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RIVER RUNNING

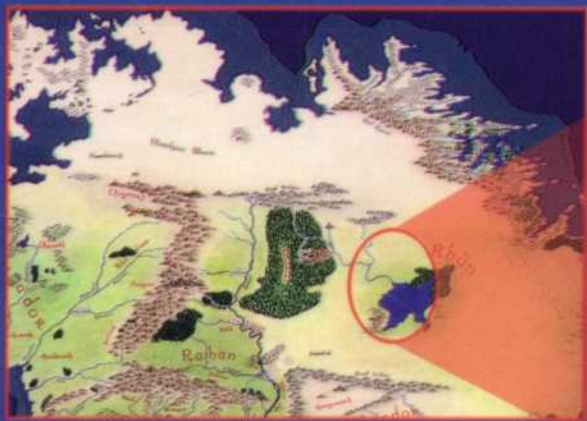


ELMORE '88

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



RIVER RUNNINGTM



RIVER RUNNING features:

- **6 CHALLENGING ADVENTURES** in which the Dark Lord's minions strive to bring ruin to Dorwinion and all who travel the River Running.
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Dorwinion, the Land of Maidens, flanks the eastern end of the River Running where it flows into the Sea of Rhûn. Inhabited by traders and diplomats, the realm is famed for its magnificent wines. Casks of sparkling whites, subtle reds, and sweet rosés travel to all ends of Middle-earth. Despite its location on the frontiers of Gondor, Dorwinion is not ignored by the dreaded Necromancer who lurks in Mirkwood. Monstrous beasts, sorcerous raids, and supernatural diseases all plague the Dorwinadan peoples at the Dark Lord's whim.

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1.0 GUIDELINES

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

River Running has four parts. The first part, Section 1.0, deals with guidelines regarding the use of the module.

The second part consists of Sections 2.0 and 3.0. Section 2.0 provides pregenerated characters for the players (which can be used as non-player characters if so desired). Section 3.0 provides an overview of the history, politics, and cultures of Dorwinion.

The third part consists of Sections 4.0, 5.0, 6.0, 7.0, 8.0, and 9.0, the adventures. Each adventure stands on its own, although a common theme unites the stories. Although set in Dorwinion, they can be transplanted to anywhere in Middle-earth where the story is appropriate.

The fourth part consists of Sections 10.0 and 11.0 which include notes on Dorwinadan trading operations as well as tables summarizing the beasts and encounters typical of Dorwinion.

1.1 HANDLING PLAY

Each pair of adventures is geared for a different difficulty level. The ones found in Sections 4.0 and 5.0 are challenging for 1st or 2nd level characters, or inexperienced players. Section 6.0's and 7.0's adventures are aimed at 2nd or 3rd level adventurers, while the adventures in Sections 8.0 and 9.0 are designed for 4th or 6th level characters.

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

The GM should skim each section of an adventure before beginning play. Then he or she can have the players pick pre-designed characters from Section 2.0, or can permit the players to design their own PCs. (Of course, the GM can assign PCs.) Once play ensues, the GM should refer to the Tables in Section II.0.

I.2 ADAPTING THIS MODULE

Like the rest of the series, this module is designed for use with the *Middle-earth Role Playing* game (*MERP*) or the more advanced *Rolemaster* (*RM*) system, but is adaptable to most other major FRP games. Statistics are expressed on a closed or open-ended scale, using a I-100 base and percentile dice (DI00). No other dice are required.

I.2.1 CONVERTING HITS AND BONUSES

Bonuses: When converting percentile values to a I-20 system a simple rule is: for every +5 on a DI00 scale you get a +1 on a D20.

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

I.2.2 CONVERSION CHART

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

I-100 Stat	DI00 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

2.0 PLAYER CHARACTERS

The following characters can be used in each of the six adventures. The GM may wish to assign his players a character or allow them to select from the list. Of course, the GM can utilize the unused PCs as non-player characters. After all, the players may design their own characters or employ characters already in use.

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

Codes: See the NPC stats (Section II.0) for an explanation of the basic codes. The following is a list of other codes and abbreviations which might be ambiguous.

Power Points: The number (if any) given in parentheses indicates the possession of a magical item or special ability and the amount in parentheses indicates the total PP available with the enchantment.

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

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

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

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



PLAYER CHARACTER ITEMS & OTHER SPECIFICS

PC1: +15 Ch, +10 wh, pain +3 BD, obs +10 percept.
 PC2: +10 RL, Dly IV Sur Ways Heal10, obs +10 percept.
 PC3: +10 RL, charismatic +10 leadership.
 PC4: +10 SL, +10 ma, Dly II Bld Ways, Dly II Purifications.
 PC5: +10 SL, +10 sh, +10 bs, +10 Lute (base sp).
 PC6: Std Rapier (Ag not of St), lesser warhorse.
 PC7: Pain +3 BD, +15 Ch, +10 sh, +15 fl, Dly I Protect.
 PC8: +15 Ch, Lghtng React +5 DB & OB, Dly II Light.
 PC9: +15 wh, +10 SL, 2x Dly Wand Shock Bolts.
 PC10: +2 Spell Adder, Dly IV Lifekeeping.
 PC11: Lghtng React +5 DB & OB, +10 Mandolin Base Spl.
 PC12: +10 Cloak, x2 PP Mult, Wand Shockbolts (2x day).
 PC13: +15 Ch, +10 bs, +10 cb, very obs +10 track/percept, 70 gp.
 PC14: Daily IV Heal1, Charismatic +10 leadership.
 PC15: +15 lb, +2 sp add, lgt react +5 OB/DB, Daily II Shock Bolt.
 PC16: +10RL, +10 fl, x 2 PP mult, extra spell list.
 PC17: x3 PP mult, +15 cloak, lghtng reacts +5 OB/DB, hobbies.
 PC18: x3 PP multiplier, extra spell list.

3.0 INTRODUCTION

Dorwinion is a land at contrast with its surroundings. The history, politics, culture, people, economics, and geography of the Land of Maidens separates it from its neighbors. Although set apart by nature and inclination, the Dorwinrim have made a successful society through compromise with the very different peoples that share their borders. Those who dwell in Wine Land make a practice of getting along with strangers. It is said that commerce is the lifeblood of the Dorwinrim and conflict the enemy of their aspirations. Hospitality and good business are the hallmark of these citizens of Dor Rhunen.

3.1 HISTORY

The Dorwinrim are thought to be descendants of Northmen who roamed South in search of clement growing conditions, and Easterling tribes who found a hospitable land amongst the arid plains in which to settle. Because of their appearance and build, generally larger than the Easterling races but smaller than their Northmen cousins, with features favoring both peoples, the Dorwinrim are believed to represent a commingling of these races. Their origins are lost in the dim mists of the First Age, although by the Second they were well settled and aggressively developing the commerce of Dor Rhunen. The Dorwinrim are certainly the first and most lasting peaceful settlement of the lands surrounding the Sea of Rhûn.

From these largely mythic beginnings, the history of the Dorwinrim solidifies through the Second Age. The wine traders and merchants of ancient Dorwinion aggressively expanded their initial settlements in and between the fertile valleys of the Celduin and Uldonna Rivers. Large agricultural regions were tamed and developed, with emphasis on wine, grapes, olives, and olive oil. The interior of Dorwinion became ordered. Rule of law and commerce was established and maintained as the Dorwinrim settled down to live off some of the finest land in Middle-earth.

By early in the Third Age, the Dorwinadan traders and merchants had established forts and trading posts as far north on the Celduin as Caradsurga. These enterprising businessmen were well established on the Carnen as well. Expanding westward, the settlers of Wine Land came to their limit on the outskirts of the plains of Rhovanion. Facing the unsettled and open expanse of Wilderland, the Dorwinrim slowed their expansion and formed commercial relationships with the outriders of the Éothraim and the remnants of far-flung Gondorian settlements. Plagued by raids from the nomadic Sagaths and Logaths, the Dorwinrim counseled patience amongst themselves and bribery to the savage inhabitants of the Plains. Over time, the good will and prosperity of the Dorwinrim has worn down some of the threat posed by these vicious neighbors. Sadly, the support of the Éothraim and the Gondorians

has waned as these friends have withdrawn to the South and declined in numbers in Rhovanion. At the same time, new threats are emerging as races such as the Variags and Asdriags from beyond the Sea of Rhûn begin to wander into the southern fringe of Dorwinrim influence, driven from their ancestral homes by the growing presence of the Nameless One. Orcs, Trolls and the other servants of the Enemy lurk in ever increasing numbers. The changing demographics of Rhovanion is placing the peaceful Dorwinrim in peril.

3.2 POLITICS

The Dorwinrim are mostly neutral in the deadly game of changing alliances and politics in Dor Rhunen. Left to their own devices, the Dorwinrim would much prefer to go on supplying the goods and services that others require. They would like to shun the armed conflict and conquest that is endemic to the power struggles in the region. Unfortunately, it is impossible for them to remain completely uninvolved in the conflicts of their neighbors. As a compromise, the hardy Dorwinrim often offer to mediate the many feuds and disputes that plague the lands they border. As a result of their settled society, emphasis on peaceful commerce, and skills at compromise and bargaining, the Dorwinrim provide a useful service to the more aggressive, unruly nomadic tribes.

The Dorwinadan tendency is towards mediation and conciliatory influence. The master politicians of Shrel-Kain, under the instructions of the Realm-master himself, are careful to avoid diplomatic mistakes or initiatives that might damage trade possibilities. Where there is a question of policy, conservatism generally rules the day. Currently, great care is expended on the cultivation of the Logath at their permanent capital of Riavod, just south of the Dorwinadan capital. The establishment of a permanent town by the Logath is seen as a great step forward towards peaceful coexistence. The current Realm-master hopes that the Logath are edging towards settling down and forbearing the constant raiding and pillaging that have been the hallmark of their relationship in past ages.

The Dorwinrim also cultivate the Dwarves of the Eorstan mountains. They possess natural metallurgical resources and skills that are valuable to the prospects of the Dorwinrim. Moreover, the commercially oriented and shrewd Dorwinrim feel a certain kinship with the careful and businesslike Dwarves. The mutual pursuit of profit and opportunity has served to meld both races together to a larger degree than is true of their other neighbors in the region.

The Dorwinrim are uneasy but fast allies with the Elves of Taur Romen. The natural air of superiority that the Elvish folk project to the Dorwinadan merchants and traders is somewhat of a sticking point between them. The reclusiveness of the Elves and the natural outgoing nature of the Dorwinrim cause the two cultures to clash unmercifully. Still, when in contact, the Dorwinrim for their part are civil and courteous. With enemies on many sides, the citizens of the Wine Land feel obliged to cultivate even the haughty Elves.





By contrast, the working Dorwinrim are natural and good friends with the migrating Lossoths, who often come south during the coldest winter months to trade what little they have gleaned from the land for crucial supplies. The goodwill of the Lossoths helps stabilize the northern border against incursions by the still wild Logaths. The average Dorwinadan identifies with the poor but honest and hard-working Lossoths. Far more so than the much wealthier Elves.

On the western border, the Dorwinrim have an uneasy truce with the many nomadic peoples that roam northward east and south from the Rhovanion plains. The raiding Sagaths and Logaths are wont to plunder first and practice social niceties second, or not at all. Through patience, stubborn defense, and occasional martial valor, the western Dorwinadan settlers have carved out a measure of respect among their unfriendly neighbors. Fast allies in this constant struggle have been the Éothraim people and the lonely remnants of Gondorian settlers, stranded at the end of their realm's expansion. As these folk moved away South or dwindled in numbers, fresh menace arrived from the East in the growing incursions by Asdriags from beyond the Sea of Rhûn, and even Variags from far into the mysterious East. It is thought that the growing menace of the Nameless One drives these warlike tribes further afield and into contact with the settled Dorwinrim. The inhabitants of the Land of Maidens may not be ready for this latest challenge, but most hope that patience and commerce will work now as they have always eventually worked throughout their long history.

3.3 CULTURE

The Dorwinrim practice a rich variety of cultural diversion. Prone to extravagant communication, they are naturally demonstrative. The average Dorwinadan is an enthusiastic public speaker and actor. The arts are practiced widely and supported well, even by normally careful and shrewd businessmen. Nowhere in Middle-earth, save the Elvish lands and perhaps amidst the great cities of Gondor in its prime, are there more Bards to be found or more celebrations in progress. The Dorwinrim make it their business to enjoy life.

Religion is typically intricate, yet deeply felt. The Dorwinrim worship Dianti (Eru) and all his Balagini (the Valar) and the bounty of nature. They especially revere Montia, Sanor, and Lilea (Yavanna, Ulmo, and Lessa), as a reflection of their ties to agriculture, the Sea of Rhûn, and the joys of celebration. They build shrines to their familial dead and hold family as the cement of life. The Dorwinrim are not ostentatiously religious beyond these beliefs, preferring to keep their traditions private and solemn. Although they do not foist their beliefs on others, the Dorwinrim are deeply offended by worship or veneration of Morgorth, his servant Sauron, or other forces of evil. Although uncomfortable with atheism, they do not otherwise bring religion into their daily affairs, particularly not in matters of business.

3.4 PEOPLE

The Dorwinrim are larger, heavier, and generally taller than the Easterlings who surround their lands. They are also distinguished by their mostly brown hair and fairer complexions. Although smaller and darker than their Northmen cousins, the Dorwinrim are physically formidable and sturdy. They are gregarious, sociable, and fun-loving. As a people, they are also hard-working and driven to achieve success. Of all the Mannish peoples in Middle-earth, none are as dedicated to commerce and good business as the Dorwinrim.

Dorwinrim are renowned as shrewd bargainers and it is true that they rarely are generous without good cause. It is also true that they are careful and precise in drawing up agreements, and there is invariably an advantage for him in any deal that a Dorwinadan strikes. At the same time, once a bargain is made, a Dorwinadan will not rest until he has faithfully fulfilled all the particulars of his obligations. As is said of the Dwarves, a Dorwinadan never leaves a debt unpaid or uncollected. Unlike the Dwarves, he does not grow impatient with unavenged wrongs, preferring rather to contemplate his eventual, subtle, and possibly more complete revenge.

Among the Dorwinadan people, the underground market has become a way of life. Although good at dealing above board, the Dorwinrim have discovered influence, bribery, and subtle persuasion and refined these practices into an art form. It is almost considered in bad taste to bargain directly or without the benefit of coercion in the markets of Shrel-Kain, and no major deal is ever consummated without favors of all kinds changing hands. Although the Dorwinrim do not require this level of sophistication from obvious foreigners, there is no surer way to win respect amongst Dorwinadan merchants than to bribe, blackmail, and coerce one's way into a position of power over another, and use the resultant leverage for commercial gain. The Dorwinrim do not hesitate to practice their art on unsuspecting and forthright foreign competitors.

3.5 ECONOMICS

The economy of Dorwinion is built around trade and agriculture. Dorwinion possesses some of the most temperate and pleasant agricultural land in central Middle-earth. Grapes, olives, and all the major grain crops grow here with diligent tending. Yields are impressive, consistent, and of higher than average quality. Combined with the work ethic of the Dorwinadan citizens, the Land of Maidens is blessed with abundant surplus to export.

Trade goods are also available from nearby and accessible ports along the Sea of Rhûn. Goods from the mysterious East are constantly traded through Shrel-Kain and the Logath capital of Riavod. The reserved Elves and ambitious Dwarves are frequent players in the trading of fine crafted items and high quality dry goods. Rough native crafts from the nomadic Easterlings and the impoverished Lossoths sometimes make their way into Dorwinadan hands.

All of these items, as well as the abundant crops of the Dorwinion heartland, are shipped aggressively on the extensive network of river travel and caravan routes pioneered and exploited by the Dorwinrim. Especially renowned is Dorwinion wine, accurately touted as the finest in all of Middle-earth. The many varieties and vintages of Dorwinion's finest export lead the expansion into trade markets as far north as Lake Town, west across the Misty Mountains as far even as Bree, and away south to Gondor and beyond. If there is a force uniting the markets and peoples of this region of Middle-earth, it is certainly the merchants, traders, rivermen, and caravan riders of Dorwinion.

3.6 GEOGRAPHY

Dorwinion shelters between the lush valleys of the Celduin and Uldonna Rivers. The fertile lands of the Dorwinrim are mostly protected from the sometimes harsh weather of the Dor Rhunen by the Eorstan Mountains to the south and a line of rolling hills near the Sea of Rhûn. The predominant winds in Dor Rhunen conveniently bypass the Land of Maidens to the north and south, leaving the homeland of the Dorwinrim temperate, humid, and clement. Beyond the cultivated and settled heart of Dorwinion, the Dorwinrim are confronted by the Sea of Rhûn to the East, the Eorstan Mountains to the South, and the twin fork of the Uldonna and Celduin valleys to the West and North. Beyond the Uldonna is the forbidding frontier of the Rhovanion Plain, and beyond the Celduin lie the foothills of the Ered Mithrin and the Iron Hills, far away to the North. This natural geographical enclosure, combined with the fertility of their land, the inherent inclination of the Dorwinrim for peace and commerce, and the danger posed by their unsettled and violent nomadic neighbors, has contributed mightily to the Dorwinrim tendency to keep to themselves and seek prosperity through coexistence and peaceful cooperation. In the case of the Land of Maidens, geography has influenced destiny.





4.0 THE CORRUPTION OF DURANNON WOOD

In the western reaches of Dorwinion, near the confluence of the Celduin (S. "Running River") and the swiftly flowing Uldonna, Durannon Wood stands watch over the sleepy little village of Kardavan. Renowned for its red wine, perhaps the most amiable and pleasant fruity red in the whole of Dorwinion, Kardavan is a serene and relaxing place to live. Favored with a gently rolling landscape, planted in neat rows of grapevines, and blessed with a multitude of gurgling streams and picturesque stands of gracefully aging trees, Kardavan is home to over two hundred prosperous and contented Dorwinrim.

The citizens of Kardavan have worked to make their wine industry as fruitful as possible. All the rich land surrounding the town is fully planted in the grapevines native to the area. Supported by poles and fencing, the vineyards are an appealing and orderly addition to Kardavan. The rolling hills are dotted with small stone or massive timbered buildings where local families work at perfecting the art of making Kardavan red wine.

Everyone in the town either works tending the grapes or in the family-run wineries. Very little effort is expended in producing the necessities of life beyond small garden plots or family-kept farm animals. There is some hunting in Durannon Wood, but by and large anything needed in Kardavan is traded for in the larger settled area of Ilanin to the north or obtained from caravans on the nearby horse road called the Men Dorwinion and trading barges on the Celduin or Uldonna rivers. It is the quality and popularity of Kardavan's red wine that provides the currency for this essential trade.

Since the village was founded in the distant past, Durannon Wood has stood on the higher ground to the north, guarding the settlement from the worst ravages of winter storms and providing home and sanctuary for all manner of birds and small game. Over the years the great forest provided so much of the wood used to construct Kardavan's wine barrels that Durannon came to be known to the locals as the Wine Wood. As the villagers expanded Kardavan and its attached vineyards to cover more of the surrounding countryside, the Wine Wood remained a familiar and benevolent guardian, straddling the road to the larger settlement of Ilanin and standing as a sun-dappled outpost of the Great Forest that once covered all of Middle-earth.

Unknown to the peaceful inhabitants of Kardavan, the serenity of the wood is giving way to a new order of things. The villagers, so long at peace in prosperity, will need all the help they can get.

4.1 FOREBODING IN KARDAVAN

To the inhabitants of Kardavan, the Wine Wood now leers over them like a threatening storm cloud. During the past three months, the local animals kept in the village have begun to slowly disappear, starting with the smallest piglets and lambs and working up to chickens, calves and even pet dogs. In the last month, seven children of the

village have disappeared while at play and not returned. Determined searches of the area have yielded only tracks and the occasional odd toy or piece of clothing, all in or leading towards the forest.

Wine Wood itself is shrouded in a gray and oppressive malevolence. Hunters report that the forest is sometimes partially darkened even in full daylight and that there is an unnatural and mysterious foreboding—almost a menacing air about the place. There have been wild tales of trees moving to block trails or shifting to impede the searchers. The birds and small game that filled the forest's eaves are gone, and the villagers are fearful of setting foot in the suddenly dark and threatening wood.



In the last week, a young woman has also disappeared, apparently while searching Durannon Wood alone for her missing child. This week, a small party of Rivermen have arrived in Kardavan from the nearby banks of the Celduin inquiring after a wealthy merchant who left Ilanin last week. The merchant employed these men to load wine he intended to purchase in the village for shipment back to Ilanin. The merchant was to meet them in Kardavan, but has not been heard of anywhere in the town.

The villagers of Kardavan are not particularly martial people, but the growing malevolence of the wood has caused some of the local hunters to begin training in the use of arms in earnest. The wealthier, winery-owning families, known in Kardavan as the Wine Lords, have proposed sponsoring a local militia to stop the disappearances. No one is willing to travel the road to Ilanin that leads through Wine Wood.

4.2 THE NPCS

The inhabitants of Kardavan are mostly Dorwinrim. They are usually hard-working, often pleasant, and always fond of celebrations. They are not naturally wary of strangers, but recent events have made them nervous.

DAVNOS KALDIGAR

As the provisional Master of Kardavan, Davnos Kaldigar essentially holds what power his office represents through the good will of the Wine Lords. A balding, stout and very personable fellow, Kaldigar is particularly talented at reaching agreements between quarreling landowners without permanently alienating anyone important. He is also effective at dealing with the occasional passing group of Sagaths or Asdriags through bribery and cajoling. His role is unappreciated by the mostly complacent residents of Kardavan. In fact, he is not the official Master, despite the passing of his father, the still revered Old Master, many years ago. A Council of the Wine Lords has been proposed for some time now to confirm Davnos in his role as Master, but Tavlo Maladov has used his position to block the formation of the Council and so retain leverage over Davnos.

Davnos has graying hair (what is left of it) and piercing black eyes. He is quick to laugh and rather too talkative. He is insecure about his position as Master, which carries only the powers of persuasion that he brings to it and very little official status outside what the Wine Lords are willing to confer.

Notable Skills: Bribery 55; Leadership 20; Bartering 50; Bureaucracy 60; Public Speaking 55. *Languages:* Logathig 5, Westron 5, Varadja 5, Sindarin 4.

TAVLO MALADOV

The new head of one of the wealthiest of the wine-producing families that are the aristocracy in Kardavan is Tavlo Maladov. Tavlo is a relatively young and vigorous Wine Lord with ambition to match his considerable abilities. It is rumored that he eliminated the claim to inheritance of his elder brother Leigos upon the sudden death of their father, Kalporin. Leigos was revealed by anonymous sources to have been in close consultation with an elderly local woman believed to be an agent of dark powers. In public disgrace, Leigos fled Kardavan forever and Tavlo took over the family business and assets.

Tavlo is a tall and imposing figure, prone to glaring at those who challenge his authority. He has curly black hair, deep-set brown eyes and a face set in a permanently unhappy expression. He is perpetually serious and has five rather rough-looking fighters available at most times to back up the threats he makes to any who oppose him. Among the village's inhabitants, only the Gathering of Hunters has managed to resist his attempts at domination. Tavlo despises them for their independence and for the role they played in aiding his elder brother. He will not miss a chance to do them harm.

Notable Skills: Leadership 20; Domination 35; Gambling 35; Perception 40. *Languages:* Logathig 5; Westron 5; Sindarin 3; Varadja 2.

VALGAVIA ROGATHA

Valgavia is alternately the object of scorn or derision and the source of fear in Kardavan. She is an elderly woman of no apparent livelihood who dwells in a poor hut outside of town. Casual inquiries in Kardavan about the mystery of the Wine Wood will always result in a discussion of Valgavia, who claims to know all about the growing malevolence. She blames it on the growing influence of the Nameless One and by inference will lead an astute party to the guess that she means the Dark Lord. In these parts, that name still strikes terror in peaceful Dorwinadan breasts.

She was also the bane of Leigos Maladov. Rogatha knows much about the birds and beasts and has some magical knowledge, and it was this combination that lured Leigos into consulting with her. Long ago, Valgavia was an agent of the Cult of The Long Night. Her reputation and her current conduct brought the elder Maladov to disgrace. Valgavia will threaten a curse on anyone who appears in her immediate domain—the fact that some of these mostly annoying, but sometimes frightening, curses have come true has made her an outcast in Kardavan.

Valgavia is short and stooped, but walks easily for her apparent age. She has fine white hair which she wears done up in a black cloth about her head. Her normal garb features a black shawl wrapped about her old dress, which in its day must have been a handsome garment.

Notable Skills: Spy 60; Percept 45; Stalk/Hide 65; Base Spells 18; Direct Spells 76. *Language:* Bl. Speech 5; Adûnaic 5; Varadja 5; Logathig 5; Orkish 4; Sindarin 2. *Spell Lists:* Light Law, Spirit Mastery, Spell Ways, Fire Law.

LEIGOS MALADOV

Leigos is the man behind the growing evil in the Wine Wood. This fact is completely unguessed in Kardavan, where Leigos was forced by his brother to flee in disgrace and forfeit his share of their inheritance upon the sudden death of their father Kalporin some years ago. He has not openly set foot in the village since that time, but he does return now to visit his mentor and ally, Valgavia, at night. Leigos is completely fascinated by nature and by the study of animals and plants. He is also drawn by the art of magic. He is captivated by Valgavia and her knowledge of animals and magical power.

When his brother Tavlo used Leigos' association with the old woman to ruin him, Leigos resolved to take revenge on his brother and the whole town. Leigos decided to follow Valgavia's advice completely and become an active agent for the Cult of the Long Night.

Leigos began by journeying to the citadel of Dol Guldur with letters and a recommendation from Valgavia. There he secured the assistance he required to convert his scheme to reality. This included ancient tomes on the legends of Huorns and their nature and animation, the magical texts necessary to speed the growth of plants and to create the new darkness of Durannon through selective stimulation of overhead foliage, and last but far from least, a clutch of freshly laid Giant Spider eggs suitable for transplanting from the Necromancer's realm in Mirkwood to the peaceful forest of the Wine Wood. Valgavia





Rogatha provides him with advice and scrolls (*MERP Light Law Dark*) for spot applications of gloom. Leigos has trapped and transported some Giant Bats, which he can no longer control. With this help, Leigos has become an Animist of some ability and extreme cleverness.

Leigos closely resembles his brother except that he is shorter and tends to laugh self-consciously at inappropriate moments. The elder Maladov is torn by his plan, which wreaks revenge upon the town but also hurts the local Hunters, his boyhood friends and the only faction that stuck by him when he fled the town in disgrace. Perhaps because of this inner turmoil, Leigos seems always close to anger and violence.

Notable Skills: Animal Training 50; Climb 40; Acrobatics 45; Stalk/Hide 70; Influence 25. *Languages:* Logathig 5; Westron 5; Adûnaic 3; Black Speech 3; Giant Spider 2. *Spell Lists:* Animal Mastery, Plant Mastery, Creations, Calm Spirits, Nature's Movement.

THE GATHERING OF HUNTERS

There is a small group of men in Kardavan who make their living hunting. They are suspicious of the Wine Lords that control the town and deeply disturbed about the developments in the Wood. Although not numerous, they are courageous and skilled in the art of weapons and combat. The Gathering will aid any party of competent adventurers for minimal compensation, if their goal is to end the disappearances and return the Wood to normal. The leader of the Hunters is Fregia Palon, who can normally speak for his four compatriots. They are especially wary about the Maladov family since Leigos was their favorite companion in the days before his exile. They suspect Tavlo Maladov of foul play in the incident.

Notable Skills: All can Stalk/Hide at 40.

THE RIVERMEN

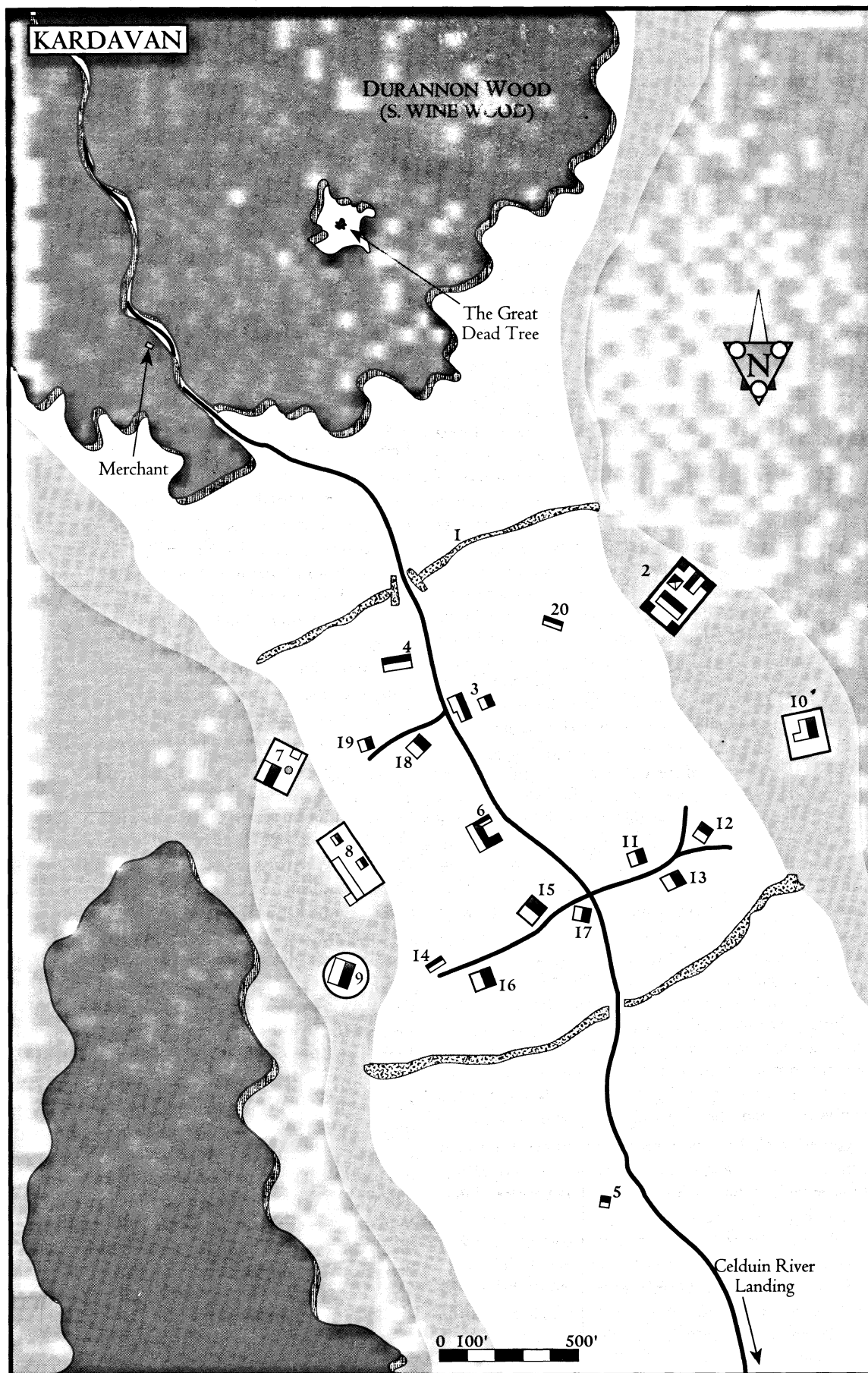
Four men arrived in Kardavan this week searching for a merchant by the name of Handel Othelk. Handel had planned to meet these men in Kardavan several days ago and drive them back down to the loading docks on the Celduin River in his wagon. Handel planned to buy wine in Kardavan and have the Rivermen ship it back to his business in Ilanin. Othelk would then continue along the Men Dorwinion toward Riavod on the Sea of Rhûn.

Neither Othelk nor his wagon have been seen in Kardavan. Since he was coming from Ilanin and would have gone through the Wine Wood, Handel may be another victim of the growing menace. The Rivermen are sufficiently loyal to the merchant to aid in an attempt to locate him or his wealth, but they will not take any serious risks without compensation. Their leader is Garth Balkon, a mountain of a man who commands the other Rivermen through intimidation and sheer bulk.

Notable Skills: All have Sailing at 55.

CARDILY MONTAG

Cardily is the young mother who recently disappeared, apparently while attempting to search alone for her missing young son, Brid. Headstrong and fiery, Cardily set out to search after no one in the village would agree to help. It was her disappearance that has convinced the town that something must be done. *Notable Skills:* Folly 20.





THE PESTILENCE IN DURANNON WOOD

The Wine Wood has some new and unwholesome tenants. A large number of adolescent Giant Spiders, grown from the eggs Leigos Maladov brought to the forest, live in and about an ancient hollow tree that also serves as Leigos' home. Although not as strong or confident as their brethren in Mirkwood, the young Spiders of Wine Wood are faster and better organized than their older relatives. Giant Bats also now call the eaves of Wine Wood home, thanks to Leigos' ingenuity. He has been busy attempting to wake the trees of Durannon and raise latent Huorns from the forest, with some success. Finally, Leigos has been accelerating the natural growth of vines and other clinging plants, increasing the darkness and gloom in the Wine Wood.

4.3 THE TERRAIN

Kardavan lies between two gently rolling lines of hills just north of the confluence of the Celduin and Uldonna rivers. Immediately to the north of Kardavan, at a slightly greater elevation, is the old and impressive forest of Durannon Wood. The land about the village slopes up to rolling hills, which are completely planted in grapevines ordered upon rows of fences and supports. A single horse road winds up the small valley from the Men Dorwinion and the landing docks on the river. The road continues through Kardavan and on to the north through the Wine Wood towards the larger settlement at Ilanin, northwest of Kardavan.

4.31 KARDAVAN

Kardavan is a small village composed of some twenty residential houses scattered on either side of the road that leads down the center of the valley. Most of the workers that tend the grapevines and labor in the family wineries live with their extended families in the village near the road. The few artisans in Kardavan are located here as well as the Inn of the Dancing Dog, the only establishment for visitors. The common room of the Dog is quite a lively place, even by Dorwinadan standards, and no shred of gossip is safe from repetition that has once found its way past the Dog's doors.

The real wealth and power in Kardavan is to be found in the half-dozen wineries located amidst the vineyards in the hills overlooking the town. These are also family residences and partial fortresses against the days when trade was not so settled and the Master of Kardavan not quite so gifted at avoiding conflict with the various peoples that roam the plains of Rhovanion.

I. Ruined Wall. In ancient times, Kardavan was a walled village, at least to the north and south across the openings of the valley. All that remains of this ancient protection is a waist-high, crumbling ruin that has been removed entirely from the area of the road and from all the paths leading to the wood or the outlying vineyards. The state of the wall reflects Kardavan's reliance on trade and the stable peace in the surrounding countryside. In places, the wall can provide cover for encounters on the outskirts of the village.

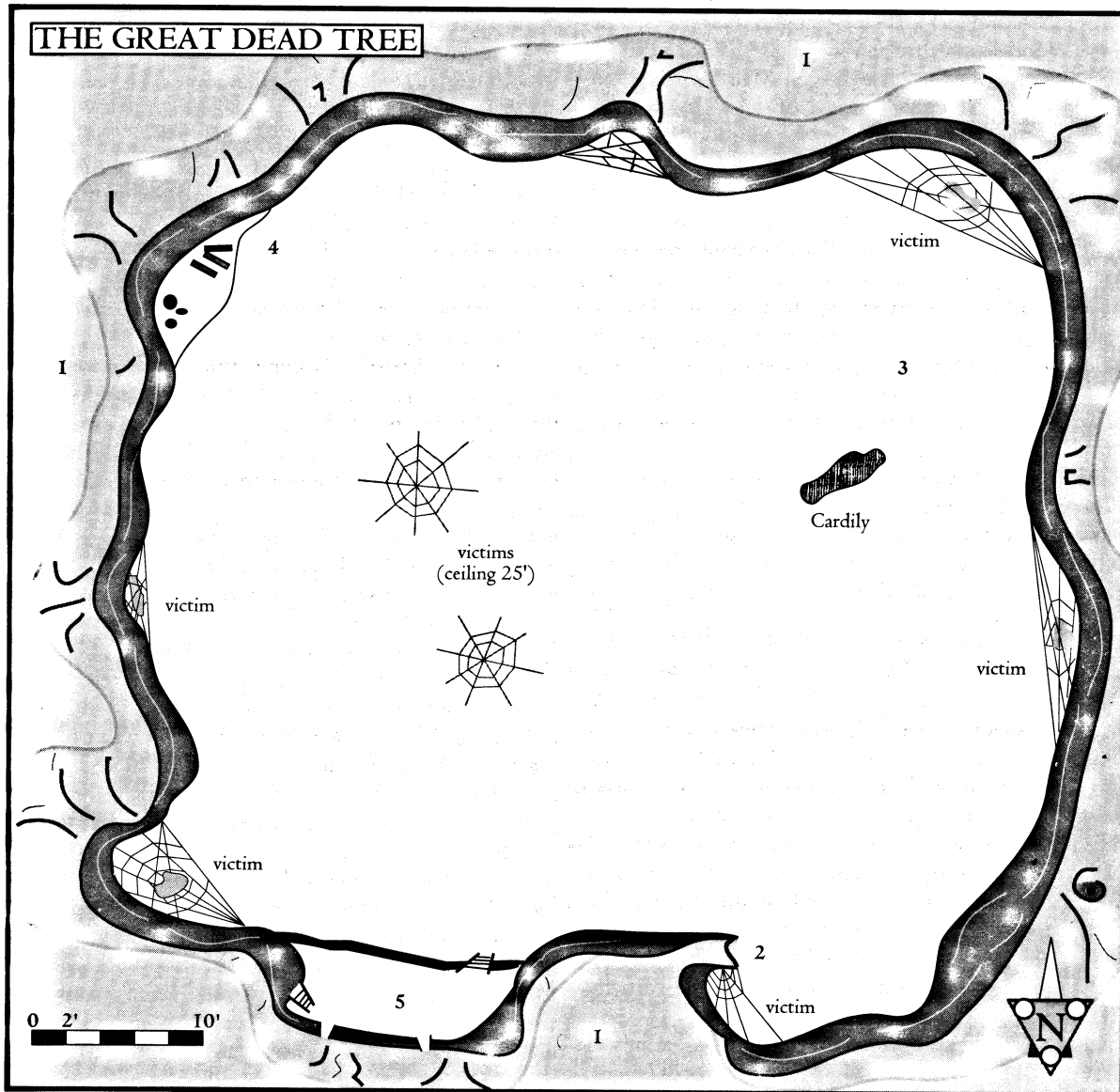
2. Maladov Winery. The Maladov family winery is the largest in Kardavan. The building is home, warehouse and production facility for the family business and even some of the workers. It is the most impressive of the Kardavan family enterprises. Made of stone and provided with its own wall and battlements, the Maladov winery resembles a small fortress. Tavlo Maladov and his bodyguards will be here whenever they are not in town or away on business. Tavlo's personal and family fortune is hidden in the basement of the winery—cleverly concealed in a fake wine barrel that is Very Hard (-20) to spot even if the secret is known. An uninformed search is Sheer Folly (-50). The barrel contains 3000 gp, 5000 sp, and 2000 gp in gems.

3. Davnos Kaldigar's Shop. The Master of Kardavan is also a merchant and barterer of rare skill. His shop is fully stocked with all the wonders that the road to Ilanin and the Rivers Celduin and Uldonna can provide. By a sad and ironic twist of fate, Davnos has also been indirectly aiding Leigos' fiendish scheme by selling to Rogatha skeins of silky filament, allegedly for weaving. Leigos has been using them to teach the young Spiders how to cocoon large prey, like humans.

4. Hunters' Hall. A large meeting hall made of ancient timbers from Durannon Wood and decorated in rustic style with deer heads and other trophies on the rough walls, the Hunters' Hall is home to Fregia Palon and refuge to the other four Hunters. The Hall is dominated by a large table and an enormous fireplace, over which is hung a ceremonial long bow. It is an Elven bow, +20, and fires without penalty every round in the hands of an Elf. The Hunters are unaware of its powers but treat it as an honored weapon.

5. Valgavia Rogatha's Hut. This nondescript shack houses Kardavan's most mysterious citizen, albeit in exile from the town proper. Inside, the hut is crammed full of exotic paraphernalia and supplies—eye of newt, tongue of bat, cauldron and all. Several items are of real value, including the hag's spell book, which contains the complete Light Law, Fire Law, Spirit Mastery and Spell Ways lists. There is also a considerable volume of research on the subject of casting curses, some of which may work, at the GM's discretion. If forced to defend herself, Valgavia favors *MERP* Spirit Mastery *Sleep* and *Charm*, or *MERP* Light Law *Shock Bolt* or *MERP* Fire Law *Fire Bolt*, if things get really sticky.

6. The Inn of the Dancing Dog. The Dancing Dog is the only public house in Kardavan, and it is a magnet for rumors, gossip and idle words. Run by Winlos Forgar, the inn has a reputation as a fine guest house and way stop. The food is the best on the road to Ilanin. Additionally, Winlos has his finger on the pulse of every story circulating in the region. The Rivermen and their leader Garth Balkon are staying here.



7. - 10. **Wineries.** The other four major wineries are much like the Maladov's, only somewhat smaller and less well fortified. All of them house extended families that work the vineyards or the press yard. The wineries tend to be set apart from the town's other buildings, up on the hills where the grapevines flourish.

11. - 20. **Residences.** These are homes for the vineyard workers who do not live at the wineries, the traders, merchants and other laborers who make Kardavan prosper. The merchant's houses also serve as their shops or trading posts, often with a separate smaller building set up for commerce.

4.32 DURANNON WOOD

The ancient forest of Durannon Wood has always been a guardian of the village of Kardavan. The wood sits atop a slight rise directly to the north of the village, capping off the little valley that shelters the vineyards. Because the forest has so long been a boon to the supply of wine barrels in Kardavan, the locals took to calling it the Wine Wood.

The trees in Wine Wood are ancient and tall, mostly oaks, maples, birches and other leaf-bearing trees, with even the occasional variant or ancestor of a mallorn from away south. It is a matter of legend in these parts that Wine Wood is a still living remnant of the one Great Forest that used to cover all of Middle-earth, of which even Mirkwood is only a small fragment. Wine Wood, though even a smaller fragment still, lives on as an uncorrupted reminder of the goodness of the Great Forest.

There have always been legends in Kardavan and even on the trade routes in the area that some of the grand old trees of Durannon are not quite right. Maybe they lean a little from time to time or perhaps there is something a little unsettling about the way the forest seems to listen to conversations held on the road to Ilanin. Most of the locals dismiss all this talk as so much nonsense. Some claim that Wine Wood remembers something of what it was like when a squirrel could run from the Grey Havens to the Sea of Rhûn without ever leaving a tree branch. Regardless, visitors now notice a palpable whispering in



the branches and feel unseen eyes upon their backs. The Wine Wood seems alive and waiting.

Recently, this is because Leigos Maladov has been making trouble. He has learned of a rite for waking ancient Huorns such as populate the Forest of Fangorn. By repeating this rite at regular intervals and different locations about Wine Wood, he has succeeded in raising the consciousness of some of the trees in Durannon to the point where they are annoyed. There is a constant chance that any party of adventurers in the Wine Wood will encounter a Huorn angry enough to attack. Even in the absence of actual violence, the presence of the Huorns is ominous and frightening to all but the stoutest hearts.

Characters who encounter any Huorn must make a RR roll versus a 3rd level *Fear* spell or suffer -10 to all activities for the duration of their visit to Durannon due to dread of the awakened Huorns. A character who fails this RR will need to be convinced to reenter the forest, and his trepidation will effect a -20 modification to the influence roll of the character attempting to do the convincing. These results only apply when a Huorn is directly encountered.

4.33 THE MERCHANT

Along the road leading through Wine Wood is the wreck of a wagon driven by the wealthy merchant Handel Othelk from Ilanin. The wagon has had a largish rock dropped through the linkage between the front wheels and the rigging that attached it to the two horses that pulled the vehicle. Careful inspection of the site will uncover the details of the ambush. The rock was hung in a net suspended from a large tree limb directly over the forest road. The rope securing the net was cut at the decisive moment, dropping the boulder on the wagon. The disabled vehicle is pulled off the track and partially overgrown with unnaturally prolific greenery.

Closer examination of the wreck will reveal a human body partially wrapped in a silky cocoon. Three of Leigos' adolescent Spiders have been practicing on poor Handel, learning at Leigos' instruction how to wrap large prey. It is a little known fact (that has greatly complicated Leigos' plot) that this behavior is not completely instinctive in Giant Spiders. Othelk is still alive but heavily poisoned. There is a chance (01-40) that the three Spiders are at work on their cocoon at any time that the wreck is found. Otherwise, they are hidden in the wagon or the surrounding trees and may attack if the situation seems favorable, at the GM's discretion. An observant character has a Hard chance (-10) to notice the webs in the overhead branches.

Othelk has a small chest and two leather bags containing 20 gp, 55 sp, 120 bp and 320 cp stored under the driver's seat in the wagon. The merchant also carries a +10 jeweled dagger worth about 75 gp in a fold of his rich damask coat, now hidden completely by the silken cocoon. He wears about 50 gp in personal jewelry, including a gold ring and a gold filigree necklace, likewise hidden from view.

4.34 THE GREAT DEAD TREE

Away from the road to Ilanin in the heart of Wine Wood stands a giant dead tree that some say is perhaps as old as anything that ever lived in Middle-earth. Hollow now from hundreds of years of decay and the natural processes of the forest, the great tree has become the home of the source of the new menace in the forest. Leigos Maladov has taken residence inside its massive bole. From this hidden and secure location, the elder Maladov has been prosecuting his ghastly experiments in the hope of transforming Wine Wood into a smaller version of Mirkwood.

The Great Dead Tree stands now in an unnaturally overgrown partial clearing. Anyone actively searching off the road for signs of those who have disappeared will eventually be drawn to the Tree by the gradually increasing darkness caused by the overgrowth in the area. Gloom shrouds the Tree like a blanket. The lesser trees nearby are not as old or massive as the Great Tree, but possess leaves in an impressive abundance. Their branches arc overhead more thickly than seems right and intertwine to form a large cavernous hollow in the wood surrounding the Tree. The ground is so clogged with underbrush that normal movement within the three hundred foot perimeter of the hollow is reduced by 50%. It is dark there even in full daylight, and those adventurers without infravision entering from the surrounding forest will be at -20 to all activities requiring sight until some source of light is provided or their night vision acclimates (in 10 rounds).

Once inside the hollow, a very observant character may see many filigreed spider webs leading towards the Great Dead Tree from all of its neighbors. The webs are far too large for any normal arachnid, but adventurers with experience in Mirkwood will quickly note that they are too small for Giant Spiders. For characters with unimpaired vision (either from infravision, a light source or normal night vision), the webs are Very Hard to spot (-20). Easier to see (Hard, -10) are small bundles of silk cocoons suspended from many of the branches of both the Dead Tree and its neighbors. These are all more than 30 feet off the ground, but appear from inspection to be the size of small backpacks. A really observant character (Extremely Hard, -30) may identify them from the ground as suspended small animals—the missing ones from Kardavan.

The Tree itself stands every bit as wide and stout as a small house. Its bark is dark and gnarled. There is a deep, wide fissure running down the side approachable from the road. A hole has opened at the base of the fissure, set back some four feet from the outer surface of the Tree. It is utterly black and Sheer Folly (-50) to spot without a close-up search of the Tree's circumference, which makes it Very Hard (-20). Two holes appear higher up the Tree's trunk, bearing an eerie resemblance to eyes. A crease between branches near the top branching of the enormous Tree conceals another gaping hole, slightly wider than an average man. The eye holes are utterly black and Hard to see (-10). The crease hole is Sheer Folly (-50) to detect without climbing in the Tree's branches.



1. Approach to the Tree. Anyone entering the vicinity of the Tree risks encountering the adolescent Giant Spiders in a group (see Encounters in the Hollow, Section 4.51). Actually walking around the Tree or climbing the branches of any of the trees in the hollow will alert the Tree's occupants (01-65). The whole area is covered with fine silky filaments, which serve the Spiders as burglar alarms.

Because of Leigos' teaching and their coordinated beginning, the adolescent arachnids work much better together than normal Giant Spiders. Any adventurer that is attacked by two Spiders will suffer one flank attack; if three Spiders, one attack will be a flank attack and the other a rear attack. The Spiders will also retreat to avoid being wiped out. They climb the trees of their hollow and move through the overgrown area as though they were on level ground. Inside the Tree, Leigos and the Spiders get a +10 bonus to OB.

2. The Crack. The entry opening into the Great Dead Tree is just wide enough for a man and not quite tall enough, so that a human entering the Tree must stoop over. A Hobbit could walk through upright, but might have trouble with the width. An Elf would most likely have to crawl on hands and knees.

Leigos has paved the entry way with extremely rough stones, intentionally leaving large gaps in the masonry. Anyone who does not know of these precautions must roll greater than 100, modified by any Agility bonus, to avoid falling with a noise and receiving an "A" Crush Critical. A fall will alert everyone in the Tree and result in an immediate attack upon whoever is in the Crack. The attackers receive a +20 OB bonus due to surprise and the confining nature of the entry way. It will then be a Very Hard (-20) Moving Maneuver to get out of the Crack and fight normally. There is a heavy curtain of black cloth across the gap at the inner end of the Crack.

3. Attentive Spiders. If Leigos is in the Tree (see Encounters, Section 4.51), a group of the adolescent Spiders always gathers here to watch whatever he is trying to teach them. At this time, Leigos would be attempting to train the Spiders in the art of cocooning large prey, namely Cardily Montag, the missing young mother from Kardavan. The missing children, all prior lecture subjects for Leigos, are hanging in various places about the inside of the Tree, wrapped in silky filaments which Leigos procured through Valgavia Rogatha. There is a chance (01-65) that any single cocoon occupant is still alive enough to be fully revived from the injected poison and starvation. Any who fail this test may be revived by a talented Animist (66-90). Beyond that (91-00), some are truly dead, the Spiders remaining unconvinced that they should be eaten.

4. Leigos' Work Area. In this area, Leigos keeps his journal of records. The book is fine leather and hangs suspended in a small Spider web. The journal details all the elements of Leigos' endeavor, including his trip to Mirkwood and the number of Spiders transplanted. It fully incriminates him and his partner Valgavia Rogatha.

It will probably be necessary to produce this book in order to claim the town's reward.

Kept on top of a crude table, built partially from a natural ledge within the Tree and partially from dead wood in the forest, are pouches of noxious herbs used as catalysts for the accelerated growth in the forest (*MERP* Plant Mastery *Speed Growth*). There are also several valuable books on Giant Spiders, Giant Bats, and Huorns. These would fetch 5 gp each in any major town from an Animist or Mage. Also on the table are seven scrolls, inscribed with *MERP* Light Law *Dark*. The scrolls are specially prepared for ease of reading—Valgavia made them for Leigos to use and he is not a Mage. If anyone begins to read the scrolls, the effect of the spell will descend upon the interior of the Tree—forcing a resistance roll versus *Fear* (equivalent of a 3rd level spell), failure resulting in 1-2 "B" Crush Criticals from collisions in the blind panic that results.

Because both he and the Spiders know the Tree intimately, Leigos himself may seek to read one of these scrolls in a melee. This would negate their +10 OB for being inside the Tree, but otherwise would not affect them because of intimate familiarity with the Tree. The invading party would suffer -20 to -30 OB at the GM's discretion, because of the total darkness.

5. The Eye Holes and the Top Hole. A crude ladder leads to a rough platform directly under two scraps of black cloth on the inside wall of the Great Tree. Lifting the rags reveals a view of the hollow from the Great Tree's eye holes. Candles are normally lit inside the Tree, and Leigos rigged up these shades to keep light from leaking out. Leigos sleeps on a rough cot in the corner of the platform. His pillow is stuffed with 52 gp, 120 sp and two necklaces worth about 16 gp total. The secret of the pillow is Very Hard (-20) to detect.

On one side of the platform, another ladder leads to the crease hole at the top of the Great Dead Tree. It is a Medium Moving Maneuver (+0) to shimmy through the top hole, failure indicating scratches and cuts equivalent to 5-10 concussion points of damage. This is how the Spiders exit, and they have no trouble at all. Outside of the top hole is a very cleverly designed and hidden platform, impossible to see from the ground. A person on the platform receives a +50 bonus to hiding and a +20 bonus against missile attacks. A cunningly camouflaged crossbow is mounted on a swiveling stand. The crossbow is a magic weapon with a +15 bonus that reloads itself every round. It can be removed from the stand with a static maneuver by someone experienced in woodworking (Very Hard, -20).

4.4 THE TASK

The task depends on the resourcefulness and abilities of the party of adventurers. Davnos Kaldigar and a coalition of Wine Lords are offering a substantial reward for the solution of the mystery and an end to the disappearances.



To qualify for the reward, the mystery of the newly menacing wood must be explained, evidence must be produced, all surviving victims must be rescued and proof must be offered that the evil has been vanquished. The plight of Kardavan has been widely discussed on the trade routes along with the reward and the necessary means to claim it. Most Dorwinrim would prefer not to lead such an expedition, but some might be willing to participate in exchange for an appropriate level of reward. A resourceful party should be able to secure help in Kardavan.

Short of attempting to rid Wine Wood of its emerging malevolence, a cautious party of adventures might attempt to learn the nature of the menace and sell the information off to those in town who fervently desire to either earn the reward themselves or end the reign of terror. The politics of the town are such that several factions may be played off against each other. Naturally, any mislaid treasure that turned up in the course of an investigation would belong to the party in possession of the items.

4.41 STARTING THE PLAYERS

Any party of adventurers traveling the Men Dorwinion or lodging in Ilanin is likely to hear of the plight of Kardavan. If the party elects to journey to the wine town and takes the horse track from Ilanin through Durannon Wood, it is likely that they will come upon the wagon of Handel Othelk and be drawn into the adventure from that point. If they come from the Men Dorwinion to the south, they may meet Garth Balkon and his party of Rivermen on their way to Kardavan. In any event, the party will certainly stay at the Inn of the Dancing Dog and hear all about the crisis and the reward. Inquisitive visitors may also be told about the ranting and curses of Valgavia Rogatha and so approach the adventure from that angle.

4.42 AIDS

The provisional Master of Kardavan is very anxious to lay to rest the mystery of Wine Wood. Davnos Kaldigar will exert every effort to charm and cajole a likely party of adventurers to accept the quest of the reward. He will also be useful in procuring supplies and possibly help from among the locals. He knows of the suspicion and hatred that flows between the Hunters and Tavlo Maladov and his men. As a result, Davnos will either divert a party of adventurers away from these groups or point them towards one or the other depending on the nature of the party and the situation. Kaldigar is politically adept and will do his best to avoid alienating either of these powerful forces. Both the Hunters and Tavlo Maladov will be anxious to acquire aid in dealing with the mystery. The Rivermen are also potential allies.

4.43 OBSTACLES

Valgavia Rogatha will throw up as many diversions and distractions as she can think of to keep a strong party from invading Wine Wood too soon. Also, the animosity between Tavlo Maladov and the Hunters may cause problems if the adventurers become enmeshed in local politics. The Huorns that Leigos has been raising to wakefulness will at the least discomfort any visitors to the

Wood and may do far more damage. And there are the growing Spiders. Always hungry and as active and quick as an evil thought, they will happily dine on any visitors that Leigos brings within their reach. Finally, there is Leigos himself. He is angry with the town and especially his brother over the matter of his inheritance. He resents the outcast status of his mentor Rogatha. At the same time, he still holds affection for his friends the Hunters, but yet cherishes his evil project and his ghastly pets. Leigos will defend his dark empire with all the resources at his command. He is a formidable enemy.

4.44 REWARDS

Davnos Kaldigar has raised 100 gold pieces and a promise of six cases of the finest wines in Kardavan, one from each of the major families, as a reward for ending the menace of the Wood. The farther from Dorwinion the wine is eventually resold, the greater will be its value. Alternately, the native Kardavan red is an excellent wine and may serve as its own reward. The reward will be granted only if the mystery can be completely laid to rest to the satisfaction of Davnos and the Wine Lords. This will certainly involve producing Leigos' journal and an accurate count of deceased Spiders. Any treasure that falls into the adventurers' hands along the way is a bonus.

4.5 TABLES AND NOTES

4.51 ENCOUNTERS IN THE HOLLOW

For encounters within three hundred feet of the Great Dead Tree, consult the Tables below. There are twenty-seven adolescent Giant Spiders now residing in Wine Wood. Except for the three living in the merchant's wagon (Section 4.33), all of the rest of them regularly visit the Dead Tree, which is their home and Leigos' headquarters. A variable number of Spiders are present at any given time—the rest will have to be located in order to claim the reward.

TOTAL SPIDERS IN HOLLOW AND TREE	
Roll	Spiders Available
01-10	12
11-35	15
36-60	17
61-85	19
86-95	21
96-00	24

Note: The Spiders Available is the total number that can be encountered in the Hollow and the Tree combined. Count down from this number when using the following tables. When you run out, no more Spiders will be encountered in the Hollow or the Tree—although Spiders who are not killed may retreat and reappear later. For subsequent visits to the Hollow, additional Spiders not present at the first encounter may be added at the GM's discretion.



INITIAL ENCOUNTER GUIDE	
(Roll every 5 rounds)	
Party Volume	Encounter Occurs
Quiet	01-15
Average	01-25
Noisy	01-40

Note: Judge the volume of the party by the actual conversational tone and any specific comments directed at moving quietly. Remember, movement in the Hollow is slowed to 50%, and if there are adventurers without infravision they will need time to acclimate.

INITIAL ENCOUNTERS IN THE HOLLOW			
Roll	# of Spiders Encountered		
	Distance to Tree		
	0'-99'	100'-199'	200'+
01-35	4	2	1
36-70	8	4	2
71-00	12	6	3

INITIAL ENCOUNTER REINFORCEMENTS				
Roll	Rounds Until More Spiders Arrive			% Remaining Spiders Who Come
	Noisiness of the Melee			
	Quiet	Medium	Noisy	
01-35	-	-	-	0%
36-45	8	6	4	25%
46-60	10	8	6	33%
61-75	12	10	8	50%
76-90	16	13	10	67%
91-00	20	16	12	75%

After subtracting the number of Spiders initially encountered from the Total Available, it is possible that a percentage of the remaining Spiders will join the melee in a variable number of rounds. If the melee is already over and the party has moved inside the Tree, these Spiders will also return inside to join those who never left.

LEIGOS' LOCATION				
	Top Hole (On Guard)	Inside Tree	Visiting Rogatha	Roaming Wine Wood
Daylight:	01-20	21-80	—	81-00
Night:	01-10	11-70	71-80	81-00

Leigos will always join a melee with the reinforcing Spiders if he is present at the Tree. If no Spiders reinforce, he will remain inside the Tree, unaware of the approaching party. If he is on guard at the Top Hole, he will join the initial encounter.

Leigos will fight using the crossbow at the Top Hole platform, the *MERP* Light Law *Dark* scrolls inside the Tree, or with his net and hand axe, as seems appropriate. He will use *MERP* Nature's Movement *Limbwalking* and *Limbrunning* to maneuver in the Hollow and *MERP* Calm Spirits *Stunning* and any of the *Calm* spells to defend his territory.

Careful count should be kept of all the Spiders killed in melee. After all, the adventurers must kill them all to earn their reward and in the heat of battle who knows how many may escape to fight again?

4.52 ENCOUNTER TABLE

Chance (%)	25%	35%	20%
Distance (mi) Day/Night	1/.5	3/1	10/12
Time (hr) Day/Night	4/6	6/2	4/5

Encounter	Durannon		Road to Celduin
	Kardavan	Wood	
Adolescent Spiders (1-5)	-	01-15	-
Huorns, Angry (1-2)	-	16-17	-
Huorns (1-2)	-	18-25	-
Giant Bats (3-8)	-	26-35 N	-
Wolves (2-5)	01-03 N	36-46	01-05 N
Leigos Maladov	04-05 N	47-55	-
Tavlo Maladov	06-07	-	-
Tavlo & Bodyguards (2-5)	08-25	56-60	06-10
Valgavia Rogatha	26-35	61-65	11-15
Davnos Kaldigar	36-45	66-67	16-20
The Rivermen	46-60	-	21-60
The Hunters	61-75	68-80	61-75
Normal Villagers	76-95	-	76-95
No Encounter	96-00	81-00	96-00

Notes: "N" means encountered at night. No encounter if daylight. Numbers in parentheses are special numbers encountered. Angry Huorns will always attack. Use Section 4.51 for encounters in the Hollow.

Note: See p. 92 for guidelines for using this table.

4.53 BEAST TABLE

Type	Lvl	# Enc	Size/ Crit	Speed	Hits	AT	DB	Attacks	Notes
Wolves	4	2-5	L/I	VF/FA	110	SL	45	75LBI/45MCI	
Giant Bats	3	3-8	M	VF/VF	60	No	60	75MBI/70MCI	
Huorns	25	1	H/LA	VS/VS	400	PL	0	80HBA/70HGR/100HCR	
Giant Spiders (27)	3	1-5	M/I	VF/VF	50	SL	50	40MPi/50MSt	Poison Lvl 3.



4.54 NPCS										
Name	Lvl	Hits	AT	DB	Sh	Melee OB	Missile OB MM	Notes		
Davnos Kaldigar The provisional Master.	5	74	No	10	N	45ss	50sb 15	Dorwinadan Fighter.		
Tavlo Maladov Wine Lord. +10 long bow, +10 leather armor, +10 broadsword.	7	114	RL	45	Y	76bs	75lb 20	Dorwinadan Fighter.		
Valgavia Rogatha The Witch. +10 Cloak DB. Black Crystal earrings X2 PP. 54 PP.	9	99	No	20	N	15da	20da 20	Black Númenórean Mage.		
Leigos Maladov Lord of the Spiders. Ambidextrous, 2 weapon combat, +10 armor, +15 hand-ax. Spider Egg necklace X2 PP. 42 PP.	7	96	RL	30	N	70Ha	90cb 35	60Nt. Dorwinadan Animist.		
Rivermen (3) Employed by Handel Othelk.	3	55	SL	10	N	50cl	45da 25	Dorwinadan Fighters.		
Garth Balkon Employed by Handel Othelk.	4	90	SL	15	N	75ms	50da 25	Dorwinadan Fighter.		
Hunters (4)	4	60	RL	35	Y	65ha	85lb 20	Dorwinadan Rangers.		
Fregia Palon	6	83	RL	40	Y	86ha	105lb 20	Dorwinadan Ranger.		
Bodyguards (5) Employed by Tavlo Maladov	4	65	RL	30	Y	76bs	50sb 15	Dorwinadan Fighters.		
Handel Othelk Merchant. +10 dagger.	4	56	No	5	N	46da	40da 15	Dorwinadan Scout.		
Cardily Montag	2	36	No	10	N	—	— 15	Dorwinadan Scout.		

5.0 HIJACKED WINE BARGE

Commerce is the cornerstone upon which the culture of Dorwinion rests. By way of proof, it is a popular saying that a Dorwinadan would much rather sell a sword for a hefty profit than wield one. Therefore, it is an accepted truth that accommodation, favorable public relations, and good business practices define the lives of the Dorwinrim along the Celduin River (S. "River Running").

The Celduin springs from Mount Erebor (S. "The Lonely Mountain") and runs into the Annen (S. "Long Lake") where it passes slowly by Esgaroth (S. "Lake-town"), a bustling habitation of Men actually built upon stilts in the middle of the long, narrow waterway. The Celduin meanders south from Esgaroth towards the eastern eaves of Mirkwood Forest, where it is joined by the Forest River.

The Forest River (S. "Taurduin") rises from the Grey Mountains and courses quickly through the northeastern reaches of Mirkwood forest. Taurduin flows past and partially under Aradhrynd, the Halls of the Elven-king, on its way to the Long Lake. As it exits Mirkwood, the Forest River nearly stops in the Long Marshes (S. "Aelinann"), but eventually commingles with the Celduin at the southern extremity of the Long Lake.

Soon after the Forest River enters Long Lake and joins with the Celduin, the combined river roars over an eighty foot waterfall known as the Mere's End (S. "Lindal"). Mere's End is the southern limit of the Long Lake. It is also the practical border to the south of both the domains of the Lakemen of Lake Town and Thranduil's Elven kingdom, although Thranduil periodically sends patrols much further afield than that. On the site of the waterfall is the ruin of an old Northman town once called Londaroth. Now there are only two mills, a landing, and a trail used to carry goods transported up the Celduin to the higher elevation of the Long Lake.

After descending Mere's End, the Celduin picks up speed and vitality as it wends its way across the northern wilds of Rhovanion. Joined by the Carnen (S. "Redwater"), the mighty river is broadened and slowed by the time it crosses into the lands of the Dorwinrim. It joins the Uldonna near the village of Kardavan and makes its final wending journey to the Sea of Rhûn, passing near the Dorwinadan capital of Shrel-Kain.

The Dorwinrim have established a significant presence along much of the Celduin. A thriving commerce in wine and selected trade goods has developed between the Men, Elves, and Dwarves of the lands bordering Esgaroth and the enterprising Dorwinrim. The wines from the vineyards of Dorwinion command a superior price in these discriminating and relatively wealthy markets. In addition, trade across the Sea of Rhûn with travelers and merchants from the East creates a supply of fine jewelry, clothing and textiles that compete at only a mild disadvantage with the superb products of Elven and Dwarven craftsmanship.

The Celduin itself lends a hand in this developing trade. The river is protection for the Dorwinrim from the depredations of marauding bands of Orcs, Asdriags and Sagaths that roam the plains of Rhovanion. Wine and trade goods are transported upstream on barges propelled by muscular Dorwinrim pushing poles into the river bed and walking to the stern of the moving ships. Repeated many thousands of times, the Dorwinadan Rivermen literally walk their ships all the way to Londaroth without ever setting foot on land. The exceptions are the greatly welcomed stop-overs at towns on the banks that offer security, soft beds, and home-cooked meals.

There are few places suitable for ambush on the river. In most spots, it is easy enough when walking a loaded barge upstream to steer towards one bank or the other, out of range of all but the most skilled archers. On the return trip, the barges are more attractive targets since they are carrying mostly treasure as payment for their cargo. But when passing downstream, the speed of the coasting barges defeats all but the most determined pursuers. For those persistent threats, a few pulls on the oars kept aboard for just such occasions invariably speeds the lightened barges past danger. The river is deep and its channels well-known, so few wine barges come to grief by running aground. The marauders of Rhovanion, more comfortable on their mounts riding the open plains, are less inclined to master the intricate trade of river warfare. That is, until the arrival near Caradsurga of one particularly clever and ambitious band of Uruk warriors with an idea.

5.1 TRADING WINE UP THE CELDUIN

The small village of Caradsurga has grown up with the wine trade on the Celduin River. Originally an overnight campsite for a weary barge crew more intent on solid ground under their feet than safety on the water, the town has prospered to a modest size almost entirely on the strength of the commerce conducted on the river. Location has helped Caradsurga grow. The town is set upon a small peninsula of land formed by the junction of the Celduin and the Dínen rivers. The Dínen descends through a gorge cut in the ridge line of the Celduin valley and adds its coursing flow to the much larger river at a sharp angle, the result of tough underlying stone.

The practical effect of this is that the village is easily defended from the landward side by means of a substantial wall constructed across the neck of the peninsula. This mud and stone wall protects the village along its length bordering the swiftly coursing Dínen. Since Caradsurga is located in unsettled lands some thirty leagues from the peaceful border of Dorwinion, this has always been an important feature of the town. Dorwinadan barge masters feel safe in anchoring their vessels at the quay in the tiny village before beginning the final push up the Celduin across the plains of Rhovanion and into the protection of Thranduil's Realm.

Caradsurga in turn charges for the security of its walled sanctuary. Every barge that docks pays a fee to the Quaymaster based on the duration of its stay. The three inns in town charge ruinous rates for lodging and food, although quality is relatively high to accommodate the shrewd Dorwinrim. The prices reflect the common wisdom on the river that at some point in every voyage a bed on dry ground and hot food that does not come out of a salted barrel are worth nearly any amount of coin.

In addition to the ever present threat of attack from the bands of brigands on the plains of Rhovanion, trading wine up the Celduin is hard work. The barge crews labor at the poles for long days and nights, sleeping in shifts to keep the cumbersome, heavy vessels moving upriver to their eventual destination. At every opportunity the barge-men hoist sails to aid their passage, but all too often the calm Celduin valley is bereft of any wind and the men must walk the poles from barge front to back over and over as the leagues to Londaroth slowly pass. By the time their vessels reach safe harbors such as Caradsurga, these men are more than ready for diversion and even some unsavory amusement.

By contrast, barges returning from Esgaroth are following the river downstream and their crews have little to do but steer and manage cookery and other chores. Moreover, on the way back the financial success of the trip has been assured and both masters and crew have money to spend and tales to tell. It is traditional for returning barges to also call at Caradsurga in order that the crews might celebrate their impending return to family and friends in Dorwinion. Since these celebrations take place at some distance from the respectable society at home, the inevitable rowdiness adds to Caradsurga's reputation as a lively town.

An informal division of society exists in the tiny river town. The locals who do not travel the river, but who work in the inns or shops in the town are known as "Fancies." Men who work the docks or patrol the river as part of the River Guard are known as "Mudmuckers" by the Rivermen because of the work they do in freeing stuck barges or dredging shallow spots in the channel caused by the influx of the Dínen. The Rivermen are alternately "Coasters" or "Pole Slaves" depending on whether their voyage is currently downriver or upriver. There is great sympathy between the Coasters and the Pole Slaves since the groups are constantly exchanging members. A Fancy or a Mudmucker will refer to a river sailor as a River Rat, if the current direction of travel is unknown.

5.2 THE TALE

Several miles north of Caradsurga, just past a quiet bend in the Celduin where the mighty river narrows somewhat to pass through a patch of rough terrain, a band of Uruk warriors has finally hit the big time. For several weeks, in between looting the countryside and committing general Orkish beastliness upon the local Rhovanion peasants, these Uruk-hai have been trying to figure out how to raid one of the fat wine barges crawling up the river to the settlements of the Elves and Dwarves.





At first, it was greed and natural Orkish instinct. Later, the quest became an obsession with the leader of the Uruk-hai, an unusually intelligent and persistent brute known as Ghashurlagk, or Ghash for short. Ghash hit upon the idea of shooting at the barges with arrows. This had been tried many times before and the ships simply steered toward the opposite bank. To counter this evasion, Ghashurlagk split his force and shot at one barge from both sides of the river at the same time. The Dorwinrim huddled behind shields and woodwork, and the few arrows that actually hit did nothing more than stick in the ship. This made Ghash angry, but it got him no closer to his objective.

While torturing a small spider in its web one day, Ghash thought of using a rope slung across the river to stop the progress of a barge. The first attempt at this failed utterly. The barge dragged half his band of warriors through the underbrush on both banks of the river, injuring several and accomplishing nothing more than giving the Dorwinrim a good laugh. It occurred to Ghash that he needed to anchor the rope somehow. After a week of studying the terrain on either side of the river, he came up with the idea of using the trees to anchor the rope. Two more attempts produced a broken rope and, after braiding three ropes together into a cable, a snapped tree. Ghash then resolved to only attempt to stop barges that were toiling upstream instead of the much faster ones traveling in the direction of the current. Having also found two trees of sufficient girth and having recovered the cable, Ghash discovered that once an upriver barge was stopped, the resourceful Dorwinrim simply took an axe to the makeshift cable and were free again in a few moments. Laughing louder than ever, the Dorwinrim continued up the Celduin, leaving no warning for the next barge due to pass the Narrows.

Frustrated, but now completely obsessed, Ghash came up with the final, crucial improvement to his plan. He had his warriors construct a raft with which to rush a stopped barge. The next wine ship attempting the passage of the Narrows received a nasty surprise. Everything worked. The cable held, the trees did not break, and the raft full of warriors surprised the Dorwinrim before they could free their vessel. Ghash was able to steer the unwieldy ship back down the Celduin a short distance to a mudbank where he grounded it. Ghashurlagk and his Uruk-hai had succeeded at last.

Less than an hour later, the revelry at the Drenched Rat in Caradsurga was shattered as three Mudmuckers unceremoniously deposited a wounded and half-drowned Man upon the common table. With an infusion of ale and the expert application of bandages and dry towels, the wretched Pole Slave was sufficiently revived to tell the dreadful news. His barge had been hijacked on the River Celduin, just a few miles north of Caradsurga itself!

The survivor is Garvanon Haldraker, the Master of the barge named *Maid of the Celduin*. Sputtering with rage and facing financial ruin, the savvy Riverman offers any party of stalwart adventurers a one-time chance at wealth in exchange for revenge and a bloody night's sword work. There are Orcs loose on the river!

5.3 THE NPCS

The residents of Caradsurga are mostly Dorwinrim, but there are significant minorities from all the settled cultures of Men in Rhovanion and frequent Elvish and Dwarven visitors. Because of its nature as a maritime center, Caradsurga is more cosmopolitan than its tiny size would suggest. Residents are friendly, but a little wary of large groups of strangers at night.

GARVANON HALDRAKER

Garvanon has attained his position as Master of the wine barge *Maid of the Celduin* at a young age. He is a wiry and athletic Dorwinadan, just out of his thirties. Smart and aggressive in his business dealings, Garvanon has not made many friends among the merchant class along the river, but he is well-liked and respected by almost everyone else. It is said among the River Rats that if you can sign on with one of Garvanon's barges, then your wealth and success are assured.

Garvanon is a free spender when it comes to the welfare of his men. He never misses the chance to stop in Caradsurga on both legs of the trip to Esgaroth and is well known in the town. Garvanon is one of the few barge masters who arranges for help at the portage point of Londaroth. Worried about the vulnerability of the barge while it is unloading cargo below Mere's End, Garvanon often hires mercenaries to travel on his ships to act as extra guards. He never fails to have a boat from Lake Town waiting on the upper section of Lindal to load the wine from the portage trail. That boat's crew are hired to help Garvanon's men unload and drag the wine up the winding trail as well. To the men of his wine barge, Garvanon is the best owner imaginable.

Often, Garvanon trades directly with the Elves of Aradhrynd, making the trip up the Forest River in person to negotiate with the stewards of Thranduil's wine cellars. Failing that, the energetic Dorwinadan will travel with the hired boat from Lake Town to visit his customers there. In either case, Garvanon's men leave Londaroth for Caradsurga to await his return, with a healthy allowance of coin from their owner to spend in celebration of their successful journey. As a result, Garvanon's crew are well-known and liked in the tiny maritime town.

Charismatic, wealthy, and currently in desperate straits, Garvanon will argue persuasively for any help he can quickly recruit in Caradsurga to help rescue his barge and his ten men.

Notable Skills: Bartering 60; Sailing 55; Persuasion 45; Swimming 35; Leadership 25; Perception 35. *Languages:* Logathig 5; Westron 5; Quenya 4. *Spell List:* Spirit Mastery.

BENDRETTA PORLOT

Bendretta Porlot is the Quaymaster of Caradsurga and therefore quite an important figure in the town. Portly, balding, and overly talkative to the point of boorishness, Bendretta is regrettably unsuited to his job. He has tremendous difficulty making decisions. At the same time, he is sure that he must have the final word in any dispute or negotiation, even though he often cannot quite figure out what it is that his final word should be. Porlot is not intentionally evil, but he is bureaucratic and officious to the point that he gets in the way of any real work being done. He insists on being addressed by his full title of "Grand Quaymaster" at all times and prefers to be spoken to as "Your Excellency." Bendretta will insist on organizing a rescue party for the *Maid of the Celduin*, but it will quickly become obvious that any mission he leads is doomed to disaster.

Bendretta Porlot is not a subtle man. His taste in clothing is absolutely shocking. He commonly wears the brightest colors and most incompatible combinations of patterns imaginable. Bendretta is incapable of listening and insists on dominating any public conversation he encounters. These traits and his physical appearance have made him the butt of many cruel jokes and the general laughingstock of the tiny town.

Notable Skills: Bureaucracy 60; Acting 35; Public Speaking 40; Boorishness 80; Administration 15; Perception 5. *Languages:* Logathig 5; Westron 5.

MORSE VARLADA

The real work of the Quaymaster in the town is done by a former clerk at the maritime supplies general store who is now Bendretta Porlot's official assistant. Morse Varlada spent so much of his time at the store giving Bendretta advice on how to do his job that most of the citizens of Caradsurga thought this arrangement to be inevitable. In fact, since the maritime store is a natural meeting place for Fancies and River Rats, it is a most beneficial development for the town.

Morse is an awkward, shy man. He is very intelligent and an efficient administrator, but he is loathe to present his own opinions or take credit for the success of his policies. In many ways, he is the perfect counterpart to his mentor, Grand Quaymaster Porlot. Varlada is tall and thin, quite unremarkable in appearance, and fond of conservative, dark-colored clothing. Behind his back he is often referred to as the "Head Mucker," a title he would probably find quite flattering if he only knew.

Notable Skills: Administration 65; Bureaucracy 75; Negotiating 60; Perception 35. *Languages:* Logathig 5; Westron 5; Varadja 5; Sindarin 4; Adûnaic 4; Quenya 3.



JORGA BARTAFF

As the proprietor and head bartender of the Drenched Rat, Jorga Bartaff sees quite a lot of the life and times of Caradsurga's most famous and infamous personalities. If there is a secret in the town, Jorga has at least heard the appropriate rumor. He encourages a gentle rivalry in his bar between the various factions in town and typically sides in the end with his best customers, the River Rats. Bartaff is influential because of the tremendous number of friends he has made over the years. When he suggests something, people will generally listen.

Jorga is a little on the rotund side, but pleasant and jovial as it suits his purpose. He is quick to grasp the essentials of a situation and will offer good and fair advice to any who ask. He is tall, relatively young, and considered quite handsome.

Notable Skills: Acting 50; Public Speaking 45; Bartending 60; Hospitality 60; Dispute Management 55; Perception 40. *Languages:* Logathig 5; Westron 5; Sindarin 4; Varadja 4; Silvan 3; Nahaiduk 3; Labba 2; Quenya 2. *Spell Lists:* Controlling Song; Item Lore; Lore; Sound Control.





VALLA GIORDIA

One of the more powerful figures in Caradsurga is a figure of mystery, intrigue, and mistaken assumptions. Valla Giordia haunts the tiny maritime town in the guise of a high class courtesan, but is in fact a spy for the Cult of the Long Night. She has learned much about the town, the trade upon the river, and important men and events in Dorwinion and the Celduin valley.

In her assumed role as a lady of the evening, she has accumulated many prominent contacts in the town and developed leverage with those men fearful of being revealed to their wives and families, or to respectable society in general. A real student in the art of blackmail, Valla has made it a point to commit to memory the foibles and personal history of her more influential liaisons. She has managed to compromise her contacts without ever actually succumbing to the rigors of her pretended trade through a remarkable combination of wit, charm, guile, and cunning. Mostly, she just listens to their problems and reassures them about themselves. Amazingly, this works very well.



In order to guarantee her influence, in some cases Valla has recruited believable witnesses that will swear that the victim has been patronizing Giordia for illicit purposes. For her most important targets, she has accumulated physical evidence that is false but would be difficult for

the victim to refute. She is likely to be able to make damaging accusations against the most powerful men in town stick. Currently, these men include Morse Varlada and Jorga Bartaff, who are both completely beguiled by Valla's enchanting charms.

Valla is tall, dark-haired, and very beautiful. In particular, her eyes and finely-boned, angelic face are irresistibly attractive. She habitually wears long, flowing dresses, all in black and artfully adorned with jewelry, flowers, and lace. She is not typically seen in daylight, but when she needs information or is curious about events in town she will venture forth in common male work clothes, invariably including a hood or wide hat. Valla is nearly anonymous in this garb, since she makes it a point to avoid attention.

Notable Skills: Seduction 75; Blackmail 65; Spying 60; Trickery 65; Acting 60; Public Speaking 55; Hiding 65; Perception 45; Cookery 45. *Languages:* Logathig 5; Westron 5; Black Speech 5; Haradaic 4; Varadja 3. *Spell Lists:* Unbarring Ways; Spirit Mastery.

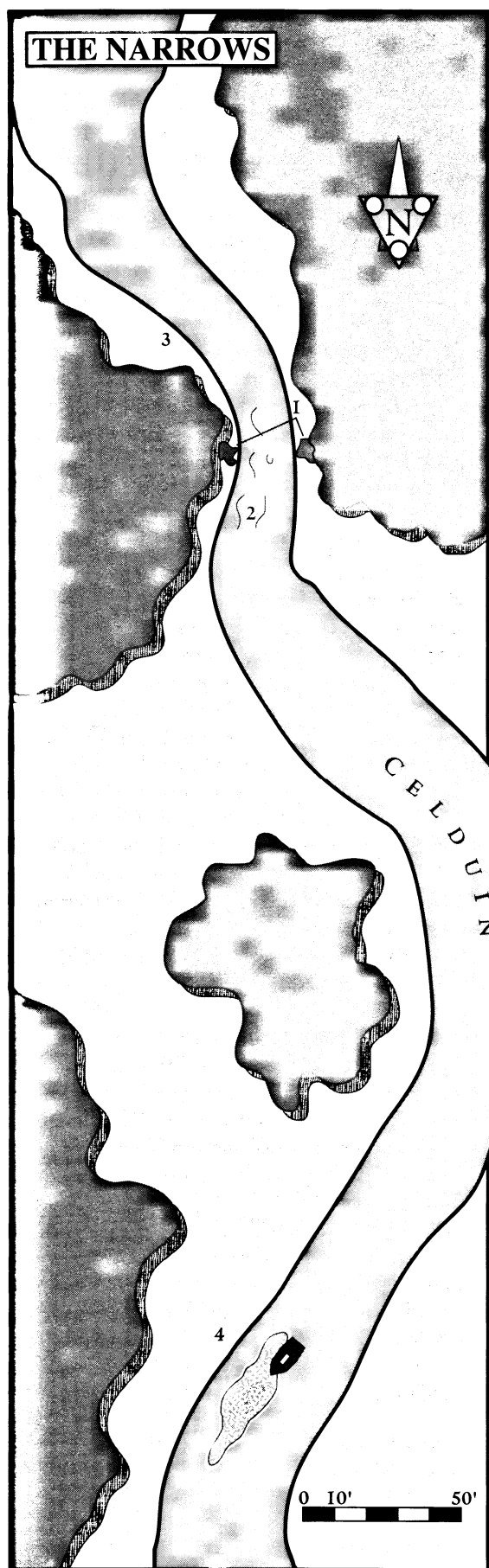
GINFILIAN

A transient visitor to Caradsurga, Ginfilian is a Sinda Elf on an extended sojourn in the world of Men. Intensely curious, Ginfilian is fascinated by the growing trade in commodities up the Celduin and in the communities that are springing up along the river. Partly, this is a professional curiosity, since Ginfilian is one of the most gifted sailors in Thranduil's realm. He holds a commission as the master of a flotilla of the King's small sailing vessels on the Annen. His eventual destination is the secret Elven harbor of Rhubar in the forest of Taur Romen on the eastern shore of the great Sea of Rhûn. Ginfilian is a good friend of Garvanon Haldraker and is very likely to be included in any rescue party to the *Maid of the Celduin*. This is fortunate, because his expertise will be invaluable in refloating the stricken vessel and successfully navigating it back to Caradsurga.

Ginfilian is tall and graceful, even for an Elf. He is perpetually amused and seems to carry a ready laugh and smile with him into any situation. Under pressure, particularly involving management of boats, he is calm and assured, radiating supreme confidence. Ginfilian always wears a finely crafted leather tunic artfully carved and painted in swirls of blue and green.

Notable Skills: Sailing 75; Weather Watching 55; Rowing 35; Leadership 35; Leather Working 50; Swimming 45; Perception 50. *Languages:* Sindarin 5; Westron 5; Quenya 5; Silvan 5; Adûnaic 4; Logathig 4; Dunaël 3; Nahaiduk 3; Umitic 2; Varadja 1; Black Speech 1. *Spell Lists:* Controlling Song; Item Lore; Lore; Sound Control; Spirit Mastery.

THE NARROWS



THE DWARVES

Three Dwarven brothers have stopped in Caradsurga on their way from the Eorstan Mountains in Dorwinion to the home of their kindred in the Iron Hills. They are traveling by land and have decided to pass some time this night at the Drenched Rat. They are not fond of water travel because of their armor and the heavy load of weapons and tools that they carry. Still, the three brothers are likely to be interested in the attempt to recapture the barge if it involves a fair chance to kill Orcs. Káidin is the eldest and his brothers Grális and Durzil speak only to him and only in Khuzdul. If they can be convinced of the safety of water travel and provided with a moderate financial incentive, the brothers could prove to be formidable allies. However, they may insist on being tied with stout rope to members of the rescue party as a precaution against drowning in their heavy chainmail. They will likely object to accepting the Elf Ginfilian as leader of the mission.

Notable Skills: All three have Metal Working 50; Swimming -40 (in armor). *Languages:* Khuzdul 5; Westron 5. (Only Káidin will speak Westron).

GHASHURLAGK

The leader of the Uruk-hai band that successfully ambushed the *Maid of the Celduin* is a budding genius among his kind. Persistent and almost logical, Ghashurlagk has the potential to be a significant irritant to the inhabitants of the peaceful Celduin valley. The elimination of this brute is a sufficient cause for the rescue mission without consideration of salvaging the cargo.

Ghash is large, even for an Uruk-hai, standing close to six feet in height. He is well-muscled, agile and fast. Schooled in combat from the time he was spawned and honed into aggressiveness by the competition for prey in the wilds of Rhovanion, Ghashurlagk is becoming a leader among Orcs. He wears a suit of good quality chainmail that close inspection will reveal to be of Dwarf-make. This is now obscured by several layers of grime and dried gore. His leather breeches and wolfskin cloak are only repulsively smelly, as opposed to the normal state of Orkish clothing. His weapons are in good repair and he is always ready to use them.

Ghashurlagk's band of Uruk-hai are another matter entirely. Large for Orcs because of their breed, they are brutish and undisciplined without Ghash's influence. They follow Ghashurlagk because he is the strongest, but also because without him none of them could come up with any worthwhile villainy to perform. At last count, there were ten Uruk-hai in the band. It is entirely possible that several will be missing from the *Maid of the Celduin*, having drunk themselves into a stupor and fallen into the river.

Notable Skills: Leadership 30; Persistence 65; Sailing 5; Trap Building 25; Brutality 75 (natural talent); Perception 30. *Languages:* Orkish 5; Black Speech 3; Westron 3.



5.4 THE TERRAIN

The terrain in the area is dominated by the Celduin River, its tributaries, and the surrounding valley landscape. The main features include the peninsula town of Caradsurga and a place on the river where the banks draw close together, known as the Narrows.

5.41 THE NARROWS

Just past a quiet, winding bend in the Celduin River, only a mile or so north of the town of Caradsurga, is a brief stretch of the mighty river where the banks approach one another, the terrain grows more overgrown and rough, and the water leaps and gurgles as the current grows in strength. This is a point in the journey that Pole Slaves despise and Coasters love as their barges alternately crawl to a near stop or race at breakneck, exhilarating speed.

It is at this place that Ghashurlagk and his band of Uruk warriors have set up their ambush. Using two particularly stout trees, an obvious channel through the Narrows that defines the limits that the barge may traverse, and the convenient shoving off point just upriver of the Narrows itself, the Uruk-hai have snared the *Maid of the Celduin*, driven off, killed, or captured her crew, and set about plundering her cargo.

THE TERRAIN

1. Stout Trees. Two tall oak trees of particularly formidable girth are strategically located almost directly across from each other in the most constricted portion of the Narrows. It is from these anchors that Ghashurlagk and his band of Uruk-hai secured their makeshift cable to block passage of the Narrows. The cable was cut in half during the melee and is now trailing downriver from both trees.

2. The Narrows. Within the Narrows, the ambush of the *Maid of the Celduin* took place only a couple of hours ago. The current is relatively swift and hidden rocks under the surface near the banks make for an exciting passage.

3. Launching Point. From this spot, the Uruk-hai under Ghash rushed the *Maid of the Celduin* in their raft. Remnants of the Orc camp are clearly observable near the shoreline to any party trying to piece together what has happened.

4. The Mud Bank. After the melee, Ghashurlagk steered the *Maid of the Celduin* downstream to the first convenient beaching point—and this happened to be it. Protruding several yards out into the current, this sandbar is a temporary phenomenon. It affords wretched footing and prevents any heavily loaded craft from getting close to the stranded barge from the downstream side. From upstream, it is possible to pull right up to the side of the *Maid*. Moving through the muck is a Very Hard (-20) maneuver; Sheer Folly (-50) for anyone in metal armor. This spot is a scant half-hour from Caradsurga by small boat.

THE MAID OF THE CELDUIN

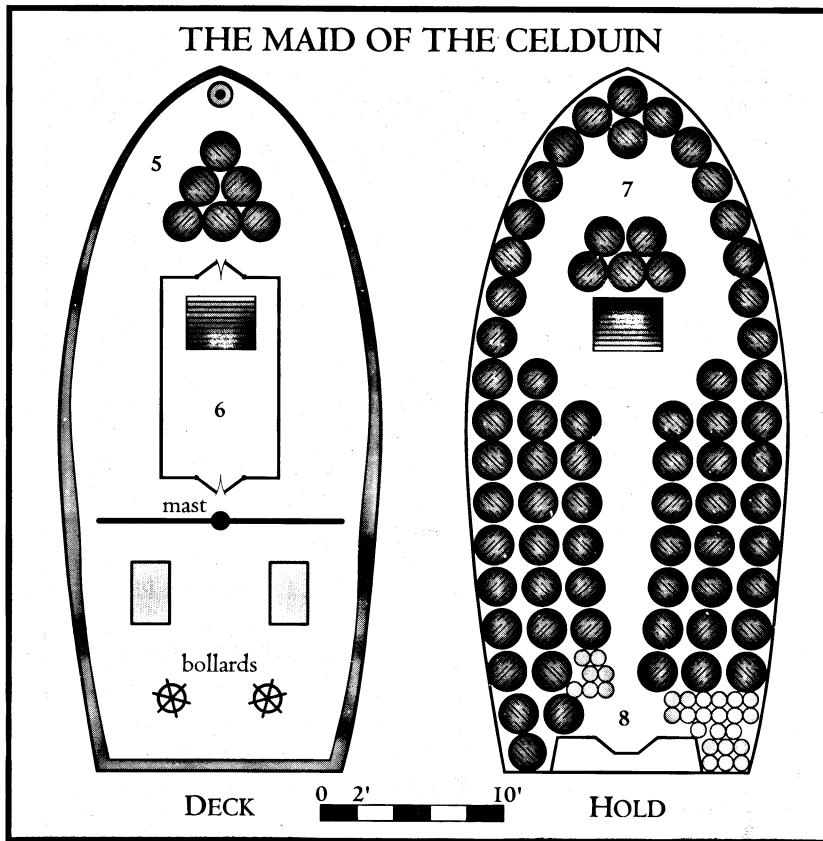
5. The Deck Level. To board the flush deck of the *Maid* from a small boat is a Very Hard (-20) maneuver. From the mudbank itself, boarding the barge is Absurd (-70). The vessel is about 40 feet long and nearly 15 feet wide, with only a gently pointed and very rounded bow. The freeboard is about 4 feet. Amidships, but slightly forward of dead center, is a small building that serves as bridge and sleeping area for the crew, which normally numbers about 10. There are well-worn paths on either side of the ship where the men walk the poles backwards and forwards. The deck is flush except for the bridge structure. Scattered about the deck are ropes, poles, pulleys, block and tackle gear, broken wine barrels, the ruin of the mast—which was pulled down—and the torn and rumpled sail. There are also the bodies of the dead and wounded, split between Men and Orcs. It is a Hard maneuver (-10) to negotiate the passage to the bridge among the wreckage. Also, see the charts in Section 5.62 for the chance of meeting active Orcs on the deck level.

6. The Bridge. The small building amidships is the primary shelter and sleeping quarters for the crew. The bridge structure opens through doors facing the bow and the stern. A ramp leads down from the bridge into the hold of the barge where the bulk of the wine cargo is stored. On a platform above the ramp, behind where it descends below decks, is the wheel. From this vantage point it is possible to see forward over the bridge.

Some Orcs may be massed in the lee of the bridge when they hear the rescue craft come along side. Others may flee below decks and have to be rooted out. If the Orcs are still on the *Maid of the Celduin*, Ghash will attack from the cover of the bridge building. There may also be prisoners in the bridge area or below decks. See the charts in Section 5.62 for the chances of meeting Orcs or captured Men in the bridge or below decks, and for the effects of wine consumption on their disposition and capabilities.

Garvanon Haldraker is an unusual Master in that his barges do not allow for any private space, even for Garvanon himself. All usable space on the *Maid* is crammed full of wine barrels, maritime gear, or sailors and their meager possessions. The sleeping area is obviously in the bridge structure. Only personal possessions and a few coins will be found there.

7. Below Decks. The ramp from the bridge leads aft and down into the hold. A single clear path leads from stem to stern. Overhead on this path are the twin ropes that lead from the wheel on the bridge to the rudder. On either side of the walkway, wine barrels are stacked closely together. There is no spare room to move between the barrels, although it is possible to crawl over them.



8. The Sternway. The *Maid's* treasure for this voyage is secreted in a small barrel labeled "Hard Cider" and stowed away among several dozen similar small kegs near the stern of the ship. Garvanon has memorized its location. It is difficult to reach, since one must crawl over the rudder assembly and down into the stern companionway to get to it. The only way to open it is to break it. The treasure is normally only needed at the time cargo is unloaded and then only if there is worthwhile commerce to be conducted at the destination, so Garvanon has not thought this arrangement to be a problem. The keg contains 200 gold pieces and 50 gold pieces in gems wrapped in oilskin and submerged in the cider.

See the tables in Section 5.62 for the chance that the Orcs have discovered the treasure. This, along with the damage that will be done to the ship, cargo, and crew depends a great deal on how long the rescue mission takes to get to the *Maid of the Celduin*.

9. The River Bank. If the party is too late to surprise the raiding Orcs on the *Maid of the Celduin*, an observant adventurer with a good deal of tracking experience may be able to locate this spot nearest the sandbar as the point at which the Orcs left the river. It is very likely that the Orcs took any remaining live prisoners with them to celebrate their victory, as well as the choicer bits of cargo and the treasure, assuming that they found it. See the tables in

Section 5.62 for the chances to track the Uruk-hai band after this point. If they are found, an Orc with a hangover is not a pleasant sight.

5.42 CARADSURGA

1. Stone and Mud Wall. An ancient stone and mud wall, ten to twelve feet high and about six feet thick, cuts across the Caradurga peninsula at about the spot where hard stone begins to give way to marsh and the course of the Dinen River veers inland. There is a large, stout gate which is constantly guarded by the Mudmuckers. The wall itself is also patrolled by a detachment of Mudmuckers at all hours of the day and night. This is a choice assignment, since it does not involve getting wet.

2. The Otter Inn. This is the most land-oriented inn in Caradurga, due to its proximity to the gate and the only road leading into town. The Otter is usually

patronized by those travelers whose business is best pursued by wagon or horse. Prices are outrageous, but quality is well above normal. The three Dwarven brothers are staying here.

3. Post House. Messengers and other travelers with official business check in here. To the extent that the Caradurgans have an ear on the road, this is it. Fresh horses and riding gear are available for a price. News of activities inland often begins to circulate from here.

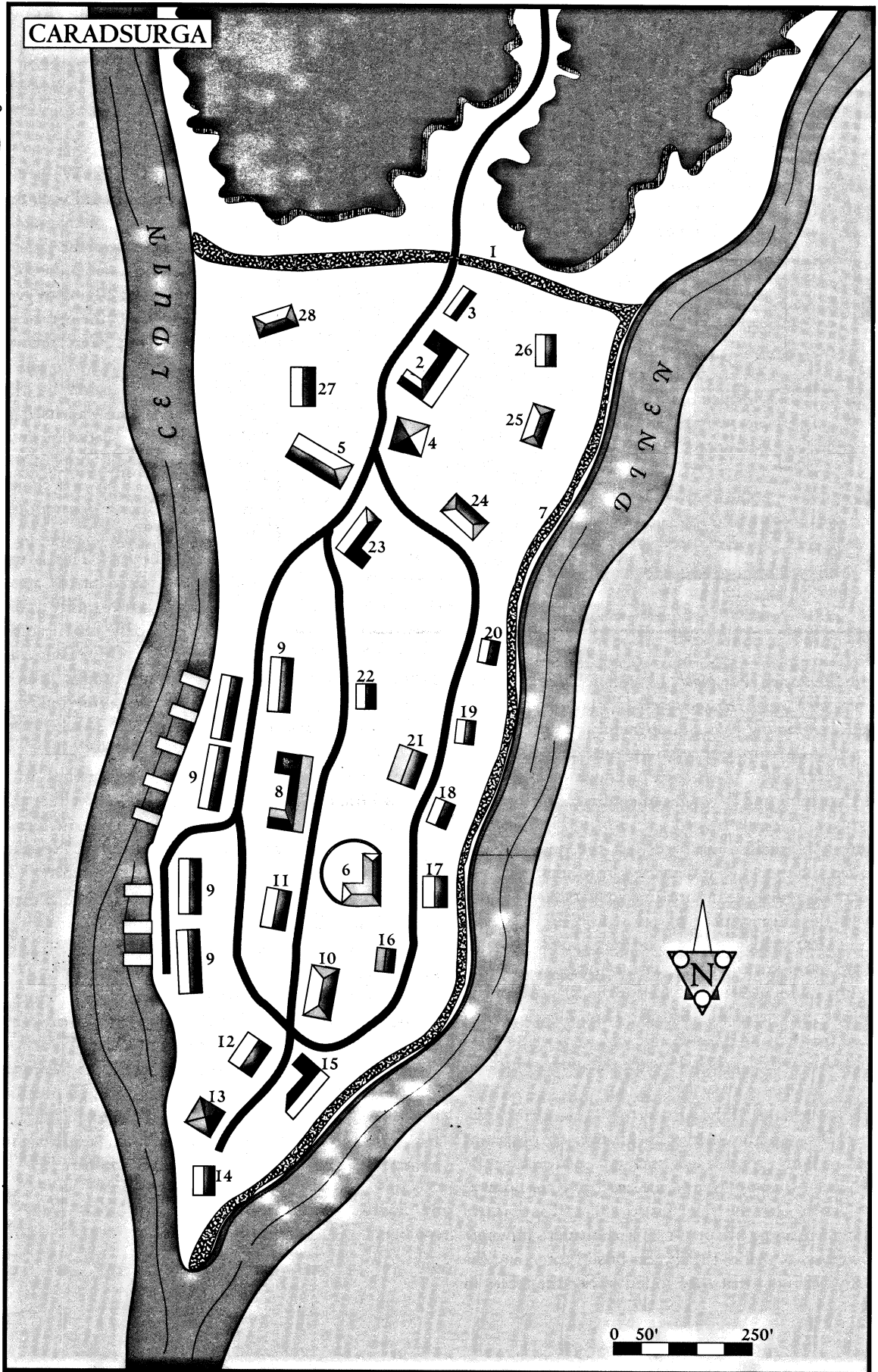
4. General Store. Foodstuff, textiles, and general merchandise are available at fairly reasonable prices.

5. Maritime Store. Goods for use in connection with sailing and operating barges —everything from rope to planking. The owner, Fessius Gardworm, will actually build a boat to your specifications, given enough time and the proper payment. He is a perfectionist. Morse Varlada worked here as Head Clerk for many years before becoming the Grand Quaymaster's Assistant. Fessius is popular in town and the Maritime store is a meeting place for Fancies and River Rats. Specially adapted weapons and light armor for use in river combat are sold here.





CARADSURGA





6. Mudmuckers Headquarters. Officially, this building is the Caradsurga Harbor Centorium, which is Bendretta Porlot's fancy way of saying Mudmucker Central. The river patrols, wall-guarding detachments, docking fee collectors, and pier workers are all dispatched from this complex of buildings. A large inventory of maritime supplies are stockpiled in this area. There are 125 gp, 250 sp, 500 bp, 1,000 tp, and 5000 cp locked in the town safe, located in the collections office, directly next to the Grand Quaymaster's office. The safe is Very Hard (-20) to open and is guarded continually by two Mudmuckers. Porlot's office overlooks the piers and river.

7. Dínen Wall. A stone wall keeps the Dínen River at bay and prevents any unwelcome visitors from raiding the pier area from the landward side. This wall is also patrolled by Mudmuckers at all hours.

8. The Drenched Rat. The town's most popular lodging place and common room, the Drenched Rat is more relaxed than the Otter, but not as boisterous as the Drowning Drunk. Jorga Bartaff holds sway, and Valla Giordia is a familiar if shadowy figure as well. Most news of the town finds its way here eventually, the prices are only unreasonable, and violence is only slightly common.

9. The Piers. The loading and unloading of barge traffic takes place at these piers, along with simple docking and the collection of fees. Several large warehouses serve the immediate pier area. Men and women of dubious appearance and all descriptions loiter around here at all times of the day and night. Valla Giordia often puts in an appearance here to keep up her reputation as a lady of the night, joining many ladies who are not pretending.

10. The Drowning Drunk. The most dangerous and the cheapest inn and common room in Caradsurga is the Drowning Drunk. If you want a fight or a fighter, this is the place to go—it is never boring, and the prices are only high. Even Valla hesitates to spend much time here.

11. Wine Traders. This small building houses an enterprising rotation of River Rats who sell wine and set up export arrangements between trips up or down the Celduin. It is an excellent place to hear all the latest river talk. It is also a good place to get into the wine trading business.

12 - 28. Residential Houses and Boarding Rooms. Some are quite poor, a few are sumptuous. The boarding rooms are often used by River Rats who cannot afford the prices at the inns—groups of them sometimes rent a room on a rotating basis. Other boarding rooms are rented by the hour. The residences are mostly owned by Fancies.

5.5 THE TASK

Garvanon Haldraker is convinced that time is of the absolute essence. It has been perhaps an hour since he lost his fight aboard the *Maid of the Celduin* and was hurled into the river. Garvanon believes that the Orcs will certainly waste time celebrating and drinking portions of the cargo. If a rescue party can be organized quickly and dispatched upriver before the Orcs finish their celebration, his men and goods may be mostly saved.

With the aid of Ginfilian and one or the other of Bendretta Porlot or Morse Varlada, a willing party of adventurers can be loaded into a small boat with all due speed. Porlot is unlikely to authorize any help from the Muckers in excess of the boat's crew. All the rest of the Quaymaster's men will be needed to repulse the land attack on Caradsurga that Porlot is convinced is presaged by the ambush on the river. The Dwarven brothers may also be recruited if possible.

The party's task is to get to the barge as quickly as possible, overcome whatever resistance the drunken Uruk-hai are able to offer, and save as many men from the crew as still live. Skill in healing or first aid will be particularly useful for the casualties. The party must also help to salvage the barge under the direction of Ginfilian. If the Orcs escape the barge, it should be possible to hunt them down and recover some of the prisoners and treasure or at least exact revenge for the piracy on the Celduin.

5.51 STARTING THE PLAYERS

The players may arrive at Caradsurga by water or by land, probably en route to Dorwinion from the Esgaroth area or the reverse. Lodging at the Drenched Rat, they will witness the unceremonious arrival of Garvanon. His desperate plight, generous offer of reward, and high standing in Caradsurga should be enough to motivate the adventurers to help.

5.52 AIDS

Ginfilian is an experienced sailor and an expert in the ways of river travel. A Sinda Elf in the employ of Thranduil, he holds a deep hatred of Orcs and happens to be a longtime friend of Garvanon Haldraker, the Master of the wrecked wine barge. Ginfilian will volunteer for the mission with little persuasion. His skill in maneuvering small boats and in repairing and refloating the barge could make the difference between success and failure. For example, he will suggest going upriver and coming back down to ground the rescue craft next to the barge on the sandbar, thus eliminating any maneuvering in the treacherous mud. He may also suggest lashing empty wine barrels to the sides of the *Maid* to aid in refloating her, which could save hours of work at the poles.

The three Dwarven brothers lodging in the Otter Inn could also be powerful allies. Although they dislike the idea of serving in an expedition led by an Elf, they may decide that they hate the idea of Orcs succeeding at something like this even more. If the issues of command and safety on the water can be addressed, these warriors could be a formidable asset.

5.53 OBSTACLES

The Orcs in possession of the *Maid of the Celduin* are the most formidable obstacles to be overcome. Every hour that the rescue mission is delayed yields more of a chance that the Uruk-hai will have sobered up and completed looting the barge. Conversely, the sooner an attempt can be put together, the more likely it is that the Uruk-hai will still be incapacitated. Therefore, time is of the essence, and it is not on the side of the rescuers.



Another obstacle to a successful recovery of the barge is the possible insistence of Bendretta Porlot that he be in command of the rescue mission. Bendretta will want to study the matter and convene a committee to debate possible alternative action. Since he is an important man in Caradsurga, Porlot's wishes must be handled with some tact. Further, Bendretta will not release any of the Muckers in excess of a single boat's crew, because he is convinced that the ambush is really just a prelude to a land attack on Caradsurga itself. It will take time to allay his fears, yet time is of the essence.

Valla Giordia will subtly attempt to delay or even derail the rescue attempt. She recognizes the successful Orc attack on the barge as a first step forward for the Cult of the Long Night in the Celduin valley and is anxious that it succeed completely. It is likely that she will entice Morse Varlada to champion Bendretta Porlot as the leader of the expedition, in order secretly to enhance its chances of failure. She may also convince Jorga Bartaff to argue for Garvanon Haldraker to remain behind in Caradsurga to recover from his injuries—and thus remove a valuable resource and first-hand guide from the rescue attempt—this alone could add an hour to the attempt. When Ginfilian is revealed as a potential leader of the rescue, Valla may attempt to seduce him away from helping in the mission. She may also attempt to allure or distract any suitable members of the adventuring party in a similar manner. In any case, these subplots may serve to delay the mission and reduce the chance of catching Ghashurlagk and his band on board the barge.

Finally, if it is desirable to recruit the Dwarvish brothers to aid in attacking the *Maid of the Celduin*, time will be required to convince them to accept Ginfilian as the leader of the expedition. The Dwarves will also have objections about water travel and questions about how one attempts an attack on a grounded barge. In all of these obstacles, the clock is running as the party seeks to find the answers needed to launch the rescue attempt.

5.54 REWARDS

Garvanon Haldraker is nearly spent from his bout with the river, but he is determined to reclaim his ship and save as many of his men as he can. Unable to lead such an expedition himself, because of his injuries, he is willing to pay a sizable fee to a willing and capable party. This amounts to all of the expected profits from the trip and a bonus besides if the barge can be refloated and most of the wine recovered. Depending on how much wine is saved, this could be as much as 200 gold pieces—this trip featured the very finest vintages. There is also treasure on the *Maid of the Celduin* so that the minimum reward is 100 gold pieces even if the cargo is lost, as long as the men and ship are saved and the Orcs killed. Garvanon will offer the party all the wine that they care to drink, once the mission has succeeded. He prefers that wine is drunk only out of the already broken barrels, but may relent if the mission is a complete success. Suitable proof of the death of the Orc leader will be required for the full reward to be paid. The preferred proof is the brute's head set on a pike pole that can be remounted on the *Maid* as a deterrent to other ambitious bands of Orcs.

5.6 TABLES AND NOTES

5.61 ENCOUNTER TABLE

Chance (%)	30%	25%	20%
Dist. (mi) Day/Night	.5/.5	1/1	10/7
Time (hr) Day/Night	2/2	4/6	6/9
Caradsurga			
Encounter	Near River	Near Wall	River
Valla Giordia	01-09	01-05	
Garvanon Haldraker*	10-13	06-07	01-10
Jorga Bartaff	14-19	08-09	-
Morse Varlada	20-29	10-15	-
Ginfilian	30-34	16-18	11-15
Bendretta Porlot	35-44	19-25	-
Dwarven brothers	45	26-40	
Uruk's Uruk-hai (1-2)	-	-	16-20
Uruk's Uruk-hai (3-4)	-	-	21-30
Uruk's Uruk-hai (6-8)	-	-	31-40
Ghash & Uruk-hai (11)	-	-	41-50
General Fancies	46-55	41-80	51-52
General Mudmuckers	56-80	81-90	53-75
General River Rats	81-00	91-00	76-00

* Before meeting Garvanon at the Drenched Rat. Otherwise, no encounter.

Note: See p. 92 for guidelines for using this table.

5.62 STATUS OF THE MAID OF THE CELDUIN

It is very important that the individuals described in Section 5.53 play their parts. As the GM, do not actively encourage the rescue mission beyond the actions of Garvanon Haldraker. It is up to the players to actively prosecute the rescue attempt. They should also campaign for Haldraker's assistance and for the inclusion of Ginfilian. Keep track of all conversation time that passes as actual time added to the duration of the rescue mission. The river trip takes one-half hour from the piers with Garvanon; forty-five minutes without Haldraker, but with Ginfilian; and one hour without either of them. Also, without either Haldraker or Ginfilian, the mission is not guaranteed the relatively easy expedient of swinging upstream and coming back down to ground next to the *Maid*—the players must then suggest this. If they do not, assume that they will have to board the *Maid* from the mud.



ELAPSED TIME EFFECTS CHART

Hours Since Start	Status of Crew Members Wounded/Dead/Captive				Uruk-hai Capabilities			
	I-20	2I-60	6I-90	9I-00	I-20	2I-60	6I-90	9I-00
0.5	1/0/9	2/0/8	1/1/8	2/1/7	A	B	C	D
1.0	2/1/7	1/2/7	2/2/6	1/3/6	B	C	D	E
1.5	3/1/6	3/2/5	2/3/5	3/3/4	C	D	E	F
2.0	4/2/4	3/3/4	2/4/4	4/4/2	D	E	F	G
LATER	No One Remains On-Board				H	H	H	H

Note: "Start" is the moment Garvanon Haldraker is deposited on the table in the Drenched Rat.

Note: The numbers in "Status of Crew Members" represent the number of Men in each category. The letters under "Uruk-hai Capabilities" are used to access the table URUK-HAI STATES. Separate DI00 rolls are required to determine the distribution of "Wounded/Dead/Captured" crew members and the "Uruk-hai Capabilities" at the time of boarding by the rescue party.

Note: If rescue mission arrives LATER, no one but the dead will be left on the *Maid*. The rest have been taken inland as prisoners by the Uruk-hai. See TRACKING.

WOUNDED CREW MEMBERS

0I - 20	30% hit points taken; light bleeding—now stopped. 50% chance unconscious. Roll 1 "C" Slash Critical, non-fatal only.
2I - 60	50% hit points taken; medium bleeding—now stopped. 70% chance unconscious. Roll 1 "D" Slash Critical, non-fatal only.
6I - 90	70% hit points taken; heavy bleeding—now stopped. Unconscious. Roll 1 "E" Slash Crit, non-fatal only.
9I - 00	100% hit points taken; blood everywhere. Coma. Roll 2 "E" Slash Criticals, non-fatal only.

CAPTIVE CREW MEMBERS

0I - 10:	Playing dead on deck.
1I - 60:	Trussed and gagged on bridge.
6I - 90:	Trussed up tight and thrown below decks at random.
9I - 00:	Tied tight and dropped overboard into river. Exhausted, but alive.

URUK-HAI STATES

State	Dead	Overboard	Mildly Drunk	Drunk	Hungover	Found Treasure	Cargo Smashed
A	2	0	3**	5	0	10%	25%
B	2	0	4***	4*	0	20%	30%
C	2	0	5****	3**	0	30%	35%
D	2	2	4***	2*	0	40%	40%
E	2	2	3**	2 G*	1	50%	45%
F	2	2	1*	1 G	4	60%	50%
G	2	2	0	0	6 G	75%	70%
H	2	1	0	0	0	90%	90%

"G" indicates Ghashurlagk's state—he is in addition to the rest of the Uruk-hai.

"*" indicates one attack from special cover from the deck or bridge by an Uruk-hai. These Orcs may look unconscious or have burrowed into isolated areas. Cover is: 0I-50: 25%; 5I-75: 50%; 76-90: 65%; 9I-00: 100%. Cover % adds to initiative calculation. Multiple *s indicate the number of attackers eligible for special cover. These attacks are not always coordinated.

Treasure Found: Once the treasure is found the Uruk-hai will take their prisoners and as much cargo as they can carry and head inland. See TRACKING.

URUK-HAI CAPABILITIES

Percentage of Normal

	OB	DB	MM	All Other	Hit Points	Parry
Drunk:	70%	50%	60%	70%	150%	None
Mildly Drunk:	85%	65%	75%	85%	125%	50% OB Max
Hungover:	90%	70%	80%	90%	75%	All



GARVANON HALDRAKER'S REWARD

Crew Dead	Crew Wounded	Treasure Recovered	Orcs Killed	Cargo Damaged	Reward
0	1-2	YES	0-5	25% - 35%	175 gp
1-2	1-4	YES	0-5	25% - 35%	150 gp
3-4	1-4	YES	0-5	25% - 35%	125 gp
0	1-2	YES	5-9	25% - 35%	200 gp
1-2	1-4	YES	5-9	25% - 35%	175 gp
3-4	1-4	YES	5-9	25% - 35%	150 gp
0	1-2	YES	0-5	40% - 50%	125 gp
1-2	1-4	YES	0-5	40% - 50%	100 gp
3-4	1-4	YES	0-5	40% - 50%	75 gp
0	1-2	YES	5-9	40% - 50%	150 gp
1-2	1-4	YES	5-9	40% - 50%	125 gp
3-4	1-4	YES	5-9	40% - 50%	100 gp

Note: If the treasure is lost, remove 50 gp from any reward. If cargo is 70% destroyed, remove 25 gp. If cargo is 90% destroyed, remove additional 25 gp.

TRACKING

Hours Before Rescue Arrives	Maneuver To Track Per Hour Away	Hours Away	# of Orcs				Ghash
			Sober	Hungover	Mild	Drunk	
0.5	Routine	0.0	0	0	4	4	Sober
1.0	Easy	0.5	0	0	3	5	Sober
1.5	Hard	1.0	0	1	3	2	Mildly Drunk
2.0	Very Hard	1.5	1	3	3	1	Hungover
LATER	Absurd	2.0-4.0	4	4	0	0	Sober

"0" hours away means that the rescue party finds the Uruk-hai on the river bank.

5.63 NPCS

Name	Lvl	Hits	AT	DB	Sh	Melee OB	Missile OB	MM	Notes
Valla Giordia	6	74	No	35	N	75da	90da	35	Dorwinadan Scout. Spy for Cult of the Long Night; Appearance 99. Cloak, +15 DB, +25 Hiding; +20 dagger, poisoned, Pireenna, 5th level (local herb), paralysis.
Garvanon Haldraker	5	65	SL	20	N	65ss	75sb	20	Dorwinadan Fighter. Barge Master of the <i>Maid of the Celduin</i> . +10 soft leather armor; Boots of Swimming, +25; +10 short bow.
Jorga Bartaff	4	48	SL	15	N	35da	40da	15	Dorwinadan Bard. Owner of Drenched Rat. +15 Lute.
Morse Varlada	3	40	No	10	N	Not armed		20	Dorwinadan Scout. Manager. Assistant Quaymaster.
Ginfilian	6	75	Pl	30	N	50bs	75sb	25	Sinda Bard. Sailor. +10 Kraken-beak plated soft leather, protects as plate, +20 to swimming; +10 crystalline broad sword—floats and cannot rust or break; +10 short bow; Orb of Weather Forecasting (3x day, accurate for 2 hrs); +10 Fife, X2 PP.
Bendretta Porlot	5	50	RL	0	N	35ha	15lb	0	Dorwinadan Fighter. Grand Quaymaster. Clumsy.
Káidin	4	75	Ch	45	Y	75wh	50wh	10	Dwarven Fighter. Staying at the Otter. +5 chainmail; +5 shield; +10 war hammer that returns if thrown.
Grális	4	75	Ch	45	Y	75wh	50wh	10	Dwarven Fighter. Staying at the Otter. +5 chainmail; +5 shield; +10 war hammer that returns if thrown.
Durzil	4	75	Ch	45	Y	75wh	50wh	10	Dwarven Fighter. Staying at the Otter. +5 chainmail; +5 shield; +10 war hammer that returns if thrown.
Ghashurlagk	7	96	Ch	35	N	95sc	75da	30	Uruk Warrior. Chieftain. +10 scimitar; +15 Dwarven chainmail; +10 dagger, +5 extra if thrown, double range. 2 weapon attack.
Uruk-hai (10)	4	56	RL	35	Y	60sc	25da	15	Uruk Warriors.



6.0 THE GARGOYLES OF HARADRUIN

The small town of Karfas sits astride the North Fork of the Men Romen near its juncture with the South Fork of the Men-in-Araw. Nearby is the lower reach of the River Donu. Because of its strategic location, the town relies almost entirely on trade and commerce for its livelihood. Travelers bound for the capital of Shrel-Kain or the Logathian capital of Riavod on the inland Sea of Rhûn often pass through Karfas whether they come from the south or west. Some travelers bound for the Dwarven holdings in the Eorstan Mountains visit Karfas on their way to the Men Dorwinion and the trails beside the swiftly flowing River Uldonna. Some river traffic also passes near Karfas up the Donu to its joining with the mighty Celduin River.

The inhabitants of Karfas have turned this healthy traffic into a commercial enterprise by specializing in hospitality—the provision of goods necessary for travel and the transport of merchandise—and the collection of tolls. The town has become a center for information exchange as well, since regular visits of officials from the Realm-master in Shrel-Kain are necessary for the maintenance of the tolling operation. In this part of Dorwinion it is said that: “All roads lead to Karfas—and none are free or secret.”

Part of the town of Karfas lies on the banks of the Donu River, separated by several leagues from the main part of the village. The Far Bank, as this portion of Karfas is called, is devoted to trade conducted up the River. The Karfans who live and work in this detached quarter of

their town make it a point to claim their allegiance to the whole settlement. The Karfans from the larger section are less apt to include the Far Bank in their calculations. Some inhabitants actually live in the main town of Karfas and journey to Far Bank each day to work. A lesser number of Karfans journey in the opposite direction. By and large the arrangement works because of the similarity of the two settlements and the fact that Far Bank is too small to support itself independently.

A number of river barges make the tortuous passage down the Donu past Far Bank from the small, frontier, wine-growing region of Deneral. These barges then enter the Celduin River near the large settlement of Ilanin. From there they either continue north to trade wine with the inhabitants of Esgaroth and Thranduil's realm, or turn south to follow the Celduin downstream to the Dorwinion capital of Shrel-Kain or the great Sea of Rhûn. The barges stop along the Far Bank out of respect for the Dorwinrim Realm-master in Shrel-Kain in order to register their cargo and pay a toll. Officials from the capital journey regularly to Far Bank to collect this revenue.

The main part of Karfas is concerned with land-based traffic on the forks of the Men-in-Araw and the Men Romen roads. Caravans or individual merchants are required to stop in Karfas and register their intended destinations and cargo. A toll is collected for the use of the great Roads. Many merchants attempt to avoid this expense by skirting the environs of Karfas. The Realm-master in Shrel-Kain attempts in turn to catch those avoiding the toll by posting patrols of men experienced in the local geography whose job it is to run down errant merchants and collect the proper toll, plus penalty. The



lay of the land is on the side of the Dorwinrim Realm-master in this case, as the rough terrain makes it difficult to easily skirt Karfas with unwieldy caravan vehicles.

An ancient feature of the landscape is a citadel perched on the peak of the most rugged ridge line in the area. The fortress has fallen into disrepair and been abandoned by the Men of Karfas. This ruin is called Haradruin. The ancient battlements overlook both the town of Karfas and the settlement of Far Bank. The lonely, crumbling stone works also peers out over one of the prime routes used by errant merchants to avoid the road tolls. The prominence of the fortress combined with the strategic location of Karfas on the natural routes of travel in southern Dorwinion has lately attracted unwelcome and, as yet, undiscovered visitors to the citadel of Haradruin.

6.1 THE LEGEND OF HARADRUIN

The ancient and collapsing citadel of Haradruin is a center of legend and intrigue among the inhabitants of the region. Built long ago in the dim beginning of the Third Age, the fortress was used by the early inhabitants of Dorwinion in attempts to settle the land and protect it from their more nomadic and violent neighbors. Rather than discourage the roving bands of Asdriags, Sagaths, Logaths, and Orcs, the presence of the defended citadel tended to draw more and more ferocious attacks upon the area that would become Karfas. Haradruin was sacked repeatedly through the centuries, first by one band and then another.

Ancient legend contends that Haradruin was actually built by the labor of Dwarves who had been captured by a tribe of Logaths. This occurred at the same time that the otherwise nomadic Logaths were engaged in building their capital city of Riavod on the shores of the Sea of Rhûn. The Dwarves, who were said to be journeying from their stronghold in the Eorstan Mountains to the region of the Iron Hills, were forced to build the citadel on peril of their lives. Although they completed the effort in record time and constructed an impressive fortress, the tribal leader of the Logaths decreed that they should be put to death in order that the citadel's defenses should never be compromised.

As his dying act, the leader of the Dwarves, a renowned and experienced warrior remembered now only as Fennil Dur-Zaran, called down upon the stones of the fortress a curse of Thelor, Father of the Fifth House of the Dwarves. Fennil cursed the citadel as the bane of his people and the whole Karfan countryside, declaring that no people would ever successfully hold Haradruin in peace. Before the Logaths could silence his voice, Fennil prophesied that the sign of the final destruction of Middle-earth would be the appearance at the citadel of the servants of Morgorth and Sauron.

It is a matter of deeply held belief in Karfas that the Curse is not something to be dismissed lightly. Fennil was the third cousin of Thralin II, a powerful leader of the Eorstan Dwarves. According to legend, the Logaths who stayed on in the castle were all dead within a month, many killed in raids around the countryside, but the rest per-

ished of strange diseases and malevolent influences. Over the centuries, eldritch occurrences and appearances have been attributed to the eerie castle ruins. Many bands of thieves, bandits, and even honest traders or woodsmen have attempted to use the castle. Most have met with disaster of one sort or another, apparent victims of the ancient Curse of Fennil Dur-Zaran.

The catastrophes have sometimes included Karfas and the Far Bank, causing much suffering among the population. The practical Dorwinrim are not willing to abandon the commercially valuable strategic location of Karfas, but they are also mindful of the Curse. As a result, no one in the span of living memory has been allowed to occupy or even set foot in the ruins. The residents of Karfas believed Haradruin should be left alone for the good of all. Until now.

6.2 THE TALE

The commerce and quiet activity of Karfas and Far Bank have in recent days been demolished by the rumors of strange night encounters in a growing radius about the ancient ruins of Haradruin. The trouble began with the discovery of the mutilated corpse of a merchant on the Men Haudrim trail that bypasses the toll collection points on the main roads, skirting under the very eaves of Haradruin to rejoin the North Fork of the Men-in-Araw farther west. The Men Haudrim is regularly patrolled by the Toll Guards from Shrel-Kain who are assigned to Karfas. The corpse appeared to have been partially eaten, which is not entirely unusual in the Karfas area. Wolves are a problem for the two settlements here as in all the lands adjoining the wilds of Rhovanion. The fact that stirred up dread and unease among the Dorwinrim was the positioning of the body: it was draped over a stout branch twenty feet up in an enormous oak tree.

The whole scene was eerie and unnatural, as recounted in excruciating detail by the Toll Guards who discovered the corpse. Although the wagon and most of its contents were blackened by fire, the trade goods were spread about in piles, as though sorted. Nothing much of value was left, but a pile of perfectly good weapons remained along with some textiles and a brace of exquisite sculptures in lapis lazuli. The remains of a campfire were discernible among the debris. The guards reported in chilled voices that although bandits might steal and burn, they would never leave obviously valuable items like the statuettes. Orcs might eat a man and steal goods, but they would be unlikely to put the corpse in a tree or to leave a pile of weapons. Wolves would also eat, but they could not climb nor would they sort items into piles. And nothing at all explained the claw scratches that scored the tough old oak a half of an inch deep.

Since that fateful night, the pace of disasters has accelerated. Another wagon attempting to bypass the toll was ambushed, but this time there was a survivor. Crazy with fear, the young caravan guard raved in near delirium about winged Men with dripping fangs and horribly gnarled faces. They had claws on their hands like daggers and skin as grey and wrinkled as ruined leather. Moving



with terrifying speed, they swooped out of the trees around the camp and began to literally tear his two masters limb from limb, eating as fast as they could manage whilst the still living victim watched. The young man told of slicing one of the things across its ribcage with his sword, to no apparent effect. By a miracle the young Easterling escaped, but not without being wounded several times by the deadly claws. Running through the cold night, crazed by fear and weakened by exertion, he did not ultimately survive. It is not known whether he died of his wounds or of a strange disease caused by the filthy claws of the flying marauders.

The very next day, the Toll Guards scoured the area and found the wreckage of the wagon, much the same as the last. Although they tried all afternoon, they were unable to find any tracks that could be followed. As night drew near, the leader of the guards recounts that he looked up on the ridge line and found himself in fear of the ruined citadel on the peak. Fleeing back to Karfas in the gathering gloom, the guards saw shadows behind every tree.

In the days that followed, the attacks spread to isolated settlements in the hills surrounding Karfas and Far Bank. Farmers reported incidents of slain livestock and strange Man-like beings dancing in their fields. Several field hands were killed and mutilated; several more have disappeared and not been heard from since. A barge leaving Far Side at night was found the next day run aground, its crew of three in shreds on the blood-stained deck. In one celebrated case, a sturdy Dorwinadan wife swore she saw a hideous face peering through the window of her house. With a shout, the redoubtable woman grabbed a poker from the fireplace and charged outside only to see the fiendish creature rise slowly off the ground and fly deliberately over the house, crossing the illumination of the bloated and distended full moon. After the encounter, she was so distraught that she could only describe the creature as large and resembling a gnarled old man with a hideously distorted face, wings, and a tail.

Not surprisingly, these events have caused some commotion even in relatively cosmopolitan Karfas. Talk of the Curse of Fennil Dur-Zaran has been heard again after centuries of quiet forgetfulness. Even though no trace of intruders has been found at Haradruin by the Toll Guard patrols, some prominent townsfolk are convinced that the ancient Curse is at last near to fulfillment. Here as almost nowhere else in Dorwinion, rumor spreads fast and sticks deep. People are already leaving the settlements, convinced that the end of civilization is near. Crime is on the rise as those already in desperate straits come to the conclusion that they have little left to lose if Fennil's ancient Curse is truly at hand. Terrified of the implications, the Dorwinim of Karfas are calling these creatures the Mordrekia (Sing. "Mordreka"), which in Logathig means "Death Bringers."

Perhaps even more serious is the growing sentiment on the caravan trails that Karfas may not be a wonderful place to stop any longer, at least for the present. The latest news about the murdered merchants and burned wagons is out, and some of the harder businessmen are spreading the

story that the attacks were carried out by the Toll Guards themselves in order to forcibly discourage the smuggling of goods around Karfas. Many refuse to travel through the area. Since Karfas depends on commerce for its very existence, the growing severity of this boycott could leave the town uninhabited and derelict even faster than the Mordrekia.

This very night, the worst disaster of all has befallen the toll town. Desperate to stop the rumors and restore toll revenue, the Realm-master in Shrel-Kain has ordered the guards to deal with the situation at all costs. Reinforcements have been dispatched, but in the meantime the local guards paid an exploratory visit to Haradruin itself. Although uneasy about the ruins, the local commander is convinced that the citadel is the center of the reign of terror. While exploring the ruins, his men were ambushed by a large tribe of Orcs, who have apparently taken over possession of the castle. Ill-equipped and hampered by the intermittent forest daylight, the sheer numbers of the Orcs nevertheless nearly overwhelmed the small guard contingent, who were only just able to return to Karfas minutes ago. Mordrekia or not, real Orcs have taken the citadel of Haradruin and threaten not only the trade routes but Karfas and Far Bank themselves!

All the citizens of Karfas who were so quick to believe in the Mordrekia are now convinced that only Orcs have been behind the butchery. The rest, they say, is just fear and hallucinations. Although the commander of the Toll Guards deeply wants to believe this, unspoken in the back of his thoughts is the knowledge that the Orcs are not the real enemy. The brutes the guards fought today are not the most dangerous enemies facing Karfas and Far Bank. In the commander's mind they are just the more available, concrete, immediate foes to be slain. But where are the unnatural raiders hiding? And when might they choose to reappear?

6.3 THE NPCS

6.3.1 THE GARGOYLES

Strange creatures actually do exist amidst the ruins of Haradruin. They are named Goratsar (B.S. "Claws of Horror;" W. "Gargoyles"). Unlike Elves, Orcs, Dwarves, Hobbits, Men, Trolls, Giants or Dragons, the Gargoyles are a very recent species. They are a product of their creator, the Necromancer of Dol Guldur.

Deep within the pits of the citadel of Dol Guldur is a sorcerous labyrinth of torture chambers, breeding pits, alchemy laboratories, experimental surgeries, and zoological facilities. The Necromancer nurtures his darkest and most foul ambitions in these abysmal, stinking dens. It was in these dark holes that the first attempts to improve the Orc species were begun long ago—efforts which eventually lead to the development of the Uruk-hai and later the Olog-hai warriors. The Gargoyles are the latest products of this diabolical research.

The creatures are unique and individual. Both their bodies and their thought patterns are different from one Gargoyle to another. As a group they were abused and



mistreated in Dol Guldur, even by the standards of the Dark Lord's minions. To make them tough, they were routinely beaten and tortured. To make them lean and efficient, they were fed very little and forced to compete amongst themselves for their fair shares. They were pitted against armed opponents in fatal combat again and again. From the original seventeen creatures, only these five are still alive.

Due to their sorcerous nature, the Gargoyles have special characteristics. They are immune to damage inflicted by a normal weapon. Wounds from cold steel simply swell shut and heal instantly. Silvered weapons deliver half of normal damage to Gargoyles, although magical weapons are fully effective. A Gargoyle cannot be stunned and bleeds at only half the normal rate. They are built very solidly—it seems inordinately difficult to damage vital organs or bones. Magical spells seem mainly to amuse them.

The creatures are gifted at hiding in a natural environment that features some stone or any shadows. Gargoyles can fly, hover, and climb walls like spiders in a web. They have a language that is a mystery even to their keepers at Dol Guldur. Eerie clickings, sharp whistling noises, and intricate hand signals make up their communication. Even the Necromancer is unaware of the origins of this tongue, which seems completely foreign to Middle-earth. Finally, the creatures are far more intelligent than the Necromancer ever intended.

Because of their shared experiences in Dol Guldur, the Gargoyles are loyal only to each other. At the same time, they are wary and uncomfortable even amongst themselves. No Gargoyle will trust another with anything it considers valuable. Cooperation and discipline among the creatures is very rare and invariably short-lived. Gargoyles live for retribution when they feel they have been wronged, which is often. They squabble constantly among themselves and only manage to work together out of the blackest necessity.

Too late, the Necromancer realized that although Gargoyles would make poor soldiers, they were natural agents of chaos and terror. Before he could act to set them free in a location of his own choosing, the Gargoyles took matters into their own hands and escaped into the wilds of Mirkwood unsupervised and unguarded. They were aided by an Orc guard who could no longer bear the sight of the wretched creatures. Following the paths of least resistance, the Gargoyles in time found the vacant sanctuary of the ruined citadel of Haradruin. Perched conveniently atop three of the main routes of travel through the Rhovanion wilderness, the Gargoyles can now hunt easy prey to their malevolent hearts' content.

The Gargoyles' strategy has been to occupy Haradruin as their stronghold and raid the surrounding countryside for meat and for the odd bits of things that they think of as treasure. After their years of isolation in Dol Guldur, they really have very little idea of the value of anything. Tending to like bright, shiny objects, they have accumulated some worthwhile items and a lot of useless ones in their various lairs and dens. They do not trust each other

at all and have scattered about the ruined fortress to established domains as widely separated as possible.

Gargoyles are frighteningly adept at hiding in an area that contains some stonework. They have used this ability to remain concealed from the newly resident Orcs. The Gargoyles view the Orcs as their alternative food supply, in case the surrounding countryside becomes impoverished or too dangerous.

The circumstances of the creatures' recent escape from Dol Guldur and their flight across Rhovanion had caused a more than usual need for strong leadership in the group. Since their arrival at Haradruin, the chaotic nature of the Gargoyles has begun to re-emerge. There is little chance in any encounter with Men or Orcs that more than two of the Gargoyles will be able to coordinate their actions. They frankly fear each other more than any potential interlopers.

Within limits, the Gargoyles will cooperate with each other, but generally they are unique creatures and tend to prefer working alone. All are differently endowed with certain abilities and physical features.

THE WARRIOR

Drekeld (Logathig: "The Warrior") is unquestionably the best fighter of the group. None of the Gargoyles actually acknowledges another as leader, but Drekeld is as close to dominance as any get. He has four arms and a long, powerful, wickedly barbed tail. Each strong hand ends in sharp claws that gouge and rip prey and can penetrate armor. Drekeld has been practicing with his claws and now attempts to skewer his victims as well as to rip them. The Warrior has the most muscular wings of the group and can fly the fastest and lift the most. He also makes the most noise, which is still not very much.

Drekeld is much uglier than even his companions. His catastrophically distorted face features fangs twice the length of the others' and a forked tongue that can inflict a nasty, infected cut. The Warrior is able to exert his will occasionally by brutish domination. If there is any Gargoyle that will have help in a fight, it is Drekeld, who is generally the least devious of the group.

Notable Skills: Flying 15 feet/round (Ascend 10, Descend 30); Essence RR 75; Climbing 90; Hiding 85; Stalking 80; Perception 45. *Languages:* Gargoyle 5; Westron 1/2; Black Speech 1.

THE TRACKER

Necimanig (Lg: "The Tracker") is especially adept at moving quickly and silently. He is lighter than his compatriots and has enormously broad, padded feet that enable him to move with almost complete silence. He flies slowly, but very precisely with little noise on very small, quickly flapping wings. The membrane of his wings is feathery, almost like a bird's, and extremely flexible. Necimanig makes next to no noise in flight. He has seven long, dexterous fingers on each delicate arm. Combined with a fascination for mechanical devices, these astoundingly long digits make him a consummate lock-picker, trap-disarmer, and all around nuisance. He has been learning to kill from ambush with stealth since he arrived in the Karfan area. Necimanig's latest hobby is to pick the

pockets of his victims with the sensitive and dexterous end of his long, slender tail. If his prey detects the attempt and wheels around to foil the robbery, Necimanig is standing right there ready to attack. His tail is so long that he can use it in front of him. It also functions as a nasty whip.

Notable Skills: Flying (silently) 10 feet/round (Ascend 7, Descend 21); Essence RR 65; Climbing 100; Hiding 95; Stalking 100; Perception 55; Pick Locks 95; Disarm Traps 80; Tracking 80; Trickery (tail) 50; Ambush (4). *Languages:* Gargoyle 5; Westron 1; Black Speech 1.

THE CONJUROR

As magically created creatures, Gargoyles have an almost innate ability to copy magical rituals and spells. What they frankly lack is intellect, discipline, and true understanding of what they may be doing. Maijesk (Lg: "The Conjuror") is especially fascinated with magic of the kind he regularly witnessed in the laboratories at Dol Guldur. Without training, a spell book, catalysts, or in fact any sense of purpose, he is best described as a magical accident waiting to happen.

Although he has many of the same combat abilities as his compatriots, Maijesk prefers to cast spells at his victims from a place of hiding. He rarely gets the results he is after, but occasionally the spell he does let loose is deadly. As a practical matter, he has an equal chance to set off a spell aimed at himself or his intended target or at any available group of third party individuals (33%, 34%, 33%). His chance for a spell failure is double the normal rate, but his innate Essence RR bonus applies to spells or spell failures he looses upon himself (deduct half of his RR bonus from his Spell Failure Table result, should a failure occur). Select spells completely at random, from any Essence list and at any level from I to 10. Maijesk will be equally delighted at results that are beneficial or detrimental to his victims.

Maijesk has an enormous skull in relation to his body. In particular, the frontal portion of his head is grotesquely large. His ears are large, pointed, and independently directional. Maijesk glows a faint amber hue which is more visible when he is casting spells. As his substantial allocation of magical power fades with use, the glow diminishes until when he can no longer summon Essence power his skin appears normal, for a Gargoyle. His tail is short but possesses two small branches at the end, like fingers. With these, Maijesk can independently reach for catalysts or other magical apparatus without slowing down his casting motions. He casts spells on the average 1 round faster than normal Mages because of his extraordinarily articulate tail. He will always prepare spells for the maximum number of rounds because he enjoys the spell casting process so much. His exquisitely nimble hands feature an inordinately long index finger, which is an aid to directing magic spells that have to be aimed. The tips of his index fingers are the most persistently glowing portion of his anatomy.

Notable Skills: Flying 12 feet/round (Ascend 9; Descend 27); Essence RR 100; Directional Spells 105; Base Spells 35; Climbing 70; Hiding 80; Stalking 70; Perception 30. *Languages:* Gargoyle 5; Westron 1; Black Speech 2.





THE HIDER

Wensche (Lg: "The Hider") shares many of the same interests and abilities of Necimanig, but he has a specially enchanted hide that changes colors to match his background. This one is truly difficult to spot in almost any situation. The change requires several moments, so while moving Wensche is not protected, but when stationary he is nearly invisible. Wensche is the most timid of the group. As a rule, he will flee if forcibly confronted.

Wensche possesses a multi-ended tail, similar to a cat-o'-nine-tails. This marvelous appendage is useful as a prehensile climbing aid. Each of the seven ends is independently fluid and able to find and hold niches in stone and branches on trees. When Wensche holds his tail up in front of his body it serves as an additional natural camouflage by breaking up the visual contours of his frame. With the aid of his tail, Wensche can successfully hide where there is literally no cover at all.

Wensche's face features a large, birdish beak. He can deliver a nasty peck wound with this horny appendage. His wings are also bird-like, with feathers and a sharp, raked contour. In flight, Wensche is silent and graceful. In line with his tendency to hide and his natural timidity, Wensche is fond of building traps. He has a nasty sense of mischief when exercising his hobby. His idea of a good trap is one that drops a largish rock on his victim, or involves a fall onto a set of sharpened spikes. Just for fun, Wensche often builds traps in frequented areas of Karfas or Far Bank and hides nearby to watch the results.

Notable Skills: Flying (silently) 10 feet/round (Ascend 7, Descend 21); Essence RR 60; Climbing 115; Hiding 150; Stalking 95; Trap Building 60; Perception 50; Ambush (3). *Languages:* Gargoyle 5; Westron 1; Black Speech 1.

THE TALKER

Logabath (Lg: "The Talker") is a gifted mimic and a talented spy. He understands more about humanoid society than the others and is interested enough to be constantly curious. His incursions into the others' areas are the most tolerated, both because he is meek enough and because he searches out information that the others somehow know is valuable. The Talker will often speak to his opponents or to people he sneaks up on. He has somehow learned ventriloquism. Trying to remain hidden, he will taunt them and befuddle them with near-gibberish and nonsense from different directions. Occasionally, he is coherent, but usually not for long. He has been especially active in this regard with the Ghnaznak tribe (of Orcs), many of whom now suspect their kin of being crazy. Logabath is most likely to cooperate with his fellow Gargoyles in combat or in devious plots to torment visitors to Haradruin.

Logabath is slightly built. He has truly enormous ears that are each as large as his head. Normally, Logabath folds his ears back, but when he wants to eavesdrop he points them outward like a bat. His ears are independently directional. Logabath also has huge, slightly luminescent, green eyes. He can see at night as well as Elves do in daylight. Logabath's vision is so developed that it does not

require radiated heat to see details at night, as infravision does. He reads lips fluently and has taught himself the rudiments of several Mannish languages from a distance in this way. Logabath's mouth closely resembles a human one. He is the only one of his brethren who does not have pronounced fangs or a long, awkward tongue. His senses are superior to those of the Elves, Hobbits, and even Dragons in acuity.

Notable Skills: Fly 15 feet/rnd. (Ascend 9, Descend 27); Essence RR 70; Ventriloquism 55; Climbing 80; Hiding 80; Stalking 65; Perception 100. *Languages:* Gargoyle 5; Westron 3; Orkish 3; Logathig 2; Black Speech 2.

6.32 THE ORCS

The band of Orcs that now occupies the ruins of the citadel of Haradruin is a completely luckless and depressing tribe of villains. They have been wandering the plains looking for trouble to get into for several years now, and the general result is that the harder they try the poorer and less numerous they become. As bandits they are an abysmal failure.

The discovery of the ruins so near to good water and major roads was quite a boon to the Ghnaznak tribe. Haunted by roving bands of Asdriag and Sagath warriors out on the open plains, these Orcs have been drifting closer and closer to civilization for weeks in the hopes of shaking off the mounted raiders. The ruined castle is exactly what they have been hoping to find.

There are about thirty of them, including females and a few immature imps. They have next to no supplies and live in terrible squalor. In the last few days they have raided some of the local farms and made off with some food-stuffs, but they are still abjectly poor. These are lesser Orcs and so even the dappled sunlight of the Arkran forest is a hardship to them, although they will venture forth in daylight. The dark, damp security of the castle chambers has become the new home of the Ghnaznak Orcs.

There is something just a little unsettling about the place, though. Karghiz Dragjak, the leader of the tribe, is only just aware that bits of stone high up on the ruined castle sometimes seem to move slowly when seen just out of the side of vision. There are peculiar clicking noises and odd whistling sounds that are hard to follow and appear to have no natural source. Not bright enough to be overly concerned, Karghiz is still vaguely uneasy in the tribe's new surroundings. The foolish raid by the small party of Men did not help to reassure him much. And he has no idea whatsoever about his other guests. At least, not yet.

KARGHIZ DRAGJAK

The leader of the Orc tribe currently ensconced in Haradruin is an unimpressive specimen of Lesser Orc known as Karghiz Dragjak. His deputy, Wargiz Bakzur, is close to overthrowing his leader and assuming dominance of the tribe. The Ghnaznak Orcs have only recently settled in Haradruin after months of being pursued through the wilds of Rhovanion by various nomadic bands of well-armed Asdriags, Sagaths, and Variags. After many defeats, heavy casualties, and insignificant plunder, the mood of the tribe has turned ugly where Karghiz Dragjak is concerned.

Karghiz has never been a particularly adept bandit or warrior. He occupies his current position because of an innate desire for compromise and accommodation, a very unusual character trait in an Orc leader. His ability to find middle ground and reach agreements with foes such as Wargiz has kept him alive and in control these past months. The fact that his principal rivals keep getting killed in various skirmishes and raids is another plus in his favor and may indicate that there is more cleverness about this brute than is immediately evident. If the Gargoyles are discovered while Men and Orcs are fighting, Karghiz may actually be willing to strike a temporary alliance to deal with the common enemy.

Notable Skills: Leadership 35; Negotiating 45; Climbing 15; Perception 15. *Languages:* Orkish 5; Westron 5.

6.33 TOWNFOLK

The residents of both Karfas and Far Bank are for the most part Dor-winrim. However, with the transient nature of the communities, there are representatives of almost every race and culture passing through the area at some time of the year. Normally friendly and outgoing, the encounters and attacks have spurred changes in the local attitude towards strangers. Crime is on the rise and it is entirely possible that a visiting party will be mugged by otherwise peaceful, law-abiding locals. Suspicions are running high, and wild rumors about the end of the world and Fennil's Curse are the talk of both towns, the River, and the Roads.

RENCIL OPINELLA

The commander of the Realm-master's detachment of Toll Guards in the Karfas area is Rencil Opinella. He is a swarthy, suave, handsome young man of perhaps thirty summers. His dark good looks and polished manners have made him a tremendous favorite among the young ladies in Karfas and Far Bank. Tall, muscular, and agile, he is a formidable warrior and a respected leader.

Rencil has grave misgivings about the recent swing in public opinion concerning the Mordrekia. His mother is a Seer and since his youth Rencil has been acquainted with the supernatural. He is convinced from the evidence he

has seen and from the feeling of dread he experienced at the sight of Haradruin in the twilight that more than a tribe of Orcs is at work in Karfas.

Notable Skills: Leadership 20; Perception 35; Seduction 55; Climbing 35. *Languages:* Logathig 5; Westron 5; Black Speech 2; Varadja 2; Haradaic 1.

BARADI FARAN

Baradi Faran is an unusual figure in the commercially oriented community of Karfas. Baradi is the town's resident expert on things unusual and strange. As such, he has a considerable amount of spare time on his hands—up

until now very little of the strange and unusual ever took place in Karfas. In fact, Baradi has for several years been drifting into semi-retirement, content to run his oddity shop and perform the occasional bit of magical research or occult consultation on commission. Now, in response to the horrific attacks by the Mordrekia, Baradi Faran is fully involved in answering everyone's questions and trying to steer the community towards a resolution of the crisis.

Unfortunately, beyond some shrewd surmises about the creature's natures and their potential vulnerabilities, Faran has little or no idea what he is talking about. In part, this is because he has spent so many years trying to make his interests into a commercial enterprise that he has confused an ability to make things profitable with a knowledge of facts. He will, for example, go on about all sorts of gory habits that the creatures must surely have and speculate about their demonic rituals, because he

thinks that this will enthrall his audience. In fact, he knows nothing specific about the Gargoyles and has little idea what they are like. By pretending to far greater knowledge than he has, Baradi makes it difficult for his correct conclusions about the creature's invulnerability to normal weapons and resistance to magic to be believed.

Baradi may also unintentionally give dangerously false assurances to a party of adventures, perhaps about his conviction that the Mordrekia cannot go about in direct sunlight or that they are afraid of various holy symbols. This could lead to a totally ineffective or even fatal strategy, such as attempting to trick the creatures into following a weak and fleeing party into daylight in the hopes that they would turn to stone, as do Trolls.





Baradi has correctly divined that the creatures are immune to normal weapons. He will strongly recommend silvered armaments, and offer to perform this conversion in an especially effective magical fashion—for a steep price. Faran will insist that magic weapons without the silvering treatment will be ineffective. Baradi assumes that he cannot perform this ritual on a weapon as small as an arrowhead. He is sure that only hand-held weapons can be so treated.

Baradi will also preach that normal magical spells will have little effect on the creatures, but that using specially enchanted crushed athelas as a catalyst in the casting of a spell will overcome their resistance and make the incantation normally effective. This preparation has absolutely no measurable effect. Faran has a stock of the specially prepared athelas, for a hefty price.

Elderly, but unstopped and clear-eyed, Baradi Faran is an imposing figure. Tall for a Dorwinadan, he is still fit and muscular. He does not appear close to his real age. Baradi argues his views persuasively from years of practice on potential customers. In any discussion about the creatures, his point of view will at least be heard by the Karfans and should carry considerable respect.

Notable Skills: Public Speaking 45; Persuasion 35; Bargaining 35; Perception 35. *Languages:* Logathig 5; Westron 5; Adûnaic 4; Sindarin 3. *Spell Lists:* Essence Ways, Spell Ways, Illusions, Essence Hand, Fire Law.

DREL SALADI

The resident representative of the Realm-master in Shrel-Kain is Drel Saladi, who holds the appointed position of Trade-master for the Karfan area. Saladi spends most of his time enforcing the toll regulations for the Men-in-Araw and Men Romen and monitoring the barge traffic on the Donu. Periodically, he also journeys to the small wine town of Kardavan to check on the Men Dorwinion and the activity on the Celduin. Saladi is officially in charge of the detachment of Toll Guards in Karfas, but leaves the command of the men completely to Rencil Opinella. Saladi knows every merchant who ever came through Karfas and is intimately familiar with all the trails and detours around the town that bypass the toll collection posts. Drel has connections in Shrel-Kain and is well acquainted with most of the important citizens in Karfas, Far Bank, and Kardavan.

Drel Saladi is mainly concerned with getting trade and travel back to normal. Unable to cope with developments during the time when evidence was mounting to substantiate the existence of the Mordrekia, Drel has now succeeded in convincing himself that only the Orcs are to blame for the attacks and the reign of terror. He will push unceasingly for a quick expedition by the Toll Guards to stamp out the Orcs at Haradruin. He will impatiently dismiss any talk of the supernatural or the earlier evidence of the winged horrors. To Rencil Opinella's complaints of inadequate available force to deal even with the Orcs, Drel will respond with offers from the Realm-master to finance assistance from a suitable party of visiting adventurers.

Persuasive and impassioned, Drel Saladi is likely to prove the biggest obstacle to successfully preparing an expedition to the ruined citadel. Saladi simply will not tolerate delay based on the rumors or even the hard evidence or witnesses of the Mordrekia's attacks. The Trade-master will constantly push for immediate action and as his post is an important one to the cross-roads town, he is likely to be respected in any discussion of what has to be done.

Drel is approaching middle-age, but is straight as a sword and physically active. He is of average height and very lean of build. His hair is jet black with a hint of curl. His eyes are grey and piercing. He is handsome by most standards, but is currently so intent on clearing out the Orcs and accomplishing his task of restoring Karfan normality that he has little energy left for pleasantries.

Notable Skills: Bureaucracy 65; Bargaining 60; Public Speaking 55; Perception 30. *Languages:* Logathig 5; Westron 5; Apysaic 3; Sindarin 3; Khuzdul 2; Haradaic 1; Dunael 1. *Spell Lists:* Purifications; Blood Ways; Surface Ways; Direct Channeling; Calm Spirits.

6.4 THE TERRAIN

Karfas is located at the intersection of the South Fork of the Men-in-Araw and the North Fork of the Men Romen. The North Fork of the Men Romen continues north and east towards Ilanin and its intersection with the Men Dorwinion and the Celduin River on their way to Dorwinion and the Sea of Rhûn. Going the other way are the Eorstan Mountains and Warfinger in the land of the Éothraim. The South Fork of the Men-in-Araw leads toward the plains of Rhovanion, the great forest of Mirkwood, Strayhold, and a juncture with the Men Celduin leading towards Thranduil's realm and Esgaroth.

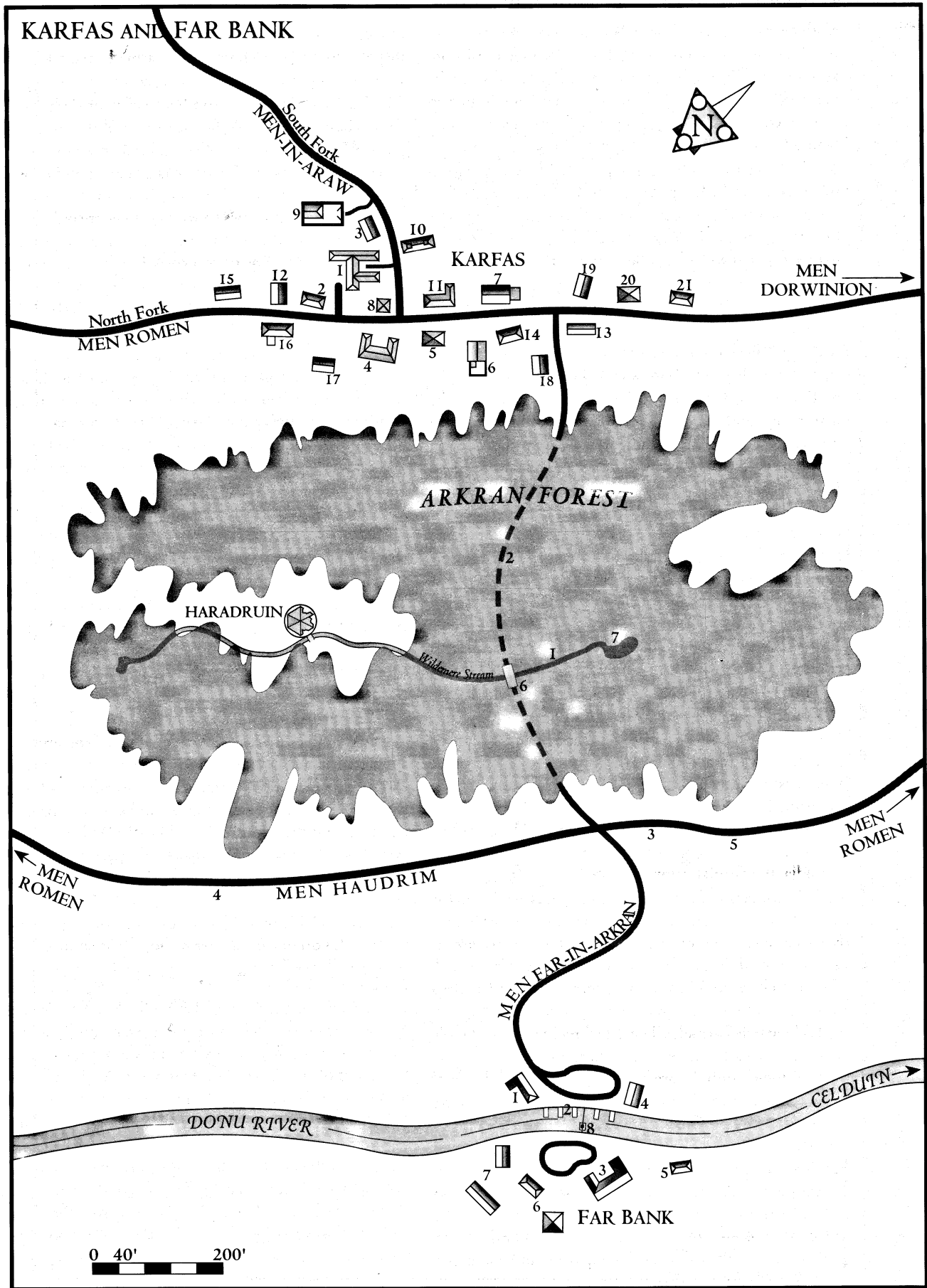
A short distance from Karfas, on the banks of the River Donu, is the tiny sister town of Far Bank. Between Karfas and Far Bank is the Arkran forest, which shelters a wooded ridge line dominated by the ancient ruined citadel of Haradruin. The Men Far-in-Araw (a trail) cuts through the forest and the ridge line to connect the two towns. South of both forest and ridge line is the Men Haudrim, an overgrown and little used track that bypasses the town of Karfas and links up with the North Fork of the Men Romen some miles on either side of the toll collection point. The Men Haudrim passes under the very eaves of the Haradruin fortress.

6.4.1 KARFAS

1. The Toll Stop. Karfas' most popular common room is part of the town's largest inn. The Toll Stop sits astride the intersection of the South Fork of the Men-in-Araw and the North Fork of the Men Romen. Run by Heliad Josta, this is the most expensive of Karfas' many inns and also the best.

2. Leather Shop. The proprietor is a gifted leather worker. Fulius Stenk can do anything with animal hide. Leather armor for sale (up to +10 DB).

KARFAS AND FAR BANK





3. Textile Shop. The owner of this shop imports bolt cloth from all over Rhovanion, but also converts these purchases into clothing of all kinds. Winter cloaks are available that are +20 against the cold. Cloaks can be made on commission that are up to +10 for hiding in certain conditions (e.g., shadows, forest, plains, etc.). Benisa Gorlana is the talented seamstress.

4. The Gored Ox. This inn is oriented towards the local inhabitants of Karfas. Prices are low, but service is poor. Quality is not the best. However, if you want to find out how the populace feels about something, the rumor mill here is the best in town. The owner is Frella Waser.

5. Wine Shop. The wine shop holds a special license from the Realm-master in Shrel-Kain to sell wine from all parts of Dorwinion at prices not subject to certain tolls. Wine here is somewhat cheaper than elsewhere and always of first rate quality. The wine steward is Kelgi Ransur.

6. Travel Goods Store. With a central location near the major inns and the main Road intersection, the travel goods store does a booming business selling caravan supplies, parts for wagons, saddles and tack, preserved food, clothing, etc. A trade for a modest fee is available for fresh horses or camels, and the animals can be bought outright for a much steeper price. Lesser war horses are available from the proprietor, a deserter from the Rohir cavalry many years ago by the name of Éoric Orcslayer. He also has one Greater warhorse which he will sell for a truly outrageous price. The animal is of superior intelligence and is above average in speed, strength, endurance, and combat capabilities.

7. The Drinking Oliphant. The Karfan inn geared most completely to the traveling crowd is the Drinking Oliphant. Complete with Eastern motif, the Oliphant is the place to meet those who travel the Roads through town and on to their destinations in exotic locales. It is favored by the occasional caravans of mostly peaceful Easterlings, tolerated more for their coin than their manners. The Oliphant has been known to get a bit rough. The owner, Farald Haradja, is a former caravan master.

8. Toll Collection Point. This building is the location for the actual collection of tolls for use of the two major Roads by merchants or caravans. Two Toll Guards are on duty here at all times. There is a locked chest (Very Hard, -20, to pick the lock) containing between 10 and 100 gp at any given time.

9. Toll Guards Barracks. The detachment of Toll Guards stationed in Karfas bunks here. There are facilities for 20 men, although only 10 are currently assigned to the post. There is a weapons' practice area, stables, and a bunk house. 2 or 3 Toll Guards are normally present.

10. Records Hall. This building doubles as the official residence of the Trade-master assigned to Karfas. Drel Saladi practices a very restrained life style. There are no valuables in the residence aside from proceeds from the toll collections—a locked chest (Extremely Hard, -30, to pick; hidden under a floorboard trap door under a carpet,

Sheer Folly, -50, to find) which contains between 100 and 500 gp, depending upon the time of the month. Funds are dispatched to Shrel-Kain under armed guard (3 Toll Guards) on the 15th day of each month.

11. The Croaking Frog. Another Karfan inn dedicated to the masses of travelers using the main Roads. The Frog is renowned for its food, which is far better than its stock of wines and ale. The merchandise is actually good enough, but suffers from the high standards of Dorwinadan customers when it comes to wines. Prices are only mildly outrageous. The proprietor, Jula Perlan, is a refugee from Minas Tirith and was once a cook for the House of the Stewards.

12. Weapons Shop. Owned by a pair of retired Toll Guards named Brax Korla and Fendi Rathmere, who are now expert blacksmith and fletcher, respectively. The Master's Guard weapons shop is the best of its kind in western Dorwinion. Although there are a few magical weapons (+20 two-handed battle-axe, +15 broadsword, +15 longbow, +10 mace) for sale at standard prices, most of the merchandise is simply of superior, non-enchanted quality. Many weapons are in stock and any kind can be made to order, with bonus between +5 and +15, for an appropriately steep price. Brax will consider silvering a weapon, considerably cheaper than Baradi Faran, but without incantations.

13. The Long Road. Tilo Wendi's bar and inn is without doubt the seediest and most dangerous in Karfas. It is also the cheapest and the most informative. Do not eat the food and drink only the wine that comes from bottles opened in plain sight.

14. Emporium. Baradi Faran holds court, dazzles the patrons, and performs the occasional bit of sorcery at his shop. Exotic supplies of all kinds from rune paper to bats' ears are available here. Baradi dispenses advice—free or for a fee, depending—and engages in his newest pastime, talking about the Mordrekia and hustling silvered weapons. The silvering process is actually performed at the weapons shop, but Baradi does perform a magical ritual and adds his own fee into the bargain.

15 - 21. Residences. Homes of the working class of Karfas who do not live above a shop or at an inn.

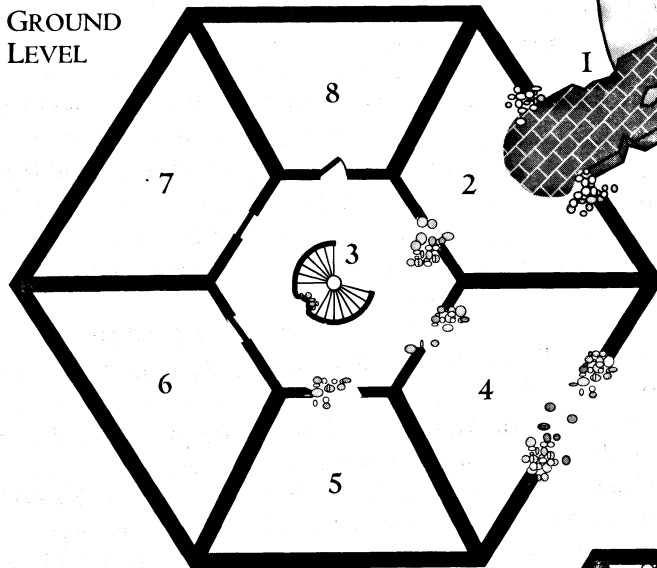
6.42 FAR BANK

1. Maritime Shop. A general store for River tradesmen, the Maritime shop sells all manner of nautical supplies from rope to pitch to planking. This is a good place to hear news of the River. The proprietor, Asar Vallni, is a former River barge master and an expert on River trade.

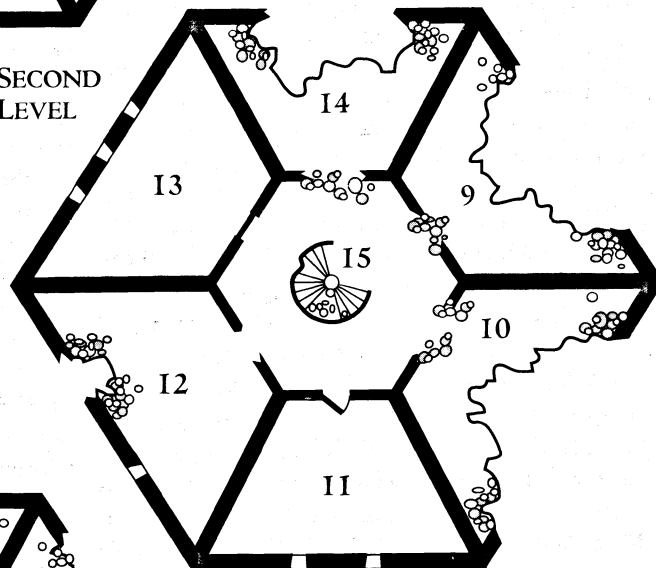
2. Barge Docks. These docks service the barges that stop in Far Bank to pay the toll. There is a small toll collection building at the head of the loading area that is normally manned by a Toll Guard. 10 to 100 gp are in the small chest (Very Hard, -20, to pick the lock) that the Guard takes with him when he leaves the collection point unattended.

HARADRUIN

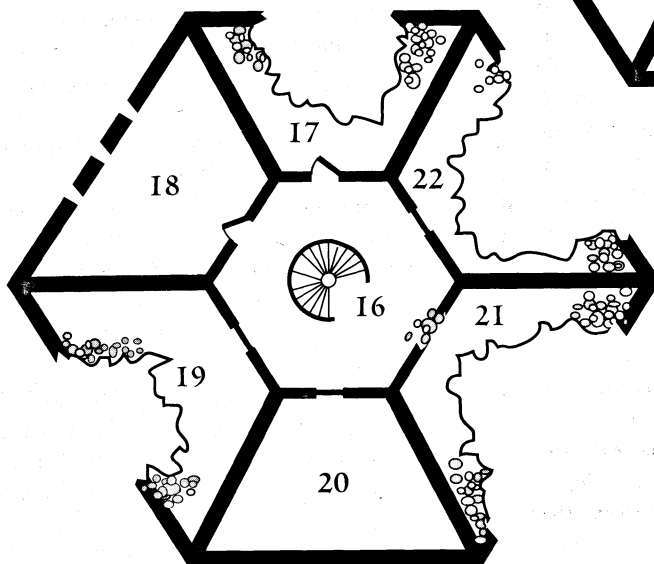
GROUND
LEVEL



SECOND
LEVEL



THIRD LEVEL



0 5' 25'





3. **The Wharf Rat.** Far Bank's only inn, the Wharf Rat is geared for the River tradesmen that stay the night in the tiny town. Prices are reasonable, food is tolerable, but the company is a little unrefined. The owner is a one-legged veteran of countless voyages on the Sea of Rhûn named Ogel Nanguth. Although Ogel appears a bit harsh, he has never refused anyone who was truly in trouble. Ogel is a friend of Rencil Opinella and has been counseling him about the reality of the threat posed by the now supposedly fictional Mordrekia.

4. **Karkla Gorda's Boarding House.** Cheap lodgings for River workers and others. Rates by the day or week.

5 - 7. **Residences.**

8. **Ferry Service.** A small ferry boat is guided across the Donu by means of a cable at this point. It is free, but patrons must pull the cable on their own.

6.43 ARKRAN FOREST

The Arkran forest wraps around the ridge line between the two towns like a leafy blanket. Poking up through the mature trees is the highest point on the small range of hills. Perched on that slope looms the ruined citadel of Haradruin. The forest is sun-dappled and alive with small animals and birds. The ridges are steep and boulder strewn, but climbable with sufficient maneuvering skills.

1. **Wildemere Stream.** The tiny creek runs down the slope, under Haradruin's eaves, through the forest, under the road at a small bridge, and into a peaceful, deep pool. There is almost always at least a trickle of running water in the Wildemere. During rainy times, it is torrential. The stream is the center of forest life. The Gargoyles like to come here to watch what goes on.

2. **Men Far-in-Arkran.** This road, closer to a trail actually, bisects the Arkran forest, connecting Karfas and Far Bank. It is overhung with tall trees, excellent cover for flying Mordrekia.

3. **Men Haudrim.** The smuggler's road passes just south of the forest. It is on this road that the merchant caravans have been ambushed.

4. **First Ambush.** Scene of the demise of the single merchant found up the tree. The whole area is still burned, although the Toll Guards have cleaned up most of the mess and buried the body. Claw marks are visible.

5. **Second Ambush.** Two merchants with the young caravan guard who escaped were slain here. The wagons are still in their original position and the Toll Guards are working to clean up the mess.

6. **The Bridge.** A tiny, narrow stone bridge carries the Men Far-in-Arkran across the Wildemere at this point. The Ghnaznak Orcs like this spot, because it is dark and cool under the bridge. The Gargoyles sometimes come here to watch the Orcs away from Haradruin.

7. **The Pool.** Another favorite haunt of the Ghnaznaks and the Gargoyles is the deep, still pool that collects the flow of the Wildemere. The trees here are old, gnarled and black. The pool clearing is dark and clammy even on the brightest sunny days.

6.44 THE CITADEL OF HARADRUIN

The citadel is falling apart. Gaps weaken all of the major walls, some of which have collapsed completely from top to bottom. The roof of the three story castle has fallen in and smashed the third level, except for the central chamber which houses the stairway. Other than that, the top is open to the sun. The wall facing the bridge has fallen open from the roof to the bridge, as has the wall to the right. The wall to the left has collapsed as far as the second story—the ground level wall is still intact.

GM Note: *Locate all of the Gargoyles before any party invades Haradruin (see table in Section 6.63). When they are aware of intruders, the Gargoyles will be curious and will move around to keep an eye on them. They are very good at hiding and moving about undetected.*

1. **The Bridge.** The Wildemere runs directly in front of the citadel and is crossed by a narrow stone bridge. The bridge is in disrepair. Chunks are missing out of the stonework. There is a 10% chance that if more than three or four horses are on it at any time it could collapse, inflicting 2-5 "C" Crush criticals on anyone on the structure at that time. An equivalent weight of adventurers would also do the trick. The stream banks are steep and rocky—it is a Hard (-10) maneuver to cross the Wildemere at this point, although the water is not deep.

2. **The Entry Chamber.** Large wooden gates lie in ruin, partly in this room and partly out on the bridge. The walls of the citadel have also collapsed here, forming a "V" shape from the top of the three story structure to the point of the "V" at ground level. One Ghnaznak Warrior is on duty here, cowering in the shadows. He will have gone for help (01-65), be poised to attack (66-80), or be sound asleep if it is daylight (81-00). The entry way is full of debris and trash.

3. **Central Stairwell.** A set of crumbling stairs ascends into the murky gloom of the castle from the center of this chamber. There are numerous breaks in the walls and perches for Mordrekia to sit on as the closed stairway ascends. Ironically, the original builders included a statue at the landing of the stairs. The statue is perched on a ledge jutting out of the wall of the chamber. It was originally of a Man, but is so badly aged that it could now be anything—particularly to imaginations running wild.

The stairs are Hard (-10) to climb, having succumbed to age and the passage of many feet. Whole sections are now merely rubble. Climbing ability is useful on the entire stairway, from this chamber to the top. Three Ghnaznak Warriors are lounging about in this area on the ground floor. They will attack immediately (01-50) or flee, wailing at the top of their lungs, to alert the rest of the tribe (51-00). If the guard in the entry chamber was asleep and no overwhelming noise has yet been made, there is a 25% chance that in daylight these warriors are also asleep.



4. The Hider's Hole. Outside air and sunlight leaks into the stairway chamber from this ruined room on the ground floor. This room forms the point of another "V" shaped collapsed wall that reaches from the roof to the ground. The interior door to this room has also decayed to nothing, allowing light and air to penetrate the gloom. There is a chance (51-70) that Wensche is in here, lurking among the broken stonework. He can easily flee to the upper level if detected. A loose stone set above the doorway is set to fall on anyone who brushes the wrong piece of debris. Every person who enters has a 10% chance of setting off this trap. The trap is Absurd (-70) to detect. The stone delivers a single "C" Crush critical. Garbled laughter will be heard if Wensche is here and the trap goes off.

5. Broken Door. Another room on the first floor has a ruined door. Since this room is otherwise intact and dark, the Ghnaznaks have set up shop in here. Wargiz, a sergeant, and three more warriors are in here almost all of the time during daylight. It is unlikely that they can be surprised, but if the first two guard parties have died quietly, there is a chance (01-10) that they all will be asleep. If not, Wargiz is capable of leading an ambush from behind either side of the broken entry way. Wargiz's treasure is here, stashed under some trash in the corner (Very Hard, -20, to spot). He has amassed 2 gp, 13 sp, 4 bp, 36 cp, and 110 tp, all in a small wooden chest (Light, +10, to open the ancient lock).

6. Locked Room. This is the only empty room in the place. The Tracker has gotten in here a few times, but he dislikes the fact that there is no way out besides the locked door. A pile of old bones and moldy fabric lies in one corner. Necimanig always locks the door when he leaves. If any of the Gargoyles should happen to be here, they will likely panic and attempt to shred anyone in the doorway in order to escape to the central stairs.

7. Unlocked Room. Two Orc females are resident in this room with a single Ghnaznak imp. The three of them have been kicked out of the communal room upstairs for stealing extra food.

8. Storage Room. The Orcs have stashed their miserable collection of worldly goods here, including two ponies who are very distressed. They smell Gargoyle, and they do not like it. The Orcs' stuff is indistinguishable from trash. Two Warriors are on guard at all times and will attack immediately. In a corner near the ponies is a small wooden chest which contains rancid meat. This smells bad. Behind the offensive chest is a smaller one filled with 450 cp and 1500 tp, the treasure of the tribe.

9. The Warrior's Nest. The outer wall and part of the floor of this chamber has fallen away, allowing in sunlight and keeping out the Ghnaznaks. Amid the rubble, Drekel has made his nest. It is hard to tell that this is the case because Gargoyles are quite happy to sleep on stone. However, he is here most of the time (01-60) when he is at Haradruin. In the outer right corner, overlooking a sheer drop to the ground, is his treasure.

Hidden under some rocks, but visible to the perceptive adventurer is a pile of coins, mixed with some gems of varying brightness and color. There are 2 mp, 22 gp, and 27 sp. Lesser coins are not as bright, so he has thrown them away. There are 12 gems, worth 87 gp total. Also in the pile is a bright, silvered, short sword (no bonus, but worth 5 gp); a silvered breast plate (+15, but with a gash down the front of it and covered in blood—35% chance of repair at the weapons shop); and a mirror. The mirror is small, round, and silvered about the edges. It casts a continual *MERP* *Protections Bless* spell when carried, which Drekel is uneasy about. He has thought about throwing it off the edge of the room, but it is too pretty for him to part with it.

Depending on the party, the Warrior is extremely likely to attack if found in his nest. If wounded or afraid, he can easily leave by flying out the open wall. There is a chance (01-25), depending upon weight, that someone examining the Warrior's treasure will cause the outer floor area to collapse, with a resultant 10 foot fall onto a pile of rubble (1-4 "D" Crush criticals).

10. The Tracker's Room. Necimanig has nested in this room, which is also open to the elements and free of Ghnaznak Orcs. He is here often (01-45) when he is at Haradruin, pawing through his possessions. His treasure is enclosed in four chests, each inside the other, all locked.

The locks proceed from Very Hard (-20) to Extremely Hard (-30) to Sheer Folly (-50) to Absurd (-70). It is Necimanig's greatest pleasure to play with opening them to get to his hoard. He has put away 1 mp, 14 gp, 55 sp, three pieces of ornate jewelry worth 110 gp, a pound or so of broken glass fragments, some shiny rocks, and a +25 Dwarven war hammer that slays Orcs and returns to its Dwarven thrower. It also glows perceptibly with the proximity of the Orcs, which is why he likes it.

The chest sits in the corner nearest the Warrior's room (#9) and is just light enough that the Tracker could fly off with it if he had to. It could be broken apart without picking the locks, but it would take a great deal of time and the Tracker would go absolutely berserk if he was to see his precious locks violated.

11. Ghnaznak Headquarters. Kharghiz, one sergeant, and seven Warriors normally stay here. This chamber is the only intact room on the second floor with an open door. The room is filthy with half-eaten meat on the floor and decayed clothing scattered about as bedding. In a corner under some especially revolting scraps of something green is Kharghiz's treasure. He keeps 4 gp, 14 sp, 22 bp, 110 cp, and 125 tp in a burlap sack. He puts what he thinks is a deadly spider in the sack to guard it, but the spider, while large, is not the least bit poisonous. Someone will always be awake and on guard in this room.

12. Ghnaznak Communal Chamber. Although there is a hole in the wall in this room and the door is gone, it is mostly dark and undisturbed. Six females and three imps live in here. A single warrior is on guard. The chamber is not totally filthy, but there is no treasure.



13. The Talker's Nest. The door to this room is locked. Logabath likes it here, because he can hear through the arrow slit windows the chatter of the female Orcs, or through his door the Warriors' talk within their open door. The lock is a simple one, although he has had to get Necimanig's help to open it on more than one occasion.

Logabath's treasure is laid out in a small pile in the center of the room, next to a bag which he can carry while flying. In his pile are 12 gp, 22 sp and 3 gems. The gems are worth 10 gp total as jewelry, but if used as a catalyst in the casting of any *Bolt* spell, they double the power of the attack—and are consumed in the process. Logabath stole these from the Conjuror, who is frantic to get them back. In Maijesk's hoard is a scroll in Black Speech which explains about the gems. If his nest is invaded, Logabath will likely scoop his treasure into the bag and fly out one of the windows. He may pause to see if he can communicate first. Logabath is here most of the time (01-55) he is at Haradruin. If not, he is probably out eavesdropping.

14. Gargoyles' Meeting Room. By mutual consent, none of the Gargoyles nest here. They use this room to meet in if there is a need, so that it is neutral ground. Unless they are actually here, there is no sign that this room is used for anything at all. Some of them go here just to see if anything is up.

15. Second Story Stairwell Chamber. This section is more collapsed than the lower one. Climbing is Very Hard (-20).

16. Third Story Stairwell Chamber. This chamber is the only place where the original roof remains intact. All the other rooms on the third floor are open to the sky.

17. The Warrior's Perch. The door is open, but the cover available from crumbling stonework is very good and the roof is open. Drekel'd suns himself here.

18. Vacant Area. The former roof is lying flat on the floor of what used to be this room. The door, which is open, is somehow intact. No cover here at all.

19. The Tracker's Perch. The door is locked, plus there is very good cover from crumbled stonework in this room. Since there is no roof, escape is not difficult from here for Necimanig.

20. Vacant Area. The roof has fallen in on this room also. The door somehow still stands and is locked.

21. The Hider's Room. Wensche is here half (01-50) of the time he is at Haradruin. He will be perfectly content to sit stock still and let intruders look straight through him, but if threatened he will flee or fight depending on the strength of the party. The Hider has secreted his treasure inside a gap in a ruined portion of the wall. It is Sheer Folly (-50) to spot. In this gap, he has dumped 3 mp, 22 gp, and gems worth 78 gp. There is also a brooch that perpetually casts *MERP* Protections *Prayer* when worn.

22. The Conjuror's Nest. When he is at Haradruin, there is a strong chance (01-80) that Maijesk will be here. The door is locked. What is left of this room has a grand view of the approaches to the citadel. The Conjuror is very likely to begin casting spells as soon as he sees a party approaching and to keep on doing it for as long as he remains undetected. If he must flee, he will alight on any part of the upper level (he gets along with Wensche), or slip below.

The Conjuror's treasure is stashed in a leather satchel jammed into a pile of stones. It is Extremely Hard (-30) to locate. In the satchel (which the Gargoyle can lift while flying) is a wand of *Firebolts* (7 charges, 10% chance he will use it), seven pouches containing catalysts—magical ink, eye of newt, etc.. (worth 150 gp total in a large town or 100 gp to Baradi Faran), a bundle of six scrolls (random spells, stolen from Dol Guldur), and the shriveled head of a small, ape-like creature. The skull is from the laboratory at Dol Guldur and, when ground up and eaten, will double the PP potential of the brave soul (Essence only) for one month. A scroll in Black Speech, wrapped in a burlap bag, explains the procedure.

6.5 THE TASK

Rencil Opinella is recommending caution in dealing with the Orc presence in Haradruin. He knows that the Orcs need to be dislodged, but he is convinced that the Mordrekia do exist and are waiting somewhere to capitalize on any hasty moves. With his small force of Toll Guards, Rencil feels that he cannot afford to make any mistakes, if he is to deal with both threats.

Drel Saladi, on the other hand, is pushing hard for an immediate raid on the citadel to slaughter all of the Orcs and put this crisis behind the tiny toll town. Drel is offering a substantial bounty on the Orcs and good pay for any party of worthy warriors who can be coerced into signing up for the expedition.

Baradi Faran is the wild card element. His claims of knowledge about the ghastly creatures are disconcerting, but also hard to believe. The amount of caution a party of adventurers brings to this expedition may depend on how completely they believe Faran's tales.

The task is dependent on the ambition of the adventurers. A truly powerful party could probably take over the entire effort. They could then dictate a large reward from Drel Saladi, including possibly a favorable commercial recommendation to the Realm-master in Shrel-Kain, for satisfactory results. Since Drel has dismissed the idea of Mordrekia, proof of success might be as easy as a pile of Orc carcasses. It is possible that an expedition could invade Haradruin, slaughter all the Orcs, and never see a Gargoyle at all. Depending on the nature of the party, the Gargoyles might be perfectly willing to sacrifice their Orkish guests and remain in hiding. The Mordrekia would reappear soon after, but an unscrupulous party could be long on its way by then.

A more ethical approach for the adventurers might be to help deal with the Orcs, but also vigorously search for the mysterious Mordrekia. This strategy is sure to lead to potentially deadly conflict and a true resolution of Karfas' problems, one way or the other. In either case, the adventurers are free to take either an active or a passive role in the hunt. It is possible that the Orcs themselves may become allies—temporarily—if they discover the true nature of their situation.

6.51 STARTING THE PLAYERS

Anyone traveling on the Men-in-Araw (South Fork or main route), the Men Romen, the Men Dorwinion, or on the Donu, Uldonna, or Celduin Rivers may well have heard about the eerie attacks in Karfas. Word has spread fast and wide both because of the strategic location of the town and the spectacular and gruesome nature of the attacks. Calls for help have gone out. Also, rumors are spreading that the whole thing is a fake—a plot of the Dorwinrim Realm-master to tighten up toll collection by raising the apparent risk of travel on the main bypass trail. A party of adventurers may be drawn to Karfas through curiosity, hunger for reward, or to get to the bottom of the rumors. They may even have a genuine inclination to offer help.

Once in Karfas or Far Bank, it is a sure bet that any worthy party of adventurers will be approached by Drel Saladi or his agents to join in the expedition. As time is of the essence, the offer is likely to be desperate and generous.

6.52 AIDS

The contingent of Toll Guards commanded by Rencil Opinella is a formidable force in dealing with the Orc tribe at least. The Toll Guards are disciplined and dependable. Some are skilled, and all are at least well-equipped. Although there are some misgivings in the ranks about the rumors of the Mordrekia, the Toll Guards are likely to fight well at Rencil's command.

Baradi Faran's advice about the nature of the creatures is also at least partially valuable. If he is believed, his warnings about the Mordrekia's resistance to magic and to wounds inflicted from normal weapons could prove useful. Rencil Opinella believes the old mage at least to the point that he has dipped into Toll Guard funds to have all of their weapons especially silvered.

It is possible that the Ghnaznak tribe of Orcs ensconced in Haradruin may actually help to drive out the Gargoyles if they discover the situation and if the offer of a truce is made by the invading party of Men. The Ghnaznaks will be little more than sacrificial offerings. In the whole tribe, only Karghiz Dragjak and Wargiz Bakzur and their sergeants have magical weapons.

Other travelers may also respond to the rumors and the offers of pay and rewards while the adventurers are making up their minds about the proposed expedition. Depending on the amount of time that elapses and the judgment of the GM, this assistance could range from none at all to a significantly powerful party.

6.53 OBSTACLES

The first and most obvious obstacle to the success of the mission will be the resistance of the Ghnaznak tribe of Orcs currently infesting Haradruin. The Ghnaznaks are absolutely unaware of the presence of the Gargoyles and will naturally believe any attack on the citadel to be directed at them. Although they are not particularly powerful, there are a lot of them.

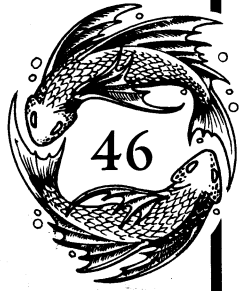
The Gargoyles will use the confusion of the Orc resistance to further their own aims. Although they have grown to like Haradruin, they are quite capable of leaving if the situation turns against them too severely. On the other hand, since they do not trust each other very much, they are unlikely to view Gargoyle fatalities with too much chagrin. The Gargoyles will do their best to hide among the ruined stonework and kill off members of the party that they view as important. After looting their victims for treasure (anything bright and shiny—silvered weapons for instance), they will return to hiding and await another chance. The Gargoyles are unlikely to attack large, coordinated parties, but they are quick and quite able to ambush single individuals who momentarily go scouting into corners or rooms on their own.

Drel Saladi will insist on accompanying any expedition that he helps fund to Haradruin. Drel will exert his influence to keep the focus of the operation on exterminating the Orcs. Naturally, he will dispute any alliance of the Men and Orcs against the rumored Mordrekia. If Saladi actually sees a Gargoyle, his reasoning will immediately change, and he will then become the foremost proponent of exterminating the Mordrekia. He will, however, disbelieve anyone else who claims to have seen one until that time.

6.54 REWARDS

Drel Saladi is offering to pay 2 silver pieces to each soldier who participates in a successful operation against Haradruin. Further, he will pay a bounty of 1 silver piece per Orc head—warrior, female or imp—collected. Considering the size of the Ghnaznak tribe, this amounts to a tidy sum of coin. In addition, Saladi is prepared to offer his recommendation to the Realm-master in Shrel-Kain for any party members who desire an interview for commercial opportunities—such as a coveted wine export license—in the capital of Dorwinion. These licenses can provide the basis for a profitable enterprise, perhaps a gentle retirement in prosperity for a worthy warrior or two who have done the Realm-master a service. In fact, all of Saladi's offers are on behalf of the Dorwinadan Realm-master so that success in this endeavor carries with it the good favor of the Dorwinadan government.





6.6 TABLES AND NOTES

6.61 DAYLIGHT ENCOUNTER TABLE

Chance (%)	25%	30%	20%	45%
Distance (mi)	.5	.25	5	.2
Time (hr)	3	4	6	.5
Daylight Encounter	Karfas	Far Bank	Arkran Forest	Haradruin
Rencil Opinella	01-15	01-10	01-02	01
Rencil & Toll Gds (1-8)	16-34	11-25	03-15	02-05
Drel Saladi	35-49	26-35	16	06
Baradi Faran	50-65	36-42	17	07
Muggers (1-2)	66	43	18-22	08
Muggers (3-4)	67	44	23-28	09-11
Muggers (4-7)	68-69	45	29-35	12-15
Villagers	70-89	46-70	36-50	16
River Workers	90-95	71-90	51-57	17
Karghiz Dragjak	-	-	58	18-22
Wargiz Bakzur	-	-	59	23-25
Ghnaznak				
Orcs (1-3)	-	-	60-63	26-30
Ghnaznak				
Orcs (4-6)	-	-	64-68	31-37
Ghnaznak				
Orcs (7-10)	-	-	69-71	38-45
Ghnaznak				
(1-3 + Wargiz)	-	-	72-75	46-55
Ghnaznak				
(4-6 + Karghiz)	-	-	76-81	56-65
Ghnaznak				
(7-10 + Both)	-	-	82-84	66-75
The Warrior	96	91-92	85-88	76-80
The Tracker	97	93-94	89-91	81-85
The Conjuror	98	95	92-93	86-90
The Talker	99	96	94-95	91-93
The Hider	00	97	96	94-95
Any 2 Gargoyles	-	98	97	96-97
Any 3 Gargoyles	-	99	98	98
Any 4 Gargoyles	-	00	99	99
All 5 Gargoyles	-	-	00	00

Note: See p. 92 for guidelines on using encounter tables.

6.62 NIGHT ENCOUNTER TABLE

Chance (%)	35%	40%	35%	75%
Distance (mi)	.5	.25	1	.1
Time (hr)	2	3	3	.25
Night Encounter	Karfas	Far Bank	Arkran Forest	Haradruin
Rencil Opinella	01-02	01-02	01	-
Rencil & Toll Gds (1-8)	03-24	03-08	02-10	01-07
Drel Saladi	25-27	09	11	08
Baradi Faran	28-31	10	-	09
Muggers (1-2)	32-35	11-15	12-16	-
Muggers (3-4)	36-39	16-21	17-23	-
Muggers (4-7)	40-45	22-29	24-30	10-11
Villagers	46-57	30-36	31-32	-
River Workers (drunk)	58-65	37-44	33-34	-
Karghiz Dragjak	66	45	35	12-13
Wargiz Bakzur	67	46	36	14-15
Ghnaznak				
Orcs (1-3)	68-69	47-50	37-42	16-20
Ghnaznak				
Orcs (4-6)	70-72	51-55	43-48	21-26
Ghnaznak				
Orcs (7-10)	73-76	56-60	49-55	27-34
Ghnaznak				
(1-3 + Wargiz)	77-80	61-65	56-62	35-44
Ghnaznak				
(4-6 + Karghiz)	81-85	66-72	63-70	45-54
Ghnaznak				
(7-10 + Both)	86-89	73-79	71-78	55-63
The Warrior	90	80-83	79-82	64-69
The Tracker	91	84-86	83-85	70-75
The Conjuror	92-93	87-89	86-88	76-81
The Talker	94-95	90-94	89-91	82-86
The Hider	96	95	92-93	87-89
Any 2 Gargoyles	97	96-97	94-96	90-94
Any 3 Gargoyles	98	98	97-98	95-96
Any 4 Gargoyles	99	99	99	97-98
All 5 Gargoyles	00	00	00	99-00

GM Note: Keep track of the Gargoyles and of the Ghnaznaks. Any of them that meet their fate in encounters away from Haradruin are not available to be encountered at the citadel.

6.63 GARGOYLE LOCATION AT HARADRUIN

Gargoyle	Nest	Perch or Hole	Anywhere	Meeting Room (#14)
Warrior	01-60 (#9)	61-80 (#17)	81-90	91-00
Tracker	01-45 (#10)	46-70 (#19)	71-90	91-00
Conjuror	01-80 (#22)	—	81-90	91-00
Hider	01-50 (#21)	51-70 (#4)	71-95	96-00
Talker	01-55 (#13)	—	56-85	86-00

GM Note: Roll for each Gargoyle before a party invades Haradruin. If a Gargoyle starts out anywhere, place him at your discretion but not in his nest, perch, hole, or the meeting room. They hide very well, even in occupied rooms.



6.64 NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Melee	Missile		Notes
						OB	OB	MM	
Rencil Opinella	6	95	Ch	35	Y	95bs	65lb	15	Dorwinadan Fighter. Leader of the Toll Guards. +15 magical broadsword; +10 high quality longbow (not magical).
Toll Guard Sergeant	5	80	Ch	40	Y	75bs	60lb	20	Dorwinadan Fighter. +10 magical broadsword; +10 magical longbow.
Toll Guards (8)	3	50	RL	25	Y	55bs	50lb	10	Dorwinadan Fighters. None have magical weapons; Rencil has paid for all of the broadswords to be silvered.
Drel Saladi	6	56	SL	15	N	45Ma	None	10	Dorwinadan Animist. Trade-master for Karfas. +10 magical mace. 18 PP.
Baradi Faran	6	48	No	5	N	10da	None	10	Dorwinadan Mage. Karfan Town Mystic. X2 PP multiplier Amulet of the Stones. Silvered dagger. 36 PP.
Muggers (1-7)	1	35	SL	10	N	40da/45ss	35da	15	Dorwinadan Fighters. Town Toughs. Proponents of random violence in fulfillment of the Curse of Fennil Dur-Zaran.
River Workers (1-5)	1	40	No	15	N	45cl	40da	20	Dorwinadan Fighters. Not necessarily violent, but usually drunk and argumentative.
Kharghiz Dragjak	4	60	Ch	25	Y	65sc	35sb	5	Orc Fighter. Chieftain of the Ghnaznaks. +15 magical scimitar.
Wargiz Bakzur	4	65	RL	25	Y	75ha	50sb	15	Orc Fighter. Would-be Chieftain of the Ghnaznaks. +10 magical hand ax. +10 magical short bow.
Ghnaznak Sergeants (2)	3	50	SL	25	Y	50sc	30sb	10	Orc Fighters. +5 scimitars.
Ghnaznak Warriors (16)	2	40	SL	10	N	35sc/35ha30sb/30sl		5	Orc Fighters.
Ghnaznak Females (8)	1	25	No	15	N	25cl	30da	10	Common Orcs.
Ghnaznak Imps (4)	0	10	No	20	N	15SmBi	10Rock	15	Orc Children.

THE GARGOYLES

All Gargoyles are immune to damage from normal weapons. Gargoyles cannot be stunned. They bleed at one half the normal rate. Normal weapons that have been silvered deliver one half normal damage. Magical weapons are fully effective. Gargoyles take critical hits one level below that indicated in severity ("E" becomes "D," "A" is ignored).

Name	Lvl	Hits	AT	DB	Sh	Primary/2ndary/Tertiary	MM	Notes
						Attack		
Drekeld	8	95	RL	40	N	(4)65MCl/85MBa/70MBi	40	The Warrior. 4 claw attacks, 1 tail attack, 1 bite attack. If a Bite critical is greater than "B," victim suffers from level 4 poison equivalent to rabies: 25% activities + 1-10 hits, eventual insanity and death unless successful Cure Disease spell is cast. Claw attacks inflict two criticals: Slash and Puncture. Tail inflicts Crush and Slash criticals.
Necimanig	6	75	RL	55	N	(2)45MCl/60MGr/45Wh	60	The Tracker. Ambush Rank 4 Grapple attack; if not, can also execute 55MBi. Tail acts as a Whip. Picks locks, disarms traps, picks pockets with his tail. Silent flight with tiny wings, big feet, seven finger hands.
Maijesk	6	50	RL	45	N	(2)35MCl/50MBi	30	The Conjuror. Random Spell user: 90 PP. Can use levels 1-10 despite his Level 6 status; any list completely at random as to selection and target. Immune to silver weapons. Glows faintly amber, large forehead, directional ears, large index finger, two-fingered tail. Cast spells 1 round faster.
Wensche	6	65	RL	50	N	(2)40MCl/75MGr	55	The Hider. Timid. Attacks from ambush using Grapple; if not, can 55MBi with a beaked mouth. Builds traps. Beak, climbing tail. Silent flight.
Logabath	7	80	RL	40	N	(2)55MCl/60MBi	40	The Talker. Natural mimic. Likes to create confusion through ventriloquism. Enormous directional ears, big eyes, reads lips, Mannish mouth.

GM Note: The Gargoyles are powerful, but undisciplined, unpredictable, and overconfident due to recent successes. They do not work together well. They are very chaotic. They do not always attack nor do they always kill if they do attack. Often they play with or torture their victims for fun. The temperament and actions of the Gargoyles should be adjusted to the strength of the adventuring party. Any "C" critical wound or better inflicted by the Gargoyles has a chance (01-20) of becoming infected, running a course similar to the 2nd level disease Angurth.

7.0 CARNAGE AT FORODIM

The Wine Land is sometimes perilous. The people of Dorwinion have held their homes and vineyards through countless years of strife, raids, and the senseless violence of their nomadic neighbors. Although the Dorwinrim would like nothing better than to live in peace and prosper through trade, aggressive peoples such as the Sagath and Asdriag have often had different aspirations. These Rhovanian raiders are not the only menace. Even more dangerous are the numerous Orc tribes of the Dark Lord. Roving at night and in secret, these marauding Orcs spread terror all along the borders of Dorwinion.

The lands of southwestern Dorwinion are especially at risk due to their sparse population. There is little help to be spared from Shrel-Kain for defense of these far flung outpost villages. Relatively small bands of Orcs from as far away as the eastern eaves of Mirkwood forest sometimes carry away whole villages, leaving little but smoking ruins to mark the former homes of their captives.

For years, the Realm-master in Shrel-Kain has surmised that these raiders sell their captives into slavery on the southern caravan routes. Or perhaps they are dragged into the blackness of the great forest of Mirkwood. Only the presence of the Éothraim settlements in the area lends any stability to the Dorwinion border. For the most part, the government in Shrel-Kain is powerless to stop the forays on the sparsely settled outer frontier. With the size of the Orc parties and the number of villages to protect, the Guards at the disposal of the Realm-master are spread too thinly to do more than sacrifice themselves in vain.

The most recent disaster struck the southwestern village of Forodim. This tiny settlement was located at the farthest reach of the Dorwinrim into the Rhovanion plains. It bordered the territory of the Éothraim. Forodim was a very recent settlement, having been established only several years ago. The tiny village relied on its harvest of grapes being shipped by wagon up the North Fork of the Men Romen to the central marshaling point of Far Bank near Karfas. From there the grapes were loaded onto barges and shipped up the Donu and the Celduin to the wineries in the Uldona River valley. Some of the grapes were sent from Forodim directly to the Deneral area by wagon. Forodim was near the head waters of the Sorna River, but the town has no boats or facilities for docks.

At harvest time, every able-bodied Forodim resident went to work in the fields or helped load grapes onto the wagons that made the tenuous passage to Far Bank or Deneral. Some of the villagers were then spared the labor of the fields to drive the wagons to their destination. Two young Dorwinadan lads named Sethrian and Mikel were among the lucky wagon crews this harvest. The youngsters accompanied three fully laden grape wagons north to Far Bank with an elder from the village. The older man had business for the town away at the Deneral wineries and entrusted the return of two of the wagons to Sethrian and Mikel. Swinging around the last bend in the rugged trail before home, the two youths beheld the saddest and most terrifying sight of their young lives—smoke curling into the sky from the spot where their village once stood.

7.1 THE RUINS OF FORODIM

There is not much left of Forodim. The market square is strewn with charred debris. Not a single building in the once picturesque village is completely standing. Several of the smaller structures have collapsed. In most cases, at least one wall is still upright, but smoke curls from every corner. Much of the wreckage is still warm and smoldering. The streets are choked with broken wood and scorched stones. There are a few bodies, mutilated and burned beyond recognition. Although the corpses are gruesome evidence to the violence of the raid, there were many more villagers in Forodim than lay accounted for in its smoking streets.

Sethrian and Mikel were overcome with grief and confusion. To the two youths, their plight seemed hopeless. They began the gruesome task of burying the bodies with grim determination. After a time, they were able to clear away an area to provide shelter from the coming night. In the morning they planned to clear the streets, but who would help them rebuild their homes? And how could the two young Dorwinrim avenge their families and friends against a band of raiders that overcame the entire village?

7.2 THE TALE

The night brought Sethrian and Mikel one small measure of hope. A patrol of three Elven horsemen from the Realm of King Thranduil far to the northwest arrived in the ruins of Forodim with two survivors and grim news. The tall Elven warriors recounted to the young Dorwinrim their encounter with a band of Orcs driving a large number of Men across the plains of Rhovanion towards the dark forest of Mirkwood. The wretched procession was headed straight for the lawless settlement of Strayhold. From that haven of bandits and slave traders, it is a mere jaunt to the dark forest and the horrors within. Some of the Orcs were mounted on Wargs, pushing their human captives to the edge of mortal endurance to reach the shelter of the thieves' town before they could be overtaken.

The Elves harassed and slowed the Orcs' advance several times. The fair horsemen were only driven off after they had slain one Orc and his Warg steed and rescued two of the captives. The Elves also wounded several of the Orcs from long range with their slender bows. The Orcs were in confusion when the Elves left and may have been forced to halt for some time to recover their losses and reorganize. The Elves rode to Forodim in hope of finding reinforcements, reasoning that concerned travelers would gather at the base of the towering column of smoke.

The survivors, an older man named Margran and a young girl called Garlana, tearfully recount the attack on the village. The Orcs came upon the village completely by surprise. The tribe attacked in the early hours of the morning and killed even those who could not defend themselves in the terrible blood lust that began the raid. First, the slaving Wargs ran loose through the streets, tearing apart any who could not get out of their way in time. The Orcs came shortly after, setting fire to thatched

roofs, wagons, and wooden buildings with their oily torches. They chanted a dire song of murder and maiming. Only when blood ran in the streets did the Orcs begin to beat and bind prisoners, whom they forced to drink vile spirits before herding them off towards the Men Romen, driving the hapless villagers like beasts.

Garlana is sure that one of the Orcs in charge of the raid spoke the name Dol Guldur before she swooned and was heaved onto a broad Orkish back. Both survivors are terrified and exhausted. Although emotionally drained, they are fearful for their friends and family who remain in the clutches of the Orcs. The girl is certain that the captive villagers are bound for the slave pits of the Necromancer's citadel of Dol Guldur. The news for Sethrian and Mikel is mixed. Mikel's father and brother, all the family he had, were killed. Sethrian's father, mother, and sister still live—facing a future of slavery and mindless torture in the hands of the Necromancer's cruel minions.

7.3 THE NPCs

SETHRIAN AND MIKEL

The young Dorwinrim fighters are barely out of their apprenticeship. They would be more of a liability than an asset in any fight with the Orc raiders. Still, great heart will not be denied, and it will prove impossible to prevent them from accompanying any rescue attempt. The young Dorwinrim are afraid, but also brave with desperation that breeds courage. At this moment in their lives, they feel that

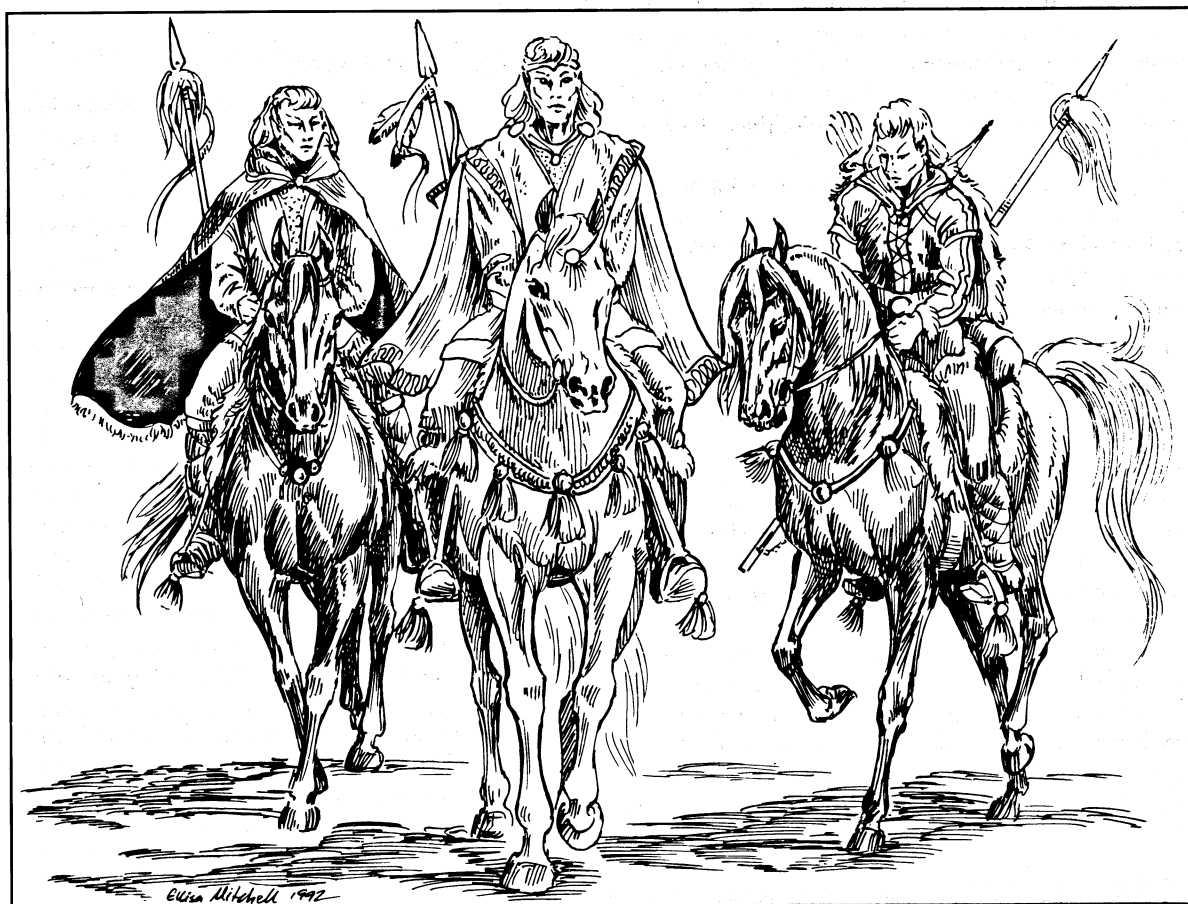
they have nothing to lose. They will make rash promises to any band of adventurers that is available to help rescue their relatives and friends, including an offer to serve as bodyguards or laborers for a period of time. Both are relatively skillful with the bow and the spear and they have the stamina and agility of youth. Because of the trauma the raid on Forodim holds for them, the pair are likely to be overly aggressive if they succeed in confronting the Orcs. They may become berserk.

Notable Skills: Public Speaking +15; Climbing +25; Riding +20. *Languages:* Logathig 5; Westron 5; Sindarin 3.

CARANFIN

The leader of the Elven horsemen who came to the aid of the Forodim villagers is a Silvan Elf known among his kind as Caranfin (S. "Red Hair"). He is somewhat unusual in appearance. His features combine the fair coloring of the Silvan Elves with red hair more common among some of the northern races of Men. He is heavy and well-muscled for an Elf and considered by many to be exceptionally attractive. As far as anyone knows, Caranfin is of pure descent. However, in appearance he is a unique Silvan Elf.

Caranfin is also unusual in his approach to his duties. He commands a scouting detachment for the light horse cavalry that King Thranduil deploys on the fringes of the plains of Rhovanion. It is a prestigious and sought-after assignment. Yet Caranfin routinely travels far from his assigned area on the scent of any trouble at all that begins





within his purvey, risking his Elves and his position on the merest of hunches.

The discovery of the raiding Orcs is a direct result of this initiative. Caranfin and his Elves are nearly a hundred leagues from their patrol area. They arrived in Forodim after chasing a slovenly band of raiding Orcs into a ruined castle near Karfas. Sheerly by chance and superior Elvish vision, Caranfin spied the towering column of smoke from Forodim's destruction. Riding toward this beacon of disaster, he then spied a column of dust out on the plains and took a chance. Once again, Caranfin was in the right place at the right time.

This initiative has propelled Caranfin to his current station, but has also gotten him into serious trouble with his superiors. A recent escapade put the Elf and his patrol in the path of a band of Asdriags who had kidnaped a merchant from Londaroth. Caranfin had been ordered by his commander to avoid provoking a battle with this band of raiders at all costs. The Asdriags were too numerous and fierce. Left alone, the commander reasoned, they might vacate the area. However, the merchant turned out to be an old friend of Thranduil's and Caranfin's daring and insubordinate rescue earned him the King's gratitude and a stay of disciplinary action.

Caranfin is accompanied by two other Elven horsemen, Istagol and Galvilya, both of normal Silvan appearance and outlook. They regard their leader as somewhat of an oddity, but they are loyal to him because of his valor and unique knack for success.

All three Elves are likely to be protective of the two Dorwinadan youths, Sethrian and Mikel, in an attempt to prevent them from throwing their lives away for nothing. The Elves will also not look kindly on any party of adventurers who take undue advantage of the rash promises the youths may make.

Notable Skills (all three Elves): Riding 40 (80 total on their Elven horses); Climbing 40; Leadership 25 (Caranfin); Tracking 40; Stalk/Hide 75. *Languages:* Silvan 5; Westron 5; Sindarin 5; Quenya 4; Logathig 4; Rohirric 4; Adûnaic 3.

THE REAPER

The Orc band is led by an impressive brute of an Uruk known to his followers as Dolgrist (S. "Headcleaver" or W. "The Reaper"). Spawned with a normal Orkish name, the Reaper is thought to have disgraced it at some point through some lapse in courage or Orkish etiquette. Perhaps he was nice to an imp. At any rate, he has spent a lifetime trying to make up for it through senseless brutality and random bloodshed.

Dolgrist is large even for an Uruk. He is vicious and treacherous in combat, having learned some very unfair tricks in his misspent youth. Just now, his disposition is even worse than normal since he sports an arrowhead from Caranfin in his left bicep. On top of wounding him and three others, the wretched Elves killed one of his Riders and a Warg. Most foul of all, the whole stampede was halted for almost half a day whilst stragglers were recaptured and his villains gathered together to staunch wounds.

The bleeding from his arm stopped hours ago, but the Reaper has only just begun to think about the many flavors of revenge he will enjoy should he ever come upon the red-headed Elf again.

The Orcs he leads are a renegade batch of deserters from the citadel of Dol Guldur. In recent months, they have been roaming the southwestern fringe of Dorwinadan settlements. The tribe picks off undefended homesteads and the smaller caravans. The Orcs then sell off their booty and captives to the highest bidders among the Variag slave traders who ply the South Fork of the Men Romen. The Variags have been cheating the Orcs out of fair value for their victims and plunder, but there is no honor among thieves and even less where Orcs are involved.

Now the Reaper and his grim band are ready to return to Dol Guldur. With luck, the Uruk leader believes he can make it as far as Strayhold without further mishap. Using several contacts he has amongst the less principled merchants in that lawless town, several of the newly acquired slaves can then be sold for needed supplies. Under cover of the eaves of Mirkwood, the remainder of the hapless victims can be driven south along the Men-in-Araw and the Orc Road to their final destination at Dol Guldur. Dolgrist dreams of the welcome he will earn for delivering an entire village full of peaceful Dorwinrim up to the gentle mercies of the Dark Lord.

Notable Skills: Persuasion 30; Riding 30 (on Warg, total 60 Riding bonus); Climbing 35. *Languages:* Black Speech 5; Orkish 5; Westron 2; Logathig 2.

7.4 THE TERRAIN

Forodim was founded in a range of rugged ridge lines near the head waters of the Sorna River. Although the setting would be ideal for river traffic, the village as yet has no facilities for boats or barges. It is near to the main road, the North Fork of the Men Romen, but isolated from the surrounding terrain by several stands of graceful oak trees and the rugged hills. Once out of the immediate environs of the village, the terrain flattens and permits fast going over gently rolling ground. A rough trail connects the grape growing settlement with the Men Romen.

7.4.1 THE ROADS AND TRAILS

Forodim is almost five hours fast riding on a good horse from the North Fork of the Men Romen—a distance of perhaps ten leagues. The rough trail leading out of the shattered village is narrow but mostly straight and more or less level. Once out of the immediate environs of Forodim, cover is scarce. A wagon covers the distance in perhaps eight hours. If a person were forced to run over this terrain, it might take about the same time, but it would not be pleasant.

It is apparent to anyone that the Orcs drove the villagers along the trail to the Men Romen. The vegetation on either side of the rough track is crushed and coated with dirt. There are tracks everywhere, and they all lead to the west. Items of clothing and other oddments are strewn at random intervals. There are several bodies, beaten to death.

Once a pursuing party reaches the Men Romen, it becomes a little more difficult to discern what has happened. An individual with some expertise at tracking (Easy, +20) may be able to discover that the slave drivers turned the captives northward, towards Far Bank. However, the Men Romen is a traveled road and it is progressively more difficult to separate fresh from stale evidence. Only a few leagues north, the Orcs veered from the Road and began to drive the Forodim villagers cross-country. This crucial point in the chase occurs just before a series of low cliff faces emerges from the Rhovanion plain, pointed straight at Strayhold and the forest of Mirkwood.

With Caranfin's help, an experienced tracker has a good chance to discover this change of direction (Medium, +0). The Elves have been through this area, but they were riding hard and are unsure of the terrain. There are some signs that may help. There was scuffling as everyone crossed over the Men Romen to run towards the cliff line. Moreover, it was at this point that someone attacked one of the Orc guards and was able to strangle him to death before being pierced by a Warg rider's spear. Both corpses were left in a gully at the western side of the Road, locked in eternal mortal combat.

If this point is passed unnoticed, the party will eventually encounter other travelers on the Men Romen as they enter the Deneral region and draw nearer to Far Bank. None of these stout citizens will have seen an Orc party driving a large contingent of slaves. It will soon be obvious to the Elves that the party has come too far. To reacquire the departure point from the Road will then be more difficult (Hard, -10), but still far from impossible.

7.42 THE PLAINS

Once the Orcs drive their captives onto the plains of Rhovanion they will purposely stick close to the rising line of cliff faces stretching away to the west. These escarpments are quite sheer in some places and provide opportunities for instant defensive positions. By driving the slaves into a box canyon and turning the Wargs to guard them, the Orcs can form a perimeter facing the plain. In such a redoubt, the marauders would be shielded from attack from all but the front of the ravine that is narrow, steep, and short. In truly desperate circumstances, the Orcs may release some or all of the slaves if it will help them to escape. More likely, the unfortunate Forodim villagers will become hostages.

As they draw nearer to Strayhold, the Reaper may direct his band across the plain straight towards the town. There is little cover in this direction except for the occasional stand of trees or network of gullies. If there has been any evidence of pursuit, the Reaper will prefer to stick to the cliff line. It is a longer route by many leagues, but much safer according to his Orkish cunning.

Once in contact with the merchants of Strayhold, the Orcs and their slaves are beyond the reach of a small party of rescuers. Slavery is an accepted tradition in this lawless settlement and fiercely protected by its shady practitioners. The Orc leader could convert his prisoners to hard currency on the spot in Strayhold. If Dolgrist decides to

continue his original plan, the dark forest of Mirkwood looms close by. Using the cover of the cliffs, the Orcs could easily drive their slaves into the forest on the Men-in-Araw. The same road also winds away south towards Dol Guldur under the very eaves of the Necromancer's evil wood. The Reaper and his band would have ample cover and the added menace of Mirkwood's inhabitants if this route were chosen. As a practical matter, if the Orcs make it to the thieves' town with their captives, Dolgrist will have won.

A TYPICAL CANYON

Along the ridge line stretching between the Men Romen and the sanctuary at Strayhold are many canyons cut back into the towering cliffs. These short, steep, and rugged little valleys were carved from the tough stone of the elevated plain by quickly coursing run-off water from ancient rainstorms. These canyons are ideal redoubts for the Reaper's band to turn on any pursuers. A typical canyon is described below.

1. The Plain. The Orcs are traveling close to the edge of the continuous line of cliffs that stretches out into the Rhovanion central plain. The canyons open up suddenly from the face of the sheer ridges. These defensive positions are only visible from a short distance away. Further out in the plain, the canyons tend to meld into the rugged appearance of the cliffs. Climbing the cliffs outside of a canyon is Sheer Folly (-50). Vertical walls rise up towards the elevated plain, in places leaning over the canyon floor beyond the vertical alignment.

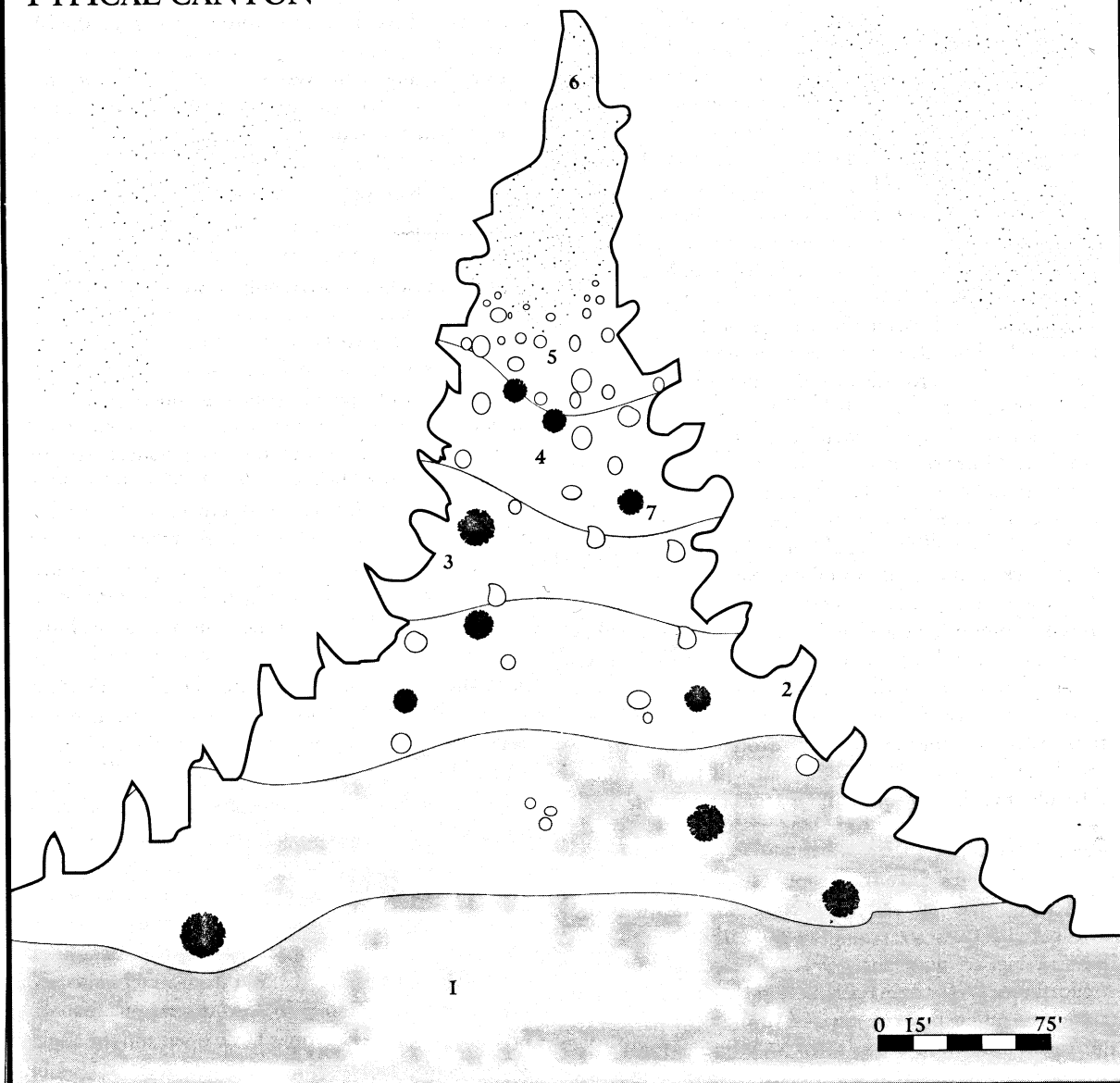
2. Rock Notches. Long slivers of stone have collapsed at apparently regular intervals, forming notches in the canyon walls. The rock notches channel rain water rushing over the precipice far above. This feature is a result of the underlying structure of the terrain in this area. The bedrock is prone to fracture along plentiful stress lines. A rock notch provides superb cover from attacks into or out of the canyon (+25 to +75, GM discretion).

At this point the canyon is fairly open and the angle of the cliff walls eases to as little as sixty degrees. Climbing is easiest at this position, if the objective is to ascend to the elevated plain and descend into the canyon again from the rear (-20 to -30, GM discretion). The cliff is between fifty and eighty feet in height and climbing covers perhaps ten feet every other round. Cover in a rock notch is good and there is an abundance of hand- and toe-holds, but the Orcs will be watching for climbers trying to outflank their position.

3. Narrow Section. At this point in the typical canyon, the rock notches on both sides are nearly parallel to each other. The angle of the canyon walls becomes more severe, nearing the vertical again as the tiny valley narrows. Climbing a notch in this area is more difficult (Absurd, -70) and the cover from annoyed Orcs is less good (+15 to +40, GM discretion). The canyon floor is rising so the distance to climb is between thirty and fifty feet.



TYPICAL CANYON



4. Small Boulders. The typical canyon is littered with small boulders. Most of them are large enough to crouch behind (+10 to +20 cover) without exposing too much vulnerable anatomy to opponents assembled in one location. The boulders are mostly too large to be used as missile weapons, but innovative Orcs may try to roll them from the higher, inner part of the canyon towards the lower outer parts. This type of attack would mostly be useful in forcing the rescuing party to vacate otherwise good cover.

5. Rapidly Rising End. As the canyon narrows, the floor rises rapidly until it is angled like a steep slope up towards the elevated plain. This is the most likely spot for the Orcs to stash their prisoners. Wargs will probably be assigned to watch the hostages from the wider portion of the canyon. In this way, stray arrows from the attackers might hit the prisoners, thus providing the Orcs with some additional protection. Caranfin's Elves, in particular, might balk at attempting difficult shots

at Orcs in the front line for just this reason. Footing is difficult here (-10 to -30 to all Moving Maneuvers) because the ground is composed of loose shale and many small rocks.

6. Root of the Canyon. A loose hill of small stones forms the root of most canyons in this part of the Rhovanion plain. The floor of the canyon rises almost to the elevated plain at this point. An intrepid adventurer who has climbed up to the high plain could quickly enter the back of the canyon (1 round, -10 to -20) in a controlled falling maneuver, sliding down the shale mountain.

7. Small Bushes. Many small bushes dot the landscape of most canyons. Water fall here is abundant, but too violent to allow for trees. Hardy, small bushes are able to survive the torrential downpours. These sparse bits of greenery provide limited cover (+5 to +15).

7.5 THE TASK

Depending on the strength and mobility of the adventurers' party, the task is to rescue the poor souls captured by the Reaper's band. Time is not on the side of the rescuers. Every league the Orcs drive the Forodim villagers across the Rhovanion plain is another league closer to their refuge in Strayhold and ultimately the dark forest of Mirkwood and the impenetrable stronghold of the Necromancer at Dol Guldur.

A strong, well-mounted party of adventurers may hope to attack the Orcs and secure the release of the villagers through armed combat. The safety of the captives will be in jeopardy through this approach. A less powerful but more stealthy party may stage a rescue by means of subterfuge. They will be ably assisted by Caranfin, master of the daring surprise assault. A weak party may only be able to harass and delay the Orcs' passage, perhaps while reinforcements are summoned from nearby Karfas and Far Bank, or from the Éothraim villages to the south.

The adventurers' task in any case is to help the Dorwinadan youths avenge and hopefully thwart the capture of their entire village. Returning the Forodim residents to their home without a bloodbath—except among the Orcs—should be the goal of all concerned.

7.51 STARTING THE PLAYERS

The burning and smoking ruins of Forodim should be beacon enough for any party of adventurers traveling along the western fringe of Dorwinion. Caranfin, with his superior Elvish sight, spotted the towering column of smoke from many leagues distance. Anyone journeying on the roads or waterways of western Dorwinion is apt to heed the evidence of disaster befalling fellow peaceful folk. The moving stories of Margran and Garlana, and the genuine emotional torment of Sethrian and Mikel, should be enough to convince any good party of adventurers that action is called for. In this part of Middle-earth, helping an unfortunate stranger is an honored tradition. After all, the next catastrophe may be your own.

7.52 AIDS

There are forces at work on behalf of the unfortunate Forodim villagers. Caranfin and his small patrol are on hand. Skilled in combat and mounted on fine Elven horses, Caranfin's Elves are a powerful combination of speed, endurance, and offensive capability. They might hold up the Orcs again independently, while the slower PCs catch up. Alternatively, the Elves can help in leading the party to the Reaper's band. Caranfin's patrol will engage the Orcs from horseback from a distance with their longbows. They will fight from horseback unless forced to dismount. The Elves are wary about the fate of the two Dorwinadan youths and will bend every effort to spare them from making a vain sacrifice. With their knowledge of the Orcs and the terrain, the Elves are the most potent allies the adventurers are likely to find.

Also on hand to help are the two Dorwinrim, Sethrian and Mikel. Although they are determined and relatively skillful, it is a fact that they are overmatched against the battle-hardened Orc raiders. The young fighters will

insist on accompanying any rescue attempt. If denied, they will pursue on their own and probably get into even more danger than if they came along in the first place.

Additional help may be available along the way. A party of Toll Guards from Karfas or a patrol of Border Guards from Shrel-Kain could join the pursuit if they are encountered en route. They could be persuaded to help. The Éothraim often sweep the area and would be glad to kill Orcs. Any group of good travelers may lend a hand—and a sword—if properly approached.

7.53 OBSTACLES

The Orcs themselves are the most formidable opponents of any rescue attempt. They are numerous, well-armed, skilled in combat, and led by a brute. Although fatigued by the marathon run from Forodim, the Orcs will be adequately prepared for all but the stealthiest and most clever rescue attempts. This band has successfully operated in the slave trade for some time. They are familiar with all varieties of desperate pursuers. Against an obviously superior force, the Reaper will use the hostages as bargaining pawns for safe passage of his rogues.

Some of the Orcs are mounted on Wargs. In addition to being superb steeds, the Wargs are if anything more deadly than the Orcs they carry. The huge and evil wolf spirits are nearly intelligent and can follow complex commands. They are quite capable of guarding the captives while the Orcs turn and defend the mouth of one of the numerous canyons along the way to Strayhold. Moreover, the Wargs are the only opponents the Elven cavalry truly fear. The huge canines make the proud Elven warhorses as skittish as yearling colts.

Time and distance are also against the adventurers. The relative sanctuary of Strayhold is a scant three score leagues as the Creban flies. Driving the captives as fast as they can go, filling their bellies with Orc spirits, using the whip as often as possible, and killing all the stragglers, Dolgrist is betting his band will see Strayhold by noon of the third day. Nearly a day behind, the adventurers have miles to cover before they can close with their enemy.

7.54 REWARDS

The rewards for action of this kind are slim and not made of precious metal. The poor villagers, although grateful beyond words for any attempt to save them, are in no position to offer any financial incentive. Sethrian and Mikel will make extravagant promises of service, but they are only in the first blush of youth and not very useful to a party of adventurers.

Perhaps the greatest reward will come to those who least look for profit. Caranfin is currently in great favor with King Thranduil. Depending upon his impression of the adventuring party, Caranfin is in the position and may be of the mind to recommend them to Court. In this part of Middle-earth, the good regard of King Thranduil brings many kinds of trade and military privileges. Of course, if the Reaper is slain, his bag of booty will be some small reward for an altruistic soul. Maybe even enough to rebuild a burned out village.



7.6 TABLES AND NOTES

7.6I ENCOUNTER TABLE

Chance (%)	35%	25%	30%
Time (hr)	4	4	4
Encounter	Men Romen & Forodim	Cliffs On Plains	Near Strayhold
Rencil Opinella & Toll Guards*	01-10	-	-
Konnul Condreta & Mercenaries*	11-15	01-05	01-05
Éothraim Patrol	16-25	06-20	06-10
Another Silvan Patrol*	26-30	21-23	-
Orcs†	31-45	24-50	11-25
Bandits†	46-55	51-55	26-60
Wolves (See 7.66)	56-60	56-80	61-75
Common Travelers†	61-90	81-90	76-90
Special§	91-00	91-00	91-00

* See the NPC Table 7.67.

† See the Master Military Table 11.4.

§ A Special encounter may constitute any group of characters at the GM's discretion that may help or hinder the chase. For example, a random party of PCs from the Player Character Chart may be encountered on the Men Romen. If mounted, these individuals may be of great help. If on foot, they may create more problems than they are worth. Any special group of guardians or foes or notable figures may also be encountered under this result.

Note: Due to the nature of this situation, encounters have been limited and simplified. Distance is not a factor. Every four hour period brings the chance for an encounter. Given that the adventurers' party will be mounted and moving at full speed, unwanted meetings in daylight should be easy enough to avoid. Night time encounters could well be a different story.

Mostly harmless encounters with the more docile life forms of the plains have been purposely removed to reflect the speed of the racing rescuers. The basic chance of encounters is unchanged so this results in increasing the chance of dangerous encounters. This reflects the fact that the adventurers are moving along at full speed.

Encounters should also be rolled for the Orc slave drivers. For the Orc band, all encounters should be ignored except for Konnul Condreta, the Éothraim, and the additional Silvan patrol. Through grim experience, all other Men, Orcs, and creatures of the Rhovanian plains will avoid the slave drive.

Note: If Rencil Opinella was killed or wounded while fighting the Gargoyles of Haradruin, he will not lead the Toll Guards to the Forodim villagers' rescue. Likewise, if the Toll Guards were wiped out. Either someone else will take over, or the Toll Guards will not be encountered, at the GMs discretion.

Once help of any kind is encountered and successfully enlisted, do not allow any further assistance. Treat all future encounters with helpful forces as no encounter.

7.62 USING THE MAP

The map entitled "The Chase" reflects the actual and expected progress of the parties involved in the plight of the hapless Forodim villagers. Each party is tracked in four hour increments and coded for identification. The legend notes the distance each group can cover in a single period. Although rates through open country have been shown, where the parties are on roads or trails, the higher road movement rates have been used.

The chase begins at the point where Caranfin and his Elves made first contact with the Orc slave drivers. After the battle, the Orcs and their slaves were stalled for half a day, as shown by the first 3 four-hour increments being noted in the same spot. While the Orc band was getting things back together, Caranfin and his Elves rode off for the plume of smoke rising over Forodim to get help. Caranfin reached Forodim at the end of the third increment—concurrent with the Orcs preparing to move out back on the Plains.

If the party can be quickly gathered at Forodim, they start in increment number 4. If Caranfin is sent out ahead of the party, he and the Elves should catch the Orcs at the end of the 8th increment along one of the cliff faces. If Caranfin is kept with the party—assuming the party moves at normal mounted speed—the chase will pass the decision point marked on the map. At this point, the Orcs have to decide whether to stick with the cliff line or veer off and take a less direct route that features a road. Using the road means getting to Strayhold eight hours sooner, but foregoing the safety of the cliff line and its many canyon redoubts.

What the Reaper decides is anyone's guess. It depends largely on if he has seen pursuit in the distance (Extremely Hard, -30, static Perception maneuver) and whether the drive has been going well: If the Orcs have been attacked a second time by Caranfin and driven him off, the Reaper will absolutely stick to the cliff line. If he has seen nothing since the first battle, he may flip a coin to make his decision.

The increments marked on the map are intended as a guideline. The parties must make Moving Maneuver rolls to determine their progress. They may exceed the average speed as posted on the map or they may lag behind. If the adventurers elect to keep Caranfin with them, they must successfully track Dolgrist's band at the decision point (Hard, -10) to continue the pursuit in the proper direction. If the tracking maneuver is unsuccessful, they may guess which way to go. If they fail to track successfully or if they guess wrong, it is probable that the Reaper will make it to Strayhold unmolested.

Timing may also be important, since the character of a night time attack is apt to be different than if the slave drivers are caught during the daylight hours. The following chart summarizes the situation.

THE CHASE: DAY OR NIGHT		
# 4-hour Increments	Time of Day	
1,2,3	Night	
4,5,6	Day	
7,8,9	Night	
10,11,12	Day	
13,14,15	Night	
16,17,18	Day	
19,20,21	Night	
Note: The end of period 3 is becoming daylight; the end of period 6 is growing dark; and so on.		
THE CHASE: SIGNIFICANT EVENTS		
Significant Events	Actual or Expected Period	Day/ Night
First contact	1	Night
If Caranfin is sent ahead to make contact	8	Night
Party catches Orcs on the road	14	Night
Party catches Orcs near cliff line	16	Day
Note: It is best if the existence of the road leading away from the cliff line is merely mentioned. If the party reasons that the Orcs may have taken the road, then they may attempt to track. Perceiving the trail is a Routine (+30) static maneuver.		

7.63 MOVEMENT

This table summarizes the movement potential of the parties. The adventuring party may be faster or slower than normal, depending on their mounts.

	Open Road	Open Country	Mov M	Bonus
Fast Ride (Caranfin)	36	27	Light	Avg. +80
Fast Ride (Normal)	25	18	Easy	variable
Jog/Walk (Orcs & Slaves)	15	12	Routine	+10

The table presents the distance covered in miles per 4 hour period. The Orcs and their captives are capable of sustaining a Jog/Walk pace all the way to Strayhold. Driving unwilling slaves is Routine to these Orcs. Likewise, galloping the plain is merely a light maneuver for Caranfin and his experienced cavalry.

Fast Riding on the part of the rescuers requires a Moving Maneuver roll every four hours, which may reduce or increase the distance covered. Modifications and possible results are presented below.

MODIFICATIONS	
Riding skill bonus	+variable
Quality saddle, etc.	+variable
Greater warhorse	+30
Lesser warhorse	+15
Elven warhorse	+40

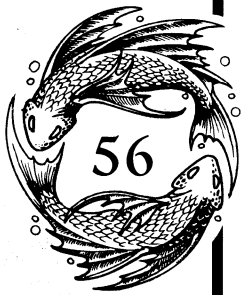
7.64 COMBAT

After the first attack, the Reaper came to the conclusion that the best way to deal with the Elves was to attack them aggressively with his Warg riders. If Caranfin reappears alone, the Reaper will keep the slave drivers moving along the cliff line and direct his canine cavalry to charge the Elves and drive them off. Caranfin is unlikely to press his attack in the face of determined Wargs, but he may prevail if his Elves can seriously wound the giant beasts before they close to lethal range. Failing this, Caranfin may try to circle to the front and head off the slaves, but the Wargs are only marginally slower than the Elven horses. Caranfin will not press his attack to the point of taking casualties.

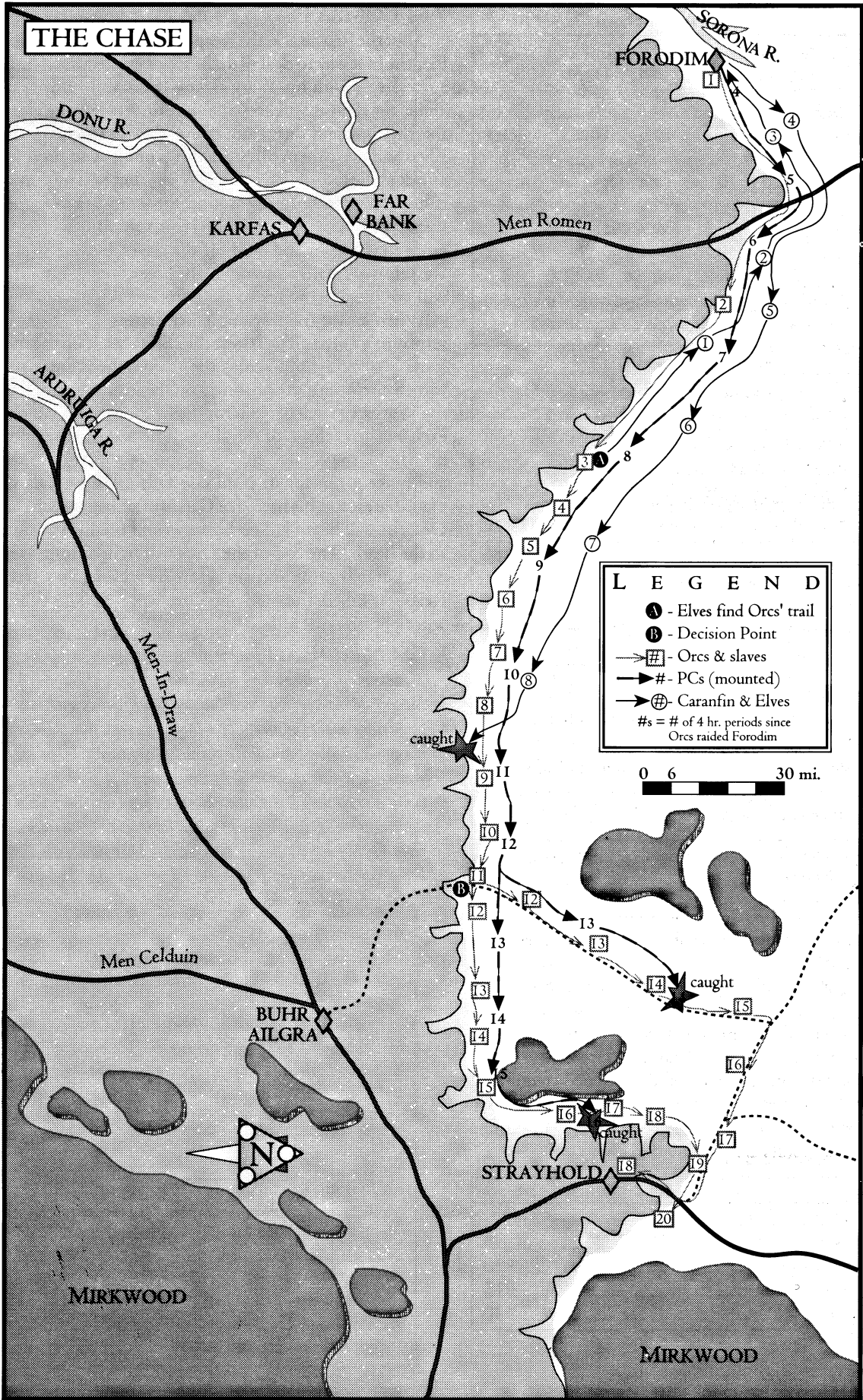
When and if the rescuing party arrives, Dolgrist will retreat to a canyon if he is near the cliff faces. If on the trail leading to Strayhold across the plains, the Reaper will form a circle with the prisoners on the inside, guarded by the Wargs. He will bargain for the freedom of his band in exchange for release of the slaves. If he is near enough to Strayhold, the Reaper may appropriate a Warg himself and make a run for it. If all else fails and he is left no plausible escape, his hatred of Caranfin's Elves is such that Dolgrist will begin killing hostages and finally will fight to the death. The rest of the Orcs will fight as long as he does, but may break and run before their leader dies. If the Reaper is killed, the surviving Orcs will flee. The Wargs will fight on until killed.

GM Note: Mounted combat involves assigning a Moving Maneuver difficulty ranking to any course of mounted action. A Moving Maneuver roll, modified by riding bonus and any bonuses for quality of mount or riding equipment, is made. The maximum Riding bonus that a character may have is 10 points greater than that character's Agility bonus. The total Riding bonus also includes modification due to the horse and any special equipment, which is in addition to this limit. 100 is subtracted from the Moving Maneuver table result. That number is the bonus (or subtraction) from mounted combat. The Mounted Combat bonus is in addition to the normal Offensive Bonus.





THE CHASE



7.65 THE REAPER'S DIRTY TRICKS

The Reaper has been working on some "unfair" tricks in combat. One maneuver (Hard, -10) is to reach quickly down and throw dirt up into his opponent's eyes. This is in place of an attack, but if he succeeds his foe must save versus a 5th lvl attack (use RR table) or be at -20 for 1 rnd/5 pnts failure, and be unable to attack at all for 1 rnd.

Another of Dolgrist's tricks is to throw up his hands at an opportune moment and feign surrender. He is very good at persuading foes that this is what he is doing since he has been practicing the phrase: "No kill me!" in the Common Tongue. Occasionally, he also tries "Uncle!" just for variety. He will only attempt this if he is a short distance from his foes, because the catch is that his scimitar—which he will convincingly throw down—is attached to his wrist by a leather thong. He has been working on snapping this thong so that his weapon literally flies back into his hands when his opponents relax. Foes must make a Resistance Roll versus a 3rd level

attack (use Resistance Roll table) or be Surprised (DB -20) and lose the initiative for 1 rnd/5 pnts of failure.

Finally, the Reaper has been working on the oldest trick in the book. Comically rolling his eyes, he looks entranced over his opponent's shoulder—always defending himself or attacking normally—and winces a bit, as though someone were about to strike his foe from behind. It is an old trick, but no one expects an Uruk to try something like this. Resist versus a 1st level attack, or the Reaper gets a Flank Attack (+15 to his OB).

Any Presence bonus possessed by Dolgrist's foe is used as a modification directly on the Resistance Roll table.

The Reaper uses Asp Venom as a poison coating on his scimitar. He smears it on so thickly that it is good for two attacks instead of the normal one. He has also dipped his arrows in it, but he is a poor shot and unlikely to hit anything. As a rule, in combat against mounted foes he shoots for the horses, believing them easier to hit. Dolgrist particularly detests Elven horses.



7.66 BEAST TABLE

Type	Lvl	#	Size/ Enc Crit	Speed	Hits	AT	DB	Attacks	Notes
Wargs	8	4-20	L/I VF/VF	180	SL	60	75LBI/60LCI		
Wolves									
Dire	4	2-20	L/I VF/F	80	SL	45	75LBI/45MCI		
Grey	3	2-12	M F/F	110	SL	30	55LBI/30MCI		
Red	5	2-20	M VF/F	130	SL	45	70LBI/55MCI		
Elven Warhorse	10	1-2	L/I BF/VF	180	SL	60	95MCI/80MTs/75MBi		+40 to ride.
Greater Warhorse	6	var	L/I F/F	180	SL	45	85MCI/70MTs/60MBi		+30 to ride.
Lesser Warhorse	5	var	L VF/F	150	NO	50	65MCI/50MTs/50MBi		+15 to ride.
Riding Horse	4	var	L F/F	120	NO	40	40MCI/30MTs/40SBI		
Wild Horse	4	1-20	L F/F	120	NO	40	40MCI/30MTs/40SBI		-20 ride until tamed.

Note: If Wolves are encountered in Table 7.61, there is an equal chance that they will be Dire, Grey, or Red.



7.67 NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Melee OB	Missile OB	MM	Notes
Sethrian Jordalla	I	38	SL	35	Y	45bs	40lb	20	Dorwinadan Fighter. +10 broadsword. In combat, require RR vs 1st level or go "berserk"—attack without parry in suicidal rage. He has a riding horse from the wagon.
Mikel Athello	I	35	RL	25	Y	50sp	25sl	10	Dorwinadan Fighter. +10 spear. In combat, require RR vs 1st level or go "berserk"—attack without parry in suicidal rage. He has a riding horse from the wagon.
Caranfin	6	95	Ch	90	Y	115ML	110lb	30	Silvan Elf Fighter. +15 chain mail, +15 shield, +15 mounted lance, +10 long bow, Elven horse is +40 to riding bonus (+80 total).
Istagol	4	75	Ch	60	Y	95ML	90lb	25	Silvan Elf Fighter. +10 chain mail, +5 shield, +10 mounted lance, +10 long bow, Elven horse is +40 to riding bonus (+80 total).
Galvilya	4	85	Ch	55	Y	100ML	85lb	20	Silvan Elf Fighter. +10 chain mail, +5 shield, +15 mounted lance, +10 long bow, Elven horse is +40 to riding bonus (+80 total).
Forodim									
Villagers (37)	2	50	No	10	N	—	—	10	Ragged, worn out, half run to death, full of Orkish spirits, incoherent.
Rencil Opinella	6	95	Ch	35	Y	95bs	65lb	15	Dorwinadan Fighter. Leader of the Toll Toll Guards. +15 magical broadsword; +10 high quality longbow (not magical). Lesser warhorse, total riding bonus +50.
Toll Guards (4)	3	50	RL	25	Y	55bs	50lb	10	Dorwinadan Fighters. Riding horses, total riding bonus +25.
Konnul Condreta	4	80	Ch	50	Y	90ML	65lb	20	Éothraim Fighter. Son of Krulla Condreta (see Man-wolf of Galgorin), leader of mercenary contingent of the Realm-master's Border Guards. Greater warhorse (total +75 to riding bonus), +20 OB additional from horseback, +10 chainmail, +10 mounted lance. Encountered via Table 7.61.
Mercenaries	3	65	RL	40	Y	60bs	50sb	15	Fighters. All have riding horses. See Konnul Condreta.
Éothraim Leader	7	90	Ch	35	Y	100ML	70sp	10	Rohir Fighter. Greater warhorse, total riding bonus +90. Encountered via Table 7.61.
Éothraim									
Warriors (8)	4	70	Ch	30	Y	85sp	60sp	10	Rohir Fighters. Lesser warhorse, total riding bonus +70. See leader.
Silvan									
Elf Patrol (3)	5	75	Ch	55	Y	90ML	85lb	25	Elven Fighters. Elven warhorse. Total riding bonus +80. Encountered via Table 7.61.

THE ORCS

These statistics represent the Orcs' abilities after running as far as they have and under the influence of their stimulants. No further adjustment is needed for their exhaustion.

Dolgrist	9	124	Ch	75	Y	105sc	65sb	30	Uruk Fighter. "The Reaper." Dirty tricks (see 7.65); his Orcs break if he is killed. +15 chain mail; +10 shield; +25 scimitar, coated with Asp Venom (poison level 5). Carrying a leather satchel with 9 gems worth 10-50 gp each plus 2 mithril pieces, 92 gold pieces, and a Brooch of Hiding (+50) which he does not trust. Satchel kept absolutely secret.
Warg Riders (4)	5	85	Ch	40	Y	95sc	75sb	25	Uruk-hai Fighters. Each rides a Warg, total riding bonus of +60. The Warg also attacks full strength with rider. One of the original 5 Orcs and Warg was killed by Caranfin's Elves — +20 OB versus these or any Elves, but -10 DB.
Orc Warriors (11)	3	60	RL	30	Y	70sp	65sb	20	Fighters. -25 to all activity if daylight.
Orc Warriors (3)	3	35	RL	30	Y	70sp	65sb	15	Fighters. Wounded in first attack, -25 to all activity if daylight.

8.0 THE WOUNDED DRAKE

The minds of the Dorwinrim are seldom touched by thoughts of Dragons. Dorwinion is comfortably south of the favored territory of the Ancient Worms away north of the Ered Mithrin. Also, there are many settlements to tempt a Dragon's palate between the Land of Maidens and the frosty steppes of the Withered Heath. Moreover, the Dorwinrim are content with commerce as a way of life. Adventure is exciting, but not so much so that a Dorwinadan would be likely to risk his daily comfort for it. However, under the right conditions, the pursuit of profit can overcome geography and good sense. In the small northern Dorwinion village of Pardfan, the circumstances are about to become right.

8.1 THE INN OF THE THIRSTY CAMEL

Pardfan is located on the banks of the Celduin River at its confluence with the River Athorn. The Men Dorwinion passes through Pardfan on its way from Rhovanion to Riavod, Shrel-Kain, and the Sea of Rhûn. Over the years, Pardfan has grown into a comfortable little roadside stop for tired and weary travelers. The several inns in Pardfan cater to the merchants who journey the Men Dorwinion. The river bargemen who ply the Celduin are also good customers. The best of these establishments is the Inn of the Thirsty Camel. At the Camel, all the gossip of the Road and River can be heard for the price of a glass of excellent Dorwinion wine or a mug of the stout local beer.

The patrons of the Thirsty Camel are buzzing with the latest news from the north. A Lossadan Ranger just returned from an extended hunt reports that a mighty Cold Drake is in dire straits. Eldran the Frigid has been severely wounded and forced to flee his ancient hole. Bested in a fierce territorial struggle with a younger and more vigorous Drake, the mighty Eldran has fled from the icy reaches of the far North. The solitary and taciturn frontiersman claims that the greatly weakened Worm has taken up refuge in an ice cave on the southern fringe of the eastern spur of the Iron Hills, a scant seventy leagues from Pardfan. In hushed tones, the Lossadan relates that he has seen the monstrous Cold Drake with his own eyes. Although he lives, Eldran is badly hurt and vulnerable.

The Ranger testifies that the Great Worm is now partially paralyzed on his right side and blind in his left eye. Extensive damage to his head has cut his hearing down to human proportions and his balance is impaired. Eldran is now prone to soundly sleeping for long periods as his aged body attempts to repair itself.

Although the Drake detected the intrusion of the inquisitive Lossadan, Eldran was too weak to challenge the lone Ranger or even to raise his head far from the icy floor. The Great Worm was obviously wounded. Great



pools of icy blood covered the cave's cold floor. The Ranger stepped in some and his boot boiled. The gouges and partially healed tears in the ancient creature's armored hide were visible from twenty paces. Man and Drake regarded each other in uneasy silence until the Lossadan abruptly departed to summon help.

The Pardfan residents are excited by the potential for profitable slaughter that the Drake's current plight represents. Many fine craftsmen pass through Pardfan on their way to destinations throughout Rhovanion, Dorwinion, and the mysterious East. The locals are therefore well aware of the legends concerning the mythical properties of the physical bodies of Dragons. Eldran was once one of the most powerful Cold Drakes in the North. Now that he is hurt and vulnerable, the Pardfans are anxious to bring his slaughtered carcass to town for harvesting. The town's weapons' makers have begun to tell of the wealth that could be had for armor made of Dragon hide, bows constructed of Drake horn, and magical ingredients concocted from the internal organs, blood, and brain of a recently deceased Worm.

If Eldran could be properly harvested, Pardfan might even be able to attract its own Mage. Such a coup for the small town could spur trade in exotic and expensive magical goods. A consortium of Pardfan merchants might be made wealthy by outfitting a successful expedition. The revelers at the Thirsty Camel are convinced that this is the opportunity to put their village on the map!

8.2 THE NPCS



CHOSUM DREAR

The Lossadan Ranger with the startling news from the North is a quiet and surly individual named Chosum Drear. Normally content to remain in the background, he has been unable to contain himself after his discovery of the wounded Drake. Since spilling the news at the Thirsty Camel, Chosum has been the center of attention. This is a new experience for the hard-bitten Ranger. Pardfans are buying him food and drink and hanging on every word he has to say. Since his command of the common tongue is not great, this has lasted quite awhile. Eventually, Chosum managed to forget that he never really got a good look at the Drake's wounds. In fact, he never actually stepped in the blood, but he is sure that he saw some—or at least a glaring, liquid sheen on the floor of the cave, whatever it might have been.

On the long and solitary trip to Pardfan, Chosum was able to convince himself of many things. He was courageous to look in the cave, no matter that he did so only briefly. The Worm was certainly wounded, or why did it not follow him forth and devour him? At a village on the way to Pardfan where he spent the night, Chosum heard a tale of two Drakes who had fought on the Withered Heath just a fortnight ago. This is an unusual occurrence among Worms. One was thought to be Eldran the Frigid, the other an unknown Younger Worm. Surely it could not be mere coincidence! A large party of stout warriors could certainly defeat the beast now—so long as he himself could guide them there, collect his fee, and remain comfortably in the background.

Since his heroic welcome at the Thirsty Camel, Chosum has been unshakably confirmed in his version of events by all the attention he has received. A careful listener may discern contradictions in his description of the Drake's wounds. As Chosum gets more excited he speaks more quickly and less carefully. Occasionally he lapses into his native Labba. A linguist who kept his knowledge of Labba secret would quickly learn how little Chosum really knows for certain.

A clever person might even question how the Lossadan could know that Eldran was wounded by another Drake. Someone may doubt that he could know that the wounded Drake in the cave was in fact Eldran. To all of this Chosum Drear will reply that he knows what he knows. He will claim to have witnessed the confrontation and to have recognized Eldran. In the end, he will admit the truth that he only surmises what has happened. Chosum will not relent on his description of the Dragon's wounds or his inspection of the Worm at close proximity. Since most of the Pardfans enthusiastically want to believe his story, it will take a determined and cautious adventurer to worm most of the truth out of the gruff Lossadan.

Chosum is short even for a Lossadan and decidedly muscular. He is unshaven and generally unkempt. After a month in the wilderness, he is not the most pleasant bar room companion. Still, although he is quiet and normally reserved, there is a magnetism about the Ranger that helps

people to believe what he says. Like most of his people when they wander to civilized lands, Chosum is a man of few words. He is used to being listened to and obeyed when he speaks.

Notable Skills: Persuasion +25; Tracking +45; Appearance (24); Perception +30; Climbing +40. *Languages:* Labba 5; Westron 2.

VOSCA AND FORLET BELLIA

Vosca and Forlet Bellia are the weapons' makers of Pardfan. Exiled many years ago from service with the Guards at the Realm-master's citadel in Shrel-Kain, the brothers have made a good living in Pardfan. The location is superb for reaching those who will soon be traveling in dangerous places. Combined with their acquired skills in forging, fletching, and smithing, the ability of the Bellias to sell anything to anyone has stood them in good stead in the weapons' trade.

Vosca and Forlet were drummed out of the Guards for trading on their military positions to force better bargains on unwilling partners. This is not so much a crime in Shrel-Kain as it is an established way of doing business. The real reason the Realm-master had them removed is that the brothers were dabbling for resale in commodities that seemed too esoteric for comfort. The Bellias have many friends that are practicing Mages of dubious character and intention. Also, they were leaning on merchants who turned out to be personal friends of the Realm-master's mistress. Vosca and Forlet never tire of explaining the details of their unfortunate military careers. Except for the expense and potency of the goods they extorted from the exotic Eastern traders, the Bellias do not embellish the story.

It is this experience which has brought the Bellias into the forefront of the current debate. Vosca contends that with the help of an Alchemist he knows from Shrel-Kain, he can fashion armor from Drake hide that will be worth a vast fortune in gold pieces. This is provided that the Drake can be slaughtered, and also that the Worm is old enough and that his hide can be brought to Pardfan reasonably intact. Forlet is more interested in the Dragon's horn. With the intact horn of a Great Worm, Forlet believes he can construct several long bows that will fetch a phenomenal price. Both brothers are enthusiastic about a plethora of internal body parts that can be used in one magical rite or another, or sold for a tremendous profit in Shrel-Kain or across the Sea of Rhûn.

Vosca and Forlet are of similar size and build. They are both tall for Dorwinrim, but stout of build. Vosca has dark hair, a mustache, and a devilish gleam in his eye. He is considered quite a catch among the younger ladies of Pardfan. Forlet has lighter hair, a full beard, and is more reserved, especially around women.

Notable Skills: Fletching +95 (Forlet); Leather working +85 (Forlet); Smithing +105 (Vosca); Persuasion +20; Public Speaking +45; Sales +75. *Languages:* Logathig 5; Westron 5; Varadja 4; Haradaic 3; Quenya 3.

BIARDA JAMPETT

A visitor to Pardfan has been involuntarily drawn into the discussion of the plight of Eldran the Frigid. Biarda Jampett is a Scout in the employ of the Realm-master in Shrel-Kain. As an active Guard in good standing she could not let stand the cynical remarks of the Bellia brothers about her military superiors when it was suggested by the Camel's owner that the whole expedition be turned over to the Guards. The Dorwinadan Scout has a short temper and the ensuing scene was not pretty.



Some years ago, Biarda was assigned to scout a wilderness area far to the north of Pardfan to determine the strength and intentions of the Lossoth who lived there. In the course of her journey, she learned all about Lossoth culture and picked up considerable fluency in Labba. She is worried about the undertones of what she has heard from Chosum when he lapses into his native tongue. Because of the squabbling and demeaning remarks of the Bellias, no one at the Thirsty Camel will now take her seriously.

During her sojourn in Lossoth territory, Biarda accidentally confronted a live and healthy Cold Drake in its natural environment. She escaped with her life because of good foot speed, the ability to hide quickly and well, and the recent superbly filling meal enjoyed by the Drake. Although a wounded Drake is a possibility, Biarda does

not believe Chosum's story and fears that the whole party of Dragon harvesters will be prey rather than predators.

Since her encounter with the Cold Drake, Biarda has become a student of the art of illusion. With practice and diligent research in the magical arts, she has learned how to project the illusion of the sound of a Drake's bellowing challenge and also a stationary visual image of a Cold Drake. This is the same Drake that almost ate her—its features are indelibly engraved on her memory. Since Drakes operate largely by smell, Biarda has been working lately on the illusion of male Drake scent, which she also remembers quite well. This same line of inquiry has led her to the ability to make herself invisible, which she quite likes. As a last guarantee against facing another enraged Drake defenseless, Biarda recently cashed in her life savings to purchase a single arrow of Dragon Slaying from a shriveled old man in Shrel-Kain. She devoutly hopes it works as advertised.

Biarda is of medium height for a Dorwinadan. She is well-muscled and built solidly, but is pretty and quite feminine. She has long dark hair, dark eyes, and a dazzling smile, which will not be much in evidence at the Thirsty Camel. Biarda is intelligent and possesses a quick and subtle wit. She can be persuasive, but does not know how to do so without encouraging confrontation.

Notable Skills: Persuasion +25; Perception +30; Climbing +35; Tracking +40; Stalk/Hide +70.
Languages: Logathig 5; Westron 5; Labba 4; Orcish 3. *Spell Lists:* Illusions.

ELDRAN THE FRIGID

The Great Worm in the ice cave is in fact Eldran the Frigid. However, the extent of his injuries has been exaggerated. Eldran was involved in a battle with a Younger Worm and unceremoniously tossed from his ancient hole. The Younger Worm was in fact one of his spawn and Eldran could not bring himself to fight with his full vigor. Ashamed and listless, he wandered about the mountains and hills for a time and finally decided to head south in search of a conveniently warm place to rest his weary and injured bones. Eventually he found the cave, which suited his needs quite well. Eldran is exhausted and he has sustained some serious wounds.

His ungrateful progeny successfully mauled his right side and his hoary old head. Eldran, were he able to think in such terms, would likely conclude that he has a concussion. The Cold Drake has had a tremendous headache for a week. He has been uncoordinated and off balance ever since the fight, but he is starting to feel sure of his footing again. Eldran's left eye was injured, but the swelling is down and he is able to open it in weak light.

About a week ago, Eldran had a strange visitor. A lone Man appeared in the mouth of his cave and then darted out again as quick as lightning. The Old Drake amused himself for a moment with the thought of Man meat, but then concluded—a queer insight for a Dragon—that he was not really hungry. It was at that point that Eldran





knew he was in need of serious rest. Since then, the Great Worm has grown ravenously hungry again with the thought of Men swirling about the palate of his imagination. Eldran finds himself hoping that perhaps the lone Man will return with others. The several inquisitive Orcs he ate two days ago are now merely a memory. They did not taste that good anyway.

Eldran is a cold, slightly bluish-silver in color, and absolutely enormous. The mighty Drake is every inch of ninety-five feet from frosty snout to barbed tail. Wingless, Eldran is still remarkably fast and able to cover huge expanses of terrain with a great leaping stride. Agile as a mountain cat, the monstrous Drake can turn on a tin piece and pivot at the speed of thought. Although without a breath weapon, thankfully, Eldran's mere presence forces those within one hundred feet to resist magical cold. He also exudes Dragon Fear.

Over the millennia, Eldran has been improving his eye to claw coordination and now is capable of attacking independent targets with three limbs and a bash with his tail if he does not bite and if the poor fools are close enough. Alternately, he can attack with a front leg, the tail, his huge bite, and the great horn on his old head. Since he has taken up refuge in the ice cave, his preferred attack begins with a leap at the wall near the entrance to seal all his visitors in with him. Eldran is too old to want to chase Men in a thousand different directions. On the other hand, if the Men escape, he will hunt them down until his hunger diminishes.

Notable Skills: Perception 40; Dragon Fear, Cold Attack, Dragon Charm, (See Table 8.521 and 8.525); Persuasion 50. *Languages:* Westron 5; Quenya 5; Adûnaic 5; Black Speech 4; Labba 3.

8.3 THE TERRAIN

Pardfan is located on the southern bank of the Celduin River across from its confluence with the Athorn River. The town also stands astride the Men Dorwinion horse road. The Men Dorwinion is one of the major trade routes of Rhûn. Merchants and cargo travel along this road at all times of the year. Wine and trade goods from the port cities of the Sea of Rhûn go west and north towards the lands around Esgaroth. Textiles, finished goods, and rare oddities of Elvish, Dwarvish, and Northman craftsmanship make their way back towards Riavod and Shrel-Kain. Pardfan thrives on the fervent desire of travelers for clean sheets, good food, and gentle hospitality away from home.

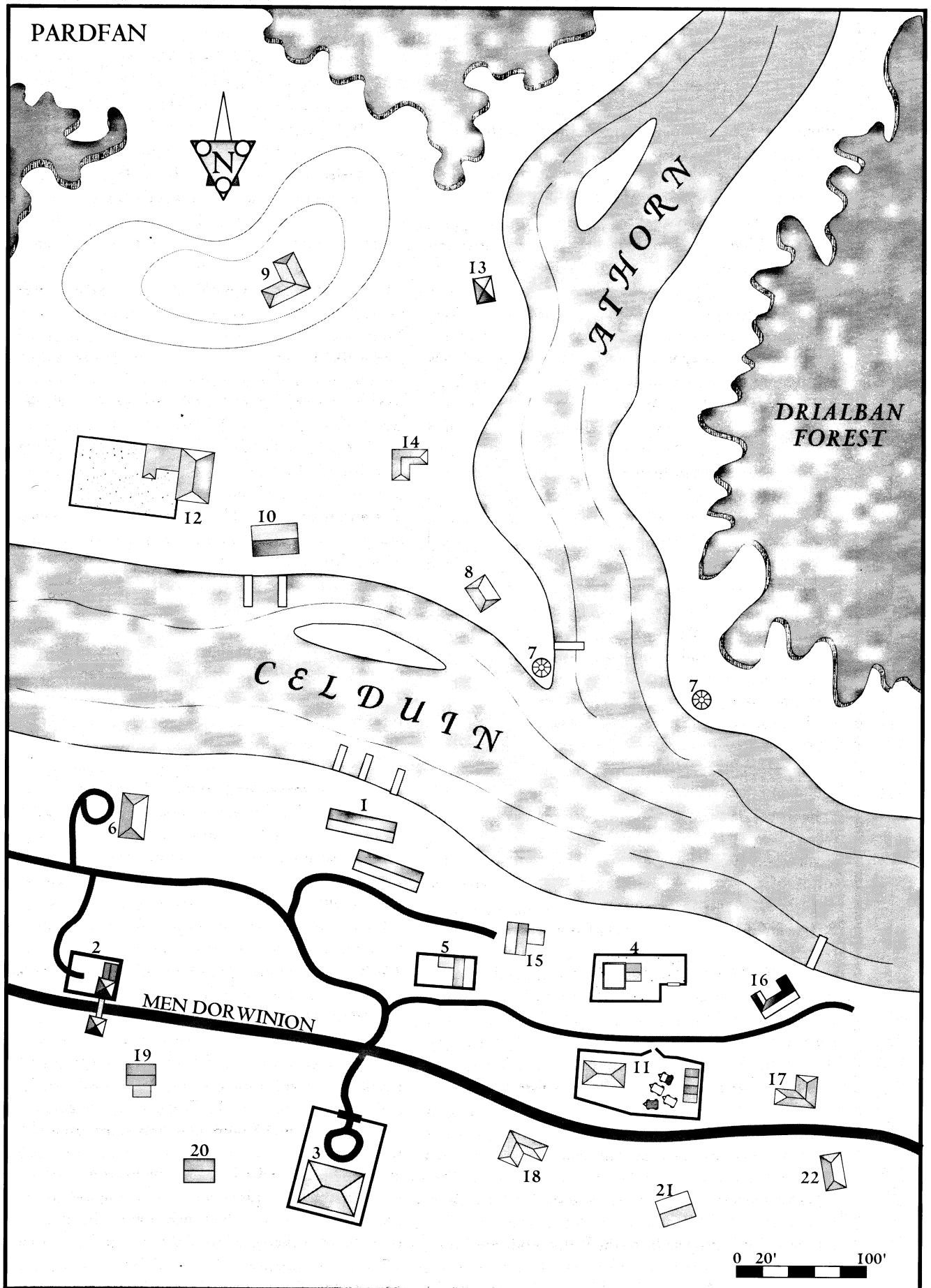
A fair proportion of the barge traffic on the Celduin also calls at Pardfan as a rest stop. For the weary crews, Pardfan is an opportunity to enjoy civilized pleasures for the last time before entering the wilds of Rhovanion, or to enjoy rustic peace before calling at more metropolitan stops deeper along into Dorwinion. The barge men tend to be a bit more restive than the merchants, but all with coin are welcome at Pardfan's establishments.

8.3I PARDFAN

1. The River Docks. Barges tie up here for their overnight stays in Pardfan. Occasionally, cargo for sale or consumption in the town is unloaded and transferred onto local wagons.

2. The Toll Stop. The Toll Guards from Shrel-Kain regularly man this outpost and collect tolls from those merchants using the Men Dorwinion. There are two Toll Guards present at all times with orders never to leave their post unattended. The Toll is collected on the first of every

PARDFAN



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month by outriders from the Guards in Shrel-Kain. It is Biarda Jampett's duty to return to Shrel-Kain in 10 days with this month's Toll. The sum collected is about 32 gp.

3. The Thirsty Camel. Owned and operated by Thelos Hostel and his family, the Camel is Pardfan's most popular and lowest priced inn. All the good stories are told here, including the latest tale from Chosum Drear about the demise of the Cold Drake. The common room is currently full of Pardfans debating what is to be done. Biarda Jampett is staying at the Thirsty Camel.

4. Wagon Shop. Merchants traveling the Men Dorwinion call at the shop of Filgo Westora for parts and repair work on their wagons. Filgo does more work on broken wheels than anything else. The potholes and ruts in the Men Dorwinion are astounding. Filgo is delighted at the prospect of the Dragon kill—he rarely gets to sell new wagons and this adventure promises to need several.

5. The Weapon's Store. Vosca and Forlet Bellia own and operate Pardfan's armaments outlet. Forlet is a skilled fletcher and can construct arrows and bows up to +15 bonus from magical or high quality materials. Vosca is a smith and armor maker. His creations go as high as +15 with just standard materials. Both men are anxious to acquire parts of Eldran the Frigid in order to produce and sell for obscene profit armaments of extremely high quality. The Bellias' shop has become a center for planning and debate about the upcoming Drake hunt.

6. General Store. All sorts of supplies, a few of them rather exotic, are available in Pardfan's general store. The proprietor, Henra Lodeti, was a minstrel of some repute in the capital city of Shrel-Kain. When he decided to retire to the country, Henra brought his love of oddities and urban culture with him. At his store, all sorts of strange and occasionally magical oddments and gadgets may be found and purchased.

7. Beacon Towers. Small stone towers approximately ten feet tall serve to house lanterns for nights when the Celduin is cloaked in dense fog. The towers mark the influx of the Athorn River and the roiling water and disturbed currents that result.

8. Tower Guardian. Old Fionella Cook is a retired officer from the coastal Guard detachments at Shrel-Kain near the Sea of Rhûn. He receives a modest stipend from the Realm-master for his work in keeping the lanterns in the Beacon Towers lit when necessary. The Tower on the far bank of the Athorn is accessible by means of a small boat the old man keeps at a pier near his humble home.

9. The Ridge Lodge. A bit of a hike from downtown Pardfan and located on the opposite bank of the river is the Ridge Lodge. The Lodge is a good place to go to hear the rustic news of the local men who hunt and live in a more traditional way than the traders and cosmopolitan types that frequent the Thirsty Camel. Useful Dragon hunters are more likely to be found here than in town. The owner and sole proprietor of the Ridge Lodge is Drexel Cliven, a deserter from the Realm-master's Guards many, many years ago. As such, Drexel is at odds with Fionella

Cook, but in sympathy with the Bellia brothers. At the Lodge, food is cheap, service is poor, lodgings are more than a little dangerous and quite filthy, but the view of the river is superb. Reaching the Lodge requires a substantial trek across rough, open ground and a climb up a steep hillside. It has never occurred to Drexel that it might be wise to have a road or at least a path.

10. Maritime Shop and Residence. Jeppa Orlot runs a small shop out of his home from this excellent location directly on the river front. For a fee, Jeppa will fix just about anything that is wrong with any sort of boat, and even lend you his while he works on yours.

11. Aldie Mond's Wagon Yard. While in Pardfan, many merchants and other travelers use the services of Aldie Mond and his family. For a modest fee, Aldie and his three sons will store a wagon's cargo in a locked warehouse, keep the wagon secure in a fenced courtyard, and even wash some of the worst dirt off in the process. When a wagon is reclaimed, Aldie's wife Rhona will supply a boxed lunch and hot tea to the departing merchant and wagon crew. The Monds live on site at their business and so are constantly on guard, although there is never any trouble. The area is surrounded by an eight foot fence, but there has never been any commotion and so over the years the Monds have become lax. A thief of any skill would find the operation Easy (+20) to penetrate, except for the lock on the warehouse, which is Hard (-10). The Monds keep the proceeds from the business, about 6 gold pieces at any given time, in a safe in the warehouse that is Very Hard (-20) to crack. There are currently four wagons in the yard.

12. Horse Dealer. Gendo Kella, another former Guard from Shrel-Kain, raises horses to sell to merchants traveling the Men Dorwinion. He has a good eye for horse flesh and is likely (01-40) to have a potential warhorse or two of above average physical abilities. Unaccountably, Gendo decided to locate his business on the wrong side of the Celduin from the horse road. As a result, Gendo must routinely swim the river with his merchandise in order to deliver mounts to his customers, who simply shake their heads at his choice of location.

13. - 14. Residences. Housing for Pardfans more likely than not to be useful Dragon hunters.

15. Boarding House. Run by kindly old widow Yelta Winslo. Reasonable rates. No fights or unsavory characters are allowed.

16. The Black Otter Inn. The Black Otter is named for the playful creatures that frequent the confluence of the rivers after severe storms. The rainfall fills the rivers full and wreaks havoc with the fish, making life easy for the Inn's namesakes. Hepbro Jalls' inn caters especially to river travelers and has its own pier. He is extremely helpful at getting people who know nothing about boats started in water travel. Hepbro will even help good customers across the river and aid them in locating individuals on the other bank, if they need the assistance and ask nicely.

17. - 22. Residences. Houses of Pardfans likely to be good fodder for the Drake's appetite.

8.32 THE TREK NORTHWARD

Chosum can guide the adventurers all the way to the ice cave. The journey begins with a gentle climb along the long valley of the Athorn River. The surrounding hills are gentle, grassy, and green. The trees are tall and heavy with leaves in all colors of the rainbow. Indeed, except for the short growing season due to its relative northern climate, the Athorn valley would be prime grape growing land. Because of the climate and the proximity of the rugged Lossoth, the Athorn valley has never been densely settled by the Dorwinrim.

The beginning of the journey will follow the turbulent Athorn River. As the party climbs higher up the valley, the river grows narrower and swifter. After almost thirty leagues, Chosum will lead the party away from a wide bending turn in the river and proceed more directly northward. The last forty leagues are across flat plains stretching away as far as mortal sight can reach. The plains are golden with wild grain, making it extremely difficult to accurately judge distance. Eventually, the low foothills of an eastern spur of the Eryn Angren begin to appear on the horizon. The Drake's cave is among the furthest south of these rugged ridges.

8.33 THE ICE CAVE

Chosum will gather the party in the lee of a small ridge only some miles from the entrance to the ice cave. It is noticeably colder in the foothills. The adventurers will be glad of their winter gear.

1. The Path. A winding, rocky path leads from the head of the small valley northward in the direction of the ice cave. Parts of the path are frozen over and utmost care must be exercised to avoid nasty falls. The Lossadan hardly notices. All others must complete a Light maneuver (+10) to avoid a nasty fall onto jaggedly rocky terrain.

2. The Approach. The path ends at the base of a shale-covered slope leading up to the mouth of a fairly large cave. The surface is loose and the footing is difficult. It is a Medium maneuver (+0) to complete each of the first two thirds of the ascent. This is about one hundred feet total. The last third is a Hard maneuver (-10). This part of the approach is only about twenty feet, but it is much steeper. To ascend silently is one grade more difficult: i.e., Hard (-10) for the first two thirds, Very Hard (-20) for the last third. There is cover in the form of craggy rock gullies and strangled bushes at the base of the slope.

Scattered about the landscape on the approach to the entrance of the cave are the remains of the Orcs Eldran ate about a week ago. There are few large pieces left and some of the more courageous carrion feeders in the area have been at work. It is Very Hard (-20) to spot a portion of any of the Orcs and recognize it for what it is. If the Orc remains are identified, this would be a good time to leave, although the Pardfans are unlikely to give up so easily.

3. The Entrance. The entrance to the ice cave is large and nearly circular. Its diameter is perhaps ten feet. The smell of Dragon is quite powerful. Blocking the view to the larger interior of the cave is a partially collapsed natural

wall of stone. The path leads inward to the right. Apparently, something quite massive wormed its way in here, demolishing the inmost left portion of the natural formation of rock. Crumbled bits of boulders are strewn along the floor of the cave. The air is decidedly colder inside the cave than on the approach. The floor is covered in hard ice that is extremely slippery. It is a Very Hard maneuver (-20) to avoid falling amongst the scattered boulders when the ice is first encountered. It is a Hard maneuver (-10) to notice the ice in time. If the ice is noticed first, it is only a Medium maneuver (+0) to avoid falling.

4. The Cave. Past the natural stone wall after the entrance is the interior of the cave and the massive Cold Drake called Eldran the Frigid by the Free Peoples. Eldran fills almost a third of the cave even curled up as he currently is, either feigning sleep or actually in slumber. Eldran's hearing has been reduced by his recent battle with his errant spawn. If he has not heard the party on the approach, he may truly be asleep. It should be obvious to anyone who sees the Drake that he is not mortally wounded. There is no blood. There are a few rents in Eldran's armor, but nothing large enough to be debilitating. His regular breathing sounds like the rumble of a massive blacksmith's fire. His sides rise and fall like huge pulsing bellows.

Worst of all, if Eldran has heard the party and is only feigning sleep, he will soon make it obvious that he is quite healthy. Eldran will wait until everyone is inside (or the first person bolts for the exit) to open his eyes and leap into action. Eldran hopes for the return of the lone Ranger with reinforcements. Towards this chance, the Great Worm has dug at the back side of the natural stone wall until it is weak enough for him to collapse it entirely into the exit with one massive leap of his huge Dragon body. His plan is to lure as many of the party inside as possible and then throw himself at the wall, sealing everyone inside. After he has eaten the victims and settled in for a nice long nap, he will dig himself out at his leisure. Eldran assumes that opening his eyes to look at his lunch first should freeze them all with Dragon Fright.

If the party survives the confrontation with Eldran and looks around for anything besides his valuable carcass, they may find several deposits of random gems and mithril or silver coins lying about. These were part of Eldran's gleaming belly armor, dislodged in the course of settling into his new domain. Eldran prefers a cold, silvery sheen to his hide and disdains any coins that are the wrong color. There are 12 mp, 97 sp, and 15 gems worth from 10 gp to 100 gp scattered about the cave, including some in the entrance. The percentage of this total recovered is the percentage of success achieved from one attempt at an Extremely Hard Moving maneuver (-30). This assumes that Eldran is dead and the party has as long as they like to look. If the search is limited to the entrance way or to a period of time when Eldran is absent from the cave (rare) the haul is the result of one half the percentage achieved from one roll at the Absurd (-70) level.





THE ICE CAVE



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8.4 THE TASK

The Pardfans are universally enthusiastic about the mission to harvest the badly wounded Drake. A number of the local men will volunteer to join the expedition. The Bellia brothers and several of the owners of inns in the town will fund the journey and pay Chosum's fee. In return, amidst the euphoria of a guaranteed easy Dragon kill, the Bellias and the owners get the Drake's body and three quarters of the profit from carving it up. The adventurers' share of the booty will be dispensed only as the various parts are processed and sold off as products to the highest bidders.

The first task facing the adventurers is the decision of where they fall on the scale of wishful thinking about the Drake's state of health. Everyone in the tiny town excitedly embraces Chosum Drear's report. The lone voice opposing the mission is Biarda Jampett. The opinion of a visiting and presumably disinterested party of adventurers may carry weight in deciding whether a mission is dispatched or not. If they can support their opinions and win over those Pardfans intoxicated by the hope of easy wealth, the adventurers may be able to abort the mission before it starts.

It is very likely that a party will be organized to put the Drake out of his misery and bring the body back for profitable dismemberment. This may happen whether or not any visiting party of adventurers cares to join the hunt. The adventurers may decide to join in the expedition strictly for the prospective financial reward. The loot is likely to be quite good if Eldran can in fact be slain.

The adventurers may want to accompany the Pardfans in order to guard them against the worst outcome of their greed. In this case, the task of the NPCs would be to deny Eldran his lunch. At worst, the party could minimize the slaughter and rescue as many of the hunters as possible.

8.41 STARTING THE PLAYERS

Pardfan is strategically located on major trade routes. The adventurers may pass through Pardfan on any journey through the northern portion of Dorwinion. Once in the town, the rumors of the exciting news from the Lossadan Ranger should find their way to the party's collective ear. The talk in the Thirsty Camel is only a short walk away from anywhere in Pardfan.

8.42 AIDS

The Bellia brothers and three owners of the local inns are willing to sponsor the expedition to collect Eldran.

They will provide horses, supplies, weapons, wagons, and a diagram of how the carcass should be cut up and prepared for shipment. They will also provide protective gear for dealing with Dragon blood, but expect some acid injuries—possibly fatal—even if Eldran is slain.

A number of local Men have volunteered to join the expedition. Some are hunters and will actually be useful should combat become unavoidable. Others may serve to divert the Dragon's attention or to fill up the corners of his belly and cut down on his maneuverability.

Biarda Jampett is not the favorite person of the organizers of the Great Worm hunt. Vosca and Forlet Bellia have

forbidden her to accompany the expedition. However, as a Guard and a loyal Dorwinadan public servant, Biarda feels it is her duty to try to help the Pardfans if her worst fears come to pass. She would rather be doing anything else, but Biarda is nothing if not honor bound. The Scout will trail the party at a safe distance and be in position outside the cave with her illusions and her Dragon Slaying arrow. Her illusion, unknown to her, happens to be based on Eldran's spawn. Should he see it or hear it, he will move to attack it in a spasmodic fit of uncontrollable Dragon Fury. His normal powers of perception are reduced to the point where he is supremely vulnerable to this particular trick. If battle ensues inside the cave, Biarda will attempt to enter and intervene decisively. She hopes to provide the distraction the Pardfans will need to escape, assuming she cannot kill the Drake herself with her arrow.

8.43 OBSTACLES

Eldran the Frigid is the biggest obstacle to the successful completion of the task. The very sight of the Drake, asleep or awake, engenders a reaction in Men known as Dragon Fear. Even proximity to the Drake's hide causes an onset of magical cold that could freeze the hearts of the most intrepid adventurers. The Drake is forewarned by the first appearance of Chosum Drear. Also, he is fighting on his home ground where he has had time to examine his surroundings and devise a horribly effective plan of action. In any simple combat against all but the most powerful of parties, Eldran the Frigid is the prohibitive favorite. Intelligent adventurers will read the signs and turn back short of confronting this monster.

Eldran will hunt any party that he detects that subsequently flees his domain. He is agile, quick, and knows the surrounding hillsides reasonably well. Once they have exposed themselves to the scrutiny of the Drake, the adventurers must hide long and well to avoid being made part of the Worm's menu plan.

8.44 REWARDS

Based on Chosum's testimony as to the size and condition of the Drake's hide and horn, the Bellias are counting on four longbows and six full suits of scale mail type armor. They estimate the retail value conservatively at 75,000 gold pieces. Adding in the daggers made from Drake claws and teeth, the arrows of Dragon Slaying constructed from the Drake's skull shavings, and all the various body components saleable for magical uses, the expedition financiers estimate no less than 100,000 gold pieces guaranteed profit. This makes for 25,000 gold pieces evenly split among any qualified and accepted adventurers who actually join in harvesting the Dragon.

Waiting until various parts of the Drake are turned into armor or weapons may dilute the prospect to a degree, but then again this is a good chance to accumulate first class weaponry. The Bellias refuse to discuss paying for harvesters' services in armor and weapons. They insist on paying in gold after the crafted products have been sold. However, by waiting until a sufficient number of products are marketed, the adventurers may be able to buy the last wave of items from the Drake's bodily inventory.





There is the additional matter of the scattered coins and gems that have fallen from the armor of the Drake. If Eldran is killed, some percentage of this wealth may be recoverable from the floor and walls of the cave. In addition, if the Worm is slain at least as much coinage remains attached to his belly armor as has fallen off of it, and all of this should be recoverable before the carcass is turned over to the Bellias. A few coins may be found at random in the cave-entrance even if Eldran lives.

If Eldran is slain, his last act will be to speak the secret name of his spawn. In ancient Northman lore, the secret name of a Dragon possesses power when used by his enemies. There are many of the wise in Esgaroth and Thranduil's Halls who would pay to have the proven secret name of Mardrake the Wicked.

A reward of an entirely different dimension may be distributed if things go badly and the Pardfans are saved by the actions of Biarda and the party of adventurers. The party should be named benefactors of Pardfan's hospitality and granted free room and board for as long as they care to use it. Biarda and any distinguished members of the party may be granted a wish by the Pardfan Elders—hers will be the expulsion of the Bellia brothers.

8.5 TABLES AND NOTES

8.51 ENCOUNTER TABLE

Chance (%)	25%	25%	20%
Distance (mi) Day/Night	1/.5	10/12	10/15
Time (hr) Day/Night	4/6	4/6	4/6
Encounter	Pardfan	Athorn Valley	Iron Hills
Eldran the Frigid	-	01	01-07
Chosum Drear	01-05	02-03	08-09
Biarda Jampett	06-24	04-15	10-15
Vosca Bellia	25-29	-	-
Forlet Bellia	30-35	-	-
Both Bellias	36-39	16	-
Hepbro Jalls	40-44	-	-
River Men	45-47	17-22	-
Toll Guards	48	-	-
Thelos Hostel	49-50	-	-
Filgo Westora	51-55	-	-
Henra Lodeti	56-57	-	-
Fionella Cook	58	23	-
Drexel Cliven	59-62	24	-
Jeppa Orlot	63-66	25	-
Aldie Mond	67-69	-	-
Gendo Kella	70-75	26-27	-
Yelta Winslo	76	-	-
Pardfans - Hunters	77-85	28-35	16-18
Pardfans - Drake Food	86-00	36-40	19
Dorwinadan Settlers	-	41-55	20-22
Hill Trolls (N)	-	56-60	23-35
Orcs (N)	-	61-74	36-60
Black Bears (Hungry)	-	75-79	61-69
Chetmig (V. Hungry) (N)	-	80-84	70-78
Gich (Extremely Hungry)	-	85-89	79
White Wolves (Famished)	-	90-00	80-00

Note: Reroll encounter if a named individual who is a member of the party results. (N) means the encounter occurs only at night.

Note: See p. 92 for guidelines for using this table.

8.52 ELDRAN THE FRIGID

DRAGON FEAR AND OTHER DANGERS

Dragons have a fearsome and impressive presence that can cause Men to flee or even die at the very sight of them. Eldran is more than a little vain about his own presence. Flattery, in this case, might keep a wily and resourceful party alive long enough to make a break for the exit.

Coming within sight of Eldran (awake) requires a Resistance Roll versus a 5th level Fear spell. Failure of 01-50 results in 1-5 minutes of terror during which the victim flees at full speed. A failure of 51-00 extends this fear to 10-100 minutes. Failure in excess of 101 results in Eldran's control of the poor soul.

In casual conversation, should the party elect to attempt to flatter the Great Worm, Eldran can cast any spell from *MERP* Spirit Mastery just by using his fiery red eyes to captivate anyone foolish enough to look at him. Casting ones eyes earthward is an effective defense, but is a Very Hard (-10) Static maneuver, with Presence as a modifier.

Anyone within 100 feet of Eldran must resist magical cold as a 5th level spell. Failure to resist forces the victim to act at -20 to all actions due to numbness and extreme cold. Magical armor and especially warm clothing act to help the resistance roll. Essence resistance is only partially (half) effective since a goodly portion of the attack is real, physical frost, as well as the magical cold.

INITIAL LOCATION

Eldran's location at the time the party enters his cave is a prime determinate of the Great Worm's actions. His original plan in case of visitors is to feign sleep until the entire party is inside the cave with him. Through barely slitted eyelids and his exceptional hearing, Eldran will attempt to determine the size and track the actions of the visitors. When the party looks appetizingly large enough, the massive Drake plans to hurl himself at the dividing wall in an effort to knock it down and seal everyone inside with him. Once securely trapped in the cave, Eldran counts on eating everyone at his leisure, sleeping off his meal, and then eventually digging himself out.

The first step is to determine the Great Worm's location when the Pardfan party enters his domain. Use the table below and proceed to the next table as directed, keeping track of the result already obtained.

Roll	Location	Effect on Plan	Next Table
01-15	Outside the cave	Canceled	HUNTING
16-25	Next to wall	1-3 round delay	SLEEPING
26-94	Far side of cave	No change	SLEEPING
95-00	In the entrance	Canceled	None - see note

Note: If the party is unfortunate enough to encounter the Great Worm in the entrance area of his cave, Eldran will attack immediately and eat whoever he can catch and kill. The rest he will hunt—see HUNTING. The plan for knocking down the wall will await the next foolhardy band of visitors.

SLEEPING

Eldran has been injured. The Great Worm finds himself in need of a great deal of rest. He slept before he was hurt, but not often for so long or so deeply. It is therefore quite possible that the party may find Eldran truly asleep instead of merely pretending.

The old Drake's senses are still sharp enough to hear trouble coming. Whether he awakes or not may depend on how many members of the party are unsuccessful in moving silently up the treacherous slope leading to the cave.

# Failed Maneuvers on Approach & Entrance	Chance that Eldran is Truly Asleep
1-2	01-60
3-4	01-45
4-6	01-20
7 +	01-05

The chance that Eldran is truly asleep should be further modified as below:

- For every Mannish non-Ranger over 4 in the party: -3%
- For every round of discussion on the Approach:-3%
- For every round of discussion in the Entrance:-7%
- For every draft animal brought to Approach:-2%
- If the party does not attempt silent movement:-30%
- If everyone is Elf, Hobbit, or Ranger:+15%
- If the party is magically silenced:+25%

If Eldran is asleep when attacked by the party, he will defend himself and attempt to execute his plan. Eldran will awake instantly. He will attack (and defend) at one quarter strength in the round following the initial attack. The next round, Eldran will be at half power. After that, the Drake will operate at full strength. There will be a delay of indefinite duration until he can execute his plan, depending on how long it takes the massive Cold Drake to fight his way to a suitable launching point. Eldran will only allow apparently insignificant party members to strike him while he leaps for the wall. If a well-armed contingent blocks his way, he will fight first and seal everyone in later.

If Eldran is not asleep, or if he is attacked while asleep, but at some point is able to execute his plan, use the ATTACK modifications below.

ATTACK

Demolishing the wall in the way that Eldran has planned is a Very Hard Moving maneuver for him. The following modifications apply:

- Eldran begins in place on the far side of the cave: ..+10%
- Eldran is awake and only pretending to be asleep: ..+15%
- For every adventurer between Eldran and the wall:-5%
- If Eldran is really asleep-20%
- If Eldran begins next to the wall:-10%

Eldran's Moving maneuver bonus applies. The GM should roll on the Maneuver Table for the Drake to determine his chance of success. An additional D100 roll without modification is also required to see if Eldran then succeeds in sealing the cave. A close failure may mean that

each adventurer will have to make a Moving maneuver (GM discretion as to how difficult) to exit the cave over the partially blocking debris. Eldran's chances depend in part on when the adventurers reach his cave. The longer the delay in arriving, the more the massive Drake will have healed. See ELDRAN'S HEALTH.

If Eldran does seal the cave, he will be unhurt and ready to maneuver the next round. If he fails, he will be unhurt but stunned for one round if he is up to 40 points short of success. (E.g., 50% chance; Eldran rolls an 89.) If he fails by 40 or more points, the Cold Drake will suffer a Super Large critical, modified by -20.

The chances of escaping the consequences of the Drake's plan are detailed in ESCAPE.

ELDRAN'S HEALTH

Eldran has felt much better than he currently does. However, he is improving every day and feels stronger now than he did when he arrived at the ice cave. The following are Eldran's normal statistics and his current ones. Eldran's current statistics are a function of the elapsed time in days between Chosum Drear's arrival at Pardfan and the day the party invades the ice cave.

Eldran is level 35, regardless of his health. He is always a Huge target and takes Super Large critical hits.

Day	Speed	Hits	AT	DB	MM
4	MF/MF	395	Ch/16	30	10
	Attacks: 105HBi/100HCl/60HBa				
5	F/MF	415	Ch/16	35	15
	Attacks: 110HBi/105HCl/70HBa/45HHo				
6	F/F	435	Pl/18	40	20
	Attacks: 120HBi/115HCl/80HBa/70HHo (or 2x 105HCl & 1x 70HBa)				
7	VF/F	465	Pl/19	45	30
	Attacks: 130HBi/125HCl/90HBa/75HHo (or 3x 120HCl & 1x 80HBa)				
8+	VF/F	496	Pl/20	50	40
	Attacks: 135HBi/130HCl/100HBa/80HHo (or 3x 130HCl & 1x 100HBa)				

ESCAPE

There is a chance for quick, decisive adventurers to escape the trap that Eldran has laid for the party. If an adventurer elects to run for it, the modifications below apply to a Medium Moving maneuver:

- For every 10' to cave entrance, up to 50':-10
- Round the player runs for it:
- 1 round before Eldran leaps:+10
- Same round as Eldran's leap:+0
- 1 round after Eldran leaps:-20
- 2 rounds after Eldran leaps:-40
- Adventurer failed Dragon Fear resistance:+20





The adventurer's Movement and Maneuver bonus also applies. A Moving maneuver roll is necessary to determine the chance of successful escape. A second, unmodified D100 roll determines whether or not success was achieved. If successful, the fortunate adventurer finds himself outside the cave entrance, whether or not Eldran's maneuver to seal the cave succeeds. If the escape maneuver fails, the hapless fool takes critical hits from falling rocks as shown below:

# Rocks/ 10 Pts. Failure	# & Severity of Crush Criticals	
	Eldran Succeeds	Eldran Fails
1	1 C	1 A
2	1 D	1 B
3	1 E	1 C
4	1 E, 1 B	1 D
5	1 E, 1 C	1 C, 1 A
6	1 E, 1 D, 1 B	1 C, 1 B
7+	2 E, 1 C	1 D, 1 C

HUNTING

Eldran's enthusiasm for the hunt is directly correlated to the number of Man-sized adventurers he has managed to eat. Eating someone takes between 1-10 rounds, depending on size, and a little longer (not much) for peeling off armor, assuming that the Drake bothers. Eldran's hunting and tracking skills vary directly with his remaining appetite. For purposes of this calculation, Dwarves and Hobbits count as one-half of a Man. Elves count as one. Eldran will temporarily ignore all draft animals. If he cannot catch enough Men, Elves, Dwarves, or Hobbits, the huge Drake will come back to his four-legged visitors.

Man-Sized Adventurers Eaten Bonus	Tracking Speed	Current
1-2	+120	VF
3-4	+105	VF
5-6	+95	FA
7-8	+80	FA
9-10	+65	MF
11-12	+40	MD
13+	+25	MD

Current Speed is only for Tracking purposes. This gauges Eldran's closing rate with his prey. If Eldran chases the party out of the ice cave, assume that he is in visual contact with the first few victims. He has a +30 bonus on the others because of knowing positively where the hunt begins. It is unlikely that adventurers pursued by the Drake would remember or be able to quickly cover their tracks, so add another +40 bonus.

If Eldran begins outside of his cave, consider him to be within 1 mile. The hunt will begin at nightfall, and so the distance separating hunter and prey depends on where the party finds itself at sundown. Outside of these guidelines, use standard **MERP** tracking procedures to prosecute Eldran's hunt.

8.53 BIARDA JAMPETT'S ILLUSION

Because of his recent battle with his spawn, Eldran is particularly vulnerable to Biarda Jampett's set of illusion spells. His senses are less than they have been. Moreover, for reasons of revenge, Eldran wants to believe that his ungrateful offspring has returned. To evaluate this set of spells, Eldran has none of his normal +40 Perception bonus. Also, the full set of spells (sound, image, smell) are a Very Hard (-10) modification to the Perception roll. Less than the full set would constitute a Medium (+0) Perception attempt. Unless he achieves at least Near Success, Eldran will drop everything and race full speed for this set of illusions. He will require 5-20 rounds to recover from his agitation even after he gets to the illusion and dispels it under his claws.

8.54 THE NPCs

Name	Lvl	Hits	AT	DB	Sh	Melee		Missile		Notes
						OB	OB	MM	MM	
Chosum Drear	6	85	RL	55	Y	95sp	80sl	25		Lossadan Ranger. Exceptional sense of smell; +20 versus Cold Attacks. +10 RL, +10 Shield, +15 spear, fur cloaks give additional +30 versus Cold.
Vosca Bellia	7	76	Ch	10	N	95wh	35da	20		Dorwinadan Fighter. Master Smith and Armorer. Enchanted Hammer of the Smiths, +25 and +40 to Smithing.
Forlet Bellia	7	82	RL	20	N	50bs	95lb	30		Dorwinadan Fighter. Master Fletcher and Leather Worker. +20 long bow.
Biarda Jampett	7	90	RL	70	Y	65bs	100lb	35		Dorwinadan Scout. +15 RL, fur cloaks +20 versus Cold, +20 long bow, +20 Arrow of Dragon Slaying (not included in lb bonus). 14 PP. Spells: Invisibility; Image, Sound, Smell Illusions of Eldran's spawn.
Pardfans (2)	5	65	SL	45	Y	75ha	80lb	25		Dorwinadan Fighters. Dragon Hunters
Pardfans (6)	2	50	SL	25	Y	50ha	45sb	10		Dorwinadan Fighters. Dragon Entrees.

9.0 THE MAN-WOLF OF GALGORIN

Many are the strange and dangerous curses that descend upon Rhovanion because of the Necromancer's dark hold at Dol Guldur. One of the eeriest is the perversion of the ancient heritage of shapechanging possessed by the noble families of the Beijabar. These people in later years came to be known as the Beorning. Certain strains of noble blood in the Beorning race produced individuals who were capable of assuming the shape of a bear, while retaining some portion of their Mannish intelligence. The Beorning lords experience this transformation at night or when angered beyond rational limits. Although dangerous, Beorning lords in bear form still bore the morals of their untransformed selves. The great Bearmen hunted and destroyed evil creatures.

The Dark Lord's minions at Dol Guldur have polluted this inherited phenomenon into a transmittable disease and degraded it into a purveyance of evil. Wolves and certain large hunting cats are the main carriers of this enchanted delirium throughout Mirkwood and the surrounding lands. Unlike the Beorning genetic trait, lycanthropy acquired as a result of wounds sustained from these carriers consumes the nature of the afflicted individual. It is the Necromancer's disease. Men infected by this disease are used by the Dark Lord as spies in their own lands. Good men turn to evil. Innocent lives are dominated and controlled by blood rising to greet the full moon and the strangled howl of the hunting cat or wolf.

9.1 WOLVES AT THE BORDER

The isolated village of Galgorin in central Dorwinion is a peaceful community of farmers. Grapes are grown here to be collected by wagons dispatched from wineries in adjacent provinces. This commerce provides what little interaction with the outside world that Galgorin experiences. Goods that are needed are purchased with the coin that the succulent red grapes command. Galgorin farmers feed themselves and the few townsfolk with the rich grains and fruits that ripen in their well-tended fields. Animals are raised and slaughtered for meat and leather. Cloth is woven and sewn from local plants. Dairy cows and goats are cared for so that they provide milk and cheese. The Galgorins are happy, secluded, and almost completely independent.

This peace and serenity has been shattered in the last week. The villagers are now fearful for their very lives. At first it was unclear exactly what was happening to the Galgorins and their animals and property. Seven days ago, an old and retired war dog owned by a local military hero was found slain on his master's farm. The huge and still virile beast was torn asunder at the very front door of old Krulla's home. Since then, farm animals ranging in size from cats to a full grown bull have been discovered in shreds.

Every farm in the province has been victimized. Many farmers have the same tale to tell. There are giant wolves loose in the countryside. Many sightings have been on or near old Krulla's vineyards. The brutes are far larger than the normal size of their kind. Some claim that they are nearly as tall as a Man. The monsters have been seen to move in packs and demonstrate a frightening capacity for cooperation. More terrifying still is their ferocity in attack.

Last night, the first victim was killed in the confines of the town. A wagon driver arriving in town witnessed an attack by wolves on an old woman. She was torn into bits just outside the village cemetery and her remains carried off by the savage brutes. The full moon will occur in two days and a mournful, eerie howling now rends the calm night air each night. The Galgorins are afraid for their lives as well as for their property and animals. The terrified citizens have taken to huddling together in the toasting house, a private residence with a common room known as the Dancing Grape, to try and devise a solution to their nightmare. The serenity of the farming town has been shattered by this unnatural plague of wolves.





9.2 THE NPCS

GOLLO WANSUTT

The Master of Galgorin is a relatively young man of commerce. Gollo Wansutt has seen just a few more than thirty summers and is already very experienced in the ways of Dorwinadan trade and government. Wansutt, a native Galgorin, served the Realm-master in Shrel-Kain as a special assistant for almost ten years. In that time, he learned all about the unwritten rules of commerce in the capital. Gollo is a particular student of the politics of the lands surrounding the Sea of Rhûn. He knows many of the influential players in the area.

As his first major test on the road to higher office, Gollo was assigned to run his home town for a time. These orders came from the Realm-master himself, who is grooming Gollo for higher responsibility. Unfortunately, Wansutt is unable to conceal from anyone that the Mastership of Galgorin is not his ultimate career objective. In the words of the local farmers, Gollo "puts on airs." He is proud of his experience in the big city of Shrel-Kain and disdainful of the pleasures that life in sleepy little Galgorin can provide.

Gollo's reaction to the onslaught of the wolves has been extreme. He is petrified that word will get back to Shrel-Kain that there is trouble in Galgorin. If that happens, Gollo believes that he will be blamed and be forced to spend even more time in the backward little town. His strategy has been to fiercely deny the very existence of unusual wolf attacks. When confronted with the bodies, Wansutt claims that they are obviously the result of normal depredations by wolves and other predators, including bandits and Orcs. He insists that times are evil everywhere and that Galgorin is not suffering anything unusual. He counsels patience and recommends that no one go outside who does not have urgent business until the crisis passes. Gollo refuses to call for military help from the Guards in Shrel-Kain, and has threatened several Galgorins who spoke up last night at the Dancing Grape for bypassing his authority. They have been arrested by the Master's contingent of Guards.

Gollo is tall for a Dorwinadan, and well built. He has dark, curly hair and bright, green eyes. He is an eloquent and charismatic speaker. People are struck by his sincerity and caring nature. It is difficult for those who know him to believe that he is pursuing this cynical and dangerous course. Even in the face of his denial of the wolf attacks, the Galgorins will be hard pressed to blame Gollo for his inaction. Still, because of him, there will be no help from Shrel-Kain.

Notable skills: Leadership/Persuasion 30; Debate 65. *Languages:* Logathig 5; Westron 5; Varadja 3; Haradaic 3; Quenya 2. *Spell Lists:* Controlling Songs.

DRUSSO BENITA

Last night a wagon driver named Drusso Benita arrived in Galgorin to pick up the regular shipment of grapes for the Pressito winery. On the way into town he witnessed an attack by the monstrous wolves on the old woman near the cemetery. The brutes escaped with the remains of their

victim despite Drusso's pursuit. Unaccountably, the wolves did not attack him or his horses. Since then he has been shouting hysterically to anyone who will listen that something is very wrong in Galgorin. Drusso is insisting that people take notice and realize that nothing like this is going on elsewhere in peaceful Dorwinion. If he repeats this advice in the presence of Gollo Wansutt, which he certainly will should they meet, Drusso will find himself imprisoned with the several Galgorins who have too vigorously pointed out the Master's lack of decisive action.

Drusso is a bear of a man. He is well over six feet in height and of enormous girth with a barrel chest and arms like those of a Hill Troll. He is frightened now, but normally Drusso is of pleasant disposition with a carefree attitude. Many in town know this giant man, and he is well liked. His imprisonment may galvanize the Galgorins into action against Gollo's authority, or worse yet, into an organized hunt for the wolves.

Notable skills: Strength (Largest of Kind) 50; Persuasion 20; Driving/Herding 40; Unarmed Combat 70. *Languages:* Logathig 5; Westron 5; Labba 2.

JULIA MARCARTIO

Julia Marcartio's sister, Silvi, is the old woman who was slain last night near the cemetery. Julia is deeply grieved and frantic to find confirmation of her sister's fate. Silvi was returning home from an errand for Julia when she was attacked, and now Julia blames herself. She had begged Silvi to wait until daylight, but Silvi was unafraid and ignored her advice. The sisters were very close, having lived together for more than twenty years after the deaths of their husbands. The shocked Galgorins assume that Silvi's death has driven Julia completely insane.

Julia and Silvi are accomplished Mages. Their husbands were both warriors in the Guards, stationed on various outposts on the shores of the Sea of Rhûn. Over the years, the men brought home magical oddments and texts they thought were valuable. Their wives, intelligent and inquisitive, came to pass their time while their husbands were away in magical research and harmless spell casting. Over the years they got good at it. Today, Julia is more powerful than anyone guesses.

Twenty years ago, both men were killed in an attack on the island fortress of Tol Burûth. Julia and Silvi, to the consternation of their neighbors and the commanders of the Guard detachment, hired a ship and crew to investigate the incident. Scandalously, the sisters went along in person to command the expedition. It turned out that the island was a citadel for a Ringwight, the one called Din Ohtar. Amongst other horrors, one plague of this island was a race of people infected with the shapechanger's disease. Two of them had killed the Marcartio men. Julia and Silvi barely escaped with their lives, but vowed to avenge the death of their husbands by putting an end to this vile perversion. In twenty years, they have learned more about the Necromancer's disease than anyone in Middle-earth. In particular they know that the curse they witnessed first-hand on Tol Burûth is loose on the mainland, and propagated from the dark heart of Mirkwood forest.

Now, the dark evil is back and it has claimed another Marcartio. Julia is certain that the wolves invading Galgorin are touched by the curse of lycanthropy. She assumes that they have come to kill her sister and herself. What she does not know is that the plight of Galgorin and her own involvement with the curse is all a terrible coincidence. Because she believes the wolves are here for her, she sounds to the Galgorins like an overly paranoid old woman. To those she has addressed at the Dancing Grape, Julia is the crazy woman from outside town who thinks she is a witch and just lost her sister. No wonder she has gone insane, they think.

Julia is short, but wiry and slim. She is very old, but her back is straight and her eyes are keen and hard. Her hair has gone white, but fire burns yet within her. She knows every particular about lycanthropy from its inception to possible cures. Although she has seen and tracked the wolves, Julia has yet to see one she categorizes as a Man-wolf, although they are large enough to be Wargs for sure. She is sure that the packs roaming about Galgorin are just beasts attracted by the lycanthropy victim, whoever he or she is. Silvi believed this also and dismissed the dangers of the packs. It cost Silvi her life. Julia will not make the same mistake, although she continues to search for the body of her sister and the lair of the Man-wolf of Galgorin.

Notable skills: Stalk/Hide 65; Directional Spell 80; Research 70; Base Spells 20. *Languages:* Logathig 5; Westron 5; Black Speech 5; Quenya 5; Sindarin 4; Orkish 4; Adûnaic 4; Haradaic 4; Silvan 4; Varadja 3. *Spells Lists:* Fire Law; Light Law; Lofty Bridge; Unbarring Ways; Spirit Mastery; Essence Ways; Spell Ways; Illusions.

KRULLA CONDRETA

Old Krulla served with distinction as an officer in the Guards during the Border Wars many years ago. He has been retired for ten years, having attained the rank of Guard Master in command of a company of assault troops. Krulla passed through Galgorin with his men one night twenty years ago and immediately decided that this was the place he would choose to live out his life, supposing he avoided a violent and early death. When he left the service after an honorable career and many commendations, he fulfilled his promise by purchasing a small vineyard and settling into the comfortable old farm house at its center. Since then, Krulla has been the model old soldier and a good and substantial citizen of Galgorin. The enormous old Guard Master is a local hero and a beloved fixture in the town.

Krulla regularly visits his only son, Konnul, whose birth cost Krulla his beloved wife. Konnul is a cavalry soldier in the mercenary part of the Guards. Recently, Konnul was stationed for a time with a border patrol detachment that made regular calls in the western Dorwinadan town of Far Bank. Krulla journeyed there to meet his son, and later accompanied the patrol on its rounds south to the Éothraim settlement of Warfinger. There, Konnul bid his father farewell and Krulla started on his return to Galgorin. Unknown to anyone, on the way back to Far Bank, Krulla was attacked and wounded by the largest wolf he had ever seen. In addition to its enormous height, only slightly less

than his own war horse, the feral gleam in the eyes of this frightening beast was unnerving to the old warrior. Only his skill as a cavalry officer and the heavy blows of his ancient broadsword allowed him to escape with but a minor wound. He told his story in Far Bank, but the local Guards captain was involved with his own supernatural problems. These involved eerie stories of flying Man-like creatures. Krulla's tale was thought to be mundane.

A week or so later, although Krulla had mostly forgotten about the encounter, he was not sure what was happening to him. The old soldier now blanks out for whole stretches of the night. He knows he has been outside, but he does not remember where or why. Krulla feels tired and bleary most of the time. He is confused about what to do. The changing aspect of the moon seems to hold a tremendous portion of his attention. Most disturbing, there are wolves, some very large, roaming about his property and living in his house, killing off livestock and, he has heard, villagers. Still, this does not seem to bother him. It all seems very predictable and natural. There is nothing to worry about.

Krulla is still a very fit man, although he has seen more than sixty springs. He is of Éothraim stock and grew up on the southern fringe of the Rhovanion Plain. He took up the sword as a mercenary at a very young age. Although his chosen career was a dangerous and violent one, it has kept him fit and hale. Krulla is almost six and a half feet tall, very broad and deep, and extravagantly muscled. He retains a good portion of the sheer strength of his youth, which must have been colossal. His hair is blonde and long, falling well over his shoulders. Krulla wears a beard and mustache, both full and long. His eyes are blue and piercing, although lately they have begun to turn very slightly black around the edges.

Notable skills: Strength (Largest of Kind) 50; Riding 35; Climbing 35; Unarmed Combat 75; *Languages:* Logathig 5; Westron 5; Rohirric 5; Apysaic 4; Haradaic 3; Varadja 3; Silvan 2; Orkish 1.

LADA MOSCOTE

Lada Moscote is the Healer of Galgorin and a fast friend of the Marcartio sisters. Over the years, he has been drawn into their research on lycanthropy. Lada's interest lies in developing a cure for the insidious disease. He believes that he is close to success. With the Marcartios' help, Lada has modified some of the revered hereditary healing spells passed down from Healer to Healer. With some special catalysts that he has yet to acquire, Lada believes he may be able to cure one victim of lycanthropy.

Lada has one other special item of knowledge. He has a hunch about the identity of Galgorin's Man-wolf. Several weeks ago, he treated Krulla Condreta for a wound he sustained while on a trip. Krulla described the encounter with the wolf, but Lada has only just made the connection after a recent visit to Krulla's farm. On that occasion, two days past, Lada noted the subtle change in Krulla's eye color and his evident confusion. Further, Lada noticed that Krulla has become considerably more hirsute than normal. He has not shared this information with Julia yet, but after Silvi's death this has become Lada's first priority.





Lada is of average height and build, and of minimal health and musculature. Lada is old and feels it. Although he is the town Healer, he seldom feels well himself. He is shy and normally reclusive. Lada hesitates to speak his mind, since he is often intimidated by the vigor of those around him, particularly Julia. Although the news he has deciphered is of supreme importance, he will be unwilling to disclose it in the presence of strangers.

Notable skills: Persuasion -10; Research 75; Riding 5; Climbing 5. *Languages:* Logathig 5; Westron 5; Quenya 4; Adûnaic 4. *Spell Lists:* Calm Spirits; Surface Ways; Spell Defense; Protections; Plant Mastery; Animal Mastery; Direct Channeling; Bone/Muscle Ways; Blood Ways; Organ Ways; Purifications.

THE OLD FARMERS

A number of the established old line farming families of Galgorin are upset about the unusual number of wolves roaming the fields, and particularly about the abundance of them on old Krulla's farm. Although they do not believe Julia Marcartio and her tales, they are suspicious of the giant Rohir, even though he has settled down and become a respected member of the community. Regardless of their fondness for Krulla, the old farmer contingent is growing hostile. They want the wolves gone!

Notable Skills: Persuasion 15. *Languages:* Logathig 5; Westron 5.

ARCATIA THE BEASTMASTER

A solitary and mysterious figure has added his presence to the troubles surrounding Galgorin. Last night, Arcatia Koldana rode into town with Drusso Benita. Arcatia is often called the Beastmaster of Shrel-Kain on the strength of his arcane knowledge of the raising and training of

exotic animals. The use of specially trained war dogs on some of the border patrols is attributed to the skill of Arcatia, and his close friendship with the Realm-master.

The Beastmaster is undoubtedly attracted to Galgorin by tales spreading throughout the commercial network of Dorwinion regarding Galgorin's troubles with rampant wolves. This fact alone will make him extremely unpopular with Gollo Wansutt. Actually, Arcatia has come in response to a letter from Julia Marcartio. The two have never met, but Arcatia's reputation is widespread and Julia believes his skills will be useful. Arcatia will keep himself anonymous as long as possible for both these reasons.

Secrecy will be difficult because of Arcatia's two prize traveling companions. One is an enormous and almost Mannishly intelligent White Wolf known as Rolm. Rolm is every inch of seven feet in length and stands almost four feet at the shoulder. The other is a huge, tawny brown Grass Cat with amber eyes and a constantly swishing, four-foot tail, who answers to Svelm. The creatures are devoted to Arcatia and fully trained. They follow him unless ordered otherwise. Although the beasts appear formidable, they are not usually dangerous unless their Master is threatened or orders them to attack. Both will defend themselves without being commanded. For this trip, the beasts are Arcatia's senses and guides in the shadowy world of lycanthropy.

The Galgorins are not likely to appreciate the value of the animals. In the context of the current panic, Arcatia's companions may cause hysterical reactions wherever they appear. The Beastmaster realizes this and will attempt to keep their presence secret for as long as he can.

Arcatia is tall, slim, athletic, and very attractive. He is personable, but not overly talkative. He downplays the nature and capabilities of Rolm and Svelm. Dressed simply in leather armor and a worn, hooded traveling cloak, he does not appear to be unusual.

Notable skills: Stalk/Hide 60; Animal Husbandry 65; Hunting 50; Herding 80; Climbing 35; Acrobatics 50; Riding 40. *Languages:* Logathig 5; Westron 5; Waildyth 4. *Spell Lists:* (**RMCI**) Animal Bonding; Combat Enhancement; Movement Enhancement; Sense Enhancement. (**MERP**) Animal Mastery; Calm Spirits; Nature's Movement; Nature's Lore.

9.3 THE TERRAIN

The town of Galgorin nestles in a fold of rolling hills, surrounded by fertile farmlands that stretch away to the horizon. Land is tilled in patches that encircle the isolated estates and farm houses of the native Galgorins. There are narrow, country roads leading between the farms and to the town. The Galgorins are spread very thinly across their land. Forests and thickets are thick on the landscape, adding to the sense of peace, quiet, and isolation.

9.31 GALGORIN

I. Grape and Grain Warehouse. This facility is owned and run by the Guards and Gollo Wansutt in his public capacity as Master of Galgorin. Gollo had the warehouse especially built to facilitate the storage of grapes and grain. To keep it cool in the summer, the ancient, tall trees on the property were incorporated in the construction of the great hall. The uninterrupted shade is very effective at maintaining the cool atmosphere. A series of great bins line the interior walls, with sliding shelves so that bunches of grapes are never stacked too high. The central area is easily accessible through enormous wooden doors, wide enough to pass wagons through.

There are two Guards on duty at all times to help load and unload, or to direct visitors to their destinations. A small safe (Hard, -10, to open) located in Gollo's tiny

office retains the total of the small fees that are charged to renting farmers and wineries. There are between 3 and 5 gold pieces worth of small coins in the safe at any one time. The coins are used to pay the Guards for their work and to buy supplies as they are needed. The warehouse barely covers its cost, but Gollo is not a dedicated merchant. He

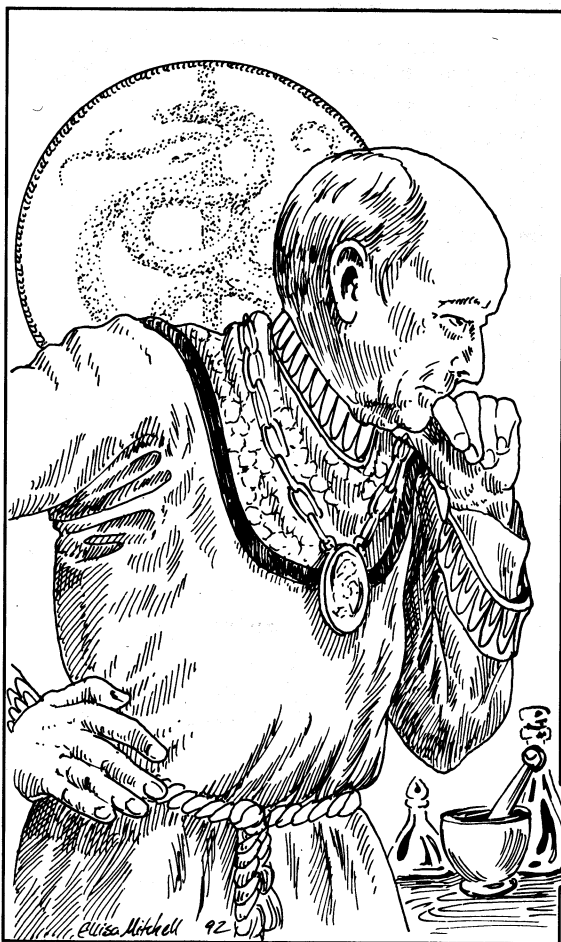
had this facility built to increase his chances of advancing beyond the Mastership of Galgorin.

Prior to his initiative, Galgorin's grapes were less widely traded, since shipments had to be organized from the widely separated farms. With a central facility, the process of storing and loading the grapes is much easier and commerce has increased dramatically. Although this development has been good for the town financially, it is one of the things that has made Gollo unpopular. The old time Galgorins resent the increased traffic and the faster pace of business. They would just as soon sell less grapes if the old ways could be preserved. It also rankles that Gollo, independently wealthy by local standards after his years in Shrel-Kain, paid for the construction of the warehouse himself.

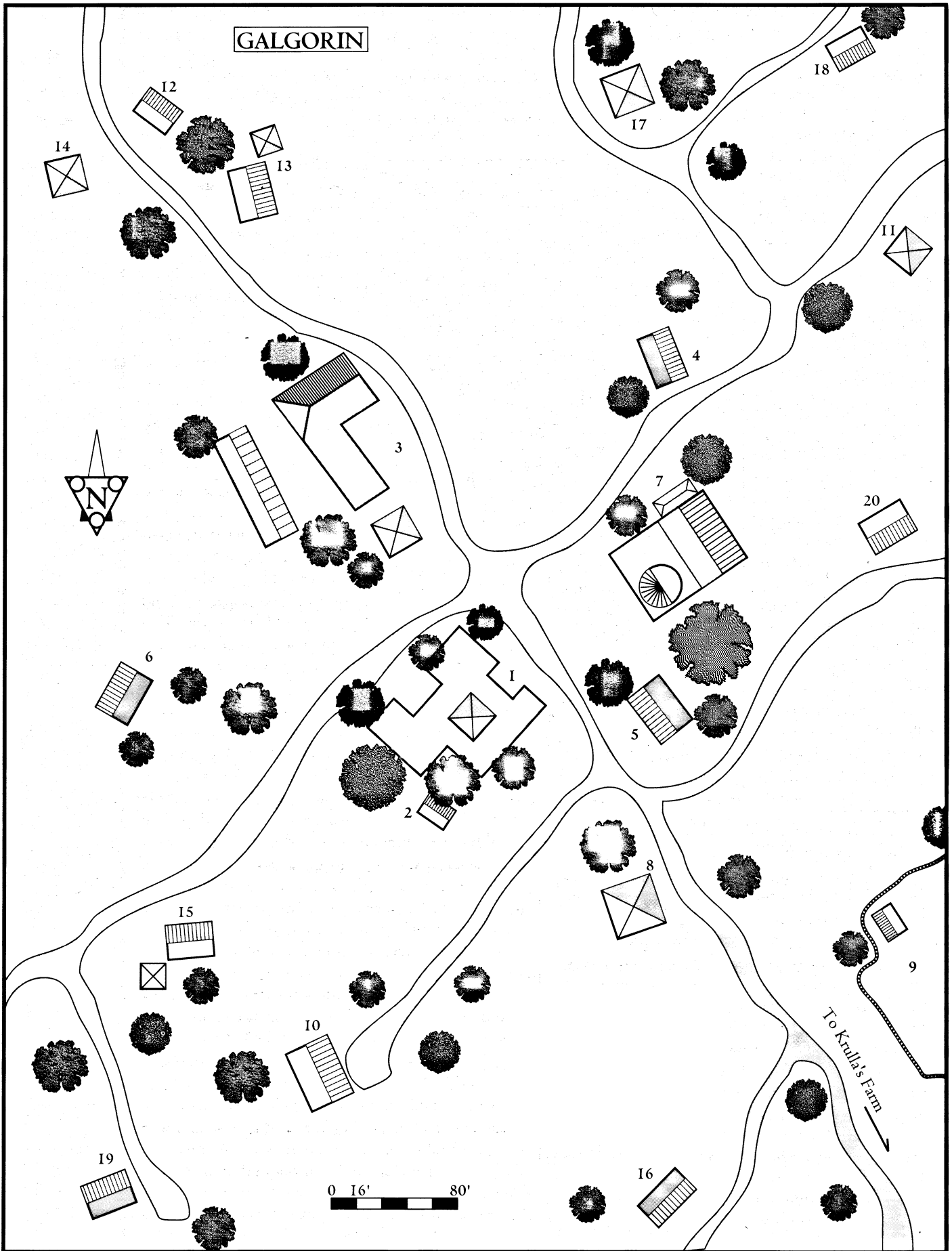
2. Guards' Station. The small stone structure next to the warehouse serves as the

Guards' barracks, headquarters, and jail. There are only eight Guards in Galgorin, so the building is not large. Gollo is often here, using the station as the unofficial town hall. Grievances and legal disputes are settled in the Master's relatively spacious office. A wall safe (Very Hard, -20, to detect and to open) contains Galgorin's public funds, a total of 17 gold pieces raised over the years from taxes and tariffs. Gollo doles out some of the money periodically to those in need, or for worthy civic improvements.

3. The Dancing Grape. Galgorin's tiny toasting house is named for the town's only viable commercial export. For a traveler on a budget, the Dancing Grape is perhaps the best bargain in all of Endor. The food is fresh and well prepared. The drink is all of local origin, including some of the best wines in Dorwinion and one of the better beers.



GALGORIN



The single barmaid, Fiolla Greba, is bubbly and quick and never misses an order or a chance to sing a ribald song or tell an off-color joke. The rooms to rent are clean. The beds are soft. Best of all, prices for everything are among the most reasonable anywhere.

The owners, Fenwick and Hillia Greba, were innkeepers in Shrel-Kain for many years. They have consciously combined the best service they can provide with the lower prices they can charge at this distance from the more expensive urban environment. Made possible by contributions from Gollo Wansutt's civic fund and occasionally from his own pocket, the Greba's provide a first class attraction for visitors—another carefully calculated measure to make the current Master of Galgorin appear a great success.

The Dancing Grape is currently the site of serious debate about the wolf problem. Many of Galgorin's leading citizens keep a sharp ear tuned to discussions at the Grape. In this setting, any negative comments about the policy of denial of the problem being practiced by Gollo Wansutt will be ill-received.

4. Lada Moscote's Apothecary. The old Animist keeps his shop in this quaint and well-maintained stone store front. He is likely to have almost any herb native to Dorwinion, and there is a good chance (OI-30) that he may have others, if they are not too expensive. Prices are quite reasonable, but not because of any outside influence. Lada is a man of humble aspirations. He stocks a collection of tomes of healing spells, some of which he understands well enough to use. There are eight books, containing from two to six spells and associated research each. Each book deals only with one spell list and contains a random selection of spells. Lada's research on lycanthropy is also stored in the back room of the shop. The old Animist is happy to share his work, especially if an interested fellow spell caster could explain some arcane bit of one conjuration or another. Besides the old man's good intentions, the hoard is undefended.

5. The Weaver's Shop. Wella Baldrone runs an efficient sewing shop here in the heart of Galgorin, complete with a spinning wheel and a stockroom full of textiles. She buys local plants of various attributes and weaves them into cloth. Clothing is for sale, made to fit by her expert attentions as a seamstress. Cloaks and winter garments can be made to provide up to +30 RR against normal cold.

6. The Tanner's Stall. Levdan Forrd spends his days here turning raw leather into finished goods from clothing to armor and saddles. The building is an open front, lightly roofed structure. It is not wise to tan fresh leather in a confined area, as the odor of Levdan's shop will quickly confirm to any passing party. Still, Levdan is a craftsman and can construct items of up to +15 bonus.

7. The Stone Wheel House. Another of Gollo Wansutt's enterprises in Galgorin is the operation of a grain and wine crushing mill. The grain is smashed using an enormous stone wheel, built into the structure of this building. The

wheel is turned very slowly by the sweat and labor of several mules, hitched to a revolving yoke apparatus. Those who wish grain crushed into flour need only feed the harvest under the path of the wheel inside the building and see to the progress of the beasts outside.

Another feature of the Stone Wheel house is a make-shift wine press occasionally in operation outside of the building. Farmers supply the grapes and the labor, or they can pay one of two Guards who are always on duty. The grapes are poured into a vat and a large press plate is screwed down upon them by operation of a turnstile. Grape juice, soon to be wine, is collected from the bottom of the pressing device.

Either process costs only a nominal fee and help is available from the ever present Guards. The operation is another Gollo Wansutt project for the improvement of Galgorin.

8. General Store. Pallman Rebo is the proprietor of Galgorin's tiny general store. Most simple goods and foodstuffs are available here for very reasonable prices. Pallman is also on Gollo's payroll and tends to accentuate the positive as far as the wolf plague is concerned.

9. The Cemetery. The Galgorin cemetery is small, old, and well-tended. Some stones and cairns date from the early days of the Third Age. It reminds Galgorins that their land is ancient and full of history. Silvi Marcario was killed on the outskirts of the small park, near a vine-covered, ancient fieldstone wall. The fatal attack was witnessed by several reputable Galgorins and Drusso Benita. Although the accounts are unchallenged and terrifyingly vivid, Silvi's body has not been found.

10. Marcario House. Julia and Silvi live here. All of their considerable research on lycanthropy is stored in old walnut bookcases in the root cellar of their farmhouse. Tampering with any of the many tomes without deactivating the continual *MERP Detect Presence* spell that permeates the cellar will set off a *MERP Illusion* of a woman screaming at the top of her lungs. This is followed by a very realistic *MERP Phantasm* of a detachment of Guards descending the steps. In the end, unless Julia is nearby to be alerted, nothing comes of these spells. The Marcarios decided long ago that they would prefer their work to be stolen rather than destroyed.

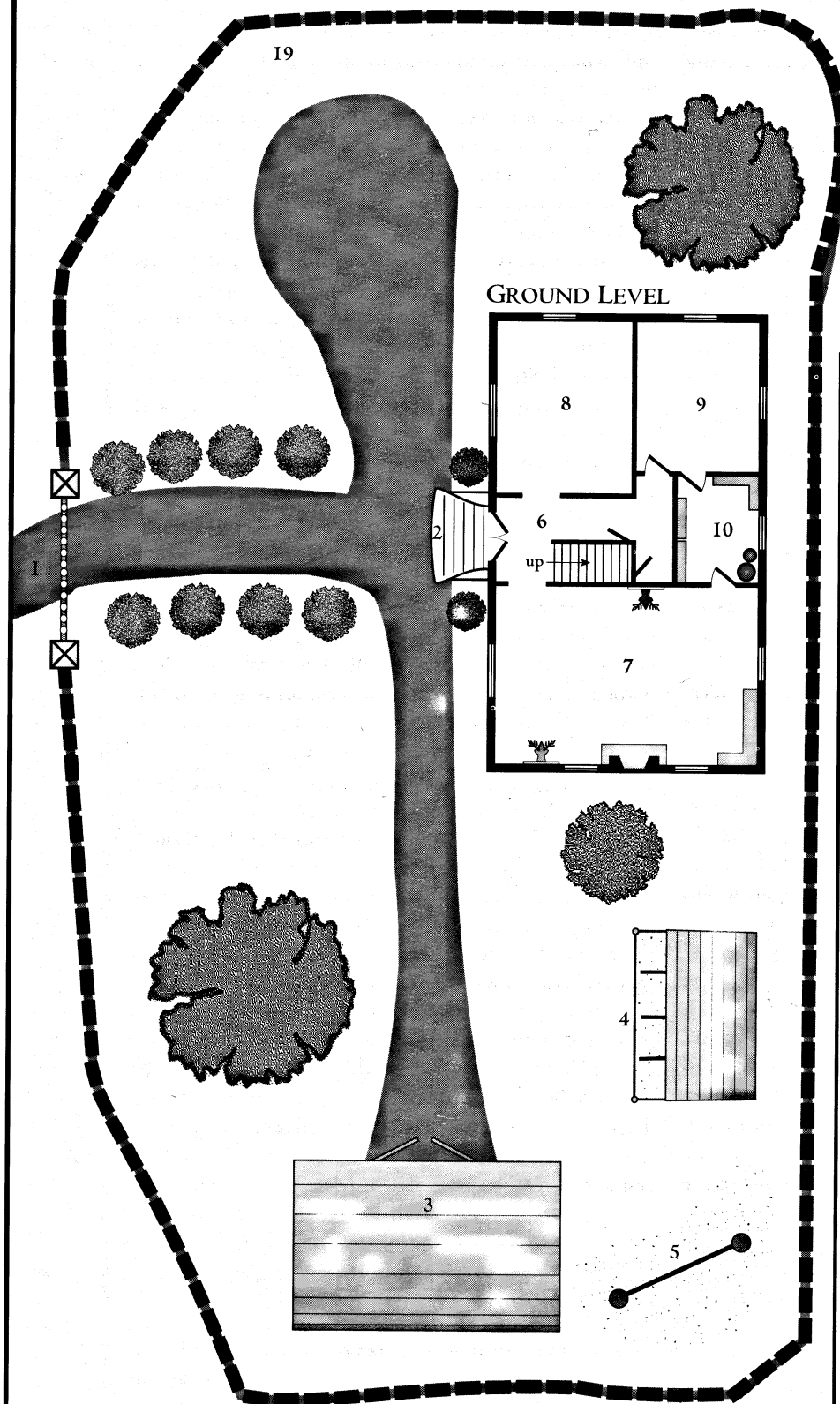
11 - 20. Residences. Mostly vineyard and farm houses, many with stone walls and small courtyards. All of these residences tend to be isolated. Many are connected by lonely little country roads that are overhung by drooping trees and shrubbery.

9.32 KRULLA'S VINEYARD

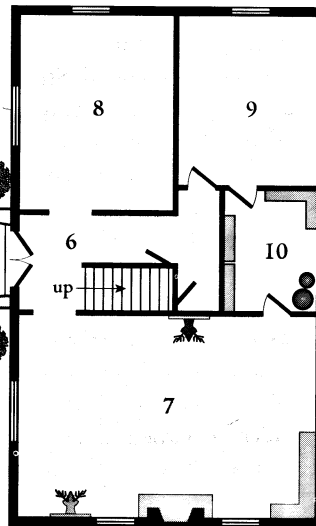
Krulla Condreta's farm is approximately one mile outside of Galgorin, set back off the road that winds past the cemetery. The farm house is at the top of a small hill which is visible from the road. A path leads back through a small forest for almost half of a mile to the farm house.



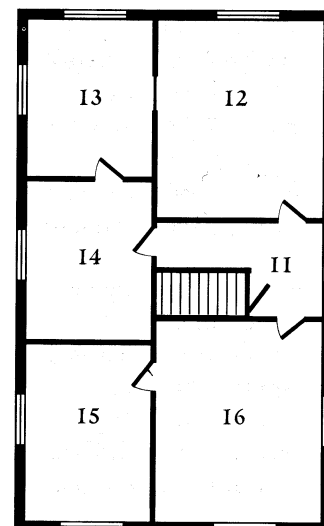
KRULLA'S FARM



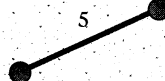
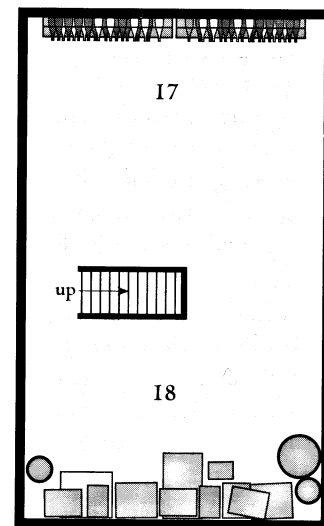
GROUND LEVEL



SECOND LEVEL



CELLAR





A rag tag pack of wolves roam the forest. An encounter with this group is almost unavoidable in daylight. (See Section 9.52 for the composition of this pack.) The pack is always led by at least one Warg. In addition to the pack wolves, several more gather at the farm house. The composition of this pack can change from encounter to encounter. Unlike the wolves on the grounds or in the house, these wolves will hit and run, particularly since they can then send one of their number to raise the alarm.

If a party approaches the farm at night, only a few (GM discretion as to how many and where) of the wolves noted below and on the grounds of Krulla's farm house will be present. The rest are out terrorizing the farms and residences surrounding Galgorin, or assaulting the village itself. Krulla, likewise, will be missing. Unless he can be found wandering about as the Man-wolf at night, confronting Krulla and ending the reign of terror requires an expedition to the farm in daylight.

All the wolves at the farm will be sleeping or resting, but will awake almost instantly. Although wolves will normally fight and retreat to fight another day, these wolves are territorial about the farm since Krulla's disease has begun to progress. The wolves on the grounds and particularly in the house will press their attacks savagely and only retreat if severely wounded or near death.

GM Note: *There is a lot of growling and howling at the farm in the course of a day. The wolves are unnaturally close to each other because of Krulla's presence and their proximity puts a great deal of tension in the air. An alarm from one set of wolves will therefore not necessarily alert every wolf in the place to the presence of intruders, unless it is so noted. If a large commotion ensues, all the wolves will be warned and will begin moving around and preparing to attack in unison. Wolves are natural pack animals and cooperate very well together. The Wargs and War Wolves can break doors that are closed against them. The Wargs can break locked doors. The process takes one to four rounds. If foiled by doors, the wolves (any kind) will seek alternate routes of entry, coming in through other rooms or windows.*

1. The Gate. Krulla's farm is surrounded by an eight-foot high brick wall, topped with pointed stones. Access to the house grounds is by way of a wrought iron gate, set with spikes at the top. The gate is locked (Extremely Hard, -30, to open). Forcing the gate would be an Absurd (-70) maneuver requiring at least eight persons, each with Strength bonus in excess of +20. Climbing the wall is Sheer Folly (-50), unless there are helpers available to lend a boost up, in which case it is only Extremely Hard (-30), with failure implying the possibility of a nasty fall or a bad cut. Careful scouting may uncover a hidden break in the wall (#19).

2. The Front Steps. An impressive set of wooden steps, complete with pillars and statues of lions, adorns the front of Krulla's farm house. The lion statues have been knocked to the ground and shattered. Spread across the steps are the half-eaten remains of Krulla's war dog, who died here trying to defend his master from the new arrivals. There is a great deal of blood and identifiable body parts. The

great war dog's torn neck still sports his collar, which should serve to mark him as a defender of the farm house—not a wolf. The front door is ajar.

3. Barn and Storage Shed. Three Merisc Tyka are living inside this structure, which otherwise holds farm equipment and tools. The wild dogs are usually asleep during the day, but will be awake if the door is opened. These creatures have been victimized by the larger wolves in the farm house and are consequently paranoid. Their coats are dappled yellowish-tan and brownish-grey, which happens to be a superb match for the sun-streaked and shadowed interior of the barn. The Merisc Tyka are therefore +40 to Hide in this environment. If spotted, they will attack, attempting to flee at the earliest opportunity. The barn doors are open.

4. Stable. The stable is exposed to the elements on the side facing the path and the barn. The partially eaten body of a horse is clearly visible in one of the stalls. Napping around the body are four Dire Wolves. It is only a Medium perception maneuver to see the lounging wolves. If they are not approached, it is unlikely that they will awake. In the event of combat anywhere on the property, or if the party comes beyond the edge of the path, these Dire Wolves will instantly rouse themselves and attack.

5. Hitching Post. Two Hounds are hunkered down next to the hitching post gnawing on the same leg bone of the horse that died in the stable. The Hounds are local animals that have joined the pack residing at Krulla's farm. They are used to humans and not too territorial about the farm yet. If left alone, they will continue to gnaw their bone. If approached, they will flee (01-55) or attack (56-00).

6. Foyer. This entry contains a stairway leading up and two passageways to either side. There are two open doors on either side of the base of the stairs, leading to another stair that descends to the cellar. The stairway up ends at a wrecked door. In front of this door is a Warg. Depending on the strength of the party, the Warg will attack immediately, howl for help (which will rouse the wolves in other rooms, #8 and #7) and attack, or howl and run through the wrecked door in an effort to find Krulla.

7. The Den. This was Krulla's game room, when he was fully human. The walls are decorated with heads of hunted animals, some of which have been pulled down and mauled.

A large bear skin rug in front of the fireplace is the center piece of the room. Four Red Wolves are lounging about the den. Depending on what the Warg in the foyer does, these wolves will either be alert or merely curious. Once they see the party, they will immediately attack.

8. The Parlor. The fine furniture is turned over and broken. The once beautiful paintings that hung on the walls have been torn down and gnawed. The carpet is filthy with mud and wolf feces. Amid the debris wait three Grey Wolves. Like the Red Wolves (#7), these brutes will be waiting for an alarm from the guardian Warg. There is a passageway leading to the kitchen.

9. Kitchen. The kitchen area is an absolute shambles. All manner of preserved food has been pulled from storage and consumed very messily. The table is overturned and two cabinets have been pulled down. It is Very Hard (-20) to maneuver in this mess. A War Wolf is in here working on a smoked slab of bacon. He is likely (01-65) to join any battle in the adjacent room (#8), but will wait for a good opportunity to surprise someone or strike from the rear.

10. Larder. Both doors to the larder are open. All food goods have been pulled from the shelves that line this room. There is a terrible mess on the floor. Squatting in the middle of it, sleeping on a pile of table clothes and linens, is a Warg. She will join any battle in the den (#7), after waiting to achieve surprise, or may (01-50) join a battle in the parlor (#8), after—and only if—the War Wolf does. If she is confronted in the larder, she will fight viciously for three rounds and then launch herself out of the window, in order to go rouse the Dire Wolves in the stable (#4).

11. Upper Foyer. All doors are unlocked and open. The locks apparently still work. There is nothing in this small room except for a curio cabinet which has been pulled down and broken. The figurines that litter the floor are worth perhaps 5 sp each. There are about thirty of them and as many as a dozen may be unbroken.

12. Bedroom. Torn draperies and quilted blankets form a nest for three Dire Wolves and four puppies. Arcatia would give a substantial amount for the pups, although caring for them would be difficult because they have not yet been weaned. If the puppies are slain intentionally by anyone in the party, Arcatia and Rolm will have their revenge at an appropriate moment. The adults are female and one is the mother of the pups, which are only a week old. The two adult females will attack anyone who enters the room. The mother will howl and hover over her cubs. The noise will bring Krulla from the master bedroom (#16). He will come crashing through the Upper Foyer with four Wargs behind him. There is a chance (01-33) that Krulla will be in Man-wolf form as a result of the mother's howls.

13. Bedroom. The door to the adjacent bedroom (#12) is locked and this room is deserted. It is as yet untouched. Krulla kept this room as a guest room and has not remembered how to unlock the door (Hard -10). There is a small collection of jewelry displayed on the dresser. The old warrior accumulated most of these items in the mysterious East. All of the jewelry would be worth about 37 gp. It is fragile and would need to be carefully wrapped for transport. The results of grabbing the loot and running might lower the value of the fragments to 2 gp. The door to the center front bedroom (#14) is ajar.

14. Bedroom. Two Grey Wolves are curled up on the bed, one watching each door. They will attack immediately. Both doors are slightly open.

15. Bedroom. Two War Wolves are relaxing in here, on either side of the door to the master bedroom (#16), which is slightly open. They are alert and will launch themselves immediately at any intruders, baying at the top of their considerable lung power.

16. Master Bedroom. Amidst the ruins of a once elegant and richly appointed chamber, Krulla and three Wargs sit waiting for nightfall. In daylight, the old warrior is in Man form. Even as a Man, he regards the wolves in the room with him as friends and companions. On the wall over the bed is Krulla's two-handed sword. Broedswac has been in retirement for as long as Krulla. It is a +30 weapon that Slays Men. The sword adds +20 to its wielder's Movement and Maneuver bonus for purposes of first strike determination and adds +10 to his DB. Upon command Broedswac will appear in Krulla's hand after flying off its wall mounting.

Also on the wall is Krulla's suit of +20 plate mail and +20 full shield, neither of which have been down off the wall in years. The shield, ironically, is embossed with the Rampant Wolf design of the Rohir house from which Krulla hails. The old warrior would never part with these mementos while there was life in his body.

If enraged by attacks on the wolves, Krulla will use Broedswac if he remains in Man form. If approached without violence to the wolves, is it possible (01-50) that Krulla in Man form will not immediately attack, but might listen to his visitors. The Wargs in the room will immediately attack, regardless. If Krulla changes to Wolf form as a result of attacks in the bedroom with the cubs (#12), there is a small chance (01-15) that he will remember to use his deadly sword in his new form. In this case, he will certainly not stop to listen to reason.

17. Wine Cellar. Three Grey Wolves are snoozing down here amidst the clutter. If the far wall survives the battle to overcome the wolves, the two hundred bottles of wine stored there would be worth about 75 gp, even in wine-laden Dorwinion.

18. Storage Area. Wooden boxes line the wall in this area. They contain clothing, tools, and assorted household items for which Krulla had no use. Buried amidst the clutter (Absurd, -70, to find) is a medallion in a velvet pouch. The medal is in the image of a young and beautiful maiden. Its likeness was so close to his wife that Krulla could not bear to see it regularly, but neither could he part with it permanently. The medallion, an award for outstanding bravery from the Realm-master of Dorwinion himself, was commissioned as a portrait of his wife just before her death. It casts a perpetual *MERP* Protections *Bless* and *MERP* Surface Ways *Regeneration*. If Krulla is cured, it is likely that he will offer this medallion to the dominant warrior in the party, whom he will believe is responsible for his cure. His words may be something like: "I want you to take this as my thanks for giving me my life back. I give you part of my old life in exchange for my new one."

19. Break in the Wall. Around the corner from the gate is a portion of the brick wall that has been broken by force. It is behind some bushes and is low on the wall, so it is Very Hard (-20) to discover. Krulla rammed through the wall several nights ago when his Man-wolf wit could no longer recall how to open the gate.

Inside the grounds and near this opening is the mangled corpse of Silvi Marcartio. Krulla dragged her to this spot after the battle at the cemetery, but was loath to bring her into his house because of the emanations from the charm still attached to a fine gold chain about her neck. This small pendant, shaped like a wolf's snarling head with oversized fangs and small red rubies for eyes, is the charm that Julia is searching for to augment her spells. In addition to that function, the pendant radiates a constant *MERP* Spirit Mastery *Confusion* directed at all canine creatures within twenty feet.

A Warg is crouched in concealment (Extremely Hard (-30) to spot) on the inside of the wall beyond the radius of the spell and behind a pile of stacked firewood. The Warg will attack if one or two persons approach the body. He will attempt to remain outside the radius of the spell. If a larger party appears, the Warg will wait and follow, or scurry off to warn the others.

9.4 THE TASK

The first goal of the adventurers will be to discover what is happening in and around Galgorin. The plague of wolves is dangerous and misunderstood. Julia Marcartio believes that the beasts are here to end her family's feud with the shapechangers. Lada Moscote has an idea that Krulla Condreta is suffering from the disease, but is unsure of his diagnosis and afraid to confront the beloved old warrior. Gollo Wansutt dismisses the entire ugly situation as the natural order of things.

Once the truth is learned, the adventurers must then decide whether to attempt to cure the old warrior or to cleanse the town and surrounding countryside by the sword. Either way, the menace is too great to be ignored by any but the most cold-hearted or powerful parties. Further, either choice will require important citizens of the town to be convinced of the nature of the danger and the correctness of the proposed solution.

If a cure is preferred, Lada Moscote has a theory about one of his more esoteric healing spells. There is a good chance that this spell may work, but a special catalyst is required. The catalyst is the dried and specially treated blood of a wolf attracted by the lycanthropy victim. Lada will most certainly need help obtaining this ingredient. In addition, Krulla will need to be subdued for long enough for the healing to take effect, and watched for some time afterwards. Lada Moscote is not up to either task by himself.

If the party elects to simply slaughter all of the wolves it can find, the battle may become a ghastly war of attrition. As Krulla grows and develops in his new role, his influence on wolves and even other fell creatures in the area will begin to grow. The menace threatening Galgorin

cannot be fully conquered until Krulla himself is dealt with, one way or the other. If he appears during the day outside of his farm, Krulla will seem to all to be normal. Even if the party is sure about what is happening, it will not be permissible in Galgorin to simply kill the beloved old hero. If found at night in Man-wolf form, Krulla might be dealt with by a powerful party, but he will run back to his farm rather than be slaughtered away from the protection of his den. The only sure way to either slay or cure him is to root him out of his farm house in daylight.

9.41 STARTING THE PLAYERS

Any party of traveling adventurers may hear of Galgorin's troubles at the nearby wineries which buy grapes from the small town. The Dorwinrim who drive the grape wagons are a particularly friendly and gregarious lot. A chance meeting on any of the local roads could lead to a long tale and serve to get the adventurers involved in the plight of Gollo Wansutt's village.

Once in Galgorin, visitors will inevitably find themselves at the Dancing Grape. Conversations at the Grape are unmistakably about the wolf crisis. Because of the bitter division between those Galgorins who are terrified of the wolves and those who support Gollo Wansutt, regardless of the cost, it will be relatively easy to get the visitors involved in the debate. The Galgorins need help and any party of travelers may be enlisted by the various warring factions to aid their cause.

9.42 AIDS

Julia Marcartio and Lada Moscote between them know a great deal about both the legends and the reality of lycanthropy. They are friends and will work well enough together to be of help to the adventurers. Lada believes that he has an effective cure and thinks that Krulla is the victim that needs his help. However, he is shy and afraid. A great deal of effort will be required to pry the valuable secrets from the old Animist. Once this much is done, Lada will still need help in administering his cure.

Julia is a powerful ally because of her magical abilities and her determination to stamp out the disease and avenge the death of her sister. The ancient Dorwinadan Mage has done extensive research on lycanthropy. She believes that she has created potent magical counters to the worst dangers of the wolves. Unfortunately, her special spells take an inordinate amount of time to cast. Worse, a great deal of her power is incarnate in a charm that Silvi carried on her person. Since her sister's body has not been found, the potency of Julia's spells is greatly reduced. Julia will need as much help as Lada in accomplishing her goals and freeing Galgorin.

Drusso Benita is a potentially powerful friend because of his sheer size and strength. It may be that Drusso is the only match for Krulla should physical force be needed to restrain the old warrior. Whether even Drusso's massive musculature would be enough to restrain Krulla in wolf form is a question with no current answer. Benita is also a useful voice in the debate about the need for action against the wolves. A witness to Silvi's death, Drusso has no further illusions about the nature of the threat.





Arcatia Koldana is something of a wild card. His highly trained—even empathic—animals are of uncertain but potentially decisive value in divining the nature of the threat. In combat, they may also be valuable against the beasts running wild in Galgorin. Svelm, in particular, is likely to draw considerable attention—and may flee up a tree or onto the roof, thus occupying numerous wolves that could otherwise be hunting the party. The White Wolf Rolm is the largest and fiercest of non-enchanted wolves and should be a match for even the Wargs. Arcatia's experience in subduing wild animals and commanding fierce predators to his will could turn the scale in the adventurers' favor.

9.43 OBSTACLES

The wolves gathering in the folds of Galgorin's hilly countryside are the greatest obvious obstacle to be overcome. Fierce, fast, and ravenous, the beasts are formidable opponents. Led by Wargs and at times by the Man-wolf himself, the fell brutes are a deadly menace. The pack has taken up residence at Krulla's farm. They are familiar with the terrain and very possessive because of the presence of the developing Man-wolf. It is clearly impossible for Lada and Julia to get to Krulla without outside help.

Behind the wolf plague is Krulla and his disease. In time, his lycanthropy will fully bend the honorable old warrior to the service of the Dark Lord. For the present, it is driving him to destroy the lives and property of all his neighbors, and to reduce an entire community to fear and despair. Although at the center of the crisis, Krulla is an undetermined player in the drama. He is not entirely controlled by his syndrome yet, and therefore not completely bent to the will of the Dark Lord. With the right help, he can be cured and Galgorin freed almost at one stroke. If things go wrong, the Man-wolf of Galgorin could also be the most fearsome opponent of all.

Krulla's transformation will engender unprecedented fear in any who witness it, to a lesser degree if they only see the Man-wolf after the change. This shapechanger fear will be especially potent among those who know Krulla personally, which is to say any of the NPCs. Julia and Lada will also warn any party of adventurers that lycanthropy is a transmittable disease. The prospects of this should be enough to cause sober reflection in anyone tempted to help the Galgorins.

In addition to the active opposition of the dark forces, Gollo Wansutt will also be a problem, for different reasons. In his desperation to complete a successful and short Mastership of Galgorin, Gollo denies the existence of a problem. The charismatic, generous, and canny young Master carries much influence amongst Galgorins, many of which he has personally helped over the years. Gollo is not afraid to use the Guards under his command to abort any foolishness he discovers. Beyond that, the citizens of Galgorin are unlikely to support any expedition that openly defies the authority of the Guards.



Various other factors are operating against a happy resolution to the crisis. Few Galgorins believe the tales of shapechanging and intelligent wolves that Julia and Lada tell. Julia is viewed as a paranoid old crone, even after the death of her sister Silvi, because she has come to believe that the wolves are here for her. Few Galgorins will believe Lada either when he theorizes that Krulla is the victim who is drawing the plague down on their town. Krulla is a popular military hero and Lada is a shy, fearful old man of books. Finally, any endeavor that overtly includes Arcatia will also come under suspicion because of his eerily intelligent pets. The Galgorins like things simple and ordinary, and Arcatia does not fit the common conception of what is right.

9.44 REWARDS

There is precious little to be gained financially from helping the endangered citizens of Galgorin. If all turns out well, it is true that Gollo Wansutt, the consummate politician, will come around and offer some reward from public funds and even his own pocket for the Heroes of Galgorin. There will be speeches and good will all around, but Gollo's main goal will be to whisk everyone out of town and sweep the entire ugly incident from the community memory.

Unofficially, the future help and gratitude of Julia and Lada may be worth something to a party in need of magical or healing spells. Both will be only too glad to share as much knowledge as they have amassed with a worthy party that helps them defeat the plague of wolves.

If he is treated well and learns something worthwhile, Arcatia may offer his services as Beastmaster to a party that desires trained animals of various degrees of empathy. Along the way, certain magical items may become the loot of the victors, particularly if Krulla is killed rather than cured. Mostly, the reward for freeing Galgorin lies in the assured safety of its good citizens and the knowledge that another tentacle of the Necromancer's evil will has been severed from his control.

9.5 TABLES AND NOTES

9.5I ENCOUNTER TABLES

DAYTIME ENCOUNTERS			
Chance (%)	25%	20%	65%
Distance (mi)	1	5	.1
Time (hr)	4	4	.25
Encounter	Galgorin	Country -side	Forest Path Approaching Krulla's Farm
Wolf Pack	01	01-05	01-90
Krulla Condreta			
Man-Wolf	-	-	-
Man form	02	06	91-93
Random Wolves	03-05	07-17	-
Gollo Wansutt	06-19	18-22	-
Guards (1-2)	20-34	23-27	-
Guards (3-4)	35-37	28-32	-
Drusso Benita	38-49	33-44	94-95
Julia Marcartio	50-63	45-57	-
Lada Moscote	64-69	58-63	96
Arcatia Koldana			
with Rolm	70-72	64-67	97-98
with Svelm	73-75	68-71	-
with both	76-80	72-78	99
Rolm	-	79	00
Svelm	-	80	-
Fiolla Greba	81-83	81	-
Fenwick &			
Hillia Greba	84-86	82	-
Wella Baldroni	87-89	83	-
Levdan Forrd	90-92	84	-
Pallman Rebo	93-96	85	-
Old Farmers	97-00	86-00	-

Note: See p. 92 for guidelines for using encounter tables.

NIGHTTIME ENCOUNTERS			
Chance (%)	25%	20%	65%
Distance (mi)	3/4	2	.2
Time (hr)	3	2	.5
Encounter	Galgorin	Country -side	Forest Path Approaching Krulla's Farm
Wolf Pack*	01-09	01-40	01-45
Krulla Condreta			
Man-Wolf	10-15	41-53	46-67
Man form	-	-	-
Random Wolves†	16-24	54-80	68-94
Gollo Wansutt	25-28	-	-
Guards (1-2)	29-32	81	-
Guards (3-4)	33-34	82	-
Drusso Benita	35-49	83-86	95-96
Julia Marcartio	50-63	87-92	-
Lada Moscote	64-69	93-94	97
Arcatia Koldana			
with Rolm	70-72	95-96	98-99
with Svelm	73-75	97	-
with both	76-80	98-99	-
Rolm	-	00	00
Svelm	-	-	-
Fiolla Greba	81-83	-	-
Fenwick &			
Hillia Greba	84-86	-	-
Wella Baldroni	87-89	-	-
Levdan Forrd	90-92	-	-
Pallman Rebo	93-96	-	-
Old Farmers	97-00	-	-

* See 9.52
† See 9.53

GM Note: If Krulla is encountered in Man-wolf form, he is assumed to be in the company of a selection of Random Wolves (see Section 9.53). Generate two sets of wolves and add +20 to the roll for determining his escort each time. These guardians will defend Krulla beyond the natural tendency of wolves to accept injury in battle.

If a named individual is encountered who is already accompanying the party, consider it to be "No Encounter."

9.52 COMPOSITION OF WOLF PACK							
D100 Roll:	01-09	10-25	26-49	50-74	75-90	91-99	00
Wargs	1	1	1	1	1	2	3
War Wolves	0	0	1	1	2	3	4
Red Wolves	1	1	1	2	2	2	0
Grey Wolves	1	1	1	2	2	1	0
Dire Wolves	1	2	1	2	4	1	0
Hounds	1	2	3	3	0	0	0
Merisc Tyka	0	1	3	4	0	0	0
TOTAL	5	8	11	15	11	9	7

GM Note: Wolves in the wolf pack are in addition to those found on the grounds of Krulla's farm and in the house. Also, these wolves will flee more readily than those defending the "territory" of the grounds. The wolf pack will typically attempt to force a party to run and thus weaken it by exhaustion before serious attacks begin.





9.53 RANDOM WOLVES							
DI00	WOLVES					Merisc	
	Wargs	War	Red	Grey	Dire	Hounds	Tyka
01-09	-	-	-	-	-	2	3
10-19	-	-	-	-	4	-	-
20-29	-	-	-	3	-	-	-
30-39	-	-	2	-	-	-	-
40-49	-	1	1	-	-	-	-
50-59	-	1	-	1	-	-	-
60-69	-	-	1	1	-	-	-
70-79	1	-	-	-	1	-	-
80-89	-	1	1	1	-	-	-
90-95	-	1	-	-	3	-	-
96-97	1	1	2	1	1	-	-
98-99	1	2	3	2	-	-	-
00	2	2	4	-	-	-	-

9.54 KRULLA CONDRETA

Krulla has just begun his new life as a were-creature. As a result of his disease, he is transformed by the coming of night, especially when there is a full moon, into an extremely large and dimly intelligent wolf. As a wolf, Krulla stands erect. He has little memory of his humanity or the ways of Men. At this stage in his disease, Krulla acts out the instinctual behavior of a wolf. The massive Man-wolf stalks Galgorin and the surrounding countryside, looking for prey. Krulla has not fully developed into a pawn of the Dark Lord, but evil is growing in his heart as his disease progresses. Soon, he will look to his evil Master for direction and instructions.

As a Man, Krulla is fully capable of living a normal life. But this is changing. He is becoming forgetful. He does not mind that his house and property are full of wolves. The wolves, for their part, like and seek to protect Krulla. They like him more with each day his disease grows stronger. Krulla will now fight as a Man to preserve his wolf friends. As a Man, he will certainly use Broedswac. As a Man-wolf, there is a growing chance each day that he will make the connection that his old Mannish weapon is equally deadly in his new life.

If Krulla is cured or killed, the wolves and Wargs will leave Galgorin, except for the normal population, over the course of the next week. No one can guarantee their good conduct as they leave the province, however. Wolves in the immediate vicinity at the time of Krulla's death or cure will run (01-75) or attack (76-00). Wargs attack.

9.55 INFECTION

Any critical hit inflicted by Krulla as a Man-wolf that is not accomplished with Broedswac carries the chance for infection. Use the table below to ascertain the severity of the potential infection and then attempt to resist the disease using the standard Resistance Roll Table in *MERP*.

Critical Hit Level	Modification To RR For Claw	Modification To RR for Bite
A	+75	+40
B	+60	+30
C	+45	+20
D	+30	+10
E	+15	+0

The lycanthropy virus that Krulla acquired is a 6th level disease for purposes of determining the Attack Level for the Resistance Roll Table. If infection occurs, symptoms will begin to manifest themselves in approximately a week. Characteristically, the victim aggressively denies that anything is wrong.

9.56 TRANSFORMATION

At this point in his disease, Krulla's transformations are fairly easy to predict. At dusk, he becomes the Man-wolf. At dawn, he returns to Man form. Krulla has little control over these changes. If there is an attack on the female Dire Wolf and her puppies in room 12, Krulla's confused emotions may (01-33) carry him through the change to Man-wolf, even if it is daylight at the time.

Anyone confronting Krulla in Man-wolf form, in transformation, or just in the Master Bedroom surrounded by Wargs, will have to resist a 5th level Fear spell. There are special modifications to the Resistance Roll:

The consequences of succumbing to this Fear depend on how badly the spell was failed.

Failure	Consequences
01-20	<i>MERP</i> Spirit Mastery <i>Confusion</i> for 1 round per 5 points of failure.
21-40	Stunned 1 round per 5 points of failure.
41-60	Attempt to flee at full speed for 1 round per 5 points of failure. Can then <i>return</i> .
61-80	Attempt to flee until exhausted.
81-99	Under control of the Man-wolf until 1 round per 5 points of failure has passed. At that point, attempt another Resistance Roll to break free.
+100	Heart attack. Resistance Roll vs. Level 5 spell to avoid death.

9.57 SPECIAL MAGICAL SPELLS

JULIA MARCARTIO'S SPECIAL SPELLS

If Julia recovers her sister's charm pendant, the following benefits accrue:

- * The charm is a X 2 PP multiplier.
- * All Resistance Rolls by all canines, Wargs, and Krulla are at -10.
- * All applicable spell durations are doubled for any spell directed at canines, Wargs, or Krulla.
- * All preparation times for special spells only are halved.

Julia's special spells are presented below. There are no modifications for preparation time for these custom made spells, but all other modifications apply.

Canine Confusion: Similar to **MERP** Spirit Mastery *Confusion*, but geared especially for mass control of canines. Level 5 spell. All canine type creatures (including Wargs, but not Krulla even in Man-wolf form) within line of sight or 20 feet, whichever is closer, are affected. Wolves who fail to Resist will typically whine and bark but cease attacking. Some will flee and return from another venue. Even those who resist attack at -20. Spell takes 4 rounds of preparation. Resistance Rolls apply, but normal wolves are at -10 to Resist. Wargs get a +20 bonus to Resist.

Persuade Lycanthrope: Similar to **MERP** Spirit Mastery *Suggestion*, but specifically designed to persuade a lycanthropy victim to want to attempt to return to human society and be cured. Victim must be conscious and physically subdued, or at least cornered. The following additional modifications to a Resistance Roll apply:

Krulla is listening and quiet:	-20
Krulla is loose, but cornered:	+20
Krulla is physically restrained:	+10
Arcatia and Rolm present:	-20
Arcatia and Svelm present:	-10
Wolves in the room:	+4 each
Wargs in the room:	+7 each

The spell takes 6 rounds to prepare. Krulla resists either as a Man-wolf or as a Man, depending on his current state. These modifiers affect the Resistance Roll. Standard Base Spell modifications also apply. This spell must succeed before Lada Moscote's cure may be attempted.

Lycanthrope Vulnerable: An elaborate ritual spell that makes Krulla in Man-wolf form vulnerable to normal weapons. The minimum preparation time is 10 rounds, but up to 5 additional rounds may be added to accrue a -5 per round modifier to directly effect the Resistance Roll. As with all of her spells, Julia must remain uninterrupted while casting. If Krulla fails to resist, he is vulnerable to normal weapons for 5 rounds plus 1 round per 5 points of failure.

LADA MOSCOTE'S CURE

The old Animist surmises that by forcing a willing victim of lycanthropy to ingest dried blood from a wolf summoned by his own disease, the control of the affliction on its victim can be broken. To this end, Lada Moscote has prepared an especially blessed and purified solution. He needs only to acquire blood from a wolf Krulla has attracted and dry it to a powder. Using an elaborate ritual of consecration, Lada then plans to combine the two parts of his spell and administer the result. If Krulla is willing to return to humanity, Lada is confident that this will break the power of the disease.

In fact, because of a scroll of the high level spell Cure Disease that Lada has already read into the mixture, his cure has a good chance of success. The scroll, unknown to Lada, was originally penned by none other than Elrond of Rivendell, and came into Dorwinion as a special favor to the Realm-master himself, for keeping the peace in an ancient feud.

If Krulla succumbs to Julia's *Lycanthrope Persuasion* spell, this makes him a willing subject of the cure spell, entitled to the -50 Resistance Roll bonus. There is no benefit for range, preparation rounds, or static target. Under these conditions, the disease Resists as an 6th level target. The Cure is a 6th level spell, which correlates to the Attack Level for the Resistance Roll. There is an additional -20 to the Resistance Roll because of Elrond's hand in the Cure Disease scroll. If the cure fails, it cannot be repeated. The actual spell takes only as long as is needed for the victim to drink the contents of Lada Moscote's potion bottle and for the old Animist to invoke a brief ritual blessing.

If he is able to secure the summoned wolf's blood in the first place, Lada will make enough of the potion so that the cure may be administered to 2-3 other victims that Krulla may have infected. Separate spells must be cast in each case and if those cures fail, they may not be retried for the same individual.





9.58 BEAST TABLE

Type	Lvl	#	Enc	Size/ Crit	Speed	Hits	AT	DB	Attacks	Notes
Wargs	8	4-20	L/I	VF/VF	180	SL	60	75LBI/60LCI		Undead, but affected by Stun & Hits/Rnd
War Wolves	7	1-10	L/I	VF/VF	170	SL	50	85LBI/65MCI		
Red Wolves	5	2-20	M	VF/F	130	SL	45	70LBI/55MCI		
Grey Wolves	3	2-12	M	F/F	110	SL	30	55LBI/30MCI		
Dire Wolves										
Adults	4	2-20	L/I	VF/F	80	SL	45	75LBI/45MCI		
Puppies	0	4	T	C/C	5	No	0	None		
Hounds	3	1-20	M	VF/F	65	SL	40	45MBi		
Merisc Tyka	1	7-12	S	F/F	55	SL	40	45MBi		
Rolm	8	1-20	M	VF/VF	170	SL	70	90LBI/80LCI		White Wolf.
Svelm	3	1-10	M	VF/VF	100	No	50	40MCI/60MBa/60MBi		Grass Cat. 50 MM; +100 Climbing.

9.59 NPCS

Name	Lvl	Hits	AT	DB	Sh	Melee OB	Missile OB	MM	Notes
Gollo Wansutt	6	46	No	20	N	55ss	60da	25	Dorwinadan Bard. Master of Galgorin. 18PP. Amulet of Golden Oratory, +10 to Leadership; +5 dagger.
Guards (8)	4	70	Ch	35	Y	80bs	50lb	10	Dorwinadan Fighters.
Julia Marcario	10	99	No	20	N	10qs	none	15	Dorwinadan Mage. +10DB robes, +5 quarterstaff. 30 PP. Her sister's charm is X2 PP multiplier for Essence with other important powers. Tactic: can lock doors from a distance against wolves. Special spells.
Drusso Benita	5	90	RL	20	N	93wh	55wh	20	Dorwinadan Fighter. Wagon driver. Largest of kind +50 strength, +10 war hammer.
Krulla Condreta									
Man	9	119	SL	35	N	135th	65da	30	Éothraim Fighter. Strength +50, largest of kind, Broedswac +30 two handed sword, Slays Men, +20 MM for 1st strike, +10db. MM for 1st strike is 50.
Man-wolf	9	200	RL	60	N	120LBI/100MCI		45	Lycanthrope. With Broedswac 160th, 45 MM, & MM for 1st strike is 65. Immune to normal weapons. Takes critical hits one level of severity below indicated. Resists normal spells at +20 - does not apply to Julia's special spells or Lada's cure. No stun, no "hit/rnd" damage.
Lada Moscote	8	54	SL	10	N	15ma	25sl	15	Dorwinadan Animist. 48 PP. Book of Lore and Blessings, X2 PP multiplier for Channeling.
Galgorin Farmers (6)	2	45	SL	15	N	35ha	35sb	20	Dorwinadan Fighters.
Arcatia Koldana	8	91	No	40	N	80wh	85bo	35	Dorwinadan Beastmaster (RM); Animist (MERP). +25 Whip, +15 to MM controlling wild animals. +20 Bolla. Can summon Rolm (White Wolf) and/or Svelm (Grass Cat) from up to 1 ½ miles—these animals are bonded to Arcatia. Amulet of Fierce Beasts, +10 to controlling wild animals, X3 PP multiplier. 48 PP.

10.0 DOING BUSINESS IN DORWINION

The Dorwinrim take commerce and trade very seriously. Arrangements for profit are more honorable than combat or adventuring for treasure. The mechanism that powers economic transactions in Dorwinion revolves around personal relationships, bribery, and providing good products or services at competitive prices. Bad business practices are frowned upon, and bring great dishonor upon the family and friends of the failure. At the same time, bribery and economic coercion are quite legitimate practices, and greatly respected if brought off with flair or the proper style.

If a character should like to take up economic enterprise in Dorwinion, several options are open. Anyone can open a shop or sell everyday trade goods. These businesses operate the same in Dorwinion as anywhere in Middle-earth. Suppliers are abundant and willing to deal with a transplanted foreigner as they would with one of their own. This means that they will take your money and give you the least you will accept for it, while maintaining their own reputation for good business. Naturally, a certain amount of negotiation, bribery, and subtle coercion are required to grease the wheels.

The real money to be made in Dorwinion trade involves obtaining a coveted license to export wine. Not everyone is allowed to ship the premier products of the Wine Land. Usually, earning this exclusive license requires wheeling and dealing with a direct representative of the Realm-master in Shrel-Kain. Leverage is highly useful. Although money is always effective, it is considered uncultured to attempt simple bribery at this level. More to the point, because of the wealth of the Dorwinadan trade officials in Shrel-Kain, bribery of this powerful group is difficult and obscenely expensive.

In recent times, the best way to get an "in" towards the granting of an export license has been to provide a highly visible—possibly daring and dangerous—service to the public welfare of the Dorwinrim. The situations described throughout *River Running* present many opportunities for this sort of leverage.

10.1 OBTAINING A WINE LICENSE

The chart below outlines the particular accomplishments that might influence negotiations to obtain a wine exporter's license. The identity and forcefulness of the recommender is as important as the actual result obtained. Any license or reward would be granted to the primary individual or leader of a party of adventurers.

MODIFICATIONS FOR ACCOMPLISHMENTS		
Accomplishment	Recommender	Modification to Persuasion
THE CORRUPTION OF DURANNON WOOD		
Completely free		
Durannon Wood:	Davnos Kaldigar	+15
Kill or evict		
Leigos Maladov:	Tavlo Maladov	+10
HIJACKED WINE BARGE		
Garvanon's Reward:		
none	Garvanon Haldraker	-15
25gp to 50gp:	Garvanon Haldraker	+5
75gp to 125gp:	Garvanon Haldraker	+10
150gp to 200gp:	Garvanon Haldraker	+20
Rescue proceeds		
under command		
of Quaymaster:	Bendretta Porlot	+10
Rescue fails because		
of adventurers:	Valla Giordia	+15
THE GARGOYLES OF HARADRUIN		
Gargoyles evicted or		
killed; threat ended:	Rencil Opinella	+10
Public panic calmed,		
with little bloodshed,		
threat ended or not:	Drel Saladi	+15
Panic remains or lots		
of bloodshed:	Drel Saladi	-15
CARNAGE AT FORODIM		
Forodim villagers returned,		
casualties reasonable:	Caranfin	+10
Caranfin killed, party		
does little:	King Thranduil	-20
THE WOUNDED DRAKE		
Drake slain; party		
instrumental:	The Bellia brothers	+5
Pardfans would have		
been slaughtered,		
but saved by party:	Biarda Jampett	+15
THE MAN-WOLF OF GALGORIN		
Krulla slain,		
Galgorin safe:	Gollo Wansutt	+10
Krulla cured,		
Galgorin safe:	Krulla Condreta	+25



10.2 OTHER REWARDS

Although the big prize is a license to export Dorwinion wine, lesser rewards are available for the enterprising adventurer who is not quite ready to settle down. Any individual from the chart above who recommends a character to court will also be willing to campaign on their behalf for these rewards. A recommender who exerts a negative modifier would similarly attempt to scuttle any of these opportunities. The current list of possible rewards at the disposal of the Realm-master for those who benefit the public good of Dorwinion is presented below:



REWARDS AND CONTACTS			
Reward	Description	Number/ Level of Cabinet Officials	Level of Static Persuasion Maneuver
Wine Export License	Permission to export Dorwinion wine. Section 10.4	3*	Absurd
Trade Mission Appointment	A job as agent for the Realm-master. Section 10.5	2**	Sheer Folly
Award, Medal & Stipend	Honors and civic recognition, money. Section 10.6	1†	Extremely Hard

* Minister of Wine (-10), Minister of Foreign Trade (-20), the Realm-master himself (-40).
 ** Master of Trade Missions (-10), Minister of Foreign Trade (-20).
 † Secretary of the Public Good (+10).

10.3 PERSUASION

Attempts to persuade the Dorwinadan government to grant any of these favors requires successful interaction with one or more officials of the Realm-master's cabinet. The modifications in parentheses following each official's title represent the adjustment for receptiveness to requests that should be applied along with other factors. The chart below summarizes the modifications to the Static Persuasion Maneuver:

MODIFICATIONS TO PERSUASION ATTEMPTS	
Leadership or Public Speaking Bonus:	+/- variable
Cumulative Accomplishment Bonus:	+/- variable (See Section 10.1, add all that apply)
Receptiveness of Official:	-40 to +10 (See Section 10.2 Notes 1 to 3)
Subtle bribery (value of elegant gifts in 10 gp increments—at least one is required for success):	+3

In order to achieve a desired reward, first calculate the total accomplishment modifications using the chart in Section 10.1. These are earned by facing dangers in Dorwinion. Section 10.2 describes the number and titles of the officials that must be persuaded in turn in the Realm-master's government in order to earn the rewards.

Attempt to persuade each one, starting with the easiest (least penalizing modification: -20 is not as bad as -40, for example) and working up to the hardest. To earn a wine export license (and an enormous party when it is awarded) requires that three officials be convinced, ending with the Realm-master himself. The current Realm-master is Galori Montieff, an old family wine-man with uncounted generations sunk into the Dorwinadan way of doing things. Realm-master Montieff is the toughest nut to crack, but it is he who will throw the party for the lucky adventurer who is to be awarded a license to export Dorwinion's finest wines.

Once all modifications are totaled, use the *MERP* Static Maneuver Table to attempt to persuade each official. Each attempt requires an entire afternoon. Attempts may only be made in the afternoon, after the midday meal and nap.

BLUNDER results in forcible expulsion from Shrel-Kain and public disgrace. Needless to say, no one in the party may ever try again, even if another Realm-master assumes the mantle of government.

ABSOLUTE FAILURE results in being snubbed and sorely embarrassed. No one in the party may try again until some additional success is achieved. If no further success is possible, the adventurers might as well leave.

FAILURE allows for another try, but a full week must pass and a new bribe must be presented. Failure is only tolerated once.

PARTIAL SUCCESS implies that another attempt may be made the next day. No further bribes are required, but if offered they will be doubly effective.

NEAR SUCCESS means that another attempt is allowed the same afternoon. Another bribe in this case would be considered insulting. The modifier would be negative and doubled from the original level.

SUCCESS results in the convincing of the subject official. If this person was the last in line, the reward is granted. The official will throw the entire group a monumental party. If the reward is an export license, the party may include a fair portion of the elite officials of the entire city. This is a golden opportunity to make additional profitable contacts.

If *ABSOLUTE SUCCESS* is achieved, not only did the official grant your reward, but also decided to throw in any remaining reward lesser than your original objective. If you were after the lowest one, you are out of luck. And probably very embarrassed.

10.4 THE WINE EXPORTING BUSINESS

A wine export license gives the bearer the right to purchase wine in Dorwinion and sell it outside of the realm. After the license has been obtained, getting into the wine exporting trade is relatively easy. First, it is possible to sell the license to a third party, although this is very rare. The going rate is 4,000 gp, modified by extensive negotiations and haggling.

Second, if the adventurer elects to actually enter the wine exporting business, the license may be retained and trade arrangements should be made.

Hired Wagon Transport:

1 cp per mile (avg)
 Guards for Wagons:
 2 cp per mile (avg)

Very generally, the mileage to certain desirable areas and the corresponding cost for well-guarded shipments is shown below:

10.41 MILEAGE AND GUARD COSTS

Market	Approximate Distance	Cost With Guards	Significant Obstacles
Sea of Rhûn Ports	100 miles	3 sp	None
Iron Hills	300 miles	9 sp	Northern Wasteland
Maethelburg	600 miles	18 sp	Mirkwood
Lothlorien	800 miles	24 sp	Skirting Mirkwood
Minas Tirith	800 miles	24 sp	Dagorlad, Mordor
Rohan	800 miles	24 sp	Dagorlad
Harondor	1000 miles	30 sp	Dagorlad, Mordor
Lebinnin	1000 miles	30 sp	Dagorlad, Mordor
Bree	1200 miles	36 sp	Mirkwood, Misty Mtns, Rhudaur

Mileage depends on which Dorwinion winery is patronized and what routes are taken. Some routes (to Bree, for example) are rarely attempted because of the distance and the danger. Many Dorwinrim will not hire out to drive these caravans.

One wagon will hold approximately 40 cases of wine and travel an average of 30 miles in a day. The average Dorwinion vintage retails in Dorwinion for about 2 cp. The same bottle can be had wholesale for 3 tp, if the proper license is held. Average miles traveled changes dramatically depending on the terrain. The multipliers in the chart 10.42 are currently in effect on selling price for average Dorwinion wine by destination.



10.42 PROFIT BY LAND

Market	Mult	Average Days	Value Per Full Wagon	Cost + Travel	Profit Per Wagon
Sea of Rhûn Ports	x 1.0	3	1g 9s 2b	5s 8b 8c	1g 3s 3b
Iron Hills	x 1.5	10	2g 8s 8b	1g 1s 9b	1g 6s 9b
Maethelburg	x 2.5	20	4g 8s	2g 9b	2g 7s 1b
Lothlorien	x 2.0	27	3g 8s 4b	2g 6s 9b	1g 1s 5b
Minas Tirith	x 3.0	27	5g 7s 6b	2g 6s 9b	3g 7b
Rohan	x 2.5	27	4g 8s	2g 6s 9b	2g 1s 2b
Harondor	x 4.0	35	7g 6s 8b	3g 2s 8b	4g 3s 9b
Lebinnin	x 4.0	35	7g 6s 8b	3g 2s 8b	4g 3s 9b
Bree	x 8.0	45	15g 3s 6b	3g 8s 9b	11g 4s 7b

A preferred method of shipping wine involves using the rivers of Dorwinion and Rhovanion to reach customers that are conveniently located along their banks. On the

rivers, the cost of transporting a wagon load of wine is about 1 cp per river mile. As the chart below shows, this low shipping cost results in higher profits:

10.43 PROFIT BY WATER

Market	Mult	Days	Value Per Wagon Load	Cost + Travel	Profit Per Load
Sea of Rhûn Ports	x 1.0	4	1g 9s 2b	3s 8b 8c	1g 5s 3b
Eorstan Mountains	x 1.5	4	2g 8s 8b	3s 8b 8c	2g 4s 9b
Iron Hills	x 1.5	12	2g 8s 8b	5s 8b 8c	2g 2s 9b
Esgaroth	x 2.0	20	3g 8s 4b	7s 8b 8c	3g 5b
Halls of the Elven King	x 2.5	23	4g 8s	8s 6b 3c	3g 9s 4b

A typical boat can carry two or three wagon loads. Larger vessels, like the *Maid of the Celduin*, carry even more. Superior vintages may trade at many times the price and

many times the profit margin. An increase of tenfold is not impossible for the best varieties and years. Some of the available varieties are presented below.



10.44 VARIETIES

Variety	Multiplier to Profit	Business Difficulty	Region
Common	x 1.00	+0	Dorwinion (all)
Deneral Red	x 1.25	+10	Deneral (W)
Flagrianti	x 1.33	+15	Karfas (NW)
Beginini	x 1.5	+20	Eorstan valley (S)
Dralbientu	x 2.00	+25	Forodim (SW)
Calquentia	x 2.50	+30	Kalperia (central)
Puenta White	x 4.00	+40	Athora (N)
Lorlea Gwent	x 6.00	+50	Iliassa (NE)
Asanori Rose	x 8.00	+60	Rhúnea (E)
Malifique	x 10.00	+70	Palcana (SE)

To acquire wine made from grapes of superior quality, it is necessary to haggle. To succeed in negotiations with the Dorwinadan wine growers requires the lucky license holder to overcome the Business Difficulty adjustment noted above for each variety. The relevant skill is Negotiating, Trade, or Influence.

In addition, superior quality years can make a big difference to profitability. Some of the better wineries can also influence the end value of the vino. Seasons and wineries vary, so the following is a general guideline. These modifiers (both Business Difficulty and Multiplier to Profit) are cumulative with those for superior quality grapes.

10.45 YEARS AND VINTNERS

Description	Multiplier to Profit	Added Business Difficulty
Poor quality year	x .75	-30
Average year	x 1.00	+0
Good year	x 1.50	+10
Great year	x 2.00	+20
Legendary year	x 5.00	+40
Poor vintner	x .75	-30
Average winery	x 1.00	+0
Good vintner	x 1.25	+10
Great winery	x 1.50	+15
Elite vintner	x 3.00	+30

Insurance may be purchased in Shrel-Kain at the cost of approximately 5 bp per wagon or 3 bp per boat, depending upon destination. If desired, agents may be hired to sell and distribute the wine at the destination for between 3 bp and 5 bp, depending upon the final stop. A license holder

may have as many wagons or boats en route as the market will bear. To date, the market for Dorwinion wine has never shown signs of weakness.

Typically, some bonus pay (3 bp - 5 bp per man) is made for especially hazardous wagon travel (Minas Tirith, Rohan, etc.) and a heftier sum (8 bp - 10 bp) for trips to remote locations (Bree, Lebinnin, Harondor). Wagon caravans must survive encounters en route just as any traveler. Some are never heard from once they leave Dorwinion. River travel is viewed as much safer. A reward is seldom offered to River Rats, even for long trips. This may change after *The Hijacked Wine Barge*.

Of course, an adventurer may choose to administer his new business in person. After all, the profits are quite handsome once the license and inventory are obtained. See the Middle-earth! Trade in wine from the Land of Maidens!

10.5 AGENT OF THE REALM-MASTER

The Realm-master of Shrel-Kain is constantly involved in keeping tabs on his neighbors and trading partners. Field agent for the Realm-master is considered to be one of the best jobs in all of Dorwinion. The position involves spying on influential foreigners, while exercising the privileges of ambassadorial personnel in all cultures. The pay is quite good, averaging 10 gp per month for assignments of between 3 months and a year. Exceptionally good performance is rewarded with a raise, an extended assignment, a stipend (10 gp per year for life), or a lump sum (50 gp). The details of such an assignment are variable and left up to the imagination and discretion of the GM.

10.6 HONOR, MEDAL, & MONEY

In addition to a really tremendous party, service to Dorwinion in excess of normal civic duty is often recognized through the award of a medal (10 gp value), a title or honorarium (such as Master of the Sword, or Esteemed Grand Strategist), and a sum of money (10 gp to 20 gp). The reward may be paid as a stipend (3 gp per year for life) or in a lump sum. The Dorwinrim, as a rule, love to have these parties, so do not let the celebration go to your head too much.

II.0 TABLES



II.1 MASTER BEAST TABLE

Type	Lvl	# Enc	Size /Crit	Speed	Hits	AT	DB	Primary/2ndary/ Tertiary Attack	Notes
Auroch	2	1-10	L	MD/MD	140	No/3	20	50MHo/50LTs/—	Cattle; can be stampeded.
Bitterns	1	1-20	S	MD/MD	15	No/1	30	30SCl/10SPi/—	Fishing birds.
Black Bear	5	1-5	L/I	MF/MF	150	SL/8	20	65LGr/60LCI/40MBi	Aggressive; omnivore.
Black Mink	1	1-10	M	VF/VF	50	SL/3	60	50MBi/—/—	Fierce; no stun.
Blue Otters	4	1-3	M	MF/MF	80	No/3	30	40MCI/40MBi/—	Eat fish and shellfish.
Caru	2	1-70	M	VF/VF	70	No/3	40	20MHo/20MTs/—	Shy deer; horns.
Creban	3	3-30	S	FA/FA	25	No/3	50	20SPi/20SCl/—	Large, cunning crows.
Culcarnix	1	1-6	S	MD/MD	12	No/3	12	10SBi/15SCl/—	Ground rodent.
Dire Wolf	4	2-20	L/I	VF/FA	80	SL/3	45	75LBi/45MCI/—	Cooperative, pack wolves.
Fell Turtle	15	1	H/SL	MD/MD	250	Pl/19	35	120HPi/140LBa	Giant river snapping turtle.
Fintonarka	2	1-20	M	FA/FA	70	No/3	15	50MHo/40MBa/30STs	Wild goats.
Fishing Cat	1	1-5	S	VF/VF	50	No/3	50	30MCI/20SBi/—	Wild cats; swim; packs.
Giant Marten	4	1-2	M	VF/VF	75	No/3	50	60MBi/50MCI/—	Fierce, berserk, aggressive.
Gich	2	1-2	S	FA/VF	45	No/3	50	40MBi/40MCI/—	Large fox.
Glutan	4	1-2	S	FA/VF	50	No/3	50	50MBi/45MCI/—	Wolverine-like.
Gorcrow	1	5-50	S	FA/MF	20	No/1	55	10SPi/10SCl/—	Crow; likes bright baubles.
Great Bats	5	1-20	M	VF/VF	60	No/3	60	75MBi/60MCI/—	Aggressive predators.
Green Asp	3	5-50	S	SL/VF	20	No/3	40	35SSt/poison	Aggressive, poison, level 5.
Grey Wolf	3	2-12	M	FA/FA	110	SL/3	30	55LBi/30MCI/—	Pack hunter; aggressive.
Highland Lynxes	3	2-10	M	VF/VF	70	No/3	55	45MCI/30MBi/—	Group hunting cats.
Hounds	3	1-20	M	VF/FA	65	No/3	40	45MBi/—/—	Found with Men.
Kine of Araw	5	1-10	L	MD/MD	135	No/3	30	100LHo/80LBa/90LTs	Large, white cattle.
Losrandir	2	1-20	M	FA/MF	90	No/3	20	40MHo/35MTs/—	Winter only; Nthern deer.
Merisc Tyke	1	7-12	S	FA/FA	55	SL/3	40	45MBi/—/—	Wild dogs; skittish.
Nimfiara	4	1-10	L	FA/FA	110	No/3	25	55MHo/65MTs/—	Large deer.
Pike	2	1	M	MF/FA	75	No/1	35	45MBi/—/—	Freshwater predator.
Raven	4	1-30	S	VF/VF	20	No/3	50	50SCl/25MCI/—	Intelligent, enchanted.
Marsh Crocodiles	3	1-5	L	MD/MD	120	SL/7	10	80LBi/80MGr/drown	Grappling bite to drown.
Sea Crocodiles	7	1-2	H/La	MF/MF	245	RL/11	30	100LBi/110LBa/90LGr	18-27'; attacks small ships.
Short-eared Owl	4	1-10	S	FA/FA	20	No/1	50	50SCl/25MCI/—	Nocturnal hunter; rare.
Stetanavi	2	1-2	M	MD/VF	50	No/3	40	40SBi/25SCl/—	Otter-like, mischievous.
Thrush	0	1-2	T	VF/FA	6	No/1	60	15TPi/—/—	Curious, intelligent.
Troll, Forest	6	1-4	L/II	MF/MD	150	RL/11	10	70LCI/60LBi/40we	Hostile rock throwers.
Troll, Hill	10	1-5	L/LA	SL/MD	175	RL11	20	95LBa/85LCI/50we	Hostile rock throwers.
Undarlif	3	1-20	M	FA/FA	90	No/3	40	70MBi/30MCI/—	Large, black jackals.
War Wolf	7	1-10	L/I	VF/VF	170	SL/4	50	85LBi/65MCI/—	Enormous, cruel wolves.
Wargs	8	4-20	L/I	VF/VF	180	SL/4	60	75LBi/60LCI/—	Intelligent, evil, huge wolf.
White Wolf	8	1-20	M	VF/VF	170	SL/4	70	90LBi/80LCI/—	Winter only; Nthern wolf.
Wild Boar	3	1	M	FA/MF	120	SL/4	30	50MHo/50MBa/40STs	Mean, vicious, aggressive.
Wild Horse	4	1-20	L	FA/FA	120	No/3	45	40MCr/30MTs/40SBi	Skittish, timid.

SIZE: Tiny, Small, Medium, Large, or Huge.

CRIT: Tables: no code, normal; La, Large; SL, Super Large; I, severity reduced one level; II, reduced two levels.

SPEED: Movement/Attack: VS = Very Slow; S = Slow; M = Medium; MF = Moderately Fast; F or FA = Fast; VF = Very Fast; BF = Blindingly Fast.

AT: Armor Type: No = No Armor; SL = Soft Leather; RL = Rigid Leather; Ch = Chain; Pl = Plate. Number is for *Rolemaster*.

ATTACK: Attacks begin with Primary. Secondary and tertiary may also be used if the first is successful.

First letter is attack size: T = Tiny; S = Small; M = Medium; L = Large; H = Huge.

The last two groups indicate the type of attack: Pi = Pincher/Beak; Ba = Bash; Bi = Bite; Cl = Claw; Cr = Crush; Gr = Grapple; Ho = Horn; Ts = Trample/Stomp; St = Stinger; We = Weapon.



II.2 MASTER ENCOUNTER TABLE

Encounter	Western Frontier	Northern Border	Shore of Rhûn	Eorstan Mountains	Interior Dorwinion	On The Rivers	Rhovanion Plains	Northern Wastelands	Shrel-Kain	Riavod
Chance	30%	25%	20%	35%	25%	15%	35%	20%	35%	30%
Dist. (mi.; day/night)	10/5	12/6	10/6	6/3	12/8	20/10	10/4	15/8	1/5	1/5
Time(hr.; day/night)	4/3	5/3	4/3	3/2	5/4	6/3	4/2	6/4	2/1	2/1
Natural Hazards	01-02	01-02	01-07	01-04	01-02	01-06	01-03	01-05	01	01
Ruins/Traps	03-05	03-05	08-10	05-12	03-04	07-08	04-05	06-07	02-03	02-03
Peoples										
Asdriags (Easterling)	06-09	06-08	11-13	13-15	05	09	06-12	-	04-06	04-10
Dorwinrim	10-20	09-19	14-34	16-25	06-50	10-50	13-14	08	10-50	11-25
Dûnedain	21	20-21	35-36	26-27	51	51	15	09-11	51-52	26
Éothraim (Rohirrim)	22-26	-	-	28	-	-	16-22	-	-	-
Logath (Easterlings)	27-30	21-23	37-39	29-31	52-54	52-54	24-29	-	53-54	27-56
Lossoth	-	24-28	40-41	-	-	-	-	12-30	55	57
Rural Men	31-35	29-32	42-44	32-34	55-59	55-58	30	31-33	56	58
Sagath (Easterlings)	36-39	33-36	45-47	35-36	-	59	31-35	-	57-58	59-62
Urban Men	-	37	48-50	-	60-64	-	-	-	59-69	63-70
Variags	40-42	38-39	51-55	37-38	65	60	36-40	-	70-71	71-73
Elves	43-44	40-41	56-58	39	66	61-62	41	34-35	72-73	74
Dwarves	45-47	42-43	59	40-48	67	-	42	36-37	74-75	75
Bandits (Various)	48-50	44-45	60-65	49-50	68-70	63-65	43-45	38-40	76-80	76-80
Animals										
Auroch	51	46	-	-	71	-	46-47	41-43	-	-
Caru	52	47	66	51-52	72	-	48-50	44-47	-	-
Culcarnix	53	48	67	53	73	-	51	48	-	-
Fintonarka	54	49	68	54-56	74-75	-	52	49-50	-	-
Kine of Araw	55	50	-	-	76	-	53	51-52	-	-
Losrandir	56	51-53	69	57-58	77	-	54-55	53-55	-	-
Nimfiara	57	54	-	-	78	-	56-57	56-58	-	-
Wild Horse	58-60	55	70	59-60	79-80	-	58-60	59-60	-	-
Creban	61-62	56-57	71	61-62	-	66	61-63	61	81	81
Gorcrow	63	58-60	72	63	81	67	64	-	-	82
Great Bats	-	61	73	64-67	82	-	-	62	82-83	83
Raven	64	62	74	68	83	68	-	63	84	84
Short-eared Owl	-	63	-	69	84	69	-	64	-	-
Thrush	65	64-65	75	70	85	70	65	65	85	85
Black Bear	66	66	76	71-72	-	71	66-67	66-68	-	-
Black Mink	-	67	77	73	86	72	-	-	-	-
Dire Wolf	67-71	68-70	-	74-76	87	-	68-70	69-72	-	-
Giant Marten	72	71	78	77	-	73	-	-	-	-
Gich	73	72	-	78-79	88	74	-	-	-	-
Glutan	74	-	79	80-81	89	75	-	-	-	-
Grey Wolf	75-79	73-76	-	82-83	90	-	72-74	73-75	-	-
Highland Lynxes	-	77	-	84-87	-	-	-	76	-	-
Hounds	80-81	78-79	-	88	91-92	-	75	-	86-88	86-88
Merisc Tyke	82	80-81	-	89	93	-	76	-	89	89
Undarlif	83-84	82-83	-	90	94	-	77-78	77	90	90
War Wolf	85-86	84-85	-	91	-	-	79-80	78-79	-	-
Wargs	87-88	86-87	-	92	-	-	81-82	80-81	-	-
White Wolf	89	88-89	-	93-94	-	-	83-84	82-85	-	-
Wild Boar	90	90	80	95	95	-	85	-	-	-
Bitterns	-	-	81-82	-	-	76-79	-	-	-	-
Blue Otters	-	-	83-84	-	-	80-83	-	-	-	-
Fell Turtle	-	-	85	-	-	84	-	-	-	-
Fishing Cat	-	-	86-87	-	-	85-89	-	-	-	-



Encounter	Northern Border		Eorstan Mountains		On The Rivers		Northern Wastelands		Shrel-Kain	Riavod
	Western Frontier	Shore of Rhûn	Interior Dorwinion			Rhovanion Plains				
Pike	-	-	88	-	-	90	-	-	-	-
Marsh Crocodiles	-	-	-	-	-	91-93	-	-	-	-
Sea Crocodiles	-	-	89	-	-	94	-	-	-	-
Stetanavi	-	-	90	-	-	95	-	-	-	-
Green Asp (D)	91	-	-	-	-	-	86	-	-	-
Common Orcs (N)	92-95	91-93	91-92	96	96	96	87-93	86-90	91-92	91-92
Uruk-hai	96	94-95	93-94	97	97	97	94-95	91-93	93-95	93-94
Troll, Forest (N)	97	96-97	95	-	98	98	96-97	94-95	96	95-96
Troll, Hill (N)	98	98	96-97	98	-	-	98	96-98	97	97
Undead (N)	99	99	98-99	99	99	99	99	99	98-99	98-99
Other Beings	00	00	00	00	00	00	00	00	00	00

NOTES

- Encounters marked (N) are with creatures that are nocturnal. If the encounter is in daylight: 1) reroll; 2) ignore; or 3) consider that the party has been "spotted" and resolve the encounter that night, after suitable tracking maneuvers.
- Natural hazards include storms and dangerous terrain (sliding shale, crags disguised by underbrush, pits, sheer cliffs, quicksand, etc.).
- Traps and ruins are sites that bear investigation, but may contain traps or other hazards. Bandits and other raiders often place ingenious traps in ruins in the hope of disabling a curious individual, who can then be robbed with impunity.
- Aquatic creatures may be encountered in or on the water, on the shore or bank, or in their lairs. Sea Crocodiles and Fell Turtles are exceptionally dangerous and very aggressive.
- Certain Peoples (especially the Asdriags, Logath, Sagath, Variags, and possibly bandits) are very aggressive and fierce. These races are likely to attack on sight if the party appears at all vulnerable. These raiders may also track the party and call for reinforcements, or wait to attack until nightfall or other favorable opportunities.

II.3 HERB TABLE

Name	Form/Prep	Cost	Diff	Code	Effect
Anserke	root/apply	75gp	VH	O	Circulatory Repair: Stops bleeding by clotting and sealing wounds. Takes 3 rounds to take effect. Patient cannot move for 5 minutes without wound reopening.
Belan	nut/ingest	40gp	H	O	Circulatory Repair: Stops any bleeding. Takes 1-10 rounds to take effect. Patient cannot move for one hour without wound reopening.
Yavethalion	fruit/ingest	45gp	H	O	Concussion Relief: Heals 1-50 hits.
Arkasu	sap/apply	12gp	M	T	General: Heals 2-12 hits. Doubles healing rate for major wounds.
Felmather	leaf/ingest	105gp	H	O	Allows a mental summons of one friend. Range 300' x user's level. Relieves coma.
Degiik	leaf/ingest	100gp	H	O	Lifekeeping (1 day).
Arnuminas	leaf/apply	6bp	E	S	Doubles rate of healing for ligament, cartilage, and muscle damage.
Ebur	flower/ingest	22gp	H	O	Repairs sprains.
Terbas	leaf/apply	2gp	L	D	Doubles rate of healing for nerve damage.
Berterin	moss/brew	19gp	L	D	Preservation of organic material up to body size for one day.
Gylvir	algae/ingest	45gp	H	O	Allows one to breath under water (only) for four hours.
Kilmakur	root/brew	65gp	H	S	Protects versus flame and heat for 1-10 hours.
Asp Venom	Asp/paste	23gp	L	T	Poison: level 5, loss of limb struck.
Dynalica	leaf/paste	14gp	L	F	Poison: level 3, destroys hearing and gives 10 hits.
Jegga	bats/paste	92gp	H	U	Poison: level 7, gives 1-100 hits.
Jitsu	clams/liquid	34gp	M	O	Poison: level 5, gives 1-50 hits.
Silmaana	stalk/powder	4gp	E	T	Poison: level 9, scars skin, gives 2-20 hits.

NOTES

Diff = Difficulty: E = Easy (+20); L = Light (+10); M = Medium (+0); H = Hard (-10); VH = Very Hard (-20).

Code = Locale: D = Deciduous/mixed forest; F = Freshwater coasts & banks; O = Ocean/saltwater shores; S = Short Grass; T = Tall grass; H = Heath/scrub; U = Underground (cavern, etc..)

USE OF THE ENCOUNTER TABLE

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

An encounter does not always require a fight or similar activity; a group can avoid or placate some of the dangers or meetings with proper action or good maneuver rolls. This table merely serves as a guide for encounters with unusual or potentially dangerous beings.

II.4 MASTER MILITARY TABLE

Name	# Enc	Lvl	Hits	AT	DB	Sh	GR	Melee OB	Missile OB	MM	Notes
ASDRIAGS Aggressive, bloodthirsty warriors.											
Headmen	I	9	105	Ch	40	Y10	A/L	95bs	90sb	10	+80 total ride, carry 2 javelins (95ja).
(Med Horses)	—	3	140	No	25	—	—	50MTr		25	Very fast.
Spearmen	I-10	3	45	Ch	20	Y	N	65ja	65ja	5	+60 total ride, use short spears (ja).
(Lgt Horses)	—	2	110	No	25	—	—	35MTr		25	Very fast, normal mounts.
Archers	I-8	3	45	No	10	N	N	50sp	70sb	10	+70 total ride, can fire while riding away.
(Lgt Horses)	—	2	110	No	25	—	—	35MTr		25	Very fast, normal mounts.
Trackers	I-4	4	45	No	40	Y10	N	55ss	55cp	10	Rangers, 2 spell lists, +60 total ride.
(Lgt horses)	—	2	110	No	25	—	—	35MTr		25	Very fast, normal mounts.
War Dogs	2-20	3	70	SL	30	—	—	55Lbi/45MCI		20	Semi-domesticated wolves, very fast.
DORWINRIM											
Common Travelers	I-10	3	65	SL	15	N	N	60ss	65lb	10	Happy to move along and not bother anyone.
(Riding Horses)	—	3	110	No	20	—	—	30MTr		20	Fast to Very Fast.
DÚNEDAIN											
(Med Horses)	—	3	140	No	25	—	—	50MTr		25	Often Rangers, I-4 spell lists. Very fast.
ÉOTHRAIM Will attack Orcs on sight; will harass Easterlings.											
Leader	I-2	7	90	Ch	35	Y	N	100ML	70sp	10	+90 total ride.
(Greater Warhorse)	—	4	165	No	30	—	—	60LTr		—	Very fast.
Warriors	2-20	4	70	Ch	30	Y	N	85sp	60sp	10	+70 total ride.
(Lesser Warhorses)	—	3	150	No	25	—	—	MTr60		—	Fast to Very Fast.
LOGATH											
Headmen	I-3	9	105	Ch	40	Y10	A/L	105sp	90sb	10	+80 total ride, carry 2 javelins (95ja).
(Hvy Horses)	—	4	160	No	25	—	—	LTr 50		25	Fast to Moderately Fast.
Spearmen	2-20	3	45	Ch	20	Y	N	65ja	65ja	5	+60 total ride, short spears.
(Med horses)	—	3	130	No	20	—	—	35MTr		25	Fast, normal mounts.
LOSSOTH											
	I-10	5	65	SL	20	N	N	85sp	75sl	15	Most are hunters, trackers, Rangers: I-3 spell lists
RURAL MEN											
	I-10	3	50	No	15	N	N	60ha	50ha	10	Farmers, mostly.

Name	# Enc	Lvl	Hits	AT	DB	Sh	GR	Melee OB	Missile OB	MM	Notes
SAGATH Fast, vicious, aggressive—attack on sight, harry.											
Headmen	1-2	9	95	Ch	40	Y10	A/L	105sp	100sb	10	+80 total ride, carry 2 javelins (95ja).
(Med horses)	—	3	140	No	25	—	—	MTr 50		25	Very fast.
Spearman	2-20	3	45	Ch	20	Y	N	65ja	65ja	5	+60 total ride, short spears.
(Lgt horses)	—	2	110	No	25	—	—	MTr35		25	Very fast, normal mounts.
Archers	1-10	3	45	No	10	N	N	50sp	70sb	10	+70 total ride, can fire while riding away.
(Lgt horses)	—	2	110	No	25	—	—	MTr35		25	Very fast, normal mounts.
Trackers	1-10	4	45	No	40	Y10	N	55ss	55cp	10	Rangers, 2 spell lists, +50 total ride.
(Lgt horses)	—	2	110	No	25	—	—	35MTr		25	Very fast, normal mounts.
URBAN MEN	1-10	3	50	No	25	Y	N	60bs	50da	10	Varied, see PC chart.
VARIAGS	2-20	4	65	Ch	25	Y	N	75sc	60sb	15	Clever, treacherous, aggressive, barterers.
(Plains Ponies)	—	2	100	No	35	—	—	STr45		10	Very Fast to Blindingly Fast for short periods.
ELVES	1-5	5	75	Ch	50	Y	N	80bs	110lb	20	Attack Orcs on sight, some Mages, Rangers, Animists.
(Elven horses)	—	10	180	SL	60	—	—	95MCr/80MTr		35	L/I for criticals; Blindingly Fast.
DWARVES	1-5	5	90	Pl	35	Y	Y	75wh	55wh	10	Attack Orcs on sight, will harass Elves.
(Ponies)	—	3	100	No	15	—	—	15STr		10	Moderately Fast to Fast, for brief periods.
BANDITS	3-30	3	60	SL	20	Y10	N	60ss	45sb	5	Will attack weak parties or those who run.
(Riding horses)	—	3	110	No	20	—	—	30MTr		20	Fast to Very Fast.
NOTES											
Codes: The following abbreviations are used above: Lvl=Level; Hits=Concussion Hits; AT=Armor Type; DB=Defensive Bonus; Sh=Shield; Gr=Greaves; OB=Offensive Bonus; MovM=Movement and Maneuver Bonus.											
AT (Armor Type): No=No Armor; SL=Soft Leather; RL=Rigid Leather; Ch=Chain; Pl=Plate.											
Weapons: ba=battle axe; bo=bola; br=bastard sword; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; la=lance; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; sc=scimitar; sl=sling; sp=spear; ss=short sword; St=Martial Arts Striking; Sw=Martial Arts Sweeps and Throws; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock.											



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