



Campaign



The GREY MOUNTAINS™

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

THE GREY MOUNTAINSTM



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The great Dragon, Angurth, lay sleeping upon his glistening treasure board. His dreams were an evil mash of fire and battle. Black images of pillaged cities, fleeing peoples, and dead kings on blood-soaked fields flitted through the dark corridors of his mind. He rested content.

Then, welling up from the deep pits of his own otherworld, Angurth heard faint but steady commands. The words mingled with his wonderful dreams, taking a strong grip on his eerie thoughts.

'Awake, awake, great drakes of power. Come forth from your mean caves and holes. Display your mighty, awful splendor for all the peoples of all the lands to see and fear. Let them quake and scatter before your tumultuous onslaught. You are hungry once again.'

Angurth raised a sleep-heavy eyelid. The words faded away. All was quiet in his warm cavern of gold.

Then he stirred. Slowly heaving himself

up from his great pile of First Age riches, the black-golden Dragon unfurled his leathery wings. He circled his gilt bedding with lithe, carefully-placed steps. Each piece of treasure lay where he had last left it. His great chamber was secure.

'I have slept too long,' thought Angurth. 'It is once again time for the hunt.'

Leaving his resting place, the waking Dragon slithered through the maze of tunnels which led out to his cold, wind-blown aerie, high in the Grey Mountains.

Middle-earth's morning sun was breaking over the snow-covered peaks, setting Angurth's scales aflame with a sparkling brilliance. He spread his baleful, black wings as he peered far into the shaded valleys, miles below. 'To the first kill!' roared Angurth as he spouted a long stream of Dragon-flame into the chill air. Then, leaping from his rocky perch, he glided off towards the sun.

Far to the south, deep in a magnificent black hall heavy with malicious deeds and dour thoughts, the Dark Lord, Sauron, knew his message was drawing The Enemy's evil creatures from their slumber.



I.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story never short of adventure. They help create a new land and its tales.

This series is designed as a tool for Gamemasters (GMs) who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

PROFESSOR TOLKIEN'S LEGACY

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative processes and the character of the given area.

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthu-

mous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

I.1 DEFINITIONS AND TERMS

These abbreviations and terms are used throughout the series.

I.1.1 ABBREVIATIONS

GAME SYSTEMS

MERP..... *Middle-earth Role Playing* RM..... *Rolemaster*

CHARACTER STATS

Ag..... Agility(RM/MERP) Me..... Memory(RM)
Co..... Constitution(RM/MERP) Ig..... Intelligence(MERP)
St..... Strength(RM/MERP) Re..... Reasoning(RM)
Pr..... Presence(RM/MERP) Em..... Empathy(RM)
It(In)..... Intuition(RM/MERP) Qu..... Quickness(RM)
SD..... Self Discipline(RM)

GAME TERMS

AT..... Armor Type Lvl..... Level (exp. or spell level)
bp..... bronze piece(s) MA..... Martial Arts
cp..... copper piece(s) Mod..... Modifier or Modification
Crt..... Critical strike mp..... mithril piece(s)
D..... Die or Dice NPC..... Non-player Character
D100..... Percentile Dice Result OB..... Offensive Bonus
DB..... Defensive Bonus PC..... Player Character
FRP..... Fantasy Role Playing PP..... Power Points
GM..... Gamemaster R or Rad..... Radius
gp..... gold piece(s) Rnd or Rd..... Round
ip..... iron piece(s) RR..... Resistance Roll
jp..... jade piece(s) Stat..... Statistic or Characteristic
tp..... tin piece(s)

MIDDLE-EARTH TERMS

A.....Adûnâc	Kh.....Khuzdul (Dwarvish)
BS.....Black Speech	LotR..... <i>The Lord of the Rings</i>
Cir.....Cirth or Cerrat	Or.....Orkish
D.....Dunael (Dunlending)	Mû.....Mûmakani
Du.....Daenael (Old Dunael)	Q.....Quenya
E.....Edain	R.....Rohirric
El.....Eldarin	Rh.....Rhovanion
Es.....Easterling	S.....Sindarin
IA.....First Age	SA.....Second Age
FA.....Fourth Age	TA.....Third Age
Hi.....Hillman	Teng.....Tengwar
HHobbitist (Westron Variant)	V.....Variag
Har.....Haradrim	W.....Westron
Hob.....Hobbit	V.....Variag
Kd.....Kuduk (ancient Hobbitish)	Wo.....Wose (Drúedain)

1.12 DEFINITIONS

A few crucial concepts are detailed below. The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* can be found in the text proper.

Asdrings — A group of warlike nomadic tribes who occupy portions of the central and eastern Talath Harroch (S. "South-horse Plain"), just east of Dagorlad.

Gondor — (S. "Stone-land"). Also known as the South Kingdom, Gondor is the great Dûnadan realm that lies west of Mordor and north of the Bay of Belfalas. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith). Pelargir on the Anduin is Gondor's chief port.

Great Plague — Awful plague that struck Rhovanion in T.A. 1635 and swept through Gondor in T.A. 1636-37.

Kin-strife — The Gondorian civil war. The Kin-strife took place between T.A. 1432 and T.A. 1447 and pitted the forces of Castamir "the Usurper" against King Eldacar.

Nazgûl — (B.S. "Ring Servants" or "Ring Wraiths"). Also called the "Ringwraiths" or simply "The Nine," these were nine great lords of Men who were enslaved by Sauron in the Second Age. Each had apparently coveted great power and accepted one of the Nine Rings of Men wrought by Sauron. Since the rings were ruled by the One Ring and keyed to the Dark Lord, the Nazgûl became slaves. As time passed they became immortal in a sense, undead, and no longer possessed bodies associated with the living. Essentially, they became "shadows" of great power, and acted as Sauron's most trusted lieutenants. The Witch-king of Angmar, also called the Lord of Morgul, was their chief; he was the Lord of the Nazgûl and possessed the greatest power of independent action.

Northmen — Also called the Northrons. A group of tall, strong, fair, and hairy Mannish folk. They are the "Middle-men", a group culturally and physically closer to the Elves than those labeled "Common", but nonetheless distinct from the "High Men" or Edain. Branches of the Northmen include: the Wood-men, the Plains-men or Gramuz, the Lake-men, the Éothéod, the Éothraim, the Beornings, the Nenedain, and the Estaravi.

Orcs — Originally bred by Morgoth in the First Age, these creatures quickly became servants of Darkness; it is likely that they were not inherently evil, but were culturally and mentally predisposed toward the "foul life." Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy.

Rhovanion — (S. "Wilderland;" lit. "Wild Place"). Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. "Ered Mithrin"), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. "Carnen"). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion.

Sauron — The Dark Lord, the Shadow, the Lord of the Rings. A Maia who served Morgoth in the First Age. Sauron survived and went south from the elder lands of darkness. He removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent.

Trolls — Morgoth bred the first Trolls (S. Tereg, sing. Torog) during the Great Darkness of the Elder Days in mockery of Ents, giving his repulsive creations a substance of stone, with comparable strength, hardness, and intellect. The original Stone Trolls have over the ages diversified into several other species, including Hill, Cave, and Snow Trolls. Principal Trollish handicaps are direct sunlight, which transforms them back to lifeless stone, and phenomenal stupidity.

Undead — Beings whose bodies have died but whose spirits have not yet departed from Arda, or creatures of Shadows who remain tied to the mortal world as a result of some heinous enchantment.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease. (Note Section 1.34 for a handy conversion chart.) Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

The following steps may be helpful when beginning to explore the region here described:

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the Gamemaster, and converting statistics for your game system;





- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the consideration involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;
- (4) Assemble any source materials you find necessary;
- (5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;
- (6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;
- (7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

I.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

I.31 CONVERTING HITS AND BONUSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

I.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart to the right to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

I.33 CONVERTING STATS

Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: power, might, force, stamina, endurance, condition, physique, etc. Note that the vast majority of systems include strength as an attribute.

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, lithe, etc.

QUICKNESS: dexterity, speed, reaction ability, readiness, etc.

CONSTITUTION: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

SELF DISCIPLINE: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

EMPATHY: emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

MEMORY: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.

PRESENCE: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary.

1.34 CONVERTING COMBAT ABILITIES

All combat values are based on *MERP* or *Arms Law & Claw Law*. The following guidelines will also aid conversion.

- 1) *Strength and Quickness bonuses* have been determined according to the table in 3.42 above. Note that the stats you are using and compute these bonuses using the rules under your system;

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

- 2) *Combat adds based on level* included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.

- 3) If your system is based on *Skill Levels* (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.

- 4) *Armor Types (AT)* are based on the following breakdown:

AT	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

- 5) *Defensive bonuses* are based on the NPC's quickness bonus as computed on the table in 1.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields; plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.





1.35 CONVERTING SPELLS & SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire-oriented spells).
- 2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

1.36 A NOTE ON LEVELS

When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 increase); (c) for each skill level between one and ten an additional +5 bonus is applied; (d) for skill levels eleven through twenty the additional bonus is +2 (e.g., skill level nineteen yields +68); (e) for skill twenty-one through thirty an additional bonus of +1 per level is awarded (e.g., skill level twenty eight yields +78); and (f) a bonus of +1/2 is given for each skill level above thirtieth level.

1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g., Rolemaster) or an additional subtraction or modification to the attempt roll.

In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how tricky it is relative to other devices and the PC's skills. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (+30), Sheer folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g., dark) make it harder to disarm.

These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from another well-lit trap which reads "sheer folly (-50)" (to disarm). The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 INTRODUCTION

The fortunes of Durin's Dwarves during the Third Age waxed and waned with the passage of time. Nowhere was this more evident than in their attempts to colonize the Grey Mountains. Though they struggled in the face of an unforgiving and, at times, inhospitable climate, the proud Dwarves were ultimately driven from their halls. They returned empty-handed to Erebor, the Lonely Mountain. Ever the bane of Morgoth's creatures, they fell victim to the lust of the Dragons of the Withered Heath.

Thus it was as Gimli (of the Nine Walkers) recorded:

"...Thrain I, Nain's son, came to Erebor, the Lonely Mountain, near the eastern eaves of Mirkwood, and there he began new works, and became King under the Mountain. ...But Thorin I his son removed and went into the far North to the Grey Mountains, where most of Durin's folk were now gathering; for those mountains were rich and little explored. But there were Dragons in the wastes beyond; and after many years they became strong again and multiplied, and they made war on the Dwarves, and plundered their works. At last Dain I, together with Eror his second son, was slain at the doors of his hall by a great cold-drake."

Appendix A, LOTR III

The Dwarves, to their own detriment, aroused in the Dragons an insatiable wrath; and in the times that followed the great Drakes roamed the barren Heath, searching for new foes on whom to vent their rage. But there were none to be found; the lands about were desolate. And so the Dragons quarrelled with one another, and a time of violence erupted in the Withered Heath, the principle battle ground. For centuries they fought until, finally, they destroyed each other. From the ruins of battle no victor emerged.

2.1 OVERVIEW

From the menacing southern faces to the gentlest northern slopes, from the dry wastes of the Withered Heath to the fringes of Gundabad, the Ered Mithrin is a place of cold beauty, a veil over the peril that lies beneath. The Grey Mountains stretch for over four hundred miles; as such they form the northern border of Rhovanion, blunting the effects of the Forodwaith's blizzards on Mirkwood.

Like the stroke of an axe, the Withered Heath splits the eastern part of the range into two forks. A huge tract of tortured land, it is alien to the surrounding mountains and valleys. North of the mountains, the broken plateaus and disjointed hills of the Forodwaith stretch far beyond the horizon, the bleak landscape a testimony to Morgoth's curse. In contrast, the Nan





Taurduin south of the mountains is a pleasant land, abundant with wildlife. The region abounds with danger and wonder, challenging all.

The races which make the region their home are many and varied. Vassal Orc tribes of Mount Gundabad prowl the western, southern, and eastern slopes, maintaining a guard for the Rhunish supply trains and making occasional forays into the lowlands. The Beijabar (Beornings) range the lowlands, their numbers greatest in and around the Nan Taurduin. Dwarves of Durin's tribe mine the central and south-eastern mountains, delving at the mountain roots for the abundant silver. In the northern foothills stands the stronghold of the Ice-orcs, Kala Dulakurth (aOr. Dark-ice Fortress). The castle is cunningly constructed from a large, hollow outcrop of basalt which rests upon a level table of sandstone. From here the Akul-uruks (Or. Ice-orcs) survey the north, patrolling the region for the Witch-king. Nothing transpires in the north without their knowledge.

Of late, the silence of the mountains has been broken by the roar of Dragons in rage, the night skies lit by flashes of Dragon-fire. Once again, these feared beasts stalk the Heath.

2.2 THE HISTORY OF THE GREY MOUNTAINS

THE ELDER DAYS

The Grey Mountains were once but a part of a great mountain chain that stretched across the northern part of the world. The War of Wrath at the end of the First Age changed the shape of Middle-earth. Apart from broken and shattered hills in the far North, and the Iron Hills to the south-west, the Grey Mountains are all that remain of Morgoth's mighty chain, the Iron Mountains.

In the years that followed the awakening of Men, the Grey Mountains were the location of many Adan holy sites. Although they were later abandoned as the Edain moved westward toward Beleriand, the mysterious ancient sites remain sacred to the Rhovanion Northmen. This was especially so in the case of the Beijabar, as the northern groups utilized these sacred sites in later-day rituals.

The Second Age was a dark time for the men of Middle-earth. The Numenoreans seldom came far inland, certainly never further than the caves of Mirkwood. Orcs issued from under Mount Gundabad to harass the peoples of the region; dark things entered Mirkwood. However, the threat was lessened when Sauron was defeated in S.A. 1701 by the Elves and the Numenoreans.

In the Grey Mountains themselves, the Dragons slept. Having fled the ruin of Thangorodrim, they hid themselves in an effort to escape the detection of the Valar and their servants. The Ice-orcs established themselves in the northern foothills, remaining apart from the other races. Of the great battle that ended the Second Age, only rumor came to the cold North.

THE FOUNDATION OF ANGMAR

The first millennia of the Third Age was, generally, a quiet time in the North. But around the year 1300 a dramatic change came over the region. In the Witch-realm of Angmar, north-west of the Ered Mithrin, Orcs and other evil creatures grew in number.

Angmar was not a fertile land. The growing season was too short, and agriculture was limited. Food was thus imported from more arable lands. Grain and other foodstuffs were transported overland from Rhun to feed the men of Angmar; and the Northrons (Estaravi) of the upper Anduin vales grew food for the Orcs. The Arthedain soon learnt of this from their spies in Rhovanion, and mercenaries were hired to sabotage these practices.

From T.A. 1370 to 1395 Arthedain's Northmen mercenaries regularly raided Estaravi lands and attacked the wains from Rhun. The Asharag Orc-tribe from near Mount Gundabad were sent to further strengthen the guard on the supply trains, and thereafter the Arthadan mercenaries were not as successful in their raids as they had been at first. The vengeful Orcs also had an effect upon the Beijabar population. Many departed south, while others were forced to retreat into the more remote regions of the Narrows.

SILVERPLUNGE AND SCATHA THE WORM

In T.A. 1440 a small band of Durin's folk travelled north from Khazad-dum and established a silver mine at Mount Gondmaeglom, the Ered Mithrin's tallest peak (10,720 ft.) The mine was called Silverplunge, for the mountain was rich in silver and the veins ran deep. For almost two hundred years this small group prospered, and Khazad-dum's wealth increased. Then, suddenly, all contact with the outpost was lost.

The Great Plague (T.A. 1635 to 1640) was first thought to have claimed the small colony; but many years later Durin's folk learned that it was not so. It was no plague, or disease, that brought an end to Silverplunge, but the wrath of a powerful Dragon.

The diggings of the Dwarves (and Orcs) had stirred the Dragons from their long slumber; but they were also called forth by the malice of Sauron. The rise of the ancient drakes was an ominous warning to the peoples of the North. Dragons were once again seen stalking the bleak mountainsides and glacial valleys of the Ered Mithrin.

And so it was that Scatha the Worm, newly awoke, greedy and aggressive, stormed the halls of Silverplunge in T.A. 1635. He routed the Dwarves, slaying each and every one, and he plundered their riches for his own.

THE FALL OF ANGMAR

The North-kingdom of the Dunedain was overrun and destroyed by the armies of the Witch-king in T.A. 1974. The next year the vengeful forces of the Elves and Gondor counter-attacked and annihilated their vile foes. The realm of Angmar was finished.

The Orc-army of Mount Gundabad also was destroyed, although the city-hold remained intact. The new Ashdurbuk (Lord of Gundabad) was openly flouted by the Grey Mountain Orcs; and his inability to maintain control over the mountain tribes resulted in a loss of power.

With the collapse of the Witch-king's realm, the Eorhoed, led by Frumgar, removed to the upper Anduin vales. The Eotheod were a hostile force who threatened the Orcs of Mount Gundabad and kept them under a virtual siege. The Estaravi, the former inhabitants of the land, had provided a major source of food for the Orcs, but they were driven off or slain by the Eotheod. This proved disastrous for the Orcs.

THE TRIALS OF DURIN'S FOLK

In the search for mithril, Durin's folk in Khazad-dum dug far beneath Caradhas (S. Redhorn), and their delving touched upon an ancient network of tunnels — the Under-deeps. These Under-deeps had served as a prison to a hideous creature, a Balrog of Morgoth, who, rising from the darkness, followed the Dwarves into their mines and slew the king, Durin VI. Defence was useless, and so the Dwarves abandoned their mines to the evil beast.

A year later Nain I was slain in a vain sortie against the Balrog, and the Dwarves fled Moria. Many went north, up the Anduin vales, while others, led by Thrain I (the new king), travelled east through Mirkwood.

The greater part of the Dwarves had taken the northern route in their flight. After many years of wandering they came to the Grey Mountains, and there learnt the fate of Silverplunge. Broken in their despair from the loss of Moria, the Dwarves began new delvings, finding the mountains of their new home to be rich in silver. In T.A. 1994 they established a new settlement. It became known as Thundercleft.

Thrain I led his company first through Mirkwood then north to Erebor, the Lonely Mountain. At Erebor the Dwarves founded a Dwarf-kingdom 'under the mountain' (c. T.A. 1999). There Thrain found the Arkenstone — a beautiful jewel, pure white in hue. It was the heart of Thrain's realm. In 2002 contact was established with the Dwarves of the Ered Mithrin and Thrain learnt of the fate of Silverplunge.

Over the course of the next century and a half, the Dwarves expanded in the Ered Mithrin, where silver was in abundance. Many Dwarves left Erebor and moved to the North, and more colonies were founded. Norr-dum was established in T.A. 2095, Silverpit in 2149. Long Peak was excavated three years later.

Thorin I became king of Durin's tribe in T.A. 2190 and, in 2210, he left Erebor and removed to the Grey Mountains. Norr-dum became the capital of Durin's folk. There was a brief skirmish with the Asharag Orcs who raided the isolated settlement of Long Peak. The Dwarves hunted them down and slew the entire tribe.

The Eotheod went to the aid of Gondor in T.A. 2509, for a force of Orcs and Easterlings assailed their eastern border. Eorl the Young won a mighty victory on the field of Celebrant, defeating Gondor's would-be invaders. As a reward the Eotheod were given the land of Calenardhon to dwell in. They migrated south during the next two years. This proved to be a blessing for the Orcs of Mount Gundabad who, freed from their siege, began to reassert themselves as a power in the North.

The Dwarves mined the Grey Mountains for nearly four hundred years; and they prospered, in a fashion, though they never forgot the wonder and splendor of Khazad-dum. More Dragons appeared in the Withered Heath. From c. T.A. 2550 they were increasingly active and they began to trouble the Dwarves. A Dragon would suddenly appear, slay many Dwarves, then leave, taking the bodies of the fallen. Thereafter the Dwarves travelled only in large groups, well armed. Trade with the peoples of Rhovanion was rendered virtually impossible. In their mines and smithies the Dwarves were isolated, but they had resolved not give up their mountain homes.

THE DRAGONS ATTACK

Khuzadrepa (Kh. Dwarf-slayer ?) the Foul first struck at the Dwarven mining settlements. In T.A. 2563 he took Thundercleft in a furious assault. The few Dwarven miners who escaped south to Norr-dum told of dark powers and horror unimaginable. For Thundercleft was not taken by might alone; Khuzadrepa also was accounted a mighty sorcerer. It is said that his vile spells broke the will of the Dwarves who sought to defend their town.

Soon after, in T.A. 2578, Angurth drove the Dwarves from their halls beneath Long Peak. The resolute Naugrim tried to stand their ground but could not prevail against the intense heat of his fiery breath. The brave actions of a small group of Dwarven miners allowed a greater part of the colony to escape. They fled west to Norr-dum with their tale of ruin and woe. King Nain II listened to the fate of his smallest settlement, and his head bowed with grief. At length he came to his main hall and cursed the Dragons, vowing never to surrender Norr-dum or Silverpit to the foul Worms.

Indeed, it seemed that their luck had changed when, in T.A. 2580, the Cold-drake Leucaruth was slain by Nain II in an attempted assault upon Norr-dum. But it was only a temporary respite, for in 2589 Ando-anca fell upon the Dwarven hold. He smashed through the outer defences and slew King Dain I before the door of his own halls. He then sacked the treasury of Norr-dum and piled the wealth of Norr-dum and of Durin's folk into a vast mound; and Dain's former throne room became Ando-anca's hoard chamber. From there he hunted the Dwarves across the mountains as they fled,





THE TALE OF SCATHA THE WORM

Following the wide-ranging destruction of the War of Wrath, the Dragons fled the ruin of Thangorodrim, and as the world entered a new Age, so too they entered the bleak landscape of the Grey Mountains. There they slept for an Age, and more. The years rolled past uncounted; not until the middle years of the Third Age did the Dragons begin to stir. The diggings of the Dwarves and Orcs roused the slumbering Dragons, and the growing power of Sauron beckoned to them.

One of these was Scatha the Worm, the eldest surviving son of Glaurung, Father of Dragons. Scatha was the first to wake from dormancy around T.A. 1600. A vain beast, he suffered no rival; thus the Dwarves of Silverplunge raised his ire, and he lusted for their treasure. In 1635, he came to Mount Gondmaeglom and the Dwarven outpost of Silverplunge. The Dwarves were taken completely unaware, and the slaughter that followed left not a single Dwarf alive. Silverplunge became Scatha's lair; its main hall was turned into his hoard chamber, and the mound of silver and other precious metals within it was immense. Yet Scatha was not content with his massacre of the Dwarven colony. He remained active, roaming throughout the area in search of mischief and more treasure.

From T.A. 1650 onwards, he continually raided Mannish dwellings and wagon trains. Stories tell of his son, Hyarleuca, who joined him in his attacks against

the Beijabar, and together they made the Narrows uninhabitable. The Beijabar fled west and south to their kinfolk in the Anduin vales to escape Scatha's fury.

His pride grew apace with his greed. In T.A. 1995, he turned his attention to the Eotheod and their lands about the upper Anduin vales. This ultimately proved his undoing, for Fram, son of Frumgar, Lord of the Eotheod, tracked Scatha back to his lair, and there slew him. As he died Scatha stared at Fram with his baleful eyes and laid upon him a terrible curse. But Fram did not heed his words, and he took Scatha's hoard back to his own lands. There they had peace from the long-worms for many years.

Fram, using his treasure, built a town, Framsburg, for his people. But when the Dwarves of Thundercleft and Erebor learned of the slaying of Scatha, they demanded that Fram yield the hoard. Fram refused and offered them only a necklace made from the Dragon's teeth. The Dwarves were incensed by Fram's petty offer, and soon afterwards Fram was murdered. His death was shrouded in mystery; it is said (by some) that Scatha's curse was visited upon him. The Eotheod, however, blamed the Dwarves for his death, and there was ill feeling between the two races for many a year.

The rotted carcass of Scatha lay in Silverplunge, casting a pall of death over the ancient Dwarven halls. In later times it was again occupied; by lesser evil beasts — Orcs, Cave-drakes and other such fell creatures.





NARVI V AND THE LEGEND OF CELEB-OST

Narvi V was a descendant of the acclaimed master smith, Narvi of Khazad-dum, the maker of the West-gate. He is remembered both with admiration and great sorrow. He was a fiery orator and a master craftsman, held to be one of the greatest smiths of Durin's folk. As one of the first Dwarves to be born in Erebor (T.A. 2009), he grew up with tales of Khazad-dum; its beauty and its mithril. The true-silver of Moria became an obsession with the young Narvi. It was rare in Erebor, for little of it was taken by the Dwarves in their hasty flight from Moria.

Mithril was the corner-stone to Narvi's flawed nature; it was the cause of his feud with the King, Thrain I. For Narvi held that mithril should be available to all smiths, especially himself, whereas Thrain had decreed that only the most experienced smiths should work with the wondrous metal. Narvi reckoned himself a master craftsman (as indeed he was), but to the other Dwarves he was still a 'youngster'. He became bitter and long spoke against the King's policies; many heated debates he had with Thrain I, heir to the throne. Narvi's rebellious nature finally led to his expulsion from the school of Smithing. His answer was to speak out in public against the King, and while not openly advocating treason, his tone spoke volumes.

Large silver deposits, greater than any ever found in Khazad-dum, were discovered at Thundercleft in the Ered Mithrin, c. T.A. 2084. Excited by the news, Narvi believed that mithril would surely soon be found. He sought to remove to the Ered Mithrin but was denied by Thrain, who wished to 'keep an eye' on the proud Dwarf. Narvi was faced with the choice of an inglorious exile or remaining in Erebor. He chose the former, and his heart was forever turned against his King.

Narvi conducted secret meetings with many like-minded young Dwarves, and in T.A. 2086 he finally convinced two hundred to follow him into exile. Thrain let him go, though his heart was heavy for he felt that ill would come of them. It was the first (and only) serious dissension within Durin's folk.

Narvi led his followers north into the Ered Mithrin. They went further than the other Dwarves, and settled above the Withered Heath, in the north-eastern spur. There they fashioned dwellings out of a natural cavern complex. Within two years they had latched onto a huge vein of silver. This wealth the miners brought to the surface convinced Narvi that mithril would soon be found. His pride and greed grew, twisting his mind. He became acutely paranoid. He ordered that the halls be heavily fortified, for he believed that Thrain would learn of his silvermine and challenge him for it. Their halls became known as Celeb-ost, the silver fortress.

Narvi ruled like a tyrant, and he gathered about himself a group of henchmen to do his bidding. His mind became increasingly unstable. When fewer than a score of years had passed, the Dwarves of Celeb-ost became divided. The tension escalated between the

two factions. The other, led by Nalin, a well-known and talented smith, wished to return to Erebor. But Narvi refused to let them go. He feared that they would disclose to Thrain and Thorin the location of Celeb-ost. When the group tried to force their way out, Narvi ordered them slain, and the evil deed was done.

With the rebellion to his rule suppressed, his henchmen returned to their mines. The times that followed were hard, and the search for true-silver was in vain. No mithril was found. This proved too much for Narvi; delusion and greed were his masters, and his mind (or what was left) soon snapped. By treachery, he slew each and every one of his henchmen, so that he alone could possess the mithril. For although none was found, his mind told him otherwise, and he clutched desperately to his dream. He wandered crazed and broken among the mines, searching for a lost hope, until at last he died.

However, in death he found not rest; his ghost still walks with those he foully murdered. Together they stalk the empty halls of Celeb-ost, ceaselessly guarding Narvi's much-desired 'mithril', suffering none to come near it.

2.3 THE GREY MOUNTAINS IN LATER TIMES

FROM T.A. 2600 TO THE FALL OF EREBOR

The Dwarves fled from their Grey Mountain holds; bitter and disenchanted, they returned to Erebor, although some went east to the Iron hills. With the passing of the Dwarves from the Ered Mithrin, the Dragons ruled supreme in the region. But they soon found they had no new settlements to plunder; the mountains were desolate and the lands to the south empty of men. Ever acquisitive, the Dragons became restless, and consumed by their pride and jealousy of other Drake's hoards, they turned upon each other. Conflict was inevitable.

The Withered Heath bore witness to many a fierce encounter, becoming a battle-field. The earth was pitted and blackened with their marks of war; the peaks resounded with the sound of Dragons roaring in victory and defeat. Of these savage duels only rumor and disquiet came to the south lands. The Orcs hid in fear, and the Akul-urks abased themselves before Throkmau and worshipped him. Some Dragons left the range, driven out by the more powerful Drakes. They returned north, from whence they had first come.

However, Smaug the Golden flew south, leaving the fruitless combat to the lesser Dragons. For news had come to his wicked ears of new Dwarven wealth, at Erebor. In T.A. 2770 he descended upon the Lonely Mountain. The nearby town of Dale he razed to the ground. Girion, its Lord, was slain. Only a small number of Dwarves escaped the sack of Erebor, Thrór, Thrain, and Thorin among them, they fled first to the Iron Hills, and Smaug hunted them across the land. Once more the Dwarves were bereft of a home.



14

CLOSE OF THE THIRD AGE

Azog, Lord of Gundabad and ruler of a large Orcish empire, brought the rebellious Grey Mountain tribes to heel for the first time since the fall of Angmar nearly a thousand years before. In a short, brutal campaign (T.A. 2775-76), he ensured that tribute again flowed to Gundabad. In T.A. 2790, he murdered the Dwarf-lord Thrór, who had gone on a crazed pilgrimage to Moria. This precipitated the War between the Dwarves and the Orcs. Three years later, the muster of the Dwarves was complete. In the search for Azog, their vengeful forces sacked every Orc-hold in the Misty Mountains, including Mount Gundabad. In T.A. 2799 they came to the vale of Azanulbizar, before the East-gate of Moria. There they fought a great battle. The Orc host was huge, but the wrath of the Dwarves prevailed; Azog was slain, and his army perished. Revenge was visited upon the Orcs, though at great cost to the Dwarves — barely half their number remained.

Over the next century and a half, Bolg, son of Azog, sought to rebuild his father's empire. Mount Gundabad, not Moria, was the center of his realm, for he desired to rule the north lands. Bolg re-established Orc-holds in the Grey Mountains; many of the old Dwarven tunnels were occupied by the Orcs, creating a huge network under the southern peaks of the range. Those

Dragons left in the area did not stir.

In T.A. 2941, Smaug was slain by Bard of Esgaroth, a descendant of Girion. Bolg learnt of Smaug's death and desired revenge on the Dwarves for the slaying of his vassal, the Great Goblin. He mustered and led them to Erebor. There the Battle of Five Armies was fought amongst the ruins of Dale. The Elves, Dwarves and Men had the victory over Bolg's legions of Orcs and Wargs. Thorin II was slain by Bolg, who was in turn slain by Beorn, the mighty Beorning lord. Dain II Ironfoot, was installed as the new King of Durin's folk. He restored the Kingdom 'under the mountain' to its former glory. Thorin II was buried at the heart of the mountain and the Arkenstone laid upon his breast; Orcrist, the mighty Elf-sword, was laid at his side. Fili and Kili his sister-sons were buried next to him. Bard became King of Dale, which was rebuilt.

The Orcs were decimated by their defeat in the Battle of Five Armies. Only one tribe remained in the Grey Mountains, the remnants of the three that had once dwelt there. During the War of the Ring these Orcs and a depleted force from Mount Gundabad assailed Thranduil's folk and the Woodmen in Mirkwood. They attacked to no avail, and with the fall of Sauron the remaining Orcs lost heart and fled. Small bands escaped the Elves to return to the mountains. It was the beginning of a new Age.



2.4 A BRIEF TIMELINE

- c.T.A. 1300 The realm of Angmar is founded.
- c.1350 The supply trains begin travelling from Rhun to Angmar during the summer and autumn months.
- c.1370-1395 Attacks upon the supply trains, perpetrated by Northmen, increase. (Actually mercenaries in the pay of Arthedain).
- 1395 Under pressure from the Witch-king, Gundabad sends the Asharag tribe to the eastern Ered Mithrin to guard the supply trains.
- 1440 The Dwarves of Khazad-dum establish an outpost at Mount Gondmaeglom, in the central Ered Mithrin, called Silverplunge.
- 1600 The first of the Dragons begins to stir.
- 1635 Scatha the Worm attacks Silverplunge, making it his lair. No Dwarves survive.
- 1635-1640 The Great Plague sweeps across north-western Middle-earth. Rhovanion is devastated. The plague is little felt in the cold north.
- c.1670 The Narrows are laid waste by marauding Dragons. The Beijabar leave the north, migrating to join their kinfolk in the lower Anduin vales.
- c.1950 More Dragons begin appearing in the Ered Mithrin.
- 1975 End of the North-kingdom of the Dunedain; defeat of the Witch-king's army and the fall of Angmar.
- 1975-1980 With the collapse of Angmar Gundabad loses its hold upon the far-flung Orc tribes of the mountains. The three tribes in the Grey Mountains, always more independent than others (due to isolation), send no more tribute to Gundabad.
- 1977 The Eotheod are led northward by Frumgar. This has a disastrous effect upon Mount Gundabad.
- 1980 Delving deep beneath Caradhras (S. Redhorn) Durin's folk in Moria loose a Balrog. Durin VI is slain. The Balrog forces them from the lower levels.
- 1981 Nain I is slain in a vain sortie against the Balrog; the Dwarves abandon Moria. Many flee north up through the Anduin vales, while others, under Thrain I (the new King), go east through Mirkwood. c.1990 Most of Durin's folk gather at the Grey Mountains. They begin to establish themselves in the region.
- 1994 Durin's folk found a new silver mine in the Ered Mithrin. This later becomes known as Thundercleft.
- c.1999 The rest of Durin's folk settle at Erebor, the Lonely Mountain.
- 1995-2000 Scatha begins his raids into Eotheod lands. His son, Hyarleuca, often joins him.
- c.2001 Fram of the Eotheod slays Scatha the Worm.
- c.2001-2500 The Dragons, following the death of Scatha, are not seen for many years.
- c.2001-2005 Using the Dragon hoard, Fram rebuilds the old Estaravi fort, Wraecburg, above the river Langwell. He creates a new capital for the Eotheod, naming it Framsburg.
- 2003 The two sundered branches of Durin's folk, at Erebor and Thundercleft, re-establish contact. Thrain I learns of the fate of Silverplunge, and of the slaying of Scatha.

2005 Learning of Fram's wealth, Thrain I of Erebor demands he yield the treasure. Fram is murdered. The Eotheod blame the Dwarves for his death. There is no great love between the two races.

2050-2150 The Dwarves in the north expand their mining activities. Silverpit, Long Peak and Norr-dum are established. Many Dwarves of Erebor remove to the Ered Mithrin.

2086 Narvi V chooses to go into exile in the Grey Mountains, taking with him two hundred of his followers from Erebor. They are never seen again.

2210 Thorin I, the new King, leaves Erebor and goes north to the Ered Mithrin.

2360 The Asharag tribe is wiped out by the Dwarves.

2510-2512 Eorl the Young wins the victory of the Field of the Celebrant. Under the leadership of Eorl, the Eotheod remove south to settle in Calenardhon. Deserted, Framsburg soon falls into ruin. It is looted by the Orcs of Gundabad, who have inherited control of the upper Anduin vales.

c.2550 The Dragons are unquiet in the Withered Heath.

2563 Khuzadrep the Foul takes Thundercleft. The surviving Dwarves flee to Norr-dum.

2570 Smaug the Golden flies south from the Barl Synac. He makes his lair at Anvilmount, a vast delving that was an Adan holy site in the First Age. Typically he defiles and plunders the tombs.

2578 Angurth storms Long Peak. Few Dwarves escape.

2580 Leucaruth is slain attempting to seize Norr-dum.

2589 The Cold-drake Ando-anea slays the Dwarf-king Dain I, sacking Norr-dum. The Dwarves abandon the Grey Mountains. Many return to Erebor with Thor, the new King. Others go with Gror to the Iron Hills.

2590 Ruingurth occupies the deserted Silverpit.

2600-2750 The Dragons fight amongst themselves.

2770 Smaug learns of the new wealth of Erebor. He leaves the Ered Mithrin and descends upon the Lonely Mountain. Dale is destroyed. Girion, Lord of Dale, falls. Thrór, Thrain, and Thorin escape. Few others survive.

2780 Azog, the Ashdurbuk of Mount Gundabad, asserts his control over the Ered Mithrin tribes. Tribute again flows to Gundabad.

2799 Following the disaster of the Battle of Azanulbizar, Bolg consolidates in the north. The Uruk-crag rebel but are ruthlessly suppressed.

c.2800-2900 Bolg strengthens his numbers in the north. Orcs re-occupy the old Asharag holds.

2941 Smaug is slain by Bard, a descendant of Girion. The Battle of Five Armies. Thorin II is slain. Bolg is slain. The Orc numbers are diminished in the north.

2950-3000 Orc numbers increase slowly in the north. There is now only one tribe in the Ered Mithrin.

3018-3020 The War of the Ring. Grey Mountain Orcs battle Thranduil's folk and the Woodmen under Mirkwood. Few Orcs escape back to the North.





3.0 THE LAND

The further one goes north from the confines of Mirkwood the colder it becomes, particularly as you ascend into the mountains of the Ered Mithrin. Here the summers are short, a fleeting respite from the long dark winters.

Not everywhere is this bleak, though. The Narrows, the thin strip of land between the mountains and the forest, is blessed with a more hospitable climate. The Narrows is a sheltered region, seemingly out of place with its surroundings.

On the other side of the mountains the story is much different; the northern foothills face the full force of blizzards and storms that howl down from the wastes beyond. However, in a few sheltered hollows in the hills, small woods of resilient pines or deep glacial lakes can be found.

There is more to the Grey Mountains and its environs than just snow and ice.

3.1 THE GREY MOUNTAINS

Although they are less in height than the nearby Misty Mountains, the Grey Mountains are still an imposing sight. Most peaks reach 5000 feet, but many are higher. Mount Gondmaeglom, in the center of the range, is the tallest at 10,720 feet. While the mountain's height in its present company is impressive, more so is its girth — it is estimated by Dwarven workers, who have long mined there, to be more than 50 miles in diameter, making it one of the broadest mountains in this part of the world.

The southern side of the chain rises abruptly from the surrounding land; a virtually sheer face looks down upon the rest of the Wilderland. This southern face is not impossible to cross, however, for there are four winding passes that traverse the mountains: Cirith Mithlin, Cirith Himniond, Cirith Gondmaeglom, and Cirith Auris. The passes scarcely make any journey much easier — rock slides are prevalent, especially during the summer months, or after heavy snowfalls — but there is no feasible alternative; an attempt to find another way over the mountains is sheer folly.

The northern aspect is more accommodating to any would-be mountaineer, for here the mountains rise gradually from the broken plain, known as the Talath Oiohelka (S. Plain of Ever-ice). Glacial lakes abound, their chilly blue waters contrasting with the grey and white surroundings. Small woods of silvery firs and pines are dotted about the countryside, sheltered in hollows between the hills.

Glacial action is very much in evidence in the Ered Mithrin. This has resulted in the unique U-shaped valleys that look almost like inland fjords. Some of this glaciation is more recent; indeed, it is an ongoing process as there are four major glaciers in the Ered Mithrin. The largest of these, the so-called 'Dying' Glacier, flows eastward from Mount Gondmaeglom, down onto the Withered Heath.

Several major rivers also have their source in the Grey Mountains. A veritable host of lesser rivers flow northwards to the Encircling Sea. Issuing from under the mountains, the beginnings of the Forest river flows swiftly through the mountains, forming a deep rift. At one point it drops several hundred feet in a beautiful cascading waterfall. Known as Steel Fall, it is a most spectacular sight. The other major rivers are the two forks of the river Mithlin. The Mithlin then flows further downstream to a point where it joins with the river Langwell, forming the mighty river Anduin, the greatest waterway in Middle-earth.

There is a kind of serene beauty about the Grey Mountains, but danger is never far away.

3.2 THE NARROWS

The thin strip of land that separates Mirkwood from the Ered Mithrin, which got its name from the sections where the forest draws within a few miles of the mountains, is known throughout the Wilderland as the Narrows (Q. Arka). The Narrows proper are held to be the wide, flat-bottomed valley which stretches either side of the young Taurduin (S. Forest river), where it emerges from the Ered Mithrin. Its boundaries are two areas where the mountains and the forest almost meet — the west gap and the east gap.

Largely protected from the worst of the arctic weather by the bulwark of the Ered Mithrin, it is a fairly hospitable land, and wildlife is plentiful. Away from the immediate vicinity of the river the land is mostly arable, although the growing season is short due to the cold winter.

A major feature of the Narrows is the Men-i-Mithrin, winding its way through the hills and valleys. During the middle years of the Third Age this road was much used for goods traveling from Dale to Framsburg (Wraecburg), and it was kept in good repair; a serviceable bridge was built across the Taurduin for heavier traffic.

3.3 THE NORTHERN WASTE

Beyond the Grey Mountains and its northern foothills is the vastness of the Forodwaith (S. Northern Waste). The region nearest the mountains is called the Talath Oiohelka (S. Plain of Ever-ice). It is a broken plain, dotted with tortured hills, remnants of the Iron Mountains, Morgoth's mighty chain which was broken by the Valar over four thousand years ago. Also present are deep fissures and crevices in the ice, some of these partially covered by fresh snow or weak ice, making travel extremely precarious.

The intermediate region between the northern foothills of the Ered Mithrin and Talath Oiohelka is composed mostly of barren rocky tundra. The rocks are covered with mosses and lichens, and over the sparse soil grow a few hardy species of grasses. At various places in this tundra region are some unique and distinctive landforms. These look like large concentric circles, the inner circles being higher in eleva-

tion than each of the previous ones. This is caused by the melting and freezing of permafrost during the warmer months. The ground thaws in the daylight hours only to freeze again at night, creating many interesting patterns.

One should not overlook the perils in this treacherous and ever-changing land; mild summer days change in the space of a few hours to raging blizzards, bringing with them all the fury of the dark winter. To be caught out on the tundra or the plains beyond at a time like this spells almost certain death. There is no shelter here, unless it be the few ancient ruins of Morgothic Orc holds — which are seldom as deserted as they look.

3.4 THE WITHERED HEATH

The Withered Heath is almost as desolate as the regions further north. It is just as inhospitable. The Heath is a vast basin which lies between the two eastern forks of the Grey Mountains. The bleak landscape is marked and pitted by the Dragons in their endless battles for supremacy. The land is treacherous in many places; soft earth and mud, hidden beneath a thin crust of ice, provide common hazards in this seemingly dry waste, the remains of a huge swamp which once covered most of the Heath. During the short summer, when the snows of the mountains melt, the Heath becomes even worse to look upon, and certainly much more hazardous to cross; the slush of melted ice and snow flows down onto the Heath, partially reverting the land back to swamp, making it unnavigable.

Vegetation is limited to stunted trees, which grow on the edges of the Heath, and a few species of hardy grasses which seem to revel in the climate, flourishing during the growing season only to die off in the colder months.

3.5 CLIMATE AND WEATHER PATTERNS

The climate at best could be described as being mild arctic. In the coldest months of the year (i.e., the middle of winter) there is little daylight, indeed, none at all in the Northern Waste. The spring/summer period, such as it is, lasts less than four months and is but a respite — the harsh North wind loses only some of its strength. The temperature rarely passes 75° F, and then only in the Narrows, but often — too often — drops to -50° F.

Precipitation is plentiful throughout most of the year, although it usually falls as snow; rain falls with regularity only during the warmer months. Rain, snow, hail and sleet are likely to cause problems for any traveler, but even worse are the blinding blizzards: violent windstorms accompanied by driving snow and intense cold. In the depths of winter, the awesome power of nature is released in these storms.

CLIMATIC WEATHER CHART

Month	Narrows	Grey Mountains	Northern Waste
1) Narwain (Winter)	10° - 40° F Moderate	-10° - 30° F Moderate	-25° - 25° F Dry
2) Ninui (Winter)	5° - 35° F Dry	-15° - 25° F Moderate	-25° - 20° F Very Dry
3) Gwaeron (Winter)	15° - 45° F Dry	-5° - 30° F Moderate	-10° - 25° F Dry
4) Gwirith (Spring)	25° - 55° F Moderate	5° - 40° F Heavy	0° - 30° F Moderate
5) Lothron (Spring)	30° - 60° F Moderate	15° - 50° F Moderate	05° - 40° F Dry
6) Norui (Spring)	45° - 65° F Heavy	25° - 60° F Heavy	10° - 45° F Moderate
7) Cerveth (Summer)	50° - 80° F Very Heavy	25° - 60° F Heavy	10° - 50° F Heavy
8) Urui (Summer)	55° - 90° F Heavy	25° - 75° F Heavy	10° - 60° F Moderate
9) Ivanneth (Summer)	55° - 85° F Moderate	20° - 65° F Moderate	5° - 45° F Dry
10) Narbeleth (Autumn)	30° - 65° F Moderate	15° - 55° F Moderate	0° - 35° F Moderate
11) Hithui (Autumn)	25° - 60° F Moderate	10° - 50° F Dry	-5° - 30° F Dry
12) Girithron (Autumn)	15° - 45° F Moderate	0° - 40° F Dry	-10° - 25° F Very Dry

Precipitation Codes:

Very Dry = less than one inch precipitation
 Dry = one to two inches
 Moderate = two to three inches
 Heavy = four to five inches
 Very Heavy = over five inches



3.6 LOCATION MAP

The insert map you find in this product shows the entire Grey Mountain range and much of northern Rhovanion. One side is a color version for your players, while the other side is in black and white. The black and white side shows the location of most of this product's sites.



4.0 FLORA AND FAUNA

The Grey Mountains and the surrounding locale are abundant with many varied forms of wildlife, which is surprising considering the harsh climate. Many of these are unique to the region, such as the very rare and aloof Snow Lion, a long sought-after prize by furriers and trappers — who thus arose the wrath of the nature-loving Beornings. North of the mountains there are also large numbers of animals; the herds of the Losrandir (S. Reindeer) and Caru (S. Elk) comprise large numbers of these. It is a largely untouched wilderness that thrives in its isolation.

4.1 FLORA

The Flora is less varied than the fauna and is less plentiful. Grass species predominate, both in the Narrows, giving way only trees (Willows) along the banks of the Taurduin and its tributary streams, and the tundra land in the North. In the mountains there are fewer species — which are mostly coniferous: spruces, firs and pines which thin out at the end of the tree line, at around four thousand feet. Down on the basin of the Withered Heath only one species seems to be able to grow in this desolate place and it is another grass species, called Dragon grass. It thrives in certain pockets where it is very thick. In the foothills north of the mountains one finds small stands of pines and firs. On the tundra plains there are several types of mosses and lichens, which cling to life on the rocks. Further more there are several rare and potent types of herbal plants which are found throughout the area.

4.1.1 DRAGON GRASS

Loke salqe (Q. Dragon Grass) is a dry reed-like grass which flourishes in the central parts of the Withered Heath — hence its name. The grass is long, dry and hollow, and on windy days its rustling and swaying makes such a noise that it is hard to hear anything else. The grass germinates from seeds in the early spring, growing rapidly until the stalks reach eight to ten feet in height. Around autumn the seeds are produced and fall to the ground where they 'hibernate' during the winter months awaiting the spring to begin the cycle again. During the winter the grass slowly dies off, yet they do not wilt immediately, (much like bamboo) the dead stalks remain standing, only disappearing as the next generation begins to grow.

4.1.2 SILVER FIRS

These tough, steadfast trees grow in small scattered stands throughout the northern foothills. Extremely tolerant, they grow in some of the most barren soil ever to yield plant life. Generally speaking they reach no great size, understandable under the conditions, but heights of thirty to forty feet are average throughout most of their range. They remain green all year round — silver green actually, for their needles are tinged with a silver color which gives them their name. In pale moonlight this is accentuated, and they take on an almost mystical appearance.

4.1.3 NORTH PINES

Another conifer species which makes its home in the Grey Mountains is the equally hardy North pine. Closely related to the Common pine of the, Misty Mountains, it is somewhat less tall; more stocky and sturdy. It is also longer-lived; more often than not the trees reach four hundred years of age. North pines are found mainly on the slopes of the southern foothills, and in the highland vales of the Ered Mithrin itself.

4.1.4 NOTABLE HERBS

TELEK

A small, stunted bush well known to the Ice-orcs, Lossoth and other peoples of the northern regions. It is common throughout the rocky tundra. The fruit that is produced during spring is edible but the plant is not esteemed only for this. Its chief value lies with the benefits of the berries' juice has upon frostbite. It acts fast, in ten rounds a person previously crippled with frostbite can be up and walking as if nothing had happened. It will also confer between 3-30 hits for cold related injuries if ingested, although it tends to make one thirsty.

KALMOG'S SPOOR

Named after the first king of the Ice-orcs of the Dark-ice Fortress this is a potent poison. It is found on the northern aspects of the Ered Mithrin where it is uncommon. The Ice-orcs propagate it, and they coat it on their weapons. The plant is a small, delicate shrub whose leaves yield a highly toxic substance when pulped to a paste. It reacts with blood giving a burning sensation on the skin. This causes 2-20 hits and can be more severe depending where the paste touches the skin (i.e., more severe on the eyes and face). After a 24 hour incubation period festering sores appear where the poison touched the skin. These sores hinder movement by -10 to -50 (again depending on where the paste touched the skin). The sores will remain until the antidote is applied to the afflicted places. The antidote is known only to the Ice-orcs — it is made from the same plant. Kalmog's spoor is also used by the Ice-orcs when they torture their captives. They also 'export' it to Angmar.

CHEBKUILE

This literally means to keep life, for this is what this remarkable herb does. It is extremely rare, being found only on the high peaks of the Ered Mithrin. Probably only the Mirkwood Elves know of its existence, because it is not mentioned in the lore of other peoples. Chebkuile is a moss-like growth which clings to rocks in inaccessible places. Little is known about its life cycle, what is known is that it changes color. When it is green it is safe to pick and use, but when it is blue-green it is dangerous. If eaten in the blue-green state it will kill any patient instantly. There is an unpleasant side effect to the herb when it is administered to a patient in its green form. When the person who is given the moss revives there is an 75% chance they will have permanent amnesia.

4.2 FAUNA

Most of the animals of the Ered Mithrin is carnivorous, feeding on the large herds of Losrandir and Caru or the nimble Mountain Goats. The bold or the desperate will venture to the Beorning settlements in search of more appetizing prey.

4.2.1 CARNIVOROUS ANIMALS

WOLVES

The most prominent predator here in the north is the wolf. A very successful animal there are several species that call the Grey Mountains home.

The Grey Wolf is the most plentiful, roaming throughout the southern foothills, the Narrows and the south-eastern Ered Mithrin in small packs of 12-20 mature adults. Younger wolves sometimes gather into form large packs of 50 or more individuals but are more often solitary. They wait to gain a place in one of the established adult packs. These large bands of younger wolves rarely stay together — the local population of game cannot long support such numbers. This forces them to turn to Beorning settlements and they Beornings do not take kindly to this.

The White-wolf, or North-wolf, is less common and it is rarely seen south of the mountains. Their home is the northern regions and their principle prey is the Losrandir. They have been 'domesticated' by the Ice-orcs who use them as mounts. Larger than their southerly kin, they are unafraid of men, and in lean years will readily attack the Lossoth.



The third species is not actually a wolf at all. Wargs are unnatural creatures bred by Morgoth from cursed wolves. They are a form of undead; when killed, their bodies disappear after a short time. Abnormally large they sometimes act as leader of wolf packs, dominating the lesser wolves who then become tools for Sauron's malice.

SNOW LIONS

The Snow Lion is a hunter of the highland vales. Few are now seen, leading Beornings to believe that trappers have nearly brought the species to extinction. They feed mainly on the agile Mountain goats, occasionally bring down Caru or deer — this is usually a sign that they have cubs. There have thick white coats which afford them excellent protection from the cold. These pelts are what attract the Northmen furriers. Snow Lions reach an average of three foot in height at the shoulder.

NORTH BEARS

These huge pale grey or white bears wander over most of the Northern Waste, from the shores of the Encircling Sea to the tundra plains north of the Grey Mountains. As such they are only seen near the Ered Mithrin during the winter months when they retreat inland. Immensely powerful they can break the back of a Losrandir, their main prey, with one swipe of their large paws. In small groups of four to six, they follow the eastern Losrandir herds in their seasonal migrational patterns. North bears are relentless opponents, once they have the scent, and will track the animal (or man) for days, striking only when they are assured of an easy kill.

4.2.2 HERBIVOROUS ANIMALS

LOSRANDIR

This northerly bovine is a gregarious animal that herds in large numbers of 3000-10,000 individuals, these herds can swell to vast numbers, under favorable conditions, to many tens of thousands. They migrate across the north in seasonal patterns using the same routes each time. Not all Losrandir migrate, there are smaller groups of 10-100 animals that do not join with the large herds but remain in the same grazing areas for most of the their lives. They are generally grey or silver in color and both the males and the females have antlers, although the males' are larger. The Losrandir have many natural predators, but in addition to these the Lossoth and Ice-orcs make use of this animal, utilizing its meat, fur and bones.





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CARU

The Caru, or Elk, is a large variety of deer found in smaller numbers than the Losrandir. Each Caru herd numbers between 500-5000 animals. This particular northern sub-species is migratory; it winters in the Narrows and the lands to the east, traveling to north through the Cirith Feadin to the tundra in the summer. The Caru is also a staple diet of many northern predators.

MOUNTAIN GOATS

These are tough wiry little creatures are smaller than the normal wild goat species. They are agile climbers and are completely at home in the upland areas of the Grey Mountains. They can be found in small groups of 10-15 which have a territorial range of several square miles which the dominant males defend. The greatest threat to their existence is the Snow Lion who feeds on them almost exclusively.

4.3 DARK CREATURES

The land is also a dwelling place for many evil creatures. Trolls are, unfortunately, relatively common in the south and south-eastern parts of the mountains, and there are several modest-sized Orc tribes well-established at strategic places in the mountain passes. There is also a small colony of Fell Beasts who live in the central upland valleys. Undead can be found in some of the Dwarvish ruins and in the old Adan burial grounds that were defiled by Morgoth's and Sauron's evil servants. These creatures pale into insignificance, however, when compared to the might of the Dragons of the Withered Heath.

4.3.1 TROLLS

Trolls have been fairly successful in the Ered Mithrin. Four types inhabit the region: the common Stone trolls and Hill trolls, the loathsome Cave trolls, and the little-seen but much-feared Snow troll.

The Stone trolls are the most numerous of this horrible race. They have a violent sense of humor and enjoy playing with their victims before cruelly killing them. They are usually encountered as lone individuals, but sometimes band together in small groups of two to five to plunder mannish villages. Stone trolls hoard treasure, being attracted to shiny metals — they know it is valuable, even though they have no use for such things. They are quarrelsome creatures who do not enjoy each other's company, stealing and cheating at every opportunity. Stone trolls will turn to stone when they are exposed to direct sunlight, returning to the material from which they were made. They are the 'smallest' of the trolls, reaching only eight to ten feet in height, and are found throughout the Grey Mountains.



Hill trolls are the second most common type of troll. They are slightly larger than their stone cousins, growing nine to twelve feet tall. They make use of clubs and spears and will attack anything that looks edible, including other trolls. They are similar in demeanor to Stone trolls but tend to be even more brutal (if that is possible). Hill trolls are found in the foothills south of the Ered Mithrin in family groups of six to ten, but solitary males roam the mountainous terrain. Hill trolls will also turn to stone if exposed to direct sunlight.

Cave trolls are the largest, the most powerful, and the most disgusting breed of troll ever to be spawned. They are between ten and fourteen feet in height, with massive limbs and large splayed feet. They also turn to stone if they are caught out under the sun. Thankfully, they are scarce in number, living in isolation under the mountains. Although virtually blind, Cave trolls are still good hunters, having keen senses of smell and hearing. Cave trolls eat anything that moves.

Snow trolls are similar in size to Hill trolls, averaging ten to twelve feet in height. They are rare, even compared to Cave trolls, and prowl the northernmost lands of Middle-earth. They can go long periods of time without food; in summer they hibernate in underground caves. This is an adaptation to the climate, for the summer months have almost continuous daylight. In the sunlight Snow trolls will turn into large pillars of slag ice. This is a reversible process — at night time

the ice melts and the trolls reform. However, while in this form they are as vulnerable as natural ice to the elements, heat, sharp blows, etc. If they are badly damaged while in this state they will not reform. The pillars look like natural landforms, and many a naive party of adventurers has sought shelter under them only to find, in the middle of the night, to their horror, an angry Snow troll in their midst.

4.32 OTHER EVIL CREATURES

ORCS

Found in every corner of Middle-earth, this foul race is particularly common in the north. Where the Grey and Misty Mountains meet stands their capital, Mount Gundabad — a city of many thousands. In the Ered Mithrin there are (at T.A. 1640) three tributary tribes under the control of the Ashdurbuk (B.S. One All-ruler) of Gundabad. These tribes send their required levies and tributes but are for the most part autonomous and more independent than other vassal tribes. The Grey Mountain Orcs are no different from any other: brutal, greedy, treacherous, having respect only for power. The three tribes, the Uruk-erag, the Lok-uruk-shab and the Asharag have their strongholds at Udrabax, Tuwurdrog and Cirith Auris respectively.

FELL BEASTS

In the years prior to the Great Plague a colony of Fell Beasts settled in the central vales of the Ered Mithrin. From here they hunt in pairs for Mountain goats, Caru, Losrandir and anything else they can find. Occasionally they will raid the livestock of the Beornings. With their bat-like wingspans of up to 40 feet, formidable nine-inch claws, awesome jaws (with six-inch teeth) and long whip-like tails, these primordial terrors only add to the woes of the Northern Wilderland. There are perhaps twenty of these creatures in the mountains, living in the caves that line the central valleys.

UNDEAD

The unquiet spirits of the long dead haunt many parts of these mountains. In western Ered Mithrin there are a number of ancient Adan holy sites and burial grounds that date back some 5000 years. In the times since then they have been plundered by Trolls, Orcs and Dragons. Evil things have crept into these places, and they have become the haunts of Barrow-wights, Werewolves and Ghosts. In the ruins of the Dwarvish outposts also lurk undead; away from the Dragon lairs in abandoned mine shafts and passageways dwell Wights, Ghosts and Skeletons. This is especially the case in Celeb-ost.

4.33 DRAGONS

Dragons are the most feared monsters of Middle-earth, with many possessing the strength to rival a Balrog. They could be declared Morgoth's finest creation — the ultimate fighting creature — or his most hideous perversion. Nothing else can compare with their sheer brute force.

ORIGINS OF THE WITHERED HEATH DRAKES

Although there were older Drakes before him, Glaurung is accounted the Father of Dragons. From him came many Drakes of lesser strength. These were the original land-bound Drakes of which there are now many varieties: True Cold-drakes, Ice-drakes, Cave-drakes, Fire-drakes, Marsh-drakes and Rain-drakes.

The other major form of Dragon is the Winged subgroup; Ancalagon the Black, the first of this line, is accounted the most powerful Dragon that ever lived. Winged Drakes are either variations of True Cold-drakes or Fire-drakes.

The Dragons of the Withered Heath are mostly either Cold-drakes or Fire-drakes (winged or otherwise). While they are not as powerful as the Dragons of the First Age, they still possess great strength. Their lesser power is a reflection of their link to Morgoth, their master and creator, who is banished from Arda. Lacking the focus of his evil will, they have not developed to their full potential.

After the fall of Angband those Dragons which were not destroyed fled the ruin of Thangorodrim. Many hid themselves beneath the roots of the Grey Mountains, in deep caverns and in the Under-deeps. These Drakes were mostly younger ones who had not fought in the War of Wrath, but others were survivors of the Great Battle and bare the scars to prove it.

Deep underground, far from the eyes of the Valar and their servants, the Dragons slept for an Age. Many emerged from hibernation to wander the North. As time went by more Dragons awoke, but lacking a focused will they were content to live quietly. This was brought to an end around the middle of the Third Age when increased activity in the region (Dwarves, Orcs, Ice-orcs) and the growing power of Sauron aroused most of them from their intermittent slumber.

PHYSICAL CHARACTERISTICS

All Dragons are immensely strong, although their appearance may vary. Most possess a superior intellect and all have some spell ability, either inherently or through enchanting power. Magic flows through their veins and their caustic blood. Truly it can be said they are awesome beings.

The land-bound Drakes are larger, heavier and have thicker tails than their winged kin. The long-worms are more agile, and have tougher scales. Their powerful limbs are tipped by steely claws. These Dragons are found mostly in the lowland areas of the Grey Mountains or in the Withered Heath itself.

Those Dragons who possess the power of flight are lighter and more slender than other Dragons. They have long, whip-like tails which they are able to use to deadly effect. Their large, leathery bat-like wings allow them to fly; the wingspans of some of the larger Drakes can be in excess of one hundred and fifty feet. These Drakes can also utilize their wings as a form of attack, stirring the air so as to bewilder a foe. The winged Drakes are found mainly in the higher altitudes of the Grey Mountains.





DRAGON NATURE

Of all Morgoth's creatures, Dragons are the closest in mind to their master. Thoroughly evil, they are crafty and cunning beyond compare. Dragons have the power to dominate the minds of lesser beings; few of those who have looked into the baleful blood-red eyes of a Dragon have escaped unharmed. They are vain, jealous creatures who are susceptible both to flattery and word-games or riddles. Strongly territorial, the Dragons of the Withered Heath exist in a state of mutual distrust. Periods of peace are broken suddenly by vicious battles over trespasses real or imagined. There are subtle shifts in the power, balance and hierarchy of the Dragons as each attempts to dominate their brethren. Being such vain and treacherous creatures, alliances are out of the question and the state of order is unstable. Most battles prove to be inconclusive, as many Dragons are fairly evenly matched. The more powerful Dragons such as Scatha and Smaug consider such petty squabbles beneath them, holding themselves to be omnipotent.

Dragons live in underground lairs or caverns, often occupying ruined strongholds which they themselves have sacked. They seek wealth in every shape or form, desiring to hoard it, piling their treasure into vast mounds upon which they rest.

Dragons consider their aims to be two-fold; the achievement of power and glory through their physical strength and cunning, and the gain of booty that testifies their triumphs.

GENERAL FEATURES OF DRAGONS

While each Dragon is unique, they all share certain common elements. They are all virtually immortal creatures with formidable strength. The general powers common to all Dragons follow:

- 1) **CRITICAL STRIKES** — Unless otherwise noted, critical strikes against a Dragon are rolled on the Super Large Creature Critical Strike Table. This applies to both physical attacks and spells. (Use *MERP* CT-10 and CT-11 or *Arms Law* 10.15 and *Spell Law* 10.85).
- 2) **ARMOR** — Dragonskin varies in strength. The overlapping plates toughen with age. Unless otherwise stated, younger Drakes have scales equivalent to Rigid Leather (AT 12), while mature Worms have armour equal to the finest Plate (AT 20). This enchanted material resists (DB bonus of +2 x beast's lvl) all forms of directed spell attacks and shields the creature from the harshest of elements. In order to make a suit of armour out of Dragonskin, an adventurer must first cut the scale and the underlying hide from a Drake's body, all the while contending with the beast's toxic blood. This is a considerable feat. Even then, however, sewing and moulding a suit of armour made from such enchanted material will require the work of both an armorer and an alchemist.
- 3) **SPELLS** — Dragons are powerful spell casters. Enchanted creatures, they possess the inherent ability to cast any spell from the *Calm Spirits* and *Detection* Mastery spell lists (Open Channeling, page 65 in *MERP*; Closed and

Open Channeling in *RM*). Most also know the *Lore* and *Item Lore* lists (Open Channeling, page 65 in *MERP*; Bard Base in *RM*) as well. The level to which each Dragon knows these lists varies, but regardless of the level to which they are known these spells require no power points. Many Dragons are powerful Mages, Sorcerers, Bards, etc.

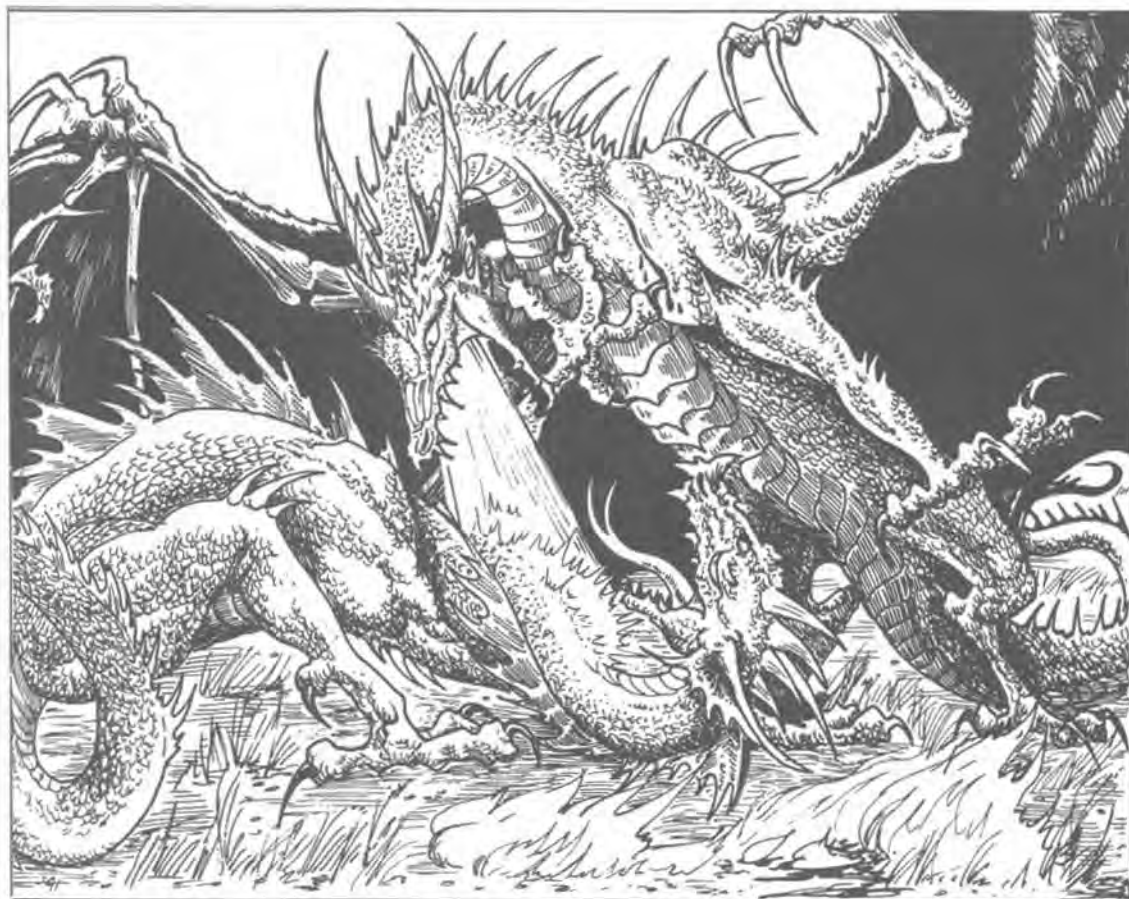
- 4) **STRENGTH OF FORM** — Dragons come in many forms. Winged Dragons and Cave Drakes tend to be more slender than normal, while Cold Drakes are stouter. Winged Dragons can stir the air within a range of 1000', creating the equivalent of a local hurricane (treat as a +20 Airbolt attack). Drakes rarely suffer from penalties associated with age, nor do they weary easily. They require no rest during a given day. When they do sleep, however, they rest for 1-100 days on end and they are hard (-10) to stir from their slumber. Dormant, or 'hibernating', Dragons sleep for 10-1000 years.
- 5) **ENHANCED SENSES** — The Dragons can see perfectly well in utterly dark places, and they can sense the shapes of creatures from the Shadow-world (e.g., Nazgûl). They also have excellent (+30 to Perception Rolls) vision, smell, hearing, and taste.
- 6) **PRESENCE** — Anyone coming within sight of a Dragon makes an RR versus a 5th level Fear spell. With an RR failure of 0-50, the victim flees in terror for 1-5 minutes. If the RR failure is 51-100, the victim flees in fear for 1-100 minutes. If the victim fails by 101+, he falls under the control of the Worm for 1-100 rounds. In addition, a Dragon can use his fiery red eyes to captivate an individual, his concentrated gaze being the equivalent of a spell of his choice from the *Spirit Mastery* list (an inherent power as in 3 above).
- 7) **FOUL BREATH** — If the Worm possesses a breath-weapon, they can use it once every 1-3 minutes (6-18 rounds, depending upon the age of the beast). It can attack up to 2x its level in a given day. They can concentrate their breath into a bolt (e.g., Firebolt) with a range of 300', or they can use a dispersed cone (base 100') with a range of 100' that is the equivalent of a ball attack (e.g., Fireball). The attack bonus varies with the creature. (When unspecified, use a bonus equal to 1.5x the creature's level.)

4.4 DRAGONS OF NOTE

This section details many of the more prominent drakes of the Grey Mountains.

4.41 THE GREATER DRAKES

This select group of individuals contains the most prominent Drakes of the Withered Heath. They are generally stronger, older and of greater lineage than their lesser kin, and many are skilful spell casters. These Dragons are extremely destructive, power hungry, and very intelligent. They are less content to feed on docile herd animals alone. Their hoards are also larger and more valuable — the truest indication of their greater abilities.



ANDO-ANCA

One of the most powerful Cold-drakes to survive the First Age, Ando-anca, like Scatha, is a son of Glaurung. For a Cold-drake of his age, his size is relatively small — he is only forty five feet long. He lives in a series of caves beneath Mount Udun-anca, north of the Withered Heath. His normal diet is based essentially on the Losrandir, but Trolls are a particular favorite — he loves a good fight.

Following Scatha's death at the hands of Fram of the Eotheod, Ando-anca became, by default, the most powerful drake of the region. His principle rival is Itangast, a Fire-drake. They have skirmished several times over the years, but as both are so evenly matched neither has been able to gain the upper hand. Ando-anca forever plots the defeat of his most hated foe.

The Dwarven activity in the mountains south of the Withered Heath also interests Ando-anca. He patiently waits for the right opportunity to strike, realizing that the longer he waits the more wealth the Dwarves will uncover. Occasionally he will venture forth to test the Dwarves, attacking the small bands that travel to and from their mines. His cautious attitude has led him not to under-estimate the Dwarves — he well remembers his father's defeat in the First Age at the Dagor Aglareb (S. Glorious Battle).

Ando-anca is a prime example of the Dragon's unusual metabolism; for days on end he may gorge

himself on a hunting and feeding orgy, then return to his lair to hibernate for short periods of time (between two weeks to two months).

ANDO-ANCA

Level: 49; 53 after T.A. 2589.

Race: Cold-drake (of the brood of Glaurung).

Home: The caves beneath Mount Udun-anca; later Norr-dum.

Hits: 540; 570

AT(DB): Pl/20(40); Pl/20(50)

HBi: 150; 170

HCl: 120; 130

HBa: 115; 120

HHo: 90; 100

MM: 20

Power Points: (4x49)=196; (4x53)=212

Spells (pre 2589)

Spirit Mastery (30)

Calm Spirits (30)

Detection Mastery (30)

Lore (25)

Item Lore (25)

Lore (Chan, RM) (20)

Matter Disruption (20)

Telekinesis (20)

Symbolic Ways (20)

Liquid Manip (20)

(post 2589)

Spirit Mastery (50)

Calm Spirits (50)

Detection Mastery (50)

Lore (30)

Item Lore (30)

Lore (Chan, RM) (30)

Matter Disruption (25)

Telekinesis (25)

Symbolic Ways (20)

Liquid Manip (20)



ANGURTH

Angurth is a large and particularly vicious winged Fire-drake who delights in physical contests and challenges, and the display of his own power. Apart from Smaug, Angurth has the hottest breath of his ilk. His visage is marred by the loss of one of his horns, the result of a mating duel with Throkmau, and he has vowed revenge for this disfigurement. He waits for the time when he can repay Throkmau in kind.

Known for his extremely strong jaws and his brutal combat methods, Angurth is not one to toy with foes. Instead he prefers to demolish his opponents, ruthlessly destroying any resistance.

In T.A. 2578 he stormed the gates of Long Peak and took the Dwarven hold, but the Dwarves proved stouter foes than he had anticipated. One group stubbornly resisted his might long enough for most of the colony to escape; Angurth was wounded, but prevailed in the end. Furious, he seeks to do further injury to the Dwarves, and thereby increase his treasure.

ANGURTH

Level: 36; 40 after T.A. 2578.
Race: Fire-drake, winged.
Home: The Ered Mithrin; later the Dwarven ruins of Long Peak.
Hits: 471; 500
AT(DB): Ch/16(60); Pl/20(60)
HBi: 110; 150
HCl: 125; 130
HBa: 115; 115
HHo: 45; 45
MM: 20
Breath Weapon: +60 Firebolt, +100 Fireball.
Power Points: (4x36)=144; (4x40)=160
Spell Lists: (All known to twentieth level)
 Calm Spirits
 Detection Mastery
 Item Lore
 Lore

BAIRANAX

Bairanax lives in a group of caves surrounding Ovir Hollow, in the south-west of the Ered Mithrin. From here he ranges over the highland vales in search of his favorite prey: bear. He will seldom eat animals of any other kind. Bairanax's peculiar fixation with bears stems from the hatred he has for the species. Fleeing Angband, the young Cold-drake was nearly killed by a North bear. His hatred of bears has drawn him to the attention of the Beornings. As a result of his efforts to exterminate every living bear, the Beornings consider him to be a very personal enemy of religious significance. Many Beornings have been killed in their attempts to slay him. Bairanax delights in this activity and does all he can to cultivate their hatred. He is a cunning adversary who will use every conceivable advantage in combat.

Recently Bairanax slew a group of rash young Beornings, and then subsequently many of their elders. One Bejibar, the Chieftain, managed to escape the slaughter. Bairanax, in pursuing him, passed through Lomaw's territory, which led to a savage fight between the two Drakes. Bairanax, wounded, was forced to retreat. The Bear-hunter, incensed at the turn of events is determined to exact a terrible toll upon the remaining Beornings of the Narrows. He hates Lomaw bitterly, but is smart enough to realize that he can not beat him in a straight fight.

BAIRANAX

Level: 34
Race: Cold-drake, winged.
Home: Ovir Hollow in the south-western Ered Mithrin.
Hits: 447
AT(DB): Ch/16(50)
HBi: 140
HCl: 120
HBa: 100
HHo: 70
MM: 20
Power Points: (4x34)=136
Spell Lists: (All known to twenty-fifth level).
 Calm Spirits
 Detection Mastery
 Item Lore
 Lore
 Spirit Mastery

DAELOMIN

Known in the First Age as the Ghost-wing of the Ered Engrin, Daelomin is a winged Cold-drake possessing a beautiful coat of glistening black scales. Her beauty has attracted considerable attention from aggressive males, and there have been several ferocious duels fought over her. But any would-be suitor then has to prove himself worthy against Daelomin herself, and many have been found wanting.

Daelomin is a highly mystical and enchanted Drake. A noted spell caster, she prefers subtle tactics to displays of outright force, but if pressed she will react violently. Her mental powers are extraordinary, and she enjoys reducing pugnacious foes to helpless victims. Her favorite tactic is to cause her foes to turn on each other, something she is usually successful at.

The male Drakes of the Ered Mithrin are hesitant about approaching her, knowing of her reputation. It is lucky for them that they do not approach, for Daelomin despises weakness. She lives at the summit of a peak called the Dancing Spire. This oddly shaped mountain is located halfway between Anvilmount and Mount Gondmaeglom in the northern Grey Mountains.

DAELOMIN

Level: 33
 Race: Cold Drake, winged.
 Home: The Dancing Spire in the northern Ered Mithrin.
 Hits: 428
 AT(DB): Ch/16 (45)
 HBi: 100
 HCl: 120
 HBa: 110
 HHo: 70
 MM: 20
 Power Points: (6x33)=198
 Spell Lists:

Calm Spirits (30)	Detection Mastery (30)
Item Lore (25)	Lore (25)
Mind Erosion (30)	Mind Subversion (30)
Mind Death (30)	Mind Domination (30)
Mind Disease (30)	Confusing Ways (30)
Illusions (30)	Solid Alteration (30)
Telekinesis (30)	Liquid Alteration (20)

HYARLEUCA

The son of Scatha, Hyarleuca is a young Drake only three hundred years old (c. T.A. 2000). As subtle as a sledgehammer, he is reputedly as stupid — something he takes umbrage to. Violent and moody, he will often go into a killing frenzy, the slaughter lasting many days. Astoundingly lazy, he will often leave his kills half-eaten, taking only the sweetest meat. He is known for destroying villages on a whim, without even pausing to loot them.

Often he will join his father on raids, and together they evoke destruction and terror on a wide scale. They are particularly fond of attacking the Wains of Rhun bound for Angmar. Routing the Orcs and killing the guards, they sack the trains of all value much to the chagrin of the Angmarin.

Hyarleuca lives ten miles north of the Men Rhunen, not far from Gondmaeglom. He spends much of his time roaming the Narrows and the empty lands to the east between the Grey Mountains and the Iron Hills.

HYARLEUCA

Level: 28
 Race: Cold-drake (of the line of Glaurung)
 Home: Hill-cave in the southern Grey Mountains.
 Hits: 329
 AT(DB): RL/12(60)
 HBi: 90
 HCl: 100
 HBa: 85
 HHo: 75
 MM: 30
 Spell Lists: (All known to tenth level)
 Calm Spirits
 Detection Mastery
 Item Lore
 Lore

ITANGAST

One of the deadliest Drakes of the Withered Heath, Itangast is one of the few strong enough to hold his own territory in the Heath itself. His lair is situated in the center of Gold Hill, in the middle of a dry lake in the south-eastern part of the Heath.

Itangast has a fierce beauty about him, his delicate blue-tipped black scales and his long silvery horns give him a disarmingly haunting guise. Nearly one hundred feet long, Itangast is a commanding presence. He is a daunting opponent, and many of the Dragons fear to take the battle to him. Others, like Ando-anea and Throkmau, are bitter rivals.

His name aptly describes him, for in the tongues of the Northmen of Rhovanion Itangast means "Guest-eater."

ITANGAST

Level: 55
 Race: Fire-drake.
 Home: Gold Hill in the Withered Heath.
 Hits: 590
 AT(DB): Pl/20(60)
 HBi: 160
 HCl: 110
 HBa: 135
 HHo: 80
 MM: 20
 Breath Weapon: +50 Fireball, +90 Firebolt
 Power Points: (5x55)=275
 Spell Lists:

Calm Spirits (50)	Detection Mastery (50)
Item Lore (50)	Lore (50)
Spirit Mastery (50)	Fire Law (50)
Light Law (30)	Lore (Channeling) (30)
Earth Law (30)	Dispelling Ways (30)

KHUZADREPA

This sable beast is a ruthless monster, and a powerful sorcerer. Khuzadrepā (Kh. "Dwarf-slayer") is the most formidable spell caster of the Withered Heath, although he lacks little in physical strength. Like many other Dragons he delights in displays of his own prowess, ruthlessly slaying the strong and the weak alike. He guards his territory jealously, sallying forth to defend it against the incursions of any other Drakes. Agburanar had the misfortune to cross his path, and has the scars to prove it.

The Dwarven mining activity alerted Khuzadrepā to their presence. Sensing a chance for more wealth he left his modest lair in the Withered Heath and flew to Thundercleft in T.A. 2563 to investigate. The Dwarves were taken by surprise, as Khuzadrepā unleashed his vile spells against them with terrible effect. Few survived his furious assault, which was swift and deadly. The sack of the city complete, he looted the ruins and piled the wealth of the Dwarves into a mound in the hall of Durin.

Not content with Thundercleft's treasure, Khuzadrepā seeks more, roaming his territory in the south-east of the Ered Mithrin chain.





KHUZADREPA

Level: 37; 42 after T.A. 2563.
 Race: Cold-drake, winged.
 Home: The Withered Heath, later Thundercleft.
 Hits: 460; 490
 HBi: 130; 140
 HCl: 100; 110
 HBa: 160
 HHo: 65; 75
 MM: 10
 Power Points: $(7 \times 37) = 259$; $(7 \times 42) = 294$
 Spell Lists:

(pre 2563)	(post 2563)
Soul Destruction (30)	Soul Destruction (30)
Gas Destruction (30)	Gas Destruction (30)
Solid Destruction (30)	Solid Destruction (30)
Fluid Destruction (30)	Fluid Destruction (30)
Mind Destruction (30)	Mind Destruction (30)
Flesh Destruction (30)	Flesh Destruction (30)
Calm Spirits (30)	Calm Spirits (30)
Detection Mastery (30)	Detection Mastery (30)
Item Lore (30)	Item Lore (30)
Lore (30)	Lore (30)
Spirit Mastery (30)	Spirit Mastery (30)
Matter Disruption (25)	Matter Disruption (25)
Light Law (25)	Light Law (25)
Darkness (20)	Darkness (25)
Ice Law (20)	Ice Law (25)
Essence Hand (20)	Essence Hand (25)
Curses (20)	Curses (25)
Dispelling Ways (20)	Dispelling Ways (20)
Lesser Illusions (20)	Lesser Illusions (20)
Dark Channels (20)	Dark Channels (20)
Living Change (20)	Living Change (20)

LEUCARUTH

A bad-tempered, perpetually angry Fire-drake, Leucaruth is known for her unwavering hatred towards Dwarves. Her anger is legendary. Leucaruth's lair is a huge multi-storied cavern complex called, appropriately, Ire-rock. Ire-rock is located ten miles north of the Withered Heath, near the high plateau called Wolf Flat.

Leucaruth, however, is rarely at her lair, for she is constantly hunting. Nothing delights her more than the hunt, the chase and the kill. She is a rash fighter, one whose hatred and anger often blinds her judgement. Still, many a daring move on her part has turned defeat into victory.

A stormy union with Throkmau (see below) in the early years of the Third Age produced only one stunted Worm, later known as Turukulon (see ICE's *Dunland and the southern Misty Mountains*). Leucaruth nearly killed the young Drake, who later fled the Ered Mithrin.

She often attacks large bands of Dwarves or Orcs, and of late has been pondering the idea of an attempt upon one of the Dwarven strongholds.

LEUCARUTH

Level: 34
 Race: Fire-drake.
 Home: Ire-rock, above Wolf Flat, northern Ered Mithrin.
 Hits: 435
 AT(DB): Ch/16(50)
 HBi: 125
 HCl: 135
 HBa: 100
 HHo: 70
 MM: 20
 Breath Weapon: +50 Fireball, +90 Firebolt
 Power Points: $(2 \times 34) = 68$
 Spell Lists: (All known to twentieth level)
 Calm Spirits
 Detection Mastery
 Item Lore
 Lore
 Spirit Mastery
 Dispelling Ways
 Fire Law

LOMAW

Unlike many Ice-drakes, Lomaw does not have the typical white scales. Instead they are tinted a smokey grey color. It is perhaps for this reason that he is so far south from his kin, most of whom reside near the icy shores to the north. With his grey-white scales Lomaw blends in well among the snowfields of the Grey Mountains.

An agile Drake, he can move with astounding speed over the glaciers and ice flows that surround his lair, often surprising foes with his dexterity. Like Nimanaur he also has a 'false breath weapon'; by ingesting ice or snow and spewing it forth he is capable of freezing foes within six hundred feet.

Lomaw is something of a recluse and rarely ventures far from his territory. His lair is situated just south of the Dying Glacier, which emanates from a cleft near Gondmaeglom. He dislikes the environment of the Withered Heath and is reluctant to venture forth onto it. Few Dragons will cross him, for in his element he is a deadly adversary.

LOMAW

Level: 35
 Race: Ice-drake.
 Home: An ice cave, south of the Dying Glacier, west of the Withered Heath.
 Hits: 467
 AT(DB): PI/20(50)
 HBi: 120
 HCl: 125
 HBa: 90
 HHo: 60
 MM: 30
 Breath Weapon: +40 Iceball, +100 Icebolt
 Power Points: (4x35)=140
 Spell Lists: (All known to twentieth level)
 Calm Spirits
 Detection Mastery
 Item Lore
 Spirit Mastery

SCATHA

The eldest surviving son of Glaurung, Scatha is the dominant Cold-drake of the region. He is large, even for an old Drake, being nearly ninety feet long. Despite his bulk, Scatha is exceedingly agile, his stout red frame capable of considerable speed. Scatha the Worm was the first Dragon to become active again in recent times (c.1620).

An aggressive and greedy Drake who suffers no rivals, he lusted for treasure. In T.A.1635 he came to Mount Gondmaeglom and the Dwarven hold of Silverplunge. He passed through the doors and routed the Dwarves; not a single Dwarf escaped. Not content with his new-found wealth, he actively seeks more. He roams the Men Rhunen (S. Eastern Way) hunting for caravans to raid and strongholds to sack. Scatha will eat virtually anything, but his main preferences are: Losrandir, Goats, Orcs, and especially Giants.

No other Dragon of the Heath has dared to face Scatha in combat, such is his power. Scatha is content that this should be so, and has little to do with his lesser brethren — save his son, Hyarleuca, who accompanies him on raids into the Beorning lands.

SCATHA

Level: 52
 Race: Cold-drake (of the first brood of Glaurung)
 Home: The ruins of Silverplunge in Mount Gondmaeglom.
 Hits: 555
 AT(DB): PI/20(65)
 HBi: 150
 HCl: 140
 HBa: 120
 HHo: 110
 MM: 30
 Power Points: (5x52)=260
 Spell Lists: (All known to fiftieth level)
 Calm Spirits
 Detection Mastery
 Item Lore
 Lore
 Spirit Mastery
 Curses
 Black Channels
 Dispelling Ways
 Earth Law

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SMAUG

The most powerful Dragon to survive the First Age, the mightiest son of Ancalagon has, surprisingly, had little impact upon the Dragons of the Withered Heath. Smaug is a relative newcomer to the region, coming from the Barl Synac c. T.A.2570. He settled in Anvilmount, in the northern Ered Mithrin. Anvilmount was once a Adan holy site in the First Age, but Smaug defiled the tombs and took the wealth for himself.

Smaug is a huge winged Fire-drake, ninety feet long with a wingspan of one hundred and fifty feet. Drakes of his size have not been seen since the War of Great Wrath. His glittering red scales have a golden undertone which reflect light, giving him the appearance of a Golden Dragon.

Although he could easily dominate the other Dragons, he sees no point. He despises the self-importance of each of the Drakes, and cares little for their petty squabbles. He waits, biding his time for the day when he can gain large wealth. The Dwarven colonies of the Ered Mithrin do not interest him overly, as it is gold he lusts for.

Smaug ventures from his lair occasionally to feed, his diet for the most part being Losrandir and Caru. Despite the fact that he steers clear of the Heath, the other Dragons realize that this is not a weakness, and none will cross him — save Throkmau, who does not fear him. Smaug tolerates him out of a sense of detached amusement.

Smaug's general apathy can be traced to the fact that he is not fully 'awake', but news of gold and wealth will soon arouse him.

SMAUG

Level: 60; 66 after T.A.2770.

Race: Fire-drake, winged (of the line of Ancalagon).

Home: The Barl Synac; later Anvilmount; late Erebor.

Hits: 600; 636

AT(DB): Pl/20(70); Pl/20(75)

HBi: 110; 125

HCl: 120; 130

HBa: 140; 150

HHO: 95; 95

MM: 30

Breath Weapon: +60 Fireball, +120 Firebolt

Power Points: (6x60)=360; (6x66)=396

Spell Lists:

Calm Spirits (50)	Light Law (50)
Detection Mastery (50)	Essence Hand (30)
Fire Law (50)	Matter Disruption (30)
Item Lore (50)	Darkness (30)
Lore (Channeling) (50)	Anticipations (30)
Lore (50)	Controlling Songs (20)
Wind Law (50)	Mind Subversion (20)
Spirit Mastery (50)	

THROKMAU

Throkmau the Black, like Smaug, is a descendant of Ancalagon. Because of this, perhaps, he does not fear his elder brother. He is aware of Smaug's greater strength, but feels that his guile will see him through to victory in any future confrontation. Throkmau is a vain Drake, full of pride. His status among the other Dragons is as important to him as his treasure hoard.

It is natural then that he has several bitter foes — Angurth and Itangast in particular, for it is they who he defeated during brutal mating duels to claim Leucaruth. Itangast has since avenged himself and Throkmau is currently licking his wounds, plotting Itangast's downfall. Throkmau has gained some respect from the other Dragons for daring the wrath of Smaug, though if Smaug knew of this he would probably laugh. Throkmau, always a rare visitor to the Withered Heath, (even less so since his defeat by Itangast) prefers the northern mountains and the waste beyond.

His lair is located beneath a huge rock formation called the Shab Arch, in the northern foothills of the range. It is quite close to the Dark-ice castle, and occasionally some Ice-ores fail to make it home. Throkmau has made no move against them in the form of an all out assault because he feels that they may be useful one day. In addition to this, of course, is the daunting strength of the Ice-ore's keep.

Throkmau's favorite prey are the Snow Trolls of the north, and he will scour the Northern Wastes in search of them. If they prove too hard to find he will settle for Lossoth, Losrandir or Caru. On no circumstance will he eat Dwarves, having nearly choked on one once. This, of course, explains why he is indifferent to the Dwarven settlements and the wealth therein.

THROKMAU

Level: 46

Race: Fire-drake, winged (of the brood of Ancalagon).

Home: Shab Arch in the northern Ered Mithrin.

Hits: 523

AT(DB): Ch/16(60)

HBi: 110

HCl: 120

HBa: 125

HHO: 90

MM: 20

Breath Weapon: +50 Fireball, +100 Fire Bolt

Power Points: (4x46)=184

Spell Lists:

Calm Spirits (30)	Light Law (20)
Detection Mastery (30)	Mind Attack (20)
Item Lore (30)	Matter Disruption (20)
Lore (30)	Controlling Songs (20)
Spirit Mastery (30)	Dark Channels (20)

URUIAL

Uruial was a red Fire-drake, wounded during the great battle that ended the First Age. Struck by a Noldor archer, Uruial took a shaft midrift. While the wound did not prove immediately fatal, it was nonetheless mortal.

Fleeing the battle, Uruial was the last Drake to seek the safety of the Grey Mountains. He did not 'hibernate' as did the other Dragons; his wound troubled him and would not heal. He wandered the icy wastes of the north, seeking an end to his pain. During this time, in the early years of the Second Age, while the other Dragons slept, he gathered the treasures of his valuable hoard. He looted the ruined Dragon-lairs of the Blue Mountains, and even dared the depths of Angband itself.

These priceless treasures he took back to his lair, Steel Fall. Still, he could not rid himself of the pain in his side. Throughout the Second Age he sporadically wandered the mountains, only occasionally leaving his lair.

With the onset of the Third Age, Uruial's wound began to trouble him still further, and it became such that he could no longer leave his lair. Eventually he died (c.T.A.400). But such was the fierceness of his spirit to protect his hoard that his spirit did not depart from the chamber of his lair. Uruial remains there still, guarding his treasure; he is now tied to the chamber, unable to leave it (see section 7.4).

URUIAL

Level: 40.

Race: Fire-drake (undead).

Home: Steel Fall in the Western-central Ered Mithrin.

Hits: 475

AT(DB): Ch/16(60)

HBi: 120

HCl: 120

HBa: 100

MM: 0

Breath Weapon: +50 Fire Ball; +90 Fire Bolt.

Uruial's Special Powers:

- Undead — Drains 5pts Co/round (25'R);]
- Can only be harmed by magic weapons.
- Casts a 25th level Fear spell: those who fail RR's by 01-50 flee in panic for 3-30 rounds, by 51-80 they are paralyzed by fear (stunned 2-20 rounds), by 76-00 they die of fright, and by 101+ they collapse in a gibbering heap and shriek pitifully for 1-10 rounds before dying.

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4.42 THE LESSER DRAKES

These Dragons are the lesser inhabitants of the Withered Heath. Generally they have less strength and intelligence, but each Dragon is still far more powerful than the lesser breeds (such as the Cave-drakes). For one reason or another they lack the character, the desire or the ability to dominate the Heath as their brethren do.

Agburanar. Agburanar resides in a large cavern complex known as the Caves of Ulund. These caves are found high up in a spur of the northern fork of the Ered Mithrin. He is a reclusive beast who prefers Goat, Bear or Losrandir meat to more challenging prey. Although he slew the Dwarf-lord Fain (a renegade of Barin's folk) and later a band of Ice-orcs who challenged him for Fain's wealth, Agburanar is rarely active.

Culgor. The younger brother of Haurfile, Culgor is dominated by his sister. Her enmity stems from an incident in the First Age when Culgor stole her hoard, before fleeing the Blue Mountains. Although she later regained her wealth, Haurfile has never let Culgor forget his cowardly act. His scales are a beautiful pattern of red/gold, a fact which further makes Haurfile jealous. Culgor lives in a small series of caves at the summit of Bat Dome. An inquisitive creature, he is also the fastest Dragon, on land, of the Withered Heath.

Dynca. A much scarred and battered Drake, Dynca is a survivor of the Great Battle. His visage is marred by the scars of Eagle's talons - he is missing one eye and both of his horns. His lair is located at Sorrowdrop, and from there he hunts in the Northern Wastes. Dynca is a compassionate, relatively passive and forgiving Cold-drake, but this is a loose term when applied to a Dragon — as any intruder to his lair will soon realize.

Haurfile. A short-tempered Cold-drake with red-grey scales, Haurfile holds an unwavering hatred against her brother Culgor. She has resolved to make his life a misery, because he stole her hoard (see above). She resides in the Under-deeps below Bat Dome, south-west of the Withered Heath. Her diet consists largely of Goats and Sheep, but she is not adverse to supplementing it with the odd Dwarf or hapless adventurer.

Klyaxar. A relatively young Drake (700 years old c.1640), Klyaxar is the son of Ando-anca. He is something of a nomad, a rarity among Dragons. During the summer months he roams the Northern Wastes, tormenting the Lossoth peoples. He has little or no contact with the other Drakes, and is content to feed on Losrandir or Caru. His lair is in the northern foothills and is well hidden at the back of a narrow defile.

Nimaur. Nimaur is one of two Ice-drakes living in the Grey Mountains. His scales are pure-white, making him almost invisible on the snowfields, glaciers and ice flows. He lives in an ice-cave on the north-western edge of the Withered Heath. He feeds exclusively on Losrandir, and has a 'false breath weapon' of sorts. By ingesting water, snow or ice, he can spew it forth as a controlled water or ice bolt.

Ruingurth. The eldest living son of Ancalagon, this reddish-brown Fire-drake also fought in the War of the Wrath. Extremely old, Ruingurth is a slow, sleepy creature virtually in perpetual hibernation. He is fatalistic and will not stir unless struck. During one of his more active periods he occupied the deserted Goat Mountain, and the deserted Dwarven colony of Silverpit. Despite his seemingly uncaring attitude to the things happening around him, when aroused and angry Ruingurth will use his Fire-breath with devastating results.

5.0 PEOPLES AND CULTURES

INTRODUCTION

The Grey Mountains area is still largely an untamed wilderness. There are few settlements, no cities or other large concentrations of people.

IN T.A. 1640

Beorning groups still live in the Narrows, as they have done for nearly two thousand years. Now, though, they are few — perhaps five hundred of these rugged, proud Northmen remain. They are the northern kin of the Beornings of the Anduin vales, a land to which many of them have been forced to flee. The ones that remain are beset by numerous foes upon all fronts: Wolves, Orcs, mannish servants of the Witch-king, and even Dragons. They are a people under siege.

In the mountains at the small Dwarven outpost of Silverplunge all has gone quiet. A small amount of trade was once conducted with the Beornings, but no more. Rumors tell of the Great Plague wiping out the settlement completely. While many doubt this (attributing the silence to strange Dwarven ways), few have any inkling of the awful truth.

In the Northlands the Ice-orcs reside at their Dark-ice fortress. Recently the Witch-king has become aware of their presence. They too have been absorbed by his ever growing Empire, for they now guard his north-eastern flank.

IN T.A. c.2580

The situation in the Grey Mountains has changed much since the time of the Great Plague. For five hundred years the Dwarves of Durin's tribe have been mining the mountains, trying to recall the splendor of their lost Khazad-dum.

In the last twenty years much of their work has been undone. The incursions of Dragons have begun to overwhelm the Dwarves.

The Narrows are now devoid of any human settlements, the lands returning to wilderness. The last of the Bejabar were driven out five hundreds years earlier, and since the fall of Angmar traffic along the Men Mithrin has all but ground to a halt.

Freed from the yoke of the Witch-king the Ice-orcs have been expanding in the North; they do as they please, and now menace the Lossoth and Lotan peoples.

5.1 THE BEIJABAR (1640)

The Beornings have always remained aloof from other races, and even their own kin. This is due mostly to their self-imposed isolation; they are not a sociable people, preferring to live alone or in small family units.

The Beornings are distinct from all other Northman groups currently living in Rhovanion. Less urbanized they are one with their surroundings. In past years, when the Northmen lived in Eriador, they were the masters of the cult of the Bear (one of many such types). They migrated across the Misty Mountains during the latter years of the Second Age. In later years their trail was used by other Northmen groups.

Most of the Beornings today live in and around the Nan Taurduin, with a few remote settlements in the highlands near the mountains.

There is no observed form of government among the Beijabar. Leadership, such as it is, is held by the eldest male in each family unit. A High Shape-changer (Rh. Waetan), elected as a representative of the people to the outside world, leads the Beijabar in religious affairs and times of strife. During such times the Faid (Levy) can be called. This consists of every able-bodied male over the age of fifteen.

Religion is central to all Beornings. Their outlook on life is shaped by the famed cult of the Bear; nature in its manifestations in the physical world is worshipped, and the Great Bear spirit is held in the highest esteem. Many of the Beornings are Shape-changers,

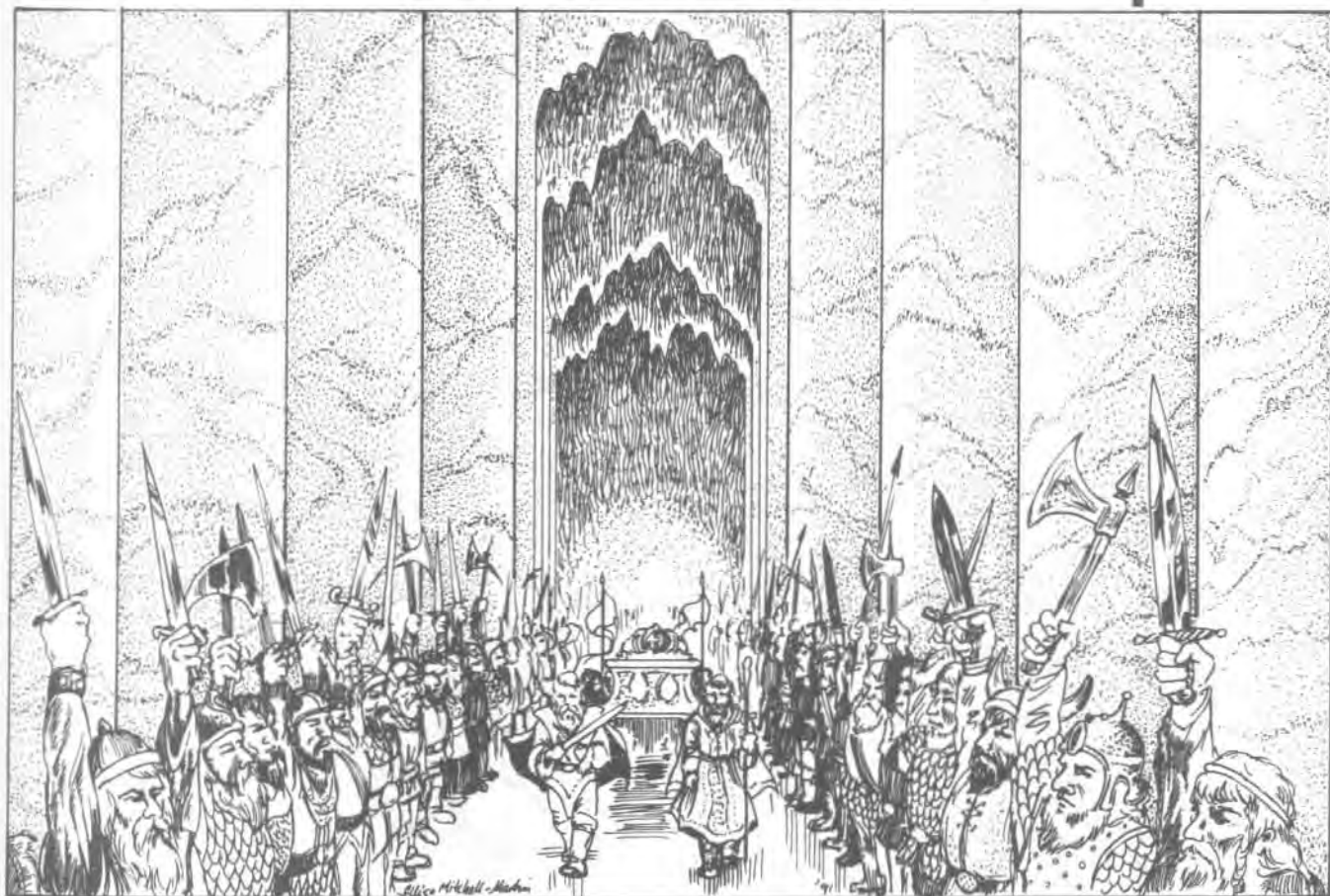
being able to assume Bear form at certain times. In most cases, this takes place during the elaborate rites and dancing rituals of the worship of Bema, the Great Bear spirit (Orome).

In appearance the Beornings are tall, heavy-boned individuals. They have a great deal of hair (usually a shaggy red color) and dress in fur tunics and woolen leggings. Males may also wear reinforced leathers. The Beijabar employ two languages: Atliduk, which is derived from ancient Eriadorian, is their every day speech; Waildyth, the other, is a form of trail sign, which they use in the wilds.

5.2 THE DWARVES

The Children of Aule are perhaps the strangest of the free peoples, for although they have played a significant part in the history of Middle-Earth, they are a secretive race who jealously guard their lands and possessions. The most open of the Seven tribes is the tribe of Durin, the Deathless. This is hardly surprising for they have played a greater part in the struggles of the free people than the rest of their brethren.

In the timeless passages before the awakening of the Elves, before Men trod the paths of the Earth, the Dwarves were made by Aule the Valar. He could not await the coming of the Elves, for he desired to reach his lore and crafts. In his passions he disobeyed the wishes of Eru. Eru knew of Aule's deeds, in the very hour of their making Eru spoke to him, and rebuked





him for his efforts, reminding him that it is not for the Valar to create life. Aule repented and took up his hammer to destroy his creations, although he was loathe to do so. But Eru showed mercy to the cowering Dwarves; he gave them true life and a will of their own. They were cast into a long sleep, ready for their awakening. The Elves were to be the Firstborn.

When Aule created the Seven fathers he had no clear idea of what the races to come would look like. The Dwarves are hence short and stocky, with powerful limbs. Aule also made them able to carry great burdens and resist all extremes of temperature. Dwarf-men virtually always wear beards, braiding them and tucking them into their belts. Dwarf-women, who comprise but a third of the race, are generally slighter in build than their male counterparts.

The King of Durin's folk holds absolute power over his people. Mundane affairs and day-to-day business is delegated to officials. There is also an enclave, a body of Dwarven councillors who advise the King. Government is efficient and there is an unwavering loyalty to the crown.

Dwarves work and live in close proximity to one another in their mountain strongholds. They may seem cold and aloof to outsiders, but to their own kin they are warm and friendly. They are passionate about their craft-work, and are surprisingly emotional beneath their rough exteriors. Dwarves are industrious, working long hours in their mines and smithies. During rest periods Dwarves will meet and talk in the large gathering halls, or listen to music played by fine harpers.

The Dwarves are a war-like race, their standing armies large and well-equipped. In times of war these forces can be supplemented with a general call to arms. There are no finer heavy infantry forces in all of Middle-earth. The success of the Dwarven war machine in battles can be attributed to two factors: their superb equipment and their deadly skill with axes and mattocks. Dwarves relish contests of a physical nature; war is simply an extension of their natural way of life.

The Dwarves of the Ered Mithrin mint some coinage — mostly silver which, through trade, is circulated throughout Rhovanion. The coins are of a high quality, being uniformly pure and exact in weight. As such they are generally used as a standard in exchange rates.

Within their large underground holdings the Dwarves have fashioned for themselves lodgings similar to those found in their lost Khazad-dum. While they are simple structures, the three-to-seven-room groupings are spacious and inviting. Decorative rugs and tapestries cover the floor and walls; a bright

fireplace and soft lamps give a warm light to the rooms.

The Naugrim (S. Dwarves) hold strong religious beliefs concerning their origins and the future of their race. They revere the 'Maker' (Aule) and equate him with Eru, turning to him when troubled or in times of need. Prayers and similar rituals are private affairs — a Dwarf will go to the chapel of Aule seeking solace and silence.

The secretive nature of the Dwarves is best illustrated with the example of their language — Khuzdul. It is known to few outsiders, and the Dwarves will not even commit its sacred letters to the gravestones of their deceased. When they converse with the rest of the world they will speak the local tongue. This is usually Westron, Sindarin or one of the various Northman dialects. Khuzdul is now to the Dwarves a sacred language or lore and has changed little since Aule first invented it. It is a harsh-sounding tongue, one heard rarely, save on the battlefield (e.g., Baruk Khazad, Khazad ai menu).

5.3 THE ICE-ORCS

Far to the North, beyond the Grey Mountains, there can be found a race of creatures often thought to be legendary. Few people have ever seen an Ice-orc; of those who do, few live to speak of their knowledge. The Ice-orcs have made the cold, barren tundra-lands their home, and they will not suffer anyone to traverse them without their leave.





The forefathers of the present-day Ice-orcs were the Orcs of Morgoth who watched over the North-lands, beyond the reaches of Angband. They were also used to maintain a guard at the crossings of the Grinding Ice. Morgoth altered their forms slightly to enable them to serve him better in cold climate. Following the overthrow of their Dark Master, a small band of these Orcs fled east across the arctic plains, later turning south for the Ered Mithrin.

The differences between Orcs and Ice-orcs are not evident from a distance, but in profile the differences are quite marked. At five to six feet, Ice-orcs are taller than common Orcs. They appear half-starved, but their gaunt frames are astonishingly strong and agile. Their skin has a pale cast to it, and they have a greater amount of body hair. In most other aspects they are similar to their southern kin. One exception is their ability to withstand the light of the sun — a necessary adaptation in view of the nature of the arctic summer.

Just as with normal Orcs, there are both lesser and greater Ice-orcs. The lesser are by far the most common. Of slighter build, the lesser breed less tall (average 5') and less muscular. The greater Ice-orcs are not only greater in stature (very strong, averaging 6' tall), but they are also more intelligent.

A further interesting fact about the Ice-orcs is their gender proportions. At 70%, male births are much higher, and despite the correspondingly higher male infant mortality rate there are still more males than females.

The Ice-orcs live in what could best be described as an ordered chaos. As with all Orcs might means right, the stronger ruling the weaker. A haphazard monarchy has existed since the founding of the Dark-ice Fortress. While the reigning King has a firm grip on the throne his rule is absolute. The change of power is often accompanied by much bloodshed.

Ice-orcs live like all others of their kind, their lives dominated by fear and violence. Living conditions are filthy, but not quite as bad as in other Orcish settlements — many bacteria cannot live in the cold climate. Males spend much of their lives out on the Tundra patrolling the region. Females are kept as virtual prisoners in the breeding chambers and rarely venture beyond the castle walls.

The main social event in an Ice-orc's life is one of the four religious 'festivals' that are held by the priests each year. These week-long celebrations essentially consist of an orgy of torture and sacrifice. The priesthood wields considerable power in Ice-orc society, their popularity gained from these festivals. All such religious ceremonies are dedicated to Morgoth, who the priests say will one day return.

Ice-orcs speak a peculiar dialect of Orkish, elements of which are found in most other Orkish tongues. Given their isolation it is probable that their speech is archaic Orkish — a language dating back to the Elder Days.

The Ice-orcs will eat anything that moves (and some things that don't), but their diet is based substantially on the Losrandir.

Being self-sufficient, the only currency the Ice-orcs have is that gained in raids on other creatures. For practical purposes currency is useless in their community, but each Orc will hoard his treasure — much like a Dragon would.

Ice-orcs are always ready for battle. They constantly raid the Lotan and Lossoth peoples, and have the occasional confrontation with Gundabad Orcs. In addition to their fighting skills, the Ice-orcs are renowned for their superb tracking abilities.

The Ice-orcs have no mines beneath their castle, simply because there is nothing to mine there. Instead they maintain a series of mining settlements in the northern Ered Mithrin. The largest of these is called Thollakar (aOr. Deep Cleft). The mining outposts are strictly controlled from Kala Dulakurth, and the warriors and guards are rotated regularly from the castle to the mines.

The Ice-orcs maintain a strong vigilance over the Forodwaith at several outposts — derelict castles from the Elder Days.

Other Ice-orcs lead a more primitive lifestyle, roaming the Forodwaith in small nomadic bands. The size of these bands can vary greatly, from less than ten individuals to more than one hundred. The larger bands are much like small tribes, and they date back several generations. The smaller bands are more likely to be rebels, deserters, or splinter groups from the larger bands. These nomadic Ice-orcs are subject to the ruler of Kala Dulakurth; but, of course, the smaller and more remote the group, the less the control.



6.0 POLITICS AND POWER

The Grey Mountains have never been the center of any large kingdom or empire; the lands have not been forgiving enough for a culture of this sort to grow and flourish. As the region is still largely a wilderness, more priority is given simply to survival itself.

Those races that have been able to gain a foothold in the region are as tough as the terrain they live in; the Dwarves, Beornings, Ice-orcs and Orcs are all hardy races who are not daunted by the elements alone.

Within these groups there is a degree of political maneuvering and posturing. Generally, this does not extend beyond their own people, being concerned only with tribal matters. Of these groups, it is the Dwarves who have been the most successful. Their resolute courage has seen them build a network of mining colonies and settlements in the south-eastern spur of the Ered Mithrin. They have achieved much in a short time.

The Ice-orcs, too, have been successful. From their mighty stronghold in the northern foothills their hegemony stretches out across the tundra and icy wastes. They menace the mannish tribes to the east and west.

The Orcish presence within the mountains is minimal; three small tribes, ostensibly independent from Mount Gundabad, vie for control with each other, involving themselves in numerous small and petty inter-racial wars.

SITUATION IN THE NORTH c.1640

The Great Plague that devastated Rhovanion from 1635-1639 was felt little in the north. The isolated peoples from the region suffered remarkably few losses. Their particular lifestyles and their distance from the major population centers are the main reasons for their good fortune. It is thought that the plague did claim one significant casualty — the Dwarven colony of Silverplunge. This has never been confirmed, but there has been no contact with the Dwarves for several years.

The truth, of course, is far more insidious; Scatha the Worm and his foul kin could prove worse than a plague, and things do not bode well for the peoples of the north.

The Beornings are a people under siege; their numbers have dwindled, and they are beset by numerous foes. Wolves howl at their borders, Orcs raid their manors, and the incursions of the Angmarim are pushing the Northmen to the brink, forcing them into the more remote regions of the Narrows. But it is the Dragons who could well push them over the edge — many Beornings have already departed south to their kin in the Anduin vales.

The Orcs have been brought effectively into line by Gundabad (with help from Angmar). To the north the Ice-orcs are in turmoil. The Witch-king has absorbed them into his empire after millennia of independence. The Ice-orcs are not sure what to make of their new master, and many resent an outside overlord.

6.1 GOVERNMENT

The various diverse people of the Grey Mountains are self-governing, although several answer to overlords of some description.

BEORNINGS

The Beornings are a widely dispersed group. Though only small in number they are scattered throughout a large area. Governance is impractical, and in any case not a part of Beorning lifestyle. They do have a Chieftain Beornan in 1640, to whom they look for guidance in troubled times such as these, and for religious and spiritual matters. The Chieftain cannot make laws or rules without the general agreement of the populace. He may act as an intermediary between disputing parties, but rarely is this called for. His advice is valued most highly.

ORCS

The two tribes of the Grey Mountains, the Loruruk-shab and the Uruk-erag, are ancient tribes, both having been in the Grey Mountains since the early years of the Second Age. They are essentially autonomous from Gundabad, but in recent years Gundabad has been able to enforce its will more strongly upon them. Tribute and soldiers are despatched regularly to the Orcish city to meet the growing demand. The respective Warlords of these tribes, Shagrath and Cro, resent this, but they can do nothing. They do, however, have total control over their own individual tribe members; their word is law.

The third tribe, the Asharag, are relatively recent newcomers to the region. They hail from near Gundabad originally, and were despatched to the south-eastern foothills (below the Withered Heath) in 1395 by the Ashdurbuk of Mount Gundabad at the behest of the Witch-king. The Asharag are entrusted with the vital task of protecting the Rhunish supply trains at night. Ukog, the ruler of this tribe, is an Orc from Mount Gundabad. He rules in the name of his Ashdurbuk, Zalg.

ICE-ORCS

The Ice-orcs live mostly within their fortress, Kala Dulakurth, but others are nomadic and roam the Forodwaith. All are the subjects of the King of the Ice-orcs. The only sphere outside his control is the Cult of Morgoth. Like all Orcish rulers, though, he rules only for as long as he is able. Dakalmog, the current King, is not entirely secure on his throne.

The King must also answer to the Witch-king, and is often over-ruled by the Emperor of Carn-dum. Naturally, he resents this, co-operating only when forced.

DWARVES

The Dwarves have a very efficient and effective government. The King, as an heir of Durin the Deathless, the Father of their folk, has the final authority on all matters. He is advised by a council of respected Dwarf-lords, who are distinguished by their abilities and leadership qualities. The King delegates authority to others in a chain-of-command fashion. In the case of outlying territories or colonies he appoints Warders who rule in his name.

Administration is carried out by capable Dwarves with a minimum of bureaucracy.

This system is ancient, dating back to the original guidelines as set down by Durin himself. It works quite well, but does have one drawback. A difficult or stubborn King who fails to heed his advisors or administrators strains the government of Durin's folk to the limit. In some cases this can lead to disaster (e.g., Nain I, for under-estimating his advisors about the Balrog).

6.2 PEOPLE OF NOTE

6.21 THE DWARVES

The principle characters in the Dwarven colonies are detailed below. They hold, between them, the positions of power and responsibility for the well-being of the colonies of Durin's folk.



AZAKHAD

A Dwarf of Durin's line, though not of the royal house, Azakhad is the Warder of Silverpit. He is a proficient administrator and a capable warrior who does his best in the face of difficult times and the turbulent politics of Norr-dum.

Recently there has been trouble along the road from Silverpit to Norr-dum, many Dwarves having been lost to marauding Dragons. Azakhad feels that the worst is yet to come. He favours a retreat from the Grey Mountains and a return to Erebor. He is not a coward, but sees senseless death as a criminal waste. He supports Thrór's and Borin's attempts, within the council, to halt Dain's rash plans. This act has made him unpopular with his King, and Azakhad realizes that his post as Warder is in jeopardy. The Dwarves of the colony of Silverpit agree with Azakhad in the main, but many believe their King will change things 'magically' (being an heir of Durin) to enable them to live untroubled.

While Azakhad tries to placate all sides he is pleasing none; Borin has often asked for more tenuous support, and this is straining their age-old friendship. Azakhad has a wife and three young Dwarf-children. He fears for their safety and plans to send them to live in Erebor should the situation worsen further.

AZAKHAD

Level: 16
Race: Dwarf (of Durin's folk).
Profession: Warrior/Fighter.
Home: Silverpit, in Goat Mountain.
RM Stats: SD82; Co95; Ag80; Me70; Re79; St96; Qu76; Pr65; In75; Em66.
MERP Stats: Co95; Ag80; Ig75; It75; St96; Pr65.
Appearance: 81.
Azakhad's Principle Items:
• **Heavy Crossbow** — +15 to hit, this crossbow is also self-loading, it can be fired every round without penalty.
• **Hood and Cloak** — This sky blue hood and cloak provides +10 to DB. The hood (when about the head) acts as a helm, and will negate head criticals 50% of the time.





DAIN I

The over-confident son of Nain II, the slayer of Leucaruth. Dain is the proud and stubborn King of Durin's folk. Since succeeding his father in T.A.2585 he has pursued a policy of vigorous expansion, despite the ongoing problems with Dragons and the losses of the colonies of Thunder-cleft and Long Peak. Dain follows the philosophy of his father — he will not yield the holds of Norr-dum and Silverpit, not while there is a single Dwarf still standing to defend it. He is beginning to believe his own rhetoric and forgets the how real the danger is that confronts his people. He has been known to make pompous statements along the lines of: "We will not be driven from our halls the same way our forefathers were from Khazad-dum."

However, within his own household the King has detractors. Thrór, the King's heir, and Borin his younger brother believe he is courting disaster. Azakhad (see above) favors a return to Erebor, something that Dain finds ludicrous and refuses to countenance. Dain is displeased with his Warder at Silverpit, but even though he has absolute authority in all matters, he is reluctant to replace Azakhad, at this time, in the face of opposition from the council.

His second son, Frór, is similar in spirit to his father, and if Dain could he would rather see the throne pass to him. He also has a younger son Grór, who cares little for politics. Even at his young age Grór shows great promise as a smith and he is absorbed in his craftwork, paying little heed to the squabbles of his family.

Dain's brashness and false confidence stem from the deeds of his father, Nain II. When Leucaruth challenged the gates of Norr-dum, Dain was the only Dwarf by Nain's side as he slew the great Cold-drake. Dain, overawed by what he saw, took the victory as a sign that the Dwarves had ended the threat of the Long-worms. The reports of the more recent troubles he heeds little; pride has distorted his view and he forgets the awful slaughter of Thundercleft, but remembers the valiant stand of the Dwarves of Long Peak.

Dain has allowed the vigilance of the Dwarves to slip. By pressing on with mining and exploration the guards at the main gates are barely half the number they once were.

DAIN I

Level: 17

Race: Dwarf (of the House of Durin).

Profession: Warrior/Fighter.

Home: Norr-dum.

RM Stats: SD72; Co91; Ag78; Me74; Re77; Sr94; Qu81; Pr76; In82; Em74.

MERP Stats: Co91; Ag78; Ig76; It82; Sr94; Pr76.

Appearance: 71.

Dain's Principle Item:

- Ring — One of the Seven Dwarven Rings, this priceless heirloom has been handed down from father to son since the days of Durin III. Dain is extremely possessive and his son Thrór is not yet aware of the ring's existence. It may be that the ring is partly to blame for Dain's behavior. Powers: As with any artifact, the full extent of the powers bestowed to Dain are a reflection of his stature. The powers it confers to Dain are listed below:
- x7 PP multiplier.
- Continuous **RM/MERP** Protection Prayer 70'R affecting all allies within the radius of the spell or within sight of the wearer.
- Continuous **RM/MERP** Mind Mastery Unpresence and Hiding Nondetect or **MERP** Nature's Guises Blank Thoughts and Illusions unseen.
- Any lodes of precious metal ores and all volcanic pipes of minerals and gemstones within 7777' of wearer can be detected by him and analyzed at will.
- Wearer may use **RM** Detecting Ways and Delving Ways to 50th level or **MERP** Detection Mastery and Essence's Ways to 10th level.
- Wearer may use at will **RM/MERP** Lore and Item Lore lists to 50th/10th level.
- Wearer may cast spells from all six **RM** Alchemical base lists to his own level using his own PPs.
- Wearer and all within seven miles of him are inspired with extreme loyalty to members of their own race; A Dwarf will support another Dwarf, even in an unjust cause, against any non-Dwarf.
- Wearer subject to increasing desire for more wealth for as long as he owns the ring. Each year he must make an RR vs. a Channeling spell that starts a 5th level and increases by 5 levels each year. If he fails the RR by 50 or more, he will ignore all other things, desiring only to find more veins of precious metals.

FROR

The middle son of the King, Fror, though still only a youngster (37) by Dwarven standards, has considerable power and authority. This is due to his father, who dotes upon him. Of like mind, both father and son have visions of wealth and prosperity for the Ered Mithrin colonies.

Fror has ambitions of succeeding Azakhad at post as the Warder of Silverpit. He believes that Azakhad has 'had his day', and is too concerned with his own inadequacies. Fror plans to petition the council to set Azakhad aside, claiming it would be in the best interests of the Dwarven people. Fror is impatient that his father has not already done so. His influence with Dain is nonetheless considerable. He persuades Dain to ignore the ramblings of the older members of Dain's council. These Dwarves are survivors of Thundercleft or Long Peak. Fror considers them fools, and only half believes their tales about the Dragons. Despite being the youngest member of the council, he has mobilized support for the hopes of Dain.

He is aware of the worsening situation along the road between Norr-dum and Silverpit, but believes that Norr-dum is safe from any attack. He harbors a secret desire in his heart (a fact he shares with no one) to be King after his father. He has visions of leading the Dwarves into a golden age, driving the Dragons from the mountains.

He shares an uneasy relationship with his older brother, Thrór. He is jealous not only of his birthright but of Thrór's greater skill with weaponry, and his abilities at the forges.

FROR

Level: 12

Race: Dwarf (of the House of Durin).

Profession: Warrior/Fighter (Rogue).

Home: Norr-dum.

RM Stats: SD65; Co83; Ag87; Me80; Re75; St84; Qu97; Pr79; In77; Em61.

MERP Stats: Co83; Ag87; Ig78; It77; St84; Pr79.

Appearance: 73.

Fror's Principle Items:

- Battle-axe — A large two-handed weapon, this was the axe of Nain II, Fror's grandfather. It cannot be fumbled, confers a +30 bonus (+45 against Dragons) and yields x2 hits (x3 against Dragons).
- Boots — Made from supple leather, they are boots of Traceless passing and of Stonerunning.

THROR

As the crown prince of Durin's folk, Thrór feels uncomfortable in his role. Although it grieves him, he feels he must speak out against his father's policies. He well knows, having spoken with survivors of Thundercleft, of the irresistible might of the Dragons.

Thrór looks to Borin, his uncle, for guidance rather than to his father — another reason for his father's displeasure. Together with Azakhad they form an alliance of sorts, pressing for Dain to halt his expansions. They feel that the danger to the colonies warrants more attention. The general populace are divided on this issue (but always at the back of their minds is the specter of Durin). They might follow a strong leader if he chose to leave, but Thrór will not rebel against his father.

Thrór is dismayed by the change in Fror's character, before Dain became King they were close companions. He points the blame squarely at Fror for his father's ludicrous plans (he knows nothing of the ring). The two are barely on speaking terms, but it would take much more for them to come to blows. In any case Thrór would not strike first.

Thrór is a lonely Dwarf, estranged from his father and Fror, he is also ignored by his younger brother Fror, who prefers the solitude of the Forging Halls to the company of Thrór. Nonetheless he is determined that ruin should not befall his kindred or his family.

Note that Thrór will have a son, Thrain, who will in turn have a son, Thorin Oakenshield, friend of Gandalf the Wizard and hero at the Battle of Five Armies.

THROR

Level: 14

Race: Dwarf (of the House of Durin).

Profession: Warrior/Fighter.

Home: Norr-dum.

RM Stats: SD68; Co91; Ag96; Me90; Re80; St90; Qu90; Pr75; In82; Em80.

MERP Stats: Co91; Ag96; Ig85; It82; St90; Pr75.

Appearance: 77

Thrór's Principle Items:

- Necklace — An ancient heirloom, given to each crown prince, it was made by Celebrimbór for the son of Durin III. Besides granting +20 to DB, the necklace will also reduce the severity of any of the criticals (by one) obtained against the wearer (i.e., Es become Ds, etc.). Furthermore, 1x/day the wearer may Deflect True causing any attack (melee, missile or spell) within the wearer's vision to automatically miss. Aside from its magical properties the necklace has intrinsic value because of its beauty. The fine chain links are of gold, and several magnificent emeralds and beryls hang from it.





BORIN

A prince of the House of Durin, the younger son of Nain II, Borin is the Warder of Norr-dum. However, this is an empty title, for his young nephew, Fror, has all but usurped his place in the administration of the capital of Durin's folk.

Despite the many protests Borin has made to his brother, Dain, Fror continues to do as he pleases. At times Fror's over-ruling of Borin has meant that sometimes only a handful of Dwarves have been guarding the gate. Borin feels that this is an outrage in these troubled times.

The mentor of Thrór, Borin urges his charge to be more forceful, to assert himself as an heir of Durin should. He is assisted by Azakhad, although not as well as he would like. Azakhad is a good friend and a former comrade-in-arms, but of late their relationship has been strained. Borin thinks that Azakhad should also assert himself more, and not be shouted down during council by Fror or Dain. Borin grew up with the King and knows just how unlike Durin he is, but most of the populace doesn't share his views.

Borin is a powerful warrior, a match for any of the Khazad. His prowess with the warhammer is legendary.

BORIN

Level: 18

Race: Dwarf (of the House of Durin).

Profession: Warrior/Fighter.

Home: Norr-dum.

RM Stats: SD87; Co96; Ag99; Me78; Re61; St100; Qu98; Pr70; In75; Em70.

MERP Stats: Co96; Ag99; Ig70; It75; St100; Pr70.

Appearance: 68

Borin's Principle Items:

- **Warhammer** — "The wrath of Mahal" is a large, deadly warhammer. A +25 weapon it is a hammer of returning, with a range of 140'. The warhammer also delivers x2 hits. Borin is also able to wield it in both hands, when he does so it delivers x3 hits.
- **Shield** — A +10 Shield of Guarding. Should Borin choose to do so he can set this shield in the air and it will protect him (as per normal). The shield can function like this but 1x/day and the 'guarding' lasts for 7-14 rounds.

6.22 THE ICE-ORCS

The characters detailed below are the main personalities of the Dark-ice fortress. They hold between them all the power in the castle.

DAKALMOG

Dakalmog is the current Ice-orc king, the latest in a long line of despots. He ascended the throne in T.A. 1625 when he murdered his brother in a well-planned and executed coup. Prior to this he was the Warlord of the castle, a position he has entrusted to his most loyal subject, Nadash.

At present, Dakalmog believes he has a firm grip on the throne, and outwardly it appears this way. He fears no rivals and his only worry is that the Cult of Morgoth (see Urdrak below) may intervene to re-assert themselves. Dakalmog's predecessor was advised closely by Urdrak, something that Dakalmog is trying to avoid.

He must also be careful not to displease the Witch-king, who has 'annexed' the Ice-orcs into his ever-growing Empire. By ensuring that patrols are kept up and Losrandir quotas are met (see section 8.0), Carn-dum is satisfied and Dakalmog keeps his independence.

Dakalmog harbors ambitions himself. He would like to extend his influence eastwards towards the Barl Synac. With this aim in mind he has increased raids on the Lotan peoples.





A cunning ruler, seeking ever more power and treasure, he is attempting to subvert the priesthood by favoring the younger acolytes. So far he has had some success, but if Urdrak knew of this he would have the offending priests bent over backwards as the next victims to be sacrificed.

Dakalmog stands 6'1" high, above average height for an Ice-orc. His hairy hide is his most unusual feature — it is white almost to the point of albinism. Despite his gaunt frame, Dakalmog is very strong and agile. In combat he is a fearsome warrior. He resides in the Palace Caves on the second level of the keep.

DAKALMOG

Level: 17

Race: Akul-uruk.

Profession: Warrior/Fighter.

Home: The Palace Caves in Dark-ice castle.

RM Stats: SD56; Co99; Ag100; Me69; Re49; St101; Qu95; Pr86; In70; Em60.

MERP Stats: Co99; Ag100; Ig59; It70; St101; Pr86.

Appearance: 44.

Dakalmog's Principle Items:

- **Scimitar** — A large scimitar of black laen called Dagalushar (aOr. Demonblade), this is a truly terrifying weapon. Besides conferring a +30 bonus the scimitar has the power to (when a critical is achieved) deliver the effect of an Absolution spell (30th level attack).
- **Armour** — Well crafted Chain Hauberk, adds +25 to DB.
- **Scepter of Ice** — Symbol of Dakalmog's authority, he carries it with him whenever he leaves the Palace Caves. The scepter gives him the ability cast (at will, 1 spell/round) any spell from the Ice Law list (to 25th level).

URDRAK

A thoroughly evil creature, Urdrak is a fanatic, devoted to returning Morgoth to the world. After countless attempts at making contact with the Black Enemy, he has succeeded at last — or so he thinks. In reality, Sauron, aware that dark powers were being used in the north, was the being that Urdrak communed with. Sauron is content to fool Urdrak, allowing him his delusions. He has instructed the Witch-king to make use of the Ice-orcs as he sees fit. Thus, the Ice-orcs are now a part of the Kingdom of Angmar.

Urdrak is unaware that he is being manipulated and is using his new-found power for political purposes. He knows, though Dakalmog is ignorant of this fact, that Nadash is plotting to gain the throne. In earlier times he would have informed the King or taken steps himself, but now that Urdrak is playing the political game he has decided to wait for an opportune moment. In the light of his contact with the 'Spirit of Morgoth' he has decided that he would make a better alternative than either.

Urdrak, in any case, would like a firmer grip on the ambitious King. The previous monarch proved very malleable for Urdrak, and he would like things to return to how they once were. He feels secure in the knowledge that the Cult of Morgoth is completely under his control, and that their power would be enough to carry him to the throne. No priest has ever tried to rule the Ice-orcs and this is the one stumbling block that is holding Urdrak back. He does not, of course, know of Dakalmog's attempts at subverting his acolytes.

Urdrak resides in the Tower of Darkness above the main gate of the castle. His rooms are the highest of the keep. He is rarely absent from his chambers, except on days when he is required at Dakalmog's court or presiding over religious ceremonies.

URDRAK

Level: 15

Race: Akul-uruk.

Profession: Animist/Evil Cleric.

Home: The Tower of Darkness in Dark-ice castle.

RM Stats: SD90; Co76; Ag87; Me91; Re85; St73; Qu90; Pr91; In101; Em80.

MERP Stats: Co76; Ag87; Ig88; It101; St73; Pr91.

Appearance: 31.

Urdrak's Principle Items:

- **Staff** — A x4 PP multiplier (for evil spell casters) this staff is attuned to evil. It augments evil spells, doubling their effectiveness (where applicable). Anyone of good intentions who touches the staff must make an RR (vs. Channeling) or suffer the effects of one of the spells of Black Channels II. Urdrak will also use the staff as a weapon as a last resort, it is +10 to hit.
- **Robes** — Full length black and red robes they give Urdrak +10 to his DB. Although they protect him only as normal robes (AT02) they offer him a considerable defence, as all attacks must be resolved on the Large Creature Critical Table.

Power Points: (3x4x15)=170PP

Spells: Urdrak knows all Base Evil Cleric lists to 10th level, as well as five Closed Channeling lists to 10th level, and six Open Channeling Lists to 10th level. He also know two Base Cleric lists to 10th level.



NADASH

The Warlord of Dulakurth is a brutish warrior. At 6'3" he towers over most of his brethren. He is more powerful and bulkier than most Ice-orks, suggesting that there is some Uruk blood in his veins. He does not use the traditional Orcish scimitar, preferring to use a large mace — something more suited to his brawn.

Ostensibly Dakalmog's staunchest ally, Nadash is planning to usurp his King. Shortly after Dakalmog gained the throne and Nadash gained his promotion as the Warlord, he began to have thoughts about his blind loyalty. When Dakalmog, in a drunken victory ceremony, let it be known that Nadash was his 'pet', Nadash became determined that he would one day rule. Even now he plots to take his place. Nadash is not overly bright, but has a sort of animal cunning and knows what motivates his brethren. To this end Nadash has bought off most of the royal guards, offering them promises of more wealth and power. Everything seemed to be proceeding according to his simple plan until Urdrak discovered his ambitions. Nadash now lives in fear of being exposed by Urdrak, as his plans have not yet fully ripened. He is beginning to wonder why Urdrak has not already done so. Nadash hates and fears the Witch-king greatly and wishes that the Ice-orks could return to the old ways, but he is smart enough to know that disobedience would be useless and probably life-threatening. If he knew that Urdrak was responsible for the Witch-king's presence he might be provoked into attacking the priest.

NADASH

Level: 14

Race: Akul-uruk/Uruk.

Profession: Warrior/Fighter.

Home: Warlord's Tower in the Dark-ice castle.

RM Stats: SD70; Co100; Ag71; Me62; Re70; St100; Qu80; Pr73; In68; Em54.

MERP Stats: Co100; Ag71; Ig66; It68; St10; Pr73.

Appearance: 49.

Nadash's Principle Items:

- **Mace** — A +30 Eog Mace, x2 hits, it delivers a Unbalancing critical of one severity less when a normal critical is achieved.
- **Shield** — +10 Crushing Shield. Nadash can use this shield to make a +50 Large Crush attack while engaged in combat.

DURBA

An experienced tracker and Ranger, Durba is responsible for the patrols and raids carried out in the north. Well versed in the terrain of the Forodwaith he ensures that the Witch-king's northern flank is effectively guarded. Frequently away on missions of reconnaissance, Durba has ranged from the Bay of Forochel in the west to the Barl Synac in the east. He ensures that discipline is kept up by the outlying troops and the nomadic Ice-orks that wander the Arctic.

Durba is a leader by example, admired by his troops. Surprisingly he has no ambitions to rule — he believes that the risks outweigh the gains. As such he remains aloof from the political machinations that infest the castle, siding with no faction. He is able to remain independent because Dakalmog realizes his value.

When he is at the castle he resides in the Warlord's tower. 5'10", his lithe form blends in well with the lands of the north. Skilled with weaponry, he prefers to use subtle tactics, out-thinking a foe rather than defeating by physical force alone.

DURBA

Level: 13

Race: Akul-uruk.

Profession: Ranger.

Home: Warlord's tower in Dark-ice fortress.

RM Stats: SD80; Co95; Ag99; Me70; Re80; St88; Qu99; Pr61; In98; Em71.

MERP Stats: Co95; Ag99; Ig75; It98; St88; Pr61.

Appearance: 50.

Durba's Principal Items:

- **Bracelets** — x3 PP multiplier, +10 to DB, these plain golden bands allow the use of the Nature's Way spell list to 25th level (PP cost incurred each time). Both bracelets must be worn for any of the powers to work.
- **Cloak** — Of concealment, it adds +30 to Hiding attempts, but it is suitable only in the Arctic terrain (-50 otherwise).
- **Boots** — Of Ice-running, as per stone running except that the wearer can run on ice, glaciers, or snow. Durba's Special Powers.

Power Points: 78 PP.

Spells: Durba knows all Ranger Base lists to 10th lvl, he also knows 1 Closed Channeling list and 3 Open Channeling to 10th lvl.

6.23 BEORNAN

The Lord of the Northern Beijabar, Beornan leads his diminishing people through troubled times. Forced into the more remote regions of the Narrows (Q. Arka) by the encroachments of the Orcs and the Angmarim, Beornan is faced with the difficulty of maintaining old ways and traditions in a time where survival itself is difficult.

His home is a comfortable Manor, in the typical Beorning style, overlooking the Forest river, in the foothills below the Ered Mithrin. He lives here with his wife and their young daughter. They are grief-stricken by the loss of their son (and brother) who was killed, along with several other youths in a rash attempt on Bairanax the Bear-hunter. For this Beornan seeks revenge.

Like all Beornings he is physically imposing, standing 6'4", and has about him an air of calm authority. A deadly warrior, he wields his battle-axe with skill, but will generally fight in Bear-form when the occasion arises.



Beornan is also a Dwarf-friend, a strange friendship in view of their radically different lifestyles. He admires their stubborn character and brilliance as craftsmen. In turn the Dwarves view him as a valuable friend in an isolated region. He has had no contact with Silverplunge for nearly five years, and although contact was often sporadic, Beornan fears the worst. In addition to his other problems he now worries about his Dwarven friends as well.

BEORNAN

Level: 18

Race: Beijabar (Northman).

Profession: Warrior/Fighter.

Home: Waetan Lodge in the Nan Taurduin.

RM Stats: SD79; Co98; Ag90; Me78; Re63;

St99; Qu89; Pr90; In99; Em94.

MERP Stats: Co98, Ag90, Ig71, It99, St99, Pr90.

Appearance: 76.

Beornan's Principal Items:

- Battle-axe — A large two-handed weapon, it is of Slaying Trolls, and gives the wielder a +20 bonus.
- Armor — A finely tooled reinforced leather breastplate, given to Beornan as gift from the Dwarves of Silverplunge. It wears as No/I, but protects as RI/9 and confers a bonus of +15 to the wearers DB.

Beornan's Special Powers:

- Shape-Change — Beornan has the ability to take on Bear-form. He does this during religious ceremonies or during battle, if he so chooses. Beornan has control over this ability.

6.24 NARVI V

Narvi V was once the Dwarf-lord of the settlement of Celeb-ost. Now fallen, the descendant of Narvi I has passed into the realm of the Undead and become a Greater Ghost.

Physically he appears much as he did during his life, standing 4'2" and possessing the typical Dwarvish characteristics, although now his eyes are red, and their intensity reflect his mood. He is, of course, insubstantial and can walk through walls. He is also able to wield weapons.

Narvi was a powerful Alchemist, and he retains much of the spell-casting power he had during his life, but the spells he now wields are more terrifying.

He is haunted by the atrocities committed under his rule, and tortured by visions of mithril. He believes that all the silver of Celeb-ost is actually mithril (totally false), and he spends many hours gazing at it in

his secret treasury (see section 7.3).

Narvi feels a constant need for life-energy, something he has little control over; he will sometimes wander the Halls of Celeb-ost searching for victims to satisfy his wants. He will seek to trap potential victims within the intricacies of Celeb-ost, using the many secret doors and passageways to his advantage. He is cunning and will wait for the right moment to spring; after other encounters have worn the victims down.

Should Narvi encounter any Dwarves he will seek to isolate them. If possible he will trap them in a pit (or something similar). His mood towards a Dwarf or Dwarves will be friendly enough at first, but as time goes on he will become suspicious, accusing them of being henchmen of Thrain or Thorin. He will not try to kill them until others of their party are all dead.

Narvi also exhibits some of the characteristics of a Barrow-wight. If his ghostly form is destroyed he will re-form, unless his treasure is dispersed — so strongly is he tied to it. For this reformation to happen, 60% of the treasure needs to be in one place, with in a 700' radius. This means that a party carrying away his treasure might be in for quite a surprise!





Narvi V

Level: 21.

Race: Dwarf (of Durin's Folk).

Profession: Warrior/Fighter.

Home: Celeb-ost in the North-eastern Ered Mithrin.

RM Stats: SD(40); Co81; Ag70; Me88; Re81; St93; Qu80; Pr98; In90; Em101.

MERP Stats: Co81; Ag70; It90; St93; Pr98.

Appearance: 20.

Narvi's Principal Items:

- **Warhammer** — Forged by Narvi himself, this +30 warhammer is able to be thrown once per round (it will return at the end of the round). The wielder of the warhammer also has the ability to cast 7x/day the *Bladeturn II* spell (from *Closed Essence*; *Shield Mastery*).
- **Alchemical Tome** — An heirloom of his house, this book was reputedly written by Celebrimbor. It contains pages of spell runes, as well as some commentary in Quenya on various magical forging processes. Undoubtedly of Elvish origin, it has been extensively used by Narvi V and his ancestors in their forging and smithing projects. The Alchemical rune-lists (from level 1-50) have been mostly used (90%).

Narvi's Special Powers:

- **Undead Powers** — Drains 7pts Co/round (10'R) at will. Touch delivers an 'A' (-25) Cold Critical. If Narvi is destroyed he will reform in 12-36 hrs unless he treasure is dispersed, this applies only during the hours of darkness. Narvi can only be struck by magic weapons.

Power Points: 189 PP; (x3 PP multiplier, necklace).

Spells: During his life Narvi could cast spells from all Base Alchemical lists (to 20th level). He could also cast three *Closed Channeling* (20), five *Open Channeling* (20) and two *Base Mage* (10). Following his transition to dead, Narvi lost these abilities. However, the spells he can now cast reflect his fallen stature: *Mind Domination* (20), *Mind Death* (20), *Necromancy* (20) and *Spirit Mastery* (20).

7.0 PLACES OF NOTE

The Grey Mountains region has many places of interest, both natural and constructed sites. Ancient ruins of the Elder Days, along with more recent constructions are scattered throughout the region. The following layouts are a broad cross-section of the types encountered.

7.1 NORR-DUM

While it is neither the oldest or the largest of the Grey Mountain colonies, Norr-dum is the capital of Durin's folk. Chosen because of its central location in relation to the other settlements, Norr-dum is the center of Dwarvish industry. The larger mining colonies, such as Thundercleft and Silver-pit, transport their ore overland to Norr-dum for smelting. Almost all of the forging of products is carried out here.

Norr-dum sprawls over three levels, the lowest of which consists almost entirely of mining tunnels. The second level is the main working area, although there are some Dwarf-lodgings, and the Halls of Smithing are located here. The upper level consists mostly of residential and administration areas.

7.1.1 GENERAL FEATURES

The passageways of Norr-dum (and this also applies to the other Dwarven colonies) fall into four categories: roads, accessways, avenues, and mining tunnels.

ROADS

These passageways are predominant in the upper level, and in some sections of the second level. They are seven to ten feet wide and six to eight feet wide. Their walls and floors are smooth and the roads generally run straight, only in the outer reaches of Norr-dum (where they are few) do they twist or slope. Many of the roads of the second level have tracks running along one side for the ore-carts. The ceiling of the roads are either level or arched.

ACCESSWAYS

The accessways are found on all levels and serve to link areas spread over large distances that fall outside the network of the roads. On the lower level, however, accessways are found only in the older mine sections. Previously they were mining tunnels later widened into accessways. They are three to five feet wide and five to seven feet high. The walls are rough, but the floors are smooth and frequently have the ore-cart tracks cut into their surfaces. It is not uncommon for the accessways to twist, turn and slope considerably.

MINING TUNNELS

Found mostly on the lower level, these tunnels are roughly hewn from the surrounding rock. Their dimensions vary considerably; between two and five feet wide and four to seven feet tall. The older tunnels have the ore-cart tracks cut into their floors. Mining tunnels are seldom straight for any length of time. Instead they twist, turn and slope, in some places to near vertical shafts or pits. The mining tunnels of the two upper levels are found only in the outer reaches.

AVENUES

There are only two avenues in Norr-dum, one on the second level and one on the upper level. They are the center of each level, and the road networks emanate from them. The avenues are twenty-one feet wide and fourteen feet high. They both run straight for their entire lengths. The walls and floors are smooth and feature a diamond stonework pattern. The ceilings are arched, being three feet higher in the center than at the edges. The avenue of the upper level lies directly above the one on the second level.

LIGHTING

Lighting within Norr-dum falls within the standard Dwarven categories; torches, lamps, fire-places and lanterns. However, the windows cut deep in the mountain-side (a common feature in Khazad-dum) are not utilized here. The lighting is maintained by an efficient group of Dwarves who check and/or replace the torches, lamps and lanterns as necessary.

TORCHES

Torches light up the accessways, and the mining tunnels when in use. They are spaced every ten feet on either side of the corridor and staggered (i.e., there is a torch every five feet on one side or the other). The torches light an area in roughly an eight foot radius. They are slow-burning and last several hours.

LAMPS

Lamps are used in special chambers and hall-ways or during special occasions when softer lighting is desired. Their 'intensity' can also be adjusted as required. The lamps burn oil and are often decorated in some shape or form.

LANTERNS

The Dwarves hang lanterns from the ceilings of their roads, avenues, large chambers, and living areas. The lanterns are quite powerful and illuminate large areas quite well. Lanterns used by the Dwarves in their living quarters often have shutters on them to enable the Dwarves to control the amount of light they want.

FIRE-PLACES

Found in kitchen areas, mess-halls or Dwarven lodgings these fire-places or fire-pits provide more warmth than light. They usually have moveable screens in front of them to contain the sparks and prevent accidental burning.

TRAPS

While they are not as common in Norr-dum as they are in Khazad-dum, traps still play an important part in the defence of the Dwarven settlement. They protect vital or sensitive areas. Some are constructed purely to detain victims while others kill outright. There are three main types.

PIT TRAPS

These are the most common form of trap found in Norr-dum. They are employed in low-key defensive areas or in the more remote regions. Pit traps have several variations.

Although the effect of the standard pit trap is 'simple', they operate by relatively sophisticated means. Two steel doors, up to seven by ten feet each, are held level with and disguised (Hard (-10) to detect) to look like the floor. They are held in place by two counter-balance blocks each weighing thirty-five pounds (the larger doors will have heavier weights). When more than seventy pounds is placed upon the trapped area the doors pivot inwards almost instantaneously, and dump their victim(s) into the pit below (an Extremely Hard (-30) maneuver to avoid). The pits can be anything from fourteen to one hundred feet deep. Some have several feet of water at the bottom. As the weight is relieved from the doors the counter-blocks slide back into place, shutting the doors as though nothing had happened. These traps are Very Hard (-20) to disarm, and something like the normal locking rod must be employed to do this.

CHASM TRAPS

Chasm traps are very similar to the standard design except that the results are more permanent — and the remains harder to find. Instead of a normal pit, the victim(s) fall into a chasm. These chasms are at least fifty (plus 5D100) feet deep. There are few of this design, of course, because of their very nature. Chasm traps are Hard (-10) to detect, Very Hard (-20) to disarm and Extremely Hard (-40) to avoid.

Spiked pit traps are a common variation, and the pits are of normal depth, but additionally there are ten to twenty spikes (three-foot long and razor sharp) awaiting the victim(s) at the bottom. Depending upon the depth, the unfortunate fool receives one to five 'B' to 'E' Puncture criticals. Spiked pit traps are Hard (-10) to detect, Very Hard (-20) to disarm and Sheer Folly (-50) to avoid.

DEAD-FALL TRAPS

The second most common form of trap, dead-fall traps are effective but rather messy devices. A pressure plate, up to seven feet square, is triggered when more than fifty pounds of weight is placed upon it. A block of stone, with an area of ten feet, falls from the height of the ceiling onto the trapped section. Anyone caught below is pulped when they receive one to five 'D' Crush criticals. The dead-fall traps are Very Hard (-20) to detect, Extremely Hard (-30) to disarm and Very Hard (-20) to avoid.





WHEEL TRAPS

There is only one of these ingenious devices in Norr-dum. Fittingly it guards the treasury. Exceedingly deadly, wheel traps are among the most complex traps the Dwarves have ever constructed. They involve fourteen stone wheels, weighing three tons each, aligned in two staggered sets of seven. The wheels are seven feet in diameter and two feet thick. The stones are hidden (Very Hard (-20) to detect) on either side of a specially constructed corridor, behind a stone facade. On the opposite side of the corridor of each stone wheel there is an empty alcove. These alcoves have a slightly lower elevation to enable the wheels to roll.

In the middle of the corridor at the center of this trapped area there is a pressure plate. If this is triggered (it is Extremely Hard (-30) to detect) it sets a series of counter-weights in motion. They raise the stone facades releasing the wheels. The wheels roll out from their alcoves and sweep across the corridor into the vacant alcoves opposite, bounce back and finally come to rest in the corridor, blocking it. Anyone caught in the midst of this suffers 5D10 'E' Crush criticals as they are pulped into bloody pancakes! It is a Very Hard (-20) maneuver to avoid the moving wheels.

The two access corridors that flank the trap enable the Dwarves to winch the wheels back into position. Steel pins drilled through the center of each wheel and attached to cables make this possible. The entrances to these two corridors are Extremely Hard (-30) to detect. The wheel trap itself should be treated as Extremely Hard (-30) to disarm.

7.12 UPPER LEVEL OVERVIEW

THE SECOND LEVEL

1. **The Gates of Gloin.** The only entrance to Norr-dum, these gates lead onto the main avenue of the second level. They are well protected by several strong towers built into the mountains. The doors stand open, prior to T.A. 2580, in the hours of daylight. (see section 7.13)

2. **Dain's Hall.** This in earlier times was the site of a large Gathering Hall. But from T.A. 2588 this hall becomes the new throne room for the Dwarven monarch (then Dain). After T.A. 2589 it becomes the lair of the Cold-drake Ando-anca. (see 7.13)

3. **Gathering Halls (2).** Both of these halls are essentially the same in design, but the atmosphere of each is quite different. The halls are one hundred and forty feet square, and forty feet high. The northern-most hall is much frequented by miners, smiths and warriors. It is brightly lit, and the Dwarves can be quite boisterous upon occasion.

The southern hall, however, is poles apart. It was the scene of an ugly incident during the early years of the colony. A pompous and insulting Dwarf-lord named Talin (the then Warder of Norr-dum) slew his family of four in a fit of rage, and several others who tried to restrain him, before taking his own life. Although their spirits do not haunt the hall, the Dwarves feel decidedly uneasy about the place, and it is little used. The hall is dimly lit, at the entrances only, and the fittings and trappings are covered with dust.

4. **Armories (3).** There are three arms repositories on this level. They are large seven-sided rooms with doors in each side. The doors are normally kept locked, Very Hard (-20) to attempt to open. They are guarded from without by a Dwarf at each door.

Within these rooms the Dwarves store most of their weapons; hand-axes, mattocks, battle-axes, war-hammers, heavy crossbows, etc. They are all of superior quality (+5 to +10).

Note: After T.A. 2586 the door-locks to these rooms are replaced with more difficult devices, Extremely Hard (-40). The doors are no longer guarded, instead, they are periodically checked by patrols.

5. **Mess Halls/Kitchens (3).** These large halls, ninety feet square and thirty feet high, are where the Dwarves gather to eat their meals. They are warm, inviting places, and they have the smell of wholesome food about them.

6. **Stairs.** The stairs of Norr-dum fall into two main categories; stairways and stairwells. Throughout all of Norr-dum they pass between the levels.

7. **Halls of Smithing.** This group of halls is the heart of Norr-dum. The work done here is the life-blood of the colony. (see 7.13)

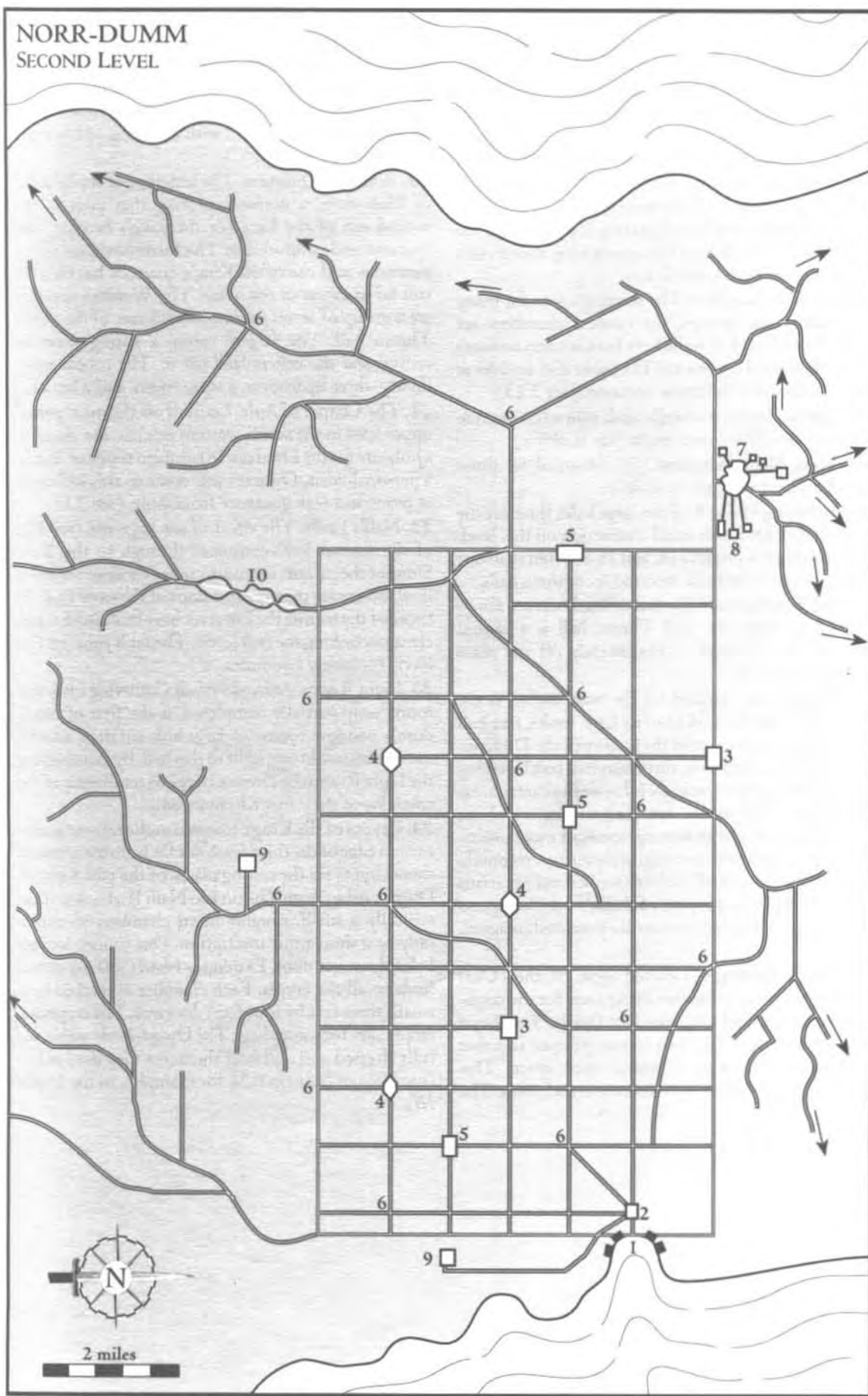
8. **Craft Halls.** Here the rough products formed in the Halls of Smithing are worked into Dwarven masterpieces.

9. **Dungeons (2).** Two of Norr-dum's three prisons are located on this level, the other is found on the lower level. They are shunned by any Dwarves not on any official business. (see 7.13)

10. **Nali's Fault.** Named after its discoverer, Nali's Fault is a large rift, running south-east away from the main grid. A series of disjointed caverns, partially filled with water, the fault is over two miles long. It is the site of a large vein of silver, which the Dwarves have mined for centuries.

NORR-DUMM
SECOND LEVEL

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THE UPPER LEVEL

11. Gathering Hall. This hall is some-what smaller than the 'standard' design, it also differs in its decor. Instead of the normal stone-work patterns, the hall has large mural-paintings on the walls and ceiling. (see 7.13)

12. The Treasury. Much of the wealth of Norr-dum is kept hidden away in this room. Beyond its many defences, the treasury is a remote room away from the main grid of the third level, making it even harder for would-be thieves. Behind the unassuming door to this room are true riches. (see 7.13)

13. Council Chambers. The meeting room for many committees and groups, the council chambers are richly decorated. The walls have been witness to many fiery debates and arguments. The room also doubles as a special banquet hall upon occasion. (see 7.13)

14. Stairs. These stairwells and stairways provide access to the other lower levels. (see 6, above)

15. Mess Halls/Kitchens (6). Identical to those found on level two (see 5, above).

16. Gathering Halls (4). Four large halls, these are the main sites of Dwarven social interaction on this level. Each chamber is brightly lit, and more often than not music, laughter, and talk resound from these halls.

17. Old Throne-hall. The seat of the Dwarven Kings until T.A. 2588, the Old Throne-hall is a central building on this level. It lies directly off the main avenue. (see 7.13)

18. Library. Also located off the main avenue is the library of Norr-dum. Within its large vaults, this hall contains many writings on the history of the Dwarves. The library is a large hall, three hundred feet by eighty feet and twenty-five feet high. It has deep alcoves, areas where interested parties can read or write without being disturbed. Other writings speak of more practical matters; smithing, mining, alchemy, engineering, etc. There is a staff of thirty scribes and librarians on hand to help. Any Dwarf of Durin's tribe has access to this room, but some sections are restricted (magical, etc.).

19. King's Quarters. Located west of the (Old) Throne-hall these rooms are living areas for the reigning Dwarf-king and his immediate family. The Royal lodgings consist of fourteen rooms grouped together in a large circle, with a central open space. This 'courtyard' is decorated with fountains and pools. The

doors leading off the courtyard lead to these rooms: the King's armory, the King's private chapel, the King's private audience chamber, a small kitchen, the King's library, four small bedrooms, a larger main bedroom, a latrine, two storage rooms and a sitting room. They are all elegantly appointed with the finest of Dwarven trappings and fittings.

20. Warder's Quarters. The lodgings of the Warder of Norr-dum, a nominal posting that goes to the second son of the King (or the King's brother), are spacious and comfortable. The furnishings are not as luxurious as those of the King's quarters, but they are still far in excess of the norm. The Warder's quarters are a group of seven rooms, located east of the (Old) Throne-hall. The largest room, a sitting room, is central and the others lead off it. The rooms are: a library, three bedrooms, a store room, and a latrine.

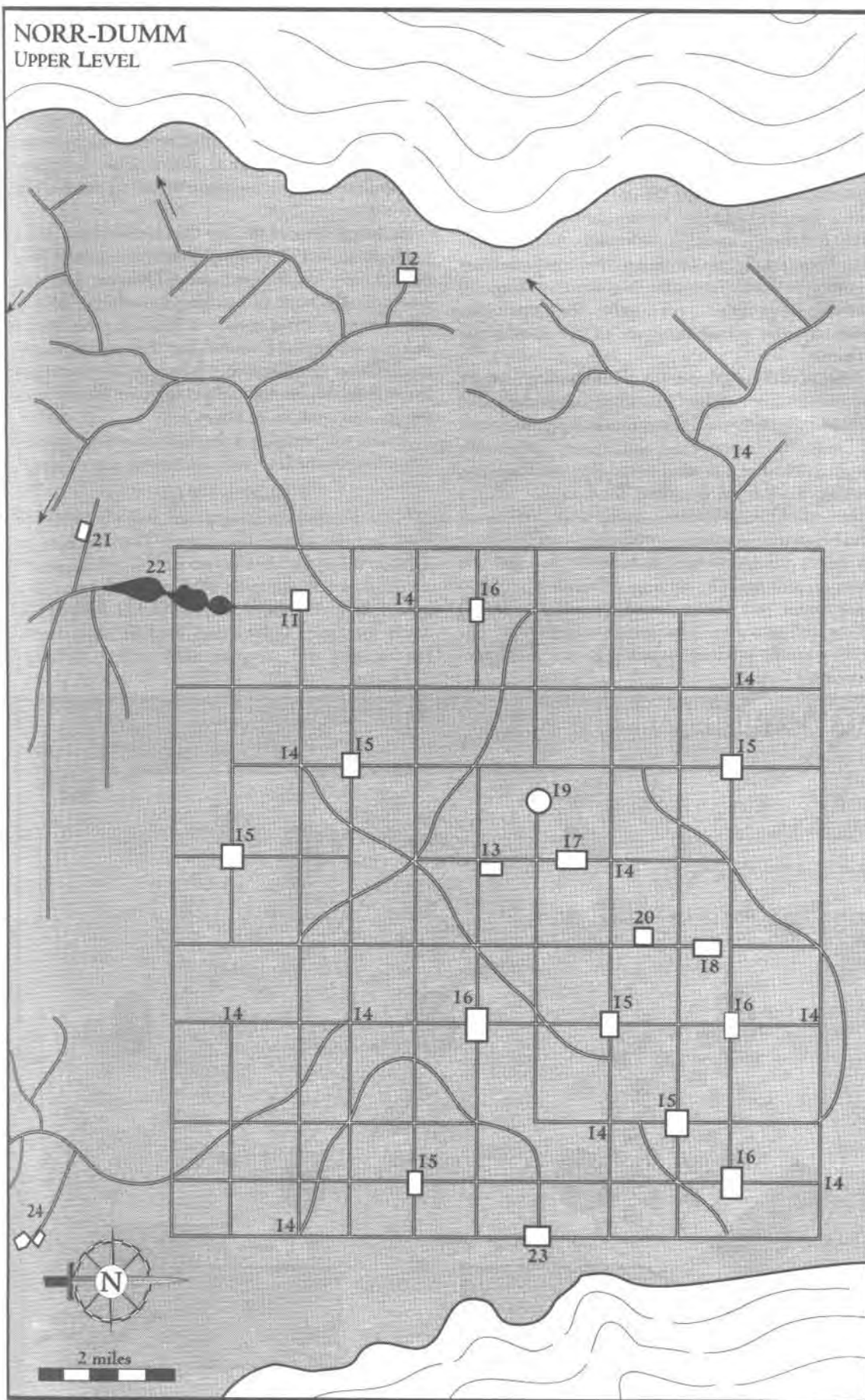
21. The Chapel of Aule. Located off the main grid of upper level in the south-western reaches, the chapel is a holy site for the Dwarves. In troubled times, or during a personal crisis, Dwarves will come to this hall to be at peace and seek guidance from Aule. (see 7.13)

22. Nali's Fault. The effect of the large rift, (see 10), of the second level continues through to this level. Some of the caverns are connected to those of the lower level, others are merely extensions of the same fault. In those of the former the Dwarves have built ladders and elevators linking the two levels. The fault runs (on this level) for nearly two miles.

23. Light Room. Akin to a crude Gathering Hall, this room, only partially completed, is the first of Norr-dum's 'window-rooms'. A large hole cut deep into the mountain-side brings light to this hall. By constructing the Light Room the Dwarves hope to recall some of the splendor of their lost Khazad-dum.

24. Crypts of the Kings. Located at the remote south-eastern edge of the third level, not far from the treasury, these Crypts are the resting places of the past Kings of Durin's tribe (from Thorin I to Nain II). Each crypt is typically a small, roughly-hewn chamber, identified only by a short runic inscription. One tunnel, located behind a secret door, Extremely Hard (-30) to detect, leads to all the crypts. Each chamber is reached by a small (three feet by four feet) doorway. The crypts are empty save for sarcophagi. The Dwarf-lords within are fully dressed and still bear the items they used in life (use Dain or Borin in 6.21 for examples, or use *LOME III*).

NORR-DUMM
UPPER LEVEL



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7.13 SPECIFIC SITES OF INTEREST

GATHERING HALL

One of several in Norr-dum, this hall is based upon those of Khazad-dum. A natural cavern, it was shaped and enlarged by the Dwarves until it reached its present size: one hundred and forty feet by ninety feet, with a vaulted ceiling that rises to a height of forty feet. Seven graceful columns support the roof and are decorated with a myriad of patterns. In the south-eastern corner of the hall there is a small amphitheater. At the bottom of this lies a small stage. Groups of Dwarves gather here at times to listen to music. No battle-anthems or chanting songs are sung here, rather, the harpers play more reflective pieces; many are of Elvish origin or influence.

Instead of the usual patterns of Dwarvish stonework the walls and roof of this Gathering Hall are decorated with one gigantic, continuous mural depicting scenes of Dwarvish history. The paintings are not entirely finished. Most of the northern wall is still bare, and ongoing work is being carried out by a sole artist, a Dwarf called Loni. He continues the work of his father who began the paintings nearly eleven years ago, there are subtle differences in style between the older and younger paintings. The lighting of the hall is bright — many lamps and lanterns hang from the walls and ceiling, and several fire-pits provide a warm glow. The lighting can be subdued, however, for the music performances.

UNDERGROUND LAKE

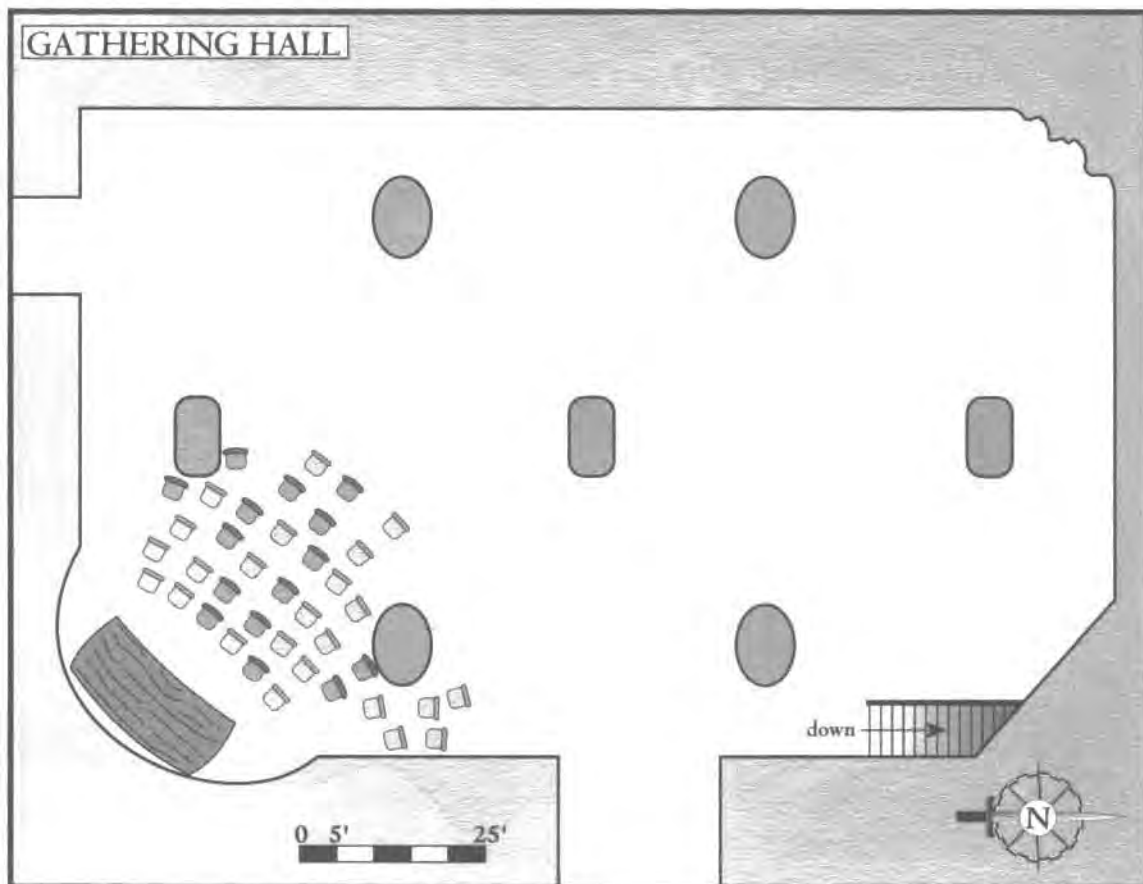
In a deep section of the lower level, one of the many streams widens into an underground lake. When the Dwarves came upon it, tunneling for ore, they soon realized that it was too large and too deep a body of water to traverse. So instead of attempting to bridge the lake they simply went around it. The passageway that leads to the lake also branches off to another part of the mines.

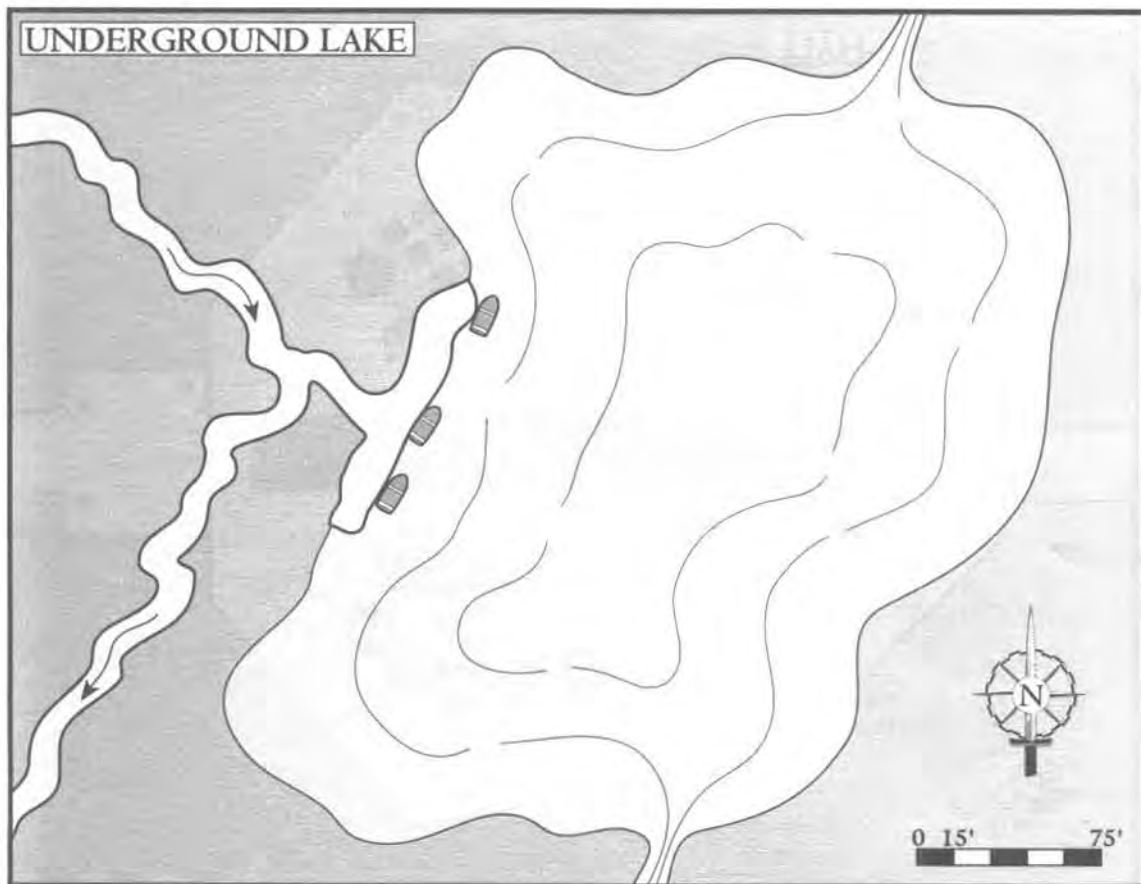
At the entrance to the lake the Dwarves have built a small dock, and three small boats are moored here. Should they feel inclined, some Dwarves fish these waters, in the hope of catching something edible. A sub-species of trout, which is blind, is considered a delicacy among the Dwarves, but they are not easy to catch. Other more unsavory creatures are rumored to live in this lake, but they are yet to prove life threatening (i.e., no Krakens or Sligns).

Several torches burn at the docks to ensure that no one falls into the lake, as few Dwarves can swim.

DUNGEONS (3)

Norr-dum has three dungeons, two on the second level, and one on the lower level. The dungeons are lightless holes; the Dwarves see no reason why prisoners should be comfortable. Each dungeon room has a locked door of solid iron three inches thick. These doors are Sheer Folly (-50) in difficulty to pick. Furthermore, they are guarded from without by two





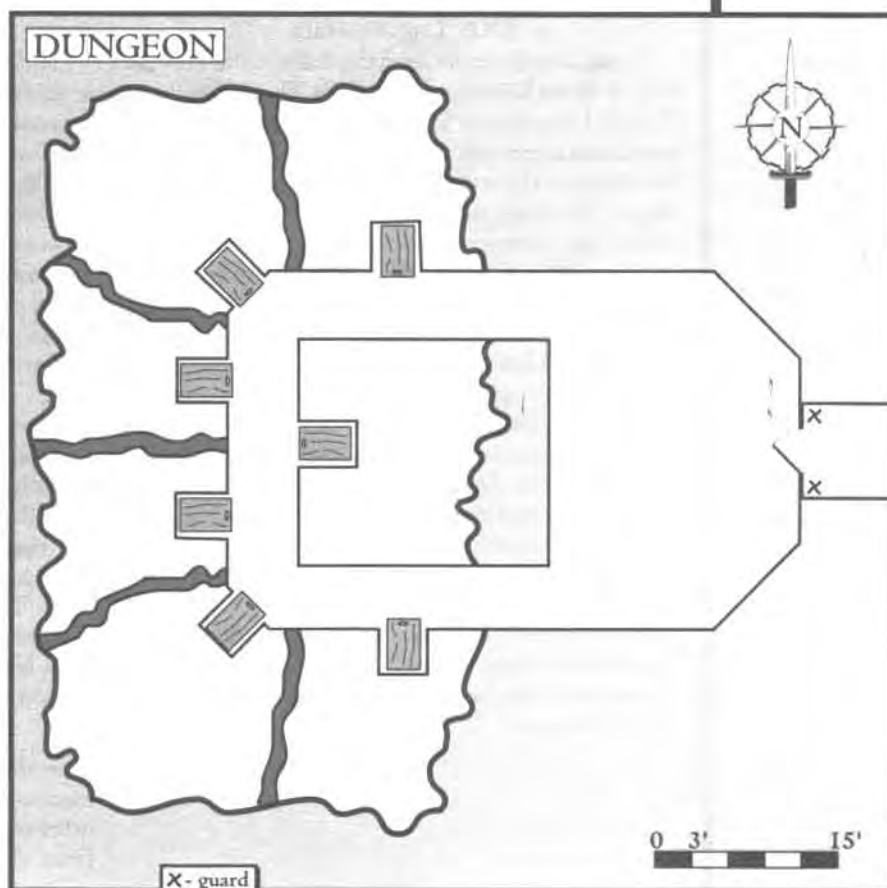
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Dwarves. (From T.A. 2588 onwards there are no guards at the doorways to the dungeons. Instead, infrequent patrols check that any prisoners held are secure.)

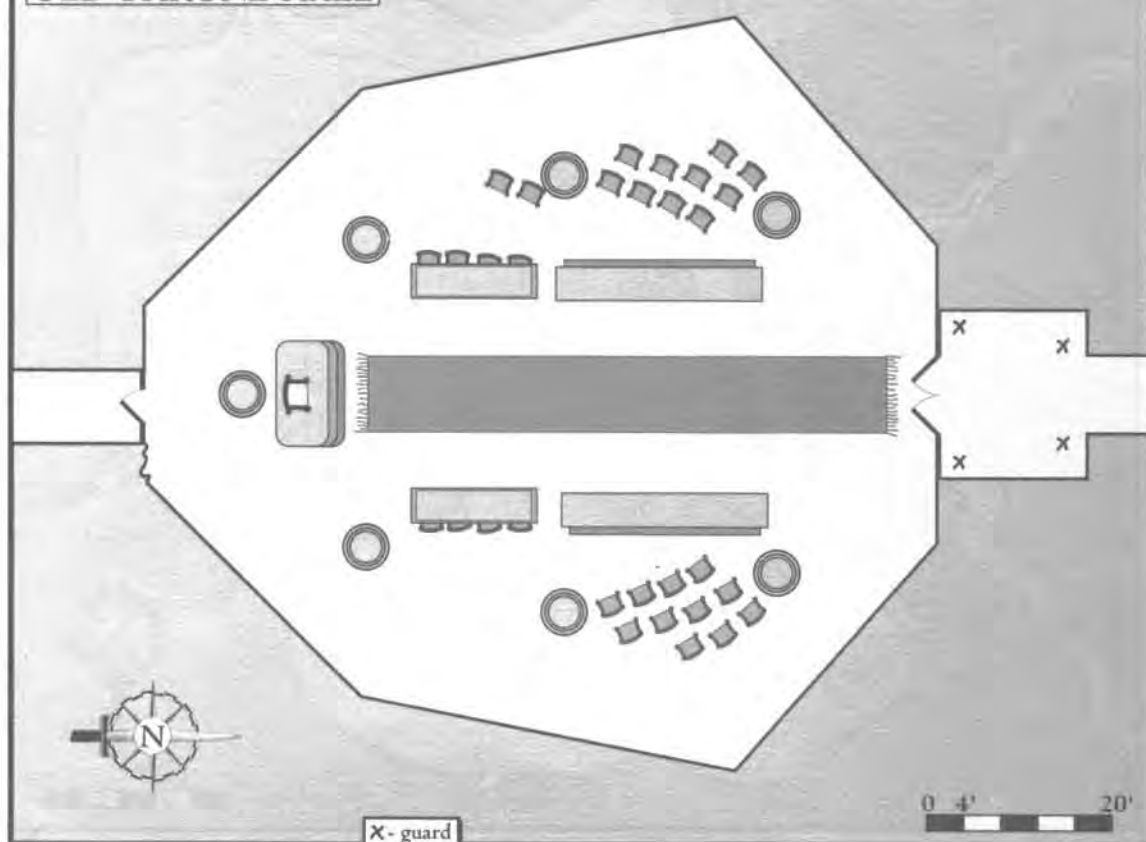
Inside the chamber there is open space where the Dwarves question their prisoners. The Dwarves do not favour torture implements, but utilize more direct methods, such as: "Tell us what we want to know, or we will kill you!" While this doesn't always provide good results, the Dwarves have little patience when it comes to crimes against their people. The rest of the chamber consists of a U-shaped walkway that passes seven pits. Each pit is thirty to fifty feet deep. Dark, dank and smelly, the pits are cleaned only once or twice a month. They are closed at the top by a steel-barred door. This door is locked, Very Hard (-20) to pick; from inside the pits the doors are Sheer Folly (-50) to attempt to open.

Should the Dwarves require a prisoner for any reason, they will cast down a rope ladder. On no account will the Dwarves enter the pits if there are prisoners (alive) below. Food and fresh water are lowered into the pits twice a day.





OLD THRONE-HALL



OLD THRONE-HALL

Located on the upper level, this hall was the Throne-hall of all the Dwarven Kings from Thorin I to Nain II. Dain I abandoned the hall in favor of a more opulent and ostentatious one. The hall is a seven-sided chamber supported by seven graceful columns. Each column depicts the image of one of the Fathers of the Seven tribes, but, unsurprisingly, greatest in prominence, stature and detail is the column depicting Durin the Deathless.

The throne is a simple chair of ornately carved wood raised upon a low dais. The two doors at the opposite end of the hall open inwards, and are usually standing open. In the entry hall outside, four guards and the court appointer receive ambassadors or petitions to the King. But after Dain moves his court to the new Throne-hall, this entry is no longer guarded and the hall stands empty.

Running from the doors of the entry hall to the dais of the King is a length of plush, red carpet. The two sides of the main hall have benches and tables or the benefit of the King's court. There are two exits to the Throne-hall: the main doors and a smaller side passage near the throne.

THE HALL OF WONDER

This large limestone cavern, located on the lower level, is called the Hall of Wonder by the Dwarves. Anyone who has seen this marvellous natural phenomenon would hasten to agree.

A slow, meandering stream winds its way through the center of the cavern. Large pillars of the soft limestone, reaching from the floor to the ceiling, flank the stream on both sides. The pillars are irregular in width and are pale green in color. A beautiful arched bridge crosses the stream, and a winding path links the cavern, from end to end, with other tunnels on this level.

The most spectacular features of this cavern, however, are the walls, the floor and the ceiling. They are brightly lit with a multitude of lanterns and lamps. The light shines on these surfaces, catching and reflecting the many hues and colorful tones of the cavern. Wondrous crystalline structures cover the cave's surfaces. The Dwarves have enhanced this natural phenomena, uncovering structures previously trapped behind layers of rock. The Dwarves make a point of showing any guests or ambassadors this cavern.

COUNCIL CHAMBER

In this room the King's council meets to discuss matters related to the running of Norr-dum and the other settlements. Located on the upper level, not far from the (old) Throne-hall, this chamber is richly

THE HALL OF WONDER



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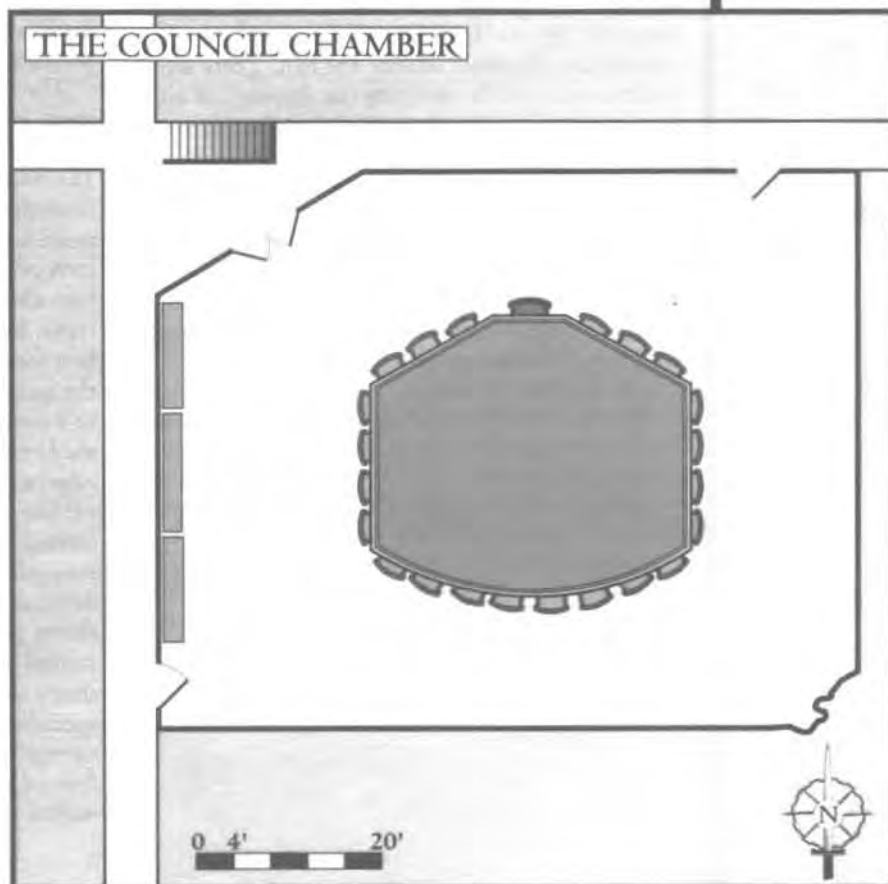
appointed with the finest Dwarven trap-pings. Luxurious thick fur pelts cover the floor, and marvellous tapestries, skillfully woven, depicting Dwarvish legends, hang from the walls.

Much of the room is taken up by the large, finely decorated oak table. Twenty-one chairs with leather upholstery and mahogany frames surround the table. The largest is reserved for the King only.

A full session of the council is held only once every two months — and all twenty-one members attend. But other committees also use this room to meet — groups such as the smiths, the masons, and the army. The King also uses the room as a banquet hall for special occasions (such as Durin's Day) or for important matters of state.

Council records (taken by attending scribes) and minutes are kept locked, Extremely Hard (-30), in cupboards that line the western wall. There are three entrances/exits to the room. They are all kept locked, Very Hard (-20) to pick, when the chamber is not in use. If a meeting is in progress, and the King is attending, seven Dwarves will guard each door.

THE COUNCIL CHAMBER





THE HALLS OF SMITHING

I. Smithing Hall. This vast cavern is the heart of Norr-dum. The center of activity in the Dwarven colony, hundreds of Dwarves labor here creating myriad works from raw materials. The cavern is a huge chamber, one of the largest in Norr-dum. Possibly formed from a gigantic air bubble in the midst of an ancient lava flow, or more likely as the result of small scale faulting, this cavern is roughly three hundred and fifty feet by four hundred and twenty feet. The ceiling is partially vaulted, and rises to the astonishing height of three hundred feet. At the northern end of the chamber the ceiling is lower, but it is still over one hundred feet. Regardless of the time, large numbers of Dwarves can be found in this room, for the workers toil through a standard eight hour day, and there are three shifts.

The Smithing cavern has a number of tracks for the ore-carts winding about the floors. These are matched by the multitude of pipes that carry liquid metal from the smelting hall to the Shaping-halls. Vents in the cavern roof carry some of the smoke away, but the Hall of Smithing remains a hot and smokey environment to work in. The Dwarves, however, seem to thrive in the conditions.

IA. Smelting Hall. Standing roughly at the center of the Smithing Cavern, the Smelting hall dominates the Halls of Smithing. A huge structure in its own right, the seven-sided hall is almost tower-like in proportion, as the walls rise fifty feet above the floor. Within this hall the ores extracted from the mines below are smelted in large furnaces. Once the slag has been removed, the raw liquid materials are piped to the appropriate chambers outside the hall. There are no facilities here for the smelting (or shaping) of either laen or mithril, although there is a small-scale operation at Silver-pit.

Each of the seven walls have large entryways, through which carts travel upon tracks. The hall is a hive of activity, as can be evidenced from the walkways that stretch around the edge of the walls. These walkways are twenty to thirty feet above the floor and can be reached by iron ladders and stairways. Aside from the view they give, they are also valuable service corridors for the gigantic furnaces.

Several of the furnaces are larger than the others, and the Dwarves can heat them to surprisingly accurate temperatures as required for the various ores. The slag is placed in large vats. These are periodically emptied into abandoned mine-shafts, which are then sealed off.

A complicated network of pipes snake throughout the hall, leading off to other chambers. They transfer hot liquid metals to where they are needed. Obviously, the advantage of this is that the liquid metal, upon reaching the appropriate Shaping-hall, does not have to be re-heated prior to forging. Thus, valuable time and energy are saved.

IB & IE. Mould-works. These two deep alcoves, tunneled further back into the chamber, are where the majority of the mould-working is undertaken. Pipes from the smelting hall (A) channel liquid into stone moulds. These are then transferred to a series of furnaces, each one slightly cooler than the last. There are a total of fourteen. Thus, the metals are strengthened, being tempered. This process also relieves stress on the metal, and any flaws are soon noted. The metals may then be quenched into oil or water baths at the end of the furnace section. Many different types of moulds are used in this process for a variety of objects — usually large and/or bulky items. The roughly moulded metal is then sent off to more specialized craft-halls to be cleaned and finished. Any moulds not required are kept in the store rooms or store halls.

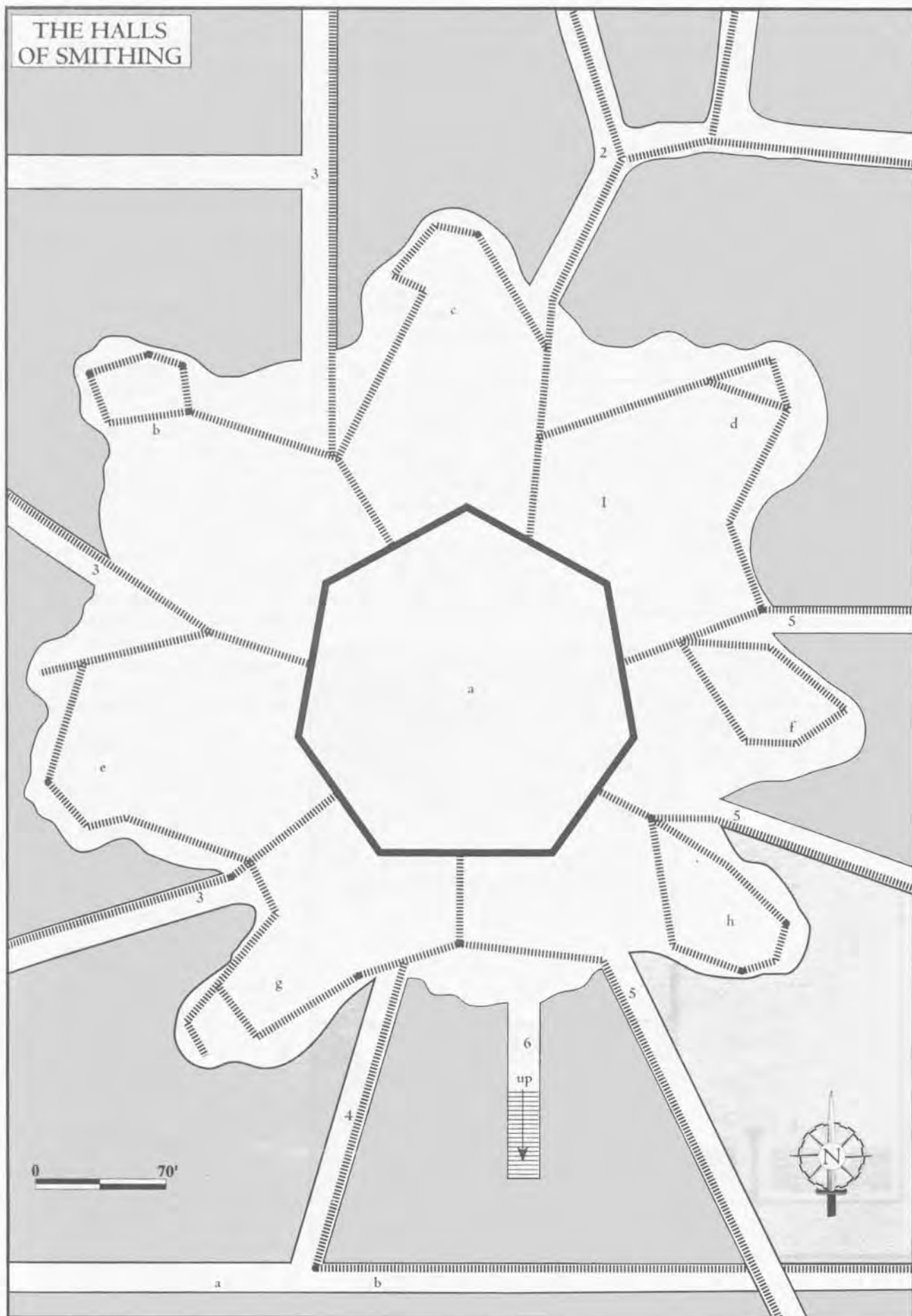
IC. Wire-works. Although this alcove is relatively small when compared to the other Shaping-halls, the tasks performed here are vitally important. It is the only Shaping-hall where products are finished 'on-site.' Not only is the raw material shaped here, but it is also crafted into the final product. Here, fabulous intricate metal-work is done; chain mail and other similar objects are made from iron and steel.

The Wire-forges are similar in design to other Shaping-hall furnaces, except that the standard racks they have are long, narrow channels (or tubes) of varying width cut into metal trays. The liquid metal from the smelting hall is placed in these trays and a similar process to that of the mould-works begins. At certain points (if wire-like products are desired) the trays, which are 'telescopic', and can be extended, are pulled apart creating long strands.

The walls of this alcove are lined with small two-room workshops where skilled wire-smiths and their assistants ply their craft.

ID. Sheet-works. In this Shaping-hall the liquid metal from the smelting hall is transferred onto large, broad moulds with a low lip. These can be stacked on top of each other to form varying thicknesses. The furnaces into which they are placed are special, and there are two types. In the first furnace, the metal is allowed to re-heat for only moments (to maintain consistency), then the racks of metal are removed and allowed to solidify to a certain 'point.' Once this point has been reached the Dwarves run thin metal bars (with a sharp leading edge) across the cooling metal, and literally slice sheets off like butter. The sheets are then moved across to a second process where they are compressed, to gain strength, by a heavy, metal roller. The pressure applied depends upon the thickness of the sheet desired. The sheets are then briefly re-heated once more in the second set of furnaces and then removed. The hot sheets slide easily off the racks and are taken away to specialized craft-halls and workshops, or placed in storage if they are not needed. Sometimes the sheets formed are imperfect; if this is the case they are re-melted in the smelting hall.

THE HALLS
OF SMITHING





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IF. Bar-works. A smaller Shaping-hall, but of the utmost importance, the bar-works are where much of the weaponry of Norr-dum originates. Overhead pipes from the smelting hall bring liquid metal to the area. This is then poured directly into various sized ingot moulds. They are allowed to cool, and then re-heated and tempered. Following this they are quenched in oil, then water, creating a spectacular and dangerous sight. Bars may sometimes crack during the quenching; if this occurs the bar of metal is re-melted, but the Dwarves ensure that it is not used again in the bar-works. Superstitious, the Dwarves believe that if a bar has cracked once it will do so again, and that the weapon could fail the wielder in battle. The bars, still warm inside, are then transferred onto carts and taken to special craft-halls where they eventually emerge as a finished weapon.

IG. Repair Hall. This hall is not one of the Shaping-halls, instead repairs to various items, especially those used in the Halls of Smithing, are carried out. There are several two-room workshops, each with their own compact forge, in which the smiths and their assistants attend to the tasks required. If any items prove to be unrepairable, but have some worth, they are melted down and their materials reused.

IH. Mint-works. The most specialized of the Shaping-halls, the mint-works are where the coinage of Durin's Folk is produced. The coins are of a high standard, being pure in content and superior in crafts-

manship to most other coins. Norr-dum mints mostly silver as well as small amounts of copper and gold.

The mint-works only operate on a sporadic basis; if the Dwarves were to mint as many coins as they were able they would ruin their own economy, as well as that of most of Northern Rhovanion. The value of silver would fall significantly.

To maintain purity, the silver, copper and gold is not channeled through overhead pipes. Instead it is transported as solid metal from the smelting hall. The coins are then cut and shaped by precision machines into the standard one-third ounce and one-seventh ounce coins of Durin. They are then checked and weighed accurately. One coin in a hundred is tested for purity. It should be noted that forgery, to Dwarves, is a heinous crime. It is rated as bad as murder, and the penalties are severe.

2. Mine Passageway. This broad passageway has a track for ore carts. It branches frequently, and leads to the mines on the level below.

3. Storage Passageways. These passageways lead to store rooms and the larger roughly hewn store halls. The Dwarves store ores and smelted metals, as well as partially finished products. The doors are kept locked, Medium (+0) to pick, and the passageways are patrolled periodically by guards.

4. Passageway. This passageway leads to a 'T' junction. The east fork slopes downwards and leads to the mines of the first level. The west fork is level, and leads to other areas on the second level.

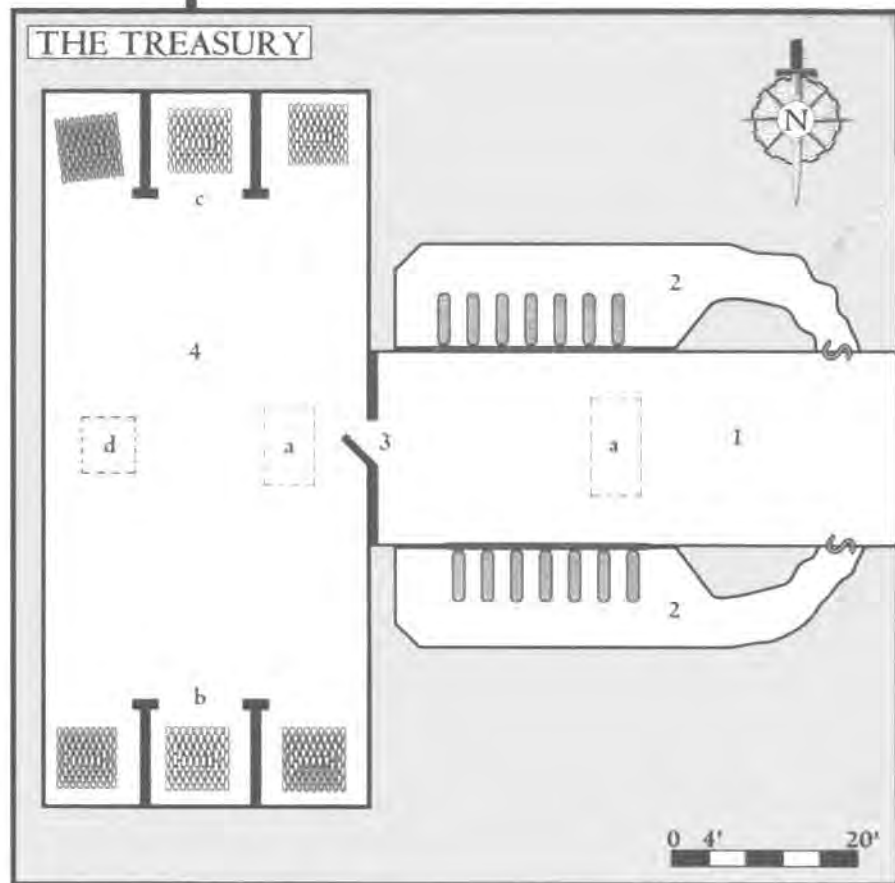
5. Craft-hall Passageways. These three passageways lead to the more specialized craft-halls of the second level. Typically each smith has a three-room chamber with its own self-contained forge and store room. Small carts laden with half-finished materials travel on tracks to these rooms where work is finished. They are then sent to other store rooms or armories. The most talented of the smiths do not work to any schedule, but create marvellous works as they see fit, or handle special orders.

6. Stairway. This short passageway terminates in a long flight of steps that lead to the upper level.

THE TREASURY

The majority of the Dwarven wealth of Norr-dum is stored within this vault. The treasury is located on the third level, away from the living areas in the far western reaches. It is protected by a formidable trap, which is called a wheel trap (see section 7.11).

1. The passageway leading to the treasury is fourteen feet high and seven feet wide. There are tracks cut into the floor facilitating the travel of carts. (a) At this location is the pressure plate which triggers the trap (see section 7.11).



2. These two access passageways are used to service the the wheel trap.

3. The door to the treasury is seven feet high and five feet wide and is locked at all times. It is Absurd (-70) to pick, but not trapped.

4. The treasure vault is a large rectangular room seventy feet by thirty feet. Immediately inside the door, see (a), is a dead-fall trap — for more information refer to General Features, traps.

At the western end of the vault there are three chambers, see (b), open-ended at the eastern side. In these compartments ingots of silver and copper are stacked in gleaming piles ten feet high. Each compartment has over fifteen hundred ingots. The eastern chamber compartments, see (c), are the same dimensions as those at the other end of the room. Two of these hold silver (in similar amounts to (b)). The third holds approximately one thousand ingots of gold.

Further riches are hidden below the floor surface, see (d), in a small pit (seven feet square and three feet deep) well-hidden. Extremely Hard (-30) to find. The door is the same size of the pit — it is not trapped, but it is Absurd (-70) to pick. In the pit the richest of the Dwarves wealth is displayed — such as mithril, rare (and large) gems, other precious stones, and jewellery.

THE GATES OF GLOIN

At the end of a long ravine, in the south-east of the Grey Mountains, lies the entrance to Norr-dum, the Gates of Gloin. Named after the second King of Durin's Folk in the Grey Mountains, who ruled from T.A. 2289-2385, they were completed in the year 2356. They remain as the doors of Norr-dum, until T.A. 2589, nearly three hundred years later, when they are destroyed by Ando-anca during his sacking of the city-hold.

1. The Silver Road. The 'silver' road (S. Men Celeb), which runs from the Men-Mithrin, gradually rises on a causeway/rampart from this point. By the time it reaches the arch of Thorin I (see below) the road is some fifty feet above the ground below. The road is smooth and level, and is fifty feet wide. As it rises above ground level, the road's edges have iron rails that protect travelers from falling. This section was constructed a few years before the gates.

2. The Arch of Thorin I. Erected in T.A. 2212, the arch of Thorin I is a monument to the Dwarves that died in the flight from Khazad-dum. Together with the symbols of Durin's Folk (Durin's Crown, the Seven Stars, and the Hammer and the Anvil) are the names of those lost. They are inscribed in Sindarin. The pillars on which the arch rests are fifteen feet in diameter and are made from gabbro. The arch itself is made from polished white marble and weighs several hundred pounds.

3. Rock Shelf. This broad shelf of rock lies along the edge of the ravine that forms the entrance to Norr-dum. It is a flat expanse that rises as a sheer face fifty feet above the the narrow valley floor.

4. The Great Gates. Two massive pillars of stone, strengthened with iron and steel, guard the entrance to Norr-dum. Each door, weighing over a ton, is fourteen feet high, seven feet across and ten feet thick. They open outwards, traveling upon grooves cut into the rock. The gates also can be quickly secured by placing three evenly spaced locking-bars of steel behind the doors. The gate's surfaces are smooth and unadorned.

5. The Gate Towers. These two triangular-shaped towers are built into the mountain-side and flank the great gates. Each tower has three stories. Numerous firing slits on each level protrude from the concave-shaped outer walls. The controls for operating the gates are located on the second floor of the northern tower. The inner (western) walls have a ladder that runs from the first level to the third, passing through crescent-shaped holes, four feet in diameter, cut to provide access. Passageways from the first level lead to other locations on the second level of Norr-dum. These doors are generally open, but can be locked, in which case they are Very Hard (-20) to open. Each tower is guarded at all times by a unit of seven to twenty Dwarves.

Note: During the rule of Dain there are usually only one or two Dwarves in these towers, or often none at all.

6. Flanking Towers. Both of these long narrow rooms have two levels. Each has its outer wall riddled with firing slits, from which the Dwarves can outflank any attempts that might be made against the gates. The rooms have 'ladder-stairs' similar to the gate towers above, and likewise passageways lead to other locations. The doors to each of these flanking towers are the same as those of the gate towers.

One other feature of note within these towers are their sally-port passageways. From each tower, doors (in the eastern walls) which are normally kept locked, Extremely Hard (-30) to open, reveal a narrow, low (five feet) passageways that lead to secret doors (Extremely Hard (-30) to detect, and impossible to open from the outside). From here the Dwarves may sally forth to repel attackers.

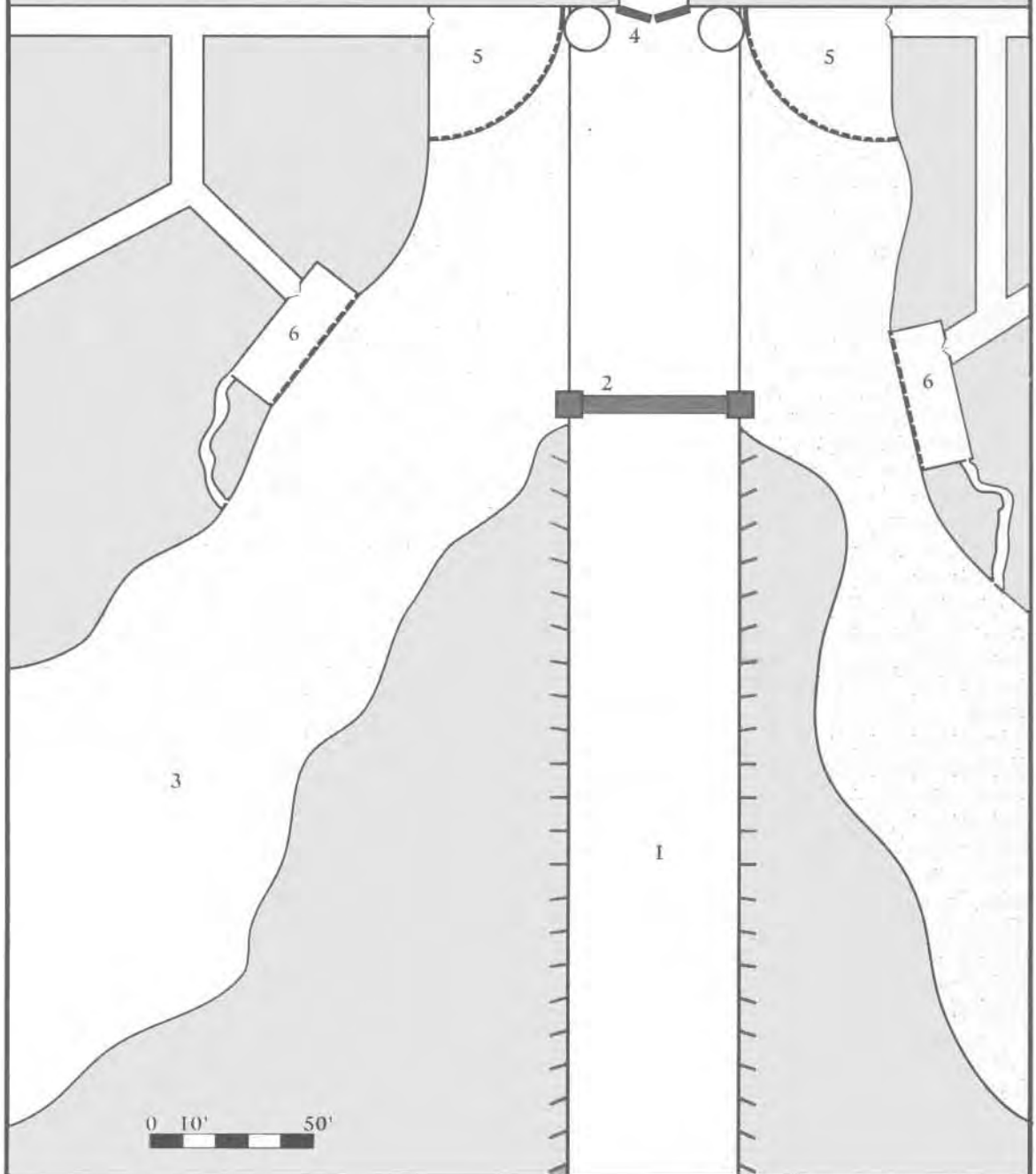
In each flanking tower five to fourteen Dwarves maintain a vigilance.

Note: During Dain's rule these towers are empty, and the doors are kept locked.





THE GATES OF GLOIN



THE CHAPEL OF AULË

The chapel of Aulë is a rather unique room. It is located on the upper level in the south-western reaches.

The walls and roof have a veneer of polished marble gilded with silver, intricately sculptured with stone-work patterns (a wing-stone pattern in this case). The floor, however, is rough and descends in a broken tier fashion, almost like some kind of arena. The lighting is subdued, and only a few lamps intermittently spaced provide a soft light. The tiers are suitable for rough seats, and small numbers of Dwarves (normally less than ten) may be found here, meditating in silence.

Any who enter the room through the small door (five feet high, with no lock) will feel a sense of calmness and peace come over them. Dwarves will experience this to a greater degree. No words are allowed to be spoken in this hall, and anyone caught doing so will be banished from Norr-dum. This site is sacred to all Dwarves, not just those of Durin's tribe.

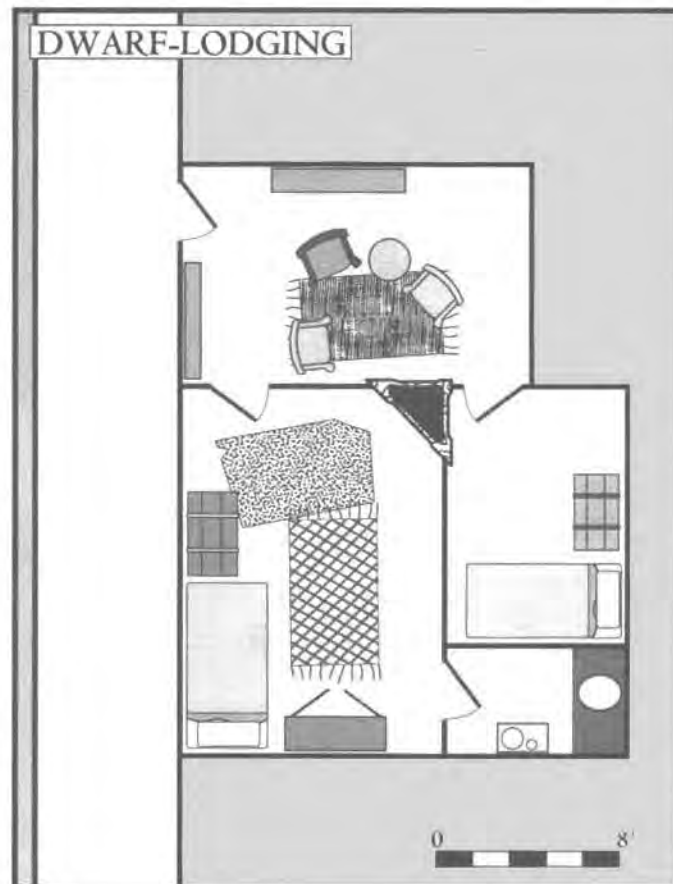
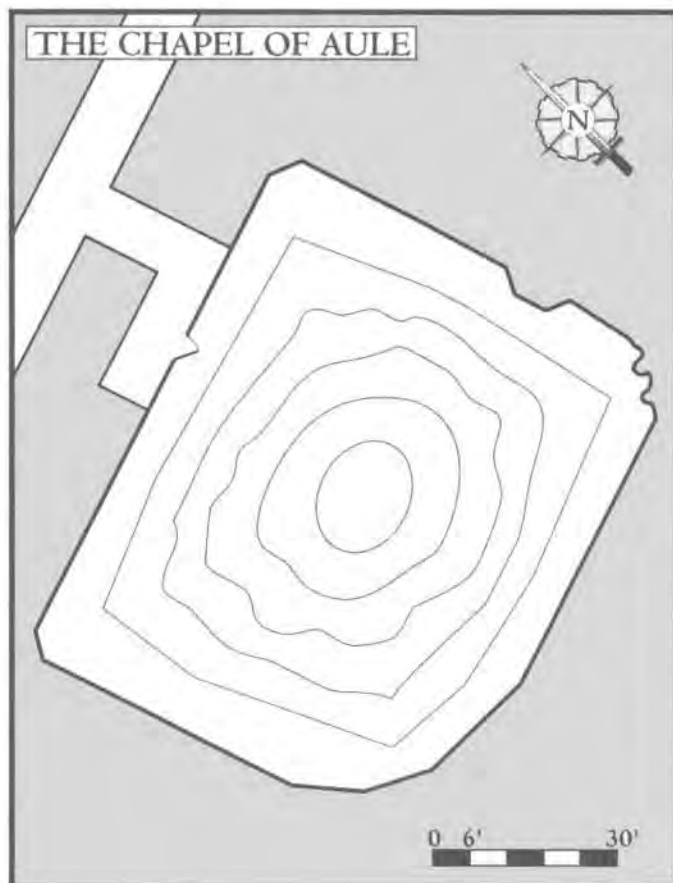
DWARF LODGINGS

Mainly found on the upper level, although several groups are located on the second level (mostly housing for smiths and miners), the lodging described here is typical for most Dwarves. While there is no standard pattern, most are simple variants of this basic design. Some are more elegant and have more rooms, while others are more Spartan.

The example illustrated has a central fire-place and chimney which has facings on all the rooms. The ceilings are between six and seven feet high. The first room is an entry hall, for receiving visitors. The floor is covered with dyed woolen rugs and the walls, with patterned stone-work or tapestries, are tastefully, though sparingly, decorated. Several low, comfortable chairs are positioned about the fire-place.

The second room is the main bedroom. Woolen rugs, or sometimes fur pelts, again cover the floor. A locker or wardrobe of some sort stands against one wall. A wooden chest sits in one corner. Any items of value that the Dwarf (or Dwarves) possess are stored in here. The chest is locked, Hard (-10) to open; rarely are they trapped. The bed is a simple slab of stone — granite or basalt — and it is covered with several furs.

The third room may be used as a store-room, or as a bedroom for any Dwarf-children. The fourth room is the latrine.





DAIN'S HALL

Of recent construction, this hall was previously used as a gathering hall. Following Dain's accession to the rule of Durin's Folk in T.A. 2585, work began on reshaping the hall. It was completed in three years. The hall is situated off the main avenue of the second level, only five hundred feet from the Gates of Gloin.

1. Entry Hall. The initial receiving hall is guarded by six Dwarves (see the 'x's on the map). A further Dwarf, the court captain, is on duty here to welcome guests. He has a desk to one side of the main doors, and here he works out the court schedule. The outer doors are made of steel, with silver and gold embellishment. Each door is nine feet by seven feet; they are not lockable, but normally kept closed. They open outwards.

2. Inner Doors. Two further guards stand here before the inner doors, which are of similar construction to the outer ones, except that their outer faces depict the Crown of Durin. These doors also are normally kept closed. They can be locked, Very Hard (-20) to pick, and can be barricaded from within the Throne-hall by a heavy steel bar. The doors open inwards, into the hall.

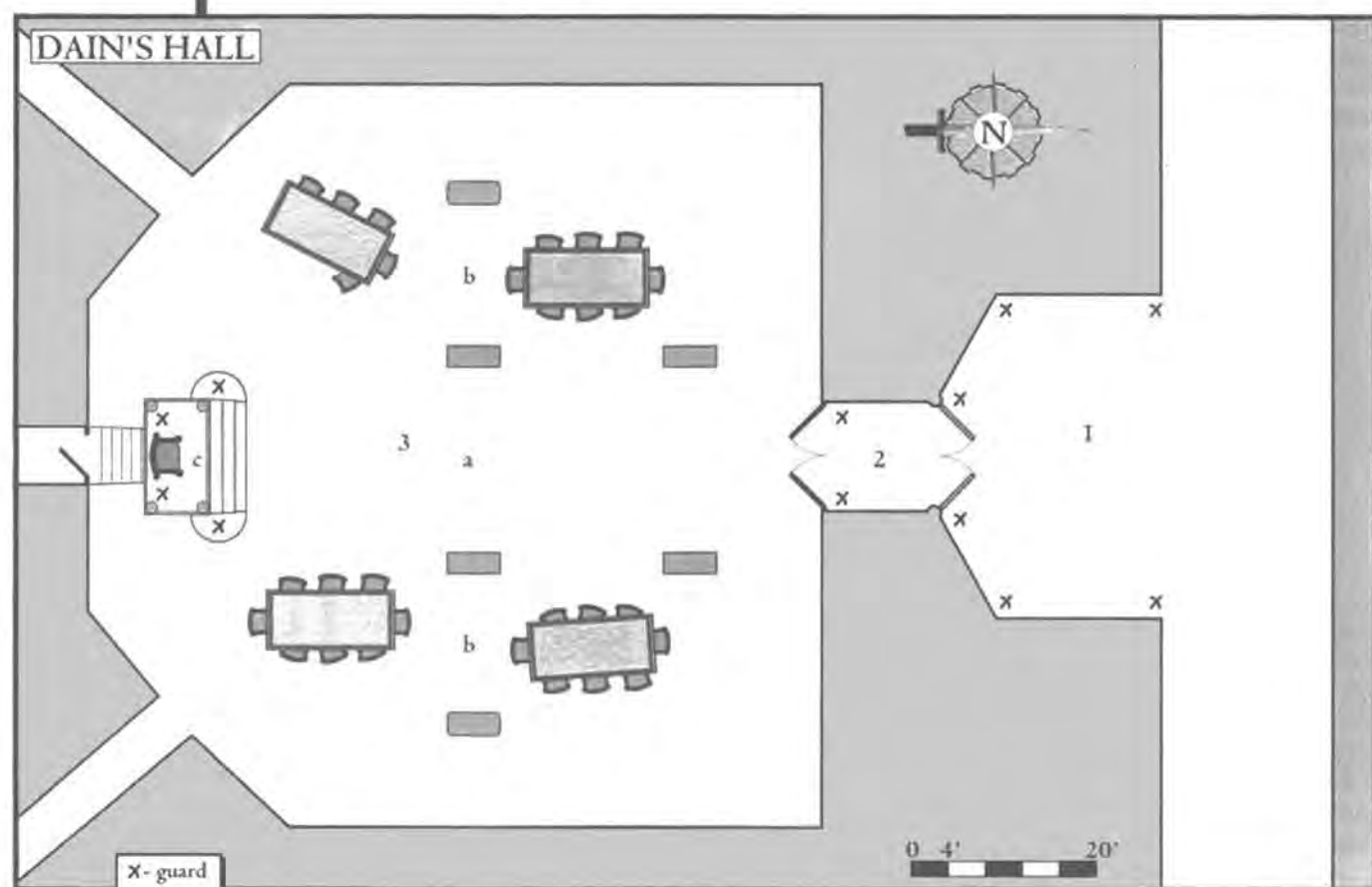
3. Throne-hall. The throne room itself is a grand structure, designed to be the envy of other Dwarven tribes. The walls are decorated with an interesting and beautiful pattern: the stone-work is diamond-shaped, and gems of many hues are at the center of each diamond. Any would-be thieves will discover that

these gems cannot be pried loose. This is because the gems were found in the rock that surrounds them — the Dwarves merely shaped the outer surface into a diamond tile and polished the outer edge. So a thief would, in actual fact, have to steal the whole tile — a difficult and time-consuming process. The gems are worth approximately five gold pieces each, and there are several thousand diamond tiles.

3A. This central section is a wide passage-way that leads from the inner doors to the steps leading to Dain's throne. The roof of this passage-way is higher than the rest of the hall, and the ceiling has detailed decorative stone-work. Four large columns support the roof, which is thirty-five feet high. The columns are be-decked with tapestries. Guards stand on each side of each of the columns (eight in total).

3B. These two side sections are where the court gathers to hear the King's pronouncements. Several long, low tables with comfortable chairs provide seating and a place to eat. A single column supports the roofs, which have plain, flat ceilings. The columns also are devoid of ornamentation. Passageways, with a lone guard at their entrance lead to other areas of the second level.

3C. At the far end of the hall Dain's throne rests upon a platform of basalt. Seven broad, shallow steps are the means by which the front of the platform can be reached. Each step runs the length of the dais. Two guards stand on the edges of the fourth step. The four



corners of the platform have small decorative columns which reach to the roof. They are adorned with tapestries and the banners of Durin's Folk.

The throne itself is large, with a high back, carved and polished from a single block of gabbro. The upholstery is of the finest quality; the arm rests are plated with a silver alloy, and the emblem of the Hammer and Anvil is carved above the head rest. Two guards flank the throne. A series of small, steep steps behind the throne lead to a door at the rear of the hall. Beyond the door is a passageway that leads to other parts of the second level.

Note: During the last months of T.A. 2589 there are likely to be few Dwarves present within the hall. The court meets only for special occasions and they are infrequent (e.g., Durin's Day, or the King's birthday). Even if Dain is present in the hall only three to five guards (at the most) are likely to be attending him.

Note: After late T.A. 2589, Ando-anca, having driven the Dwarves from Norr-dun, makes this hall his lair. He demolishes both the inner and outer doors, levels the throne and dais, and blocks all three of the side passageways with the rubble. He piles the wealth of Norr-dun into a large mound in the center of the hall.

7.2 KALA DULAKURTH

Standing atop a sandstone butte in the northern foothills of the Ered Mithrin is the imposing fortress of the Ice-orcs. They call it Kala Dulakurth (aOr. Dark-ice fortress). The butte rises some three hundred feet from the surrounding terrain. The sides are incredibly sheer, but the summit itself is its most striking feature. A large outcrop of basalt, one of many in the region, virtually covers the summit surface. It is tall, over two hundred feet, and hollow inside. The Ice-orcs have used these natural features and added their own tunnels over a period of four thousand years to make it their home.

The fortress is well protected. The northern and western sides are surrounded by a small, but deep, glacial lake, and the southern and eastern sides are protected by thick walls and tall towers. The fortress is sprawled over three levels, mostly in the southern sections of the basalt outcrop. The outcrop has three 'mini-peaks,' each of which are surmounted by towers. The Ice-orcs have no mining operations here; exploratory digging proved fruitless.

GENERAL FEATURES OF KALA DULAKURTH

The passageways within the fortress vary greatly in dimensions, but the general accessways are eight to ten feet wide and seven to fifteen feet high. Lighting is provided by torches, at twenty-foot intervals. Caves have specific dimensions and lighting. The halls are smoke-filled as a result of poor ventilation, and visual sighting for those not used to such climes are at -20.

7.21 LEVEL ONE

1. **The Great Gates.** These two huge (8'x5'), steel doors are the principle defence of the castle. Each nearly a foot thick, the doors are topped by large iron spikes and are impossible to move by force. The doors pivot on their outer edges and are opened by a winch mechanism which is operated from the second level, see (15). A thick steel bar is held by a pulley just above the doors. In times of emergency the bar can quickly be dropped, securing the gates. At the same time an alarm is set off, warning the castle of danger. The opening or closing of the gates (which open outward) is quite a noisy affair; the gates groan and protest as they scrape on their mechanism. This takes some time, usually two to twenty rounds. They boom shut with a loud clang, a sound that is ominously final. The operating of the gates can be heard throughout the whole keep.

2. **The Hall of Kalmog.** An extremely large passageway, the Hall of Kalmog is named after the first King of the Ice-orcs who led his followers to this site. The walls are decorated with garish murals of battle and death. Trophies, a testimony to the prowess of the Ice-orcs, line the lower walls. Notable among these is the head of an Ice-drake, and next to this, mounted on a pole, is a mutilated and partially decomposed (it was not treated properly) head of a normal Orc. It is reputedly that of a foolish Ashdurbuk of Gundabad from early in the Third Age.

The Hall is used as a mustering place by the Ice-orcs when they embark on raids or skirmishes.

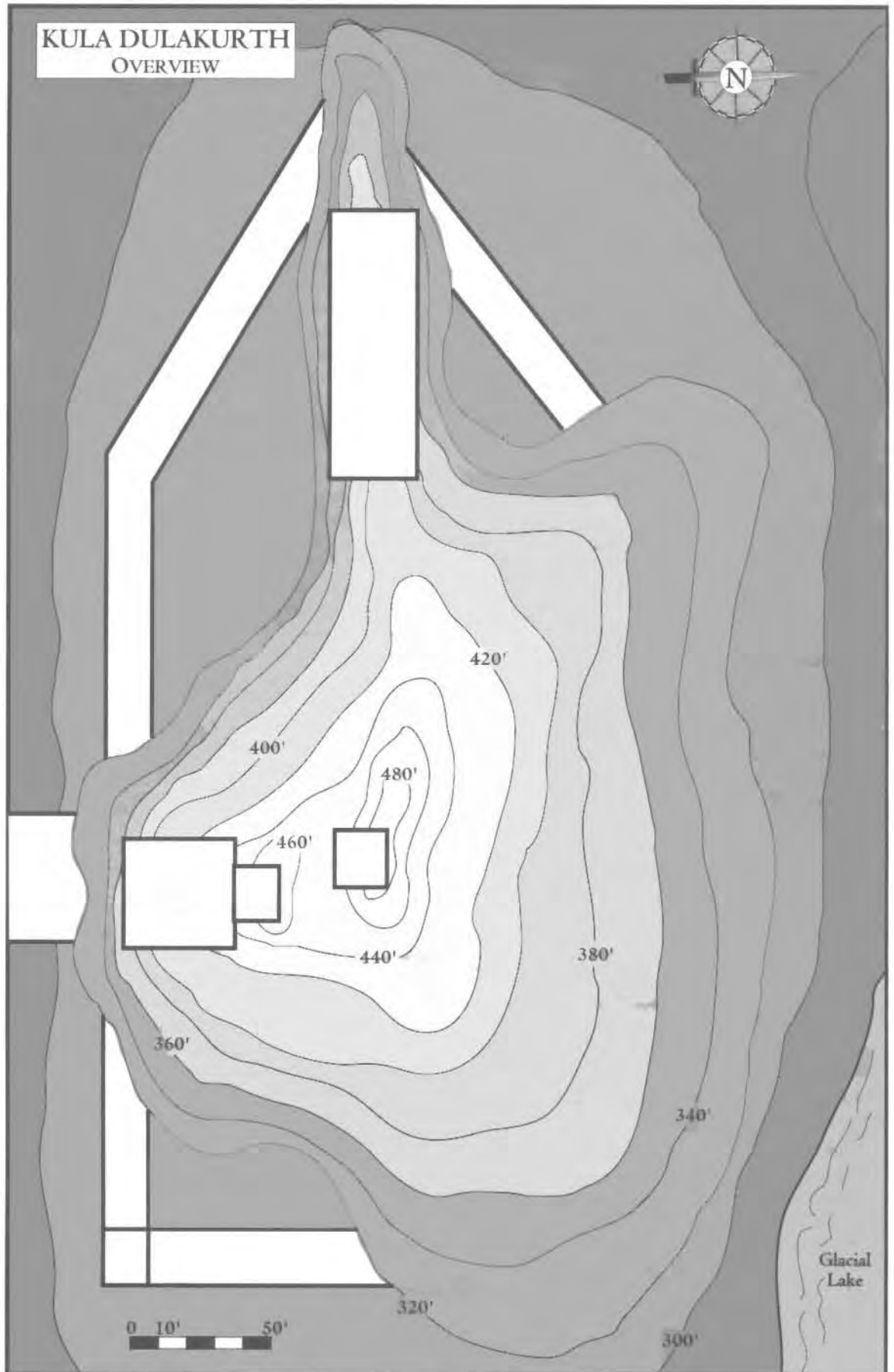
3. **Smithing Hall.** Within this fairly large cave lies a well-ordered and relatively efficient smithy. No smelting or preliminary forging is carried out here — these tasks are carried out beforehand at one of the Ice-ore mines in the northern Ered Mithrin, and the raw materials are only transferred here afterwards. This is the elite smithy. Less than half of all the smithing requirements of Ice-orcs is done here, the rest being done at the mining outposts. Small scale works such as armour and weapon manufacture, or weapon repair, are the normal tasks of the twenty-five smiths and their assistants, one to five lesser Ice-orcs per smith. Most of the work done by these smiths, many of whom are greater Ice-orcs, is of above-average quality, and, occasionally, one will make a +15 or +20 weapon in return for some favour from one of the Ice-ore Lords.

There are several vents cut into the outer wall which take some, but not all, of the smoke away. The smithy is manned in two nine-hour shifts. During this eighteen-hour period, forty to sixty Ice-orcs will be found in this room, laboring away.





KULA DULAKURTH OVERVIEW



4. Armory. Behind this stout iron-bound pine door, locked Very Hard (-20) to open, is the storeroom for spare weapons, or weapons captured on raids but which the Ice-orcs cannot (or will not) use. The weapons are piled knee high into a large mound, although some effort has been made to separate the melee and missile weapons—they are at opposite ends of the pile. Aside from the weapons, armour and shields lay strewn in a cluttered heap just inside the door. The normal practice is to throw the weapons in through the doorway, without even entering the room. Melee weapons are thrown furthest, then the missile weapons (including arrows or bolts), and Armour and Shields are simply dropped at their feet. Since most Ice-orcs carry their weapons and equipment with them at all times, the room is rarely used. There is a (10%) chance that one to ten Ice-orcs may be found in this room arming themselves or dumping surplus gear gained on a raid.

5. Ascending Passageway. This spiraling corridor connects with the descending passageway (18) on the second level. It is steep in places, and broad steps have been cut into the rock to aid the climber.

6. Temple. A huge chamber, the second largest of the fortress, this is the scene of many grisly rituals. A large altar stands at the northern end of the chamber, its surface caked with dried blood. Large flaming pits surround the altar and burn continuously. At regular intervals (usually two or three times a month), or when special captives are to be sacrificed, about four to five hundred Ice-orcs gather in the vast cavern to urge the Priests in their gruesome tasks. The Priests offer sacrifices to Morgoth, in the hope that he will one day return and lead them to victory over the free peoples. Often, one of the lesser Ice-orcs is chosen at random by the Priests to sacrifice a victim. It is every Ice-orcs' dream to be allowed to sacrifice a victim, and they celebrate with gusto. During times of war or after a successful raid these rituals can last several days.

The King and his retinue are accorded special seats alongside the Priests, behind the altar, but unless he is taking part in the sacrificing the King will generally prefer to watch from his private balcony above, see (26).

The Temple is also used as an Arena on certain occasions, and this is just as popular with the Ice-orcs. The cavern has two entrances, the larger one leading directly to the Throne Room, see (7). So large is the entrance, that the two rooms almost form a single chamber.

7. Throne Room. The Throne Room is a vast hall. The height of the ceiling is such that it extends through to the second level (as does (6) above). The floor of the room is level, but split into two sections. The upper section is about twenty feet above the lower and is the northernmost section. It is reached by a set of stairs that traverse the rising ground. On the upper section the King sits on his throne.

The throne looks out of place in this grim, lofty chamber. It was ornately carved from a ten-foot section of a tree trunk. The upholstery and the delicate Elvish artwork, while being ravaged by time and wear, and the abuse of the Ice-orcs, still shows its beauty and craftsmanship. The throne sits on top of a large block of basalt, further raising the height of the King above his subjects. A series of short steps behind the throne provide easy access.

There is a 40% chance that the King will be here at any given time, whether he is presiding over banquets (more like pigs at the trough!), hearing the reports of his officers, or being 'entertained' by prisoners. When the King is in the Throne Room, none, save his royal body-guards and the King's guests (including Ice-orcish NPCs), may stand in the upper section. Small fire-pits line the edge of the upper section, further enforcing the distinction between the rulers and the ruled.

Aside from this, the court of the Ice-ore King is rather informal—even by Orcish standards. Whether or not the King is in attendance, the lower section is invariably full of Ice-orcs (5D100). The lower section serves as a general meeting hall, to drink, talk, gamble, argue and fight. Fighting is quite a common occurrence; a scuffle will break out almost hourly. Usually they do not prove fatal; one Ice-ore will back down, but if things turn violent the whole cavern cheers the combatants, wagering heavily on the outcome.

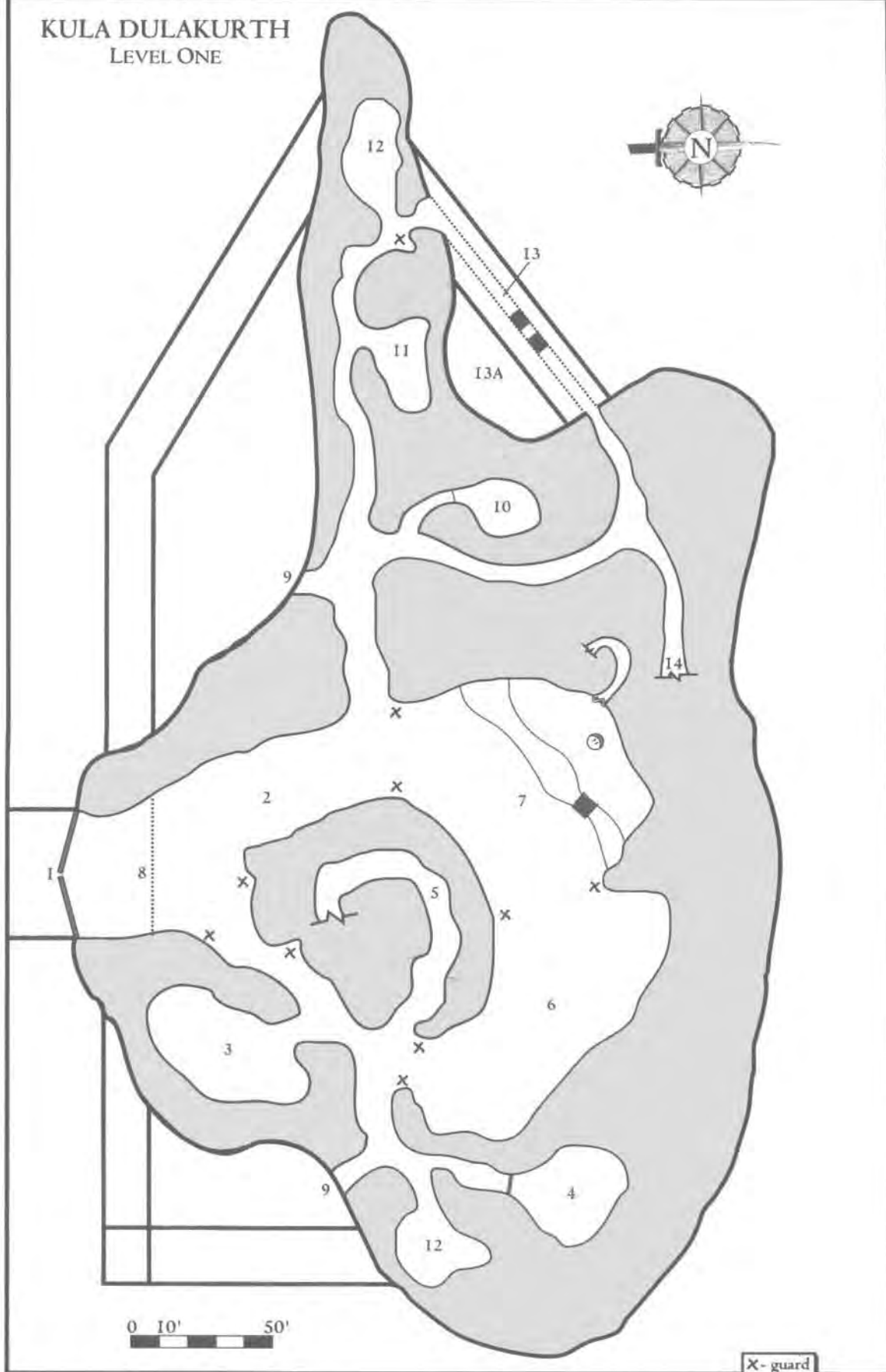
There are three exits from the Throne Room. The main one leads to the Hall of Kalmog, see (2), and is the most frequently used. The other large exit, as noted above, see (6), leads to the Temple. (During the rituals, crowds often spill over into the Throne Room while trying to get a view.) The third exit is a secret door, located at the rear of the upper section. It is only Hard (-10) to detect and is not locked. Most of the elite (i.e., NPCs and royal body-guard) are aware of the door's existence. It leads to a steep winding corridor which goes up to the second level. The passageway is virtually a stairwell, as the path is very steep. The secret passageway is not a defensive device as such, for the King relies on the strength of his royal body-guard. He sees it as more of a convenience. Any prisoners, political or otherwise, held by the King are kept chained to the walls of the upper section. The King enjoys taunting them when he is in the Throne Room.

Note: Sometime after T.A. 2600, Throkmau the Black (a winged Fire-drake) gained control over the Ice-orcs. In terror for their lives, they bowed down and worshipped him as a god. Throkmau set aside the King, and took the Throne Room for his own. He leveled the cavern completely, destroying the ancient throne and the upper section of the chamber. Throkmau ordered that the Ice-orcs hand over most of their wealth to him. He now rests upon his new-found wealth, seeking further power. He delights in the fact that he can use his minions to work for him.





KULA DULAKURTH LEVEL ONE



X- guard



8. Portcullis. A secondary defence, should the main gates fail, see (1), this portcullis can be dropped almost immediately by releasing the appropriate pulley, see (15). This enables the Ice-orcs to organize a sizeable response to any perceived threat. The portcullis consists of solid iron bars interlocked with bars of steel. It weighs over eight hundred pounds, so any thoughts of lifting it manually are out of the question.

9. Wolf Dens (2). The courtyards beyond these doors are the homes of the White-wolves that the Ice-orcs use as mounts. Along the inner curtain walls and the sides of the fortress the Ice-orcs have constructed shelters in which the wolves can rest and sleep, protected from the elements. The Ice-orcs have crossed the White-wolves with Wargs, and this accounts for their ferocity in battle, and their willingness to cooperate as mounts.

In the eastern den, the smaller of the two, some one hundred and fifty wolves live (including their pups). At any given time fifty to a hundred of these wolves may be away from the den on raids or patrols. The western den houses over two hundred and fifty wolves and their pups, and often as many as one hundred and fifty may be absent.

The wolves are free to roam the fortress, but most prefer not to do so and generally remain in their dens — unless the weather is particularly bad (i.e. worse than a normal blizzard). A large 'wolf-flap' is part of each of the doors for this purpose.

10. Kitchen/Storeroom. This rather chaotic room is where the majority of food preparation (a generous phrase) is carried out for this level (excepting the King's 'feasts'). This amounts essentially to nothing more than the concoction of a horrible stew made from anything available. A large fire-pit at the center of the room is topped by a cauldron in which all and sundry are thrown for the making of the stew. The rations are then doled out to the Ice-orcs as required. Several ovens along one wall are utilized to make loaves of an altogether unappetizing bread. Twenty-five female Ice-orcs work here. One section of the room is devoted to the storage of goods not yet carved up for the pot.

11. Guards' Quarters. The barracks for the Ice-orc guards, this cavern is furnished in typical fashion. Loose straw beds line the walls, with a large central fire-pit providing warmth. Sixty guards are quartered here, though only fifteen to twenty-five will be found here at a time. The others are either on duty, or present in the Throne Room or Temple. An Ice-orc guard has a relatively easy life; they have access to the female Ice-orcs, the duties are light, and it is the highest position that a lesser Ice-orc can attain. To reach this position though, they must first prove themselves as capable warriors, and all promotions are granted only by the Warlord. Each guard will generally have between two to twenty silver pieces in treasure (in silver, copper and bronze) as well as some +5 to +10 equipment.

12. Wolf-riders' Caves (2). The Ice-orcs who live within these caves are not the only wolf-riding troops, but they are the elite. These command their lesser brethren in battle and enjoy privileges almost equal to that of the guards. Forty lesser Ice-orcs reside in each cave, in similar conditions to that of the guards, see (11), except that instead of one large central fire-pit there are several smaller ones. Generally, only ten to twenty Ice-orcs are present in the caves, the others being away on patrols, raids or in the Throne Room or Temple. It is also not uncommon to find ten to fifteen wolves in each of the caves. In addition to their other duties these Ice-orcs also look after and feed the Wolves, for whom they actually seem to care.

13. Battlement Tunnel. This is the only of the castle's walls that is hollow — in the others the core is filled with packed earth and rock. This wall section has a tunnel that runs parallel to the inner and outer curtain walls. The primary function of the tunnel is to provide access to the top of the battlement via the stairs. The stairs are as wide as the tunnel, and can be climbed from either side, so that anyone wishing to travel the length of the tunnel would first have to climb up and then climb down again.

13A. Courtyard. Within this courtyard, the Ice-orcs propagate a variety of herbs and poisons. Chief among these is the poison known as Kalmog's spoor (see section 4.14). Members of the Cult of Morgoth, along with some of the Elite Wolf-riders tend the plants.

14. Ascending Passageway. This corridor climbs upwards to the second level. It is not as steep as the spiral corridor, (see 5). It connects with (23) on the second level.

7.22 LEVEL TWO

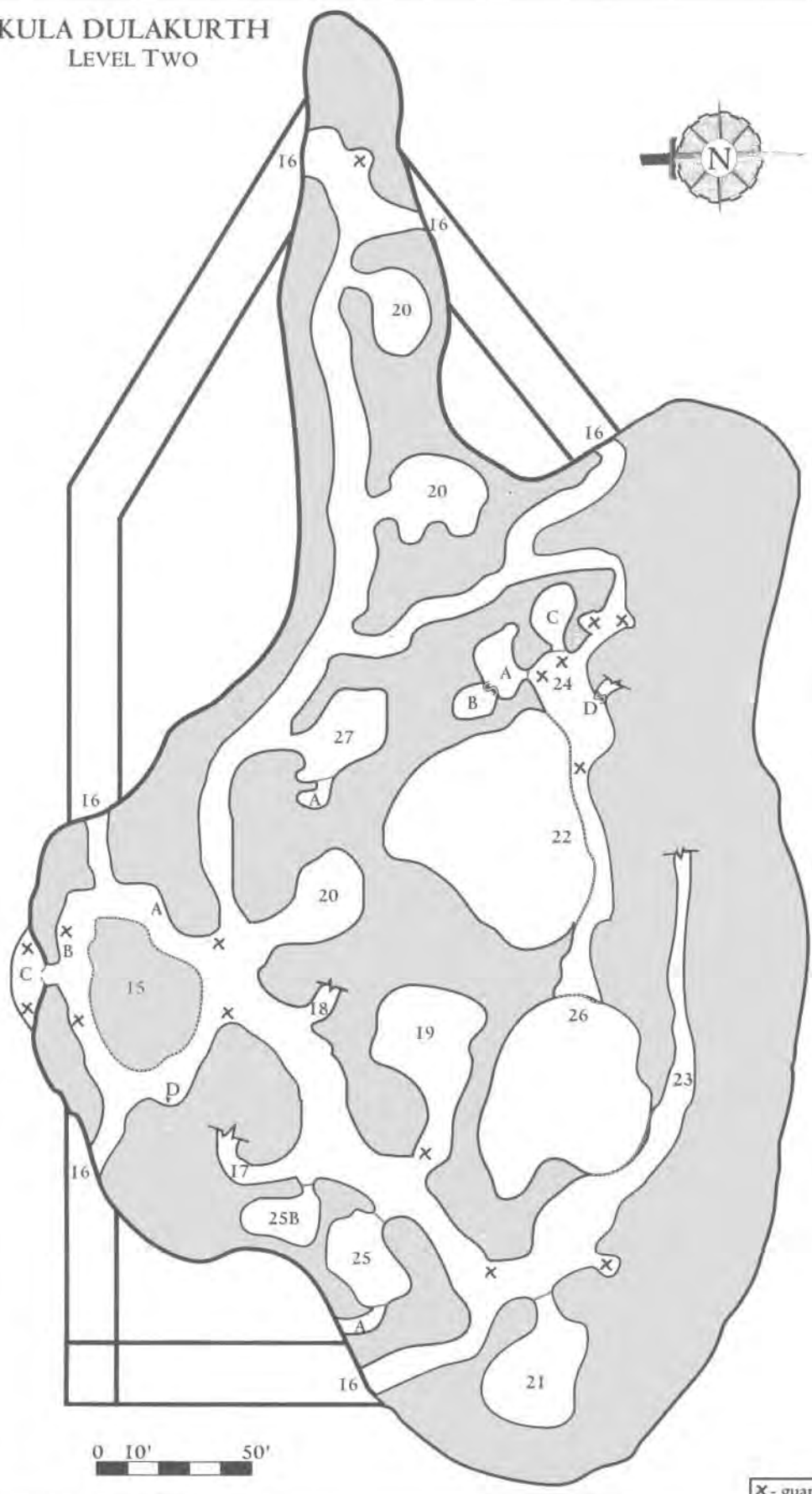
15. Murder Shaft. Taking advantage of the natural features of their fortress, the Ice-orcs have created a formidable defence for their great gates. The entrance hall below, just beyond the great gates, has an extremely high ceiling which extends past the height of the second level. There is a low iron rail around the edge of the hole.

Both the controls for opening the gates and lowering the portcullis are located in nearby alcoves. The portcullis can be lowered by simply releasing the chain, fastened around a stout iron bar, which holds it, (A). The portcullis can also be easily raised by two Ice-orcs, by winding it around the iron bar, which doubles as a winch. The gates are also operated by winches, (B), and pulleys, although they require four Ice-orcs to operate them.

The Ice-orcs maintain a watch, at (C), monitoring the land below for the approach of friend or foe. The balcony has a door, which has no lock. A small brazier burns for the comfort of the guards. The balcony is not open, it is walled and has three arrow slits from which the Ice-orcs can peer (and fire).



KULA DULAKURTH LEVEL TWO



0 10' 50'

X - guard



Should the portcullis be dropped in the event of an attack of some kind, barrels of oil, stored in an alcove (D), can be dropped onto intruders below and lit by torches.

16. Battlement Doors (6). Each of these iron-bound pine doors are four inches thick. They are all usually kept locked, and are Very Hard (-20) to pick. All of the nearby on-duty guards have the keys, which they receive from the previous guard as he goes off-duty. Each door has a bar of steel fastened to the inside. In an emergency they can quickly be put into place, barricading the door.

17. Ascending Passageway. This spiraling staircase, similar to the one on the first level, see (5), ascends to the third level.

18. Descending Passageway. This spiraling staircase/passageway descends to the first level where it meets (5), the ascending passageway.

19. Officers' Cave. This cave is much the same as the guards' quarters on the first level, see (11). The cave is less cramped, and it is home to the twenty-five Lurg leaders who remain apart from their underlings. The officers are all greater Ice-orcs. Fur and pelts of various mammals are scattered about the floor, and there is a large central fire-pit. Between ten to fifteen of the officers will be in this room at any given time. It is also common for five to ten female Ice-orcs to be present. The cave is also furnished with a long stone table and chairs. Each officer has a personal wealth of ten to fifty silver pieces (in silver and copper) which they carry with them at all times.

20 Barracks (3). In contrast to their officers' caves the rooms of the lesser Ice-orc troops are dirtier, smellier and more crowded. Each cave houses one hundred warriors; thirty are young warriors, forty are adult warriors, and thirty are experienced veterans. Trash, offal, and the remnants of past meals litter the floor. The older Ice-orcs dominate the younger ones, who are treated little better than slaves. Each Ice-orc has a personal treasure of one to twenty silver pieces (in copper and bronze). The older Ice-orcs naturally have more than the younger ones.

21. Harem. Behind a locked, Extremely Hard (-30) to pick, door are housed one hundred and twenty lesser female Ice-orcs. Access to them is limited to only the strongest of the male Ice-orcs. Sometimes other lesser Ice-orcs may be granted special privileges as a result of great deeds in battle, or other favours. The life of a female Ice-orc is dull and brutal; when not locked in this room by their guards they must toil away at a variety of domestic chores, raising lumps, slaving over stoves and fire-pits in the kitchens, or cleaning the caves of the masters. About half the females will be present in the room at a time. There is also a (40%) chance that one to ten male Ice-orcs will be in the room.

22. Throne Room. Like the entry hall of the first level, see (15), the cavernous throne room stretches beyond the first level. A corridor runs around the perimeter of the northern edge.

23. Descending Passageway. A gradually sloping corridor, this passageway connects with the one traveling upwards from level one, (14).

24. The Palace Caves. The residence of the Ice-orc King, this series of caves reflects the ultimate in Ice-orc taste — good or bad, depending on your point of view. At all times five Ice-orcs from the royal guard patrol the passages nearest the caves.

The Palace Caves adjoin the corridor that runs along the edge of the throne room (22), and the King often likes to view the room below from his unique vantage point. However, he is rather paranoid about the balcony — when he is in the throne room himself, he instructs his guards not to allow anyone onto the balcony.

24A. Main Hall/Bedroom. Behind a door of solid steel, three inches thick, locked, Extremely Hard (-30) to open, lies the main bedroom and hall of the King. Grossly over-decorated, this cave gives a true insight into the mind of the King. Thick pelts of North Bears, and the rare Snow Lion cover the floor space, their beauty marred by stains of vomit, offal and spoiled food. The walls are covered with quaint tapestries depicting Ice-orcs torturing and maiming Noldor Elves. In the north wall there is a fire-place, which casts an eerie glow over the tapestries, enhancing an already distasteful effect. A large table of solid granite and several wooden chairs stand just inside the door, and there are also several barrels of strong drink. The King's favorite past-time is getting drunk with his favored officers. He likes to appear wealthy, and an open chest, filled with cheap jewellery, sits on top of the table. He enjoys reaching and grabbing a large handful of jewels and throwing them against bewildered Ice-orcs. Worthless baubles are scattered over the pelts. The whole chestful might be worth twenty to thirty gold pieces.

Beyond the main hall is the inner chamber and the King's bed. The bed is a large canopied affair, and yet more pelts are piled atop a large slab of polished basalt. The four bedposts are all decorated with leering faces. To one side of the bed there is a large chest embedded in the floor. It is locked, Sheer Folly (-50) to open, and trapped. If the chest is opened without first speaking the words (in archaic Orcish) 'I am the true Lord of the North', in three rounds a Wraith will appear. Seven feet tall, the wraith will attack immediately. (Its stats: Lvl 15; Hits 200; Attacks: +150bs, +75LCI, drains 6pts of Co/end; AT(DB)PI/17 (-30); it cannot be hit by non-magical weapons.)

At any time the Wraith can be dispelled by uttering the correct phrase. The chest contains the King's principle items which he stores in here, unless he is absent from the Palace Caves. Also in the chest are five hundred gold pieces and a further five hundred gold pieces worth of gems and jewellery.



24B. Treasure Vault. Locked, Sheer Folly (-50) to pick, behind a secret door, Extremely Hard (-30) to detect, is the King's private treasure chamber. The door is also trapped, and should anyone be unfortunate enough to fail to pick the lock, they will be subjected to a Rune of Blinding, which is revealed as a door panel slides down. The rune is situated at a level slightly higher than the key-hole. The trap cannot be disarmed, and is Very Hard (-20) to detect.

Behind the door is a dark chamber which contains several chests. The floor is littered with coins of small denominations, two thousand copper pieces, one thousand bronze pieces. The chests contain:

- 1) Three thousand gold pieces.
- 2) Six thousand gold pieces in diamonds, emeralds, and other precious stones, each one worth ten to five hundred gold pieces.
- 3) This chest is trapped, but not locked. If opened a cloud of poisonous gas is released and will spread to a ten foot radius. The trap cannot, of course, be disarmed. It should be considered Extremely Hard (-30) to detect. The attack level of the gas is 9th level. Those failing their RR by more than twenty die coughing after five rounds as the gas enters their system. Those who fail by less than twenty take 2-20 hits and operate at -25 for twenty hours. They are also driven from the room, as are those who make their RRs. The gas will disperse in five hours. The chest is empty.
- 4) A +40 unholy two-handed sword that will fight by itself for its normal wielder for ten rounds. It also delivers an automatic 'E' Hear critical every time it hits. The sword is very evil, and has a will of 150. It will seek to force its wielder along the dark path.

24C. Royal Harem. The door to the Royal Harem is locked, Very Hard (-20) to pick, and guarded at all times by one of the royal guard. Within the room are twenty of the most desirable (by their standards!) Ice-ore females. At least ten are present at any given time, the others being away on domestic duties. The King does not allow any other Ice-ores to have access to this cavern, to the disgruntlement of many. The room is furnished with layers of exotic furs and silks. There is a (10%) chance that the Ice-ore King will be found in this room 'enjoying' himself. A fire-place at the center of the room provides light and warmth.

24D. Secret Passageway. The passageway that emanates from the Throne Room below, see (7), terminates here. It too is protected by a secret door. The door is Hard (-10) to detect, and is common knowledge among the elite Ice-ores. It is not locked and opens with a stout shove.

25. Kitchen/Storeroom. Similar to the kitchen found on the first level, see (10), this kitchen is larger, to accommodate the increased need for food. The standard of food is little higher — although more care is taken into what goes into the pot. The King's meals are prepared in this room, in addition to those for the

barrack troops. The meat used is fresher, mostly Elk or Losrandir, and this is due to the cold storage room, see (25A). The room is open (barred) at one end of the room to the outside weather, and so cooled naturally. This process is somewhat less effective during the short summer period. The door to this room is not locked, but can only be opened from the outside.

25A. Cold Storage Room. Many Ice-ores have frozen to death among the carcasses — a favorite way for some to dispose of hated foes. The frozen corpses can then be served as part of the next meal, or chopped into bits and fed to the wolves below. Thirty to fifty female Ice-ores labour in the kitchen under a brutal overlord, a lesser Ice-ore who can't believe his luck.

25B. Brewery. In this adjoining chamber to the kitchen the fermenting of powerful liquor takes place. Five 'Master-brewers' oversee ten to twenty lesser Ice-ores as they make large quantities of a fiery black liquid, called Ambor, for the rank-and-file, and a more refined variety for the elite. The lesser Ice-ores who work here are rotated on a regular shift. This duty is particularly sought after; the 'Master-brewers' are much-envied members of the fortress. Scores of barrels line the walls, some ready to be distributed and others yet to be filled.

26. Temple. The temple ceiling extends beyond the first level, like the nearby Throne Room. The corridor from (22) continues to the edge of the temple opening. There are several tiered stone seats here, where the King and his guests like to observe the rituals. If the temple is empty, this balcony will be also, although guards from (24) periodically check to ensure that all is well.

27. Royal Guards' Barracks. These barracks are home to thirty-five greater Ice-ores and their Captain, who has his own special room, see (27A). Their quarters are the best and most spacious of the all the regular troops. Instead of straw pallets they have furs to lie on, and these are scattered about the edges of the cavern. The center of the cavern has a large fire-pit and several tables and benches, many of which are broken. Several barrels (mostly empty) of Ambor are stored in an alcove — unlike most of the other Ice-ores they do not have to go to the throne room to get drunk. Much of the floor is covered with rubbish: bones, drinking cups, and offal. Ten to twenty of the royal guard will be found here, unless the King is in the throne room, in which case the room will be empty of royal guards. Twenty-five female Ice-ores also dwell here.

27A. Captain's Chamber. Behind a locked, Very Hard (-20) to open, door is the Captain's room. Surprisingly, the chamber is quite Spartan — the Captain is too stupid to appreciate the finer points of Ice-oreish interior decoration. The room is empty save for the bed, a basalt slab covered with furs and pelts, and straw pallets where the Captain's five female Ice-ores sleep. Dim lighting is provided by two torches above the bed. The Captain's treasure hoard lies in a large wooden chest next to the bed. The chest is locked, Hard (-10)

to open, but not trapped. It contains five hundred gold pieces worth of coins (in gold, silver, copper and bronze) and two hundred gold pieces worth of gems and trinkets. Half of the treasure, though, is made up of cheap baubles and jewellery given to the Captain by the King. To sort the real treasure from the junk will take several painstaking hours.

The Captain is likely to be present in this room (45%) of the time. When he is absent the female Ice-ores are usually at other areas of the fortress performing normal domestic duties.

7.23 LEVEL THREE

28. Descending Passageway. This spiraling staircase/passageway descends to the second level where it connects with (17).

29. Ascending Spiral Stairwells. Both of these passageways terminate in spiral stairwells which lead to the first level of the Tower of Darkness. An acolyte priest stands guard at the foot of each one.

30. Passageway. This passageway ends in a short flight of steps that leads to the King's Tower.

31. Barracks. Along the same design as the barracks of the second level, this large cavern houses one hundred and fifty Ice-ores. The cavern is a violent, chaotic place, and fatalities are common as the Ice-ores attempt to establish a pecking order among themselves. The cave floor is filthy, covered with dirt, rubbish, offal and mouldy straw. Each Ice-ore carries two to thirty copper pieces (in copper and bronze), the older Ice-ores having more than the younger. Usually half (or more) of the Ice-ores will be absent from the cavern on patrols. These troops are the Patrol Band, under the command of the Elite Tracker and his wolf-riders.

32. Smiths' Quarters. A cave along the lines of the guards' quarters, see (11), of the first level, although smaller, the smiths' quarters are somewhat more 'luxurious' than the normal barracks. Eighty Ice-ores live here: the smiths, craftsmen and the engineers, along with their assistants.

33. Treasury. Guarded from without by two alert Ice-ores, the treasury holds the wealth of the Dark-ice fortress. The door to the treasury is of solid steel, and is six inches thick. The door is kept locked at all times, and is Absurd (-70) to pick. The door is not trapped, nor is the passage-way in the immediate vicinity.

Just inside the door, however, is a dead-fall trap. A pressure plate ten feet square triggers the trap when more than thirty pounds of weight is applied. When this occurs a block of stone, fifteen feet square drops over the trapped area. The block weighs nine hundred pounds. Anyone caught beneath the trap receive one to

five 'E' Crush criticals, it should be considered an Extremely Hard (-30) maneuver to attempt to avoid the block. The block of stone also seals the entrance to the treasury. The trap is Sheer Folly (-50) to detect, and impossible to disarm from this location. A secret passageway from the smiths' cave, see (32), which is Very Hard (-20) to detect leads to the outer wall of the treasury. From here the trap can be disarmed relatively easily, Hard (-10). The winch mechanism for raising the stone block is also located here.

The interior of the treasury is well worth the effort required to gain entrance. Coins of all denominations litter the floor in their thousands — at least fifteen thousand gold pieces total. Bars of silver, gold and copper are piled high in the center of the room, the total number being several hundred. Large iron chests sit loosely in the rubble. They are locked, Very Hard (-20) to open, and the inner lids are all trapped with Symbols of Blinding. Within each chest are five thousand gold pieces worth of gems and other precious stones. There are no magic items within this treasury.

34. Imp Nursery. The Imp nursery is a three-chambered room in which live hundreds of bratish Ice-ore Imps. The eldest Imps, of four to eight years, live in cave (A), while Ice-ores of one to three years live within cave (B). The youngest Imps (less than a year) live in cave (C). While the lesser and greater Ice-ores are not kept separate, the distinctions are made clear from the outset. Greater Ice-ore Imps are better treated, better fed and less disciplined. The caves are a chaotic place, full of brutish Imps who bully the younger ones. Fatalities are common, and only six in ten Imps survive to maturity. Between thirty and fifty female Ice-ores, with whips, attempt to keep the fatalities to a minimum.

35. Stairs. At the end of a broad passageway a set of broad steps lead up to the Warlord's Tower. At all times two Ice-ores from the Warlord's body-guard are on duty, guarding the sole entrance to the Warlord's Tower.

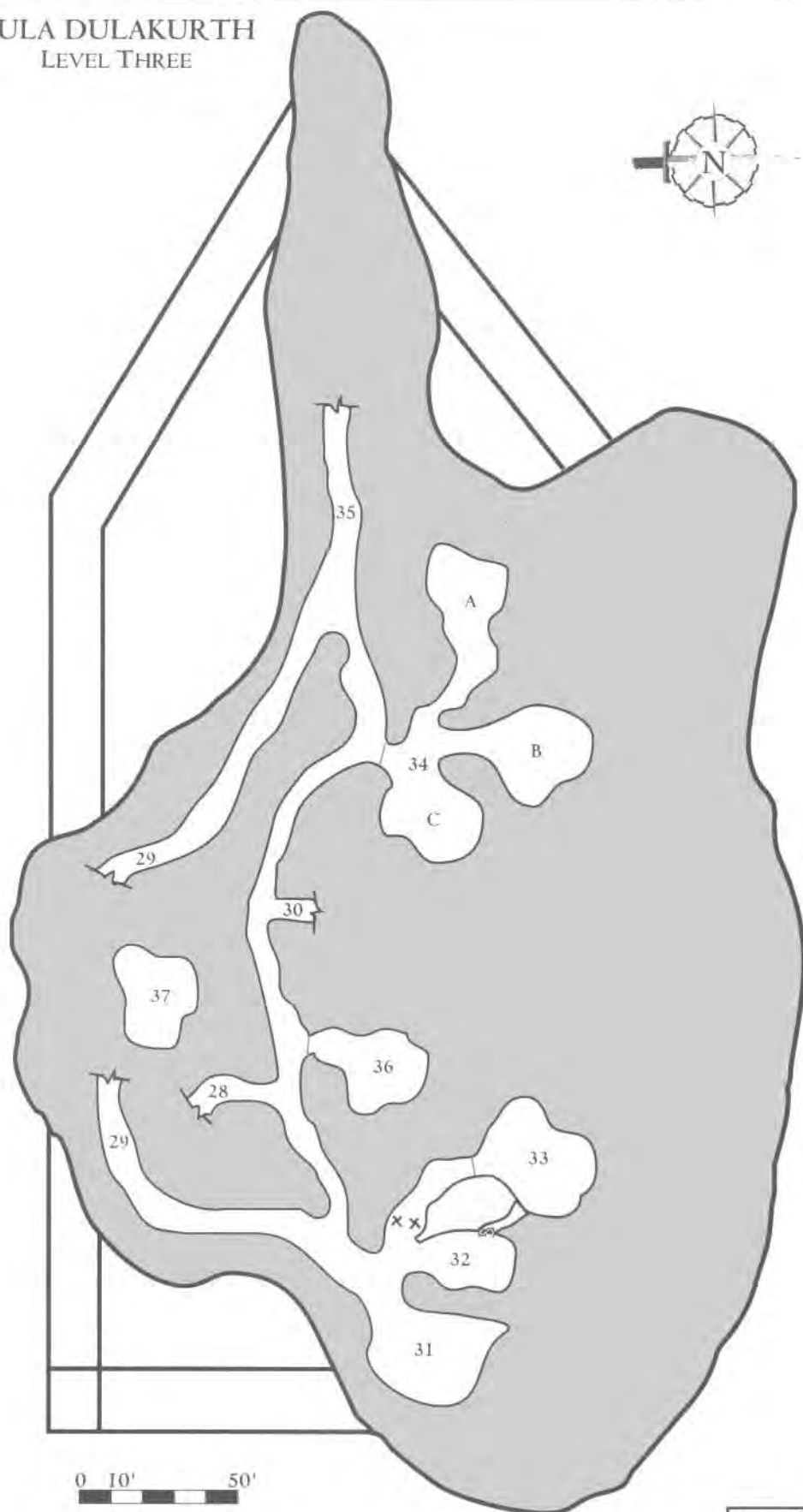
36. Harem. Much the same as the harem on level two, see (21), this cavern houses one hundred female Ice-ores. Half of these are greater Ice-ores. Only half of the females will be here at any given time, the others away on work duties. There is a (15%) chance that one to ten male Ice-ores will be found in this room. The door to the chamber is usually kept locked, Hard (-10), and guarded by two of the Warlord's body-guards.

37. Hole. The ceiling of the entry hall extends past this third level. It continues on, until it reaches the Tower of Darkness. No passageways connect to it on this level.





KULA DULAKURTH
LEVEL THREE



0 10' 50'

X - guard

7.24 THE KING'S TOWER

The King's Tower was built late in the Second Age by a Ice-orc King who was unhappy that the Priests were 'above' him. Despite building the tower, the King did not get his way: the Tower of Darkness is still higher. Most of the subsequent Ice-orc Kings have not used it, preferring the Palace Caves. They complain that it is too drafty, and too far to walk from the throne room. Recently (c.1639) the Tower, long unused, was converted into a special lodging place for the Witch-king (who has only visited the fortress twice), or any of his emissaries from Angmar.

The Tower is a three-story block, with the two lower levels being twenty feet square. The third level is ten feet square. The walls of the Tower are all five feet thick.

LEVEL ONE

Reached by a small series of steps, see (30), the first level was once a receiving hall for past Ice-orc Kings. It still serves in this capacity today, as an audience chamber for the Witch-king. The floor has polished tiles of red marble, and a thick woolen tapestry covers the rear (north) wall. It depicts a large lidless eye in red, on a black background. A high-backed chair, with large arm-rests, stands on a small dais beneath the center of the eye. In the north-eastern corner of the room a set of steep stairs leads to the next level.

LEVEL TWO

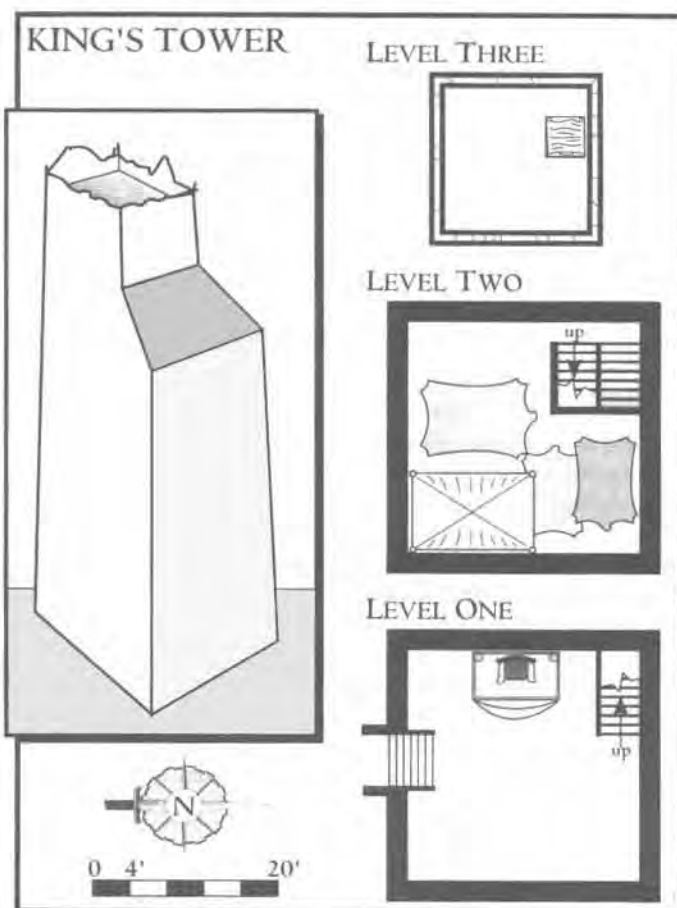
The stairs of level one (see above) continue onwards to the upper level, but a landing allows access to the second level. Thick furs (lice free) of North Bears cover the floor. The room in past years had been the bedroom of the Ice-orc King, now it serves as a resting place for the Witch-king. A large canopied bed rests against the eastern wall, but otherwise the chamber is unadorned.

LEVEL THREE

This level was never properly completed, and the roof has since been demolished. It now serves as a place for the Witch-king to mount his Fell-beast. A hatch covers the opening to this level, to shield the lower levels from the elements.

7.25 THE WARLORD'S TOWER

This five-story tower block was built during the early years of the Third Age. It is made of granite, quarried from the nearby hills. The outer walls are five feet thick, and there are no windows (only small vents to allow some smoke to escape). The tower is the residence of the Warlord of Kala Dulakurth and the Elite Tracker. Apart from the wolf-riders (of the first



level) all of the best common troops are stationed in this tower, along with the Warlord's body-guard. Although it depends upon the individual Warlord (or Elite Tracker), these troops will have some loyalty to their leader.

LEVEL ONE

A broad flight of steps lead from the third level, see (35), to the first level of the Warlord's Tower. Fifty lesser Ice-orcs live in conditions little different from those of the barrack troops on the other levels of the castle (see 31, etc.). A stairwell starts in the south-eastern corner and continues on up to the height of the tower. Normally, at least half of the warriors will be present in this room. Each Ice-orc has between two and twenty silver pieces (in silver, bronze and copper) of wealth that he carries on him.

LEVEL TWO

Virtually identical to the level below, this room is the residence of a further fifty Ice-orc warriors. These troops are better equipped than those below (+5 weaponry), are better warriors and have greater access to Ambor and the Harems. Each Ice-orc has a personal treasure of two to twenty silver pieces (in silver, bronze and copper). On most occasions, two-thirds of these Ice-orcs can be found on this level drinking, gambling and fighting.





LEVEL THREE

The Warlord's body-guard, a disciplined unit of thirty greater Ice-orcs, live in luxury comparable to the royal body-guard, see (27). Twenty female Ice-orcs also live here with the males. These Ice-orcs guard the Warlord closely and follow him about everywhere; if the Warlord is not in his Tower this room will be empty except for the females. The body-guard do not have a Captain, instead they take their orders directly from the Warlord. They have a personal treasure of two to twenty gold pieces (in gold, silver, bronze and copper).

LEVEL FOUR

This room is divided into two sections. The western room serves as the Elite Tracker's residence, though he is rarely here. The furniture is minimal, a bed at the far end of the room, and some straw pallets for his five greater Ice-orc females. The walls are bare, but the floor is covered with rugs and pelts. A chest, bolted to the floor near the bed, is kept locked, Extremely Hard (-30) to pick. The lock is trapped with a needle trap, Very Hard (-20) to detect and disarm. The needle coated with a double-strength dose of Kalmog's spoor. Inside this chest, the Elite Tracker keeps his principle items (see Durba 6.22), and his treasure hoard. The treasure hoard is a mixture of two thousand gold pieces worth of gems, gold, silver and bronze coins.

The other room is a trophy hall and war council room for the Warlord. The walls are covered with

gruesome decorations attesting to the ferocity of past Warlords. Several large barrels of Ambor are stored along one wall, and the meetings that are sometimes convened to plan raids and other matters more often than not end up as drunken celebrations.

LEVEL FIVE

This entire level is devoted to the Warlord's room, an audience chamber/bedroom/feast-hall/harem all rolled into one. At the western end of the hall, raised on a low dais, and surrounded by shallow fire-pits, is the Warlord's throne, chiseled from a block of dark basalt with furs heaped upon it. The Warlord's bed, a low granite slab, is located to one side of the throne, and has more furs heaped upon it. At the center of the hall is a large fire-pit. The hall is very smoky, as only minute holes in the roof allow any smoke to escape. Ten greater female Ice-orcs live here with the Warlord, attending to his needs.

The Warlord's treasure is hidden in a secret chest at the back of his throne. The chest is Sheer Folly (-50) to detect, but neither locked nor trapped. Inside, the Warlord stores his principle items (see Nadash, 6.22, for an example) and six thousand gold pieces worth of gems and gold, silver, bronze and copper coins.

The Warlord is likely to be in his hall most of the time, unless required by the King at 'court'.

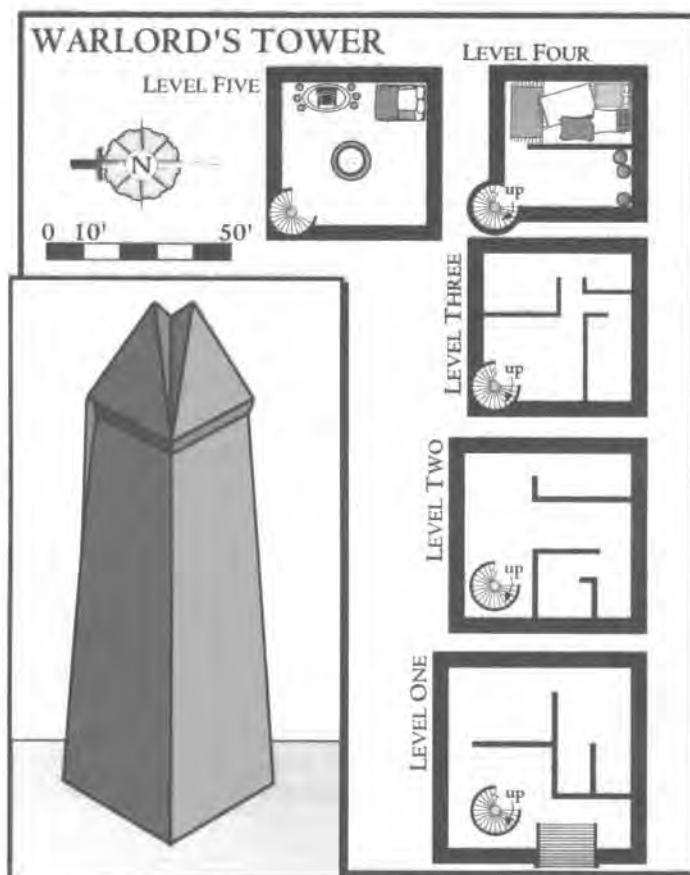
7.26 THE TOWER OF DARKNESS

This tower was constructed during the middle years of the Second Age. It is made of basalt and the outer walls are five feet thick.

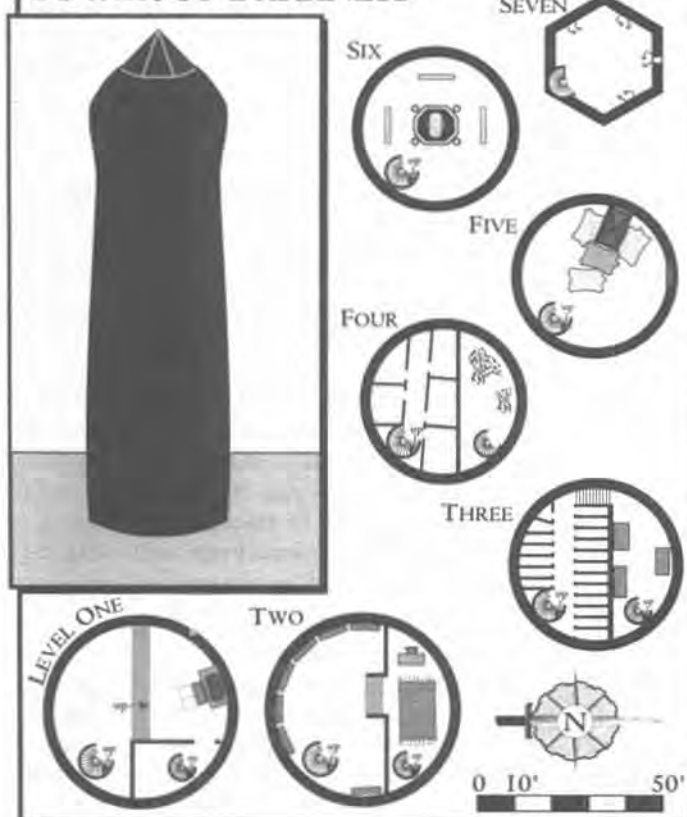
The Ice-orcs have a surprisingly sophisticated Priest-hood who call themselves the 'Cult of Morgoth.' They follow the doctrines set down by the original Orc-priests of Angband and wield considerable power. Few of the castle Ice-orcs are unafraid of the tower and its inhabitants.

There are five acolytes who serve under the High-priest. In turn, they instruct the twenty younger neophytes. The training is intense, and failure usually results in death. As the older acolytes pass on, the more promising neophytes are chosen by the High-priest to take their place. The death of a High-priest creates a dangerously unstable time, as all five acolytes vie for the position.

The High-priest's rule is absolute over his underlings, and he (usually) exerts considerable influence over the King. The cult, while being much-feared, is also much admired — especially during 'ritual-time.'



TOWER OF DARKNESS



LEVEL ONE

The first level of the Tower of Darkness is a split level. The lower section serves as an entry hall, and the two spiral stairwells from below, see (29), open out onto landings here. The stairwells continue on up, to further levels. The floor of this section is of brightly polished basalt, but the room is otherwise unadorned. Two of the more senior neophytes stand guard in this hall.

The upper section of this level may be reached by the means of a stairway. It is as wide as the hall itself, and the broad steps are as polished as the floor of the lower section. Tall pillars, decorated with grotesque figures, support the hall at each end of the stairway.

The upper hall is the location of the cult's own private altar. Here the High-priest and his followers conduct regular ceremonies, animal sacrifices and initiation rituals. On occasions like these, the priests gather around the altar and chant their worship of Morgoth. Special 'holy' days involve more elaborate ceremonies, involving humanoid sacrifices (Elves are preferred). During these rituals no-one other than the Priests are allowed in this hall. The altar is stained with dried blood and a large sacrificial knife (the High-priest's) lies on the table. It is "Of Slaying" humanoids, though this only works in conjunction with the altar.

During the various initiation ceremonies, each priest being tested must stand on a spot immediately in front

of the altar. Should he fail his test, or for any other reason, a lever located at the opposite end of the altar can be moved. This sets into motion a pit trap. Two panels, those at the foot of the altar pivot down, hurling the victim through the hole. The victim lands over one hundred feet below, in the entry hall just inside the great gates.

A large tapestry covers the rear (north) wall. It depicts a large, black crown, into which three bright jewels are set, on a red background. To the right of the tapestry there is an open doorway which leads to a further chamber.

This room is smaller than the outside hall and its function is primarily to provide access to the second level via a spiral stairwell. A line of hooks along one wall hold the ceremonial cloaks of the Priests.

LEVEL TWO

The second level of this tower is partitioned by a wall two feet thick. This is done similarly on each of the following levels; in effect they are two separate towers.

The northern room is the High-priest's audience chamber. The floor is covered by a large red-dyed woolen rug. In one corner there is a desk and chair. Here the

High-priest receives his guests. A neophyte (the High-Priest's favorite) stands guard in this room, by the stairwell landing.

The southern room is much larger. It is the library and training area for the neophyte priests. The 'books' in the library are actually stone tablets, and many of them are very ancient. These books are filed haphazardly on shelves that line one wall. Benches and chairs are arranged in the center of the room.

LEVEL THREE

Southern Room. This level is the living area of the neophyte priests. A wide corridor runs the length of the room, and 'cells' open off each side. The neophyte cells are ten feet long and three feet wide. In each cell there is a straw pallet in one corner, and working space in another. The cells are regularly cleaned (mainly for discipline purposes, rather than any real desire for hygiene). Neophytes begin training at the age of eight. They are selected by the High-priest from a group of promising Imps. Most never progress beyond this level.

The younger neophytes have no personal effects or treasure, but the older ones have 3-30 silver pieces (in silver and copper), and 1-10 gold pieces worth of gems. The older neophytes' cells are not quite so Spartan. (The northern room) This room is the High-priest's laboratory. Here he carries out all manner of experiments; some hideous, some dangerous, and oth-





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ers just plain disgusting. Three heavy wooden tables, littered with vials, bottles, herbs, and poisons, dominate the room. Pots of foul-smelling liquids bubble over small fires. In this laboratory a refined version of Kalmog's spoor is produced. There are only limited quantities of this version, which is doubly effective.

LEVEL FOUR

Southern Room. This room is the living area of the five acolyte priests. These five have quarters the equal of any in the castle. There are five rooms on this level, three on one side of the central corridor and two on the other. Each room is fifteen feet by ten feet (as is the landing).

The rooms of the acolytes are all barred by iron-bound pine doors, one foot thick. The doors are Very Hard (-20) to pick, and they are all trapped with poison needles. An unsuccessful attempt at picking one of the locks will result in a dose of Kalmog's spoor (normal strength).

Beyond the door the rooms are well furnished, each one having furs and pelts covering the floors. The walls are bare, but are smoke-stained from the burning torches. The beds, which lie in a corner opposite the doors, are simple stone slabs heaped with more furs. Desks and chairs are positioned just inside the doors. They are cluttered with all sorts of junk, similar to the High-priest's laboratory, but on a smaller scale. Sanitation is the Ice-orc norm: poor. Apparently, acolytes are not under the same discipline as their pupils.

At the foot of the beds stand wooden chests bolted to the floor. The contents vary from acolyte to acolyte, but typically they contain similar amounts. The chests are locked, Extremely Hard (-30) to pick, and are trapped with symbols of Tongue Rot (10th level) in their lids. In the chests lie approximately five hundred gold pieces of gems, gold and silver coins. 'Common' magic items such as +1 or +2 spell adders or a x2 P.P. multiplier may also be found. The priests also keep their sacrificial knives in the chests, and these are +10, achieving at least an automatic 'C' Slash critical on a hit. Other more obscure items like pentagrams, preserved animal intestines, shrunken heads or even lucky rabbit's feet may also be scattered among the contents of the chest. (The northern room) A bare, empty room, this is the Warg-den of the High-priest's pet Warg. A monstrous creature, this giant White Warg is an effective guardian. Gnawed bones and dirty straw litter the floor. The Warg is not chained up and may wander the castle at will. However, if the High-priest is present in the levels above the Warg will always be here. (Warg stats. Lvl:10, Hits:225, AT(DB):Sl/4 (-60), +90LBI, +75LCI)

The Warg will attack any being that comes up to this level, unless they are in the company of the High-priest.

LEVEL FIVE

The living quarters of the High-priest are the most richly appointed of the entire fortress — in the grand-

est Ice-orc fashion. Cruel and disgusting tapestries hang from all four walls, pelts of North Bears and Snow Lions cover the floor and bed. The bed is a large canopied structure, and the base is the normal basalt slab. The High-priest has a personal collection of shrunken heads and preserved anatomy structures that surpasses any of his acolytes' collections.

The High-priest's treasure is hidden in a stone chest, cut into the center of the bed. The chest is Sheer Folly (-50) to detect. It is locked, Extremely Hard (-30) to pick, and it is trapped. The trap, Extremely Hard (-30) to detect, and Extremely Hard (-30) to disarm, is a poison needle, coated with Kalmog's spoor (double strength).

The chest contains several thousand gold pieces worth of Noldor jewellery, precious gemstones, and gold and silver coins. Magic items, like spell adders and multipliers and rune papers of first through to fifth level channeling spells, lie among the wealth.

The High-priest's personal items (see Urdrak, 6.22, for an example) are hidden in a small alcove, Absurd (-70) to detect, on the northern wall.

LEVEL SIX

This level contains the personal shrine of the High-priest to Morgoth. Anyone who enters will feel a chill and an overwhelming sense of evil. The room is virtually empty, save for the shrine. An Iron Crown tapestry hangs on the southern wall.

Should anyone of 'good intentions' enter this room, they must make an RR versus Channeling (-10, fifth level).

- If they fail by 01-25 they will run from the room, fleeing for 1-10 rounds.
- If they fail by 26-75 they will suffer shock; stunned for 10 rounds, 2-20 hits, and the loss of 2-20 Power points (if any).
- If they fail by 76-00 they will fall unconscious, and they can then only be revived by magical means (spell or herb).
- If the victim fails by more than 100 they will receive the effects of an Absolution Pure spell (no RR).

In this room, the High-priest attempts to commune with the 'Spirit of Morgoth'.

LEVEL SEVEN

The stairwell terminates here, at this, the highest point of the fortress. The room's only furnishings are arm and leg shackles embedded into the walls. The stairwell has a lockable door, Very Hard (-20) to pick, to prevent access to or from this level. It is used as a prison by the Ice-orcs for victims awaiting sacrifice.

A narrow firing slit/window offers a bleak view to the north. This room is bitterly cold in the hours of darkness. Mouldy straw covers the floor. One to five unfortunate prisoners are chained in the shackles against the walls. They are fed and watered once a day (if the Ice-orcs remember), but they do not usually stay in this room for very long.

7.3 CELEB-OST

Located high up in the north-eastern spur of the Grey Mountains, beyond the Withered Heath, is the fabled Celeb-ost — a city out of Dwarvish legend. Stories of this lost city and its founder, the enigmatic Narvi V, abound throughout Dwarven communities. Few have sought the truth, and those that have have not returned to tell of what they have found — if they found anything at all.

GENERAL FEATURES OF CELEB-OST

Before T.A. 2110, the lighting within Celeb-ost's halls is provided by torches, lanterns, and lamps. Torches are the dimmest, the lamps the brightest. Lamps are hung in the larger halls and chambers, torches in the corridors, passageways and mines, and the lanterns hung in the lodgings and storerooms. The torches (lamps or lanterns) are positioned at ten feet intervals to maximize efficiency. Illumination is adequate for the Dwarves and should be sufficient for most other races. After T.A. 2110, there is no lighting to speak of; the halls, chambers, and passageways are dark and silent.

The mine areas are mostly below the city itself, but the tunnels dug when the Dwarves first came to Celeb-ost (see (14) below) do not connect up with the diggings of the later years (see (15) below). Mine passageways are rough and incorporate many twists and turns, as well as changes of gradient. They are approximately four feet wide and eight feet high. Many tunnels within the mines have shafts that plunge tens of feet downwards. There are four levels of mines. To generate mine shafts, tunnels and passageways, use the guide given in section I9.6, but remember that these mines are not infinite.

On the main floor plans there are several symbols denoting pit traps. The trapped areas are five feet square, and when more than one hundred pounds of pressure is placed upon these areas the floor gives way. The pits are twenty-five feet with the walls sloped inwards, at the top, so that the bottom floor area is ten foot square. The walls are smooth, offering scant purchase. In addition to this the top five feet on each of the walls is smeared with a thick grease (Beyond Absurd, -100 climbing difficulty), but following the death of Celeb-ost's inhabitants the grease will have dried out (Sheer Folly -50 climbing difficulty). The traps are Very Hard (-20) to detect prior to T.A.2110; after T.A. 2110 they are Extremely Hard (-30) to detect. This is due to the lack of dirt, floor marks, etc. skirting the sides of the trap.

CELEB-OST

1. The Doors of Celeb-ost. Standing twenty-one feet tall, the two silvery gates of Celeb-ost make an impressive sight. Each seven feet wide, they swing outward on noiseless hinges. The door can be barricaded from within by a large, heavy iron bar.

The doors are flanked upon either side by two towers built into the mountain. Three stories high, each tower affords the gate a superb defence.

1A. The Towers.

Level One — Reachable only by secret doors from the Firing Rooms (see (2) below), these ten foot square rooms are bare save for the firing slits oriented towards the main passageway and the spiral staircase which leads to the next level. The walls in these rooms are four feet thick.

Level Two — Similar to level one, these rooms have firing slits pointing to the outside. There are a caches of crossbow bolts in a corner of each room, as well as 3-5 +10 heavy crossbows which are propped up against the walls. The outer walls on this level are three feet thick. The staircase continues up to the next level.

Level Three — On this level the two rooms are joined together, forming one large ten foot by thirty-six foot room. The staircases terminate here in the rear corners of the room. A large ballista stands mounted on a track which runs the entire width of the room. One large firing slit cuts through the two foot thick outer wall, enabling the ballista to fire unhindered. The ballista requires two people to use it, and the fittings and controls are Dwarf-sized. It is well armored to protect the users.

2. Firing Rooms. Each of these two long, narrow rooms has the wall facing the main passageway lined with firing slits. The walls are two feet thick. Crossbows ready to be used are stacked neatly to one side, and there are large quantities of crossbow bolts piled in one corner.

Two secret doors in each room are the only entrances/exits to the rooms, and neither are concealed from this side. One leads to the towers, the other to passageways adjacent to the smiths'/miners' quarters.

3. Main Corridor. This section of the main corridor, parallel to the Firing Rooms (see (2) above), is essentially a killing ground. In the unlikely event that the doors should be breached, portculli can be dropped at either end of the corridor (the controls for this are located in the firing rooms). The portculli are made from strong iron bars and can only be raised by using the proper mechanism. When they fall, they lock in place.

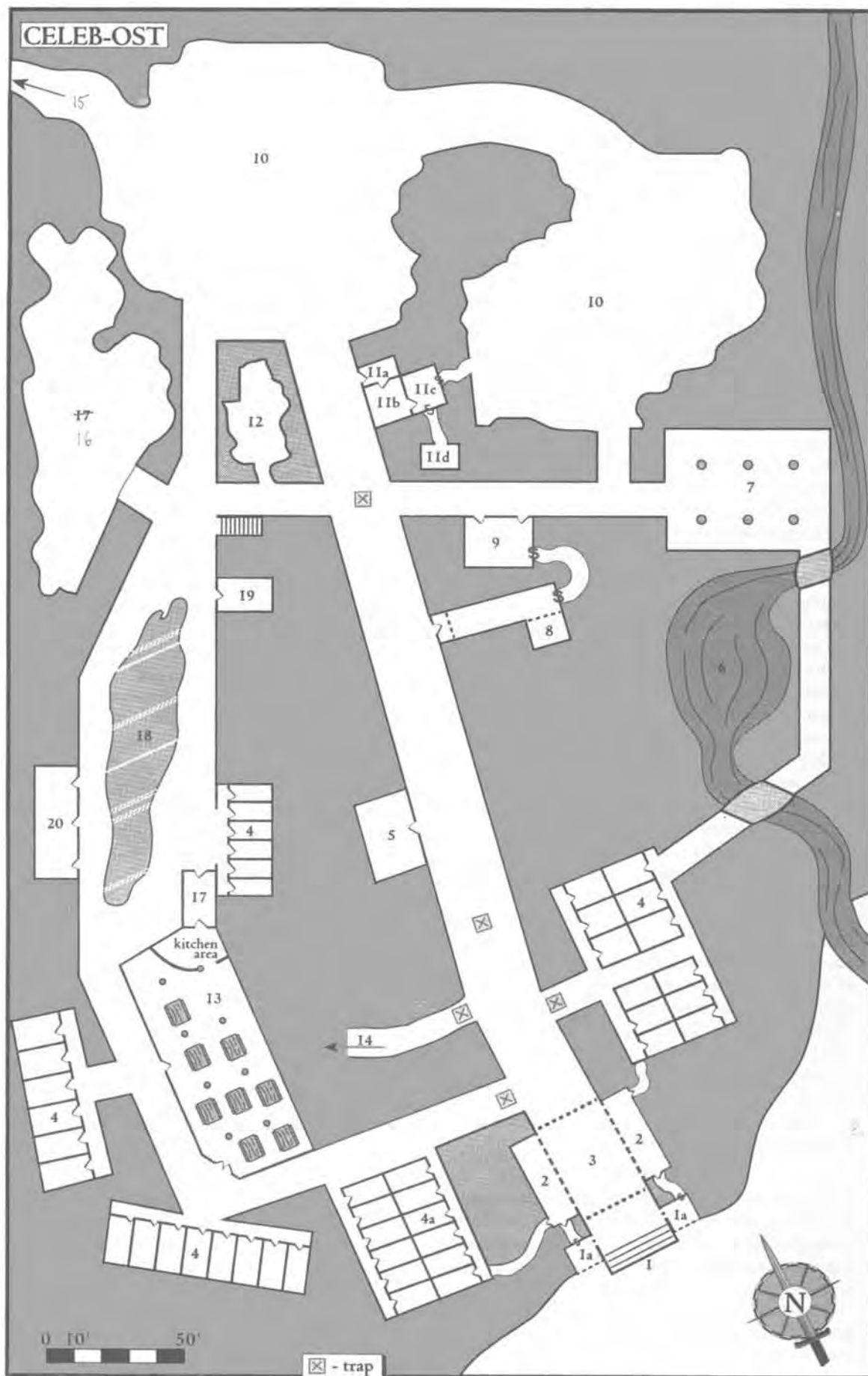
4. Smiths' & Miners' Quarters. These are the lodgings of the Dwarves of Celeb-ost. Each room is fifteen foot by eight foot and houses three to five Dwarves. They are comfortable, if somewhat Spartan quarters in which the Dwarves rest from their day's labors. The stone floors are covered by furs, and some rooms have colorful wall-hangings. Each Dwarf generally has a locker or chest (locked, medium +0) holding their clothes, weapons, personal effects, and coinage, etc.

After T.A. 2110, the unquiet spirits of Narvi's henchmen (skeletons) will be encountered by any who enter the rooms (of 4a only). Between 1-10 will be seen at any one time, and they will attack all intruders, singling out Dwarves especially. Any skeletons who are destroyed will reform again within 24 hours unless Narvi's ghost has also been destroyed.





CELEB-OST



0 10' 50'

☒ - trap

Note: All weaponry has been moved to the Armory (see 5) and all coins, gems, etc. have been taken by Narvi to his Treasure room (see 11D).

5. Armory. The stockpile of Celeb-ost's weaponry is stored within this large fifteen foot by twenty foot room. The door to the room is kept locked, it is Extremely Hard (-30) to open. The perceptive might note that there are small holes in the wall behind, Hard(-10), but there is no trap. Within the Armory are neatly ordered stacks of weapons. The weapons are typical Dwarven fare: hand-axes, battle-axes, warhammers, daggers and heavy crossbows (including spare bolts and strings). Many are of superior make, +5 to +15, but only (10%) are magical.

By T.A. 2110 all the weapons of the entire colony are located here, numbering 500+! The armory is no longer an ordered weapons cache but a jumbled pile heaped in the center of the room. Mingled with the original weapons are more powerful ones. The high-lights include:

- a +20 Battle-axe of Troll and Orc Slaying.
- a +30 Warhammer
- a +20 Hand axe that has no range penalties (up to 777")
- a +30 Eog Dagger that does x3 damage and treats ATs 02-10 as AT01 (MERP SI & RI treated as No). It will take some hours to search through the entire pile of weapons.

6. Underground Pool. The underground stream that flows through part of Celeb-ost's halls is fairly slow moving, and at one point widens to form a small underground pool. The Dwarves have turned the stream, and the pool, to their advantage, such as using it for their water requirements, and having stocked the pool with trout for their table. At two points their passageways cross the stream; here they have constructed two beautifully arched bridges over the quiet waters. It is a favorite place for many Dwarves.

Note: Approximately fifty feet downstream from the pool the Dwarves have placed a fine, but strong, mesh barricade to pen up the trout, and to keep out intruders.

7. Gathering Hall. One of the larger structures of Celeb-ost, this impressive hall is fifty-five feet long and thirty feet across. The roof is vaulted, rising to almost twenty feet in the center. The Dwarves come here to relax, to talk in small groups or to listen to music.

In later years, as Narvi became increasingly unstable, the hall was shunned, especially after the 'rebellion' (see section 2.2). The grand chamber returned to the timeless dark that had been in the years before the Dwarves came.

8. The Dungeon. Located off the main passageway, the dungeon is reached via a long, dark corridor (no illumination at all). The door of the corridor is kept locked at all times and is Very Hard (-20) to pick. At the end of the corridor is Celeb-ost's one and only dungeon.

Simply constructed, the prison consists of a rough-hewn square room with stout iron bars upon its open face. The prison door has three locks, each different

from each other (all are Extremely Hard (-30) to pick).

There is also a trap to catch the unwary in the corridor itself. Just past the half-way point is a cunningly constructed pressure point, two feet by five feet. It is Extremely Hard (-30) to detect. When more than one hundred pounds of pressure is placed upon it the trap is sprung. A portcullis crashes down just behind the door of the corridor. It is impossible to lift without first disarming the locking mechanism. This is located in a hidden panel, Extremely Hard (-30), to detect, next to the door of the corridor in the main passageway. The controls for raise the portcullis are also found here.

After T.A. 2110 the dungeon is haunted by five skeletons who only animate themselves (and attack) if the trap has been sprung. The prison door is no longer locked, and hangs wide open. The undead are tied to this site and will not pursue beyond the corridor. If destroyed they will reform again within 24 hours unless Narvi's ghost has also been destroyed.

9. General Storeroom. This twenty foot square room holds general stores necessary for day-to-day use in Celeb-ost. There is a large amount of wood stock-piled, as well as torches, oil, lanterns, etc.

Another feature of note within this room is the secret passage leading to a peep hole in (8). The entrance to this passage is Sheer Folly (-50) to detect, and so is the peep-hole when looking for it from the corridor in (8). The two doors to the store room are not locked.

After T.A. 2110 the room is a mess, reflecting the general nature of the underground fortress. As a result of the disorder of the room, the secret door is now Sheer Folly (-60) to detect.

10. Halls of Smithing and Forging. At the center of Dwarven activity in Celeb-ost are the twin smelting, forging and smithing chambers. The two halls are connected by a large passageway, which, like the halls themselves, are still rough-hewn, not being quite finished.

The northern chamber has an entrance to the mines, through which ore is brought in on carts (see 15).

The Dwarves work mostly with silver, for the ore is almost exclusively composed of this material. Some iron work is also carried out. The work done here is relatively primitive by normal Dwarven standards as they lack the facilities of Moria, or even Erebor. But, considering that they have only been here for a score of years, the work is excellent, surpassing the abilities of most mannish forges.

The processes carried out here are also done on a small scale, although surprisingly some coins are minted. On one face, they bear the emblem of Celeb-ost: a picture of the king overlaid with a warhammer.

11. Narvi's Room. Located at the end of the main passageway, near the entrance to the smithing halls, are the rooms of Narvi V, the ruler of Celeb-ost. His lodgings comprise three rooms linked together, in addition to a secret chamber, the existence of which is known only to Narvi.





11A. Office. This small eight foot by five foot room is Narvi's office. Furniture is minimal: a desk, chair and a couch. The outer door is locked whenever Narvi is absent. The lock is Extremely Hard (-30) to pick, but is not trapped. Papers of all descriptions relating to the daily running of Celeb-ost can be found here. After T.A. 2110 the room is markedly different. The desk, chair and couch are burnt and slashed and the room is empty of anything except rubble.

11B. Sitting Room. The second room may be reached via an open doorway from the office. In contrast to the first it is elegantly appointed. One wall is devoted to an elaborate tapestry depicting Durin's discovery of the Mirror-mere. There is a small bookcase holding a valuable collection (GM's discretion) of alchemical texts. Several were written by Narvi I, the maker of the West-gate of Moria, and one by Saruman. Narvi V's research, which has also been recorded is stored here.

Thick furs of the rare (now rarer!) Snow Lion cover the floor, and four comfortable chairs are in evidence. The door that leads to Narvi's bedroom is always kept locked, being Sheer Folly (-50) to pick.

After T.A. 2110 this room is no longer as elegant. The tapestry is partly destroyed by fire, the bookcase is in ashes, and the Snow Lion pelts are blackened and charred. The door to the bedroom also bears the mark of fire but is otherwise sound.

11C. Bedroom. A vicious trap just inside the west door is triggered when more than fifty pounds of pressure is placed upon a four foot by three foot section immediately inside the doorway. A similar sized stone dead-weight (six foot in height) will come crashing down on that spot should the trap be activated, pulping any unfortunates. The disarming mechanism is a small circular hole in the wall immediately to the right of the doorway. By placing a rod five inches long in the hole the trap is disarmed. The hole is Hard (-10) to find and the trap should be considered Extremely Hard (-30) to disarm. The mechanism to raise the deadweight is located behind a panel in the doorway arch. By turning the wheel found therein, the deadweight can be moved back into place.

The northern section of the room is Narvi's bedroom proper. A low bed lies flush with the wall. There is a ceiling-high (7') locker (which has no lock), holding Narvi's clothes, weapons, personal effects, etc. The locker is three feet wide and has a false back. Very Hard (-20) to perceive, which can be simply shoved aside. Behind is a passageway which leads to a peephole in the southern smithing hall.

The southern part of the room has a small laboratory workbench (four foot square). The cabinets beneath the bench house a variety of chemicals, herbs, and alchemical equipment. Narvi is attempting to turn silver into Mithril!

In the southern wall is a brilliantly made secret door. Virtually impossible (-90) to detect, it is magically hidden. The trap that accompanies the door is flawed, and it defeats the purpose of having a secret door in the first place! (The serves to further highlight Narvi's

instability.) Should anyone come into contact with the door they will receive a point blank +100 lightning bolt attack. The door has three such charges and cannot be disarmed, the trap will be activated when anything organic touches the door surface. The only way to open it is by using the correct key, which is insulated. The door will become visible when the word 'mithril' is said aloud. The lock is Absurd (-70) to pick if the door is visible; if the door is invisible it is Beyond Absurd (-90). Behind the door is a rough and narrow passage-way to the Silver Room.

After T.A. 2110 Narvi's bedroom changes little; the room did not suffer the effects of the fire in (A) and (B).

11D. Silver Room. Within this ten foot by five foot room is Narvi's secret treasure chamber. Prior to T.A. 2110 the treasure chamber should hold only (30%) of the following. After T.A. 2110 every single item of treasure is to be found here. Ingots of silver lay stacked five feet high around the edge of the walls. There are over four-hundred five pound ingots of (90%) pure silver. Coins of silver, gold, gems, jewels, and trinkets lie heaped about the center of the room (about 6000 gold pieces worth). There are no magic items, no weapons, and NO mithril.

After T.A. 2110 there is a (50%) chance that Narvi's ghost will be found here staring at his treasure — what he thinks is mithril.

12. The Gift of Mahal (Aule). When the Dwarves originally began the excavation of this room they came upon a huge silver lode, so they abandoned any ideas of finishing the room, turning to mine the new silver vein. The yield gained when the ore is smelted is incredible — nearly (95%) pure silver. The Dwarves have joined up passageways beneath this level in the mines below and believe that the lode is a giant vertical column of silver many hundreds of feet deep. It is not surprising, then, that they call this vein the Gift of Mahal (Aule). Actually, the lode is just about exhausted by T.A. 2110, although the Dwarves never learnt of this. Mining equipment (picks, hammers, etc.) lies scattered about the floor.

13. The Mess Hall. The Dwarves gather here three times a day for meals, but at other times the hall is rarely empty. A favorite meeting place, many Dwarves come here to drink and talk. The large room is dominated by graceful supporting columns, between which are clustered long benches, tables and chairs.

The northern end of the hall is the kitchen area where all food preparation is carried out. There is a door through to the adjoining storerooms (see (17)) where supplies are kept. Water is obtained from the underground stream.

After T.A. 2110 the mess hall is not quite so graceful. Tables, chairs and benches have been overturned or broken. It is a similar story in the kitchen area. Disquieting laughter and talk can be heard at times, abruptly ending with shouts and screams of terror (RR vs 3rd level Fear), though the source of the sounds can not be seen.



14. Mine Entrance. This passageway slopes downwards to the older mine shafts of Celeb-ost. Many of these have been abandoned, being mined out. Even before T.A. 2110 this corridor was little used. Footing is uneven and in the dark can be quite dangerous.

15. Mine Entrance. Another entrance to the lower mines, this passageway is one of the busiest in Celeb-ost. Miners bring ore-carts to the surface laden with precious ore to the smelting hall. The shafts and tunnels leading off this corridor link up with the vertical vein of silver called the Gift of Mahal.

16. The Treasury. In the years prior to T.A. 2110 this room held the bulk of Celeb-ost's silver. The ingots were stacked from the back wall in five foot piles. After T.A. 2110 the room is empty. The door is made of iron, with a wood veneer, and is locked at all times. It is Extremely Hard (-30) to pick and is protected by two traps. The first is a needle trap in the door handle which is activated when the handle is turned. The needle is coated with a poison, Gorang. It is a third level nerve poison; victims failing their RR's by 01-50 lose feeling in, and the use of, 1-4 extremities (hands/feet) — those who fail by 51+ die when their nerves simply turn into a hot pink liquid.

The second trap is somewhat more brutal. It works exactly as the one described in (11C) — the dead-weight trap.

The first trap is Very Hard (-20) to detect and Extremely Hard (-30) to disarm, the second is Sheer Folly (-50) to detect and Extremely Hard (-30) to disarm — proving the hole has been detected — a Hard (-10) maneuver.

17. Storage Room. Food and drink supplies gathered in trade with the Downrim are housed in this room. The outer door is usually locked (Medium +0), but the inner door is often wide open. Barrels of wine and ale line one wall, while grains, bread and fruit are stacked in shelves on the other.

After T.A. 2110, the food has gone bad (quite a fragrant!), and the kegs of ale and wine have gone sour.

Should anyone drink any sour ale or wine they might contract (failing an RR):

- 01-20 Mild stomach virus, -30 for 1-4 days.
- 21-50 Severe stomach virus, -50 for 6-10 days, mild fever.
- 51-75 Acute stomach virus, -50 for 20-30 days, high fever, loss of 1-3 Constitution points.
- 76-90 Severe disorder of the digestive system, incubation period of 1-2 days — vomiting, blood in the motions and diarrhoea leading to a slow and painful death (nasty).
- 91-00 Death within 48 hrs due to a severe outbreak of Botulism. Symptoms include: double-vision, difficulty in swallowing, nausea and extreme weakness.

18. The Stars of Middle-earth. In their early excavations the Dwarves unearthed a vein of clear crystal quartz. As the surrounding cavern was opened up it became clear to the Dwarves that they had stumbled upon a wondrous phenomenon. Roughly one hundred and ten feet long and ten feet wide, the quartz outcrop

is a spectacular sight. What makes it even more so are the small pockets of silver scattered throughout — the 'stars.' The Dwarves are not sure how high the formation is. The cavern itself is over twenty feet high.

After T.A. 2110 there is a (10%) chance that Narvi's ghost may be found staring at the stars.

19. The Library. A modest-sized fifteen foot by ten foot room, Celeb-ost's library has many tomes on smithing, forging, smelting and mining techniques. Several desks for reading and copying are positioned in a central row. The plans of Celeb-ost (including traps location) are locked in one of the desks (Hard -10 to open). The door to the room is also locked and Hard (-10) to open.

Sometime between T.A. 2106-2110 the room was gutted by fire, and most (85%) of the works were lost, including the map of Celeb-ost. Rubble and charred wood litter the floor.

20. Mining Equipment Storage. This storage room also doubles as a workshop for the carpenters of Celeb-ost. One section of the room is devoted to their tools, benches and uncompleted projects. Ropes, wood, torches, oil, picks, hammers and other sundry mining gear is piled throughout the rest of the room. None of the doors are locked.

7.4 STEEL FALL

Steel Fall is situated at the top of Cirith-Himminond, in the west-central Ered Mithrin. The lair of the dragon Uruial is located behind the waterfall, and to the north. The entrance is at the top of the cliff, eighty feet above the torrent created by the Falls. The stream that flows past Uruial's lair and over the Falls later becomes a tributary of the River Taurduin (S. Forest river).

Steel Fall is so named because the rock face of the cliff is a steely grey color. This pigment also stains the water, further creating the impression of 'flowing steel.' This effect is diluted the further one gets away from the falls, as untainted water is mingled with the stream.

Uruial's lair is hard to get to (and find) if approached from the south, up the Cirith-Himminond, for the cliff is a sheer face. From the north, however, the way is much easier.

1. The Entrance. Partially hidden by weathered rocks and loose scree, the entrance to Uruial's lair is a simple cave mouth. It is twenty feet across and nearly the same in height. The walls of the passageway beyond are smooth, indicating the presence of flowing water at one time. The passage is over one hundred feet long and slopes downwards as it broadens out. The floor, in contrast to the walls, is rough and has many deep grooves and scratches in its surface.

2. The Pit. At this point the floor slopes away dramatically — a fall of thirty feet in the space of twenty. The floor surface is very uneven; rough and broken, it could easily pitch the incautious into the stream below (see 4). The sound of the stream flowing over the Falls can clearly be heard from here.



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3. Bat Cave. Since the passing of Uruial, a colony of nocturnal Cave Bats have taken up residence in this chamber. They roost here during the daylight hours, emerging after dark to seek out food. They shun the main cavern, instinct perhaps warning them away. Evidence of the years of their dwelling here can be seen on the floor of this cave — there is a large mound of bat guano which has precipitated a fascinating subterranean ecosystem.

The bats are harmless, but will fly (in large numbers) at people holding torches, seeking to put out the lights. Like (2) above the floor slopes steeply at the southern end of the cave.

4. The Stream. Through this deep cave a fast underground stream flows, emptying out over Steel Fall one hundred and fifty feet further downstream. The stream is fifteen feet wide and about ten feet deep. The part of the cave on the far (south) side of the stream is empty. Should anyone fall into the stream from (2) or (3) above it would be an extremely difficult maneuver to keep from dropping over the falls.

5. Hoard Chamber. Here the passage-way from (1) levels out as it runs into a large cavern. Essentially level the chamber was created by the partial collapse of the ceiling above. The walls in this cave differ from the rest, having a rough, jagged exterior. At its widest point the chamber is ninety feet by one hundred and thirty feet.

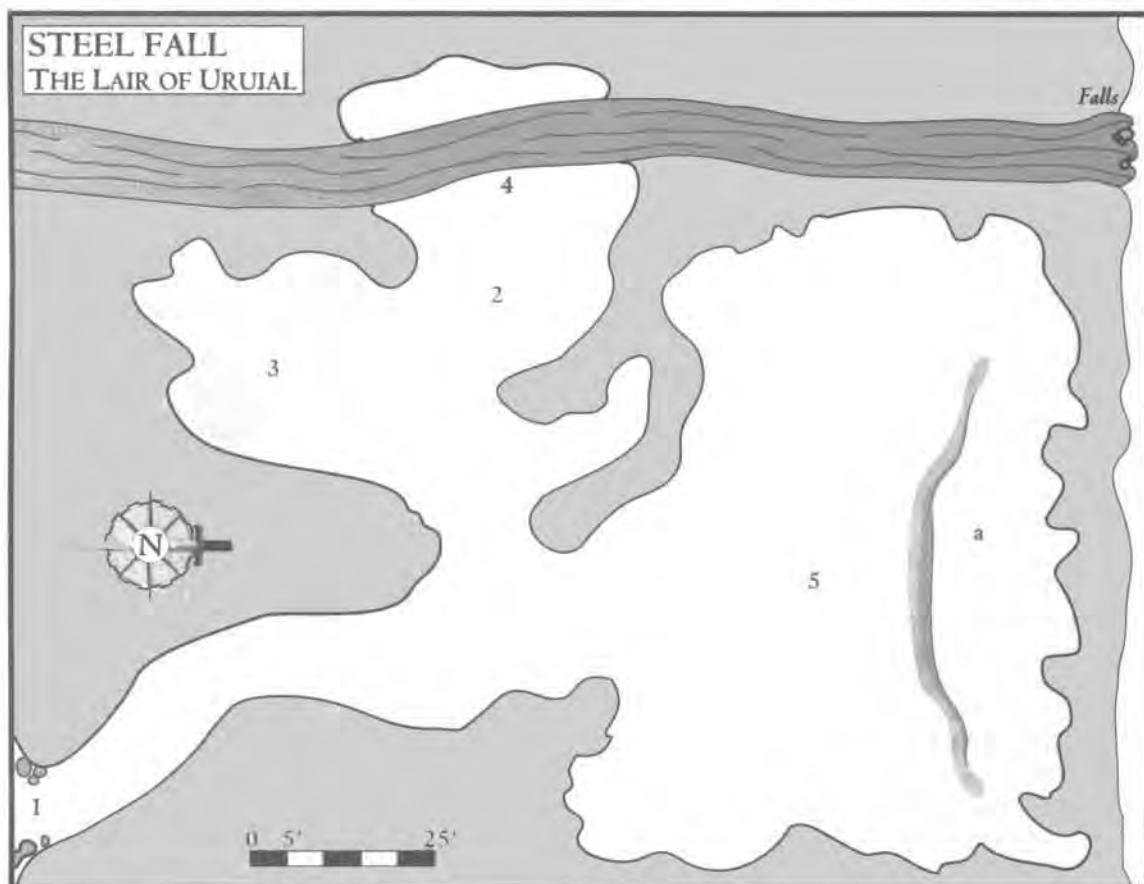
In the southern half of the cave lies an area which stands slightly above the level of its surroundings. On

this smaller shelf rests the (relatively) small, but extremely valuable hoard of Uruial.

Marvellous gems, jewellery, coins and precious stones of Valinor lay mingled with less noble finery from Beleriand. Weapons too are present; several swords of Doriath, Gondolin and Nagothron, as well as dread Orcish weapons and Balrog Whips lay scattered among the wealth.

Highlights of the hoard include:

- The Whip ('Fire-speaker') of Gothmog — a +40 giant, flaming whip; range 42 feet; weighs 30 pounds. The whip is only aflame when wielded by Gothmog (or another Fire-spirit). When it strikes a victim it delivers an 'E' Heat critical in addition to any other criticals obtained. (Note the normal attack does not have to be a critical for this effect to work).
- Varda's Tears — An incredibly beautiful necklace of twenty superb diamonds that glitter like the stars. The necklace is weightless, when worn, and will raise the presence and appearance of the wearer by: 7(Maia), 6(Elf), 4(Dunadan), 3(Common Man), 2(Hobbit, Dwarf, Wose or Ent), 1(Orc, Troll, etc.). The necklace will also allow the wearer to cast any spell from the Starlights spell list (1 per round no PP penalty). Judging by the craftsmanship it could only have been made by Feanor. Any who see the wearer with the necklace must make an RR versus 10th level; failure by 01-25 will result in the person being very jealous and envious, by 26-51 the person will try to take the necklace, and failure by 51-00 will result in the person attempting to kill the



wearer. (Note Noldor Elves and Dwarves receive a further -10 modification).

- **Alchemical Book of Eol** — This large tome elegantly bound in black leather with golden inlay. The book is divided into two parts. The first contains notes made by Eol on his smithing and forging techniques as well as observations made during his trips to the Dwarven cities of Nogrod and Belegost. Many of the recipes and methods described herein have long been lost or forgotten, and the tome would be worth a fortune to either Dwarves or Elves. The second section of the book is enruned with all Alchemical base lists to 20th level. Every third page is, however, trapped with runes of Blinding True (RR failure indicates permanent blindness).

- **Orcuin ('Goblin-fire')** The sword of Hurin — The mate of Orcring, his brother Huor's sword, Orcuin was lost by Hurin when he was taken captive by Morgoth. It has the following powers: +90 Black Eog sword. The edge to the sword shines with a red glow. It will grow intensely hot when near Orcs (300'). When it strikes an Orc the sword delivers a Heat critical of equal severity to any normal critical achieved. Upon command the sword will fire a flaming stream up to 3x/day (treat as a Firebolt, range 300'). If bloodied or wetted the sword will smoke and sizzle.

- **Scimitar of the Goblin-king** — This powerful weapon was the blade of a Goblin-king of Morgoth's armies. It is a +45 (un)holy scimitar, that is "Of Slaying" Elves. The sword is intelligent and thirsts for Elvish blood; it will attempt to force the wielder into combat with any Elf it sees. Should an Elf touch the weapon, they must make an RR versus Channeling of suffer the effects of an Absolution spell.

- **Lute of the Golden Hand (Maglor's Harp)** — The lute of the great Bard Maglor (son of Fëanor), a gift from his father, is an intricate piece of master craftsmanship. Constructed from cypress wood and inlaid with a tiny herringbone pattern of cypress wood and mahogany, the lute is coated with a sheen of iridescent varnish. The strings are made of golden mithril and copper and are always in tune. It was with this instrument that Maglor composed the Noldolante, the basis for the Quenta Silmarillion. The Lute will triple the range of all Bardic Controlling Songs and Sound Control spells and allows silent casting of Bardic spells.

- **Emerald of Unlight** — Originally this was one of the many beautiful gems stolen by Morgoth from Finwe's hall in Formenos. Morgoth later, reluctantly, gave it to Ungoliant. Consumed by her, the stone was changed. Whereas previously it had been a bright radiant green emerald, it is now an object of evil. The stone emanates an unearthly green glow. It is chill to the touch, and anyone who touches it must first make an RR versus 9th level or they will become insane. The stone acts as a x4 PP multiplier for evil spell users and will double the range of all evil spells (where applicable).

- **Ondomacil (Turgon's Sword)** — One of two swords used by Turgon (the other, Glamdring, was later used by Gandalf) it was lost when Turgon was killed during the sack of Gondolin. It is a +60 sword of pale-blue marble

with an edge of clear laen. It will haste the wielder at will and allows the holder to Merge True with any stone.

- **Nazguaga (B.S. 'Ring of the Eye')** — A golden-mithril band, this ancient ring is shaped like an Orc-skull with ruby eyes and diamond tusks. It was once worn by Storlaga the Orc-demon. A x6 PP multiplier, it gives the wearer the ability to watch anyone in their domain enabling the holder to keep a firm grip on their underlings. The ring has something of its own will and intelligence, and will drive the wearer along Morgoth's path (use rule in RMC I). The ring unnaturally prolongs life, eventually transforming the owner into a Wraith. In addition to this the wearer can cast evil spells at 1/6th the normal power point cost. The ring can store up to six spells (to 13th level) at any one time. Furthermore the wielder can cast spells from the Fire Law and Wind Law lists up to their own level.

Besides these powerful magic items there are between 50-100 gems, jewels and baubles worth 200-2000 gold pieces each. Over 2000 coins of gold, silver, copper and mithril lay scattered about the floor. There are also many lesser magic items mingled with coins (GM's discretion).

5A. The Death Drake. Lying atop all this wealth and splendor is the inert carcass of the Dragon Uruial. Red scales lie amid the treasures and around the ancient skeleton. In all, the body is over fifty feet long, from the skull to the tip of the tail.

To anyone entering the cave, Uruial will seem immobile — dead, basically. But if anyone should touch any of the treasure a perceptive character might notice a slight glimmer of red in the eye sockets of the dragon skull. This is Very Hard (-20) to detect. If one of the more powerful items is touched then Uruial will spring to life. His eyes will blaze a fiery red, and the Drake will attempt, during the course of combat, to maneuver the players away from the exit. (For more on Uruial see section 4.41 and 19.1.)

7.5 BAR-EN-BAIRANAX (S. THE DWELLING OF BAIRANAX)

Bar-en-Bairanax, or Ovir Hollow, is the lair of Bairanax, a winged Cold-drake. Situated in the center of a highland valley in the southern Ered Mithrin, the hollow is surrounded by an incomplete ring of out-cropping rock. Within these Bairanax has delved a series of caves.

Bairanax enlisted the aid of Orcs to build his lair: the tunnels, the chambers and the traps. The Orcs worked quickly for their impatient master, hoping to be rewarded for their efforts. Instead, Bairanax celebrated the completion of his home by eating them all. Any challengers to his hoard will find him a cunning and elusive foe. Depending on his mood he will meet his victims in a variety of ways. He may try to trap them, he may toy with them, or alternatively he might simply dive on them from above, making a quick kill.





BAR-EN-BAIRANAX

1. Entrances. There are two entrances, at ground level, to Bairanax's caves. The northern one is larger, and more sheltered, while the southern entrance slopes downwards quite sharply and appears to be used more frequently.

2. Eating Chamber. Bairanax is a fastidious Drake, preferring not to eat in his hoard chamber; instead, he dines in this cave. A large cavern, one hundred and twenty feet by ninety feet, it forms an intersection of three passageways. The floor of the cave is littered with the bones and skulls of Bears, Orcs, and Men. Along one edge of the cavern there is a stack of human skulls arranged like a gruesome trophy display. There are dried blood stains on the walls and over the floor.

3. Lower Tunnels. These two tunnels slope steeply, well below the surface outside. They meet up underground, connecting the two forks of Bairanax's caves.

4. Ovir Hollow. At the center of the Hollow there is a point that lies directly above the passageway outlined in (3) above. This point is the center of a large pit trap. Encompassing an area forty-five feet by thirty feet, the trap consists of two large steel doors buried beneath five feet of packed earth. This makes the trap Absurd (-70) to detect. Bairanax can trigger the trap at will, so long as he is within fifteen hundred feet of it. Anyone standing on the indicated area will fall sixty feet and

land in the passageway below. At the same time two large steel portculli will crash down, sealing off the tunnel. The portculli are not locked in place when down, so they can be lifted — but they are extremely heavy, each weighing over seven hundred pounds. Bairanax, of course, can easily lift them.

5. Secret Door. Seemingly a dead end to the passageway, there is actually a secret door here which leads back outside. The door is Hard (-10) to detect from the inside and Medium to detect (+0) from the outside. The door can only be opened from the inside and is activated by pushing firmly against it. The door will fall outwards like a drawbridge. Bairanax uses it to trap victims within the Hollow.

6. Hoard Chamber. Situated at the end of a long winding tunnel is the hoard chamber of Bairanax. A cave of considerable size, two hundred and ten feet by eighty feet with a ceiling thirty-five feet high in the center, Bairanax's treasure is located on the far side of the cavern.

The hoard itself is quite modest when compared to others found in the Grey Mountains, but still rich enough to attract fools to make attempts on it. Over the years he has accumulated many weapons, the spoils of vanquished foes. Many coins of gold, silver, and copper form a large mound on which the Dragon sleeps. Bairanax spends 40% of his time in this cave, when not in hibernation.

BAR-EN-BAIRANAX
CONTOUR MAP



Specifically, the hoard contains:

- 1000 gold pieces worth of gems, jewellery, etc.
- 500-2000 gold pieces.
- 1000-2000 silver pieces.
- 1500-2500 copper pieces.
- 100-500 coins of other various denominations.

The magic items include:

- Several +5 to +20 Axes and Battle-axes.
- Various +5 to +15 1-handed edged weapons.
- An assortment of +5 to +10 exotic weapons, such as Flails, Kynacs, Maces, Ges, etc.
- Boots of Waterwalking.
- A Ring of Invisibility. The ring can be used 3x/day and the wearer will only remain invisible if he does not attempt any violent action.
- A Chain shirt (AT13) of Dwarven make (and size) that does not encumber and adds +20 to DB.
- Gauntlet of Death: When worn this glove allows the wearer to cast any one of the Black Channels I.

7. Rock Outcrop. During the periods when Bairanax is active he spends a lot of his time 'perched' atop this large boulder 'sunning' himself. From his vantage point he can survey the entire valley.

8. Upper Entrance. This passage leads up to the third (upper) entrance of Bairanax's caves. Bairanax prefers to enter his caves through this site, as he generally returns to his lair with prey taken on his hunting. He will then proceed to (2) and devour it.

7.6 BUHR THURASIG

During the mid-1600s of the Third Age, Buhr Thursig is a small town in the far northern section of Rhovanion. It is nestled in the lower hills of a south-reaching spur of the Grey Mountains, near the foot of Daredvic's Gap. The fortified settlement is surrounded by a number of single and multi-family farmsteads. The inhabitants are primarily Northmen, though representing two distinct types: the 'urban Northmen' comprise the bulk of the townspeople, while the farmers and herdsman surrounding it are 'Gramuz', a more tightly knit, clannish folk.

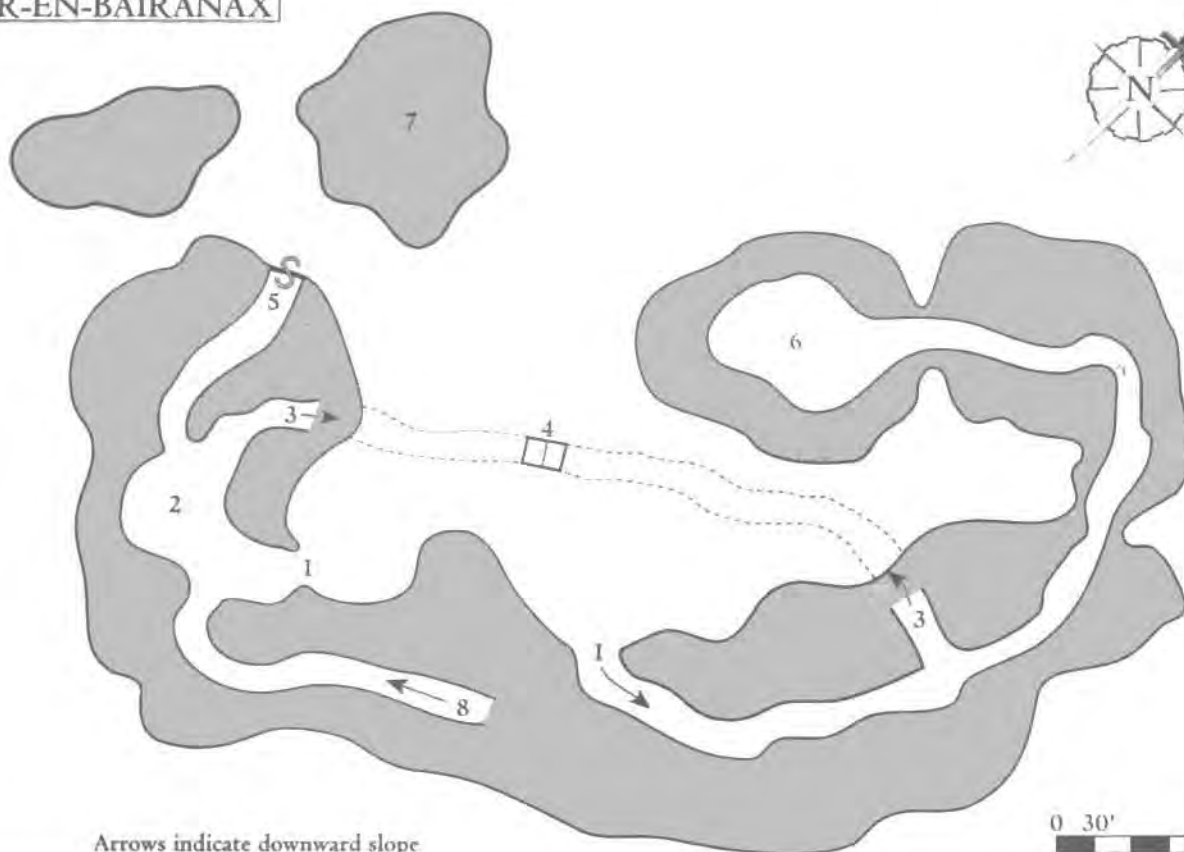
Economically, the town provides a center of trade for a portion of the far northern Rhovanion. Miners, both Dwarvish and Mannish, bring minerals, trappers carry in animal hides, and gatherers collect precious herbs from the higher reaches of the mountains to barter for food, weapons, horses, cloth, and other finished goods, while peddlers from further south come with wine, fruits, and such goods as can only be obtained from warmer climes to exchange for the highland resources.

A trade fair, held annually, brings in merchants, craftsmen, and traders from up to fifty miles away to display and sell their wares to the people who also gather from a considerable distance, seeking to replenish their supplies or obtain items not readily available in their own towns.

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BAR-EN-BAIRANAX



Arrows indicate downward slope



A number of Gramuz clans have homesteads in the area surrounding Buhr Thurasig, both on the lower part, around the South guard house, where rich land provides a fertile area for farming and in the uplands, particularly on the gentler slopes to the west of the town. Nestled in the hillsides are shelves level enough for cultivation and offering rich grazing for livestock.

The residents of a homestead usually consist of two to three extended family groups occupying a large building called a languz (long-house, corrupted). Primarily agricultural, the homesteaders generally maintain extensive gardens, small herds of sheep and occasionally a few cows. To supplement their diets, they gather nuts, fruits, and herbs from the forests of the mountainside. During the long, cold winter, when they are confined close to the hearth, they weave splendid fabrics, do fine leather-work and carve tools and toys from bits of wood.

Each Gramuz family has a chieftain, or head-man, but the Bearwyn clan claims the most members in the region, and therefore its headman generally wields influence and power second only to the head of the Council of Five in the town (on which he traditionally sits also). The agricultural folk of the area elect an additional representative to the Council of Five, but having only two delegates, they are constantly in the minority, and the Gramuz feel that their interests tend to be slighted in favor of the townspeople's needs.

This aggravation, however, is more than counterbalanced by the necessity of unity among the inhabitants of the region to provide a defense against the many dangers present. The townsfolk of Buhr Thurasig recognize well enough their need for the support of the warrior-trained Gramuz, and tend to be careful not to do anything that would cause a serious rift. In times of threat or peril the peoples of the area come together in defense of each other.

By the end of the 1600s, Buhr Thurasig ceases to exist. Plagued by Dragons and Orcs, its surviving residents move south, leaving the town's buildings to rot away.

Buhr Thurasig is the focal point of this product's mini-campaign found in sections 14.0-17.0. Various layouts of this town can be found in those sections.

8.0 AVENUES OF TRADE

The major thoroughfare in this region is the Men Mithrin which winds its way along the feet of the Ered Mithrin. It traverses the thin strip of open woodland known as the Narrows, between the mountains and the forest of Mirkwood. During the summer months (from c.1350 to 1975) wains from Rhun travel in large caravans bound for Angmar. They are closely guarded by Easterlings under Varchaz during the day, and by Orcs (under Ukog — see 6.1) at night. The supply trains travel along the Men-Rhunen to the point where it meets the Men Mithrin, several miles east of the Narrows. The Men Mithrin crosses the Taurduin (S.

Forest River), in the center of the Narrows, by the means of a stout bridge. The bridge is wide enough for two wains to cross at once, but can not support the weight of two wains fully laden. This means that the Rhunnish wagoneers often have to undertake the tedious process of loading and unloading their goods. After the fall of Angmar, in T.A. 1975, the bridge is no longer properly maintained. As such it becomes unsafe in the following years, and by the time of the War of the Ring, in T.A. 3018-3020, traces of the bridge have all but disappeared.

Other roads in the Grey Mountains region are less frequently traveled and are generally in a worse state. The trails made by the Orcs are serviceable at best, at worst they are blocked by rockfalls, avalanches, and even flooding. The Ice-orc trails are little better, but at least they are usually open. Travel on these trails are but two thirds of the normal speed for non Ice-orcs or Orcs).

The Dwarven roads, typically, are well made. They link the Men Mithrin to the settlements of Silverplunge, Thundercleft and Norr-dum. Other roads also link the settlements of Long Peak and Silverpit to Norr-dum and Thundercleft. They are well travelled (at certain times during the Third Age — see 2.0) and are provisioned with resting caves every seven to fourteen miles, depending on the terrain.

TRADE

Trade between the peoples of the region is virtually nonexistent, although prior to the Plague years (1635-1639) there was a serviceable (and unique) agreement between the Dwarves of Silverplunge and the Beornings.

The Ice-orcs trade with Angmar, exporting Losrandir and Herbs to the capital, Carn-dum. However, it is more accurate to call this 'trade' tribute, as the Ice-orcs have a quota of Losrandir that must be met each month, or the next month it will be doubled. The shipments of herbs are actually the poison called Kalmog's spoor (see 4.14), which makes an interesting torture implement.

In the later years, when the Dwarves have a greater presence in the mountains (c. 1994-2600), trade is more commonplace. The Dwarves produce little of their own food, and trade is vital to them. They receive regular supplies of food and drink from the Northmen groups of Dale and the Long Lake, or from the Easterlings of the Dorwinion region. In return they export raw minerals, weapons and other metal-work. Generally, most trade is carried out through the central colony (and capital), Norr-dum.

9.0 IN SEARCH OF SILVER

Setting: The 'lost' colony of Celeb-ost, in the North-eastern Grey Mountains, any time after T.A. 2110.

Requirements: Hardy adventurers of mid-to-high level, willing to penetrate the mysterious fastness of Celeb-ost. Magic will prove useful, as will Dwarves, although this could be a mixed blessing — see 6.24, and 7.3.

Aids: None, save for the many rumors circulating around Erebor (or Norr-dum, Thundercleft, etc.), or even Dorwinion, pertaining to the fabulous wealth of the lost city, and its rough location.

DISSENSION IN EREBOR

The early days of the Erebor settlement were troubled times for the Dwarves as they tried to forget the loss of their ancestral home, Khazad-dum. One talented smith, Narvi V, was dissatisfied with the slowness of the rebuilding. A charismatic leader, he convinced two hundred of his fellows to leave the Lonely Mountain and go with him to start a new colony — against the will of their King, Thrain I.

They traveled north, beyond the Withered Heath, away from the other Dwarvish outposts, to found a secluded mountain settlement — Celeb-ost. They were never seen by any other Dwarves again.

They did, however, conduct trade with the Downrim. For nearly twenty years this colony prospered — then nothing. No-one has seen or heard from them since that time.

The rumors soon began to surface when the Dwarves of Erebor later started trading with the Downrim themselves. There was talk of a hidden Dwarf city of incredible wealth.

The PCs may be hired by interested Dwarf groups (e.g., Kings, merchants, historians, etc.) to seek out the city on their behalf. Alternatively, they may, having heard the rumors, seek Celeb-ost on their own initiative.

OBSTACLES

The PCs must first travel to the northern Grey Mountains, which, depending on when this is undertaken, could be an adventure in itself. They must then attempt to find Celeb-ost. But having found the city, they still have to find an entry; if the main gates are not barred (see 7.3) this should not prove difficult. Once inside the Halls of Celeb-ost the challenge becomes much greater.

REWARDS

The rewards for the PCs can potentially be very great, but there is a special catch (see 6.24). In addition to that, if the adventure was initiated by the Dwarves, a (large) percentage of the wealth will go to them. Or, if the adventure was an independent one, the Dwarves may still hear of the success. There would be little surprise in this; there is not a lot you can do with that much silver in Northern Rhovanion. In any case, the Dwarves will want their share.

10.0 VENGEANCE!

Setting: In the Narrows, c.1640, and Bar-en-Bairanax in the south-western Ered Mithrin.

Requirements: A brave party of adventurers (some Beornings would help) of mid-to-high level, who are not afraid to attempt what has defeated so many.

Aids: Food and miscellaneous equipment provided by Beornan, as well as the aid of Beornan himself.

A DRAGON'S WRATH

A week or two ago, the son of Beornan was killed, along with a group of other Beorning youths, by the winged Cold-drake Bairanax. A group of elders, including Beornan, had tried to stop them and had followed later in an attempt to save them. This only resulted in their deaths, also at the hands of the Dragon. Beornan was the only survivor, and that was by chance. (In an effort to get away from Bairanax, Beornan apparently stumbled into the territory of another Drake. Bairanax, following, was set upon by the other Dragon, an Ice-drake named Lomaw. As the two Drakes fought, Beornan was able to escape.

Angered and grief-stricken at the loss of his son and many of his people, Beornan seeks vengeance. He realizes that a lone attempt would be futile. He is willing, though, to lead a party on a sortie against the Dragon.

OBSTACLES

In c. T.A.1640 the Narrows are a dangerous land. The Angmarim supply trains traverse the Men Mithrin. They are guarded by Orcs and Easterlings, and both groups are not adverse to a bit of raiding on the side. Wolves prowl the borders of the land and Trolls roam the foothills. Worst of all, of course, are the Dragons. Aside from Bairanax himself, Scatha, Hyarleuca, and Haurmfile hunt regularly in this region.

Beornan will not be a very friendly traveling companion either. He will rarely speak, and if another Beorning (or a Dwarf) is present he will communicate through them. He will elect himself leader, and expect to be obeyed.

Should the players manage to endure all of these trials they will face Bairanax at his lair, Bar-en-Bairanax.

REWARDS

If Beornan and the players manage to defeat Bairanax, the riches of his hoard will be theirs. Beornan may take a few select items, but cares little for wealth. However, if able, he will claim the body of the Drake. As far as he is concerned this is not a negotiable issue.





11.0 THE DARK-ICE FORTRESS

Setting: Kala Dulakurth, in the northern foothills of the Ered Mithrin, any time between T.A. 1640 and T.A. 1975.

Requirements: A group of mid-to-high level adventurers of neutral disposition or oriented to the cause of Sauron. Elves will be a distinct disadvantage, but half-orcs or half-trolls will be better received.

Aids: Supplies, a guide, and documents guaranteeing safe-passage.

TURMOIL IN THE FORODWAITH

Legends tell of a breed of Orcs that roam the Forodwaith, lingering in the lands of their ancient master. The Ice-orcs, as they have become known, are rumored to live in a large fortress north of the Grey Mountains.

Many thought the rumors dubious at best, but now the elite of Angmar know it to be true. The Witch-king has learnt of them, and they are now his allies. He uses them to patrol his northern flank, and has been impressed with their skills in the icy terrain.

Of late, however, he has become concerned with the instability of their leadership. Sauron, who communes with the priest, Urdrak, has informed the Witch-king of the potential for political unrest. The Lord of Angmar can not afford any disruption of his plans, and cannot take the time to deal with the problem himself, nor can he spare any of his most trusted underlings.

He has given the problem to his second in command, Dancu, to deal with. Dancu has decided to call in outside help: enter the PCs. The players, perhaps journeying through Angmar, will be appraised and contacted by Dancu's agents, and brought to Carn-dum. Unless they have previously proven themselves to Sauronic forces before, the PCs will probably have to undergo some kind of test prior to their departure.

If they prove satisfactory to the Angmarim Lords they will be outfitted with supplies, a guide, and shields with special badges guaranteeing their safe conduct through Angmar's territory.

OBSTACLES

The players must first journey to Kala Dalakurth. The route they take will be east from Carn-dum, across the Forodwaith. While the PCs are given safe conduct, this will not protect them from the elements, or other physical dangers. Upon reaching the Dark-ice fortress they will be admitted without incident. No Ice-orc will question the validity of their documents.

The PCs must assess the situation, keeping in mind that who-ever rules the Ice-orcs in the future should be someone who will defer to Angmar, and endeavor to maneuver the situation to their advantage.

The arrival of the players at the castle will have a profound effect on the three principle protagonists there (see section 7.2). Urdrak will view the characters as a sign that he has tacit support from Angmar for his take-over plans. Dakalmog will react suspiciously, and is not about to give up his power. His influence over some of the neophytes and the younger acolyte priests could prove decisive. Nadash is something of an unknown quantity, but he does know that if Urdrak wins power his life will most likely end abruptly.

Once the fighting starts, within three days after the PCs arrive, the players will be in a very dangerous position, especially if Urdrak fails to gain control. The do not know the intricacies of the fortress, and in the heat of the battle the Ice-orcs may overlook their diplomatic status.

REWARDS

Success for the PCs will bring riches, both from Angmar and the Ice-orc King. A reward from Angmar, though, is something of a double-edged sword, and the PCs may not find it all to their liking (e.g., an audience with the Witch-king, perhaps!). If the players decide to double-cross Angmar, then they would most likely be hunted down by assassins of Sauron for the rest of their lives. Failure, in any case, means that the last thing on the players' minds will be rewards.

For more information on Angmar and the Witch-king, see ICE's *Empire of the Witch-king*.

12.0 THE LEGEND OF STEEL FALL

Setting: The headwaters of a tributary of the Forest River, at the top of Cirith Himninond — Steel Fall. This adventure can be set any time after c.400 in the Third Age.

Requirements: An experienced party of brave (or fool-hardy) adventurers willing to dare a visit to a Dragon's lair in search of riches.

Aids: None.

DRAGON WEALTH

Talk has filtered throughout the settlements of Northern Rhovanion of an incredibly rich Dragon's hoard, lying vulnerable and undefended within a lair in the central Ered Mithrin. Eager PCs may attempt to claim this wealth, if they dare!

OBSTACLES AND REWARDS

The principle obstacle for the characters will be Uruial himself (see 4.32, 7.5). Should the players overcome him, the rewards will be fantastic, although some could prove dangerous. The hoard creates problems too; transport will be extremely difficult. Somehow, word of a Dragon's death always gets out.

13.0 UNDER SIEGE

Setting: Nott-dum and Silverpit, in the southern Ered Mithrin, in T.A.2589.

Requirements: A party of mid-level adventurers, preferably with one or more Dwarves and few (if any) Elves. This adventure could also be suitable for a single Dwarf player character.

Aids: None.

THE GREY MOUNTAIN COLONIES

Following the flight from Khazad-dum five hundred years ago, Durin's Folk have consolidated in the Grey Mountains. In recent years, though, two of their colonies, Long Peak and Thundercleft, have been lost. The tide was turned when one Dragon, Leucaruth, was slain, but it has brought only a temporary respite.

Surprisingly, the Dwarves outwardly appear unconcerned by their plight, and life goes on in the colonies as normal. However, the players will soon discover that all is not well. Overhearing or perhaps witnessing a heated discussion, they will realise that, privately, many Dwarves of the Royal House and the ruling Council are troubled by the present situation.

This is a chance for the PCs to become involved in the political intrigue as the Dwarves endeavor to keep their mountain halls.

OBSTACLES

See section 7.1, for the description of Nott-Dum.

What happens depends entirely upon the actions of the players, whether they choose to side with Dain or with Borin. Better game-play might be achieved if the GM decides to waive the historical constraints.

The PCs must first gain the trust of either party. It will be easier to gain the trust of Fror, as he is the most ambitious. Thror will be reluctant to involve outside help, but Borin will be less stubborn.

The cornerstone of this adventure should be the Ring of Durin III — it is the principle reason for Dain's behavior, although this is further magnified by Fror. Few Dwarves know of its existence, and those that do will discount its influence. Others believe that it was lost in Moria. The GM is encouraged to bring diplomacy and role playing to the fore. This is an open-ended adventure which could develop into a full-blown campaign should the GM so choose. Ultimately, however, the Dwarves should be driven from the Grey Mountains.

REWARDS

The rewards gained by the players will vary considerably. The GM's discretion plays an important part here; the stakes are high, so the rewards should reflect the risks taken.





14.0 THE TRAIL OF THE GRETCH

The adventures in sections 14.0 through 17.0 form a mini-campaign based around the town of Buhr Thurasig, introduced in section 7.6. The following adventures may be played in order so as to allow your players an opportunity to become familiar with the town and its inhabitants.

14.1 FIDORIC'S TALE

The clan Sigradivia is not one of the larger ones in the region around Buhr Thurasig; it comprises only three families, residing in two holds. One of those families shared a hold near the Whiterock Creek with a widowed sister who had married into the Ildrik clan. Five adults (two of them elderly) and three children resided in the small languz.

Fidoric is the oldest of the three children of the household, a boy of fourteen. He's just begun his training in the arts of war, but he is a bright youngster, honest and reliable. Which was why his mother felt confident in sending him out on a journey into the deeper and higher parts of the mountains to collect certain herbs and roots she needed for her special healing potions — plants which grow only in the cooler upland area.

The boy had no trouble finding and gathering the herbs, though he spent most of a day and part of the night on the journey out and back. His problems began when he returned. As he approached the homestead he noticed a peculiar glow and a billowing cloud of smoke rising above the site, where only a small stream from the cookfire should have been visible. That signal produced enough sense of danger that he approached his home with care, remaining under cover of the semi-darkness of early morning.

He had cause to be worried. As he traced his way from bush to tree to rock, moving closer to the homestead by ducking from one bit of protection to another, he saw a group of Orcs leaving the area, herding several sheep and carrying a few live chickens. That last fact puzzled him, since Orcs rarely leave anything alive after a raid, nor do they take with them anything that might be inconvenient to transport. At the time, though, he was far too concerned about the fate of his family to do more than wonder briefly at this oddity.

His worst fears and imaginings proved true. When the Orcs had marched far enough off that he could get safely in the back way, he charged into his home, braving smoke and the flames which would shortly engulf the structure entirely, only to find that all the





members of his family living there, not excepting his younger brother and sister, or even his elderly grandfather, had been gruesomely butchered by the raiders.

Fidoric debated going after the Orcs himself and trying to pick them off, but he had sense enough to realize he was no match for the band, so he fled to the town to appeal for help.

Although Orc raids had been few and notable events in years past, this is the third one in almost six months. The townspeople are becoming increasingly concerned about the raids, and are particularly outraged by this incident. Fidoric swears that he will undertake to avenge his family's murder by himself should no one else prove willing, but the town votes to offer a reward of 5 gold pieces per person to anyone who will undertake to track down and destroy the band of Orcs.

14.2 THE NPCs

The majority of the characters the PCs will encounter are the Northmen folk of the town and the Orcs of the raiding band. There are many other people and creatures making their homes in the less explored areas of the Grey Mountains.

14.21 WUTHGILD

Wuthgild is the best educated and most widely travelled person residing in Buhr Thurasig at the time. Though he was born near Erebor and tutored well, he was a restless youth and spent many years as an adventurer himself, collecting learning and experience, but not settling down until relatively late in life, with a wife who was well past youth also. They had one daughter, Syndrith, before his wife died.

Now more than sixty, Wuthgild still has a sharp mind, though his lean body has grown thin and frail. In addition to being the head of the Council of Five, he continues to function as the unofficial town clerk, scribe, and magistrate, handling most of the record-keeping for Buhr Thurasig. He frequently arranges trading deals and is valued for his ability to mediate disputes. He has thin, pure white hair and a rather scraggly white beard. His sharp, bony face is lined and seamed with age and experience, but his blue eyes still sparkle with life and a humor which has survived the ravages of time on his body and emotions.

Wuthgild is extremely worried by the sudden scourge of Orc raids, seeing in the changing pattern an alarming sign of some new shadow hanging over the town. In his younger days he would have personally led out a party to erase the menace; his spirit would willingly undertake the journey even still but he recognizes his body can no longer answer the demands.

14.22 DAELGLID

The headman of the Bearwyn clan is in his late forties, a large, muscular man with reddish blond hair and hazel eyes. Daelglid's enjoyment of outdoors work and hard labor has kept his large body from running to fat and he possesses considerable physical strength. His warrior skills are sharp and well-honed, but failing eyesight is beginning to curtail his effectiveness, particularly with weapons that operate at some distance, such as the throwing spear, or long- or short-bow. Daelglid is still a formidable opponent in close combat.

Though not possessed of Wuthgild's sharp, calculating mind, Daelglid is, nonetheless, surprisingly shrewd in practical matters, and his combination of forthrightness, persuasiveness, and an unexpected charm makes him a natural leader.

His force of personality has brought the Gramuz he represents a more than normally large share of political power in the town of Buhr Thurasig. He and Wuthgild frequently clash on matters of policy, and there is little personal warmth between them, but the two men recognize and respect each other's strengths and abilities. A gregarious man, Daelglid spends as much time as he can spare from his duties around the hold in the tavern at "The Wailing Wind"; it's never as much as he would wish.

14.23 LIGRADOR

The owner of "The Wailing Wind", the largest Inn in Buhr Thurasig, Ligrador also sits on the Council of Five. Though neither as intelligent as Wuthgild, nor as charismatic as Daelglid, Ligrador is not without resources. Most notably, he has a veritable army of useful friends and informants.

An incurable gossip, the Innkeeper is the primary source of news and word of events in the town. He's also a good listener and knows how to apply the right lubricants at the right time to learn what he needs or wants to know. However, he's not by nature a generous man and he expects a good return on his investments. His son and two daughters work for him at the inn, for low wages, and all three resent his tight-fisted ways.

14.24 BENERIC

Daelglid's seventeen year old son and heir strongly resembles his father in face and coloring, less so in build and personality. Smaller and leaner than his big, burly father, he nonetheless possesses some of his father's skill with weapons. Unfortunately he doesn't have Daelglid's charisma; the characteristic blunt honesty of the father comes out in the son sounding more like rudeness and insolence. He isn't really a bad or spoiled young man; his biggest drawback is his youth — Beneric's headstrong, impetuous enthusiasm needs to be tempered with experience to teach him caution, wariness and tact.



14.25 SYNDRITH

Wuthgild's daughter is nineteen, a tall, dark-haired young woman with the same sharp, piercing blue eyes of her father. Taught by her father to read and cipher from an early age, she shares his intelligence, though not his wisdom. Like her father in his youth, she yearns for travel and adventure, and would, in fact, depart for just that end, did she not fear her leaving would be the death of Wuthgild. She has been secretly taking lessons in weapon-handling and practicing for years, and is a quick and agile young woman. Her skill with both dagger and short sword would surely shock her unsuspecting parent.

14.26 FIDORIC

A slender, blond youth of fourteen, Fidoric is stronger than he appears, but he was only just beginning his training in war skills when his clan-hold was destroyed by the Orc raid. Though shocked and distraught by what he found on his return to his home, he retains sense enough to recognize that there was something peculiar about the raid. His grief for his family and guilt about being the only survivor of the raid express themselves as a bitter, murderous anger and he will probably insist on accompanying any party going out to hunt the Orcs. Should they decline to take him due to his youth and inexperience he will likely follow the group anyway. From his mother he's learned a good bit of herb-lore, and he knows the highlands around the town as well as anyone in the area.

14.3 LAYOUTS

14.31 BUHR THURASIG

1. Guard Towers. These stone towers are three stories (forty feet) in height. The lookout area on the third floor is reached by a winding stone staircase which hugs the interior walls. There are four of them, two on either side of the upper and lower ends of the ramp and bridge. Each is manned night and day.

2. Toll gates. A wooden gate blocking each end of the bridge and ramp. They are normally kept shut and opened only after a traveller has paid the 5 copper pieces toll for use of the bridge. The money pays for upkeep and the guards' salaries.

3. Toll house. A small wood hut for the toll-taker. During the warmer times of the year, when travellers are more frequent, each toll-house is manned constantly during the day. In winter and at night, one of the guards is responsible for collecting the toll and opening the gate should someone wish to pass.

4. Lower guard hall and barracks. The guards work six hour shifts every other day, so it takes 32 men to keep all the towers supplied. There are also four captains, who are responsible for administration and training, and do fill-in shifts when a guard is ill or called away. The lower barracks can hold up to twenty men; since some choose to live with families or elsewhere there are usually between twelve and sixteen in residence at any given time.

5. Lower supply house. Used for storing weapons and supplies for the guards.

6. Lower stable. The guards' duties may also involve taking messages, escorting travellers, searching out and removing menaces, and running errands, so there are usually five or six horses available.

7. Upper guard house and barracks. Similar to the lower guard house but slightly larger; this one can hold up to thirty men, but like the lower one usually houses fewer.

8. Upper stable. Can hold as many as a dozen horses.

9. Upper supply house.

10. Armory. Holds extra stores of weapons for use both by guards and townspeople in times of danger.

11. Blacksmith's shop.

12. Blacksmith's family's home.

13. Tradehall. Supplies needs of the townspeople not met by local craftsmen.

14. Weaver's shop and family residence.

15. Carpenter's shop.

16. "The Wailing Wind" Inn. Larger of the two inns serving the town. The building is three stories high. The ground floor contains a large public tavern, public dining room, kitchen, office, and private dining rooms.

17. Innkeeper's family residence.

18. Stable for the Inn. Can accommodate up to thirty horses. When a fair is being held and at other times of heavy use, the Innkeeper will hire extra help from younger members of the families in the area.

19. Storage and Smoke house. Holds meat, grain, and other extra supplies for the Inn.

20. Wuthgild's house. A solid stone house, occupied by Wuthgild and his daughter, Syndrith.

21. Town Hall. Houses offices for Wuthgild and a pair of clerks, the town's records, and a meeting room for the council.

22. Smaller Inn and stables. "The Gryphon's Wing" is about half the size of "The Wailing Wind". Only two stories in height, it can sleep up to thirty people, not necessarily comfortably.

23. Daelglid's hold. The languz, the main residence, holds twenty people. Just behind it are a barn, storehouse, and grain silo.

24. Fidoric's family's hold. A few miles out of town, this house is now a burnt-out ruin. The house once was home to eight people and had a barn/storehouse nearby.

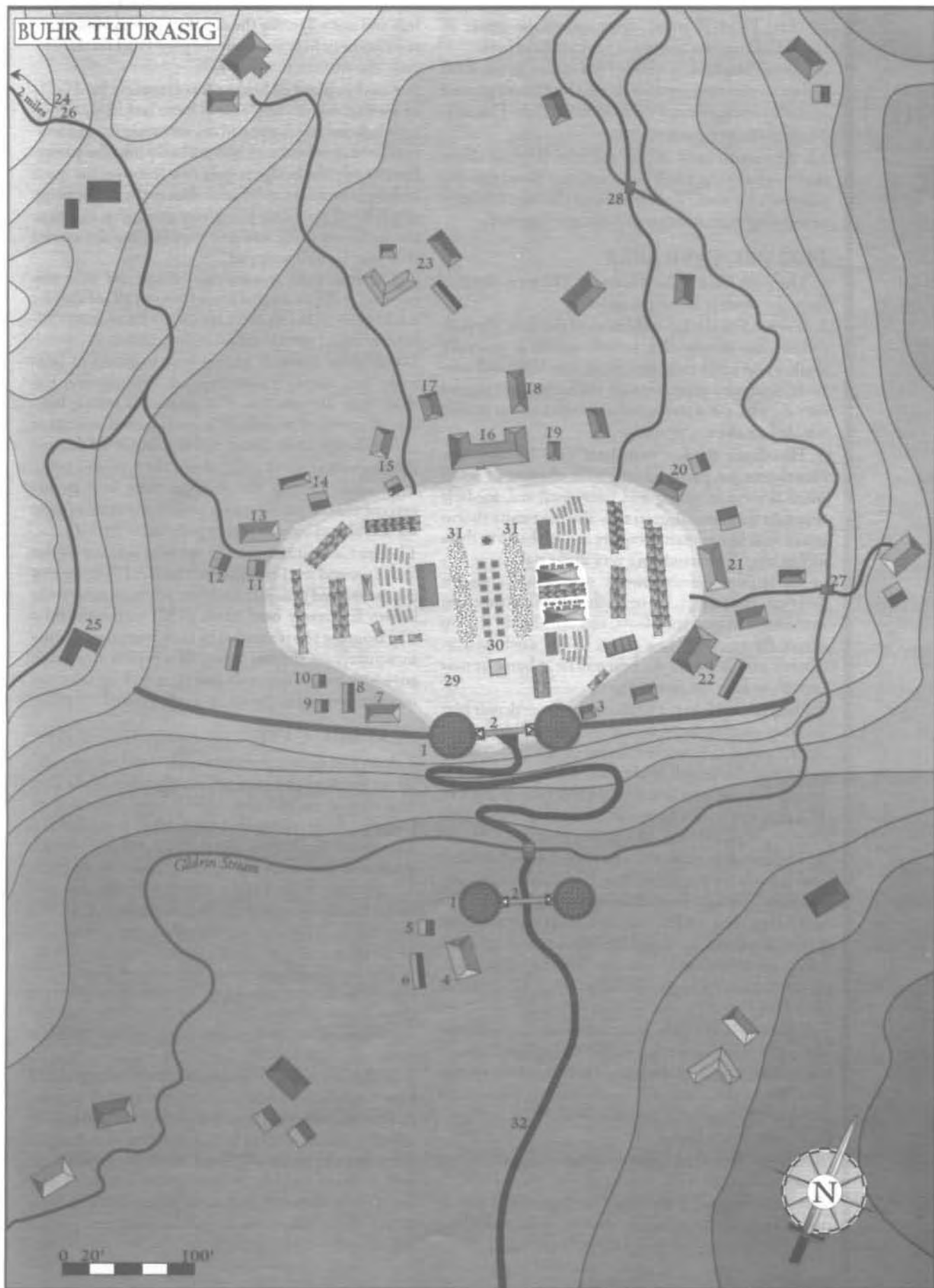
25. The ruins of another hold, raided by daring Orcs some months previously.

26. A path used by the Orcs on their raid can be found leading from Fidoric's family hold. Players will have to follow this path to track down the Orc band.

27. Footbridge. Allows access to several other holds in the hills to the east of town.

28. Path into the uplands. A footbridge crosses the east fork of the Gildrin stream. This is the main trail into the interior of the mountains. It follows the valley of the Gildrin for some miles.

BUHR THURASIG





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29. **Fair Field.** A grassy, open area in the center of town. Celebrations and trade fairs are held here.

30. **Stone Markers.** A series of flat stones, squared off and set so that their tops are about a foot above ground level, they commemorate the founders of Buhr Thurasig.

31. **Wildflower garden.**

32. **The south road** crosses the Men Rhunen about thirty miles to the south and continues down into the plains until it meets and blends with the Men Mithrin, proceeding further south to Dale and Esgaroth.

14.32 ORC CAVE AREA

1. **The path from Buhr Thurasig.** The total distance from the town is about ten miles.

2. **Stream.** For the last mile or so of the trek, the path follows the course of a stream, which is generally shallow, no more than five to six feet wide and runs swift, cold, and clean, though since the Orcs moved into the area the water is not so wholesome as it once was. It is, however, drinkable.

3. **Hawthorn thicket with bear cave behind.** The Hawthorns are pretty plants, with clusters of small white flowers in spring and later small red, inedible fruits. As the name suggests they also have nasty thorns which look like miniature rapiers and can be up to three inches long. The stand isn't very dense right here; few of the shrubs menace anyone who remains on the footpath. It is easy (+20) to see that there is an opening in the rock behind the plants, and only hard (-10) to detect the traces of paw prints in the earth nearby. There's a 60% chance the bear will be at home or near enough to hear the intruders.

4. **Hawthorn thicket.** The plants are much denser here and they grow right up to and over the trail forming a sort of tunnel. The wicked thorns on the bushes make passage of this length of the path a dangerous undertaking. Anyone over five foot ten will have to duck or find their hair combed somewhat more vigorously than they might prefer.

5. **The marsh** is a low area where the stream broadens and spreads over a wider area. If the characters step carefully they can avoid sinking any further into the muck than their ankles. It is very hard (-10) to notice a pair of garnets worth 10 silver pieces and 25 silver pieces stuck in a sandy area near the edge of the mire.

6. **Rock slide.** Near the far end of the marsh a pile of rocks has formed at the bottom of a steep section of hill, the result of a slide. It isn't difficult to climb over the rocks, which are piled three feet high and cover a thirty foot stretch of the path. There is a 40% chance that one of the rocks will tip or roll out from under anyone crossing this expanse.

7. **Planked foot bridge.**

8. **Giant's Hut.** The two-room hut is roughly bit of upright logs chinked with mud and roofed with a thatching of leafy branches. The furniture is just as rustic and proportioned for someone with really long

legs and arms. During the day the Giant is 50% likely to be home or to arrive while the players are there. After dark the chances rise to 100%.

9. **Another planked bridge.** It is extremely hard (-35) to see that one of the planks is loose and likely to pop up when one end is stepped on, throwing the unfortunate crosser off-balance and probably into the stream. Fortunately the bridge is only two feet over the water and the bottom is sandy rather than rocky at this point, so a fall will not likely prove very damaging, except to the sufferer's pride and any supplies he/she carried that weren't well wrapped.

The foot path crosses this bridge and it is very routine (+30) to see that some (but not all) of the Orc tracks cross it. In fact there are quite a lot of footprints here, going in several different directions.

10. **Wolves' Cave.** A gaping hole in group of large rocks here shows a cave beyond. Investigation will show that the cave contains numerous bones, from several variety of animals. The smell should indicate to all but the very dull-witted that this an animal den and the resident(s) aren't picky about the type and cut of their meat. During the daytime there is a twenty percent chance per hour of a wolf in the area; at night the likelihood rises to eighty percent.

11. **Orc Cave Entrance.** The opening is about six feet above ground level but it is only hard (-10) to see that the rocks piled near it form a sort of crude staircase or ladder. Extremely hard to see (-30) is that the third step from the top is a trap. The rock forming it doesn't sit squarely on the one below. If a person steps on it anywhere but in the exact center, it will tip over and toss the person off the stairs to the ground.

14.33 ORC CAVE

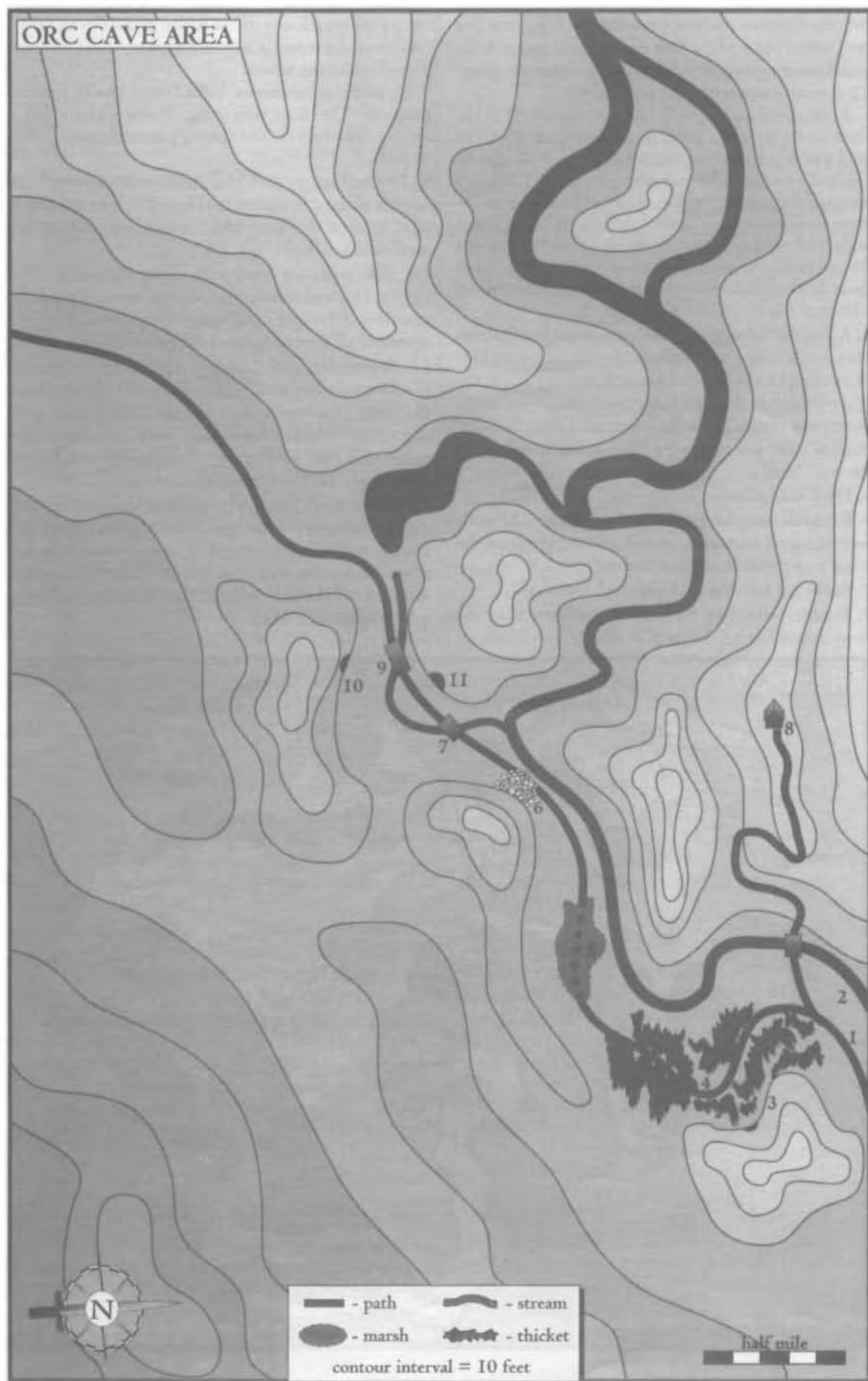
1. **A narrow opening** (about twenty-eight inches wide) allows access to the immense forechamber of the cave. The cave is an old one, having been excavated by Dwarves many centuries before, then occupied and abandoned by a host of Orcs. Inside, the floor level is about four feet below the opening. There are no steps. A rope hung from a spike driven into the cave wall hangs beside the opening. This might appear to be a trap, but isn't; the Orcs use the rope to get into and out of the cave.

The forechamber is thirty feet wide in places. The top of the chamber rises away from the opening and the floor slopes down, so that the ceiling of the chamber soars upward to a vault almost forty feet high at the far end.

2. **Stalactites and stalagmites.** An impressive group of lime formations. There are some stalagmites and stalactites all over the cave, but there is a particularly stunning group of them here, consisting of as many as forty of each, including some which have grown together, top to bottom, to form graceful columns over two feet in diameter and up to thirty-five feet high. Many of the others are formidably long and possess spiked ends.

ORC CAVE AREA

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3. A **table**, formed by a carved stone slab placed across two thick granite trestles, provides the Orcs that live here with a place where they can gamble, eat, or make grandiose speeches (which for Orcs consists of stringing two coherent sentences together).

A secret compartment (Hard -10 to detect) in the floor under the table holds a small lump of gold (10 gold pieces); a chipped mithril dagger (+10 against Undead); twelve amethysts worth a total of 120 silver pieces; a vial containing five doses of Linthirigum (S. bane-essence), which, when dabbed on a person's body, will repel approach or attack by any beast; and a fine silver filigree necklace worth 12 gold pieces. All of these fine items are buried in the compartment under a heap of assorted Orcish garbage.

4. A **layer of overlapping stalagmites and stalactites** completely covers this wall. Because there are pockets of air trapped within the layer and between it and the stone behind it, the wall possesses peculiar acoustical properties. Even a gentle tap produces a clear, bell-like musical tone, and running a hand across it will make the wall "sing".

5. **Dark side passage.**

6. **Rockfall** completely blocks the passage. The walls and ceiling are unstable here, so hammering against the stone may produce another cave-in.

7. **Stairs** cut into the rock proceed downward.

8. **Boulder pile.** Not far beyond the bottom of the steps a rockfall has left a pile of boulders blocking

about two-thirds of the passage. A long bone protrudes from underneath one of the rocks, ending in an iron-toed shoe: the remains, it would appear, of an Orc long buried under the stones.

Beyond the boulders a locked door blocks further progress. The trap protecting it has already been sprung. The lock on the door is extremely hard (-30) to pick.

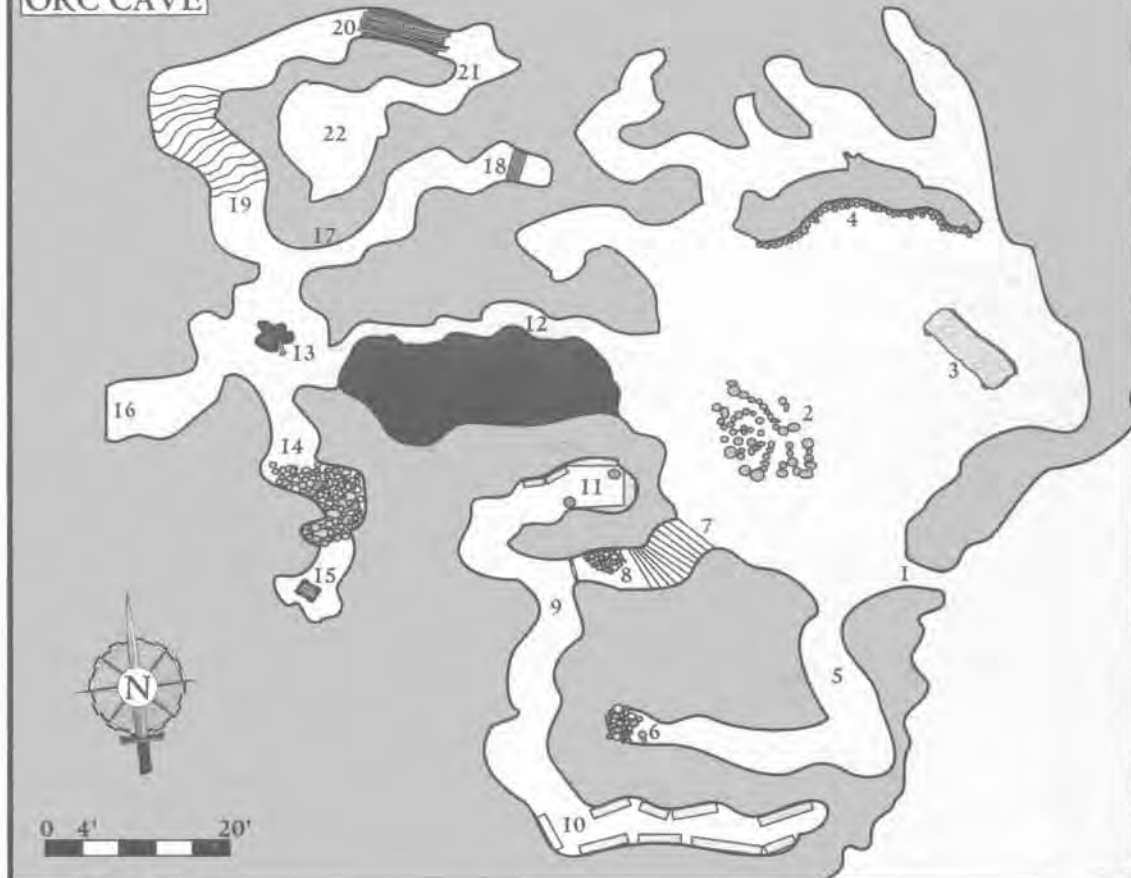
9. **The hall** is very dark and the air stale as though no one has entered in a very long time. The corridor forks right beyond the door and passages proceed to the north and south.

10. **The walls** are lined with dusty shelves, mostly empty. This was apparently a storage area in some long past time. A few piles and lumps of unidentifiable goo represent all that remains of the perishables.

11. **Storeroom and Armory.** This corridor, too, is lined with shelves and ends in a sort of walk-in closet that once functioned as an armory. The leather gear and wood weapons have long since crumbled into tatters and dust while most of the metal swords and armor have oxidized to the point of useless.

12. **Ledge.** Just a few feet beyond the forechamber, the passage narrows to a two foot wide ledge that drops off sharply on the left. It's too dark to see exactly how far down the bottom is or what is down there, but a stone dropped off the side will fall for some time before a splashing noise is heard.

ORC CAVE



13. Well. This is a trap left by nature rather than Dwarves or Orcs. The hole is about two feet across and forty inches wide. At some past time a low stone parapet, about two feet high, was built around the opening, but parts of the wall have crumbled and it would be fairly easy for a careless traveller to trip over the stones in the murky gloom and fall in. An agile person could catch him or herself on the sides or the rope and hold on. The rope appears relatively new, and is attached to an iron hook driven into the floor nearby, while the other end drops down into the pit. Pulling up the rope will produce, finally, a bucket filled with water. The water has a heavy mineral content but is drinkable. Almost sixty feet of rope have to be drawn back up before the bucket appears.

Around the well passages proceed south, west, north, and northeast.

14. The remains of an old rock-fall litter the entire expanse of floor here. They are treacherously unstable but passable with care.

15. An abandoned wooden mine cart rests here. It looks like a good touch would send the whole thing collapsing into splinters. The passage ends here, digging having apparently been hastily halted.

16. The passage ends abruptly in a flat stone wall. It is Hard (-10) to see that there are small depressions cut into the wall that might offer footholds for someone climbing up. Should one manage the climb (about eight feet) he or she would find himself passing through a narrow opening in the top of the chamber into a small (four foot by four foot by four foot) room.

17. The passage is very low and narrow, a tight squeeze for anyone over five foot ten, or weighing more than 150 pounds.

18. A wider chamber ends in a brick wall covering all of the far end. Battering down the wall would require six man-hours of work with a sledge-hammer or equivalently heavy tool. Behind the wall are a number of boxes whose contents of papers and books have long since molded and crumbled. There are also skeletons of at least ten individuals. No indication of clothes or other personal belongings remains, nor is there any sign of struggle, suggesting that the individuals were dead and looted when their bodies were buried here.



19. The passage slopes sharply down and the floor has been crudely worked into a series of terraced steps of uneven width and height. They are damp and anyone passing has a 20% chance of slipping on the treacherous footing.

20. A deep chasm eight feet wide cuts across the passage, which continues on the other side of the gulf. A crude bridge has been made by laying a series of rough-hewn planks side by side across the opening. It is Very Hard (-20) to see that one of the planks is nearly rotted out and won't support a weight greater than forty pounds. Crossing without stepping on the bad plank is difficult but possible.

21. The passage narrows as it makes a sharp bend, but remains passable. It is Sheer Folly (-50) to see that a very fine cord, stretched across the corridor at ankle level, trips a mechanism that causes a ten foot by ten foot mesh net to be dropped onto anyone below.

22. Gretch's lair. The large inner chamber is strewn with bones and a few rotting carcasses. The smell will make even a strong person gag and be sick. The Gretch himself is most likely to be found here, devouring the spirit of an unfortunate victim or resting on a bed formed from the piled up pelts of his prey.





14.4 THE TASK

The objective of the mission is straightforward, to search out the raiding Orcs and dispose of them. The tricky part of the job comes in dealing with their leader and slave driver, the Gretch. He is a nasty character, and being Undead, a difficult one to defeat. In addition, the journey to the cave is perilous in itself.

14.41 STARTING THE PLAYERS

The PCs can be assumed to have come to Buhr Thurasig for any number of possible reasons: there might be a trade fair upcoming in which a renowned smith will be showing some good quality weapons, or perhaps they have heard rumors of trouble in the area and have made the journey presuming that adventurers might be in demand. For whatever reason, they will most likely take rooms at "The Wailing Wind". When Fidoric comes running to the town with his ghastly news, he will head first for the Inn where he can be sure of finding at least one member of the Council (and probably more). The PCs may overhear the conversation and offer their services (for a price, of course), or the Council, worried about the Orc threat, and with no men of their own to spare at this time, may entreat the hardy and fierce-looking group to undertake the mission.

14.42 AIDS

Although the Orc trail will not be difficult to follow, the PCs would be well advised to take a guide, as the mountains can be a difficult and dangerous area for anyone not familiar with them. Any of several of the villagers could serve in that capacity, and Fidoric will almost certainly insist on going with the party. However, his youth, inexperience, and precarious emotional condition could be as much a liability as an aid. Either Daelgid, Beneric, or Syndrith could lead the company; all know the area well and have more training and experience as hunters and warriors.

14.43 OBSTACLES

There is no shortage of dangers in this trip. The Orcs make no attempt to disguise their passage, so following them is no real difficulty, but the nature of the mountains themselves make the journey perilous. The PCs will have to deal with hazards of the terrain itself, such as rock slides and marshes, and the flora, particularly the nasty Hawthorne thickets.

The fauna of the area is abundant and generally unfriendly. The bear is dangerous only if he is approached in his den or feels himself under attack; the wolves will usually be elsewhere during the daylight hours and any sensible woodsman knows to stay well away from a wolves' den at night.

The Giant, also, is a problem only when he is irritated or feels himself or his pets are threatened. Approached properly, however, he will be friendly enough and in fact of some assistance to the players.

There is no good or right way to approach Orcs except fully armed and prepared to fight. Most of these creatures are not particularly large, fierce, or intelligent, however, and won't be too difficult to defeat. The most serious opponent is the Gretch.

14.44 REWARDS

Aside from the fee the Council has offered for the defeat of the Orcs, the Giant might also be willing to offer some payment, if the PCs have handled him carefully, since the Orcs have been raiding the small flock of sheep he keeps and have made serious depredations on the local deer and other animals he hunts for food. In addition, the group may find a number of valuable objects in the cave itself.

A final reward is the respect and gratitude of the town of Buhr Thurasig, which could well lead to the revelation of other secrets and the possibility of more lucrative assignments.

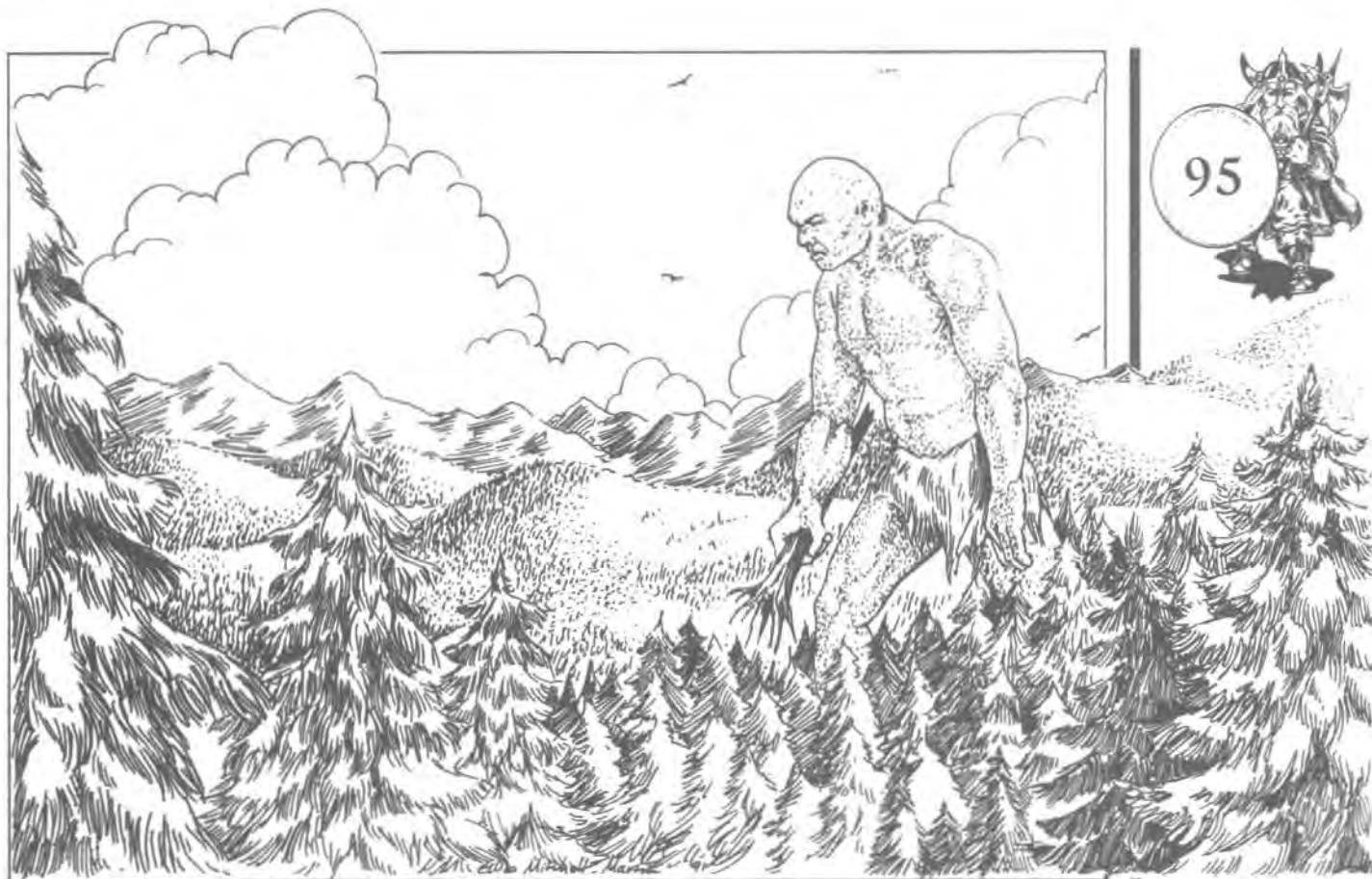
14.5 ENCOUNTERS

14.51 BEAR

This is a large brown bear, fierce but not overly aggressive unless his den is invaded or he feels himself threatened. An encounter outside his den will usually end with his withdrawal, unless he is actually attacked. If a foolish character does invade his home, the bear will defend it with powerful legs and claws. His prodigious strength means that even one well-aimed blow from an arm or leg could prove fatal, and his spiky claws could do serious damage even should he miss hitting his target squarely. Since he can also outrun any of the characters and defeat any one individual in combat, the best bet should the party become entangled with the creature is to try distracting him with food. Since the creature is usually hungry this ploy will generally work.

14.52 WOLVES

The pack occupying the cave near the Orcs' lair consists of two mature females, one mature male, one immature male and two immature females. They are, at least in part, under the influence of the Gretch, and are required to bring him a living creature occasionally. This expenditure of energy with no resultant benefit in food means that the pack is only marginally subsistent, and therefore weaker than a normal group of wolves. This is both good news and bad; it means the pack is easier to defeat, but the animals are also desperate and more likely to attack than wolves normally would be when confronted with a group of superior strength. During daylight hours, the odds are good that most of the pack will be out hunting and not aware of the strangers' passage.



14.53 MORGIZERN THE GIANT

Like most Giants, Morgizern is a solitary creature, preferring his own company along with his sheep and pet house cats, to that of others of his own kind. He is moderately intelligent — by Giant standards — and a very effective hunter. Morgizern is a gentle soul who likes his quiet, orderly life, but he does have a quick temper and will fight furiously when aroused. His size alone makes him a formidable opponent.

In recent months his pets have been attacked by Orcs and a few carried off. This has definitely gotten him irritated, and in fact, he has tried to go after the Orcs himself. After several attempts to jam, squeeze, ooze, or force his way into the cave, he was forced to conclude there was no way his large frame would ever slide through the narrow entrance. The Orcs know of his interest and have managed to elude his several attempts at ambush.

Morgizern's mother, unlike most of her kind, was a great believer in manners and the proper way to do things, and she trained her son to behave correctly. The Giant took the lessons to heart. If the PCs behave themselves and don't do anything to offend Morgizern, they will find him helpful and friendly. He might even offer the local rumor that opening the stone canister in the cave was said to be doubly dangerous, but would repay the effort well. He will also reward the PCs with several gems from his secret collection for proof that the Orcs have been destroyed.

14.54 URGURK, NURGASH, RUGAT, AND GRAC

By and large this is your usual band of Orcs: ornery, mean, violent, ferocious, and totally lacking in appreciation for any of the finer things in life. With the slight exception of Nurgash, none of them is very bright and will usually follow the orders of their Captain, Glashtoc, with much grumbling and little enthusiasm. This group lives in fear of the Gretch, and is virtually enslaved to him. Because some of their spirit has already been sucked by the Undead Orc, none of them fight with the usual Orc ferocity and single-mindedness.

14.55 GLASHTOC

The Captain of the group of Orcs led this band away from a larger cluster in Mirkwood to the south, following a dispute with another local Orc chieftain. They settled their differences in the usual Orc way, and Glashtoc was defeated. He and his followers fled into exile in the Grey Mountains, but were caught in the mental snare of the Gretch and forced into his service.

Glashtoc is cunning as well as ferocious, and eager to find a way to dispose of the Gretch, thus ending his enslavement. The Orc captain is smarter than the others and makes a formidable enemy, but if he thinks it likely the party of invaders could defeat the Gretch, he might just leave them alone long enough to make the attempt, particularly if the Gretch hasn't been alerted to the approaching attack.



14.56 THE GRETCH

Long ages ago, a band of Dwarves dug out the mine tunnels which would later become the Orcs' lair. Those enterprising Dwarf miners found the shafts rewarded their labor well, yielding large quantities of iron ore, silver, copper, and even a vein of precious mithril. They pursued their work undisturbed for many years.

However a huge party of Orcs decided to settle in the area as well. They began raiding the Dwarf party, and tried to invade their mine. These incursions were rebuffed by the stout warriors, and for a time the Orc chieftain called off the attacks.

Through right of combat, a new, stronger Orc chieftain arose, named Rigbord. He mustered the Orcs' remaining strength for a final assault on the Dwarves, who were routed by the onslaught. However, a Dwarven priest among the miners laid a terrible curse upon Rigbord with his dying gasp. This last retributive uttering threw the Orc chief into a tormented and horrible existence as the Undead Gretch.

The Gretch now feeds on the spirits of living creatures to keep himself functioning. Should he not get sufficient quantities of life essence, he will suffer horrible withdrawal pains while fading very slowly in mortal anguish. To keep himself well supplied, he has bespelled the Orcs who took refuge here and requires a continuing tribute of living creatures from them, else he will drain them instead.

The Gretch appears as a relatively tall (5'1") Orc, surrounded by a slight blue florescence. The light glows brighter when he's fed recently and dims as his need increases. The creature is nearly insatiable, however, and will attack and attempt to drain the essence from a victim even if he's fresh from another feeding.

15.0 TRAITOR'S PROVING

This adventure should provide plenty of action, intrigue, mystery, and challenge for any group of low-mid to mid-level players. The ostensible mission, to escort a dwarf carrying a fabulously valuable gem south to the town where it will be met by the merchant who will take charge of it, and to guard the gem against the bands of thieves and brigands who lurk in the woods near the road, will be difficult. Completing the job may well require the players to find and use a secret tunnel full of additional traps, dangers, and opportunities.

However, the secondary goal, that of ferreting out the traitor who is passing information on the movement of valuable cargos to the highwaymen, may well prove considerably more complicated, and require that the players use their brains as well as their brawn. Careful tactics, with both the town guards who accompany them and the thieves they encounter, offer the best opportunity for fulfilling this part of the challenge.

15.1 THE DWARVES' TREASURE

Glorin has come to Buhr Thurasig as a representative of a small, retiring Dwarvish group that still mines the hills of the Grey Mountains. The band has unearthed a huge, beautiful emerald, which they wish to sell or barter for supplies they need — particularly grain, wine, leather, and cloth.

The most able merchant/broker in the town, Trigoric, arranges a complicated deal, involving several other merchants and tradespeople. In order to assess the emerald's value, it must be sent to an expert in gems who lives many miles to the south. Ordinarily a prize of this magnitude would suffice to lure any ambitious trader in jewels to make the journey to see it for himself, but in this case the person best suited to evaluating the gem has pleaded that age and poor health prevent him from making the journey. As the man is, in fact, neither as old nor as sickly as he claims, rumor suggests the real reason he's declined to make the trip has to do with the evil reputation of the area and the reported hazards of the road. The jewel expert adamantly refuses to venture any further north than the town of Baraldin's Gate, so Glorin reluctantly agrees to take the stone there.

Trigoric has arranged with Vergandrieg, the captain of the town's guard, to provide an escort for Glorin and the jewel, since rumors of the astonishing find have already circulated through the town and are percolating into the countryside. However, there is a trade fair coming up soon in the town and Vergandrieg can spare only a few people for this job.

Trigoric feels sure that this precious cargo is going to attract the attention of every band of thieves and raiders within reach of the rumors, so he takes the additional precaution of offering the PCs, a likely looking band of tough, seasoned, adventurer/warriors, 10 gold pieces per person to escort the emerald and see it safely delivered to Baraldin's Gate.

VERGANDRIEG'S PROBLEM

Vergandrieg has been the captain of the town guards at Buhr Thurasig for almost eight years. The area is a dangerous one and in his time he's seen his share of Orc raids, wolf incursions, troublemakers from Angmar or Mirkwood, and even the occasional Dragon attack.

Raids by bands of brigands or highwaymen on parties travelling between Buhr Thurasig and points south have been a continuing problem, one Vergandrieg has been able to do little about, since most of them occur at some distance from the town, and he doesn't have enough men to spare many for chasing down the thieves and raiders.

For the past year he has been careful to get as much information as he can about the thieves and their movements, hoping to learn something that will help him protect travellers against them. He hopes one day to have enough men and time to spare to make an attempt at cleansing the roads and forests where the outlaws congregate.



Vergandrieg is still far from being able to accomplish that mission, but he has noticed a disturbing pattern to the raids. Two particular groups of outlaws seem to be operating independently, but they appear to have some source of information about the movements of parties on the road, and which ones are carrying particularly valuable cargoes.

In some cases, the outlaws appear to have learned of merchandise removals which should have been known only to the traders involved with the goods and a few of his own guardsmen. Because the groups of merchants being victimized are rarely the same, he has been forced, unhappily, to conclude that someone in the ranks of his own troops is passing information to the outlaws.

Vergandrieg is concerned and upset about the raids, but the thought that one of his own people might be involved infuriates him. He is determined to find out who is responsible and see the traitor punished as quickly as possible.

15.2 THE NPCs

15.21 GLORIN

Rather large and handsome as Dwarves go, Glorin is the most outgoing and personable of his band of dour, reclusive, and pessimistic miners. Keeping in mind that good humor and amiability are relative, Glorin appears to most other people as a somewhat grumpy, irascible, even ill-tempered type, who will, nonetheless, talk your ear off given the chance and occasionally spring for a round of drinks at the tavern.

He actually likes travel and the company of others more than he will admit, even to himself, and though he feels constrained to criticize and complain about everything and everyone with whom he comes into contact, closer acquaintance will reveal the warmer currents of a genuine kindness and sense of humor that run deep in him. Glorin can be a loyal friend and an amusing companion to those who get on his good side, but he doesn't give the loyalty lightly or reveal his deeper nature quickly.

15.22 VERGANDRIEG

The captain of the town guard of Buhr Thurasig is a rough-looking, heavy-set man in his early fifties. Grizzled hair and beard, together with a face deeply lined both by exposure to the weather and chronic worry, give him the appearance of greater age. But he is still a powerful man, physically and mentally.

Vergandrieg's family has lived in the area for many generations and the hold they farm is a prosperous one. A long-time family tradition places the oldest son of each generation in charge of the hold, while the next goes into the town guard. More than one member of the clan has risen to the position of Captain.

The current Captain had two sons and one daughter. All three chose careers in the guard as well, but the oldest son was killed several years ago in a battle with a band of outlaws, which fostered Vergandrieg's ha-

tred and determination to destroy the raiders. His other two children show great promise as warriors and one of them will very likely also succeed to the position some day.

15.23 THANDRAIN

This thirty-six year old guardsman was the third son of the joining of a master metal-worker and one of the best weavers Buhr Thurasig has ever seen. Thandrain might have gone into either trade (his older brother is now the chief metal-worker in the town) but chose instead to join the town guard. He's been with the guard for eighteen years and has achieved a thoroughly undistinguished career.

Although powerfully built (running to fat around his middle) he is only moderately good with weapons, less adept with animals, and clumsier still at anything requiring cerebral activity. The rest of his family is clever enough, and no one has yet been able to decide if Thandrain is deficient in brain-power or just can't be bothered to use what he has. His occasional flashes of wit together with an appearance of general, systemic laziness incline most people toward the latter theory.

Thandrain has been married for twelve years to Gieselin, a once-beautiful shrew of a woman whose looks have been hardened and wiped away by self-indulgence, temper, and ill-humor. No one is quite sure how her husband has managed to maintain his amiable good temper under the constant onslaught of her complaints, but there's no doubt that his frequent absences on guard duty have prolonged their marriage and possibly Gieselin's life.

The pride of the man's life is undoubtedly his four children, who range in age from four to fourteen. The two boys and two girls show promise of considerable talent and intelligence, and it's not unlikely that all will surpass their parents' minimal achievements in life. Thandrain will gladly regale anyone who'll listen with long stories concerning his children: their remarkable feats and wonderful observations.

The difficulty of raising four children on a guardsman's salary has caused considerable speculation about how he does it. That fact plus his lack of other achievement in the guards have placed him on Vergandrieg's list of suspects in the leakage of information. However, most people underestimate Gieselin's abilities in managing the household, the willingness of the children to contribute their efforts and any extra income they may earn through odd jobs, plus the amount of money Thandrain himself collects in taking on extra assignments for bonuses.

15.24 ROGINOR

Roginor's parents died of disease within two years of each other, leaving him orphaned by the time he was twelve. Since the boy was good with his hands and reasonably clever, a master goldsmith took him in to train him. The metal-worker had one other apprentice: a slightly older boy, less able and intensely jealous of the newcomer's ability.



When Roginor was fifteen, his rival stole a large sum of money from their master and hid a portion of it in the younger boy's belongings. Unable to prove his innocence against the other's lies and the planted evidence, and lacking the support and backing of a family, Roginor fled the area. For several years he travelled, surviving as best he could, migrating northward, until he finally settled in the town of Buhr Thursig, where he felt safe from his past and any chance of encountering someone who might know his history.

The young man chose to join the guards there. Although his training as a warrior was minimal, he had grown tall and strong, without losing his agility and deftness, so he was able to develop the skills he lacked quickly. He also hoped his fellow members of the profession would be sympathetic to his unwillingness to discuss his background.

Although he's been with the guards in Buhr Thursig for more than four years now, his unknown past and his reticence about it have made him the focus of continuing suspicion. No one quarrels with his skill with horses and swords any more, however, and few will voice any open doubt to the face of this tall, brawny young man. The mystery surrounding him has placed Roginor high on Vergandrieg's list of suspects in treachery.

He is civil and normally polite, but Roginor speaks very little and almost never volunteers anything. He will not be drawn into any kind of casual conversation. His stern, immobile face doesn't completely disguise his youth, but his deep brown eyes reveal a self-contained maturity and confidence rare in one of his age. He has light brown hair and a nearly blond beard.

15.25 OTOGORTH

Otogorth is 42, a rough, hard-looking man of medium height and burly build; he's been with the guards for eight years. He joined late in life, following the death of his wife in an Orc raid. His two grown sons continue to live on and work the hold headed by Otogorth's brother and sister.

Otogorth impresses one as the sort of person who is mad at the world and everyone in it. He has been that way to some extent for his entire life but the attitude intensified after his wife's demise. He is a ferocious fighter but a laconic companion.

Although not garrulous, he can be drawn into a conversation without much difficulty. He has strong opinions and a prickly temper, takes offense readily, and will even pick fights, apparently for the fun of it. As a result, he has few friends, within the guards or outside. Otogorth rarely visits his family hold as he quarrels constantly with his relatives. Even his sons aren't particularly fond of him and do their best to discourage prolonged stays.

The man tends to leave chaos and bad feeling behind wherever he goes. Those who know him well try to avoid lengthy contact unless they're looking for a

confrontation. For reasons not clear to anyone beside himself, Otogorth finds Roginor's refusal to talk about his past irritating, and he will do his best to provoke a confrontation with the younger man. Roginor's wall of self-containment is solid and his patience long-tempered but he has limits and Otogorth might drive him beyond them.

Because he feels that he's had a raw deal from life, Otogorth is no great believer in loyalty to anything beside his own wants and desires. That fundamental greed has led him to conspire on occasion with the leader of a group of bandits and to sell useful information to them. Otogorth plans to retire in a few years and set up an establishment somewhere to the south. The money he's collected from his treachery is being saved toward that dream.

15.26 LISGARIA

Twenty-eight years old, tall, wiry, with reddish-blond hair worn in a long braid down her back, Lisgaria has been a member of the guards for only two years. In that time she has nearly been thrown out twice. Her enemies and exasperated superior officers describe her as "having a problem with authority"; her friends and defenders counter that what she really has a problem with is stupidity. They all agree that she is singularly lacking in tact, patience, or tolerance.

Although Lisgaria was born in the vicinity of Buhr Thursig, she left the area at the age of eighteen to seek adventure and excitement. If even half of her wild, outrageous bar tales are true (or nearly), the girl found what she sought. So far, she hasn't revealed why she abandoned her interesting free-lance career, although rumor has suggested that a nearly fatal encounter with a blood-wight may have robbed her of at least some of her youthful nerve. It certainly left some ugly, though not seriously disfiguring scars on the side of her face, neck, arms and upper leg.

When off duty, she tends to be gregarious and voluble, regaling listeners with long, elaborate, and probably only slightly exaggerated, tales of her past adventures. On a mission, however, she will withdraw into a reserved and fierce concentration which misses nothing of what is going on around her.

15.27 KORBRILD

The leader of the largest, most vicious band of brigands terrorizing the highway south of Buhr Thursig, Korbrild is 46, a heavy-boned, toughly built man, with long dark hair and sharp, icy cold blue eyes. His face is seamed with scars and his nose changes direction several times on its way down his face.

There is almost nothing good to be said about Korbrild and no one would say it if there were. He is an effective, if heavy-handed leader; not overly shrewd or clever, but brutal and utterly ruthless. He imposes his will through fear and force. His followers don't like him, but all fear him, a few respect him, and one or two even admire him.

He chooses new recruits for his group carefully. Korbrild keeps an eye on the youngsters in the nearby towns and settlements, paying particular attention to the bullies and troublemakers. Every now and again he finds a child who possesses a combination of aggressiveness, indifference to the thoughts and feelings of others, combat skills or at least reasonable potential, and susceptibility to promises of an interesting and profitable life. Youngsters of this type he will lure away from their towns and families and initiate into his band. Should they prove unable or unwilling to adapt to the life, they disappear.

Korbrild loves his life as leader of the outlaw thieves in the forest. He takes great pride and joy in the band of people he has trained and molded in his own image, regarding them as his real family. Of course, he'd draw, quarter, rack, mutilate, and flay any member of that group who even hinted at disloyalty, rebellion, or betrayal.



15.28 SOVORN THE ONE-HANDED, FELD, AND OTHER MEMBERS OF KORBRILD'S BAND

Sovorn was one of Korbrild's earliest recruits and greatest successes. Twenty-eight year old Sovorn is fairly short, but stocky, with red hair and hazel eyes. He grew into the role of Korbrild's second-in-command by virtue of his cleverness as well as ability with weapons. He is actually considerably sharper than Korbrild, smart enough to refrain from flaunting his superior intellect openly until he's in a position to be sure that the mutiny he's contemplated for the past several years will succeed. Sovorn was born with a withered right arm, a defect no healing spells have so far been able to cure. The skill of his left hand with sword and dagger has more than made up for his lack of a right.

Feld is older than Korbrild by more than ten years and is the only current member of the band who wasn't recruited as a child. In fact, he wasn't recruited at all. Feld saved Korbrild from a group of soldiers who nearly had him cornered during one of his recruiting trips to a nearby town and has since regarded it as his life's work to be bodyguard and manservant to Korbrild. Feld keeps his grizzled hair short, and his bushy beard disguises the fact that he has only three teeth left in his mouth.

The rest of Korbrild's band are seven young men and four women, ranging in age from sixteen to twenty-seven. The life they lead is dangerous in more ways than one and over the years any number of his people have been killed by travellers they've tried to ambush, guards, or other members of the group. Far from disapproving of the waste, Korbrild smiles on this process of weeding out the weaker links and proving the strong ones.

15.29 RIGDARABIN

Rigdarabin is the forty-two year old head of a clan consisting of six other adults and eight children. Their hold is several miles off the road, and well away from any town. His family is primarily made up of farmers, but they also do a fair amount of hunting and gathering to supplement the food stores. Several bad years for crops forced Rigdarabin and four of the other adults who were trained in warrior's skills to take to preying on travellers on the road. He doesn't like doing it, but he likes even less watching the children of his clan starve. He and his people are neither cruel nor vicious; they're simply desperate. Rigdarabin is tall and on the thin side. He has blond hair and beard, and dark green eyes.





15.3 THE LAYOUTS

15.31 THE ROAD TO BARALDRIN'S GATE

1. The road runs generally south from Buhr Thursig and is the main route out of the town, connecting it with a number of towns on the plains below the Grey Mountains, and finally winding its way down to join the Men Mithrin just west of the point where that road turns south toward Dale. Though unpaved, the surface is generally level and well-packed, broad, and clearly marked. A long, eastward bend skirts areas of irregular terrain, rocky in some places and treacherously muddy, slippery, and even marsh-like in others.

2. The road bends around the perimeter of a large, steep outcropping of dark granite called the Black Knob. Erosion, primarily by weather, has left a tall knoll rising high above the road. The knob is visible from a considerable distance; on closer approach one can see an octagonal stone tower rising from the flattened top of the mountain.

3. As the road continues to wind around the base of the knob, travellers heading south will find themselves with a sheer wall of rock rising some eighty feet, straight up, bordering the road on the left.

4. The Beacon Tower. A slender, octagonal stone spire sits on the highest point of the knob and rises an additional fifty feet above the surface. Approximately two thirds of the way up the tower, a broader circular

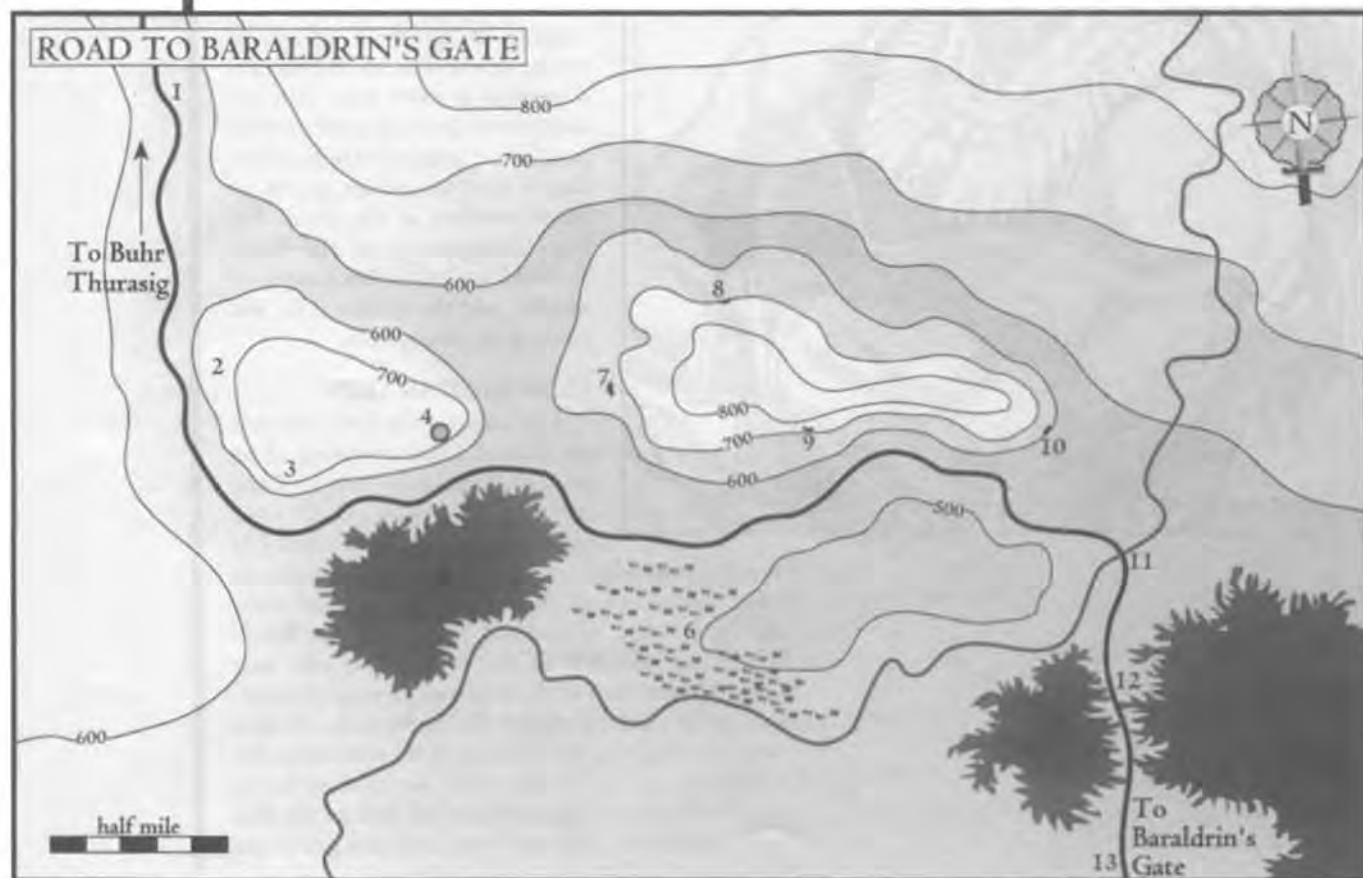
disk appears to slice through or surround the spire. The disk is also of stone. Only a very perceptive viewer can see from a distance that there are windows in the circular wall of the disk. The tower doesn't come to a point but has a flat top where once the watch-keeper could build a fire to warn the surrounding country of approaching danger.

The wall of the knob is just as sheer at the base of the tower as it has appeared along the side of the road. If a traveller leaves the road, however, and skirts the base of the knob for a short distance he will find that a steep, narrow path winds up the side of the cliff to the base of the tower.

A great deal of dense shrubbery surrounds the tower. It is extremely hard (-30) to see that there is a small door in the wall behind about six feet's width of thorn bushes. The door is locked, but the mechanism is old and it's only medium (+0) to pick.

5. Forest. This heavily wooded area contains a mixture of deciduous trees (primarily maples and oaks) and evergreen pines and firs. Dense undergrowth makes passage anywhere off the road difficult except on the maze of narrow, poorly marked trails hacked through the shrubbery. Travellers unfamiliar with the area are well-advised to stay on the road, as navigating the woods, even on the paths, is difficult and perilous.

Hidden deep within the forest, at the heart of the maze of trails and paths, is a semi-permanent settlement which is home to members of a band of thieves who make a living by preying on passing travellers.



There is an 80% chance per mile that any passing group will be attacked somewhere along the two mile stretch of road that passes within the forest. The odds on an attack increase to 90% should the party be foolish enough to decide to spend the night under the shadow of the trees.

This is the operating area of Korbrild's band.

6. Marshland. The ground slopes down into a valley formed by a narrow, cold stream and the trees gradually give way to lower growing shrubbery of the kind that thrives in damp, boggy soil. There is a nest of Hummethorns not too far from the road, and a 60% chance that anywhere from 1 to 12 of them will attack the party.

7. Tunnel Entrance. On the north side of the road, the land begins to slope up in a fairly gradual ascent. Trees continue to grow in the area but not in such dense accumulation. Unless one has looked down on the area from a height (such as the beacon tower), it is nearly impossible (-90) to see that there is a narrow opening at the top of what appears from ground level to be only a tall and extensive pile of rocks. The entrance is only very hard (-20) to find if one knows approximately where to look.

8. Alternate opening into the tunnel. Sheer Folly (-50) to find. It is, however, safe to assume that any thieves operating in the area are familiar with this means of access.

9. Another opening into the tunnel.

10. Yet another opening. The opening at furthest distance from the entrance at (7), this would presumably be the usual exit for those using the tunnel to avoid the hazards of the road.

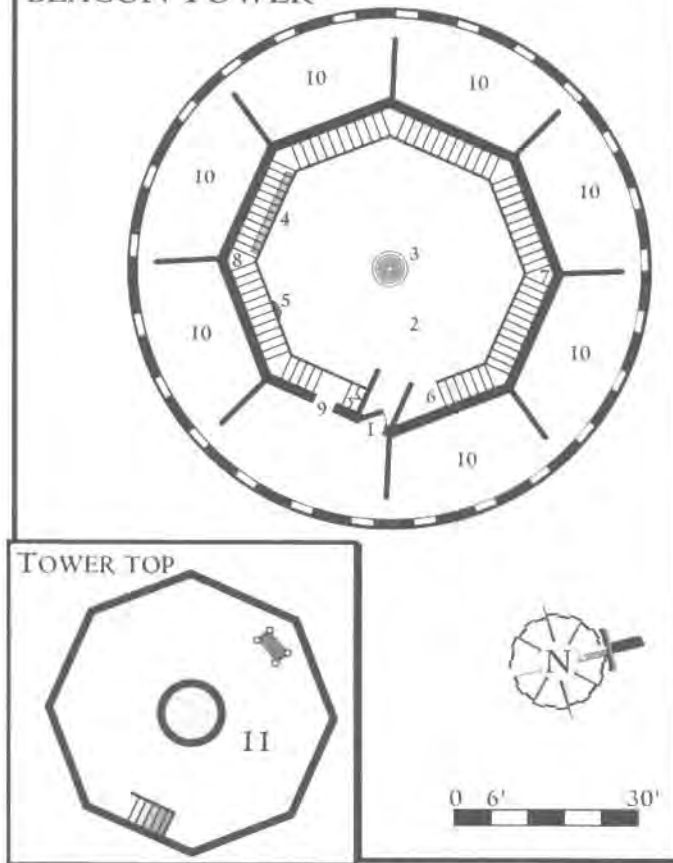
11. Ford. The stream the road crosses is normally only thirty feet wide and about a foot deep, making it relatively easy to cross. If there have been heavy rains recently or a thaw in the mountains, the stream could be running much higher, making the crossing much trickier.

12. Forest. Dense woods similar to that at (5). A small settlement on the edge of the wood well away from the road is home to another band of thieves. These are less professional than the ones operating in the other wood, taking to robbery only when food supplies are low, or other means of livelihood are not providing adequately (30% chance of attack).

This is the location of Rigdarabin's band.

13. Crossroads. Just to the south of here, the road crosses the dangerous highway, Men Rhunen. Because this highway is frequently used by parties of Orcs, or emissaries of the Necromancer or the Witch-king, it would be wise to send a scouting party ahead to check the crossroads before attempting to cross. Should a group not check, there is a 50% chance that they will

BEACON TOWER



be seen (and attacked) by a band of Orcs on the road.

14. The road continues south to Baraldrin's Gate. The last fourteen miles of the trip should be relatively uneventful as the road is generally clear from the crossroads to the town.

15.32 BEACON TOWER.

1. The tower's door leads into a dark, arched passage, which runs straight ahead for about eight feet before opening into the interior of the tower. A multitude of spider webs block the corridor. These are not difficult to detect or break, but the wise adventurer should realize that any movement of the webs is likely to alert their creators to the presence of intruders. Fortunately the spiders in residence in the narrow niches along the side of the hall aren't the giant types from Mirkwood, but neither are they your average garden-variety Arachnid. These have bodies about a foot in diameter and stand between two and three feet tall.

The pack of spiders consists of ten individuals, but they will not all respond to the presence of the intruders at the same speed. A bite from one isn't necessarily fatal, but would require the victim save versus a level 3 poison. Failure means the character falls unconscious for 6 rounds and takes 2-5 hits.

2. Interior of the tower. The stone walls of the inside are plain; the floor is also of stone. The most notable feature of the decor is the wide stone staircase rising in a spiral which hugs the walls of the tower.





3. Circular mosaic made of colored stones set in the floor. The design shows concentric circles formed from rings of stylized vines and leaves. It is hard (-10) to detect the presence of a small stone that is set slightly higher than the others. Pressing this piece down will cause a circular door set at the exact center of the mosaic to spring open. It is sheer folly (-50) to see that as the door opens a mechanism releases a spray of highly concentrated poisonous gas. Failure to disarm the mechanism (extremely hard, -35) will result in 8 to 12 hit points of damage to anyone standing within ten feet.

A small compartment about two feet deep and a foot in diameter is revealed by the circular door. The book secreted within is old and fragile but the writing is still legible, showing a list of spells to level 10 of Sound/Light Ways.

4. Shelves. A series of wooden shelves are built into an alcove hollowed out of the wall under the stairs. The planks hold only an assortment of dust bunnies and a pile of tiny bones which probably once belonged to a rat or other small rodent.

5. Plaque. A carved wooden shield about three feet high and two feet wide hangs by a wire draped over a metal hook on the wall. Carved in relief on the shield and painted with considerable care are two dragons rampant over a hand holding an upraised sword.

It is extremely hard (-30) to detect that moving the shield will activate a pit trap in the floor. Two of the stones directly below the shield will swing down on invisible hinges, dropping whoever is standing on them into a twenty foot well fed from an underground stream. The well contains about eight feet of water.

A metal plate, flush with the wall, is revealed when the plaque is moved. The surface of the metal is finished in a decorative pattern of lumps and pits. It is very hard (-20) to see that a series of indentations on the right side can be used to grasp and pull the plate back if the fingers of the right hand are pressed into them.

When the plate is removed from the opening, a mechanism (Sheer Folly, -50, to see; Absurd, -70, to disarm) at the back of the niche behind it is activated, and launches a six-pointed bronze throwing star out of the niche into the room. This star is magical, and will complete a 360° sweep of the room, veering from its course in an effort to make contact with someone, attacking as a dagger with a +30 OB. Once it has found a target or completed a circuit it will return to the niche, to rest quietly there, and may be recovered without further danger. The star is embedded with a rune of power that will let it repeat that performance once every twenty-four hours.

The only other thing in the niche is a small metal statue of a slender, horned, and winged creature that resembles no known race of Middle-earth. Bare feet end in three elongated toes, very long hands have six

slim fingers, and the virtually noseless face contains slanted and slitted eyes. A jeweled headdress fits around the horns, covering whatever hair the creature might possess. The statue is dirty, dusty, and somewhat corroded, but the gems alone would be worth at least 50 gold pieces.

6. Bottom of the stair well. A series of stone steps, each 2 feet wide and rising about 8 inches, goes up from this spot. There is no railing along the inner edge of staircase, so a climber would be wise to be careful of their balance. A fall off the side beyond the first few steps could be inconvenient.

7. Trap. It is very hard (-20) to detect that a fine, nearly invisible, but very tough cord is stretched across the step, from a tiny tack in the wall, to a second tiny tack attached just beneath the edge of the riser on the far side. The unwary could find themselves taking a nasty tumble over the side, or back the way they came.

8. Another trap. It is extremely hard (-35) to detect that the landing at the top of the sixth flight includes a loose stone precariously balanced on a fulcrum beneath it. Stepping on the stone in any place but the exact center will cause it to rock and unbalance the climber. The trap is crude but effective as a fall from this height (about sixty feet) would make a real mess on the floor below.

9. After reaching the top of the staircase, a right turn through another arch gives access to the platform of the disk. The ceiling of the disk is about twenty feet high and appears to be made of wood. The walls are of stone; regular window openings offer a spectacular view of the surrounding countryside.

A second staircase, narrower, steeper, and longer continues upward into the upper tower section. Sunlight slipping through the cracks in the roof show the outlines of a rectangular panel which can be opened to allow access to another series of steps leading to the flat top of the tower.

10. Barracks quarters. A number of men must have quartered here at one time, as a series of partitions divides the platform into separate sleeping areas. Beds and cabinets, long unused, are scattered around and decaying into garden mulch. One cabinet has an intact lock, which is only hard (-10) to pick. Inside are several bits of clothing, molded beyond any hope of usefulness, a gold wrist band which allows the wearer to cast an Illusion II spell once every three days, and 43 silver pieces.

11. Top of the tower. The flattened top of the tower served as a place to build the beacon fire. A circular stone container in the center held the wood for the blaze, while four stone pillars set in a rectangle apparently formed a place to store extra wood. There are still a few logs remaining in the storage area and a large pile of ashes in the circle.

15.33 CAVE OF THE BULOR-ILG

1. **Entering the tunnel** (see #7 in section 15.31 above) involves letting one's self down through a fairly narrow hole in the rocks and a drop of about five feet to the floor of the cave. Although the cave is mostly nature's handiwork (in some places widened and even having a few connecting passages excavated), the main passage is a long crevasse formed by the movement of a gigantic piece of rock, rather than having been eroded by water. For the first half mile, the tunnel is narrow, with high, straight, smooth walls, and the floor tilts twenty degrees to the left making walking awkward until one gets used to the slant.

2. **For a distance of about thirty feet** the passage narrows to about twenty-five inches wide, making it a difficult squeeze for larger members of the party.

3. **The passage opens** out again, becoming wide enough to allow travellers to go two abreast. There are three gold pieces lying on the floor of the cave, but any attempt to pick them up will cause a 70 pound rock to slide off a ledge twenty feet above and roll down on top of the greedy soul, unless he or she can move out of the way very quickly.

4. **Bats' roost.** A recess in a side tunnel is home to thousands of bats. They hang upside down from the roof and walls of the recess, literally covering it with squirming bodies. A narrow chimney well above and to one side offers an opening to the outside just wide

enough to allow the creatures to pass in and out. The bats aren't particularly dangerous except by their sheer numbers. Should a loud noise or sharp movement disturb them, they will all take to the air at once, creating a chaos of moving bodies in which unwary intruders are likely to receive some rather nasty scratches.

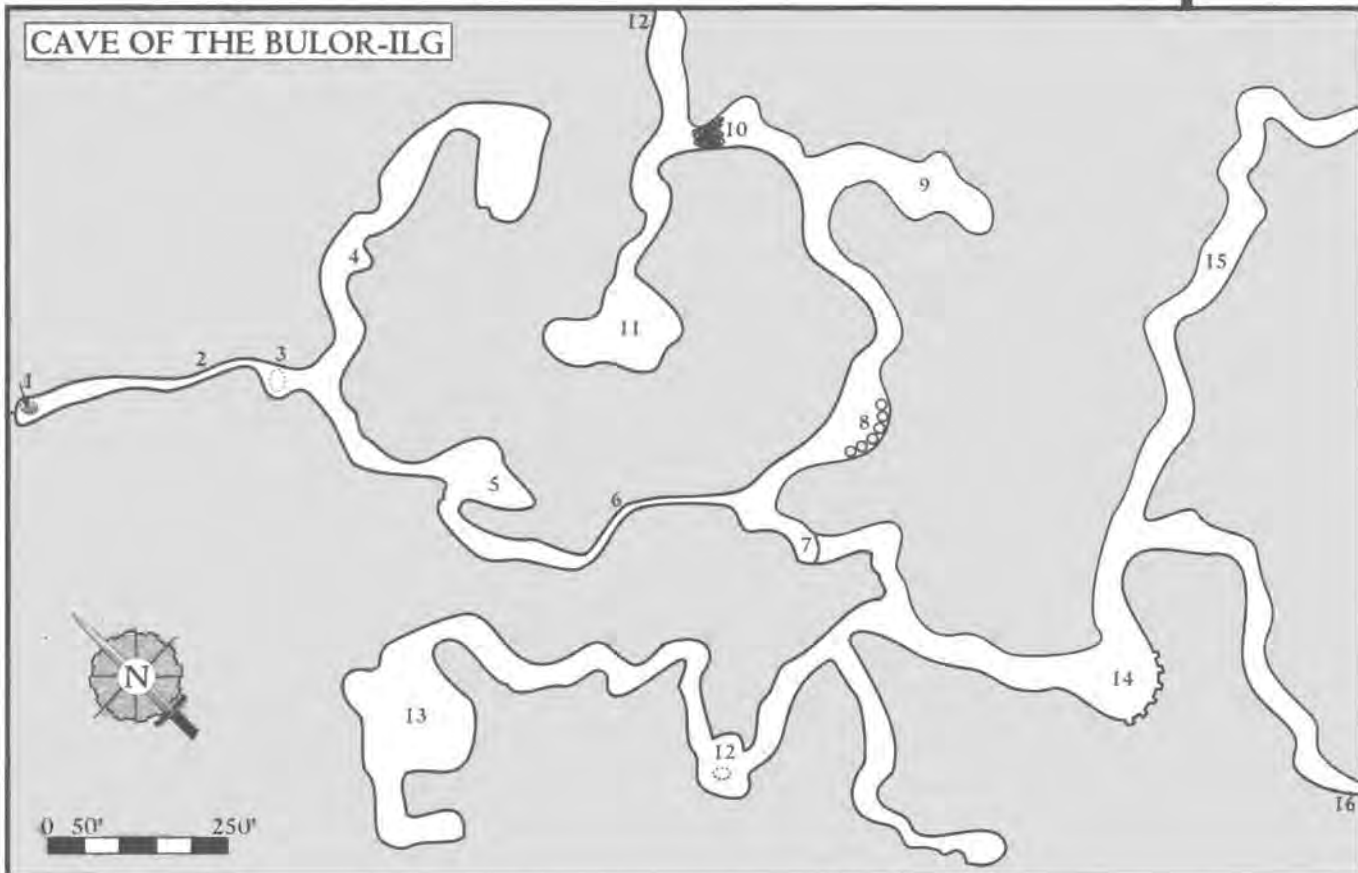
5. **Grotto of the Bulor-Ilg.** A large chamber with a high, domed ceiling and walls decorated by nature with richly colored rock outcroppings opens off the main passage. Investigation will reveal a depression in the center of the chamber, which has been deeply charred and holds a small pile of ash. Oddly, an unusual, rich, spicy odor still emanates from the bit of ash, though it must have been long ages since the last fire burned here.

A niche has been carved into the wall at the far corner of the grotto, high enough to be at eye level only for a fairly tall Human or Elf. A border painted around the niche shows a series of creatures similar to the statue found in the tower (see #5 in section 15.32 above) in various positions and activities. There is nothing in the niche itself, though a small depression indicates that something must once have stood there.

6. **The passage narrows again**, and the ceiling slants down until passers must crawl on hands and knees, and in one particularly tight spot, squeeze through on their bellies. Claustrophobic characters will experience considerable discomfort here.



CAVE OF THE BULOR-ILG





7. Invisible Barrier. If any member of the party is carrying the peculiar horned statue found in the tower (see #5 in section 15.32 above), the entire group will encounter an invisible, sorcerous barrier at this point. They will not be able to pass through it, and nothing they try will avail to pierce, penetrate, circumvent, remove, or destroy the barrier.

8. Barrels. A series of wooden casks stand along the side of a wide part of the passage. These barrels once held grain and other foodstuffs (one still smells suspiciously like malt hops), but the contents have long since rotted, evaporated, or been stolen by mice and other critters.

9. Ghost's Grotto. In the unlikely event that the party should have placed and left the statue (see #5 in section 15.32 above) in the niche, then the Ghost of Ulgandraeth, who was in life a Mage of considerable ability, will appear as soon as they enter the area and greet the party pleasantly.

For more on the Ulgandraeth, see 15.54 below.

Nature (Human and otherwise) being what it is, the party will probably find only another grotto, which appears at first sight to be completely empty and deserted. Further inspection will reveal the existence of a peculiar rune, belonging to no system known by any of the party, scratched into the wall of the cave.

Touching any part of this sign will cause a sorcerous explosion of light to detonate in the center of the room, doing no physical damage other than blinding for three rounds any members of the party who are within twenty feet and facing toward the sign. Those who do find themselves blinded will hear a strange voice whisper in their ear, "Return the Bulo-Ilg to his shrine."

Once the party figures out what this message is directing them to do (assuming they aren't all hopelessly thick-headed), returned the statue (see #5, section 15.32 above) to the niche (#5, Grotto of the Bulo-Ilg), and come back to this place, they will find Ulgandraeth to be quite accommodating and helpful. He will even offer them a considerable reward, leading them to a small treasure-hold they would never have been able to reach otherwise (#11 below).

10. Sorcerous cave-in. If the party has not yet met Ulgandraeth, they will find the passage blocked by what appears to be an extensive cave-in. Should they try removing some of the rocks, they will find that their efforts don't make a dent in the pile, no matter how long they continue to work. If Ulgandraeth is with the group, however, he will mutter a few words, and the entire accumulation of rocks and debris will disappear, leaving a clear passage.

11. Storage chambers. Cabinets and shelves have been built into the nooks and walls of the rooms here. Ulgandraeth will urge the party to help themselves to whatever they need or want as no one has used these caverns for many ages and probably never will again. Unfortunately most of what was stored here is no longer in usable condition, but among the things that might still be worth claiming are: several large garnets,

uncut but of gem quality; a large crystal of tourmaline worth 80 silver pieces; a +5 short sword (the blade needs a bit of polishing and the edge sharpening, but the metal is sound); a small, plain metal box which, when opened, casts a 100' Fire Bolt—it has sufficient power for three more bolts; 6 ancient gold coins—each appears to be equivalent to about 5 gold pieces; and 120 copper pieces.

12. Alternate Entrances to the tunnel. The one on the north side poses no threat of admitting ambushers as the sorcerous rock slide will continue to foil the passage of anyone not in the company of Ulgandraeth, but the one to the south of the main tunnel poses a very real hazard, as it is close to the road and certainly known to the brigands who work in the area.

13. Amphitheater. A large round chamber which slopes down to a stone platform, forming a natural amphitheater. There are also stone benches lining the wall and floor. If anyone sits in the chamber long enough he will eventually become damp, chilly, and quite bored as even the ghosts that once prowled the stage finally gave up and departed some eons ago in search of more interesting and profitable haunting grounds.

14. Shrine. Another, smaller domed chamber contains a series of niches carved into the wall. Each of these alcoves contains a small statue (about the size of a finger) showing the the Bulo-Ilg in a variety of poses and holding different objects, some recognizable, like the hammer and the sword, others completely strange. It is extremely hard to see that each small statue is armed with a tiny poisoned needle that will spring out to stab the hand of anyone attempting to pick it up. Anyone pierced by one of those darts must make save versus a level 2 poison or take 2 to 20 hits. There's not much point in taking them, anyway, as the workmanship isn't all that good and there's nothing else about them to grant the statues intrinsic value or charm.

15. Passage slopes gradually downward, becoming increasingly steep as it goes. Nothing interesting will happen to anyone traversing this tunnel until he gets to the place where it abruptly ends in a sheer forty foot drop into a well.

16. Tunnel's Exit. A few rocky steps lead upward to the exit, and the passers must negotiate around a couple of sharp rocks sticking out of the wall, partially blocking the egress.

The tunnel emerges at #10 described in section 15.31 above.

15.4 THE TASK

The task in this adventure is actually two separate jobs: first, to escort Glorin and the jewel safely to the town of Baraldrin's Gate, and secondly to discover the traitor in the guards assigned to the party.

Accomplishing the first task will involve evading, outrunning, or overwhelming the bands of thieves operating on the road. Since the brigands have been

warned about the movement of valuable cargo, it is a near certainty that the party will be attacked by at least one band of robbers.

The second task is trickier and will require some cleverness on the part of the players. Direct interaction with the guards accompanying them will most likely prove instructive, even entertaining, but won't reveal the identity of the traitor. A better possibility would involve capturing one of the thieves and offering some sort of bargain. The players should be able to come up with several ways to approach the problem.

15.41 STARTING THE PLAYERS

The players are assumed to be staying at "The Wailing Wind" Inn in Buhr Thurasig at the outset. If they've recently weeded out and disposed of the raiding Orcs (see section 14.0), it will be entirely natural for Trigoric to search them out when he needs extra help to secure Glorin's emerald on its journey south. Otherwise he might be stopping by the Inn for a drink and be impressed by the group, or have heard rumors about their prowess. In any case he will offer them 10 gold pieces each to escort the jewel to the town of Baraldrin's Gate where it will be passed into the care of a master jewelsmith. If that isn't enough to convince them to take on the job, Glorin himself might offer them an additional bounty to help secure his own safety.

Some time after the party has agreed to escort the jewel, Vergandrieg will seek them out privately and explain the problem he's had with his guards and offer them the possibility of an additional reward for identifying the traitor in his ranks.

15.42 AIDS

The biggest source of aid to the players should be the guards who accompany them on the trip. Although one of their number is a traitor, and the others all have various sorts of emotional and personality problems, they are still professional fighters, experienced in combat, well armed, and well trained. They should also be moderately familiar with the terrain, although they may or may not know about the existence of the tunnel.

The information about that passage should come from Vergandrieg, who will add the warning that the underground way is rumored to be haunted and beset with other dangers as well, so therefore should be used only in case of dire necessity. He can tell them that the entrance to the cave is nearly impossible to find except by looking down from above, and he might even provide them with a rough map of the route. Alternatively he can warn the group that they should bear right, right, left, and then right again at the forks in the tunnels to get the maximum benefit and distance from the passage.

15.43 OBSTACLES

As described in earlier sections, the entire area is dangerous, and liberally provided with possible hazards. The terrain itself is treacherous, rocky and uneven. The wildlife of the region is varied, abundant,

and rarely benign. With any luck the party won't meet any of the seriously dangerous creatures in the area, like Dragons or Fell beasts, but plenty of less powerful annoyances will look for opportunities to prey on the group.

Korbrild and his band of cutthroats are the most serious threat to the safety of the party. They have the advantage of superior numbers and knowledge of the terrain. If the party resorts to the tunnel (as they should have to), Korbrild's group will not be daunted. They are familiar with other entrances to the tunnel system, and will either pursue the travellers underground or attempt to set up one or more ambushes (perhaps even all of the above). The traitor within the player's group shouldn't be much of a factor either way when it comes to actual fighting. He will try not to do any more damage than necessary to his secret allies, but he will certainly not betray his duplicity openly by refusing to fight or even giving the appearance that his heart isn't in the effort.

Rigdarabin's group, because they aren't really professional thieves, poses less of a hazard to the travellers. If the group of player characters is a large one, the Gamemaster might want to utilize them as additional allies of Korbrild, otherwise he might want to leave them out altogether.

The traps and hazards in the tower and tunnel aren't particularly difficult or dangerous. The Gamemaster might want to drop a hint about taking the statue found in the tower with them should the players seem disinclined to do so. Of course, if they don't have the statue with them, the player's progress won't be impeded by the barrier in the cave, so it isn't absolutely necessary that they bring it, but they will lose the opportunity for an interesting and potentially profitable encounter.

15.44 REWARDS

The safe arrival of Glorin and the jewel at Baraldrin's Gate will, of course, bring the players their earnings from Trigoric. If the group has bargained with Glorin for an additional reward, he too will pay up. In addition, if the players can bring Vergandrieg the identity of the traitor, he will pay them 10 gold pieces each for the information. If they can bring him the body of the traitor or reliably report his death, the captain will probably go to fifteen, and should they bring the traitor back alive and in custody, he will be pleased enough to make the reward twenty gold pieces for each. They will also win the confidence and respect of the captain and people of Buhr Thurasig, which might be useful in further adventures.

They also, of course, get to keep many of the treasures they've found on the journey, which could be a particularly rich hoard if they've replaced the statue in its proper niche and explored enough of the tunnel to meet with Ulgandraeth.





15.5 ENCOUNTERS

Since the primary encounters in this adventure involve the raid on the party by the group or groups of brigands along the road, exactly how those conflicts are orchestrated will largely be up to the discretion of the GM. Korbrild's attack will almost surely begin as a straightforward ambush somewhere along the road, in the vicinity of the tunnel. The party will prove stronger than he anticipated, however, and should at least be able to fight well enough to give themselves time to flee to the relative protection of the tunnel. Should the party have difficulty accomplishing that much, the GM might sacrifice one of the NPC guards to hold off the raiders long enough to allow the rest of the party to flee.

Once the players are in the tunnel, there are various ways to handle the thieves' actions. They could all chase behind the players in a group, trying to run them down one by one in the narrow confines of the tunnel. More likely, though, Korbrild would decide to split his band into several parties, and using his knowledge of other entrances to the tunnel, attempt to surround the band while they are within, overpowering them from various sides. Alternatively, he might divide his men into two groups, one led by himself, the other by Sovorn, and assign them to guard the two most likely exit points, prepared to ambush the players as they leave the tunnel. By doing so he could take advantage of the narrow exits which would prevent the players from emerging as a group as well as their temporary partial blindness while their eyes adjusted from the dim light of the cave to the greater brightness outside.

15.51 KORBRILD

The chieftain of the larger group of thieves is just about the meanest, nastiest, wildest, most vicious and ruthless son-of-a-gun anyone in the area has ever met. He fights hard, mean, and dirty. He has no interest in taking prisoners or leaving potential threats around, and tends to be quite thorough in assuring that loose ends are sewn up.

Korbrild possesses no sense of honor and a very pragmatic idea of loyalty. Should he find himself trapped or hopelessly cornered, he might well try to bargain his way out of the situation. Brilliant he isn't, but he has a crafty cleverness. It will certainly occur to him that the fact that he knows there is a traitor in the group's midst and his willingness to identify the turncoat can be used as a bargaining chip. He also will know that he'll have to use it carefully. By the time he's cornered, he will likely have done sufficient damage and demonstrated his less-than-noble fighting techniques in sufficient detail to assure that the entire party of travellers thoroughly despises him. If they think there might be an alternative way of getting the information, they probably won't hesitate to dispose of Korbrild and make a bargain with someone slightly less despicable.

15.52 SOVORN ONE-HAND, FELD, AND THE REST OF KORBRILD'S BAND

All of Korbrild's band are strong and ruthless fighters; they should be, he selected them carefully and nurtured those particular traits. Sovorn can fight better with one hand than most people do with two, and Feld's age has slowed him only a little. Like their leader, all of Korbrild's men have a healthy respect for their own persons, and will, if pressed against the wall, try to talk or bargain their way out of trouble. Of the group only Sovorn and Feld know the identity of the traitor — Feld because Korbrild trusted him enough to occasionally use him as a messenger to his contact; Sovorn because he makes it his business to know as much as possible about everything going on around him.

If the opportunity or necessity for bargaining doesn't come up, Sovorn and Feld will both fight to the death, even should they realize that the battle is lost. Most of the rest of the band will flee if they see that their leaders are defeated or the battle is clearly going against them.

15.53 RIGDARABIN

Because he (and his people) think of themselves primarily as farmers rather than professional brigands, Rigdarabin's group fights with none of the viciousness and ruthlessness of Korbrild's group. Nor do they have the time to invest in perfecting their combat skills. They do consider themselves as struggling to defend and support their homes and families, however, so what they lack in skill is at least partly compensated for by conviction.

If the party has had its fill of fighting, or includes a moderately perceptive and skillful diplomat, they can turn this fact to their advantage. Since Rigdarabin's band preys on travellers primarily to make a living, they can probably be bought off without a battle. In fact, they will likely settle cheap; they really are just concerned with assuring a few meals for themselves and their families.

15.54 ULGANDRAETH

In his lifetime, some 200 years prior to the time frame of this adventure, Ulgandraeth was a Mage of little ability. He was also exceedingly curious and spent a large part of his youth pursuing adventures and knowledge. In the course of one of those excursions he came upon the cave of the Bulo-Ilg and his interest was captured. He could make nothing of the peculiar statues and paintings he found in the shrine cave. Nor did anyone living in the area have even a clue about what they represented or meant.

Ulgandraeth devoted the next several years to travelling and research, attempting to learn something of the figures — who created them, and why. His efforts went almost entirely unrewarded with success, and so he finally returned to the shrine, to spend long days and nights in the cave, contemplating the carved statues and paintings on the wall.



It finally occurred to him that he might gain the knowledge he sought with the aid of a demon, could he learn the appropriate spells and collect the power to use them. He spent another year in the preparations, arming himself to summon the most powerful demon he thought he could manage to control long enough to extract the information from him.

Ulgandraeth succeeded in calling and holding a demon, and after some bargaining he learned as much about the creatures as he wished. In return he agreed to become guardian, in perpetuity, of the shrine, a task that would not end even with his death. Instead he became a ghost, with all the rights and privileges thereof, but the limitation of being confined to moving only within the reaches of the tunnel itself.

The Mage learned much of an ancient Dwarvish people who had once, many ages past, dwelt in the area, almost by themselves, save for the beasts that roamed. And he came to understand much of the mythology that grew out of their years of isolation and yearning for knowledge of how the cosmos was ordered and operated.

These Petty-dwarves developed a belief in a race of spirits, known as the Bulo-Ilg, who were closely tied to, and even had some ability to influence, the forces of nature. The worship of these spirits grew into an elaborate series of rituals, invoking at need the aid and intervention of these deities, which came to be centered in and around the cave Ulgandraeth now guards.

When the statue of the Supreme Bulo was stolen some years ago, Ulgandraeth was unable to prevent its removal. He is aware that a spell on the statue should insure that it will eventually be returned to the cave, but he still has had no peace or rest since the time of its theft. He has spent the intervening years devising traps and barriers, designed to force the replacement of the statue in its proper shrine when the time comes that it is carried into the cave again.

16.0 THE SPY FROM ANGMAR

The town of Buhr Thurasig lies forty miles north of the Men Rhunen, a major east-west highway linking the Kingdom of Angmar to the lands of Rhun to the east. Rhun serves as the source of much of the supplies for Angmar, and the road provides the primary transportation route between the areas. Since his access to these vital resources depends on the security of this highway, the Witch-king pays considerable attention to the lands around it, and seeks constantly to extend his influence and even outright domination in those areas.

He generally avoids open battle or takeover by force, as such an effort would require a commitment of resources he needs more elsewhere, nor is he willing to risk full-scale war with some powerful enemies. But wherever he can shake up existing governments hostile

to him or subtly foment rebellion, he grasps that opportunity to weaken potential opposition. Through his lieutenants and spies throughout the land, the Witch-king will do whatever possible to fan the fires of existing resentments, spread rumors to drive wedges in gaps and try to widen any cracks in local unity, and even covertly support uprisings against the local authorities.

16.1 OVERVIEW

In this adventure, the players will be asked to help confirm rumors that a spy from Angmar has come to Buhr Thurasig, mingling with the crowds arriving for an annual Trade Fair, and to identify and stop the spy before he can carry out his plan to meet with a hired assassin and assign him to kill an important member of the Town Council. By assassinating one of the Gramuz members of the council, the Witch-king hopes to drive a wedge into the sometimes uneasy alliance of Gramuz and Urban Northmen who control the town.

16.11 THE TRADE FAIR

Each year, in late spring, after the ice and snow have melted, merchants, craftsmen, and traders from all parts of the region load their carts and pack animals to bring their wares to the town of Buhr Thurasig for a trade fair. They set up in tents and booths on the Fair Field in the center of town, and offer their merchandise for the consideration and purchase by the people living in the area.

In addition to the usual weavers, smiths, potters, armorers, woodworkers, and candlemakers, all of whom show up to display a variety of styles, colors, and sizes of their wares, some less ordinary merchants occasionally join in the activity. It wouldn't be amazing to see a bookbinder, or a maker of musical instruments, a painter, or even a small-time mage creating custom spells and charms for the public. Tinkers and junk traders try to convince the public of their desperate need for the peculiar odds and ends they collect in their travels.

In addition to the merchants, entertainers come, singly or in groups, to show off their ability and collect coins from the crowd: musicians, dancers, mimes, and puppeteers. Vendors move among the people, selling hot meats wrapped in bread, cheese rolls, sweet pastries, ale, or fruit juices. Even the attendees, many of whom come only to replace worn-out items, buy cloth to sew new trousers for their family, leather to make harnesses for the plow animals, or new tools for their trade, pull out their brightest, most cheerful clothes to celebrate the end of winter and greet the arrival of milder weather.

The fair generally lasts for about a week, with activity beginning each day at mid-morning and frequently continuing, aided by torch and candle, until well after dark.



16.12 LIGRADOR'S WORST NIGHT

The keeper of The Wailing Wind surveyed the crowd in the public room, noting the effort as one of his temporary servers attempted to maneuver his way through the packed mass of people. "That boy can't even remember who ordered the strained meat broth," he thought to himself in disgust as he watched the youngster offer the cup to one person after another and each in turn respond in the negative. He sighed. Trade Fair was always his busiest time of the year, and he could never find enough satisfactory extra help.

"Master Ligrador!" The voice of one of his regular girls hailed him from behind. She was one of the competent ones, so if she reported a problem it was a real one. Ligrador sighed again. More problems, he didn't need. Already today they'd had fifteen more people show up than they'd planned for; his wife was in the kitchen feverishly throwing together another pot of stew; two temporary helpers were upstairs converting double rooms into triples or more and squeezing as many extra beds into the larger chambers as they would hold; they'd found that some of the extra bedding had been destroyed by damp and he'd had to make a hasty deal with the weaver, who'd charged him an exorbitant price, knowing the bind he was in; a keg of ale sprang a leak as they were bringing it up from the cellars; several boxes of candles had been misplaced; and his youngest daughter was showing signs of coming down with something that might be a bad cold or flu.

The girl waited for him to come to her, so she didn't want the rest of the people present to hear what she had to say. He appreciated her discretion; it was rare enough to find anyone who knew what it meant.

"Master Ligrador," the girl said, in a low voice, when he was close enough to hear, "Faclinot, the Baker's apprentice, wishes to see you privately. He says it's a matter of some urgency. He's in the family parlor."

Ligrador looked at the ceiling while he considered the request. "Doesn't he know I've got my hands more than full right now? He can see the crowd."

The girl ran the end of her tongue across her lower lip. "He seemed upset, and said I should tell you it was urgent. Most urgent, I think..." She lost her nerve.

The proprietor of the Inn thought a second, then shrugged. "I'll attend him," he said on a long exhalation.

He found the baker's apprentice pacing the small confines of the family parlor. Faclinot was young yet, barely sixteen, and seemed even younger with his round childish face and slight build. He must have been running his fingers through his light brown hair; tufts of it stood out in various directions.

"Master Ligrador, thank goodness," he said. "I wasn't sure if... Well I just didn't know what to do, but I thought I'd better tell you quickly... I mean it's terrible, I can hardly believe it, you've got to stop it... I guess you'll have to tell the others—"



"Hold a minute," Ligrador ordered, finally halting the gush of words from the agitated young man. "Calm down and tell me what has happened."

"It hasn't happened yet," Faelinoth answered. "I don't know when it's going to."

"Sit down, take a deep breath, then start at the beginning and tell me exactly what is going on," Ligrador requested, and watched sternly while the baker's apprentice made an effort to control his agitation.

"I came in earlier this evening to sit a bit and get a drink of ale," Faelinoth said after a pause. "Here and we've been working without break for days now, to prepare for the fair. This evening my master told me to take some time off and have a rest. So I came here."

Ligrador nodded, silently urging him to get to the point.

"I was sitting at a table by myself. I was hoping that Mathila might be able to get off and come join me, but I guess she didn't finish her duties early enough. Anyway, after a bit I was starting to get calmer when I realized I could hear this conversation going on behind me, even though they were talking in kind of low voices—not quite whispers, you know, but quiet-like."

"Who was talking?" Ligrador asked.

Faelinoth shrugged. "I've never seen them before, so I suppose they were in town for the Fair. Ugly looking types. I know they didn't intend for me to hear what they were saying."

"Which was?"

"They were talking about..." He swallowed hard. "One was telling the other about how he was going to pay him to kill one of the people on the Town Council."

"Kill?" Ligrador repeated, finally remembering to close his mouth. "Did they say who?"

Faelinoth nodded. "Daelgid. And they want to make it look like it was one of the other Council members did it."

"You're sure about this?" the Inn-keeper demanded. "They weren't just... sort of speculating?"

"I'm sure about what I heard," the boy answered. "One of them was telling the other he'd pay him a hundred gold pieces when it was done."

"Did they say when?"

"Tomorrow or the next day, I think."

"Why?" Ligrador muttered, more to himself than to the boy. "And who?"

"I think it's just to make trouble," Faelinoth ventured. "And that probably means..."

"Probably so," the Inn-keeper agreed. He straightened his sagging shoulders. "I will send messengers to the rest of the Council tonight, after the crowd has dispersed. We'll discuss what to do. Thank you, boy. It was well done to bring this to my attention. And now I must get back to my duties. We are busy this evening, as you have seen."

"Indeed I have," the baker's apprentice agreed. "Thank you, Master Ligrador." The boy rose and bowed out of the room.

The Inn-keeper stared after him for a moment, wondering if Faelinoth's imagination had been running away, or if he'd been working too hard. He'd never heard that the baker had any complaints of that sort about the boy. There was no point in taking chances; the rest of the council should know of this.

The next thing he did after leaving the room was find two of his regular helpers, youngsters he knew he could trust, and send them to the others to request a meeting for later that night. Then he plunged back into the chaos and confusion of keeping the packed inn running smoothly.

The first messenger returned some time later to say that the people he'd been in contact with would attend. The second messenger was delayed quite a bit longer, and when he did return, she wore an odd look, combining sadness, shock, and excitement. "There was a fight not too far off," she reported. "I don't know who he was arguing with. Strangers, I think, but Faelinoth, the baker's apprentice is dead. Stabbed through the heart."

Ligrador felt the mug he held begin to slide from his grasp but was unable to stop it. Fortunately the metal tankard was only slightly bent. Faelinoth in an argument? Perhaps, he thought. But dead—In a quarrel, an accident? No. He bent down and picked up the vessel he'd dropped. "No," he repeated, aloud, but to himself alone.

16.2 THE NPCs

The townspeople in Buhr Thurasig are important in this adventure. Refer to section 14.2 for a description of some of the more prominent citizens.

16.21 GORION

Gorion was enrolled in the army of the Witch-king of Angmar at the age of fourteen and began to train as both warrior and mage. Early on he showed aptitude for both pursuits but found the training in magic more to his liking and so concentrated his efforts that way. Quick of intellect and extremely cunning, he made rapid progress in the arts of magic as well as the skills of a warrior. He also possessed cutting wit and a seductive tongue.

His superior officers soon discovered the young man's talent and began to assign him the trickier and difficult jobs, particularly ones requiring skills not often found among the common soldiers: discretion, persuasiveness, subtlety, tact, and utter lack of scruple. He not only fulfilled all his missions, but sometimes achieved success well beyond anyone's expectations.

One job in particular finally brought Gorion to the attention of one of the Witch-king's trusted aides. Gorion was sent with a small troop to treat with the petty king of an eastern province for permission to move troops across his country. The king knew a bad deal when he heard one and naturally prepared to refuse. Gorion, sensing what was coming, arranged to



have the king assassinated before he could give a negative reply, then told the very young prince who succeeded him that his father had agreed to the request, and so thoroughly terrified the new ruler that it made no difference whether he believed the emissary or not. Gorion returned with the young man's agreement, plus a healthy contribution to the Witch-king's treasury.

Gorion is an Asdriag of medium height and build. He has light brown hair and darker brown eyes. His appearance is surprisingly bland — his features are even and unremarkable, so that he is neither particularly attractive nor ugly. His clothing tends to be equally bland — plain brown leggings and jerkin — save for the fastening buckle on his belt which is of beaten silver in the shape of an eight-pointed star with a huge bloodstone at the center. This talisman has a 60% chance of stopping all torso criticals. He also wears a short sword at his belt and a dagger in the top of his boot.

16.22 TORIFAL

The assassin is such an incongruous figure that it's easy to take him lightly. That's generally a fatal error. Torifal is much more efficient at his job than his ridiculous appearance and behavior might indicate.

Torifal is a large, heavily-built man with such muscular arms and legs that people frequently refer to him as a Troll. He isn't, of course, and he doesn't take kindly to the designation. The unwary who make remarks of that sort in his hearing tend to turn up later in a ditch or a dark alley with a knife between their ribs.

Someone once told the assassin that he had musical talent, and Torifal took the words to heart. So much to heart that he fancies himself something of a traveling performer. It requires little persuasion to induce him to pull out his lute and entertain the company (be it great or small) with a song. The man has a throbbing bass voice that would add immeasurable depth and richness to a mixed chorus but is grating and tedious as a solo act. In addition he hasn't quite mastered the art of getting the lute properly tuned. Few have the nerve to tell him that he is off-key, and those that do have a short life-expectancy.

In keeping with his peculiar self-conception, Torifal dresses in what he imagines is an appropriate style for an itinerant musician: breeches in shades of orange, blue, or green, shirts of rose or gold, with coordinating jerkin. His cloak is yellow-gold. The clothing does serve to distract one's attention from the fact that Torifal is also a walking arsenal of concealed weapons. Seven daggers ride under his costume, ranging from two small blades in his boots to a ten inch length of steel stuffed into the back of his belt. He has blades up his left sleeve, in a leather harness under his right shoulder, under his feathered hat, and one sewn into the lining of his cloak. He can reach and extract any one of them in a matter of seconds. The buckle of his belt is also imbedded with a spell which allows him to cast a Sleep X spell once a day.

Torifal is a Dunlending, with grey eyes and dark hair, which he usually greases to a brilliant shine and combs straight back from his forehead. He smiles easily and heartily, but the good humor is deceptive; his fierce temper can explode quickly and with messy consequences.

16.23 BARIC

The master weapon-maker comes every other year to the fair at Buhr Thurasig from Dale. He brings with him an assortment of his product — some of the finest knives, swords, daggers, stars, maces, and battle-axes to be found anywhere in northern Rhovanion. He makes the long trip in his wagon, biannually, not just for the opportunity to sell his wares to a larger group of people, but because he has a number of friends in the town or who come regularly to the fair.

Baric is a tall thin man with blond hair fading into silver, light blue eyes, very pale skin, and sharp angular features. He's voluble and good-humored, but moderately adept at using the weapons he creates. His main weakness is an inability to hold his liquor, which is why he rarely drinks, except on social occasions like getting together with old friends at a trade fair.

16.24 CAVILTAR

The cooper comes from a town even further south than Baric's home, but he undertakes the trip every year. He makes the best barrels and other wood containers to be had east of Mirkwood, and he does a brisk business with several bands of Dwarves from further north in the mountains, as well as many of the brewers and tavern-keepers in the area. Caviltar is a burly, handsome man with reddish brown hair and green eyes. He's quiet and not terribly bright or physically adept except with hammer or other wood-working tools. His amiability and kind heart make him almost universally liked.

16.25 BORGENDA

By her own desire, the glass-blower was apprenticed in the craft at the age of twelve. She is now approaching seventy and has yet to lose her love of the medium or her fascination with its possibilities. The beauty of her creations reflect her care, concern, and continuing search new forms, styles, methods, and uses for her wares. Despite her age Borgenda appears no more than fifty; although her long hair is silver, her grey eyes are sharp and her face shows few lines. Her frame is thin, wiry, and unbent.

16.26 ULRED

The herbalist is a man of middle years and small stature. Although he has a home some ways to the southwest, Ulred spends much of his time travelling, selling his herbs and cures, and talking to folk of various areas, hoping to find new plants and new ways to use known varieties. Although Ulred can neither read nor write, he seems never to forget any bit of information he learns and therefore has an encyclope-

dic knowledge of herbs and potions. He knows little about anything else, however, and in conversation, other than on the subject of plants of their uses, appears simple and even ignorant.

16.27 GLYORIVIA, VANDORAG, AND ASGARIC

These three, like many others, are Gramuz, rural farmers and sheep-herders, whose holds are too isolated to be considered part of any town. They have come to Buhr Thursig to the fair, to acquire many of the things they need for their day-to-day operations: animals, tools, cloths, household utensils, etc. They have taken beds at The Wailing Wind for a few days while they conduct their business at the fair. If they're not asleep on their cots in one of the larger, common rooms, or on the Fair Field conducting business, they will most likely be found in the tavern, celebrating the bargains found, or bemoaning the high cost of good quality wares.

16.28 ALDARIC

An itinerant merchant, whose considerable apparent success is something of a mystery only to those who don't know much about his methods, Aldaric is a large man with reddish brown hair and green eyes. His victims know that he has raised blackmail and extortion to a high art; he has a network of agents who provide him with information he can use to threaten those who have a position to protect. He travels a great deal, collecting information and money, and conducting some sideline business deals.

Aldaric practices a dangerous profession and he isn't as unarmed as he appears. An unusual silver wristband he wears is more deadly than one would guess. A push on a certain part of the decoration will cause a spring-loaded, collapsible knife to suddenly emerge from it. The merchant also possesses a green ward-stone brooch (+5 Essence Resistance), and a +10 dagger.

16.3 THE LAYOUTS

The layout for the town of Buhr Thursig is in section 14.31. The Game Master should consult that layout for the relationship between the Fair Field and the two Inns to the town as a whole.

16.31 THE FAIR FIELD

The Fair Field is a large, open, grassy area in the center of town, intended for use as a common area, for games, and as a site for fairs and other town activities. The town provides several amenities for the comfort and convenience of merchants, entertainers, and attendees, including tents, stages, benches, and tables. Merchants pay a fee of 1 silver piece for rent of space on the field or 3 to 5 silver pieces for a tent display, depending on its size.

1. The City Gates and Guard Towers control access to the town. Consult section 14.31 for more detail on the layout.

2. A platform ten feet by ten feet, raised a foot off the ground. Six foot tall poles on each corner have hooks embedded in them for stringing cordons around the area. The enclosure may be used for displaying animals, auctions, wrestling matches, etc.

3. Stone Markers. A series of square, flat-topped stone blocks honor the founders and outstanding citizens of the town.

4. Public Gardens. Planted among the low-growing evergreen shrubs are a tasteful assortment of perennial flowers. Late spring and early summer is the height of their season, when dense masses of blooms form clusters and spikes of bright color in the two long rows.

5. Well. A shaded well provided with two buckets on pulleys for the public use.

6. Area set aside for vendors who wish to pay the minimum for displaying their merchandise. Their fee buys them only space; they provide stools, benches, tents, or whatever is needed for showing their wares. Most of these people are small-time traders or peddlers, or part-time hobbyist craftsmen, such as the farmer who sells the wooden flutes he carves in his spare time.

7. The largest of three wood platform stages provided for the use of dancers, mimes, acrobats, and other entertainers. Each group pays a fee of 2 copper pieces per hour for use of the stage, and most pass the hat among the audience to finance their efforts.

8. Two smaller stages. Rent for these is 1 copper piece per hour.

9. Backless wooden trestle benches (or sometimes just lined up bales of hay) provided for the convenience of audiences watching the entertainment, people wanting to sit while they eat, or both.

10. Food and Drink Vendors. Ale, Beer, Mead, Fruit drinks, and flavored waters are available to drink, while a wide variety of food, from meat pies and vegetable rolls to honey pastries are available for purchase by hungry fair-goers.

11. Tables. Provided for the convenience of the aforementioned hungry fair-goers. Some are placed under the shelter of long tents, others sit out in the open.

12. Animal pens. Holding areas for livestock, including horses, pigs, cows, goats, and chickens.

MERCHANTS AND CRAFTSMEN

13. Woodworker.

14. Goldsmith.

15. Silversmith.

16. Cobbler.

17. Leatherworker.

18. Cooper.

19. Candlemaker.

20. Weaver.

21. Needleworker (Sewing and Embroidery).

22. Potter.

23. Weapons Maker.

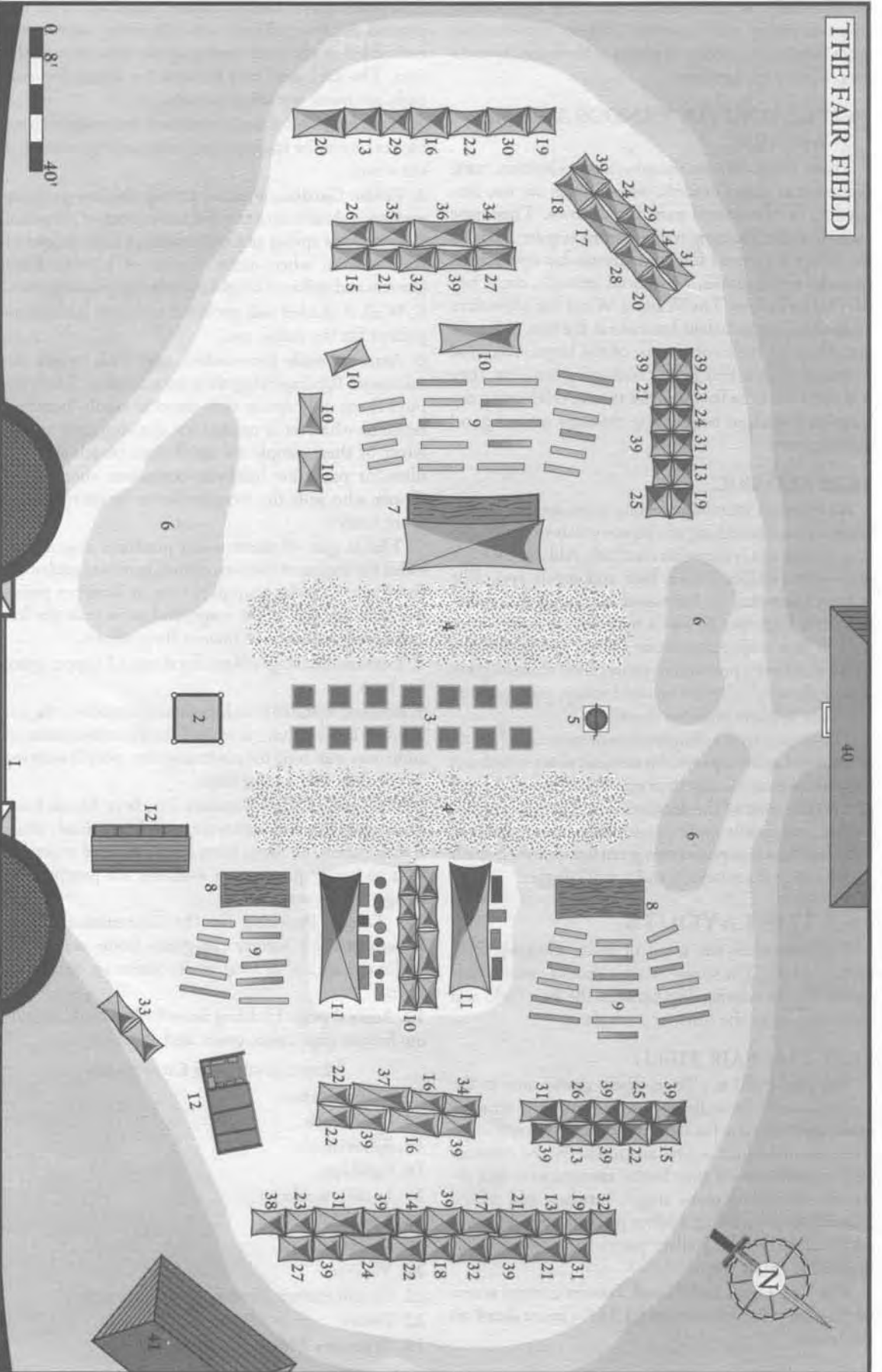


THE FAIR FIELD

40



0 8' 40'



112



24. Armorer.
25. Painter.
26. Musical Instrument Maker.
27. Spell caster.
28. Astrologer.
29. Bookseller.
30. Glass Blower.
31. Peddler.
32. Herbs and Potion maker.
33. Animal Trader.
34. Ironsmith.
35. Baric's Weapons Display.
36. Caviltar's Barrels.
37. Borgenda's Glass Works.
38. Ulred's Herbs and Potions.
39. Assorted Traders and Merchants.
40. **The Wailing Wind Inn.** The largest Inn in Buhr Thurasig; it is where most of the reputable merchants will stay.
41. **The Gryphon's Wing.** The other Inn. It is much smaller and holds fewer people. The ale is reputed to be watered down and the food barely edible, however the rates are cheaper and discretion more widely practiced than at The Wailing Wind.

16.32 THE WAILING WIND

Ligrador's Inn is a spacious building, showing a wide front facing the Fair Field. In fact, it is the largest building in the town of Buhr Thurasig, with more than fifteen guest rooms, plus quarters for the help. Ligrador and his family pride themselves on a reputation for offering their guests clean bedding, unadulterated ale, hearty and sometimes quite tasty food, reasonable service, a decent level of security, and a good night's rest. For each guest room the odds that it will be occupied are 10% during daylight hours, 40% from sunset until eleven o'clock, and 90% between eleven o'clock at night and seven in the morning. Each additional person in the room (beyond the first) adds another 3% to the odds.

FIRST LEVEL

1. **Front (Main) Entrance to the Inn.**
2. **Main Hallway.** A coat rack is on the wall to your left as you enter the building; a wide staircase goes up to the second floor on the right. The hall continues ahead, then turns right behind the stairs, leading to the kitchen, private dining rooms, and the family parlor, which serves as an office for the operation.
3. **Tavern.** This is the largest room in the Inn. It is crowded with tables and chairs. A small, raised dais at the far end can accommodate musicians or entertainers. The Inn doesn't hire, encourage, or pay entertainers, but does not discourage them either.
4. **Bar.** A long bar crosses part of the room at the far end of the tavern. There are no servers here, so all drinks have to be ordered and paid for at the bar, then carried back to the table.

5. **Doors to the outside.** An unobtrusive door allows the bartender direct access to the stables, garden, storage buildings, and most importantly, the cellars where wine and kegs of beer and ale are stored. Another door, off the far end of the hall, is situated close to the office.

6. **Door.** This door allows access to the tavern from the back hall and is primarily for the use of Inn employees.

7. **Dining Room.** This is the main dining room where most of the patrons take their meals. It too is crowded with tables and chairs, but meal service is provided here.

8. **Storage Pantry.** Situated between the dining room and kitchen, this small area is lined with shelves and cupboards for storage of dishes, glasses, cutlery, linens, and food supplies.

9. **Kitchen.** All the cooking is done here. A huge stone chimney consumes most of one wall, and actually has two fireplaces, one large one for roasting joints of meat, and a second smaller one for cooking pots of soup and boiling vegetables. There are several tables in the room to aid in food preparation, and a large washtub and drying rack in another corner. Ligrador's wife, Sargrid, is the supreme ruler of this domain.

10. **Private dining rooms.** These rooms are available for hire by parties wishing to conduct business over a meal, or in need of privacy for some other reason.

11. **Family Parlor.** At least that was its original purpose. Since Ligrador's family has a separate house, this room primarily serves as the office and headquarters of operations for the Inn.

12. **Back stairway** to second and third floors.

SECOND LEVEL

13. **Double Rooms.** These rooms are intended to accommodate two persons, normally containing two beds, two chests for storage of personal possessions, and two washstands. A third bed has been moved into each and all are taken.

14. **Linen Closet.** Lined with shelves, but one person might be able to squeeze in for hiding purposes.

15. **Common Room.** This room normally holds 4 or 5 beds with lockable cabinets adjoining each and two washstands. Currently six people are using the room.

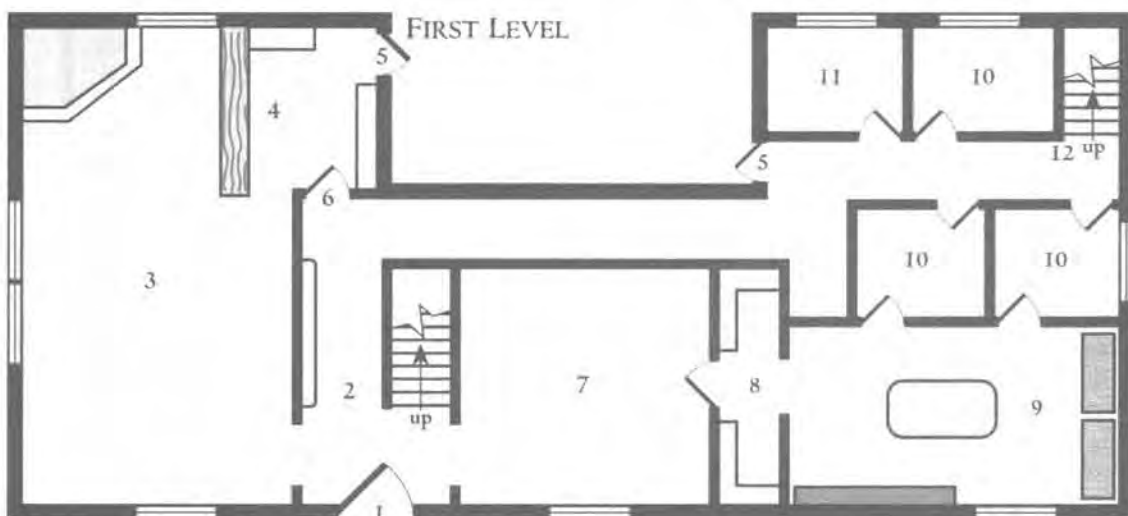
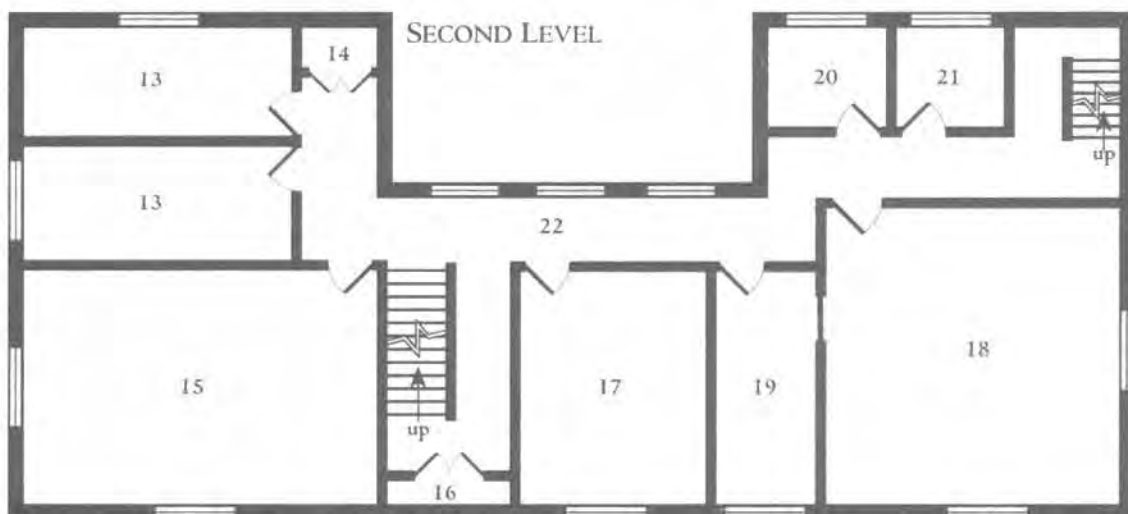
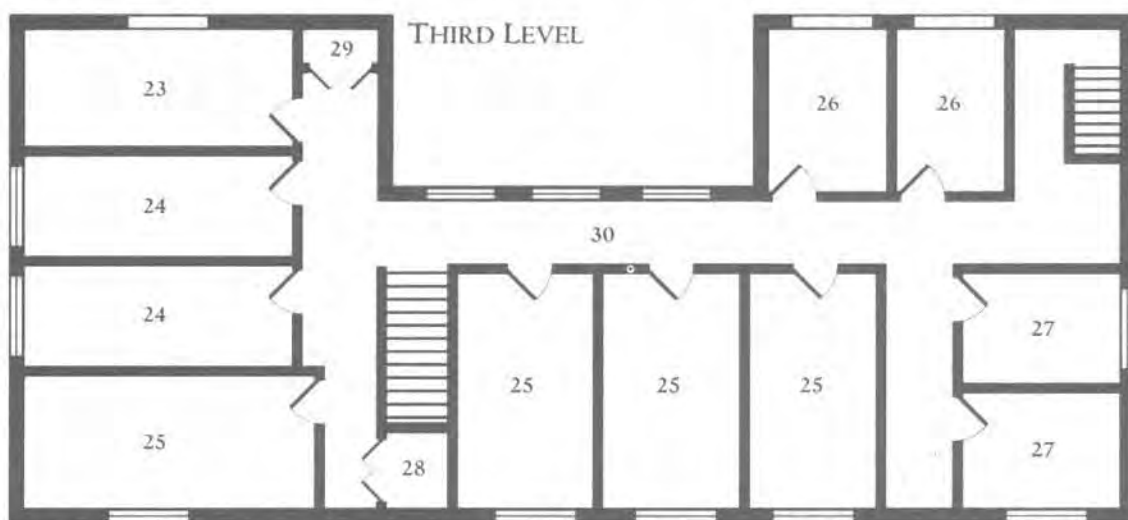
16. **Broom closet.** Storage for cleaning tools and supplies.

17. **Normally a triple room** (3 beds), it now holds 4.

18. **The Royal Suite.** This large, lavishly appointed room is generally reserved for persons of wealth or importance. It contains an oversized bed with silk hangings, fine tapestries, several pieces of excellent mahogany furniture including the bedstead, a chest and a wardrobe. Since no one reserved the room in advance or has since come along and been willing to pay for exclusive use of it, three more beds have been moved in, and five lucky people are staying in this grand chamber.



THE WAILING WIND



0 3' 15'

19. Servant's Quarters. Intended to be quarters for the servant(s) of the person staying in 18. The door between 18 and 19 has been locked and two persons are using the room.

20 and 21. Originally intended as quarters for inn servants, these rooms have space for little more than a bed, a small lockable chest underneath, and a washstand; each is occupied by only one person.

22. Second floor hall. Runs most of the length of the building, along the rear, and allows access to all rooms on this floor. Three windows open out of the hall, looking down about ten feet to the back of the inn.

THIRD LEVEL

23. Torifal's quarters. He expects to make enough profit from this assignment to allow him the luxury of a private room. His quarters contain a single bed, washstand, chest, and a wardrobe. Hanging in the wardrobe and scattered on the floor (Torifal is a slob) are several articles of brightly colored clothing, all of which clash with each other. There is a 50% chance his lute will also be in the wardrobe (out of tune, as always). Whether he is over-confident or just careless, he has left the note from Gorion, discussing the assignment, in an unsealed, unlocked pouch hanging on a corner of the washstand. The chest however is locked (Very Hard, -20, to pick), and contains 80 silver pieces, the amount remaining from the 200 silver pieces Gorion paid him as a retainer. There is also a +5 dagger in the chest, and a +5 stiletto sitting under the bed, where it rolled when Torifal dropped it.

24. Single rooms. The occupants of both of these rooms have been willing to pay for their privacy.

25. Double rooms. All now have three occupants.

26. These two rooms were intended for the use of the family of the Innkeeper, but are now used by some of the help. Two young ladies sleep in one of them, two young men in the other.

27. Servants' quarters originally, each is fitted out as a single room, and being too small to accommodate additional beds, each has only one occupant.

28. Broom closet. Same as 16 on the second level.

29. Linen closet. Same as 14 on the second level.

30. Third floor corridor. Like the one on the second floor, this one runs most of the length of the building and has three windows overlooking the yard at the back. The drop from these is about 18 feet.

16.33 THE GRYPHON'S WING

The smaller of the two Inns in Buhr Thurasig has a reputation as a rougher and less comfortable place; people of quality, wealth, or status don't stay here unless there is some pressing need. The Innkeeper, Gerdric, has no family and inhabits a room on the premises. The chief cook has a home of his own, but the bartender has a room at the Inn, as do two of the serving-boys. Room rates are somewhat less expensive than The Wailing Wind, and the place is just as crowded at fair time. Like Ligrador, Gerdric will put extra beds into rooms to accommodate as many people as possible and he hires extra, temporary help for the duration. The odds of any room being occupied are the same as for The Wailing Wind (see 16.32 above).

FIRST LEVEL

1. Front porch. Two steps lead up the wide, planked porch which faces the Fair Field. A few broken down rocking chairs lining the front of the Inn don't really invite a person to sit in them.

2. Front door. The wide entry way opens directly into the tavern.

3. Tavern. The largest room in the Inn. There are tables and chairs packed into the room, all of them occupied in the evening of fair days.

4. Bar.

5. Main Hall. Leads from the dining room on one end of the building to private rooms at the other.

6. Dining Room.

7. Kitchen. Equipped much like any other Inn kitchen. A door between the fireplace and the wall leads out and down, via a series of six steps, to the yard at the back of the building.

8. Private Dining Room.

9. Small, very private room. for very private conversations, deals, etc. It is extremely hard (-30) to see from this side that there is a door that connects to the closet in Gerdric's office. The door is locked (very hard, -20, to pick).

10. Stairs going up.

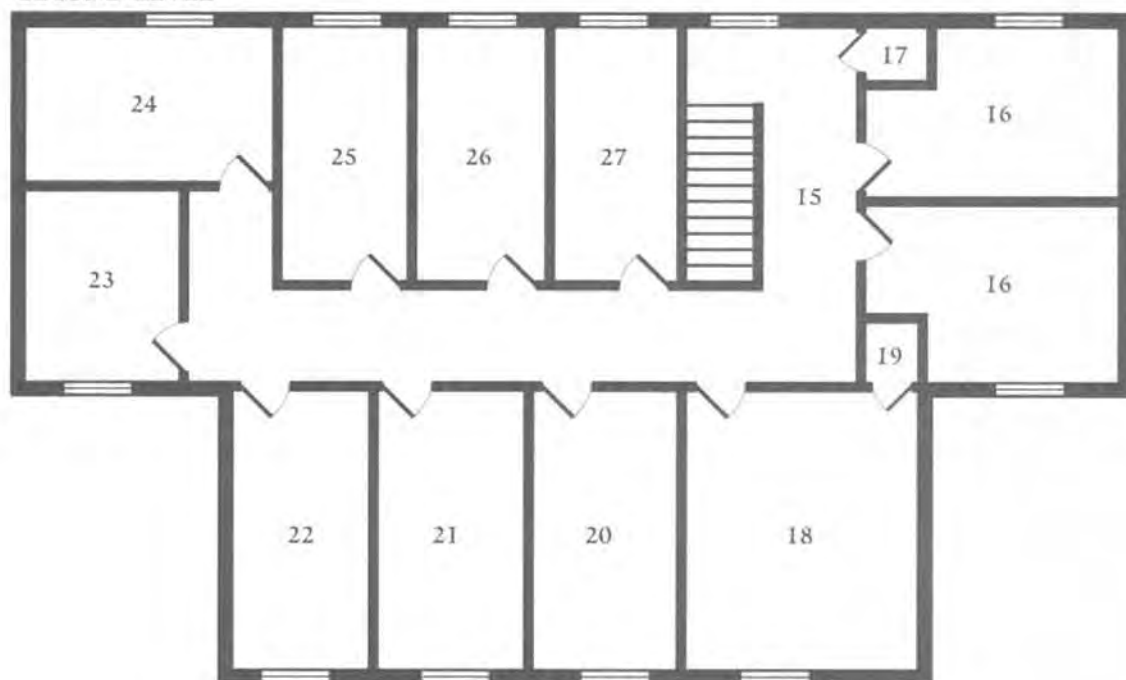
11. Gerdric's office. All of the Inn's business affairs are conducted from this room. It contains a large desk, a comfortable chair, 2 hard chairs, a cabinet for storing papers, fireplace, and a series of shelves. A door in the far end leads to the back yard.

12. Closet. From this side it is routine (+30) to see that there is a door in the back of the closet, leading to the small private room (#9). Combined with the door to the outside in the office, this door makes it easy for someone to slip in from outside for a private meeting in the small room, with none but Gerdric and the others present at the meeting to witness the passage.

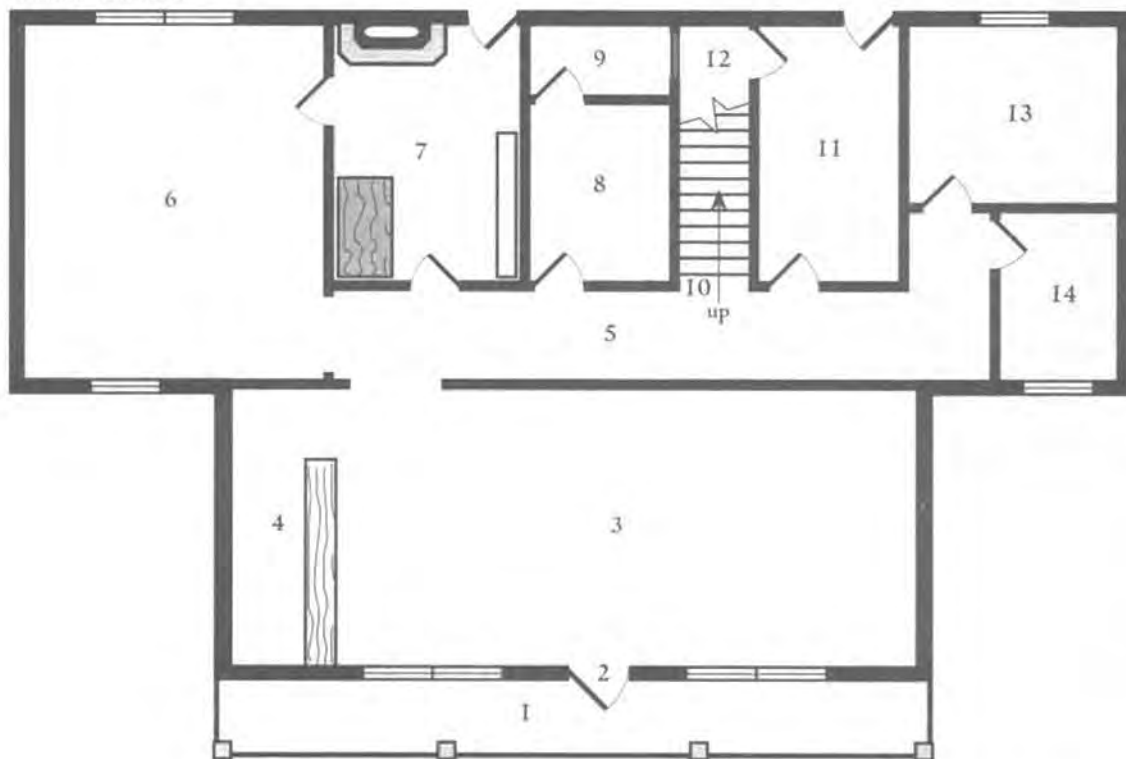


THE GRYPHON'S WING

SECOND LEVEL



FIRST LEVEL



0 3' 15'

13. Gerdric's quarters. A nicely appointed room, neatly kept. The furniture is good quality but not ostentatious, and comfortable rather than beautiful. There is a large bed, chest, wardrobe, a small portable desk on a stand, a washstand, and a hooked rug on the floor.

14. Cook's quarters. This room is also comfortably appointed, but very untidy.

SECOND LEVEL

15. From the stairs going up, this hall allows access to all the rooms on the second level.

16. Double rooms. Each is currently accommodating 3 persons.

17. Linen closet. Lined with shelves to hold bed clothes and towels. It's crammed full.

18. Large room. The 'best' room in the house. The furnishings are more luxurious than in other rooms. Aldaric, a wealthy merchant with a shady reputation has reserved the chamber for his own exclusive use. Although he comes every year to buy and sell at the fair, some of his most lucrative deals are made in the small private room downstairs. The room contains a large bed with a very soft mattress, and the usual washstand and chest. There is also a soft rug on the floor, and a large desk. The drawers are locked, sheer folly (-50) to pick. Most of the drawers are empty; the top one holds a bunch of papers relating to business dealings, but careful examination will reveal that some of them are being used to blackmail another merchant present at the fair. The latter would be grateful and generously reward (up to 5 gold pieces) anyone who could return this damaging material to him.

It is extremely hard (-30) to see that the second drawer is trapped. A mechanism inside it will set off a very loud alarm if a small button on the bottom of the front panel isn't touched before the drawer is moved more than a quarter of an inch. The drawer contains 4 gold pieces, 80 silver pieces, and 22 copper pieces.

The merchant himself, should he return to the room or be encountered elsewhere, is carrying 2 gold pieces and twenty silver.

19. Closet. The only private closet in the Inn holds several articles of clothing, including a heavy-duty cloak of fine wool.

20-22. Single rooms converted to doubles. Each has two occupants.

23. Double room. The couple occupying this room paid extra to keep it a double.

24. Double room. Gorion didn't wish to draw attention to himself by reserving the best room in the Inn, but he did desire space and privacy and so paid a hefty premium for exclusive use of this chamber.

His room contains the standard bed, chest, and washstand, plus a collapsible writing stand with accompanying stool, and, on another plain stand, a walnut chest, about a foot high and wide and sixteen

inches long. A dragon, formed of several shades of inlaid wood, decorates the top of the chest, while the sides are banded with several rows of filigreed silver. Solid, beaten silver strips coat the corners and form the lock. The key that fits in the lock hangs on a chain attached to Gorion's belt. It is absurd (-60) to pick and sheer folly (-50) to see that it is trapped against picking. Should anything but the key itself be inserted into the mechanism, a series of steel needles dipped in poison will spring out to pierce the hands of the picker. (Save versus level 4 poison or fall into convulsive fits for 1-10 days.)

Once the chest is unlocked it is sheer folly (-50) again to see that there is a second trap, activated as one begins to raise the lid. Unless a tiny button on the lip of the lid is pressed as soon as the top is moved an inch, a magical charge will be released from the top of the casket, to stun for four rounds anyone within twenty feet of the chest that fails a 5th level RR vs Essence magic.

When these are disarmed, the chest will be found to contain 100 gold pieces, the price agreed upon to be paid to Torifal, once he has completed his job.

25-26. Single rooms. The occupants of both paid a premium for sole use of the room.

27. Single room converted to a double. It has two occupants.

16.4 THE TASK

This job sounds simpler than it actually is: find the persons conspiring to assassinate Daelgid and denounce or dispose of them. The problem, of course, is that no one knows who actually is behind the plot. It will take considerable tact and ingenuity on the part of the players to gather enough information to get an idea who is responsible and where to find them. By attending the fair, keeping their eyes and ears open, and carefully interacting with the characters there, they should be able to get a lead on the likely culprits.

But they will still have to find, confront, and defeat both a professional assassin and a trusted assistant to the Witch-king. Again, careful observation and conversation may yield useful information on where to locate the villains.

16.4I STARTING THE PLAYERS

If the Player Characters are known from having completed one or more of the previous adventures, it will be quite natural for the council to seek their help when the question of the possible plot comes up. If they are not known to the town, then the Game Master might arrange for them to be recommended for this kind of job by a merchant or attendee at the fair who has witnessed one or more of the players' previous exploits. In either case, Ligrador will relate his story, which contains all that is currently known about the plot.



At this point there are two possible ways the story can proceed, and the Game Master can take his choice. The first, and more difficult way, would be for the players to be left completely on their own to find out what they can about the spy and the hired assassin. The council will suggest that they attend the fair tomorrow, mingle with crowd, make discreet inquiries, searches, or take whatever course they think best.

An alternate possibility would involve Ligrador telling them that he has heard rumors that one of the more peculiar of his guests is possibly a professional assassin. He might not be sure of the identity, but he could tell them that the prime suspects are in rooms 15, 18 and 23 (as numbered on the layouts). The players could then get directly into searching the Inn.

16.42 AIDS

The town council will offer what little assistance they are able. Ligrador can provide a master key that will open any lock in the Inn (except the one to his safe). That key may or may not open the doors at the The Gryphon's Wing (50% chance). If it doesn't work, the locks there are only hard (-10) to pick. In any case, getting into the rooms is the least of the problems the PCs face.

Any other assistance the players receive is likely to come from either Baric or Borgenda. Both see and hear a great deal — they are in touch with many other merchants and browsers, listen closely and carefully, and are adept at drawing conclusions. Either one could provide crucial information concerning the identity of the plotters and where they might be found. They hear many rumors, and see and recognize many different characters on their travels.

In addition, carefully managed conversations or creative eavesdropping in the taverns at both Inns should also be a source of guidance.

16.43 OBSTACLES

The major obstacles are lack of information about the identity and whereabouts of the plotters, and — once they have been identified and located — Torifal and Gorion themselves. Both are formidably armed and trained in the use of their weapons. Neither should be easy to defeat. This would be even more true if word has gotten back to them that someone has been making inquiries about them.

Should the merchant, Aldaric, find the PCs in his rooms, he will be a dangerous opponent (and not just because he will raise a ruckus that will put everyone else in the Inn on guard). The Players should be aware that any gathering of such numbers provides opportunity for less honest and legitimate businesses to thrive: pickpockets and purse snatchers will be working the crowd.

16.44 REWARDS

The town council will, of course, pay the group well (10 gold pieces each) for successfully completing the mission. In addition, any money or treasure Torifal or Gorion had — including the 100 gold pieces Gorion was bringing to pay for the assassination — will belong to the players.

Otherwise, the PCs should refrain from looting rooms at the Inn. Most of them are occupied by decent, law-abiding citizens who are just trying to feed their families, and any seizure of their property will be regarded as common theft. The one exception would occur should they meet and defeat Aldaric. He's generally considered a low-life and no one is likely to object to his ill-gotten gains being commandeered.

The other major reward from this adventure would be the status and increase in reputation the players would gain from breaking up the plot and defeating both a professional assassin and a representative from Angmar.

16.5 ENCOUNTERS

16.51 MERCHANTS, CRAFTSMEN, AND FAIR-GOERS

At some point, the PCs will have to attend the fair. There are a lot of opportunities here for them to renew supplies, and purchase good quality weapons and equipment. But they should also keep their eyes and ears open. It's almost certain that they will at some point see and notice Torifal. Whether or not the name means anything to them at the time, he is not a figure easily overlooked or ignored. They are very likely to misjudge him, however, since at first viewing there appears to more about him of the buffoon than deadly menace.

In looking around at the booths, they are sure at some point to come across Baric's weapon-making operation. Baric will have heard rumors (he is a very old friend of Wuthgild) of what is happening in the town and he has kept his ear to the ground. He should recognize the PCs as the group who are searching out the plotters and if he is impressed with them will sell them some fine quality weapons at a decent price. He will also suggest that they consult with Caviltar the Cooper, who has seen something that might be helpful to them, and Ulred the Herbalist.

On learning that Baric has sent the group to him, and being put somewhat at ease, Caviltar can tell the players that a friend he will refuse to name has seen an odd character arrive in the town, bearing a peculiarly worked casket among his luggage. The thing that really worries Caviltar's nameless friend is that he is sure he recognized the stranger from a previous encounter some years before in a town well to the west. The friend is sure that the stranger is in the employ of Angmar. He also believes the spy is staying at The Gryphon's Wing.



Alternatively, if the players do not visit Baric's booth, or don't impress him enough to make him willing to trust them with Caviltar's possibly dangerous secret, they may at some point, if they can be cautious and discreet for a while, overhear some other visitors to the fair discussing the arrival of the odd-looking stranger with the noticeable casket at the Inn.

While at the fair they might well see an elderly woman being accosted by a young hoodlum, who is attempting to steal a small purse. The woman will struggle and put up a good fight, but it should be clear to the group that she is getting the worst of the struggle. If the players attempt to intervene, the man will toss the elderly woman roughly aside and flee — without the purse, which she has managed to hang onto throughout the fray. Once she has regained her breath, the woman will thank the players, reassure them that she is unharmed, and introduce herself as Borgenda, master glass-blower.

She will offer them a small cash reward of 10 copper pieces each, which they may or may not accept as they choose. It will make no difference whether they keep the money or not. Borgenda knows a great deal more than she generally acknowledges, although she doesn't appear to be a gossipy old woman. She will question the players about the reasons for the presence at the fair and in the town. If they don't tell her outright what their mission is, she will ask if they've been to the tent of Baric. If they have not she will strongly suggest a visit.

If the players have already consulted the master weapons-maker, she will ask if they got what they needed from him. Borgenda will use their answer to that question to help her decide whether to tell them anything further. Through her acquaintance with Baric, Borgenda has heard rumors of the plot taking shape in the town, and it happens that she has recognized the wandering musician who calls himself Torifal and knows he is actually a very deadly and efficient professional assassin.

Ulred the Herbalist is a possible alternate source of the information about Torifal should the players not meet Borgenda or return to her after they've seen Baric. If he knows that Baric has sent them, he will also offer the party 2 doses of Darsurion and 2 of Arkasu to assist in the completion of their mission.

Other people encountered at the fair are unlikely to be able to provide information useful to the players, although they may have interesting goods for sale. There is also the possibility, if the players are not careful and discrete, that word may get back to either Torifal or Gorion that people have been asking about them. Though they both generally work alone, those two have a network of informants who will pass on rumors, gossip, and warnings in expectation of suitable compensation.

16.52 GUESTS AT THE INNS

Once they've gathered all the information they can on the fair grounds, the players will have to tackle the Inns. No one they meet or talk with in either tavern or dining room is likely to know enough to be helpful, or be willing to share what they do know with a perfect stranger. Further, there is a possibility that an informant will relay word of their interest to Gorion or Torifal. However, if the players listen carefully, they might overhear a conversation such as the following:

"Hey, Valtramil, you better step carefully down your end of the hall!"

"What? What are you saying? You're the one who has the room right across from the stairs. I hope you don't walk in your sleep."

(In a lower voice, with a furtive glance around)

"Yeah, but I hear you've got a really dangerous one in the room right next to yours. Dark, shady sort — always keeps his hood pulled down over his eyes."

The players will certainly have to do some room searching. They odds on any given room being occupied are given above in the Inn descriptions, but it should be noted that if the players knock on the door and wait a few seconds with no answer, there is only a 10% chance that the room is currently occupied, and even if it is, an 80% chance the occupant is enjoying a sound sleep. They might also get some hints on the location of certain characters from occupants of other rooms, if they are properly approached. Should someone find a player searching his room, or be present when his lock is picked, he will certainly raise a noisy and embarrassing alarm, but there is only a 20% chance he or she will try to fight.

16.53 ALDARIC

The merchant Aldaric is a different case. Should he find someone in his room, or attempting to enter it, he will not raise an alarm right at first, but he will assume the worst and prepare to retaliate. In addition to his dangerous wrist band, he carries a +10 long dagger and is very good at using it.

16.54 TORIFAL AND GORION

The assassin is a dangerous foe, particularly if he has been forewarned of the search. His large size, in addition to his skill with the many weapons he carries and his belt spell, gives him an edge against all but the most powerful of adversaries. He will fight to the death if cornered, and will chase any who come against him if they flee.

Gorion is a different enemy; one who will rely primarily on his abilities as a Mage rather than on his weapons. He does carry some, as noted above, and won't hesitate to use anything convenient to hand should there be some advantage to be gained by it. Gorion has a sense of his own importance and will attempt to flee and get away if he sees the battle going against him.



17.0 BEAST'S BLACKMAIL

This is by far the hardest mission the PCs have been asked to undertake in the area of Buhr Thurasig. Accomplishing this task requires a group of high-level, well-seasoned, experienced adventurers; explorers and warriors with the courage, ability, and confidence to face some of the worst dangers the Grey Mountains hold: Trolls, Orcs, a powerful Mage, and an irritated Fell Beast. To fulfill their goal on this job they will need every bit of resourcefulness they've developed and learned in their previous encounters.

17.1 MAGE'S TRIBUTE

The citizens of Buhr Thurasig paid little attention when rumors first reached them that the ancient Tower of the Wolf-friend (about twenty-five miles northeast of the town) was again occupied. For long years it had been standing empty, save for the wolves that were said to roam its halls.

The Mage who took up residence there was periodically seen in the town, purchasing supplies or arranging for deliveries, but he made no attempt to establish friendly relations with the local residents. It was over a year after he first appeared before the town folk finally learned his name: Haeldwyn.

Haeldwyn made it clear that he had no desire to socialize with his neighbors, and the towns' people consequently ignored him and left him alone, except when he wished to arrange a business deal. Within a short time after they learned the Mage's identity a new problem surfaced, a distraction of sufficient magnitude to chase all thoughts of their unsociable neighbor from their minds.

The Fell Beast that began to overfly the town was huge, at least forty feet long and with a wingspan of nearly sixty feet. The first two times he was seen he only circled over the town once or twice before disappearing into the northeast again. The third time he landed near an outlying hold and levelled a languz with the beating of its wings (or so it was said).

Following that incident, Haeldwyn sent a message to the town, warning that he was in control of the Fell Beast, and that he expected regular offerings of certain foodstuffs, money, animals, and other supplies in return for keeping the beast from inflicting further damage or casualties on the town.

Naturally the people of Buhr Thurasig believed that the surly Mage was just trying to take advantage of the circumstances for his own benefit and refused to meet his demands. He followed up with a second warning and a statement of when and where the beast would next appear should the town persist in their rejection. The town did, and the Fell Beast arrived as Haeldwyn predicted. The creature had only to kill a few frightened herd animals before the folk of Buhr Thurasig were convinced, and produced the required payments.

In the years since, the tribute has continued on a regular basis. The residents fiercely resent the blackmail, but feel themselves helpless to do anything about

it. The Mage is careful to send the beast flying over the town periodically as a reminder of what might happen should they decide to rebel or resist.

Several years ago a small company of the City Guards set out to take on the mission of convincing the Mage to discontinue the blackmail or, failing in that, to defeat and destroy him. None of the group, which included three men and two women, returned or has been heard from since.

Although the amount demanded by the Mage wasn't large or burdensome at the beginning, he has been steadily increasing the requests over the years. At this point, the level of extortion has grown to where it imposes a serious hardship on the town. With no end in sight, and a nearly ruinous blackmail hanging over them, the residents of Buhr Thurasig are extremely worried and approaching desperation. They feel that something needs to be done about this threat, and soon.

17.2 THE NPCs

In this adventure, as in several previous ones, the townspeople of Buhr Thurasig may be of some help or assistance, particularly in the matter of a guide. It would help to review the relevant characters, described in section 14.2.

17.21 ADUNAVAR

This Half-Elf Bard has been residing in the town for some years, though no one is quite sure why he chooses to stay, since he has no relatives or other obvious ties with the area. It appears that he simply likes the place and appreciates the locals as a receptive audience for his bawdy songs and endless, undistinguished poems. He has been in the region long enough to have won the basic trust of most of the people; therefore, he knows about the Fell Beast and the Mage's extortion.

What most of the populace doesn't know is that it was the beast, and rumors of the story surrounding it, that brought him to the area. His family has a long history of fascination with Fell Beasts and has studied them extensively. Adunavar suspects that the Mage is using an object that was created by one of his own forbears to exert control over the beast. Adunavar has come, hoping that some day he might have the chance to investigate that possibility further. He missed the earlier party, or he would probably have accompanied them (almost certainly to his own doom). If he believes this group has a reasonably good chance of accomplishing the mission Adunavar will sign on to accompany them. He isn't going to be much help as a guide, since he isn't particularly familiar with the region, but he can wield a bow with some skill and is a fair fighter.

Adunavar is tall (6'3") with blond hair, blue-green eyes, and pale skin. He appears somewhat less reserved and conscious of his dignity than most Elves. Brown leggings and a brown tunic form the basis of his wardrobe; the tunic may be worn over a white or green shirt, depending on his mood. A knife occupies a

sheath attached to his belt and when travelling he carries a long bow. Adunavar is basically an agreeable and friendly companion, except for his insistence on spouting (or even ad-libbing) long snatches of bad poetry.

17.22 RILGE-CAL, ELGERT, AND BELDOR

The three Hill-Trolls — Rilge-Cal, an adult male, Elgert, an adult female, and Beldor, an adolescent male — have their home in a small cave not far from the path that leads to the Tower of the Wolf-friend. They have been there since long before the Mage showed up, and at first they were annoyed by his arrival. But when he began to draw groups of Orcs to the area to serve him, and then arranged for regular deliveries of supplies from the town, they were delighted. The hunting became much easier, and they quickly discovered that the Mage didn't seem to mind the loss of an occasional Orc, pack animal, or even a hog or cow from the town, so long as he wasn't inconvenienced by the raids.

In fact the living has become so easy that the Trolls are growing fat and lazy. They weren't very bright to begin with and what brains they have are beginning to atrophy through lack of use. Elgert retains enough sense to get in out of the sunshine, but the others are inclined to push their luck. Their huge size, power, and sheer animal ferocity still make them dangerous, however, especially if it's been a while since the last food delivery and the Orcs have been particularly careful of late.

17.23 GRIZBAT

The Captain of the Mage's Orcish guards is a large, ugly fellow who achieved his position by virtue of his size, strength, ruthlessness, and a slight advantage in brains over most of his fellow Orcs. He's a stickler for discipline and obedience; even a hint of insubordination or questioning will result in summary execution of the guilty party. A +10 battle-axe and +5 dagger assist him in keeping order in the ranks.

Aside from the usual Orcish prickly disposition, Grizbat has another reason for his ruthless insistence on attention to duty and order. The one person Grizbat truly fears is the Mage, Haeldwyn; the Orc Captain understands very well that he holds his position by the Mage's grace and that failure will earn him the same fate that befell his predecessor — he'll become Fell Beast food.

To give him his due, Grizbat is an able, if harsh, captain. He's held the position for many years now, staved off a couple of challenges from others in the band who considered themselves better qualified for the job, and most of all, he engineered the defeat of the party of Guards the town had sent against them. Haeldwyn has a great deal of trust in Grizbat's efficiency.

17.24 SHARZIG

This huge (5'6", 240 lbs.) Orc officially functions as Grizbat's bodyguard, and unofficially as his "enforcer". Sharzig isn't very bright and knows it, but he enjoys the power and authority he wields in the company by virtue of Grizbat's reliance on him. He is fanatically loyal to Grizbat, recognizing that it is due to the captain's influence that he holds his prestigious position, and he would do anything, including fighting to the death, for him. Although not very agile or adept, his size and strength more than compensate, and his +10 scimitar can do a lot of damage when swung by his massive arms.

17.25 ULGIN

Ulgin is Grizbat's lieutenant and second in command. Though he isn't as big as the Orc Captain, he's nearly his equal in cunning and ruthlessness; Ulgin believes he would make just as good a captain for the band, and perhaps better, but he's clever enough to keep those sentiments to himself. Nevertheless, he's keeping his eyes open and preparing for the right opportunity. If Grizbat were to make a serious mistake and fail Haeldwyn, it wouldn't break Ulgin's heart; he will be ready to step into the breach and take charge of things.

Grizbat suspects Ulgin's intentions and doesn't trust him, but he also recognizes the lieutenant's ability to get things done in an efficient and orderly way, so he tolerates and continues to use him. The Orc Captain wouldn't hesitate to kill or throw responsibility for some misstep upon Ulgin should he ever make an open move against him.

Ulgin carries a +5 broad sword and is also a very adept bowman; his quiver contains fourteen arrows, whose tips have been dipped in a level 2 poison which causes death in 6 rounds.

17.26 HAELDWIN

Haeldwyn's mother was of the Eothraim, the Northman horse-lords, but his father was a stranger to the area, a Dunlending. Haeldwyn's father never fit in particularly well in the area where he'd taken up residence, and many of the local residents suspected he was spy or an agent of the Necromancer. After a few years his father finally decided he could no longer tolerate being an outcast among his wife's people and packed up to leave.

Haeldwyn's mother had by then discovered that marrying with him had been a mistake, and she refused to accompany him when he left, keeping their small son with her as well. The boy was devastated by his father's departure and never forgave his mother for what he considered her role in separating them. He also harbored a deep resentment against the Eothraim for driving his father away.





Until he was sixteen he continued to live among the Eothraim, nursing his smoldering resentment, and making little attempt to learn the skills they considered important, particularly the warrior's arts. Worse yet, he wasn't good at riding and possessed none of the instinctive empathy with horses characteristic of his mother's people.

Haeldwyn managed to find another outlet for his anger and resentment. He was a bright, clever boy who learned to read at an early age. Somewhat to his mother's dismay, Haeldwyn began to thirst for books and learning, particularly anything and everything he could discover about the arcane arts. He collected every scrap of knowledge available in the area and, before he was really ready and without much formal guidance, began to experiment with magic and spell-casting.

At the age of sixteen he finally left his mother to seek out the guidance of a Mage whose reputation had spread that far. It took some time for the boy to locate the person he sought and in the process he learned a good bit about surviving in a hostile and difficult world, but Haeldwyn did get to his destination and placed himself under the tutelage of the old man. Two years later, he had absorbed everything the elderly

Mage could teach him, and learned a few things that were not considered part of the normal training. Haeldwyn began to find that there were inherent limits to what he could expect to achieve, and characteristically, he resented it and blamed everyone else, particularly his master, for that irritating reality. The young man left the old Mage after stealing a couple of books he thought might be useful and embarked on a life-long search for ways, both legitimate and otherwise, to extend his knowledge and ability.

His search took him to several odd corners of Middle-earth. He kept apart, as much as possible, from the company of other people, preferring to spend his time with his books and experiments. Though he wasn't physically adept at much else, he did manage to become an effective thief, skills he improved and enhanced through his ever-increasing knowledge of spells and the use of magic. That ability allowed him to steal, not just the books, scrolls, and other arcane objects he desired, but enough money to support himself in a pleasant and comfortable style.

Eventually he drifted north and heard about the deserted Tower of the Wolf-friend. The tower's origin was shrouded in mystery, but its most recent inhabitant, who'd died some fifty years before, had been a Mage with a particular affinity for the wolves that roamed in packs throughout the southern mountain area. The location sounded like a perfect place for a Mage to settle, and so he made his way into the mountains and took possession of the fortress.

From this headquarters he made occasional forays, to the town of Buhr Thurasig for supplies, and further afield to collect more books and magical items. In the course of one of these journeys he found an object that proved invaluable in furthering his desire for both privacy and comfort.

The thing he found allowed him to capture and control one of the many Fell Beasts that inhabit the Grey Mountain area. Through his influence over the beast he uses it to terrorize and blackmail his neighbors into providing for his needs and desires, while insuring his personal security.

Haeldwyn is a man of middle-age, blond like his Eothraim mother, but with his father's dark eyes. He's fairly tall, but very thin, with sharp angular bones and a wide mouth that can frown with impressive severity. He carries a sword which can deliver up to 10 Cold criticals/day of a severity equal to any other delivered in melee.

17.3 THE LAYOUTS

17.31 THE ROAD TO HAELDWYN'S TOWER

1. The Road. "Road" is something of a misnomer; the track is more of a wide footpath which follows the course of the Gildrin Stream northeast from Buhr Thurasig and continues to meander along the valley for the first twenty miles or so of the trip. The path is wide enough in most places to allow 2 and sometimes 3 persons to go abreast, but occasionally becomes so narrow that passers are forced to continue in single file. Fortunately, the road is slightly higher than the stream bed itself, and the surface is mostly even and firm. Only after a heavy rain or sudden thaw does the water rise high enough to make the passage hazardous. It is presumed that this journey is being undertaken sometime between late spring and early autumn, as snow and ice can make the journey difficult to the point of impossibility.

2. Troll's Cave. Rilge-Cal, Elgert, and Beldor have set up a cozy (by Troll standards) home in a cave here. From the road it is a light (+10) task to see that a series of rising ridges of rock might form a sort of crude staircase. At the top of these steps a stone platform forms a front porch for a cave entrance directly ahead, facing toward the road. It is very hard (-20) to see that a small stream of smoke rises from an opening in the rock above the cave entrance. Bones scattered carelessly

around the area should serve warning to anyone approaching the cave's entrance that they might find themselves in the soup (literally rather than figuratively) if they aren't careful. During the daylight hours the odds are 90% that each of the Trolls is home (roll separately for each individual); at night the odds are 50% for one and 20% for each of the other two.

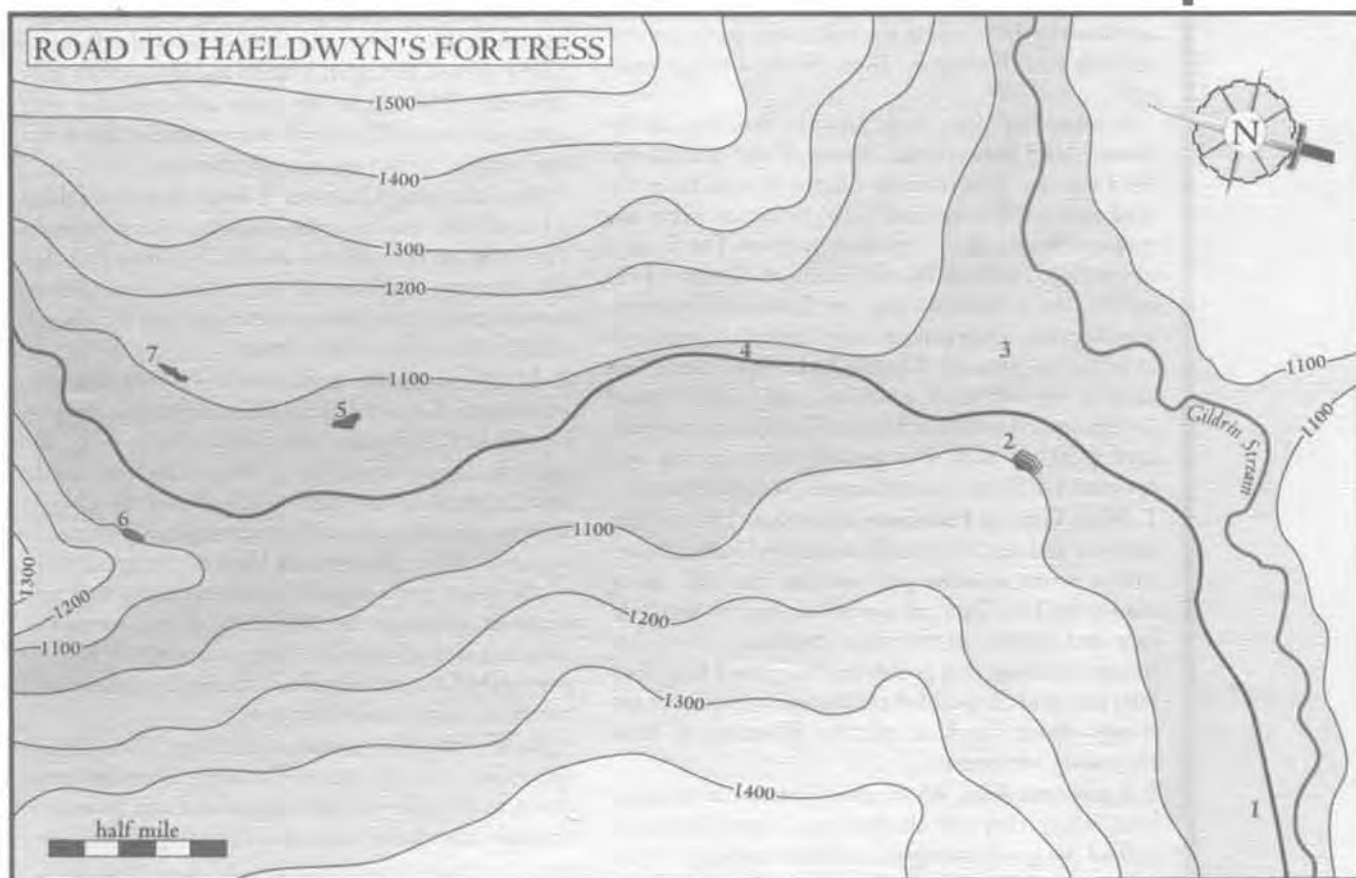
A crude trap guards the door. Entering the cave from broad daylight, it is extremely hard (-30) to see that a large rock stretches for 3 feet across the floor twenty inches inside the entrance. No one is likely to be hurt tripping over the rock itself, but the noise should be sufficient to alert any sleeping Trolls within.

To the left beyond the rock a cooking fire smolders low most of the time. A series of pots and other rough implements line the floor near the fire. None of the Trolls are fastidious about housekeeping; more bones and other unidentifiable substances and objects litter the floor. It is sheer folly (-50) to see that a large rock in the corner guards a hollowed-out opening. This is the Troll's treasure hoard: a star-shaped gold brooch set with sapphires, worth about 20 gold pieces; a tiara of badly corroded silver which is basically worthless; an unset ruby about the size of a fingernail, worth about 25 gold pieces; (3) +5 arrows; forty copper pieces and 6 silver.

3. A wide flat area is overgrown with rhododendron and laurel bushes. It is extremely hard (-30) to see that among those shrubs there is a small stand of Mirena, bearing enough berries for about 3 healing doses.



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4. Rock slide area. The wall of rock to the left of the road is very steep and unstable. Large rocks and boulders litter the road for a distance of one hundred feet. The company will need to proceed quietly and carefully here as any loud noise or extra vibration might dislodge more loose rocks.

5. Orc Band Cave. It is sheer folly (-55) to see that there is an opening in the cliffside about three hundred feet to the left of the road. This cave is the headquarters of the Orc band which provides the troops that guards Haeldwyn's fortress. Once inside it is routine (+30) to see that the cave holds mostly female, adolescent or immature Orcs. A few adolescents might try to attack the party in defense of their band, but no serious opposition is likely to be mounted; nor is there anything of much worth hidden here.

6. Tower of the Wolf-friend. (Haeldwyn's fortress) See 17.32 below.

7. Fell Beast Cave. A difficult, winding trail about a mile long and rising at an angle of thirty to thirty-five degrees leads to the main entrance to the Fell Beast's lair. It is absurd (-70) to see that an even narrower and steeper path winds around the side of a rock outcropping to another entrance, unless one remembers that beast's caves usually have a back door. If one tries to look for the path it is extremely hard (-35) to find.

17.32 TOWER OF THE WOLF-FRIEND

Haeldwyn's fortress home actually consists of three stone towers of graduated height rising above a single story edifice built against the wall of a vertical cliff. The approach to the building is a well-worn, steep, but not difficult path leading up from the road to the main gate.

A secondary door leads into the building on the ground level between the curves of the second and third towers. This entrance cannot be seen from the road and is still very hard (-20) to notice when one makes a circuit of the building on foot. The door is camouflaged to look like the stone of the rest of the surface, and is built to close very flush with the walls, allowing only a barely noticeable outline of a rectangle to betray its presence. There is no knob or handle but none is needed; once unlocked, the massive panel swings inward with a stiff push. The lock is extremely hard (-30) to pick, but gaining entrance this way presents a different set of hazards (see #6 below).

1. Main Gate to Haeldwyn's fortress. The primary entrance and exit is formed by a small cylindrical tower with a heavy wooden gate set into the wall facing outwards. Two Orcs are always on duty to work the gate and guard the entrance. Nothing other than routine comings and goings has happened here for a long time and the guards have become complacent and sloppy about checking on the identities of those requesting admittance.

2. Reception Area. All incoming parties are stopped here, where they are checked out, then allowed to unload the goods brought, or deliver messages. Most

visitors never proceed beyond this point. All public business is concluded here. Two more Orcs stand guard duty here.

3. Interrogation Rooms. Two small rooms which can be used to deliver secret messages, conduct private business, or question anyone whose presence raises doubts or suspicion.

4. Orcs' Common Area. This is the combination lounge, recreation area, kitchen, and dining area for the members of Haeldwyn's Orcish guards. The cooking area, including an immense fireplace, is at the end of the room that butts up against the cliff wall. From the center of the room to about 5 feet from the wall, a group of six long tables with rough wood chairs provides the eating area. There are always from 3 to 8 Orcs in this area, with that number rising to around 15 at meal times.

5. Armory. This is the storage area for the Orcs' battle gear: armor, including both chain and plate mail, and weapons. A series of cabinets holds leather vests, leggings, belts, and boots, while hooks on the wall support an assortment of swords, dagger, bows, staves, whips, maces, battle-axes, pikes, and javelins. All are heavy and of fair to slightly better than average workmanship. The door separating this area from the main room is generally kept locked (very hard, -20, to pick). Stairs here lead up to the second level of the middle tower.

6. Secondary Entrance. This door has been unused for so long most of the Orcs have forgotten its existence, and if reminded would probably say that it no longer functions. They are wrong about that — the door can still be opened, though it is heavy and swings with great difficulty. The hinges are rusty and corroded with disuse and it would be nearly impossible to slip in this way without attracting a lot of attention.

7. Orcs' Sleeping Quarters. A series of pallets (about 20 in all) line the floor, separated by locked cabinets. The locks on the cabinets are hard (-10) to pick, but the contents aren't worth the effort. The cabinets contain only extra clothes or trinkets and trophies of value or use only to their owner.

8. Mage's reception area. The door into this area, which is the first level of the third, and tallest tower, is kept locked at all times (sheer folly, -50, to pick), and only Haeldwyn himself has a key. A cord outside the door is attached to a bell which allows the Orcs to summon the Mage should his attention or presence be required. A circular staircase leads to the upper levels of the tower and a series of cabinets on the wall hold weapons, although the only thing of any interest or value is a sack of coins the Mage keeps handy here for paying the Orcs or a supplier. The bag contains 4 gold pieces, 12 silver, and 40 copper.

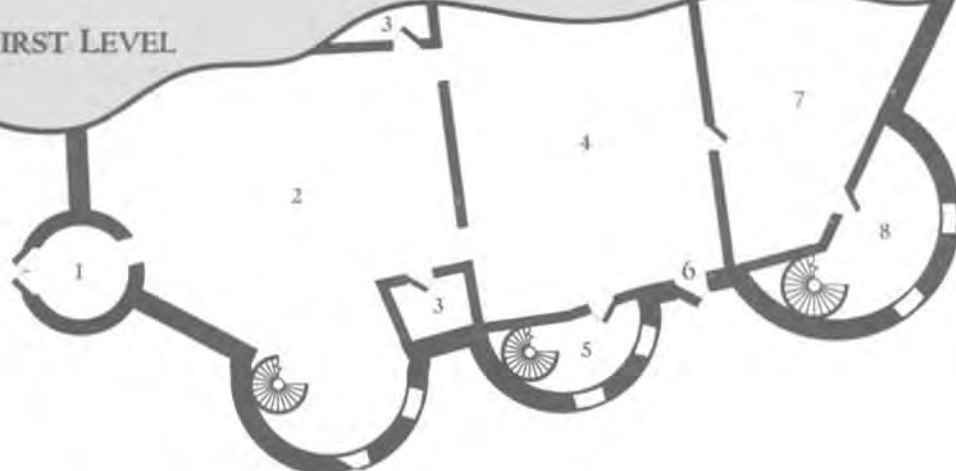
9. Roof of the main part of the building. This area isn't quite flat — it tilts at a slight angle from the center down to the sides to allow snow and rain to run off through drain holes built into the parapet.

TOWER OF THE WOLF-FRIEND

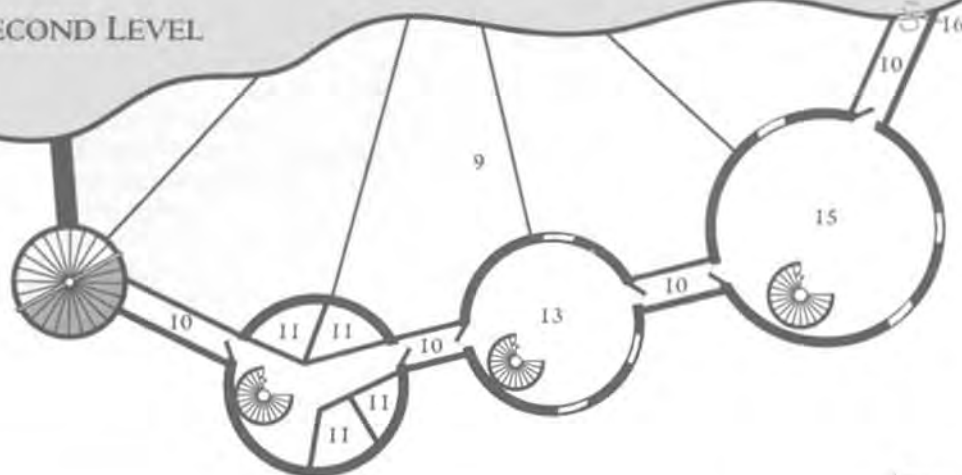
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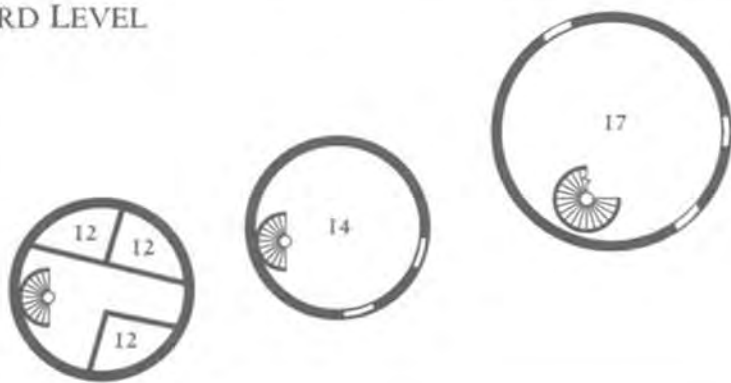
FIRST LEVEL



SECOND LEVEL



THIRD LEVEL



FOURTH LEVEL



0 5' 25'



10. Parapets. The wall is built about three feet above the roof level and is two feet wide. Doors from each of the towers give access to the parapet and two Orcs usually stand guard here on the walls, one between the first tower and the roof of the entrance tower (#1), and the second between the first and second towers. From this height they have a fine view of the mountainside and valley for a distance of nearly five miles on a clear day.

11. Cells for holding prisoners. Solid stone walls with doors formed of a series of vertical bars separate the cells from each other and the aisles to the doors and stairs. These are all empty. Keys to the cells hang on a hook near the landing of the stairs.

12. More cells. This area is laid out much like the level below, with keys to the cells hanging near the stairs. One of these cells is occupied by a very thin, emaciated man of indeterminate age, whose clothes are still barely identifiable as those worn by the city guards of Buhr Thurasis. Eloric is conscious, though he will be nearly overcome with astonishment should someone other than the Orc guards or the Mage show up in the tower. On questioning he will admit to being the last surviving member of the company of Guards which set out to remove the Mage some years ago. Up until a year ago he had a companion in the tower, but she finally succumbed to starvation and the brutal treatment. Eloric will gladly accompany the party once he is freed, though he will be too weak to offer much help in a fight. His knowledge of the fortress and the positioning of the guards, gleaned from Orc conversations he's overheard, could be useful.

13. Storage area. Barrels lining the walls contain various grains, ales, and dried fruit, while smaller containers in cabinets hold spices, oil, extra dishes, and other similar supplies.

14. Orc Captain's Quarters. Grizbat's notions of housekeeping don't extend to hanging up his clothes or putting away his belongings. Various bits of leather apparel are strewn on the floor and over the mat that serves as his bed. Pieces of paper and a few dishes, some still containing the remains of food, also litter the area. The single drawer of the desk contains a lot of useless papers, a small +5 throwing knife, and 6 silver pieces. The cabinet holding his personal items is standing open and appears to contain nothing of interest.

15. Mage's Sitting Area and Guest Quarters. Several comfortable chairs and cushions are scattered around the chamber. One quarter of the room is curtained off; that section contains a comfortable bed and cabinet to accommodate quests. Since Haeldwyn took up residence there have been no visitors and this room is rarely used.

16. Secret Door. The door from the section of Mage's tower at #15 out to the parapet which runs back into the cliffside isn't locked but it is hidden behind a heavy, dark, ugly tapestry. It is extremely hard (-30) to see that there is another door at the far end of the parapet which

appears to lead right into the cliffside itself. That door is locked (sheer folly, -50, to pick), and the only key hangs on Haeldwyn's belt.

The door leads to caverns under the Tower of the Wolf-friend (see section 17.33 below).

17. Mage's library and work room. Closed and locked cabinets line most of the walls of this circular chamber. The locks cannot be picked as they've been embedded with a spell that responds only to a particular word spoken by the Mage himself as long as he is alive. If Haeldwyn is aware that his premises have been breached (80% chance if any Orcs have been engaged, 20% otherwise), then one small cabinet will be standing open and conspicuously empty.

Two long trestle tables consume much of the floor space; bottles, jars, a lamp, containers of herbs (unlabeled or unrecognizable), bits of paper, tongs, spoons, and odd pieces of glass cover the tables. A leather-bound book sits open on one table, but it is written in a language almost no one now living can identify and read. A peculiar odor, something between crushed mint and roasted hair, permeates the room.

18. Mage's Sleeping Quarters. Haeldwyn enjoys his creature comforts and the things his ill-gotten wealth has been able to buy. The bed is large and soft, the bedclothes are satin, and the canopy is hung with a rich brocaded fabric. A fireplace keeps the room warm year round and a large armchair is well-stuffed and adjusts to the owner's shape.

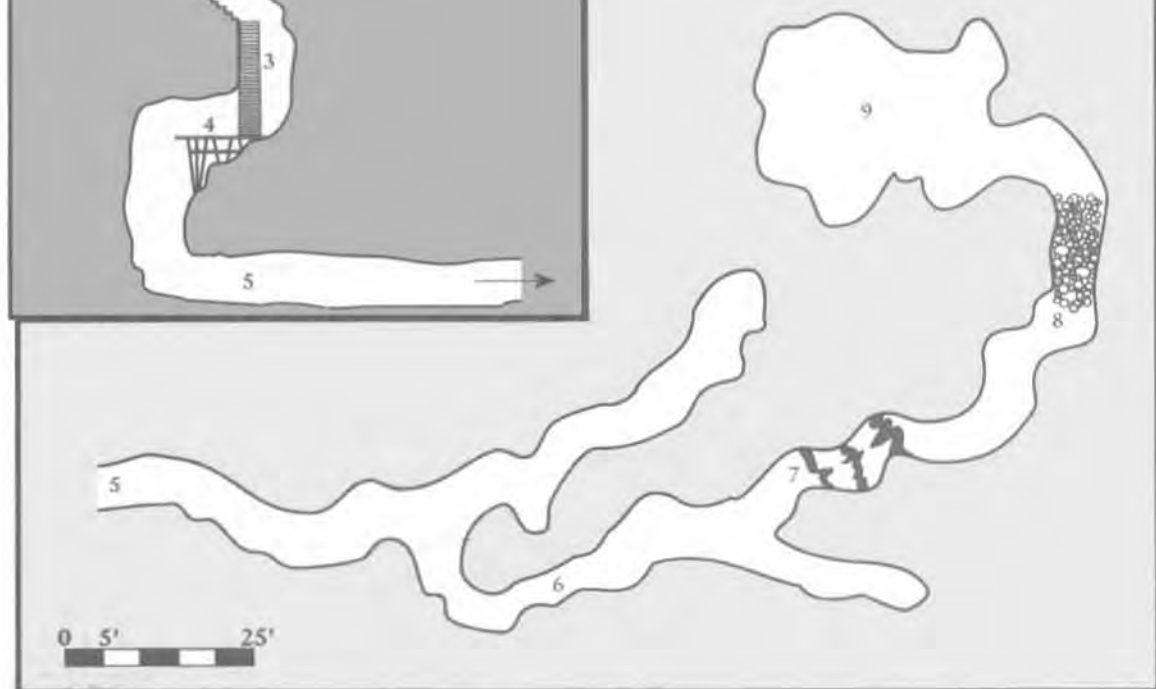
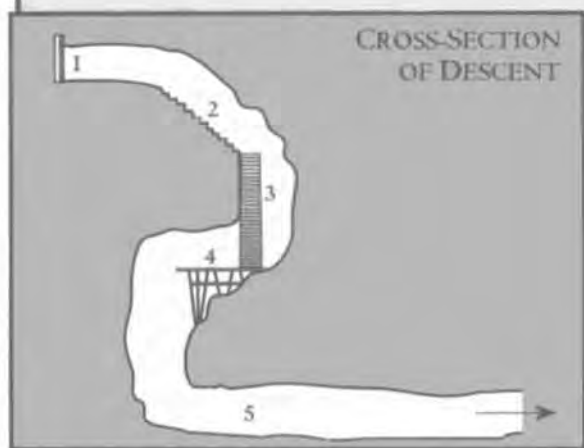
A wardrobe in the corner holds several changes of clothes, including the usual long, flowing robes, a couple of sets of tunics and leggings, a heavy wool cloak, and a lighter one. Standing in the corner of the wardrobe are two staves; one is plain carved wood, the other is similar but for the gold knob at the end. This is embedded with a Lightning Bolt which can be used every four rounds up to 5 times/day. A chest of drawers holds several sets of more intimate clothing, a comb, hairbrush, and mirror.

17.33 CAVERNS UNDER THE TOWER OF THE WOLF-FRIEND

1. Entrance through the door at #16 of 17.32. The tunnel is just 6 feet high here and only about three feet wide, so the passage is tight.

2. A series of stone steps carved out of the sloping floor of the tunnel lead downward. It is Extremely Hard (-30) to see that the fifth step from the top is trapped, and Very Hard (-20) to disarm. Any weight greater than forty pounds placed on this step will trip a mechanism that will release a shower of boulders from the ceiling to drop on anyone on the steps. Any character will be hit by 1-5 of these boulders, and each attacks as a +60 Large Crush attack.

3. Wooden stairs. This a series of forty extremely steep wooden steps going downward. Each step is about a foot wide and each riser is eight inches high.



4. Wood Platform. Built on a complicated set of wooden supports, the platform is cantilevered out over a 20 foot vertical drop, something like a diving board. There is no apparent way to get down from the platform to the bottom of the drop below. The platform appears to be well anchored in the wall, but there is no rope, ladder, or stairway, and no way down other than a permanent rune of levitation marked on the stone.

5. Another rune graces the wall near the bottom of the drop. The tunnel levels out here and continues for some thirty feet, wide enough for two people to walk abreast and high enough to allow everyone to stand without discomfort.

6. **Trap.** It is extremely hard (-35) to see that at this spot, where the tunnel narrows, there are several sensors built into the wall to detect vibration and movements other than air in the passage. It is absurd (-65) to disarm the six gas jets (3 on each side of the tunnel, at heights of 1 foot, 3 feet, and 5 feet, which will ignite and spew streams of flame across the passage as the unfortunate passer enters this narrower part of the tunnel. The jets shut themselves off after 3 seconds, but can be reactivated in a fraction of a second should further motion be detected, and they have fuel enough to burn for three hours.

7. **Crevices.** This is a natural trap. Until one is within two feet of them, it is very hard (~20') to see that there are a series of three deep crevices zig-zagging across the tunnel at various angles. The crevices are very deep (over fifty feet). The first is only two feet wide, the second not quite three, and the third over four feet across.

8. **Rock fall.** A pile of loose rocks from an old cave-in litter the ground for several feet of the tunnel. It isn't hard to get over and across these rocks, but it is almost impossible to do so silently.

9. **Mage's retreat.** In this large underground cavern, Haeldwyn has prepared a strategic retreat where he can survive and outlast even a prolonged siege. The cavern holds a table and a reclining chair, but is otherwise crammed full of barrels and containers of water, food, herbs and other supplies that might be needed for survival over a period of time. A locked cabinet in one corner (extremely hard, ~35, to pick) holds a reserve supply of money (5 gold pieces, 22 silver, 140 copper), a +5 dagger, a sword with a jeweled hilt, worth at least 20 gold pieces, 1 dose of Gefnul, 2 of Rewk, and 4 doses of Darsurion.



17.34 FELL BEAST'S CAVE

Igrandril, the Fell Beast which has been captured and enthralled by Haeldwyn, used to have a residence much further north in the Withered Heath. The Mage has provided him with a cave residence near the Tower of the Wolf-friend which is reasonably comfortable (for a Fell Beast). Nevertheless, Igrandril is less than thrilled with the accommodations, mainly because it isn't the 'home' of his choice. The cave has no man-made traps (with a Fell Beast in residence on the premises, who needs them?), but the maze of tunnels leading from the side entrance ("back door"), is an obstacle in itself.

1. Side entrance. The tunnel is broad enough for one person at a time to pass comfortably; two could walk abreast but it would be awkward. The floor is reasonably smooth and level, but most of the tunnels slant slightly upward from the direction of this entrance.

2. Natural Well. This is nothing more than a very deep hole, unmarked and unguarded in any way. The hole is 3 feet wide at its broadest spot and about five feet from end to end. Water is visible about six feet below the cavern's ground level, but it is fouled with beast waste and is therefore undrinkable.

3. Passage leading upward. Travellers can begin to get a whiff of the noxious odor indicating the presence of a Fell Beast somewhere in the vicinity.

4. The passage is twisting and windy, occasionally becoming quite narrow and difficult to pass in places.

The odor is getting strong enough to be unpleasant and uncomfortable.

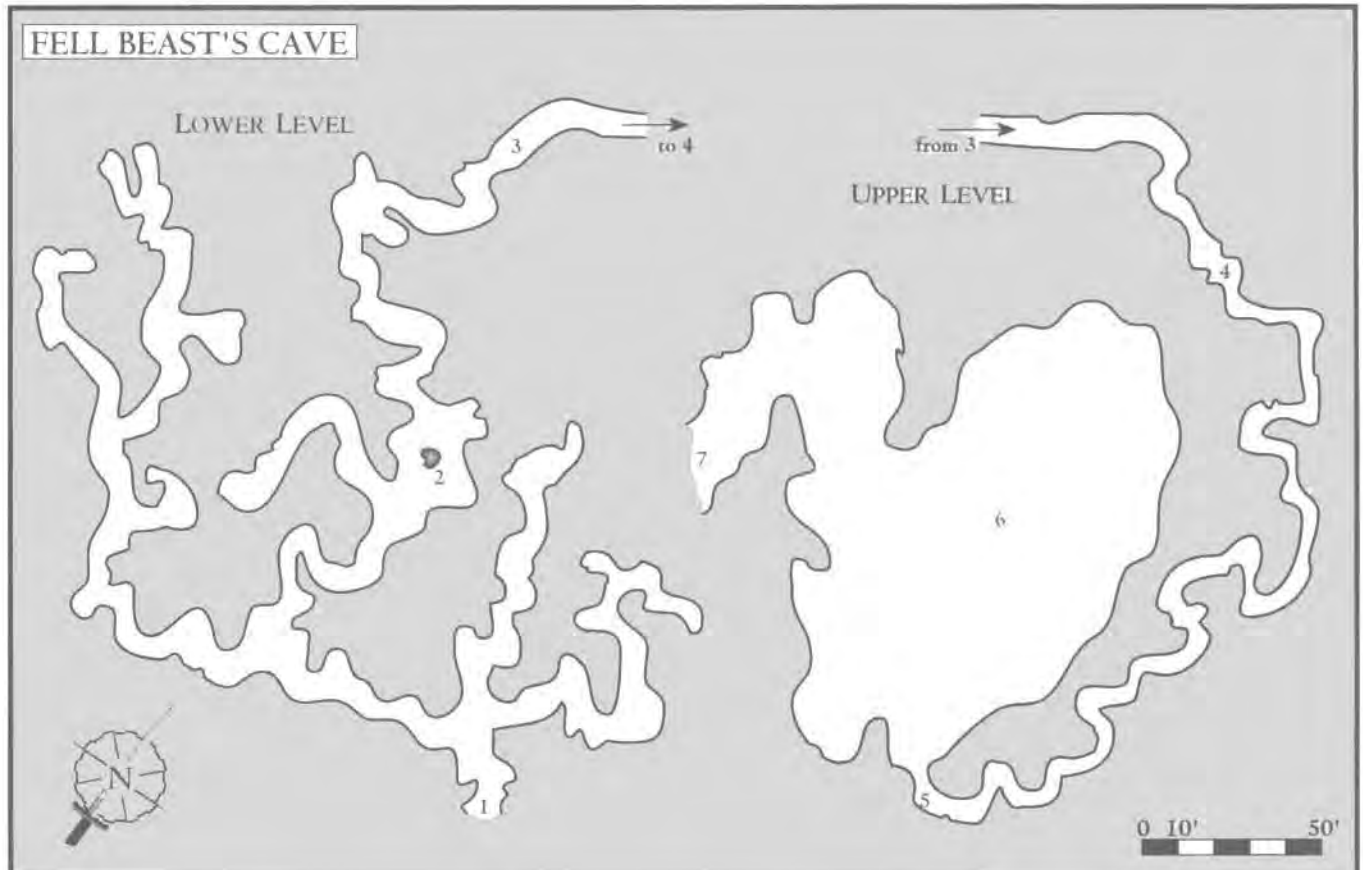
5. About five feet before the final bend that opens into the beast's main nesting chamber the stench becomes nearly overpowering.

6. Fell Beast's Den. This is a very large chamber (approximately 70' by 80' by 70' high). Igrandril sits on a litter of bones, pelts, bits of clothing, leather, armor, and weapons as well as a small trove of gold, silver, copper, pewter, and brass objects. A silver urn, of intricate workmanship, only slightly corroded, has rolled off the pile and sits right in front of the opening from the tunnel into the nest. Igrandril generally curls himself up in here in such a way that he can keep an eye on both the main entrance to the den and the outlet from the smaller tunnel, whose existence he is well aware of.

7. Main entrance to the cave. This is the access used by Igrandril himself, a long broad passage with a high roof. It is littered with beast droppings.

17.4 THE TASK

This is a complicated mission, which involves several separate jobs be accomplished in order to complete. The first phase of the task involves getting to the Tower of the Wolf-friend, braving the dangers of the mountains, including Trolls, Orcs, and the lookouts from the Tower itself.



In the second phase of the operation the players must gain access to the Tower, past the Orc guards. Their goal is to find Hældwyn and the object he is using to control the Fell Beast, then defeat the Mage and gain possession of that item.

Finally they must deal with the beast itself, either by defeating and killing it, or causing it to take flight and begone. In all likelihood the party won't include anyone powerful enough to use the Beast-thrall, but even if there are, there are good reasons to refrain.

17.41 STARTING THE PLAYERS

If the Players have completed one of the previous adventures it would be quite natural for them to decide to spend a little time in the town of Buhr Thurasig soaking up the glory and admiration their previous successes have earned. While they are there they might witness the Fell Beast flying overhead on one of his periodic warning/reminder visits. From there it would be perfectly natural for them to ask some questions about the Fell Beast and for the fed-up citizens to explain their plight.

Alternatively, the Player Characters might be drawn to the town after hearing rumors that the local population is having problems with a Fell Beast. In this case, it might be necessary to have some other NPC who has heard of the group and their exploits and will recommend them to the town council as the people who might be able to take care of the problem. The Characters could also take the matter on themselves by meeting some poor, fed-up town businessman in the tavern and getting him drunk enough to spill the whole story, whereupon they could approach the council themselves to offer their services.

In either case, the council will be able to tell them the story of the previous party that went out to take on the Mage and what is known of their fate. Someone will suggest that as a further shipment of supplies is due to be taken to the Mage soon, the party might disguise themselves as townspeople, accompanying the caravan to deliver the required goods.

17.42 AIDS

The people of the town won't be able to tell the Players much about what is going on in this case, beyond the bare facts that they are being blackmailed by a Mage who is somehow in control of a Fell Beast. The Bard, Adunavar, can offer more information. Once he finds out or begins to suspect that an expedition is in the offing, he will want to accompany the group and would probably be willing to trade the knowledge he has for a place in the party. One of the things he might offer is a piece of poetry:

*'Neath gaseous clouds that scatter light,
In depths of fire, by dark of night,
Bright shards of ice form mold and guide
For molten metals that flow and glide.*

*The Master speaks his words of power
To shape the void and mold the hour;
He breathes his dream o'er the swirling brew
And sets the spell's heart-essence true.*

*A chain he weaves with mystic skill
To take in hand the Fell Beast's will;
That he who can the forces call
Might hold the Fell Beast's soul in thrall.*

Adunavar can add, by way of explanation, that an ancestor of his, the Elven smith, Alderial, forged the Beast-thrall, a bronze amulet on a chain, which allowed one who was powerful enough to control and use it to enslave a Fell Beast and force the creature to do the Master's will. His forbearer created the object at the behest of a powerful Mage, and a great deal of arcane knowledge and spell-casting went into its creation. But once the job was done, Alderial had doubts about whether such an item might not be too dangerous to turn loose. For one thing it offered great power and potential for harm to the one who could wield it; and for another, the Beast-thrall operated partly by linking the souls of the master and the creature enslaved. Adunavar's ancestor feared that through the connection, the soul of the user might well be infected and corrupted by the greed and viciousness of the Fell Beast's spirit.

Instead of turning the Beast-thrall over to the Mage who'd commissioned it, Alderial fled with the object and hid it. The commissioner was one of many who pursued Alderial and sought the thing he'd created. Adunavar has no idea who actually found his ancestor, but Alderial's body turned up some years later in a ravine in the Misty Mountains; the Beast-thrall had disappeared.

Adunavar believes it likely that this is the object Hældwyn is using to control the Fell Beast. He would like to recover the amulet in order to destroy it, which can be done only by melting it in the same forge Alderial used to create it.

17.43 OBSTACLES

There is an abundance of potential hazards for anyone attempting this mission. The mountains themselves are dangerous, with steep trails, potential rock falls, and a wide and wild variety of preying animals.

The Trolls living near the road are more nuisance than hazard, but even they shouldn't be taken for granted.

The Orc Guards of Hældwyn's fortress comprise a more serious threat: there are quite a few of them, they are trained as vicious fighters, and they're organized under a ruthless but cunning leader. Their Captain Grizbat knows that failure on his part to keep the threat away from the Mage is likely to result in his removal from office and life itself, therefore he will throw everything he's got against any intruders. His





troops are more intimidated by Grizbat than by any other potential enemy and will fight to the death for him.

The Mage, Haeldwyn is not much of a fighter, but he is a powerful magic-user and he won't give up without a ferocious struggle, using all the weapons he has at his disposal.

The Fell Beast may be the most challenging problem. Fighting a Fell Beast is a serious and usually fatal undertaking, nearly as foolhardy as taking on a Dragon. A clever group of players should realize that the beast is probably unwilling to be a captive of the Mage. There is a real possibility that the beast would just fly off if made to realize that the Mage can no longer control it.

17.44 REWARDS

The town council will pay the Player Characters handsomely (20 gold pieces each), of course, for completing this mission, and they will get to keep at least some of whatever treasure they find in the Mage's tower. If they kill the Fell Beast or cause him to fly off, they'll be able to help themselves to the rich hoard it has collected. Even so the Players will earn a great deal of prestige and cachet as the people who faced down a powerful Mage and a Fell Beast to recover the Beast-thrall.

17.5 ENCOUNTERS

17.51 RILGE-CAL, ELGERT, BELDOR

The Trolls are neither particularly bright nor brave. They are unlikely to initiate an attack unless they have a clear and overwhelming advantage. More likely, they will try to hide from a party that has superior numbers and strength. However, if their home is invaded or endangered, they will all fight ferociously (if not particularly intelligently) and can be dangerous by virtue of their size and power.

17.52 ORC BAND

The settlement of Orcs near the road to the Tower consists primarily of female and immature Orcs and will react somewhat like the Trolls to the presence of intruders in the area. The group will not attack under any circumstances, and will probably try to hide from the newcomers. Some of the young Orcs may attempt to defend their home, should it be invaded, but they are not strong enough to present much of a challenge, and there's no particular reason to fight them anyway. This band guards no treasure and presents no overt threat to the players.

17.53 GRIZBAT

Grizbat is a fierce fighter but he's also an able captain, and his first reaction on learning of an invasion in the fortress will be to make sure that the outer defenses are still manned, and then marshal all his other available troops to the attack. He will not join in the fight himself unless or until it becomes absolutely

necessary. As captain, his primary responsibility is arranging strategy and co-ordination, and he'll concentrate on those efforts until it's no longer possible. Should he have to join the battle, he will fight with a vigor and ferocity that will stun even the experienced adventurers facing him, and will inspire his own troops to greater efforts. As long as he is present and alive, Grizbat's troops will fight to their last gasp, and the Captain himself will not give up the battle no matter how badly it seems to be going.

17.54 SHARZIG, ULGIN, AND OTHER ORC GUARDS

The more Orcs the Player Characters can dispose of before the general alarm of their presence is sounded, the better. Once the alarm has been raised, they will have only two rounds before other Orcs start joining the fray. Should Grizbat be with the Orc troops on the first level (50% chance), the Players will have two additional rounds before he is able to bring all the Orcs present into an ordered attack against the newcomers. If the Captain is in his quarters they will have four rounds. Once Grizbat arrives he will make sure that all his available troops are engaged in the battle and that reinforcements are brought in to help any of his Orcs who are having difficulty.

All of the Orcish Guards will fight with as much force, bravery, and skill as they can muster, encouraged by their Captain. Should Grizbat fall, the Orcs will be somewhat demoralized and a few (2 to 4) might even desert the scene. If Grizbat is killed, Ulgin will attempt to take his place as leader (50% chance that he will be as effective as Grizbat in keeping all the Orcs fighting at peak level and efficiency). If Grizbat, Ulgin, and Sharzig all fall, there is a 50% chance, the rest of the Orcs will give up the fight and flee.

17.55 HAELDWYN

Although the Mage is an accomplished thief, he's not much of a warrior. He relies on the Orcish Guard around his fortress to insure his safety. When an alarm is raised he generally gathers what weapons he has and withdraws to his cavernous retreat deep in the cliff behind the Tower of the Wolf-friend to wait out the crisis. It has never happened before, but should Haeldwyn be confronted directly he will fight to the last with every sorcerous weapon at his disposal. Fortunately for the Player Characters, the Beast-thrall won't be of much help to him in the caverns as the beast cannot get into those tight tunnels.

17.56 IGRANDRIL

Like most Fell Beasts, Igrandril is quite powerful, and extremely dangerous. He is a creature of instinct and would just as soon eat intruders as anything else.

17.57 THE BEAST-THRALL

The object known as the Beast-thrall is a round bronze amulet, about three inches in diameter, which hangs on a chain of gold-plated steel mesh. The front

of the piece shows a Fell Beast with wings upraised, feet bound together, and a bridle-like cord encircling the muzzle. On the back of the medal is picked out a flame carefully enclosed in a heavy circle of chain.

The medallion was forged by the Elven smith, Alderil, and functions by linking the mind of a strong Mage to the Fell Beast. Although the Mage's control of the creature is absolute, it has a range of only 100 miles. Should the beast be able to get beyond that limit the control would be broken, but if he were to come within range again he could be recaptured. Only a Mage of 7th Level or higher has power enough to use the Beast-thrall, and it should be noted that the linking of souls the amulet permits has an effect on the enslaver as well as the enslaved. It will be quickly noticeable that anyone using the amulet begins to exhibit an increase of the disgusting traits that mark Fell Beast: cruelty, aggression, and greed.

17.6 GAMEMASTER'S NOTES

There are two aspects of this adventure that may require some guidance or hints from the Gamemaster. The first and simpler one concerns the drop in the caverns where no stairs or ladder offer a way to negotiate the descent. The Mage himself uses the rune of levitation. The Gamemaster might want to remind the Player Characters at the outset of the Hobbit, Sam Gamgee, and his concern with having "a bit of rope" along on his adventure.

Secondly, it is possible that the group might have a Mage of high enough level to use the Beast-thrall, and it would certainly present an easy and obvious solution to the problem of the Fell Beast. The Gamemaster may have to make it very clear that the easy way isn't necessarily the best way. The GM should stress that using the amulet is an evil thing in and of itself (enslaving any creature, even one as nasty as a Fell Beast, was something Professor Tolkien himself frowned on), and it has a seriously evil effect on the one using it, as his spirit becomes infected with the greed and corruption of the beast.

18.0 OTHER ADVENTURE SUGGESTIONS

- Since T.A. 1635, there has been no contact with the Dwarves of the outpost of Silverplunge. Worried by this, the Beornings (or the Dwarves of Khazad-dum) would very much like to know why. The party is hired by either group to investigate. Their reward will be paid when they return with some proof of their findings (GM's discretion on how much).

- The most obvious, but likely the most dangerous challenge confronting a party within the Grey Mountains, is an assault on a Dragon lair. This is perfect for GM's who wish to dispose of irksome high level characters!

- King Thrain I, and Thorin his son, were both deeply embarrassed by the public departure of Narvi and his followers. Now, several years later (c. T.A.2100), the Dwarves have still yet to learn anything of their fate. Rumors around the Erebor region suggest that Narvi and his followers trade with the Easterlings (who are now said to be fabulously wealthy), and the King would like to know more. He is offering a reward of two hundred and fifty gold pieces for any concrete information, and double that if the party should learn of the location of Celeb-ost.

The matter of Narvi is a sensitive one, and there is a lot of ill-feeling among the Dwarves of Erebor. Because of this the King has decided to enlist the aid of outsiders. He wants the party to find out where Narvi is, or at least learn of what the Dorwinrim know.

The Dorwinrim will not prove helpful, as Narvi has bought their loyalty. The PCs might like to try shadowing a trading group, in the hope of learning something of Narvi's whereabouts.

A further dimension that might be added to this scenario is the so-called 'rebellion' (see section 2.0) of Celeb-ost in c.2106.

- Vague rumors run through Northern Rhovanion, telling of fearsome creatures roaming the land north of the Grey Mountains. Apparently they operate from a large stronghold deep in the northern foothills. No-one seems to know any exact details, and the stories stem from the reports of furriers/trappers who trade with the Lotan people of the region east of the Grey Mountains.

Brave (or foolish) PCs seeking wealth, or who are just plain curious, may wish to find out more. They will, of course, run into the Ice-orcs of Kala Dulakurth.

- The party is contacted by Varchaz, the commander of the Rhunnish supply trains, in Erebor/Dale/Long-lake, via an emissary. He is interested in hiring a party to rid the Narrows of Dragons.

The supply trains, of late, have been repeatedly attacked by several Dragons. The Witch-king does not care for excuses, and is making veiled threats to Varchaz over the continued failure of the grain shipments.

The PCs will travel with the wains, acting as 'special guards.' Should any Dragons attack the wains Varchaz expects the party to deal with it. He will pay the party members one gold piece per day. Any other treasure found (i.e., at the (hopefully) deceased Dragon's lair) he will divide into proportions with PCs. His generosity depends upon the number of guards he has with him.



19.0 TABLES

19.1 MASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	MM	Notes
Orc Chieftains of the Grey Mountain Tribes										
Cro	14	141	Ch/16	(10)	N	A/L	145ba	85sb	0	Uruk Warrior/Fighter. Chieftain of the Lor-Uruk-Shab tribe. Uses Brithagurth on arrows. SD76, Co97, Ag93, Me46, Re66, St99, Qu59, Pr88, In38, Em22.
Shagrath	13	137	Pl/19	(30)	Y+10	A/L	135ha	90sb	0	Uruk Warrior/Fighter. Chieftain of the Uruk-erag tribe. Uses Ashgurash on weapons. SD55, Co100, Ag92, Me77, Re89, St100, Qu84, Pr92, In83, Em20.
Ukog	15	154	Ch/16	(40)	Y+10	A/L	155bs	100sb	-15	Uruk Warrior/Fighter. Called Ukog the lame, peculiar walk. Chieftain of the Asharag tribe. Savors brains. SD86, Co100, Ag40, Me97, Re79, St98, Qu42, Pr55, In100, Em36.
Ice-orcs of the Dark-ice Fortress										
Dakalmog	17	172	Ch/16	(50)	Y+10	A/L	185sc	140sb	10	Greater Ice-orc Warrior/ Fighter. King of the Ice-orcs. (see 6.22)
Urudrak	15	107	No/02	(20)	N	N	45qs	15da	0	Greater Ice-orc Mage/Evil Cleric. Morgothic Priest. (see 6.22)
Nadash	14	165	Pl/20	(40)	Y+10	A/L	180ma	65da	-5	Greater Ice-orc Warrior/ Fighter. Warlord of Dark-ice Castle. (see 6.22)
Durba	13	110	Rl/09	(30)	N	N	107ss	105ss	10	Greater Ice-orc Ranger. Elite Tracker. +90sb attack. (see 6.0)
Northmen										
Beornan	18	150	Rl/10	(25)	N	A/L	165ba	145lb	20	Beijabar Warrior/Fighter. Lord of the Northern Beornings. (See 6.0)
Bear-form	—	240	Sl/08	(45)	N	A/L	120LBa	100LCI	50	Use Large Creature Critical Table.
Fram	20	125	Ch/14	(40)	Y+5	A/L	178fa	151sb	-5	Eothed Warrior/Fighter. Lord of the Eothed and the slayer of Scatha the Worm. +10 Armor, +20 Weapons, +5 Shield. SD80, Co81, Ag99, Me78, Re73, St84, Qu92, Pr62, In71, Em76.
Varchaz	14	110	Ch/13	(20)	Y+10	N	145ls	120sb	5	Easterling Warrior/Fighter. Captain of the Angmarin supply trains. +10 Weapons and equipment. SD77, Co89, Ag93, Me71, Re74, St96, Qu91, Pr80, In70, Em71.
Dwarves										
Azakhad	16	152	Pl/19	(45)	Y+10	A/L	155ha	100hcb	-5	Dwarf Warrior/Fighter. Warder of Silverpit. (See 6.21)
Borin	18	165	Pl/20	(50)	Y+10	A/L	190wh	155wh	5	Dwarf Warrior/Fighter. Warder of Norr-dum. Brother of Dain. (See 6.21)
Dain I	17	135	Pl/20	(65)	Y+20	A/L	170ha	110sp	5	Dwarf Warrior/Fighter. King of Durin's folk. (See 6.21)
Fror	12	119	Pl/20	(55)	Y+10	A/L	120ba	110hcb	5	Dwarf Warrior/Fighter. Second son of Dain I. (See 6.21)
Gloin	13	133	Pl/20	(50)	Y+15	A/L	140ha	105hcb	10	Dwarf Warrior/Fighter. King of Durin's folk. +10 Armour, +15 Shield, +25 Hand axe of Orc-slaying. SD90, Co99, Ag90, Me82, Re83, St96, Qu90, Pr80, In74, Em71.
Nain II	17	146	Pl/20	(60)	Y+15	A/L	140ba	110wh	5	Dwarf Warrior/Fighter. King of Durin's folk. Slayer of Leucaruth. SD93, Co84, Ag96, Me79, Re72, St99, Qu93, Pr77, In71, Em68.
Oin	12	105	Pl/20	(40)	Y+10	A/L	115ha	105hcb	0	Dwarf Warrior/Fighter. King of Durin's folk. +10 Armour and Shield, uses Gloin's (his father) hand axe (see above). SD72, Co81, Ag71, Me79, Re73, St89, Qu83, Pr72, In96, Em80.
Thorin I	19	161	Pl/20	(25)	N	A/L	185ba	135wh	5	Dwarf Warrior/Fighter. King of Durin's folk. SD70, Co96, Ag72, Me80, Re65, St100, Qu74, Pr84, In86, Em77.
Thror	14	155	Pl/20	(55)	Y+10	A/L	155ha	135hcb	5	Dwarf Warrior/Fighter. Son of Dain I, later King of Durin's folk. (see 6.21)

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	MM	Notes
Undead										
Narvi V Fighter (Alchemist). Undead (See 6.24)	21	175	RI/12	(50)	N	N	150wh	150wh	10	Dwarf Warrior/
Uruiial drake. Undead. (See 4.41)	40	475	Ch/16	(60)	N	N	120HBi	120HCl	10	Dragon, Red Fire-
The Trail of the Gretch: Townsfolk										
Wuthgild Warrior; Head of the Council of Five.	6	47	No/1	(0)	N	N	45bs	30sb	0	Urban Northman.
Daelglid Warrior; Member of the Council of Five.	7	106	No/1	(10)	Y	N	80bs	20lb	10	Gramuz Northman.
Ligrador Warrior; Member of the Council of Five.	2	50	No/1	(5)	N	N	56cl	10da	5	Urban Northman.
Beneric Warrior; Son of Daelglid.	3	60	SL/5	(10)	Y	N	70ss	50lb	10	Gramuz Northman.
Syndrith Warrior; Daughter of Wuthgild.	3	45	No/1	(15)	N	N	75da	40sb	20	Urban Northman.
Fidoric Warrior	1	30	No/1	(10)	N	N	35ss	20ba	10	Gramuz Northman.
The Trail of the Gretch: Orc Band										
Glashtoc Captain.	4	88	Ch/13	(0)	Y	N	77sc	42sb	10	Orc Warrior. Orc
Urgurk	2	47	RL/9	(5)	Y	N	46ma	51sb	0	Orc Warrior.
Nurgash	1	40	SL/6	(5)	N	N	41sp	31ma	0	Orc Scout/Thief.
Rugat	1	66	RL/9	(0)	Y	A/L	43ms	17da	-5	Orc Warrior.
Grac	1	20	No/3	(0)	N	N	20da	10sb	-10	Orc Warrior.
The Trail of the Gretch: Other Beasts and Beings										
Bear	7	250	SI/5	(40)	N	N	95	—	20	
Wolves (6)	2	70	No/1	(25)	N	N	50	—	20	
Morgizern	14	200	RL/9	(40)	N	N	17sd	80ro	0	Small Giant.
The Gretch lvl 5 Fear Spell; all failing will flee; will grapple; takes 1/2 damage from non-magic weapons.	5	80	No/1	(30)	N	N	50Mgr	—	0	Undead Orc. Casts
Traitor's Proving: Townspeople										
Glorin Battle-Axe.	3	68	Ch/5	(0)	Y	A/L	74ma	39ba	15	Dwarf Warrior. +5
Vergandrieg Merchant.	5	73	RL/10	(10)	Y	N	75bs	60lb	0	Urban Northman.
Thandrain Warrior; Member of Town Guard of Buhr Thurasig.	3	62	RL/9	(10)	Y	N	52ha	40sb	5	Urban Northman.
Roginor Member of Town Guard of Buhr Thurasig.	3	54	SL/6	(20)	Y	N	58ss	50lb	20	Dunadan Scout.
Otogorth Warrior; Member of Town Guard of Buhr Thurasig.	3	64	RL/8	(10)	N	N	60ba	40sb	0	Urban Northman .
Lisgaria Warrior; Member of Town Guard of Buhr Thurasig.	4	62	SL/5	(15)	Y	N	67bs	50da	15	Gramuz Northman.
Traitor's Proving: Korbrild's Band										
Korbrild +10 Broadsword; Captain of Band of Brigands.	4	71	RL11	(0)	Y	N	87bs	37lb	0	Rural-Man Warrior.
Sovorn Second in Command to Korbrild.	4	65	SL/5	(15)	N	N	92bs	—	10	Rural-Man Scout.
Feld +5 Long Bow.	4	72	Ch/8	(5)	Y	N	75bs	52lb	5	Rural-Man Warrior.
Brigands (11)	2	32	SL/5	(20)	Y	N	48ss	35sb	5	Rural-Man Scouts.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	MM	Notes
Traitor's Proving: Rigarabin's Band										
Rigdarabin	4	65	No/1	(15)	Y	N	65ha	50lb	10	Rural-Man Warrior.
Chief of Hold; Leader of a Band of Brigands.										
Brigands (4)	1	35	No/1	(15)	N	N	40sp	20lb	15	Rural-Man Warriors.
Traitor's Proving: Beasts and Beings										
Orcs (6)	3	60	RL/9	(5)	Y	N	55ma	30da	5	
Spiders (10)	1	20	No/1	(10)	N	N	20bi	—	10	Level 3 poison causes unconsciousness for 6 rounds.
Ghost	6	150	Ch/5	(20)	N	N	75MAst	—	0	Roll against Level 3 Fear or fall unconscious for 3-5 rounds.
The Spy From Angmar: People in Town										
Gorion	5	49	No/1	(10)	N	N	30ss	10da	10	Asdriag Mage. Spell Lists: Ess Hand, Ill, Sp Mast, LL, IL, FL, WatL, WindL; 10 PP.
Torifal	6	65	RL/9	(20)	N	N	94da	50da	10	Dunlending Scout.
Freelance Assassin.										
Aldaric	3	45	No/1	(15)	N	N	59da	—	10	Urban Northman.
Merchant; Blackmailer.										
Baric	2	34	No/1	(5)	N	N	30bs	10sb	5	Urban Northman.
Master Armorer.										
Caviltar	1	22	No/1	(10)	N	N	25wh	—	5	Urban Northman.
Cooper										
Borgenda	0	18	No/1	(0)	N	N	5da	—	0	Gramuz Northman.
Glass-blower.										
Ulred	0	26	No/1	(5)	N	N	15da	—	5	Urban Northman.
Mage; Herb merchant.										
Glyorivia	0	31	No/1	(5)	N	N	20cl	—	5	Northman Merchant.
Vandorag	0	30	No/1	(5)	N	N	20cl	—	5	Northman Merchant.
Asgaric	0	32	No/1	(5)	N	N	20cl	—	5	Northman Merchant.
Beast's Blackmail: People in Town										
Adunavar	4	37	No/1	(10)	N	N	20da	55lb	15	Silvan Elf Bard.
Eloric	4	28	No/1	(0)	N	N	20bs	10lb	-5	Eothraim Warrior.
Beast's Blackmail: Trolls										
Rilge-Cal	8	135	RL/9	(20)	N	N	100cl	65rock	0	Troll Warrior.
Elgert	8	110	RL/8	(15)	N	N	95cl	60rock	0	Troll Warrior.
Beldor	8	90	RL/8	(10)	N	N	85cl	60rock	0	Troll Warrior.
Beast's Blackmail: Orcs										
Grizbat	5	95	Ch/13	(10)	N	A/L	90ba	60da	-5	Orc Warrior. Orc Captain; +10 Battle Axe, +5 Dagger.
Sharzig	5	103	Ch/12	(10)	Y	A/L	101sc	60sb	0	Orc Warrior.
Ulgin	4	81	Ch/12	(15)	Y	A/L	94bs	45lb	0	Orc Warrior.
Grizbat's Second-in-command.										
Young Orcs (4)	0	15	No/1	(0)	N	N	10cl	—	5	Young Orc Warriors.
Orc Guards (15)	3	60	RL/9	(5)	Y	N	60bs	40lb	5	Orc Warriors.
Beast's Blackmail: Mage & Fell Beast										
Haeldwyn	8	62	No/1	(15)	N	N	20bs	10Th	0	Eothraim/ Dunlending. Mage; Spell Lists FL, IL, LL, WatL, EL, WindL, SpWays, SpMast, EssWays, EssHand, 24PP.
Igrandril	15	220	RL/11	(50)	N	N	100bi	80claw	0	Fell Beast.

19.2 MASTER MILITARY TABLE

Name /#	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	MM	Notes
Durin's Dwarves of Silverplunge (Gondmaeglom)										
Attack Lord/1	15	150	Pl20	60	Y15	A/L	160wh	80ha	10	Dwarf
Guards/28	7	105	Ch16	50	Y10	A/L	110ma	75hcb	5	Dwarf
Miners/75	4	75	Ch13	30	Y5	N	80wh	50ha	0	Dwarf
Durin's Dwarves of Norr-dum										
Weapon Lord/3	20	160	Pl20	75	Y20	A/L	180wh	100ha	15	Dwarf
Unit-Lord/6	16	150	Pl20	70	Y20	A/L	165wh	90ha	15	Dwarf
Guard-Herd/28	6	95	Pl19	55	Y15	A/L	100wh	60ha	5	Dwarf
Axe-Herd/35	5	80	Ch16	50	Y15	A/L	90ha	65ha	5	Dwarf
Battle-Guards/7704		70	Pl19	45	Y5	A/L	80wh	50ha	0	Dwarf
Axemen/140	3	60	Ch16	40	Y5	A/L	60ha	45ha	5	Dwarf
Archers/70	3	60	Ch13	20	N	-/L	40sp	55hcb	0	Dwarf
Levy/(???)	1	35	Ch16	30	Y	A/L	35wh	25ha	0	Dwarf
Durin's Dwarves of Thundercleft										
Weapon Lord/1	18	160	Pl20	75	Y20	A/L	175wh	100ha	10	Dwarf
Guard Herd/10	8	110	Pl19	50	Y15	A/L	120wh	60hcb	5	Dwarf
Axe Herd/10	7	95	Pl17	50	Y15	-/L	115ba	75ha	5	Dwarf
Battle-Guards/2404		70	Pl19	45	Y5	A/L	80wh	50ha	0	Dwarf
Axemen/140	3	60	Ch16	40	Y5	A/L	60ha	45ha	5	Dwarf
Levy/(???)	1	35	Ch13	30	Y	A/L	35wh	25ha	0	Dwarf
The Northern Beijabar										
Lords/3	20	160	Rl10	35	N	N	160ba	160lb	35	Beijabar
Bear Form/1	20	240	Sl8	40	N	N	120LBa	100LCI	50	
Faird/60	4	75	Rl9	25	N	N	80ba	75lb	20	Beijabar
Asharag Orcs of the Southern Foothills — Grey Mountains										
Commanders/12	10	120	Ch16	30	Y10	A/L	120bs	90sb	0	Uruk
Guard Band/20	6	75	Ch14	0	N	N	90th	60sb	0	Uruk
Band Leaders/20	6	70	Ch13	20	Y	Y	80ha	45sb	0	Lesser Orc
Exp Warriors/20	5	60	Sl8	20	Y	A/L	70sc	30sb	0	Lesser Orc
Warriors/130	3	40	Sl7	5	N	-/L	50sp	5sb	0	Lesser Orc
Young/120	2	35	Sl7	0	N	-/L	40pa	-25	0	Lesser Orc
War-Wolves/100	4	115	Sl4	30	N	N	75LBI	50MCI	0	Wolf
Ice-orcs of Kala Dulakurth										
Neophytes/20	4	40	No1	20	N	N	15da	—	0	Greater Ice-orc
(Priests in training. 8PP, 4 lists; Channeling)										
Acolytes/5	7	65	No1	35	N	N	25da	10da	0	Greater Ice-orc
(Priests, disciples of the High-priest. 28PP, 9 lists; Channeling)										
Young/100	2	40	Rl9	30	Y	N	50sc	25sp	0	Lesser Ice-orc
Warriors/225	4	60	Ch13	35	Y5	N	65sc	45sb	5	Lesser Ice-orc
Exp Warriors/150	5	70	Ch16	35	Y5	A/L	80sc	65sb	5	Lesser Ice-orc
Officers/25	7	90	Pl17	40	Y10	N	105bs	50sb	10	Greater Ice-orc
Captain/1	10	150	Pl19	50	Y15	A/L	145sc	100sp	0	Greater Ice-orc. The Captain of the Royal Guard
Royal Guards/35	8	110	Pl17	40	Y10	N	110sc	75sb	5	Greater Ice-orc
Guards/60	6	80	Ch16	35	Y5	A/L	90sc	70sb	0	Lesser Ice-orc
Patrol Band/150	6	90	Ch13	30	N	N	90sc	90sb	10	Lesser Ice-orc
Wolf Riders/80	9	135	Ch13	35	N	N	135sc	110sb	10	Greater Ice-orc
Smiths/25	4	60	Ch13	35	Y5	N	65sc	45sb	5	Lesser Ice-orc
Females/200	0	40	No1	20	N	N	—	35cl	0	Greater Ice-orc
Females/150	0	30	No1	15	N	N	—	25cl	0	Lesser Ice-orc
Imps/250	0	20	No1	25	N	N	—	15cl	0	Ice-orc
White Wlf/290	8	170	Sl4	70	N	N	90LBI	80MCI	0	Wolf
Bodyguard/30	7	100	Pl17	40	Y10	N	110sc	80sb	5	Greater Ice-orc

Name /#	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile	MM	Notes
Uruk Erag — Orcs from Cirith Mithlin in the Grey Mountains										
Commands/6	9	115	Ch14	40	Y10	L	115bs	75sb	10	Uruk
Lurg Leaders/16	6	70	Ch13	30	Y	N	80sc	50sb	5	Lesser Orc
Warriors/48	3	45	S18	20	Y	A/L	50sc	20sb	0	Lesser Orc
Young/150	2	35	A17	0	N	L	40pa	10sb	0	Lesser Orc
Lor-Uruk-Shab — Orcs from Cirith Himnienor in the Grey Mountains										
Commands/9	9	110	Ch16	0	N	A/L	120ba	60sb	0	Uruk
High Lurg/6	7	90	Ch13	35	Y5	N	85ha	45sb	0	Lesser Orc
Lurg Leaders/46	3	50	S17	20	Y	L	55sc	10sb	0	Lesser Orc
Warriors/142	2	40	S17	20	Y	L	40sc	5sb	0	Lesser Orc
Young/90	1	30	S15	0	N	N	25pa	-25	0	Lesser Orc
Ice-orcs of the Deepcleft mining settlement										
Captain/1	10	160	Pl20	40	Y10	A/L	150bs	110sp	0	Greater Ice-orc
Bodyguards/10	6	80	Ch16	35	Y5	A/L	90sc	70sb	0	Lesser Ice-orc
Young/50	2	40	R19	30	Y	N	50sc	25sp	0	Lesser Ice-orc
Warriors/80	4	60	Ch13	35	Y5	N	65sc	45sb	5	Lesser Ice-orc
Guards/25	5	70	Ch16	35	Y5	A/L	80sc	65sb	5	Lesser Ice-orc
Miners/60	3	50	R19	10	N	N	50sc	30sp	5	Lesser Ice-orc
Smiths/50	3	55	Ch13	25	Y	N	50sc	25sp	0	Lesser Ice-orc
Females/50	0	25	No1	10	N	N	—	20cl	0	Lesser Ice-orc
Imps/75	0	15	No1	20	N	N	—	10cl	0	Lesser Ice-orc



19.3 MASTER BEAST TABLE

Type	lvl	# Enc	Size	Speed	Hits	AT	DB	Attack(s)
Active Tree	25	1	H	VS/VS	400	Pl/20	0	20HGr/10Gr/90Both
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/-/-
Bat, G. Vampire	1	12-30	S	VF/VF	25	No/1	40	40SBI/40SCI
Bears								
Black	4	1-5	M	MF/MF	150	SL/8	30	60LGr/70LCI/30MBi
Brown	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi
Cave	12	1-5	L	MF/FA	300	SL/8	40	95HBa/90LCI/85LGr/90LBi
North	10	1-2	L	FA/FA	240	SL/4	45	75LCI/80LGr/90LBi/90LBa
Boar	2	2-20	M	F/MF	105	No/4	30	50MHo/50MBa/40STs
Cave Drakes	15	1	H	FA/FA	250	Pl/19	40	90HBI/50HCl/50HBa/80HHo
Cave Worms	10	1	L	SL/MD	160	RL/12	20	90HGr/swallow/110HHo
Cliff Buzzard	2	2-10	S	VF/VF	30	No/1	50	40MCI/25SPi
Crebain	2	1-100	S	FA/FA	10	No/1	50	25SPi
Crow	1	5-50	S	FA/MF	20	No/1	55	10SPi/10SCI
Deer	1	1-10	M	VF/VF	45	No/3	35	15SHo/25TTs
Dumbledors	1	1-100	S	VF/VF	3	No/1	40	10TSt/poison
Eagle	3	1-4	S	F/F	30	No/1	30	45MCI/35SPi/-
Eagle, Golden	3	1-2	M	FA/FA	30	No/1	30	50MCI/50SPi
Elk	4	1-10	L	FA/FA	110	No/3	25	55MHo/65MTs
Fell Beast	20	1-10	L	FA/FA	240	RL/12	50	90HCl/90LGr/90LBa/60LBi
Giant	12	1	H	SL/MD	250	RL/11	20	80We/70LGr/100HCr/70ro
Goats, Mountain	3	3-36	M	MF/MF	60	No/4	35	50MHo/45MBa/35MTs
Goats, Wild	2	1-12	M	FA/MF	50	No/4	30	40MHo/30MBa/30MTs
Hornets	1	10-100	T	VF/VF	1	No/1	40	0SSSt/20MSt/poison
Huorns	15	1-8	H	SL/MD	300	RL/12	25	100LBa(2x)
Kraken	30	1	H	MD/MD	375	RL/11	40	145HGr/145HPi 1-5 HGr
Lizard, Great	8	1-2	L	MF/FA	140	SL/7	30	90LBi/70MBa
Losrandir	2	10-100	M	FA/MF	90	No/3	20	40MHo/35MTs
Moose	3	1-2	L	FA/MF	180	No/4	20	55LBa/60LTs
Mountain Lion	5	1-5	M	VF/VF	100	No/3	40	40MCI/60MBi/60MBa
Owl	1	1-2	S	F/F	20	No/1	50	35SCI/10SPi/-
Snake, small	1	1+	S	VF/VF	10	No/1	35	20SBa/20SBI/poison
Snake, large	2	1+	M	VF/VF	10	No/1	25	30MBa/30MCI
Snow Lion	8	1-5	L	VF/FA	130	SL/3	60	160LCI/80LBa/70LBi
Spider, Lesser	0	1-50	S	MD/MD	5	No/1	5	20SGr/20SSSt/-
Spider, Giant	18	1-20	L	F/F	160	No/4	40	75HSt/60LGr/75LBi
Squirrel	0	1-20	S	F/VF	5	No/1	30	5Ti
Trolls								
Cave	12	1-5	L	MD/MD	220	RL/11	25	100HCl/85We/80ro
Hill	10	1-5	L	SL/MD	175	RL/11	20	95LBa/85LCI/60ro
Snow	13	1-2	L	MD/MD	180	RL/11	30	105HCl/80HBa/70We/80ro
Stone	7	1-5	L	SL/MD	150	RL/11	15	80LCI/65MBi/40We/60ro
Warg	8	4-20	L	VF/VF	180	SL/4	60	75LBi/60LCI/50Both
Wildcat	5	1-5	M	VF/VF	100	SL/3	40	140MCI/60MBa/60MBi
Wild Goat	2	1-20	M	F/F	70	SL/3	15	60MHo/50MBa/20STs
Wolf, Grey	3	2-12	M	FA/FA	110	SL/3	30	55LBi/30MCI
Wolf, White	8	1-20	M	VF/VF	170	SL/4	70	90LBi/80MCI

Undead								
Barrow-wights	15	1	M	SL/VF	165	No/1	75	100we/90LBa/special
Ghosts, lesser	5	1	M	FA/FA	100	No/1	30	60MBa/50we/special
greater	15	1	M	VF/VF	165	No/1	50	110we/90LBa/special
Skeleton	3	1-10	M	MD/MF	55	No/1	10	40We/50Mba
Wight, minor	10	1	L	SL/MD	90	RL/11	30	90We/80LBa/special
lesser	15	1	L	M/M	120	Ch/16	30	110We/80LBa/special
Warg	8	4-20	L	VF/VF	180	SL/4	60	75Lbi/60LCI
Were-wolves	12	1-5	M	VF/VF	250	SL/4	75	120Lbi/100MCI

Codes: The statistics describe a typical creature of that type. Most of the codes are self-explanatory:
Lvl (Level),
Enc (number encountered),
Size (Tiny, Small, Medium, Large, Huge),
Speed: A creature's speed is given in terms of 'Movement Speed/Attack quickness'. So C=creeping, VS=very slow, S=slow, M=medium, MF=moderately fast, FA=fast, VF=very fast, and BF=blindingly fast.
AT (Armor Type): The two letter codes correspond to the *MERP* armor type (No=no armor, SL=soft leather, RL=rigid leather, Ch=chain, and Pl=plate). The number is the equivalent to the *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, H=huge. The last two letters indicate the type of attack; Ti=tiny, Pi=Pincher/beak, Ba=bash, Bi=bite, Cl=claw, Kr=crush, Gr=grapple, Ho=horn, Ts=trample/stomp, St=stinger, and We=weapon.

19.4 MASTER DRAGON TABLE

Name	Lvl	Size	Speed	Hits	AT	DB	HBi	HCl	HBa	HHo	Breath
Agburanar	31	M	VF/VF	463	Pl/20	50	120	130	110	80	N
Ando-anca	49	M	F/F	540	Pl/20	40	150	120	115	90	N
	53	L	F/F	570	Pl/20	50	170	130	120	100	N
Angurth	36	L	F/F	471	Ch/16	60	110	125	115	45	60/100
	40	L	F/F	500	Pl/20	60	150	130	115	45	60/100
Bairanax	34	L	F/F	447	Ch/16	50	140	120	100	70	N
Culgor	30	M	VF/VF	401	Ch/16	40	120	130	105	80	N
Daelomin	33	L	F/F	428	Ch/16	45	100	120	110	70	N
Dynca	35	L	VF/VF	422	RI/12	70	125	135	95	0	N
Haurnfile	33	L	VF/VF	456	Pl/20	55	115	125	130	85	N
Hyarleuca	28	S	VF/VF	329	RI/12	60	90	100	85	75	N
Itangast	55	H	F/F	590	Pl/20	60	160	110	135	80	50/90
Klyaxar	29	S	VF/VF	365	RI/12	65	95	105	95	70	N
Khuzadrepa	37	L	M/M	460	Ch/16	60	130	100	160	65	N
	42	L	M/M	490	Pl/20	60	140	110	160	75	N
Leucaruth	34	L	F/F	435	Ch/16	50	125	135	100	70	50/90
Lomaw	35	L	VF/VF	467	Pl/20	50	120	125	90	60	40/100
Nimanaur	33	M	F/F	451	Ch/16	60	90	100	85	50	45/95
Ruingurth	36	L	S/S	495	Pl/20	30	100	95	95	50	50/100
Scatha	52	VL	VF/VF	555	Pl/20	65	150	140	120	110	N
Smaug	60	VL	VF/VF	600	Pl/20	70	110	120	140	95	60/120
	66	VL	VF/VF	636	Pl/20	75	125	130	150	95	60/120
Throkmau	46	L	F/F	523	Ch/16	60	110	120	125	90	50/100

19.5 ENCOUNTER TABLE

Encounter	West Ered Mithrin	North Ered Mithrin	South Ered Mithrin	Withered Heath	Northern Foothills	The Narrows	Forodwaith
Chance (%)	15%	10%	15%	10%	20%	25%	10%
Distance (miles)	4	6	3	3	5	4	7
Time (hours)	5	5	4	1	4	1	4
Inanimate Things							
General Trap	01	01	—	—	01	01	—
Avalanche/Cave-in	02	02	01	—	—	—	—
Chasm @	03	03	02	01-04	02	—	01
Loose Scree	04	04-05	—	—	—	—	—
Cave/Cavern	05-07	06	03	04-06	03-04	02	—
Lair	08	07	04	07-11	05	03	02
Mine/Quarry	09	08	05	—	06	—	—
Ruins	10-11	09-11	06	—	07	04	03
Settlement/Camp	—	—	07	—	—	05	04
Burial Sites	12	12	08	12	08	06	—
Water/Spring	13	13	09	13	09	07-08	05
Glacier	14	14	—	14	10	—	06-07
Herb	15	15-16	10	15-22†	11	09-10	08
Animals/Monsters/Undead							
Bats (N)	16-17	17	11-12	23-28	12-13	11-12	09
G. Vampire Bats (N)	18	18	13	29-31	14	13	10
Black Bears	19	—	14	—	—	14-16	—
Brown Bears	20-21	19-20	15-17	32	15	17-20	—
Cave Bears	22	21	18-19	33	16	—	11
North Bears	—	22	—	—	17-18	—	12-16
Cliff Buzzards	23	—	20	34	19	21-22	—
Crows	24	23	21-22	35-36	—	23-24	—
Deer	25-26	24	23-24	37	20	25-28	17
Elk	27-28	25-27	25-27	38-39	21-23	29-31	18-20
Golden Eagles	29	28	29	—	24	32-34	—
Hornets	30	—	30-31	40	—	35-38	—
Mountain Goats	31-32	29	32-35	41-42	25-26	39-40	21
Wild Goats	33	30	36-37	43	27	41-44	—
Great Lizards	—	—	—	44-47	—	45	—
Losrandir	34-36	31-35	38	48-49	28-33	—	22-31
Moose	37	36-37	39-41	50	34-37	46	32-35
Grey Wolves	38-44	38-40	42-44	51	38-39	47-51	36-37
White Wolves	—	41-46	—	52-53	40-46	—	38-42
Snow Lions	45	47	45	—	47	—	—
Barrow-wight	46	48	46	54	48	52	43
Cave Drake	47-49	49-52	47-48	55-59	49-51	53	44-47
Cave Worm	50-51	—	—	60-62	—	—	—
Fell Beasts	52-53	—	—	63	—	54-55	—
Ghost	54	53	49	64	52	56	48
Giant Spiders	—	—	50	65	—	57	—
Skeleton	56	54	51	66-67	53	—	49
Wights	57	55	52	68	54	—	50
Wargs	58-62	56-59	53-56	69-71	55-57	58-59	51-52
Were-wolves	63	—	—	—	—	—	—
Lesser Dragon	64-68	60-64	57-59	72-77	58-59	60-62	53-54
Greater Dragon	69-70	65-69	60-62	78-84	60-63	63-66	55-58

Encounter	West Ered Mithrin	North Ered Mithrin	South Ered Mithrin	Withered Heath	Northern Foothills	The Narrows	Forodwaith
People							
<i>Orcs (N)</i>							
Normal Patrol	71-72	—	63	85	—	—	—
Raiding Party	73-75	70	64-66	86	64	67-68	—
Tribute Caravan	76	—	67	—	—	69	—
<i>Trolls (N)</i>							
Cave Trolls	77	—	68	87	65-66	70	59-60
Hill Trolls	78-79	71	69-70	88	67-68	71-72	61
Snow Trolls	—	72	—	—	69	—	62-64
Stone Trolls	80-82	73-74	71-73	89	68-71	73-75	65-68
<i>Ice-orcs</i>							
Trackers	83	75-76	—	90	72-73	—	69-72
Normal Patrol	84	77-82	—	91	74-81	—	73-78
Large Patrol	—	83	—	—	82	—	79
Raiding Party	85	84-86	—	92	83-85	—	80-82
Caravan	—	87-88	—	—	86-87	—	83
<i>Men</i>							
Angmarim Soldiers	86	—	74	—	88	75-78	—
Bandits	87	89	75-76	93	89	—	84
Beornings	88-89	—	77-80	94	—	79-81	—
Easterlings	—	—	81	95	—	82-84	85
Estarave Northmen	90	90	—	—	90	85-86	86
Mannish wagon train	91	91	82-83	96	—	87-93	—
Lossoth/Lotan	—	92-96	84	97	91-96	—	87-97
<i>Dwarves *</i>							
Normal Patrol	92-94	—	85-88	98	—	—	—
Large Patrol	—	—	89	—	—	—	—
Ore Shipment	95	—	90-94	—	—	94	—
Caravan	96	—	94-95	—	—	95-96	—
<i>Other Races</i>							
Elves	97	97	96-97	—	97	97-98	—
Giants	98	98	98	—	98	—	98
Others	99	99	99	99	99	99	99
Special	00	00	00	00	00	00	00
† Dragon Grass, see 4.11.							
* Dwarves may not be present at certain times, see 2.4.							
@ These Chasms may be hidden (01-35).							
(N) Night time only — ignore result during daylight hours.							

19.6 RANDOM FEATURE TABLE

Structure	Norr-dum Lower Level	Norr-dum 2nd/Upper Level	Other Dwarven Colonies	Ice-ore/ Orc Mines
<i>Distance (feet)</i>	<i>250'</i>	<i>100'</i>	<i>275'</i>	<i>200'</i>
Nothing †	01-08	01-08	01	01-04
General Trap @	09-10	09-12	02-03	05
Passage Bends Left †	11-14	13-15	04-07	06-08
Passage Bends Right †	15-18	16-18	08-11	09-11
Sharp Bend Left †	19-20	19	12-13	12-14
Sharp Bend Right †	21-22	20	14-15	15-17
Passage Straightens †	23	21-23	16-17	18
Passage Slopes Down †	24-25	24	18-19	19-22
Passage Slopes Up †	26	25	20	23-24
Passage Narrows †	27	26	21-22	25-26
Passage Broadens †	28-29	27-28	23-24	27
Passage Levels Off †	30	29-30	25	28
Dead End †	31-33	31	26-28	29-30
Doubles Back - Left †	32	—	29	31-33
Doubles Back - Right †	33	—	30	34-36
Intersecting Passage-way *34	—	32-35	31-33	37-38
Secret Door	—	36-37	34	39
Water-filled section	35	38	35	40
Spring/Pool/Well	36-38	39-42	36-39	41-42
Underground Stream +	39-40	43	40-41	43-44
Underground River +	41	—	42	—
Underground Lake	42	—	43	45
Stairwell/Stairway	43-46	44-49	44-48	46-47
Rampway	47-50	50-51	49-50	48-50
Guard Post	51-52	52-58	51-53	51-55
Pit/Mine Shaft/Other	53-60	59-62	54-60	56-62
Chasm	61-64	63-65	61-64	63-65
Bat Roost	65	—	65	66-67
Beast Lair	66	—	66-67	68-70
Crypt/Burial Site	67	66-70	68-70	71
Lodgings	—	71-81	71-79	72-82
Dungeons	—	82	80	83
Cavern	68-72	83-84	81-85	84-85
Gathering Hall	—	85	86	86
Craft Hall	—	86-87	87	—
Excavation Chamber	73-78	88-89	88-89	87
Store-room/Store-hall	79-84	90-93	90-92	88-89
Mess Hall/Kitchen	—	94	93	90
Ore-winch	85	95	94	91
Minor Armoury	86	96	—	—
Smithing Halls	—	—	95	92-94
Guard Room	87	97	—	—
Mines/Quarry area	88-95	98	96-97	95-97
Junction Chamber	96-98	99	98	98
Passage to Under-deeps	99	—	99	99
Special	00	00	00	00

Use of the Table:

The Gamemaster should regularly determine the appropriate and roll for possible features. Suggested distance is given at the top of each column (i.e. 50', 100', etc.). Generate features until a 'nothing' or a direction change (marked with a †) result is obtained. If more than one feature is obtained, the GM should distribute their locations over the length of the distance (e.g., 50', 100', etc.).

† — Direction change result. Along with the 'nothing' result, this halts the feature generation process for a given section of the passage.

* — A second roll is required to determine that these intersecting passages will take: 01-40, left; 41-80, right; 81-00, left and right. A roll is also required to determine the slope of the passage: 01-70, level; 71-85, slanting downward; 86-00, slanting upward.

@ — A second roll is required to determine which of the special traps have been encountered (7.1): 01-50, Pit trap; 51-65, Spiked Pit trap; 66-80, Chasm trap; 81-98, Dead-fall trap; 99-00, Wheel trap.

+ — A second roll is required to determine the presence of a bridge: 01-20, none; 21-75, fixed arch bridge; 76-90, swivel bridge; 91-00, draw bridge.

19.7 BUHR THURASIG PRICES

Item	Buhr Thurasig Price	Trade Fair Price
<i>Weapons & Armor</i>		
Arrows, 20	5bp	3-10bp
Battle Axe	25sp	20-35sp
Broadsword	15sp	10-20sp
Club, Wood	1tp	2-5tp
Crossbow	40sp	30-60sp
Dagger	5sp	3-15sp
Flail	20sp	10-35sp
Hand Axe	8sp	5-20sp
Lance	3sp	1-5sp
Long Bow	10sp	10-15sp
Mace	6sp	4-10sp
Morning Star	25sp	20-40sp
Short Bow	8sp	5-12sp
Short Sword	10sp	8-15sp
Sling	20bp	10-35bp
Spear	2sp	50bp-5sp
Throwing Star	5sp	3-10sp
Gauntlets, Leather	2sp	2-4sp
Gauntlets, Metal	6sp	4-8sp
Helm, Leather	2sp	2-4sp
Helm, Metal	6sp	4-8sp
Soft Leather Armor	4sp	2-10sp
Rigid Leather Armor	8sp	4-15sp
Chain Mail	50sp	40-100sp
Plate Mail	80sp	60-150sp
Shield, Wood	3sp	3-10sp
Shield, Metal	8sp	3-20sp
<i>Clothing</i>		
Boots	2sp	1-25sp
Leggings	50tp	40-80tp
Shirt	50tp	40-80tp
Tunic, Cloth	50tp	30-90tp
Tunic, Leather	2sp	1-20sp
Cloak	5sp	3-20sp
<i>Food & Drink</i>		
Ale, pt	2tp	3tp
Beer, pt	2tp	3tp
Cider, pt	1tp	2tp
Mead, pt	5tp	7tp
Wine, pt	4tp	6tp
Meat wrapped in bread	15tp	20tp
Pastry	10tp	12tp
Trail Rations	5cp	5-8cp
<i>Equipment</i>		
Bedroll	3bp	2-6bp
Canteen	10bp	5-15bp
Crossbow bolts, 20	15bp	10-30bp
Lantern	20bp	15-25bp
Quiver	2bp	2-4bp
Rope	40bp	35-50bp
Torch	4tp	4tp



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