria. He gives them a map and tells them to meet him in two weeks, at the point where Durin's Stair descends through the First Deep.

THE TASK

The adventurers must descend through Hwáin's Well into the Under-deeps. Once at the Under-gates, they must find their way down the Oldest Road to Tombs Rising. There, they must ascertain the location of the Hanging Claim. Assuming they survive the sojourn in, they must exit with maps and/or treasure in hand.

Note that Umagaur the Troll-king resides near the Under-gates. (See Sec. 17.5.) It is he—not the Balrog—that serves as caretaker of the entry to the bowels of the earth. Together with his guard, he presents the greatest "active" challenge to the success of the mission.

*Dwarven
Oath-taking*



STRUCTURE	CITY AVENUE	ON A CITY ROAD			ON A CITY ACCESSWAY			IN THE MINES				SPECIFIC FEATURE	
		Upper	Central	Lower	Upper	Central	Lower	Avenue	Road	Accessway	Mineway	City	Mine
	01-40	01-15	01-10	01-15	01-10	01-10	01-10	01-60	01-30	01-10	01-10	01-15	01-40
Nothing	—	—	—	—	—	—	—	—	—	—	—	—	—
Passage bends left †	—	—	—	—	11-15	11-15	11-14	—	—	11-15	11-13	—	—
Passage bends right †	—	—	—	—	16-20	16-20	15-18	—	—	16-20	14-16	—	—
Passage straightens †	—	—	—	—	21-25	21-25	19-23	—	—	21-25	17-20	—	—
Passage slopes down †	—	—	—	—	26-29	26-28	24-25	—	—	26-29	21-23	—	—
Passage slopes up †	—	—	—	—	30-31	29-31	26-29	—	—	30-33	24-26	—	—
Passage levels off †	—	—	—	—	32-36	32-36	30-34	—	—	34-38	27-31	—	—
Dead-end †	—	—	—	—	37-39	37-38	35-37	—	—	39-44	32-36	—	—
Light Shaft	41-45	16-19	11-13	16	40-41	39	—	60	31	—	—	16-25	41-42
Spring Pool/Well	46-50	20-21	14-15	17	42	40	38	61-63	32-35	45	37	26-35	43-45
Creek-trough	51-55	22-23	16-17	18	43	41	39	64-65	36-37	—	38-40	36-40	46-48
Lava pool	—	—	—	19-21	—	—	40-41	—	—	—	41-43	41-42	49-53
Guard-post	56-65	24-25	18-20	22-23	—	—	—	66-67	38	—	—	43-52	—
Accessway **	66-85	26-40	21-35	24-38	44-58	42-56	42-56	68-77	39-48	46-55	44-48	53-67	54-68
Mineway **	—	—	—	—	—	—	—	—	—	56-60	—	—	—
Stairwell §	86-89	41-42	36-38	39-40	59-60	57-58	57	78-80	49-50	61	49	68-73	69-70
Rampway §	90-92	43-44	39-41	41-42	—	—	—	81-86	51-58	62	50-55	74-77	71-76
Elevator §	93-94	45	42	43	—	—	—	—	—	—	—	78-80	—
Slide Chute §	95-96	46	43	44	61-62	59-61	58-59	86	59	63-65	56	81-83	77-78
Pole Chute §	97-98	47	44	45	63-64	62-64	60-61	87	60	66-68	57	84-86	79-80
River ††	—	48	45	46-47	65	65	62	88	61-63	69	58-60	87-89	81-85
Pit ††	—	49	46	48-49	66-67	66-67	63-65	—	64-66	70-71	61-63	90-92	86-90
Minor Chasm ††	—	50	47	50-51	68-69	68-69	66-68	89-90	67-69	72-73	64-66	93-95	91-95
Dwarf-lodgings *	—	51-76	48-57	52-53	70-81	70-74	69	—	—	—	—	—	—
Crypt *	—	77-80	58-62	54-65	82-85	75-78	70-74	—	—	74-76	—	—	—
Store-room *	—	81-92	63-77	66-73	86-91	79-85	75-78	—	—	—	—	—	—
Smelting-hall *	—	—	—	74-76	—	—	79-80	—	—	—	—	—	—
Forging-hall *	—	—	—	77-79	—	—	81-82	—	—	—	—	—	—
Metal-hall *	—	—	—	80-82	—	—	83-84	—	—	—	—	—	—
Dungeon *	—	—	—	83-85	—	—	—	—	—	77	—	—	—
Craft Chamber *	—	—	—	86-88	—	—	85	—	—	—	—	—	—
Minor Armory *	—	—	78-80	—	—	86	—	—	—	—	—	—	—
Muster Room *	—	—	81-84	—	—	87-88	—	—	—	—	—	—	—
Guard Chamber *	—	—	85-88	—	—	89-90	—	—	—	—	—	—	—
Reception Room *	—	—	89-90	—	—	91	—	—	—	—	—	—	—
Barrack/Mess Halls *	—	—	91-98	—	—	92-95	—	—	—	—	—	—	—
Library *	—	93-95	—	—	92-93	—	—	—	—	—	—	—	—
Watch Room *	—	96-98	—	—	94-95	—	—	—	—	—	—	—	—
Cavern/Grotto *	—	—	—	89-98	—	—	86-95	91-95	70-73	78-82	67-70	—	—
Store-hall *	—	—	—	—	—	—	—	—	74-77	83-85	71-73	—	—
Excavation Chamber *	—	—	—	—	—	—	—	—	78-81	86-88	74-79	—	—
Quarry *	—	—	—	—	—	—	—	—	82-83	89-90	80-83	—	—
Large-elevator Hall *	—	—	—	—	—	—	—	96-99	84-86	91	84	—	—
Junction Chamber * ¥	—	—	—	—	—	—	—	—	87-98	92-96	85-99	—	—
Special *	99-00	99-00	99-00	99-00	96-00	96-00	96-00	00	99-00	97-00	00	96-00	96-00

Note: When in Moria, a group is either in THE CITY or THE MINES, and is on an avenue, a road, an accessway, a mineway, or at a specific feature (i.e., a room, a hall, a cavern, a lodging, etc.). If a group is in the City, it is in the "upper city" (Levels 4-7), in the "central" city (Levels 1-3 and Deeps 1-3), or in the "lower" city (Deeps 4-7). These three pieces of information determine which column of this table is used.

Note: The Gamemaster should regularly determine the appropriate column and roll for possible features. We suggest a distance of 100' for each set of rolls in the city and 500' in the mines. Features should be generated until a "nothing" or a "direction change" (marked with a †) result is obtained. If more than one feature is obtained, the Gamemaster should distribute their locations over the length of the 100' (or 500' in the mines). Certain features will require more than one roll to generate, as specified below. If some results seem to be inappropriate, ignore them and reroll.

Note: When traveling along an accessway or mineway not specifically drawn on the main maps, the route is assumed to progress in the last direction given (i.e., straight, bending, sloping, etc.) until a result indicates that the direction changes or until a feature given on the main map is reached.

Special — When this result is obtained the Gamemaster can either make up and use an unusual feature or structure or use a feature not normally found in that section or he can ignore the special result and reroll. This result is included to give the Gamemaster an indication of when to inject the unusual features that show up in anything as complex as Moria.

* — These features require further rolls on the appropriate "SPECIFIC FEATURE" column until a "nothing" result is obtained.

§ — These features (minor stairwells, rampways, elevators, slide chutes, and pole chutes) usually only go up or down 1 or 2 levels. Make a roll as follows to determine how far up or down they go: 01-35, up one tier; 36-70, down one tier; 71-80 up one tier and down one tier; 81-90 up two tiers; 91-00 down two tiers. Ignore results that would result in going below the 7th Deep or above Level 7.

** — A second roll is required to determine the direction that these features (accessways and mineways) lead: 01-40, left; 41-80, right; 81-00, left and right. A roll is also required to determine the slope of each passage: 01-70, level; 71-85, slanting downward; 85-00, slanting upward.

¥ — Whenever a junction chamber is encountered, make a roll as to determine how many mineways join in the chamber: 01-35, three; 36-85, four; 86-95, five; 96-00, seven.

† — These are "direction change" results, which (along with the "nothing" result) halt the feature generation process for a given section of passage. If the passage being traversed is on the main maps, ignore these results and reroll.

†† — Make a roll to determine the presence of bridges or aqueducts: 01-10, none; 11-70, fixed arch bridge; 71-80, aqueduct; 81-90, draw-bridge; 91-00, swivel-bridge. The presence of other features can be determined by making further rolls until a "nothing" result is obtained: 01-15, nothing; 16-35, cliff stairs up; 36-55, cliff stairs down; 56-65, path to left; 66-75, path to right; 76-85, path both ways; 86-93, pulley-way; 94-97, ramp down; 98-00, ramp up. If some results seem to be inappropriate, just ignore them and reroll.



I9.2 ENCOUNTER TABLE

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	The City					The Mines			
Encounter	L7,L6,L5	L4,L3	L2,L1, D1,D2	D3,D4	D5,D6,D7	L7,L6,L5 L4,L3	L2,L1 D1,D2	D3,D4,	D5 D6,D7
Chance of Encounter	15%	10%	20%	12%	40%	10%	8%	6%	10%
Distance (in miles)	.5	1	.2	.5	.2	2	1	2	..
Time (in hours)	4	8	2	8	4	8	4	6	8
Chute Trap *	01-05	01-07	01-07	01-10	01-10	01-03	01-05	01-07	01-05
Dart Trap *	06-20	08-22	08-15	11-15	11-15	04-10	06-15	08-12	06-08
Plate Trap *	21-25	23-30	16-20	16-25	16-25	11-13	16-19	13-19	09-14
Pit Trap	26-35	31-42	21-30	26-35	26-35	14-23	20-29	20-29	15-24
Spike Trap	36-38	43-47	31-36	36-40	36-38	24	30-32	30	25
Steam Trap *†	39	48-49	37-38	41-49	39-49	25	33-34	31-40	26-40
Wheel Trap	40	50	39-40	50	50	—	35	—	—
Bats	41-50	51-60	41-48	51-58	51-56	26-46	36-47	41-50	41-53
Chamber Birds	51-53	61-62	49	59	57	47-52	48-49	51-52	54
Cave Bear	—	63	50-51	60	—	—	50	—	—
Cave-trolls	54-59	64-69	52-53	61-66	58-60	53-60	51-57	53-61	55-59
Cave-worm†	—	—	—	67	61-63	—	58	62-64	60-65
Cavern Wings	60-61	70-71	54	68-69	64	61-66	59-60	65-67	66-68
Death Shrews	62-63	72-73	55	70-71	65-66	67-68	61	68-70	69-72
Dire Wolves	—	—	56-58	—	—	—	62	—	—
Echo Hawks	64-65	74-75	59	72	67	69-74	63-64	71-72	73
Ghosts, Lesser	66-67	76-77	60	73-74	68	75-76	65	73	74
Greater	68	78	61	75-76	69-71	77	66	74-75	75-76
Ghouls	69-70	79-80	62	77-78	72-73	78	67	76	77
Red Jaws *	71-72	81-82	63	79	74	79-81	68-69	77-78	78-79
Skeletons, Lesser	73-74	83-84	64	80-81	75	82-83	70	79	80
Greater	75	85	67	82-83	76-78	84	71	80-81	81-82
Specters	76	86	68	84-85	79-81	85	72	82-84	83-85
Vault Shrikes	77-78	87-88	69	86-87	82	86-91	73-74	85-86	86-87
Wargs	79	89	70-72	—	—	92	75-76	—	—
Water-drake *	—	—	—	88	83-85	—	77	87-89	88-92
Wight, Minor	80-81	90-91	73	89-90	86	93	78	90-91	93
Lesser	82-83	92-93	74	91-92	87-88	94	79	92-93	94
Major	84	94	75	93-94	89-90	95	80	94	95
Normal Orc Patrol	85-94	95-97	76-90	95-96	—	96-98	81-92	95-96	—
Larger Orc Group	95-99	98-99	91-98	97	91	99	93-99	97	96
Balrog Orc Patrol†	00	00	99-00	98-00	92-97	00	00	98-00	97-98
Elite Trolls†	—	—	—	—	98-99	—	—	—	99
The Balrog†	—	—	—	—	00	—	—	—	00

* — These encounters have a special requirement such as water, steam, a chasm, an air duct, etc. Reroll if such requirements are not present.

Note: This chart is designed to aid a Gamemaster using Moria during the post T.A. 1981 period. It can be used to determine the location and occurrence of encounters which are not set in a fixed place by this package or the Gamemaster. If an encounter is rolled that is inappropriate, just reroll until an appropriate one is obtained.

Note: Use the D7 column when resolving encounters in the Under-deeps, where you should only apply † results.

Note: An encounter does not always require a fight or similar activity; a group can avoid or placate some of the above dangers with proper action or good maneuver rolls. This chart only gives the Gamemaster a guide for encounters with unusual or potentially hostile traps or creatures.

Note: Some traps will not be functional due to not being activated or maintained. For each 20 years (round down) that have passed since 1981, there is a 1% chance the trap will not take effect whenever it would normally be set off (due to disuse and no maintenance). For example, in T.A. 2600 (619 years, rounded down to 600 years) there would be a 30% chance that a trap would not go off. Such a trap still has a chance of going off every time that someone hits the trigger mechanism (i.e., a trap might not go off when the first person hits the trigger, but it might still go off later). The Gamemaster may also want to assign a chance that traps are not activated (i.e., not armed or primed to go off). We suggest a 10-20% chance overall.

Codes: When in Moria, a group is either in THE CITY or THE MINES. Further more, a group is on one of the seven Levels (L7, L6, L5, L4, L3, L2, L1) or one of the seven Deeps (D1, D2, D3, D4, D5, D6, D7). These two pieces of information determine which column is used in the encounter process. Every so often in game time, the Gamemaster should determine 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 chart or the time it takes the group to cover the Distance given on the chart, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the chart, a second roll (1-100) is made to determine the nature of the encounter.



Type	Lvl	# Enc.	Size	Speed**	Hits	AT	DB	Attack (Primary/ Secondary/Tertiary)	Notes
Bat	0	I-100	S	VF/VF	4	No/I	60	25Ti/—/—	Found throughout Moria.
Chamber Bird	2	2I-30	M	F/F	25	No/I	30	40MPi/45MCI/—	Uses smell and bat-like sonar for sensing.
Cave Bear	12	I-5	H	MF/F	300	SL/8	40	95HBa/90HCl/85HGr	Use Large Creature Criticals.
Cave-troll, Adult	12	I-2	L	M/M	175	RL/11	25	100HCl/85We/—	Use Large Creature Criticals. Usually solitary or part of small group.
Young	5	I-5	L	M/M	100	RL/11	20	60HCl/40We/—	As above; usually part of a family group.
Cave-worm	10	I	H	MF/F	160	RL/12	30	90HGr/110HHi/120HBi	Use Large Creature Criticals, grapples foes and then uses other attacks.
Cavern Wing	2	2-100	S	F/VF	35	No/I	50	40SCL/30Sbi/—	Sneaky, ferocious, dominated by a leader.
Death Shrew	I	I-5	T	M/F	5	RL/11	60	45Ti/—/—	Secretes a foul-smelling spray; carries "The Blue Hand" disease.
Dire Wolf, Adult	5	2-40	L	VF/F	120	No/4	40	80Lbi/—/—	Intelligent, social, nocturnal.
Young	2	I-20	M	VF/F	90	No/3	40	60Lbi/—/—	Predators. 2-11 in a family group; I-5 family groups in a pack.
Echo Hawk	3	I-2	S	VF/BF	30	No/I	60	50MCI/50MPi/—	Uses infravision and bat-like sonar for sensing.
Ghost, Lesser	7	I-5	M	F/F	100	No/I	30	Special/60MBa/50We	Uses Large Creature Criticals. Drains 3 CON pt/rnd (10'R).
Ghost, Greater	15	I-2	M	VF/VF	165	No/I	50	Special/110We/90Lba	As above; appears as living being. Casts "Trance" spell (10'R). Drains 5 CON pt/rnd (10'R).
Ghoul, Lesser	I	any	M	M/F	25	No/I	10	25SBa/30SCL/10Sbi	Stupid, animated corpse; infects wounds.
Ghoul, Greater	3	any	M	MF/F	50	No/I	20	40MBa/50SCL/45We	As above; Casts "Fear" spell (10'R).
Red Jaw	4	I-5	M	F/VF	80	No/4	30	70MBi/—/—	Voracious, scavenger fish.
Skeleton, Lesser	7	any	M	F/F	100	No/I	30	50We/60MBa/—	Casts "Fear" (10'R); after 3 rnd, drains 2 CON pt/rnd (10'R).
Skeleton, Greater	10	any	M	VF/VF	135	No/I	40	95We/70Lba/—	As above, except drains 4 CON pt/rnd.
Specter Creature	5	I-5	L	VF/VF	200	No/I	100+40	Shock Bolt (range: 5')	Only affected by concussion hits; use Large Criticals.
Vault Shrike	I	I-5	T	VF/BF	5	No/I	60	45Ti/—/—	Elusive, aggressive red bats; secrete toxic nerve poison.
Warg	5	I-10	L	F/VF	160	No/4	55	85Lbi/50MCI/—	Large, intelligent, vicious wolves.
Water-drake	18	I	H	F/F	240	Pl/20	40	150HBa/120HGr/180HBi	Uses Super Large Creature Criticals. Primary attack is actually a +120 Water Bolt (range:200').
Wight, Minor	10	I	L	M/M	90	RI/11	30	90We/80Lba/—	Uses Large Creature Criticals. Casts "Fear" (15'R). Paralysis and sleep, upon touch.
Wight, Lesser	15	I	L	M/M	120	Ch/16	30	110We/80Lba/—	Uses Large Creature Criticals. Casts "Fear" (30'R). Paralysis and sleep, upon touch.
Wight, Major	25	I	L	M/M	170	Pl/19	30	150We/80Lba/—	Uses Super-Large Creature Criticals. Casts "Fear" (60'R). Paralysis and sleep, upon touch.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl (level), #/Encoun (number encountered), Size (Tiny, Small, Medium, Large, or Huge), Hits, and DB (defensive bonus). The more complex statistics are described below.

Speed: A creature's Speed is given in terms of "Movement Speed / Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, and BF = Blindingly Fast.

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 armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T = Tiny, S = Small, M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack: Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = Grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes differ slightly from the MERP codes and the Rolemaster codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its "Primary" attack. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" attack or "Tertiary" attack.



19.4 MERP/ROLEMASTER MILITARY TABLE

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Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee/Mis.	Secondary	Mov	M	Notes
Durbaghâsh (First and Second Deeps)												
Bodyguard/36	Lesser Orc	4	75	Ch/15	30	Y	A/L	80sc	60sp	5		Wolf-riders.
(Wolf mounts)	Great Wolf	3	90	SL/3	30	N	—	65Lbi	—	30		Very fast; if ridden, fast.
Hvy. Warriors/50	Lesser Orc	3	50	Ch/16	25	Y	A/L	60fa	20sp	-5		Some use spears in melee.
Adult War./90	Lesser Orc	3	45	No/3	35	Y	—	65sc	20sp	5		Use oval shields.
Young War./100	Lesser Orc	2	35	No/3	35	Y	—	50sc	20sb	5		Use oval shields.
Wargs/10	Warg	5	150	SL/4	30	N	—	80Lbi	Lci60	30		Very fast and vicious.
Snagahai (First and Second Deeps)												
Orc-lords/6	Lesser Orc	5	70	Ch/14	35	Y	A/L	80sc	80sb	10		Also see NPC Table.
Guard/50	Lesser Orc	3	50	Ch/14	30	Y	A/L	60sc	50sb	5		Also use spears.
Adult War./250	Lesser Orc	2	40	Ch/13	30	Y	—	45sc	50sb	0		Also use spears.
Young War./300	Lesser Orc	1	30	Ch/13	25	Y	—	35sc	40sb	-5		Also use spears.
Uruk-Ungingûrz (Sixth Deep)												
Bodyguard/3	Cave-troll	10	140	RL/11	25	N	(A/L)	120ba	100Hci	5		Use Large Creature Critical Tables..
Guard/50	Mixed Uruk	6	85	Pl/18	15	N	A/L	90th	85sb	10		Take ears as trophies.
Adult War./200	Mixed Uruk	4	70	Pl/17	35	Y	—	75ss	75ha	5		Some use handaxes or 2-H scimitars.
Young War./50	Mixed Uruk	2	55	Pl/17	30	Y	—	60ss	65sb	5		Some use handaxes or 2-H scimitars.
Balrog's Guard												
Elite Guard/18	Olog	15	180	RL/11	35	N	(A/L)	185th	120Rock	10		Use Large Creature Critical Tables.
Trolls/18	Olog	12	160	RL/11	30	N	(A/L)	160ba	100Rock	5		Use Large Creature Critical Tables.
Elite War./108	Uruk	8	110	Pl/19	40	Y	A/L	105bs	90cb	15		Some use a variety of other weapons.
Dwarven Mansion Watch (Khazad Army)												
Lord Warder/1	Khazad	21	165	Pl/20*	77	Y20	(A/L)	200wh*	120ha*	15		Mithril equipment.
High Mystic/1	Khazad	21	160	Pl/20	77	Y20	(A/L)	185wh*	110ha*	15		Has Dwarven Symbols on shield.
Old Mystic/7	Khazad	18	155	Pl/20*	77	Y20	(A/L)	177wh*	100ha*	10		Has Dwarven Symbols on shield.
Mystic Warders/49	Khazad	14	145	Pl/20	77	Y20	(A/L)	165wh*	90ha*	10		Has Dwarven Symbols on shield.
Warden/1	Khazad	18	160	Pl/20*	7	Y20	(A/L)	177ma*	110hcb	10		Mithril equipment.
Deep-warden/7	Khazad	14	155	Pl/20*	77	Y20	(A/L)	160ma*	95hcb	10		Mithril equipment.
Guard-warden/49	Khazad	10	120	Pl/20*	60	Y15	(A/L)	140ma*	85hcb	10		Adarcerc equipment.
Guards/343	Khazad	7	105	Ch/16	55	Y15	(A/L)	110ma*	75hcb	5		Adarcerc equipment.
Dwarven Weapon-host (Khazad Army)												
Weapon-lord/1	Khazad	21	165	Pl/20*	77	Y20	(A/L)	190wh*	110ha*	15		Mithril equipment (+20).
Unit-lord/3	Khazad	18	155	Pl/20*	77	Y20	(A/L)	170wh*	90ha*	15		Mithril equipment (+20).
Attack-lord/21	Khazad	14	150	Pl/20*	77	Y20	(A/L)	150wh*	80ha*	10		Mithril equipment (+20).
Lot-herd/147	Khazad	10	125	Pl/20*	60	Y15	(A/L)	130wh*	70ha*	10		Adarcerc equipment (+20).
Guard-herd/441	Khazad	6	95	Pl/19*	55	Y15	(A/L)	100wh*	65ha	5		Commander of 21 battle-guards.
Axe-herd/441	Khazad	5	80	Ch/16	50	Y15	(A/L)	90ha	60ha	5		Commander of 21 axemen.
Bow-herd/147	Khazad	4	77	Ch/13	25	N	L	80wh	70hcb	10		Commander of 7 archers.
Battle-guard/3087	Khazad	4	70	Pl/19	45	Y10	(A/L)	80wh	50ha	5		Some use maces or mattocks.
Axemen/3087	Khazad	3	60	Ch/16	40	Y10	(A/L)	60ha	50ha	0		Some use 2-H war-axes.
Archers/1029	Khazad	2	45	Ch/13	20	N	L	45sp	50hcb	5		Some use long battle-axes.
Levy/entire tribe	Khazad	1	30	Ch/16	35	Y5	(A/L)	35wh	25ha	0		Weapons and armor vary with situation.

* — Armor or weapon is magical or specially made.

Codes: The statistics given describe each type of combatant. Some of the codes are self-explanatory: Race, Lvl (Level), Hits, Sh (Shield), and Mov M (Movement and Maneuver bonus). For descriptions of the more complex statistics see The NPC Table (19.5).

Note: Uruk-hai and Olog-hai can operate freely in daylight. Lesser Orcs fight with a subtraction of -100 in true daylight and -25 in magical or enchanted daylight; normal artificial light will not bother them. Hungry Orcs may eat the enemy and/or their own dead. Stone-trolls turn to stone in real or magical daylight. Other lesser Trolls operate as lesser Orcs.

Note: Unless indicated otherwise, Dwarven equipment is at least steel (+5 or +10).

Note: The Dwarven forces occupy Moria prior to T.A. 1981, while the other forces occupy it after that.

Note: Dwarven Symbols are actually spells implanted in items (usually shields). These spells are activated (cast) by reading a Khuzdul inscription on the surface of the item. Such spells are usually castable 7 times per day. Each of the Mystic-warders and their leaders have at least one Dwarven Symbol on the inside of their shields. Standard Symbols include: *Sudden Light* with the effect on the front of the shield, *Stun Relief III* for all within a 14' radius, *Bless* with a 14' radius (similarly, *Prayer* and *Resistance*), and many other similar spells from the Channeling Realm.(See Sec. 6.3.)



Name	Lvl	Hits	AT	DB	Sh	Melee Gr	Missile OB	Mov OB	M	Notes
Balog	(36)	420	Pl/20	60	N	(A/L)	240wp	120sp	50	Valarauko. 66th lvl Fire-spirit. Sword strikes as 240th. Thrown rocks strike as 120LGr. See Section I4.I for a complete description.
Orcs (Yrch)										
Maugrath	9	130	Ch/16*	25	N	A/L	120th*	100sp*	10	Uruk Lord of the Durbaghâsh. +15 Adarcir equipment.
Ulgog	7	100	Ch/14	30	Y	A/L	100sc	90sb	5	Uruk Lord of the Snagahai.
Gorthak	6	80	Ch/14	35	Y	A/L	90sc	70sc	10	Ulgog's son.
Shagog	5	75	Ch/13	35	Y	—	80sc	90sb	10	Ulgog's son.
Trolls (Tereg)										
Ufgamog	12	175	RL/II	55	Y	(A/L)	150ba*	100ro	0	Cave-Troll. Lord of the Uruk-Ungingûrz. +15ba Uses Large Creature Criticals.
Lugronk	15	200	RL/II	35	N	(A/L)	175hb*	120ro	5	Olog leader of the Balrog's Troll-guard. +15hb. Uses Large Creature Criticals.
Muranog	20	220	RL/II	40	Y	(A/L)	200fl*	140ro	10	Very intelligent Olog; High Lieutenant of the Balrog. Uses runes. +20 flail. Uses Large Creature Criticals.
Dwarf-kings										
Durin I	49	177	Pl/20*	7	Y20	(A/L)	232wh*	200wh*	10	+20 armor and shield. +30 war hammer (does double damage and can be summoned by weilder from a distance up to 777'). 14 Dwarven symbols on his shield (see Section 6.3).
Durin II	14	120	Pl/20*	77	Y20	(A/L)	177wh*	177hcb*	5	Dwarven Bard, vain son of Durin I, died relatively young. Only known blonde Dwarf; Elves denied that he was a Bard, saying "you can't call that music."
Durin III	35	177	Pl/20*	77	Y20	(A/L)	220wh*	190wh*	10	Same equipment as Durin I.
Báin	21	177	Pl/20*	77	Y20	(A/L)	190wh*	160wh*	0	Same equipment as Durin I.
Durin VI	28	177	Pl/20*	77	Y20	(A/L)	210wh*	180wh*	10	Same equipment as Durin I.
Náin I	21	150	Pl/20*	77	Y20	(A/L)	200wh*	177wh*	10	+20 armor and shield. +30 war hammer; returns up to 232' when thrown.
Balin	28	177	Pl/20*	65	Y15	(A/L)	200wh*	177hcb*	10	+15 armor, war hammer and crossbow.
Thorin III	21	177	Pl/20*	60	Y15	(A/L)	190wh*	177hcb*	5	+15 armor, war hammer and crossbow.
The Embassy to the Dwarven King (I7.1)										
Falin	18	147	Pl/20*	65	Y20	(A/L)	160wh*	110ha*	0	Dwarf Warrior/Fighter. +20 armor and weapons.
Grolin	7	100	Ch/13*	30	N	—	90ma*	80ha*	15	Dwarf Warrior/Fighter. +15 armor and weapons.
Brís	10	77	RL/10*	70	—	(A)	49ma*	49ha*	15	Dwarf Animist/Healer. Balin's Queen. +25 robes act as AT10. +25 weapons.
Bwalin	17	149	Pl/19*	70	Y20	(A/L)	70ma*	160ba*	70ha*	Dwarf Warrior/Fighter. Attack-lord, First Rank in Eastern Khazad-dûm. +20 armor and weapons.
A Mission to Steal (I7.2)										
Gáin	10	125	Pl/20*	65	Y15	(A/L)	140ma*	85hcb*	10	Dwarf Warrior/Fighter. +15 armor and weapons.
Frúin	7	95	Pl/19	45	Y10	A/L	90wh	60ha	5	Dwarf Warrior/Fighter. +10 armor and weapons.



19.5 MERP/ROLEMASTER NPC TABLE – CONTINUED

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Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
The Exploration Expedition (17.3)										
Tili	5	70	Ch/13*	45	Y10	—	70ma*	65hcb*	10	Dwarf Warrior/Fighter. +10 armor and weapons.
The Search for Balin (17.4)										
Tali	5	83	Ch/13	25	N	—	60ma	50lcb	0	Dwarf Warrior/Fighter. +10 armor and weapons.
Tili	6	77	Ch/15*	45	Y10	(A/L)	80ma*	70hcb*	5	Dwarf Warrior/Fighter. +10 armor and weapons.
Quest for Durin's Legacy (17.5)										
Umagaur	33	333	RL/12	50	N	A/L	220wh	160sp	15	Olog Warrior/Fighter. Troll-king of the Hithaeglir after the death of Durin's Bane. Uses Large creature criticals. His alternate weapon is his armored tongue (see Sec. 17.5.2).
The Closing of the Under-deeps (17.6)										
Cori	14	150	Ch/13	20	Y20	A/L	150ba	80ha	10	Dwarf Warrior/Fighter. +15 armor and weapons.
Ulgrunk	15	215	RL/11	70	N	(A/L)	170hb*	115ro	5	Olog Warrior/Fighter. Lord of the Uruk-Ungingúrz. +15 armor and weapons.
Episodes (18.0)										
Óin	7	81	Ch/14*	10	Y10	(L)	85ma*	65sp*	10	Dwarf Warrior/Fighter. +10 armor and weapons.
Róin	21	77	RL/11*	20	N	—	170ba*	—*	10	Dwarf-ghost. +20 battle axe. Can only be harmed by enchanted (or mithril) weapons.
Camgalen	9	105	Ch/13*	45	Y5	—	130bs*	120lb*	10	Sinda Ranger. +5 armor and weapons.
Khím	12	147	Pl/19*	45	Y15	(A)	125ha*	90ha*	5	Dwarf Warrior/Fighter. Attack-lord of the First Rank in Eastern Khazad-dûm. +10 armor and weapons.

Moria is home to countless artifacts. The following items specifically pertain to the adventures and episodes in sections 17.0 and 18.0.

ARTIFACT	TYPE	ORIGIN	LOCATION	NATURE
Angoturma	Shield	Nogrod	Róin's Scar	(Q. "Snake-shield") Round-shield of Noldo design. Silvery surface looks like a coiled serpent (gilded snake-head serves as shield-boss). Composed of adarcer and inlaid with mithril filigree, it protects bearer from Dragon-fire. MERP/RM: +20 full-shield Reduces all Heat criticals by 3 severity levels (e.g., "E" becomes "B"). LOR: +1 Melee/Missile DB, -1 Damage. (See Sec. 18.1.)
Calris	Sword	Angband	Balrog	(S. "Light Cleaver.") Giant, flaming Sword (treat as 2-hander) of black eog; weighs 18 lbs. Sword is on fire only when held by the Balrog, and only when Demon is also on fire. MERP/RM: +30 Two-hand sword. All regular crits accompanied by Heat criticals of 1 less severity level. LOR: +2 Melee OB, +4 Damage. (See Sec. 17.3, 17.4, 17.5, 18.3.)
Cuivigurth	Whip	Angband	Balrog	(S. "Awakening Death.") Felyashono's giant, flaming, black ogamur whip has a strike range of 36 feet and weighs 24 pounds. Whip is on fire only when held by the Balrog, and only when the Demon is also on fire. MERP/RM: Treat as +30 Whip or Flail. All regular crits accompanied by Heat criticals of 2 less severity levels. LOR: +2 Melee OB, +2 Damage. (See Sec. 17.3, 17.4, 17.5, 18.3.)
Khazad-baruk	Axe	Khazad-dûm	King's Armory	(Kh. "Dwarf-axe") Aka "Durin's Axe," it is the Lord of the First House's ceremonial battle axe. Fashioned from eog and mithril, it delivers 2x normal damage and can be summoned by the Dwarf-king from 777' away (appears in 1 round). MERP/RM: +30 OB; casts 1 spell/day from the Earth Law or Locating Ways lists (RM) or Directing Channeling lists (MERP). LOR: +3 OB, +3 Damage; wielder may find any path within 1 mile of axe 1x/day. (See Sec. 17.1, 17.3, 17.4, 17.5, 17.6.)
Naukokassa	Helm	Khazad-dûm	King's Armory	(Q. "Dwarf-helm"; S. "Naugithôl") Aka "Durin's Helm," it is the Lord of the First House's ceremonial battle helmet. Fitted with a movable cowl shaped like a beast-head (≈ to a racoon or badger) and fashioned from eog and mithril, it shields wearer from normal fire. MERP/RM: +10 DB. LOR: +1 DB. (See Sec. 17.1, 17.3, 17.4, 17.5, 17.6.)
Naukorankollo	Helm	Khazad-dûm	King's Armory	(Q. "Dwarf-armor") Aka "Durin's Armor," it is the Dwarf-king's ceremonial battle armor. Actually half-plate and scales, it protects like full plate. MERP/RM: AT P1/20, +10 DB. LOR: +1 DB. (See Sec. 17.1, 17.3, 17.4, 17.5, 17.6.)
Naukoturma	Helm	Khazad-dûm	King's Armory	(Q. "Dwarf-shield") Aka "Durin's Shield," it is the Lord of the First House's ceremonial battle shield. A simple mithril, round-shield, it is adorned with 14 enchanted Khuzdul symbols (see 6.3), which are castable 7x/day and must be read in Khuzdul. RM: +20 DB. Symbols (spells)— Light Law "Sudden Light," Surface Ways "Stun Relief III," "Protections Prayer" and "Resistance I" for all followers within 14' rad.; Nature's Protections "Deflections Organic," Nature's Law "Stonespeech," Concussion's Ways "Regeneration I" and other Channeling spells. MERP: +20 DB. Symbols (spells)— Light Law "Sudden Light," Surface Ways "Stun Relief III," "Protections Prayer," "Resistance I" (for all followers within 14' rad.) and "Deflections Organic," Essence Hand "Vibrations," Surface Ways "Regeneration III," and other Channeling spells. LOR: +2 DB. Symbols (spells)— (1) cause bright flash of light, blinding all (save wielder) gazing toward shield; (2) "Protection from Magic" spell with +4 magical bonus for all followers within 14' rad.; (3) "Shield" spell with bonus vs organic materials; and (4) "Healing" spell. (See Sec. 17.1, 17.3, 17.4, 17.5, 17.6.)
Rhitorog	Crown-helm	Utumno	Umagaur	(S. "Troll-crown") A wrought iron crown shaped like a perforated pot helm, adorned with six horn spikes, and fitted with a chain hood liner. The hood covers the face and neck. The lower portion can be pulled up, thereby covering the mouth and nose. MERP/RM: +10 DB; +10 RRs. LOR: +1 DB, -1 Damage v. Melee/Missile attacks. (See Sec. 17.5, 17.6, 18.3.)
Tanqil Quendil	Brooch	Ost-in-Edhil	Lórien	(S. "Elf-friend's Brooch") Fashioned out of silver, it denotes wearer as a friend of the Quendi. MERP/RM: +5 to all RRs. LOR: -1 Damage v. Melee/Missile attacks. (See Sec. 18.2.)



19.7 THINGS THAT HEAL OR HARM

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NAME	COST	FORM/PREP	EFFECT
HERBS			
Lemsang	25sp	Mushroom/ingest	Pound equals 1 week of preserved rations.
Lothfelag	490gp	Flower/ingest	Cave-flowers will preserve and protect a wounded Dwarf for up to seven months in a "Lifekept" state and will give life (as "Lifegiving") to a Dwarf who has died within the preceding seven hours. Others who eat the enchanted flowers will immediately be relieved of any effects from concussion hits or stunning blows. Proper preparation requires removal of toxic resin (see Poisons below).
Madarch	42gp	Mushroom/liquid	When mixed with an equal part of water, it forms a purplish potion which warms the body and, within less than 2 hrs (1-100 min.), heals all the imbiber's cuts and blood vessels and restores normal blood flow.
Zur	12gp	Fungus/brew	Found in hot, humid chambers. Enhances (+50) smell and hearing for 1 hr.
POISONS			
Gorfang	210gp	Moss/liquid	(Lvl 3) Moss' moist surface embodies a third level nerve poison: victims failing a RR by 01-50 lose feeling in, and use of, 1-4 extremities (hands and feet); those failing by 51 or more die when their nerves simply dissolve into a hot pink liquid.
Gwinwin Rynd	84gp	Bat/liquid	(Lvl 2) Secretion from tongue of Vault Shrike serves as nerve poison. When used externally, victim must make RR or be paralyzed in body area touched (e.g., normally region between joints, such as forearm). Poison will not affect critical internal organs unless ingested. In such case, RR failure of 01-50 results in total paralysis for 01-100 days; RR failure of 51+ results in immediate death due to nerve disruption.
Lothfelag	70gp	Resin/ingest	(Lvl 1) Victims failing by 01-50 fall into an unwaking sleep for 1-10 hours; RR failure of 51+ results in a coma for 1-7 months.
Nen Calgalen	35gp	Root/paste	(Lvl 2) Victim failing RR will glow green for 1-100 rds. One failing by 01-25 is slowed, cannot move faster than a walk, and is at -50 for 1-100 rds; failure of 26-50 results in 1-100 hits and a debilitating pain which lasts for 1-10 hrs. An RR failure of 51+ results in a painful burning of the mind, with the victim losing 1-100 stat points from his Constitution and mental stats (MERP: Ig, It, Pr; Rolemaster: Em, In, Me, Pr, Re). Should the victim's Constitution drop to zero or less, he dies.
Pelenaaur	80gp	Mushroom/paste	(Lvl 2) Undiluted Madarch which must be injected or ingested for effect. Victims failing by 01-50 have their unhealed wounds reopened and bleed 2x normal rate. Victims failing by more expire when all their blood vessels explode.
DISEASE			
E Luincam	—	Bite/bacteria	(Lvl 4) Non-contagious. Transmitted by bite of Death Shrew. RR failure of 01-10 results in blue discoloration of skin (-20 from Presence and/or Appearance) and occasional slowing of activity (each day roll: a result of 01-05 leaves victim at -25 activity until fully rested). RR failure of 11+ results in same effect plus: (1) large boils (each day roll again: another result of 01-05 leaves victim with boils which temporarily halve Appearance and Presence stats and leave victim with half Concussion hits); and (2) bleeding through nose and ears (each day roll a third time: a result of 01-05 leaves victim with 01-10 hits and subject to 2x normal bleeding rate).
NOTES			
Form: <i>Paste</i> —May be applied to edged or pointed weapons, in which case it remains effective for 1-7 days (unless it is first "applied" to a target). <i>Liquid</i> —As paste, except it only remains effective for 1-5 hours. <i>Powder</i> —While it may not be applied to weapons, it may be placed in liquids or foodstuffs.			
Preparation: <i>Brew</i> —Wait 20 rounds after immersing in boiling water, then drink. <i>Ingest</i> —May be eaten, chewed, drunk, or inhaled, whichever is appropriate. <i>Apply</i> —Takes 1-10 rounds to prepare before herb is applied directly to the injured area.			
Effect: Based on 1 dose = .5 ounces (14 grams), a maximum of 1 dose takes effect in any given round.			



LORD of the RINGS™

ADVENTURE GAME

19.8.1 LOR BEAST TABLE

Name:	Movement	Normal	Charge	Flee	Endurance	Melee OB	Melee Damage	Missile OB	Missile Damage
Bat	0	5	3	7	2	0	-3	—	—
Chamber Bird	3	2	0	3	12	2	0	—	—
Cave Bear	3	4	3	5	150**	6	6	—	—
Cave-troll, Adult	1	3	3	3	87*	6	3	-2 (rock)	6
Cave-troll, Young	1	3	3	3	50*	4	3	-2 (rock)	5
Cave-worm	-1	4	3	5	80**	6	6	—	—
Cavern Wing	5	4	2	5	17	1	-3	—	—
Death Shrew	-3	7	7	7	2	0	-6	—	—
Dire Wolf, Adult	8	3	1	5	60*	5	3	—	—
Dire Wolf, Young	8	3	1	5	45	3	0	—	—
Echo Hawk	9	5	3	7	15	1	-3	—	—
Ghost, Lesser	4	2	0	3	50	3	0	—	—
Greater	8	4	2	6	82	5	0	—	—
Ghoul, Lesser	-1	0	0	0	12	1	0	—	—
Greater	1	1	0	2	25	2	0	—	—
Red Jaw	3	2	0	3	40	3	0	—	—
Skeleton, Lesser	0	2	0	3	50	2	0	—	—
Greater	2	3	1	5	67	4	0	—	—
Specter	5	3	1	5	100*	??	3	—	—
Vault Shrike	0	5	3	7	2	0	-6	—	—
Warg	5	4	2	5	80*	5	3	—	—
Water-drake	7	7	5	8	120**	9	6	—	—
Wight, Minor	1	4	4	4	45*	5	3	—	—
Wight, Lesser	2	5	5	5	60*	6	3	—	—
Wight, Major	4	6	6	6	85*	8	3	—	—

*For these creatures treat "U" results as "25 damage" and for "K" results roll one Die: on a 3-6 the result is a "K", otherwise the result is "30 damage."

**For these creatures treat "U" results as "20 damage" and for "K" results roll one Die: on a 4-6 the result is a "K", otherwise the result is "25 damage."

?? GM discretion, see MERP/RM tables



19.8.2 LOR MILITARY TABLE

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Name	#			Mel Mis										#		#	Spell
	Enc	E.P.	End	Str	Ag	Int	Mov	Def	OB	OB	Gen	Sub	Per	Mag	Lang		
Durbaghâsh (First and Second Deeps)																	
Bodyguard	36	1200	120	I	I	-I	I	I	9	5	2	2	2	-2	0.5	0	Orc Warrior
(Wolf mounts)		900	135	0	0	0	0	0	6	0	I	3	3	0	0	0	Wolf Animal
Hvy. Warriors	50	900	95	I	I	-I	I	I	8	4	2	I	I	-2	0.5	0	Orc Warrior
Adult War.	90	900	90	I	I	-I	I	I	8	4	2	I	I	-2	0.5	0	Orc Warrior
Young War.	100	600	80	I	I	-I	I	I	7	4	2	I	I	-2	0.5	0	Orc Warrior
Wargs	10	1500	170	2	I	I	8	6	4	0	3	2	2	-5	0	0	Warg Animal
Snagahai (First and Second Deeps)																	
Orc-lords	6	1500	115	I	I	-I	I	I	10	6	3	2	2	-2	0.5	0	Orc Warrior
Guard	50	900	95	I	I	-I	I	I	8	4	2	I	I	-2	0.5	0	Orc Warrior
Adult War.	250	600	85	I	I	-I	I	I	7	4	2	I	I	-2	0.5	0	Orc Warrior
Young War.	300	300	75	I	I	-I	I	I	6	3	2	I	I	-2	0.5	0	Orc Warrior
Uruk-Ungingûrz (Sixth Deep)																	
Bodyguard	3	3000	165	4	-2	-3	I	3	6	-2	2	-I	-2	-7	I	0	Troll Warrior
Guard	50	1800	130	I	I	-I	I	I	10	6	4	2	2	-2	0.5	0	Orc Warrior
Adult War.	200	1200	115	I	I	-I	I	I	9	5	2	2	2	-2	0.5	0	Orc Warrior
Young War.	50	600	100	I	I	-I	I	I	7	4	2	I	I	-2	0.5	0	Orc Warrior
Balrog's Guard																	
Elite Guard	18	4500	185	4	-2	-3	I	3	7	-I	4	0	-I	-5	1.5	0.5	Troll Warrior
Trolls	18	3600	175	4	-2	-3	I	3	6	-2	3	0	-I	-6	1.5	0.5	Troll Warrior
Elite War.	108	2400	150	I	I	-I	I	I	10	7	5	3	3	-I	0.5	0	Orc Warrior
Dwarven Mansion Watch (Khazad Army)																	
Lord Warder	I	6300	192	3	-I	0	0	0	13	11	11	7	6	I	3.75	1.5	Dwarf Warrior
High Mystic	I	6300	192	3	-I	0	0	0	12	10	11	7	6	I	3.75	3	Dwarf Warrior
Old Mystic	7	5400	192	3	-I	0	0	0	11	9	11	7	6	I	3.75	2	Dwarf Warrior
Mystic Warders	49	4200	160	3	-I	0	0	0	10	8	11	7	6	I	3.75	1	Dwarf Monster
Warden	I	5400	190	2	-I	0	0	0	13	10	10	6	5	0	3	0.75	Dwarf Warrior
Deep-warden	7	4200	187	2	-I	0	0	0	12	9	9	5	4	-I	2.25	0.75	Dwarf Warrior
Guard-warden	49	3000	170	2	-I	0	0	0	11	8	7	4	3	-2	1.5	0	Dwarf Warrior
Guards	343	2100	162	2	-I	0	0	0	10	7	5	3	2	-2	1.5	0	Dwarf Warrior
Dwarven Weapon-host (Khazad Army)																	
Lord	I	6300	192	3	-I	0	0	0	13	11	11	7	6	I	3.75	1.5	Dwarf Warrior

KEY

Enc = number encountered

EP = experience points

End = Endurance

Str = Strength

Ag = Agility

Int = Intelligence

Mov = Movement

DB = Defense Bonus

Mel OB = Melee Offensive Bonus

Mis OB = Missile Offensive Bonus

Gen = General

Subt = Subterfuge

Perc = Perception

Mag = Magical

Lang = number of languages known

Spells = number of spells known

?? = GM discretion see MERP/RM tables

Name	#	Mel Mis													#	#	
	Enc	E.P.	End	Str	Ag	Int	Mov	Def	OB	OB	GenSub	Per	Mag	Lang	Spell		
Unit-lord	3	5400	187	2	-I	0	0	0	13	10	10	6	5	0	3	0.75	Dwarf Warrior
Attack-lord	21	4200	185	2	-I	0	0	0	12	9	9	5	4	-1	2.25	0.75	Dwarf Warrior
Lot-herd	147	3000	172	2	-I	0	0	0	11	8	7	4	3	-2	1.5	0	Dwarf Warrior
Guard-herd	441	1800	155	2	-I	0	0	0	10	6	5	3	2	-3	1.5	0	Dwarf Warrior
Axe-herd	441	1500	140	2	-I	0	0	0	10	6	4	3	2	-3	1.5	0	Dwarf Warrior
Bow-herd	147	1200	137	2	-I	0	0	0	9	5	3	3	2	-3	1.5	0	Dwarf Warrior
Battle-guard	3087	1200	130	2	-I	0	0	0	9	5	3	3	2	-3	1.5	0	Dwarf Warrior
Axemen	3087	900	120	2	-I	0	0	0	8	4	3	2	1	-3	1.5	0	Dwarf Warrior
Archers	1029	600	105	2	-I	0	0	0	7	4	3	2	1	-3	1.5	0	Dwarf Warrior
Levy	tribe	300	90	2	-I	0	0	0	6	3	3	2	1	-3	1.5	0	Dwarf Warrior

I9.8.3 LOR NPC TABLE

Name	E.P.	End	Str	Ag	Int	Mov	Mel Mis				Gen	Subt	Per	Mag	#	#	
							Def	OB	OB	5					Lang	Spell	
Balrog	10800	420	12	9	7	4	6	15	8	5	1	5	4	5	3	Maia Fire-Spirit	
<i>Orcs (Yrch)</i>																	
Maugrath	2700	160	1	1	-1	1	1	11	8	5	3	3	-1	0.5	0	Orc Warrior	
Ulzog	2100	145	1	1	-1	1	1	10	7	4	2	2	-1	0.5	0	Orc Warrior	
Gorthak	1800	125	1	1	-1	1	1	10	6	4	2	2	-2	0.5	0	Orc Warrior	
Shagog	1500	120	1	1	-1	1	1	10	6	3	2	2	-2	0.5	0	Orc Warrior	
<i>Trolls (Tereg)</i>																	
Ufgamog	3600	182	4	-2	-3	1	3	6	-2	3	0	-1	-6	1.5	0.5	Troll Warrior	
Lugronk	4500	195	4	-2	-3	1	3	7	-1	4	0	-1	-5	1.5	0.5	Troll Warrior	
Muranog	6000	205	2	1	-1	1	1	13	10	10	6	6	2	1	0.25	Orc Warrior	
<i>Dwarf-kings</i>																	
Durin I	14700	198	4	1	1	1	1	15	12	13	9	8	4	5.5	2.5	Dwarf Warrior	
Durin II	4200	198	0	-1	1	0	0	9	7	8	8	7	10	6	6.75	Dwarf Bard	
Durin III	10500	198	3	-1	0	0	0	14	11	12	8	7	3	4.5	1.5	Dwarf Warrior	
Báin	6300	198	3	-1	0	0	0	13	11	11	7	6	1	3.75	1.5	Dwarf Warrior	
Durin VI	8400	198	3	-1	0	0	0	14	11	12	8	7	3	4.5	1.5	Dwarf Warrior	
Náin I	6300	185	3	-1	0	0	0	13	11	11	7	6	1	3.75	1.5	Dwarf Warrior	
Balin	8400	198	3	-1	0	0	0	14	11	12	8	7	3	4.5	1.5	Dwarf Warrior	
Thorin III	6300	198	3	-1	0	0	0	13	11	11	7	6	1	3.75	1.5	Dwarf Warrior	
The Embassy to the Dwarven King (17.1)																	
Falin	5400	183	2	-1	0	0	0	13	10	10	6	5	0	3	0.75	Dwarf Warrior	
Grolin	2100	160	2	-1	0	0	0	10	7	5	3	2	-2	1.5	0	Dwarf Warrior	
Brís	3000		0*	-1	1	0	0	8	6	7	6	6	9	3.75	8.25	Dwarf Bard	
Bwalin	5100	184	2	-1	0	0	0	13	10	10	6	5	0	3	0.75	Dwarf Warrior	

Name	E.P.	End	Str	Ag	Int	Mov	Def	Mel Mis		OB	OB	Gen	Subt	Per	Mag	#	#	
								Lang	Spell									
A Mission to Steal (17.2)																		
Gáin	3000	172	2	-1	0	0	0	0	11	8	7	4	3	-2	1.5	0		Dwarf Warrior
Frúin	2100	155	2	-1	0	0	0	0	10	7	5	3	2	-2	1.5	0		Dwarf Warrior
The Exploration Expedition (17.3)																		
Tili	1500	130	2	-1	0	0	0	0	10	6	4	3	2	-3	1.5	0		Dwarf Warrior
The Search for Balin (17.4)																		
Tali	1500	143	2	-1	0	0	0	0	10	6	4	3	2	-3	1.5	0		Dwarf Warrior
Tili	1800	137	2	-1	0	0	0	0	10	6	5	3	2	-3	1.5	0		Dwarf Warrior
Quest for Durin's Legacy (17.5)																		
Umagaur	9900	261	6	-1	1	1	1	1	14	4	7	6	6	1	2	.5		Dwarf Warrior
The Closing of the Under-deeps (17.6)																		
Cori	4200	185	2	-1	0	0	0	0	12	9	9	5	4	-1	2.25	0.75		Dwarf Warrior
Ulgrunk	4500	202	4	-2	-3	1	3	7	-1	4	0	-1	-5	-5	1.5	0.5		Troll Warrior
Epsodes (18.0)																		
Óin	2100	141	2	-1	0	0	0	0	10	7	5	3	2	-2	1.5	0		Dwarf Warrior
Róin	6300	98	1	1	1	1	1	1	13	-1	2	9	5	3	3	5		Dwarf Bard
Camgalen	2700	132	2	1	2	1	2	11	11	5	4	4	4	2	3	3		Elf Ranger
Khím	3600	183	2	-1	0	0	0	0	11	8	8	5	4	-1	2.25	0.75		Dwarf Warrior



20.0 APPENDICES

"When at last the battle was won the Dwarves that were left gathered in Azanulbizar. They took the head of Azog and thrust into its mouth the purse of small money, and then they set it on a stake. But no feast nor song was there that night; for their dead were beyond the count of grief. Barely half of their number, it is said, could stand or had hope of healing."

— *LotR III*, p. 444

Space does not permit us to spell out every thought or include statistics for every major role playing game system, so we include the following abbreviations, definitions, citation guidelines, etc.

Section 20.1 covers abbreviations. Section 20.2 enables readers to translate citation references. Definitions of frequently employed terms are set out in Section 20.3.

20.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

LANGUAGES

A.	Avarin (East-elvish)
Ad.	Adûnaic
B.S.	Black Speech
E.	Eldarin (Old-elvish)
Kh.	Khuzdul (Dwarvish)
K.	Kuduk (Ancient Hobbitish)
M.	Melkorin (Ancient Dark-speech)
Q.	Quenya (High-elvish)
S.	Sindarin (Grey-elvish)
V.	Valarin
W.	Westron (Common Speech)

GAME SYSTEMS

IOR	<i>Lord of the Rings Adventure Game</i> (ICE)
MERP	<i>Middle-earth Role Playing</i> (ICE)
RM	<i>Rolemaster</i> (ICE)

CHARACTER STATS

Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
Ig	Intelligence
It	Intuition
Me	Memory
Pr	Presence
Qu	Quickness
Re	Reasoning
SD	Self Discipline
St	Strength

GAME TERMS

AT	Armor Type
DB	Defensive Bonus
MB	Maneuver Bonus
OB	Offensive Bonus
PP	Power Points
RR	Resistance Roll

SOURCES

<i>Hob</i>	<i>The Hobbit</i> (Ballantine ed.)
<i>LotR</i>	<i>The Lord of the Rings</i> (Ballantine ed.)
<i>LotRI</i>	<i>The Fellowship of the Ring</i> (Ballantine ed.)
<i>LotRII</i>	<i>The Two Towers</i> (Ballantine ed.)
<i>LotRIII</i>	<i>The Return of the King</i> (Ballantine ed.)
<i>Sil</i>	<i>The Silmarillion</i> (Houghton Mifflin ed.)
<i>UT</i>	<i>Unfinished Tales</i> (Houghton Mifflin ed.)

AUTHORIZED PUBLISHERS

A&U	Allen & Unwin, Ltd (London)
Bal	Ballantine Books (New York)
GA&U	George Allen & Unwin, Ltd (London)
GB	Grafton Books (London)
HC	Harper Collins (London)
HM	Houghton Mifflin Company (Boston)
UH	Unwin Hyman (London)

20.2 CITATIONS

Since this is a game supplement, the descriptions in the character glossaries have been confined to material pertinent to fantasy role playing. In order to provide the reader with access to more information, we provide citations to selected sections of the works; however, generally only one significant section is indicated.

All citations are italicized. Bold italic print citations denote the a reference to one of Tolkien's works or, when specified, to one or more ICE products. ICE's publications contain extrapolated material and do not contain text attributable to J.R.R. Tolkien.

Example: A citation states "Read *LotRII* 422. See ICE's **MERP** 111." This means you can find more information in *The Lord of the Rings Part II, The Two Towers*. The material is at page 422 in the Ballantine (U.S. paperback) version. More data is in ICE's *Middle-earth Role Playing* at page 111.

20.3 GLOSSARY

The following glossary provides translations and explanations of (mostly Sindarin) terms sprinkled through this supplement. You should refer to the sources, especially *The Hobbit* and *The Lord of the Rings*, for more detailed information about these and other Endorian names and concepts.



Adarcerc: A white steel alloy, it is a fusion of Ang (iron), Shalk, and Durang (see below). Adarcerc cleaves iron without dulling. It is extremely strong but somewhat brittle (rigid), and difficult to work with once forged.

Adz: A sharp, finely-made variation of a mattock (see below), an adz is cutting tool comprised of a blade fixed at a right angle to the handle. Some call it a "twisted-axe."

Alcam: (S. "Tin") This soft, silvery metal is normally used to make the alloy Evyth, although the Dwarves use it to line water-basins, or for much of their decorative fillagree. It is clear that there is less Alcam in Moria than there is among the Dwarves in the Blue Mountains, but this may be due to the abundance of better metal. Khazad-dûm's only Alcam deposits are in the southeastern mines of the Second Deep.

Ang: (S. "Iron") Pure Ang is silver-white and both malleable and ductile. Even in Moria, though, it is rare. Common Ang is dark grey and hard, yet bendable. Ang is found throughout the mines of the northern Deeps, at every level and as far as the central Redhorn.

Azanulbizar: (Kh. "Valley of the DimRills"; W. "Dimrill Dale"; S. "Nanduhirion") This vale lies on the east side of the Misty Mountains, at the headwaters of the River Celebrant (W. "Silverlode"), and is tucked between the three great peaks of Fanuidhol, Caradhras, and Celebdil. The Great-gates (East-gate) of Moria face on Azanulbizar and a Dwarven-stair leads out of the entry, joins the Dimrill Stair, and—alongside a series of short waterfalls—descends through the vale. It becomes a road which runs down toward Lórien. An enchanted lake called the Mirrormere (Kh. "Kheled-zâram") lies at the vale's center. In T.A. 2799 a climactic battle was fought here; it ended with the Orc-lord Azog slain and the Dwarves victorious, thus putting to rest the Great War Between the Dwarves and Orcs.

Basalt: A dark, dense, igneous rock.

Borang: (S. "Steadfast-iron" or "Steel") This silvery alloy is a favorite of the Naugrim. Composed of Ang, Morasarn (carbon), and a smattering of one or more odd metals, it is strong and durable. Borang supports more than Ang, and is cheaper and more pliable than Adarcerc.

Caradhras: (S. "Redhorn"; Kh. "Barazinbar") The tallest of the three great peaks which rise above Moria. Unlike the neighboring mountains, Caradhras is not a tame grey; rather it is composed of an uplift of pink igneous rock. Normally, it reflects the rays of the sun at dawn and at sunset and, when the sky permits, takes on a fiery color.

Celeb: (S. "Silver") Dwarves often hoard their Celeb, but there's enough of it around Moria to allow other uses. Here they use it for decorative inlays, chalices, plates, cups, mugs, horns, and virtually anywhere where they could use Mal (gold), but are too mean. Still, despite its malleability, Celeb is stronger than Mal. Plentiful veins of Celeb lie in the western reaches of the mines, in the First through Third Deeps.

Celebdil: (S. "Silvertine"; Kh. "Zirak-zigil") Southernmost of the three mountains above Moria. Heavily snow-bound, it is the "whitest" of the triad. On a ledge near its peak lies Durin's Tower; beneath it descends the Endless Stair which connects the heights, the Dwarven-city, and the Underpassages deep within the earth.

Celebrant: (S. "Silverlode") The river running eastward out of the Misty Mountains at the Kheled-zâram. It is joined downstream by the Nimrodel (W. "White Cavellady"), cuts through Lórien, and eventually joins the Anduin.

Cirith Caradhras: (S. "Redhorn Pass"; alt. "Redhorn Gate"; Kh. "Lagil Barazinbar") The high pass crossing the Misty Mountains between the mountains Caradhras and Celebdil. It connects Eregion to Lórien. On the east side the road drops by way of a Dwarf-stair which runs alongside the falls feeding the Kheled-zâram.

Deep: One of the seven lower tiers of Khazad-dûm (which are all below the Outer Doors).

Durang: (S. "Dark-iron") The Sindarin term for titanium.

Eog: (Du. "Eol's Iron") A Noldo recipe, it is the hardest known steel.

Eregion: (W. "Hollin") The highland region of Eriador between the Rivers Glanduin and Bruinen is composed mostly of foothills on the western flank of the Misty Mountains. Eastern Eregion runs up to the mountains' edge, while the western reaches are rolling hills separated by streams and bogs. A long east-west mountain spine, the Hollin Ridge, runs through the center of the area. Eregion has been essentially depopulated since S.A. 1697 and is now known for its numerous holly trees. It also contains the West-gate of Moria, which faces the River Sirannon, the chief tributary of the Glanduin. At its height, Eregion was an Elf-kingdom of the Gwaith-i-Mírdain or "People of the Jewel-smiths." Led by Celebrimbor, these Noldo Elves created great works, including the Three Rings of Power: Vilya, Nenya, and Narya. The chief Elven settlement was at Ost-in-Edhil, east of the marsh called Nin-in-Eilph (W. "Swanfleet"), at the confluence of the Sirannon and the Glanduin.

Eriador: All the territory north of the River Isen (S. "Sîr Angren") and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglir"). Its northern boundary lies along the highland ridge that runs northwestward from Carn Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathlo") and Swanfleet (S. "Glanduin"). (See *LotR*, III, A, iii, p. 396.) Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "Empty Lands" and includes the regions of Minhiriath, Eregion, Cardolan, Rhudaur, Arthedain and, by some, Dunland and Enedhwaith.



Evvyth: The Sindarin term for bronze.

Fanuidhol: (S. "Cloudyhead"; Kh. "Bundushathûr") Easternmost and greyest of the three spires above Moria. Its heights are most often shrouded in mist.

Frieze: An ornamental (be it sculpted or painted) band around a wall or adorning some other fixed feature.

Galnin: (S. "Shining-white") The Sindarin term for aluminium.

Granite: A durable, granular, igneous rock used for walls and structural support throughout Khazad-dûm.

Great Gates: East-gate of Khazad-dûm; also called the Dimrill Gate. It opens eastward onto Azanulbizar.

Hadhodrond: (S. "Dwarf-halls") The phonetically-based Sinda term for Khazad-dûm.

Khazad-dûm: (Kh. "Dwarf-mansion"; S. "Hadhodrond"; W. "Dwarrowdelf") It is also known as Moria (S. "Black Chasm"), the Black Pit, and the Mines of Moria. Khazad-dûm stands as citadel, mansion, and city-hold of Durin's Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale called Azanulbizar. Khazad-dûm has since been expanded to include seven principal levels which stretch the width of the mountain range and extend under the three mountains Caradhras, Fanuidhol, and Celebdil. Early in the Second Age, the Dwarves discovered Mithril (S. "Grey-flame"; W. "True-silver") here, and many from the Blue Mountains migrated to Durin's home. Khazad-dûm was abandoned in T.A. 1982, two years after the release of the Balrog. As a realm, it includes the Azanulbizar and all the passages and chambers within the mountains.

Kheled-zâram: (Kh. "Glass-lake"; W. "Mirrormere") Dark and smooth as glass, this small but deep lake is revered as a holy place by the Dwarves. It was at this place that Durin the Deathless (Durin I) saw a vision which confirmed him as King and led to the founding of Khazad-dûm (Moria). Legend says that during the First Age, Durin gazed into the waters and saw the reflection of seven stars. Even though it was daylight, they formed a "crown" above his head. Today an obelisk lies where Durin stood, and the stars can always be seen in the water, regardless of the lighting; however, no one's face is ever reflected in the waters of the Mirrormere. The lake lies in the vale called Azanulbizar. Shaped like a spear-head whose point cuts northwestward into the mountains, Kheled-zâram is fed by a waterfall which is the lowest of a series of small cataracts born in the Cirith Caradhras. In turn, it gives birth to the River Celebrant.

Khuzdul: (Kh. "Dwarvish") The true or "hidden" language of the Naugrim.

Kibil-nâla: (Kh. "Cold Spring") The spring that serves as the outlet for the Kheled-zâram. According to Dwarven chroniclers, it is the traditional source of the river Celebrant.

Laen: An extremely hard and durable volcanic glass. It is occasionally forged into keen-edged weapons, but it more typically used to create special artifacts (e.g., seeing-stones).

Level: One of the seven upper tiers of Khazad-dûm (which are all above the Outer Doors).

Mal: The Sindarin term for gold.

Marble: A hard, crystalline limestone used in sculpture and as facing for floors, ceilings, and other architectural facades.

Mattock: Similar to a broad-faced pick, a mattock is a weapon or digging tool comprised of a blade fixed at a right angle to the handle. Dwarf-warriors often carry a mattock as their primary melee weapon.

Mithril: (S. "Grey Brilliance") The Sindarin term for "True-silver."

Mír: The Sindarin term for jewel.

Moria: (S. "Black Chasm") See Khazad-dûm above.

Naragul: (Kh. "Blackwater") Known as the "Mornen" by the Elves of Lórien, this great stream serves as the principal source of the Kheled-zâram (W. "Mirrormere"). It flows around the northern flank of the Silvertine and drops over a series of small falls before entering Azanulbizar.

Naugrim: (S. "Dwarf-host"; Q. "Naukar") The Sinda term for Dwarves (Kh. "Khazâd").

Obsidian: A dark, volcanic rock resembling glass.

Paer: The Sindarin term for copper.

Porphyry: An extremely hard, purplish-red, igneous rock embedded with crystals.

Sirannon: (S. "Gate-stream") Stream running west out of the Misty Mountains just above Moria's West-gate. It joins the River Glanduin near the ancient Elven site of Ost-in-Edhil. A pool in the Sirannon guards the entry to Khazad-dûm, for it lies close to the door and is inhabited by the evil freshwater Kraken called the "Watcher in the Water." It has been said that the Watcher dammed the river.

Tier: The seven Levels and seven Deeps comprise the fourteen tiers of Khazad-dûm.

West-gate: The western entry into Khazad-dûm; also called Durin's Gate, the Doors of Durin, the West-door, and the Elven Door. Composed of the mithril-based Ithildin (S. "Moon-star"), it is only visible in starlight or moonlight and, even then, must be touched by one who utters the proper phrase. In order to gain passage, the Opening-word *mellon* (S. "friend") must be spoken. The

West-gate looks out upon a small pool in the River Sirannon and faces Eregion. Although built by the Dwarf Narvi, the Elf-smith Celebrimbor, King of Eregion, drew the words of its Gate-inscription. It reads:

Emyn Durin Aran Moria: pedo mellon a minno.

Below there is a faint message:

Im Narvi hain echant: Celebrimbor Eregion teithant i thiw bin.

The Sindarin translates as:

The Doors of Durin, Lord of Moria. (Say) Speak, friend, and enter; and: I, Narvi, made them. Celebrimbor of Hollin drew these signs.

20.4 LOR CONVERSION NOTES

The **LOR** tables in Sections 20.4.1, 20.4.2, and 20.4.3 provide you with all the statistical info you need on non-player characters, beasts, and military forces. However, the adventures that comprise *Moria* also contain stats for locks, traps, and magical items. The conversion instructions below will enable you to translate **MERP** locks into **LOR** locks, **MERP** traps into **LOR** traps, and **MERP** items into **LOR** items.

20.4.1 LOCKS

MERP locks are described using the difficulty level of the maneuver required to pick the lock together with a numerical modifier. The terms used are the same as those that describe **LOR** maneuvers. To convert a **MERP** lock to a **LOR** lock, simply ignore the numerical **MERP** modifier and use the **LOR** numbers assigned to the difficulty level on page 5 of the *The Guidelines*. This information is reproduced below:

Difficulty Level	Minimum for Success
Routine	Δ4
Very Easy	Δ5
Easy	Δ6
Light	Δ7
Medium	Δ8
Hard	Δ9
Very Hard	Δ11
Extremely Hard	Δ13
Sheer Folly	Δ15
Absurd	Δ18

20.4.2 TRAPS

Traps have two components best summarized by two questions: 1) how difficult is it to detect and disarm the trap? and 2) what are the results of triggering the trap?

MERP traps are partially described using the difficulty level of the maneuver required to detect or disarm the trap (two separate maneuvers) together with a numerical modifier. The terms used are the same as those that describe **LOR** maneuvers. To convert a **MERP** trap to a **LOR** trap, ignore the numerical **MERP** modifier and use the **LOR** number assigned to the difficulty level (shown above).

What happens if a trap is triggered by the adventurers? Sometimes the result can be described without game system stats—for example, perhaps the trap simply sounds an alarm in an adjacent guard hall, in which case the guards are alerted to the presence of intruders. More often, the trap triggers an automated weapon attack (such as that delivered by a spring-loaded crossbow) or a spell.

If the trap triggers a weapon attack, the **MERP** attack is described by weapon type and an offensive bonus. To convert the **MERP** OB to a **LOR** offensive bonus, simply divide the modifier by 5. Then use the result on the **LOR** Combat Table (page 17 of *The Guidelines*) as usual.

If the trap triggers a spell, then the name of the **MERP** spell and the **MERP** spell list where that spell appears are given. To convert the **MERP** spell into a **LOR** spell, look up the **MERP** spell list on the chart below which gives the corresponding **LOR** spell. (Rarely, the trap triggers a custom spell that exists in neither **MERP** nor **LOR**; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

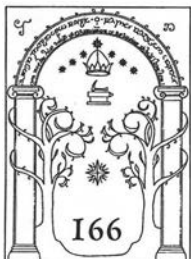
OPEN ESSENCE SPELLS

MERP List	LOR Spell
Physical Enhancement	Balance
Essence's Ways	Concentration
Unbarring Ways	Speed
Essence Hand	Shield
Spell Ways	Protection from Magic
Essence Perceptions	Concentration
Illusions	Camouflage
Spirit Mastery	Calm

MAGE SPELLS

MERP List	LOR Spell
Fire Law	Fire Bolt
Ice Law	Fire Bolt
Earth Law	Item Analysis
Light Law	Fire Bolt
Wind Law	Protection from Magic
Water Law	Luck
Lofty Bridge	Speed
Living Change	Strength





BARD SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Lore	Concentration
Controlling Songs	Calm
Sound Control	Luck
Item Lore	Item Analysis

OPEN CHANNELING SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Nature's Lore	Concentration
Nature's Movement	Speed
Spell Defense	Protection from Magic
Surface Ways	Healing
Protections	Shield
Detection Mastery	Concentration
Sound/Light Ways	Fire Bolt
Calm Spirits	Calm

ANIMIST SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Direct Channeling	Clairvoyance
Blood Ways	Healing
Bone/Muscle Ways	Healing
Organ Ways	Healing
Animal Mastery	Charm Animal
Plant Mastery	Camouflage
Purifications	Luck
Creations	Sustenance

RANGER SPELLS

<i>MERP List</i>	<i>LOR Spell</i>
Path Mastery	Concentration
Moving Ways	Speed
Nature's Guises	Camouflage
Nature's Ways	Charm Animal

20.4.3 MAGIC ITEMS

Most of the treasure found in Middle-earth falls into three broad categories: weapons, armor, or spell casting enhancement. *MERP* describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the *LOR* system.

WEAPONS

Additional Criticals: In *MERP* combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In *LOR*, normal criticals are represented by the U and K results on the *LOR Combat Table*. The GM need only referee normal *LOR* combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in *LOR* combat: upon a U or K result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being “equal in severity,” roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a U or K result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is

not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.

Fire Wagon



For example, Jos Haur! the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Haur!'s Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Haur!'s player rolls the dice for a result of 6. His total attack roll is $3 + 2 + 6 = 11$.

Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that U results on the Combat Table do not knock him out.

Checking the Table, we see that Haur! has achieved a U result. This means we must also check the result of the grappling ability of the bola.

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Haur!'s 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a U or K result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a U or K result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being Of Slaying Orcs or Of Slaying Dragons or Of Slaying Trolls, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the Combat Table. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being Of Slaying swords or Of Slaying weapons or Of Slaying armor or Of Slaying shields, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the Combat Table. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a U or a K, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons Of Slaying versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons Of Slaying versus all beings in enmity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as Of Slaying undead.)

ARMOR

MERP armor is usually described as possessing a specific defensive bonus. To convert this **MERP** DB into a **LOR** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In **LOR**, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a U result on the Combat Table. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

SPELL CASTING ENHANCEMENT

Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from **MERP** spells to **LOR** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.

Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage ($6 \div 3 = 2$).



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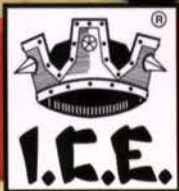
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MORIA™

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— *The Fellowship of the Ring**

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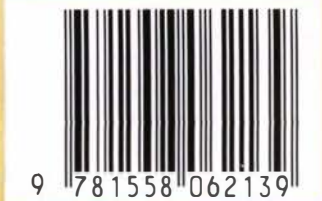
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