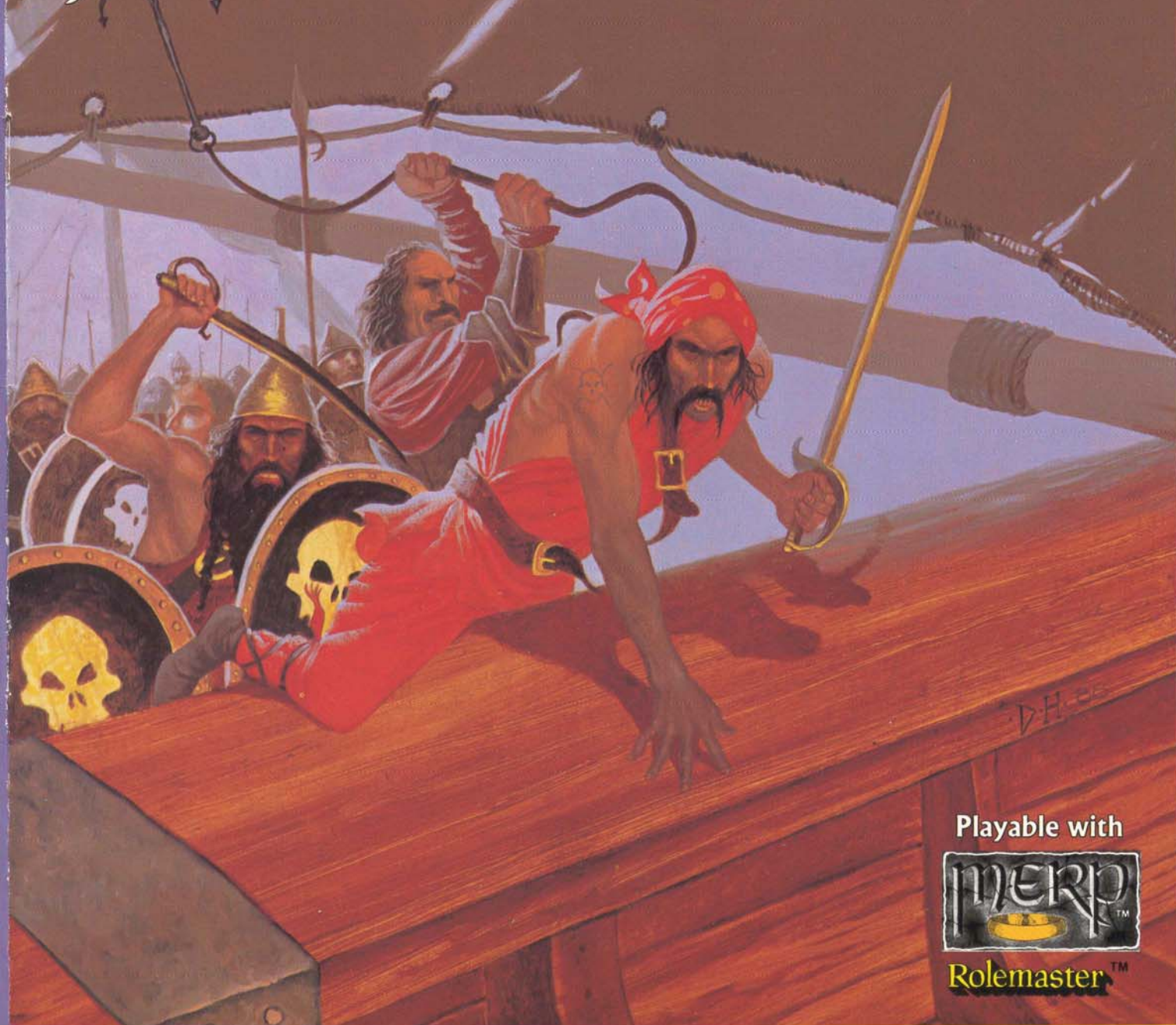


RAIDERS

#8108

of Cardolan™

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



Playable with



Rolemaster™



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

RAIDERS OF CARDOLAN™

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1.0 GUIDELINES

The *Middle-earth Ready-to-Run Series* is designed for Game-masters 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.

Raiders of Cardolan has five parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pregenerated characters for the players (which can be used as non-player characters if so desired). Section 3.0 provides an introduction to the Black Wood area and an overview of the general plot around which the adventures are centered.

The fourth part consists of Sections 4.0, 5.0, and 6.0, the adventures. Each adventure stands on its own, although a common theme unites the stories. They can be set anywhere in Middle-earth where the story seems appropriate. The fifth part consists of the Beast and Encounter tables. An area map of the Black Wood is located on the last page and provides a blowup of the immediate region around the adventure locations.

1.1 HANDLING PLAY

Each adventure is geared for a different difficulty level. The one found in Section 4.0 is challenging for 1st or 2nd level characters, or inexperienced players. Section 5.0's adventure is aimed at 2nd or 3rd level adventurers, while the adventure in Section 6.0 is designed for 4th or 6th level characters.

The adventures are divided into five standard parts: (1) the tale, which describes how to start in terms of the setting, the background, and the plot; (2) the Non-player Characters, NPCs, a person-by-person description of the prominent non player characters; (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 can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PCs. (Of course, the GM can assign PCs.) Once play ensues, the GM should refer to the Encounter Table 7.0 and the Beast Table 8.0 at the back of the module. NPC statistics can be found in the charts in each adventure section.

1.2 ADAPTING THIS MODULE

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

1.21 CONVERTING HITS AND BONUSES

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

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

1.22 CONVERSION CHART

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

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

2.0 PLAYER CHARACTERS

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

The GM should remember, however, that regardless of how the players acquire their characters, each adventure is geared for a different difficulty level (see Section 1.1). We suggest PCs tough enough to meet the challenge.

Codes: See the NPC stats (page 9) for an explanation of the basic codes. The following is a list of other codes and abbreviations which might be ambiguous.

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

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

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

Languages: Languages are abbreviated by using their first three letters (see *MERP*, ST-1); exceptions: BS=Black Speech and Bet=Silvan(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.

NAME	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16	PC17	PC18
Race:	Dwarf	Northman	Dunlend.	Dunadan	Clansman	Half-elf	Dunadan	Dwarf	Hobbit	Clansman	Dunlend.	Eriadoran	Hillman	Clansman	Sinda	Dunlend.	Eriadoran	Dunadan
Ht./Wt:	47"/105	60"/200	56"/168	62"/206	58"/165	62"/184	65"/255	41"/190	3'11"/148	59"/188	5'6"/129	57"/154	55"/172	58"/148	59"/175	5'11"/183	5'11"/183	6'3"/194
Eyes:	Black	Lt.Blue	Brown	Dk.Blue	Dk.Blue	Lt.Grey	Black	Black	hazel	brown	brown	blue	dk.brown	blue	grey	lt.brown	green	violet
Hair:	Brown	Lt.Brown	Hazel	Brown	Dk.Blond	Black	Black	grey	lt.brown	brown	black	red	black	brown	dk.brown	dk.brown	blond	sandy
Profession:	Warrior	Warrior	Warrior	Warrior	Scout	Scout	Ranger	Ranger	Ranger	Ranger	Animist	Animist	Scout	Bard	Bard	Mage	Mage	Mage
Level:	2	3	4	5	1	3	1	3	5	2	3	5	5	2	5	1	3	5
Hits:	59	83	61	107	39	47	44	48	49	39	41	49	68	41	56	52	32	72
AT(DB):	Ch(15)	RL(15)	SL(25)	Ch(15)	SL(10)	Ch(20)	SL(15)	RL(10)	RL(25)	SL(15)	SL(20)	No(30)	SL(25)	No(20)	No(20)	No(10)	No(5)	No(15)
Shield:	Y25	Y25	Y25	Y25	N	Y20	Y25	Y35	Y25	N	N	N	N	N	N	N	N	N
Power Points:	0	0	0	0	0	0	1	3	5	2(+1)	3(+2)	30	0	2(+2)	10	3(+2)	5	5(+2)
Base Sp. OB:	0	0	0	0	0	0	0	0	0	0	6	10	0	2	5	2	6	10
STrength:	94	93	90	98	77	86	100	93	95	85	52	56	91	77	93	45	79	56
Agility:	92	79	97	84	95	87	75	75	97	96	98	101	97	97	76	91	82	97
Constitution:	89	100	100	90	80	82	92	98	90	90	88	77	76	56	58	91	78	91
Intelligence:	46	76	81	57	41	59	78	90	69	90	91	79	33	90	96	101	97	92
Intuition:	76	59	91	76	83	77	86	92	77	91	90	97	81	86	94	97	86	94
Presence:	74	77	62	48	86	60	53	73	97	97	80	45	81	86	96	37	89	55
Appearance:	91	64	88	73	90	83	49	48	32	34	75	80	54	87	88	48	74	66
NA Move M:	10	15	25	15	20	20	10	10	35	25	25	35	25	30	25	20	15	25
SL Move M:	0	0	20	0	10	10	5	0	10	15	5	0	15	0	0	0	0	0
RL Move M:	-5	0	0	0	0	0	0	0	20	0	5	0	0	0	0	0	0	0
CH Move M:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
IHE OB:	x	59bs	70ha	95ms	11da	63ss	x	61ha	25ss	x	x	40cl	25da	37ss	40ls	20ss	x	50mg
IHC OB:	66ma	x	x	x	x	x	x	x	65ms	x	x	x	x	x	x	x	x	x
2H OB:	x	x	x	x	46ha	x	x	x	x	x	x	x	x	x	x	x	x	x
Thrown OB:	56ma	49sp	60da	35da	x	46sp	x	x	55ja	x	x	x	45sp	x	70da	x	x	50mg
Missile OB:	x	75lb	x	75lb	x	58lb	x	46lcb	x	47sb	75sb	60lb	x	42sb	x	40sb	x	x
PolearmOB:	x	69sp	x	75la	x	x	66sp	x	65ja	57pa	x	x	55sp	x	30sp	x	55qs	x
Climb:	10	23	30	31	23	45	3	49	85	34	38	40	35	27	35	10	10	25
Ride:	x	x	x	x	23	25	x	19	45	24	18	30	15	7	20	5	30	15
Swim:	x	23	30	31	18	45	13	14	50	34	38	40	35	7	35	15	-20	30
Track:	23	18	40	6	28	35	18	44	45	45	x	x	45	12	25	x	x	30
Ambush:	2	3	4	x	2	4	1	2	x	x	x	x	5	2	6	x	x	x
Stalk/Hide:	12	20	20	7	16	55	27	35	50	54	35	25	55	27	55	x	x	15
Pick Lock:	12	10	15	12	36	45	x	x	20	x	15	x	16	x	15	x	40	x
Disarm Trap:	12	10	36	12	36	45	x	x	25	x	20	x	26	x	25	x	x	x
Read Rune:	x	x	x	x	x	15	x	x	x	5	23	20	15	18	30	42	46	45
Use Item:	x	x	x	x	x	10	x	x	-20	x	x	25	10	28	40	40	31	45
Dir Spell:	x	x	x	x	x	x	x	x	x	x	51	50	x	38	45	33	39	74
Perception:	20	35	40	23	24	45	12	36	70	44	35	35	55	23	60	x	15	40
2ndary Skill:	Mine30	Row25	Cook15	Smith60	Fletch15	Trick25	WoodW30	Fletch35	Forge 65	Herd.40	Trapping25	StCarve35	Trade45	Music35	Sing45	Herd.35	Sedu30	Navie35
2ndary Skill:		Act25	Herb35										Cave25	Poetry45	Diving20	Signal35		WeathW15
Language:	Khu5	Rho5	Dun5	Khu5	Wes5	Que5	Sin5	Khu5	Kud5	Dun5	Dun5	Eri5	Dun5	Wes5	Sin5	Dun5	Wes5	Wes5
Language:	Wes5	Wes5	Dun4	Wes5	Dun4	Sin5	Wes4	Wes4	Wes4	Wes5	Bef5	Wes3	Wes5	Dun5	Que5	Sin5	Eri5	Adu5
Language:	Dun5	Dun5	Bef3	Bet5	Bef3	Bef5	Bef3	Bef3	Dun4	Bef4	Wes5	Wes3	Rho3	Bef3	Bet5	Wes4	Kud3	Que4
Language:				Dun2		Wes5			Eri2				Que2	Bef3	Bet5	BKSp4	Bef2	Sin3
Language:						Adu4							Bef2	Blk Sp3	Dun5			Dun3
Spell List:					PathM.			Det.Mast	Mov.Ways	Nat.Ways	Calm S.	An.Mast.		Es.Hand	Sp.Ways	Earth L.	EsPerc.	Fire L.
Spell List:					N.Guises			Nat.Ways	Nat.Ways	Nat.Guis	Dir.Ch.	S/L Ways		Es Ways	Item Lore	Spirit M.	Water L.	Water L.
Spell List:								Spell Def.	Spell Def.		Purif.	Det.Mast.		Item Lore	Cont.S.		Earth L.	Illus.
Spell List:								Surf.Ways	Surf.Ways		Surf.W.	Creations		Sp.Mast.	Snd.Cont.		Lofly Br.	Es.Hand
Spell List:											Creations	Purif.			Unbar Ways		Liv. Change	Liv. Change

Magic Items & Special Possessions

PC1: +15 mace; +10 mace; +15 chain; 1 Belan.
 PC2: +10 spear; +10 broadsword; +10 rigid leather armor; 1 Suranie.
 PC3: +10 soft leather. +5 Move M; +10 hand ax; +15 dagger; 3 Draaf.
 PC4: +10 lance; +5 morning star; +5 dagger; 4 +10 arrows; +10 chainmail.
 PC5: +15battle ax; +10 dagger; 2 Delrean, 1 Mirena.
 PC6: +15 short sword; +10 soft leather; +10 longbow; 1 Belan.
 PC7: +10 spear; +10 arm greaves.
 PC8: +10 leg greaves; +10 hand ax; +10 shield; +10 l cross bow.
 PC9: +10 javelin; +5 rigid leather armor.
 PC10: +10 pole ax; Totem +1 Spell Adder; 1 Beldiar; 1 Suranie.
 PC11: +10 short bow; Nose Ring +2 Spell Adder.
 PC12: Bracers 3xPower Points
 PC13: hides +10DB; 4 +5 spears; +10 dagger.
 PC14: +10 short sword; +15 short bow; Rod+2 Spell adder.
 PC15: 2+10 daggers; +5 long sword; +5 DB Cloak.
 PC16: Wand+15 Dir.Spells; +10 sh.bow; +5 shsword; Ring +2 Spell Adder.
 PC17: +20 staff; Ring+2Power Points.
 PC18: Amulet+2 Spell Adder; +10 vs. Essence; +20 main gauche.

3.0 AN INTRODUCTION TO THE BLACK CAPE

Scattered throughout Middle-earth there are stretches of forest that have remained untouched and unchanged since the Elder Days. Some of these — Fangorn, the Old Forest, and the Drúadan Woods — figure in many tales. Others, such as the Yfelwood of Rhudaur, are more obscure; whispers to frighten the local children that do not reach to the councils of the Wise. We speak now of one such place, the Rast Vorn (S. "the Black Cape" or "The Dark Cape").

Between the mouths of the rivers Baranduin and Gwathlo there lies a large peninsula, nearly thirty leagues across and over a hundred leagues long, whose residents are so inimical as to blacken the name of the entire promontory. The beasts and fell creatures of the Rast Vorn are so perilous that the local Forest-trolls rate only as a nuisance. However, the reclusive peoples who make their homes here, Beffraen, Woses, Mebden, and Petty-dwarves, may be the most deadly of all.

The dangers of the Rast Vorn are such that it was little explored even during the height of the Northern Dunadan Kingdom of Arnor. From the Ice Bay of Forochel to the Sea of Rhun to Far Harad, it is the least known region in all of western Endor. For yens (144 years) long even by Elven counting, the Rast Vorn has enforced its isolation and in turn has not troubled the outside world. If certain plans now afoot come to fruition, that will change ... and not for the better.

3.1 BEFFRAEN OF THE RAST VORN

If only glimpsed out the corner of one's eye (which is the most likely manner of seeing one), one might easily mistake a Beffraen for a particularly large Hobbit or an especially stealthy Dwarf. This error is readily excusable, but the Beffraen are actually long-sundered cousins of the Woses. Sometime during the Elder days, Chefuidocsuma Tunkadur (Bef. "Mightiest Doom"), who is better known as Morgoth, seduced their ancestors. These apostates were driven out by the true Woses, becoming the original inhabitants of the Rast Vorn, and being soon forgotten by their Master. Although they grew somewhat in physical stature, the Beffraen lost most all of the distinctive magical skills of the Woses, especially the ability to enchant stone or wood (e.g., Pukel-men). However, they have remained most subtle in the ways of the woods, as indeed they must to survive on the Rast Vorn.

For millennia the Beffraen followed their primitive lives in near solitude and welcomed all intruders with poisoned javelins and blow-guns. Of late *Sherl*, an young oracle of great power, has gained unprecedented influence over their scattered stone villages. *Sherl* has been troubled by a vague but recurrent dream of some forthcoming danger that threatens the very existence of the Beffraen and which can only be overcome in cooperation with outsiders. In order to gain vital knowledge of the world beyond the cape, *Sherl* has instructed the Beffraen to aid the cause of a false pretender to the throne of the *Kingdom of Saralainn* (roughly the lands between the Rast Vorn and the Gwathlo river). The chronicles of Middle-earth tell many tales of those who in seeking to avoid their doom brought it about.

3.2 THE IBUNITES, THE LAST OF THE PETTY-DWARVES

The *Petty-dwarves*, or Noegyth Nibin in the Elven Tongue, are surely the most unattractive of all the speaking peoples, save, of course, those bred by the Enemy. The Petty-dwarves are only as tall as a Harfoot Hobbit (3-4') with a head of a normal Dwarf, and the gnarled and twisted limbs and posture of an ancient Dwarf who has worked too long at the forges. The Beffraen most often refer to them as the Byhan-Hager-Barf-y-er, the '*little ugly beards*,' though Cam-Pryf-y-er, the '*crooked worms*' is also popular. The Petty-dwarves reside at the Bar-en-ibun (S. "The House of Iibun"), known to the Beffraen as the Meur Tol, the '*Great Hole*' or the Neid Pryfui, the '*Worm Nest*'. They are the last survivors of their race, and this colony will soon pass away, or so it seems to them and their slaves.

3.3 THE JAWL-Y-ER

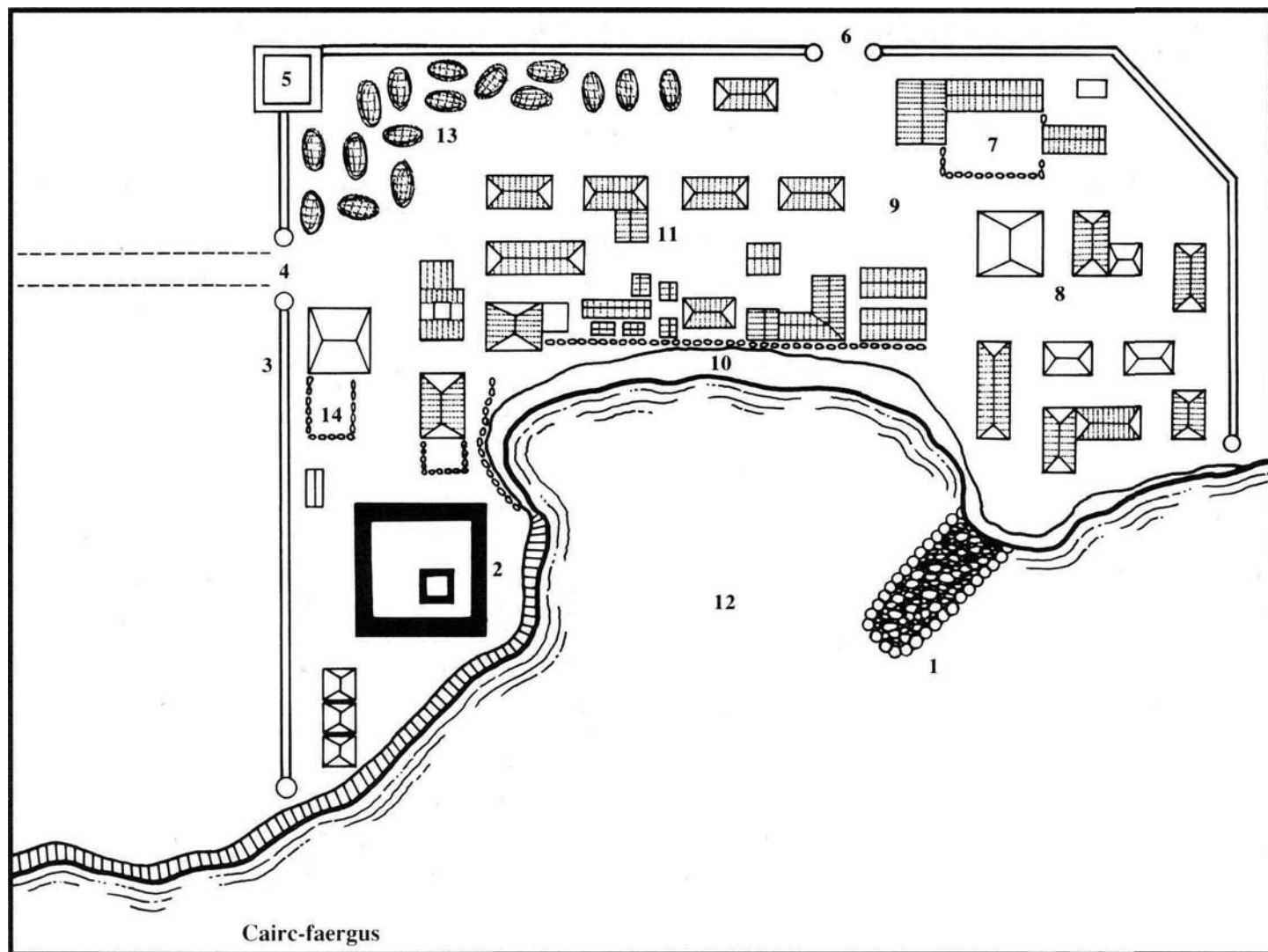
The Beffraen refer to all outsiders as *Jawl-y-er* (Bef. "Demons"). This generally refers to the other two people who make the Black Cape their homes: a clan of true *Woses* who have fallen into evil ways, and the mysterious *Mebden*, a forest folk most closely related to the Eriadorans of old Cardolan. People foreign to the Cape, are all named '*Goumon*' (Bef. "The Ship-wrecked"), for that has been almost the sole cause of their arrival here. However, a new band has arrived in the Rast Vorn who will cause the Beffraen to wish that they were *Goumon* rather than *Jawl-y-er*.

The early summer saw an unprecedented and most unwelcome visitor of the mouth of the Brandywine River, a palanrist (S. "Far-traveller") out of Umbar crewed with highly professional 'privateers.' Although the Rivermen did impede the plans of Captain *Belewen* and her vicious thugs, they did not destroy or drive off the '*Bloody Dawn*,' as is widely hoped. Unlike the other southern pirates who have occasionally strayed into northern waters, *Belewen* is operating under the orders of the High Priest of the Dark Religion in Umbar.

3.4 THE PLOT

Almost two and a half centuries after his defeat in T.A. 1409 the Orc-armies of the Witch-king of Angmar have not recovered. In order to finish off Arthedain and the northern Dunedain in the wake of the Great Plague the Lord of Nazgul requires other pawns to supplement his planned invasion from Rhudaur. A blow from the south, including Beffraen and the barbarians of Saralainn led by the Half-troll Warlord of Minhiriath would have been ideal. However, the Witch-king's efforts to bring the Beffraen from their ancient and debased practices to the modern usages of the Dark Religion failed, and with it his hopes of raising the *False Cennaigh* to the crown of Saralainn. The southern invasion might then have failed except for the personal interest of Necromancer of Dol Guldur (Sauron).

Sauron hates those of the Dark Religion who do not worship him as the Avatar of Morgoth with a loathing usually reserved for the mightiest Elf-lords. Unfortunately, he was also aware of the Petty-dwarves of the Rast Vorn, and knows that they could raise an army of Undead from their graves through the use of rare stones and unspeakable rituals. Such minerals were available to him in Far Harad, so he commissioned an Umbar pirate to bring them to the Cape. The Beffraen would then be cowed by the Undead army and could then be used to bring about the False Cennaigh's victory. After which, the desired invasion could proceed as originally planned. The only potential obstacle to this plan would be *Sherl*, whom Cennaigh was instructed to seize and either convert or kill.



3.5 THE TASK

As the Master of *Cairc-faergus*, a small port in northern Saralainn, *Cospatric* has just learned that a ship smuggling arms to the False Cennaigh was attacked by the Beffraen who were supposed to be their guides. *Cospatric* has been well bribed not to notice such activity, but he has long suspected that there would eventually be such a falling out. He would like to collect the 2,000 gold piece reward for the pretender's head rather than have it uselessly rot on a Beffraen stake. Therefore *Cospatric* has prepared maps and gathered some charms against the perils of the Rast Vorn. Now his next step is to find some reasonably gullible adventurers.

Cospatric offers a handsome 400 gold piece reward for an expedition into the Rast Vorn to catch Cennaigh dead or alive. He will suggest that he has reason to believe that the Beffraen will not be hostile, though of course the *loyal* Master of Cairc-faergus cannot go into details. His maps will provide a fairly accurate route to the pretender's supposed location in Beffraen territory. *Cospatric* will double the reward if the group can return with a Beffraen emissary prepared to negotiate with him.

3.6 CAIRC-FAERGUS

Cairc-faergus has not changed much since the days of the Dunadan Kingdom of Cardolan. It sustains itself through the efforts of the local fishers and farmers and can thrive if there is enough shipping between the Gwathlo and the Baraduinn (Brandwyne). Cairc-faergus has not thrived recently.

1. **The Wharf**, a simple structure of rocks piled within wooden supports. It can handle ocean-going vessels.
2. **The Bailey**, a stout one storied stone house, it serves as the fort and residence of the Master of Cairc-faergus. The bailey is surmounted by a small tower that also serves as a lighthouse.
3. **The Wall**, an ill-maintained, unmortared stone wall averaging about 5' high. The wall is provided with six small bastions.
4. **The North Road** leading to the Ait Mellart and eventually to Annon Baran.
5. **The Wooden Tower**, three stories. Supposedly the cornerstone of the towns defenses it serves as a barn.
6. **The East Road** to Suduri.
7. **The 'Long Travellers' Rest'** a moderate quality, rather expensive inn. The stable hand, Sigmar, is a compulsive kleptomaniac.
8. **The South End**. A decaying collection of warehouses that stand as memorial to the towns better days.
9. **The Market**. To the North stands the "Crabs" a the most popular local bar/brothel, a good place to find a brawl.
10. **Goose Rocks Beach**. The fishermen drag their small dories up onto the rocky beach which is contained by a rough seawall.
11. **Seaside, the fishers' district**.
12. **Goose Rocks Bay**.
13. **The huts** of the local farmers.
14. **The "Tides"**, a surprisingly inexpensive inn. Its owner, Huor, is an spy for virtually everyone interested in the region.

4.0 ENCOUNTER AT TRAITH-CHEFUDOC

4.1 THE BRYBRE

Cospatric's maps lead to the heart of Beffraen territory in the Rast Vorn, a region that they call the Brybre, the 'Worthy Hills'. The party will have two choices of routes to get here.

The first route passes along the edge of the Mora Hal (Bef. "Slime Coast"), the dreaded swamps of the Rast Vorn. These are a maze of tiny streams and inlets, concealed beneath a waving plain of tall reeds. The great sea crocodiles nest here, and the fens are the home of the voracious Hummerhorns. However, the Mora Hal is mainly shunned because of its Undead inhabitants, the Mewlips, the Kellimidel or 'Grave Reapers' to the Beffraen.

The second route avoids the swamps by moving within the forest sooner. The locals consider the perils of Huorns, lions, bears, and hordes of poisonous flying frogs to be the lesser evil, though it might not seem so to outsiders.

NOTE: It is unlikely that either route can be traversed without unpleasant encounters. The party's charms that Cospatric provided will be effective against either Huorns, Mewlips, or flying frogs (determine randomly which one).



Someone in the group may notice that they could save a two or three day travel if they took a ship into the Mora Hal close to Nansret. As the eels are running and ships are scarce, this will be very expensive. The group could acquire passage on the *Lame Goose* the worst vessel in the local eeling fleet. Cospatric would consider this route frivolous and dangerous, and the costs (of at least 60 gp) would have to be born from their own resources. Illtud (see Section 4.5) would refuse to take this approach, and the GM may wish to introduce elements of the adventures in Section 5.0 (i.e., encounters with the sea-raiders).

4.2 MEETING THE BEFFRAEN

Both of the routes lead to *Nansret* (Bef. "Valley of the River") one of the larger settlements within the Eryn Vorn (S. "the Black Wood"). Cospatric will have led the adventurers to expect a comparatively friendly reception from the Beffraen. Actually an ambush will be waiting for them roughly five miles from the village by either route. The deterioration of Cennaigh's dealings with the Beffraen has not been as immediately fatal as Cospatric thought. *Maelgym*, the Gora (Bef. "Best Knower") or chief of *Nansret*, has set out his men to prevent any reinforcements from reaching Cennaigh. Fortunately many of his best *Hel Hays* (Bef. "Hunters") are dead, wounded, or otherwise engaged (see 4.4).

Beffraen military activity is directed at the acquisition of captives for human sacrifice. They rely on small parties who utilize stealth and poisoned weapons. The standard Beffraen weapons are *huch-wuyu* (Bef. "short spears"), *sethsuma* (Bef. "great arrows", i.e., javelins), and *whythe-notuid* (Bef. "blow needles", i.e., blow-guns); but metal weapons taken from outsiders are greatly prized.

NOTE: *Maelgym* is particularly interested in taking prisoners so the ambush should not have fatal consequences. The problem for the party is one of establishing communications with hostile aborigines. They could surrender if they are brave enough, or seek to take their own prisoners during the melee, or drive off the ambushers in order to establish relations on their own terms. 'Calm Spells' could be extremely helpful, and hopefully the group will not have undertaken this mission without some knowledge of the Beffraen language. As a last resort *Maelgym* could determine that the party is not hostile through his own magic.

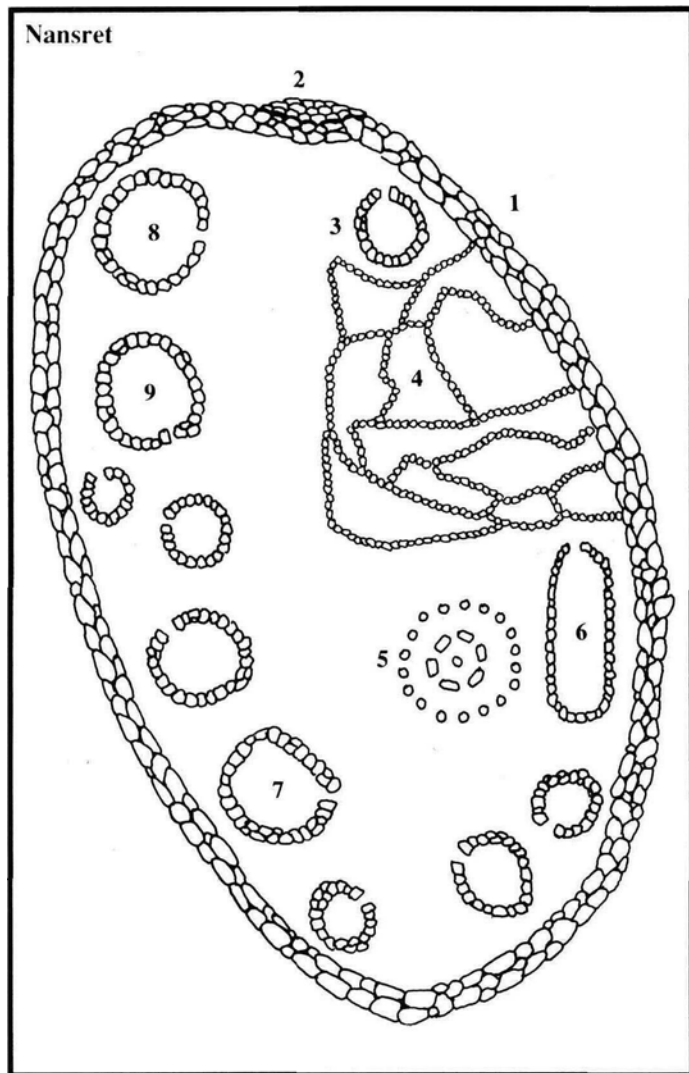
4.3 NANSRET

If the Beffraen and the adventurers establish that they share a common enemy (Cennaigh), a conference and what passes for Beffraen hospitality should result. *Nansret* is a small village called a *Cumhnant* (Bef. "Covenant") of crude stone buildings (Bef. "Ti"). Their shaman, *Maelgym*, and his aids the *Barth* (Bef. "Bards") and *creasi* (Bef. "Believers") use a larger oval dwelling of similar design. The houses are windowless, as the stone wall around the village can only keep out the larger predators. Beyond the walls are the fields planted with *mes-yd*, (Bef. "field corn"), a plant the peanut family, the staple of the Beffraen agriculture.

LAYOUT OF NANSRET

1. *Nansret* is surrounded by a rough but sturdy **wall** of unhewn rock that averages about 10' high.
2. On the north side of the wall, there is a '**step**' about 3' high. Normal entry and egress is provided by ropes kept atop the wall here which is watched by one guard during the day and two at night.
3. A *Ti*. The Beffraen's homes are shaped like beehives and are of similar construction to the wall. The floor is sunk about 2' into the ground. This *Ti* is used by the young, unmarried *Hel Hays* who are responsible for guarding *Nansret*.
4. Almost a quarter of the area within the wall is used for agriculture. Like the fields outside, these are divided into individual family plots by low stone walls. While *mes-yd* is grown outside, these **gardens** are used to grow "*landru*" a nutritional and mildly hallucinogenic underground mushroom that the Beffraen greatly prize.
5. **Ceremonial area.** An odd blue stone in the center is surrounded by six dolmen (sanding stones) within a ring of chalk circles. During Beffraen ceremonies, including that of cleansing strangers (usually in order to purify them for sacrifice), the shaman and his aids gather inside the circle and the rest of the villagers outside. Non-priests should not enter the ring unless they are specifically invited to.
6. **The *Ti* of *Maelgym*** and the *Barth* and *creasi*. Serious negotiations will be conducted here.

7. **The Ti of the unmarried women.** Female adventurers will not be allowed within Maelgym's ti, however, the old women of Nansret could prove to be an equally useful source of information.
8. **The Ti of Tegid,** the leader of the Hel Hays of Nansret.
9. **The Guest-ti,** the party will be housed here if they stay overnight.



4.4 SHERL HELD HOSTAGE

Contrary to Cospatric's expectations, the breach between the False Cennaigh and the Beffraen was initiated by the Pretender. Maelgym will inform the group that a fortnight past the Cennaigh asked for a meeting with Sherl. The oracle had few direct dealings with the Cennaigh in the past, but he swore the mightiest oaths and proposed a conference at Traith Chefudoc (Bef. "The Stream of Power"), the most sacred site to the Beffraen on the Rast Vorn. Almost two weeks ago, Sherl arrived at the meeting and was greeted by treachery most foul.

Cennaigh had set his trap very carefully. His band was able to overwhelm Sherl's bodyguards, and then holed up at Traith-chefudoc. The site can only be approached from one direction as it lies in an area very popular with Uaimhinn (Bef. "Tree Horrors"), the wild Huorns of the Rast Vorn. Moreover, the Beffraen cannot bring unconsecrated weapons to the site, and the proper rituals take over a month to perform. A dozen of the best warriors from Nansret and nearby villages have attempted an unarmed rescue, but Cennaigh's followers have had little trouble in eliminating them.

Maelgym and the other Shamans were long mystified over what Cennaigh could be seeking to accomplish. He would not be safe indefinitely at Traith Chefudoc, and had no means to escape, and he must have known that the vengeance for his desecration would be unspeakable. The Shamans at last determined that Cennaigh expected aid from the Mora Hal (i.e., the Bog Coast). The tribes gathered a warband, perhaps the largest ever gathered on the Rast Vorn, which set out to block relief from this area. Unfortunately the Beffraen, unfamiliar with warfare on the larger scale, were routed in a series of encounters with Mewlips, and dark-skinned warriors of a kind they had never seen before (the Undead raised by the Petty-dwarf rites). The remains of the defeated Beffraen force and the Hel Hays (i.e., Hunters) from outlying tribes are now gathering around Traith Chefudoc to fight the strange invaders on their own turf. The Necromancer's scheme is proceeding like clockwork.

The party has arrived at a most propitious time. From Maelgym's point of view, Traith Chefudoc cannot be any more defiled than it is currently, and Jawl-y-er do not possess souls that could be damned to the Everlasting Void anyway. He will allow them to attack Traith Chefudoc, hopefully rescuing Sherl, but at least destroying Cennaigh and his band. The price of Cennaigh's head will be the group's promise (by oaths significant to them) of further co-operation against the invaders from the swamp.

4.5 THE NPC'S

COSPATRIC

Cospatric the Master of Cairk-faergus is one of the few local lords of Saralainn who can trace his blood back to the Dunadan nobility of old. This could not be easily reckoned from his appearance and even less from his manners and outlook on the world. Cospatric is 46 years, still hale but weathered beyond his years by the sea. He has lost a considerable patch of grey hair from the crown of his head, and his quick dark eyes are almost lost within the many lines of his face. Cospatric usually wears a vest of fine Dwarven scale mail the last relic of his forebears.

By nature Cospatric is most concerned with the eel fishermen of Cairc-faergus, and joins them at the nets whenever possible. These very inclinations force him to be very involved in local politics for the long feud between the Siol Speriang and the Moc Lennen clansmen is a constant threat to the security of his ill-defended little port. He bases his policies on the "banner principle"; that is to say he runs them up the flagpole to see which way the wind is blowing. Cospatric keeps things very close to his vest which complement his natural terseness and biting dry wit.

ODO

The party is likely to be contacted by one Odo, Cospatric's steward, secretary, and loyal servant. Odo is Cospatric's second cousin and is a much more typical example of the boisterous barbarian clansmen of Saralainn. Odo makes the rounds of the bars of Cairc-faergus even when he has not been instructed to find a likely band of sell-swords. Although he is not an especially good judge of character, Odo will do most of the negotiating with the group under Cospatric's supervision.

ILLTUD

If the group is very insistent about acquiring a guide, Odo will finally recommend Illtud. Illtud is a Scout of indeterminate origins who claims to have Mebden blood. Although Illtud seems quite professional, Cospatric's will not second his references; too many of those who have purchased Illtud's services have not returned. Illtud is indeed a bad character who will seek to get the group lost in the marshes or woods as soon as possible, and then disappear. He will plan to return a couple days later to collect whatever the Mewlips or Huorns have left.

MAELGYM

Maelgym, the Gora of Nansret, has much in common with the other shamans of the Beffraen both in his virtues and his faults. He has seen 53 years, which is rather old for this short-lived race. The tattoos that cover his body as they do all his folk, and the shaved head, a distinguishing mark of the Shaman class, make his age rather indeterminate to an outsider. Maelgym wears an lion skin cloak over his long leather apron, and always carries the staff which symbolizes his leadership.

Maelgym is a firm but fair patriarch to his people, but his perspective of the world does not extend much beyond the walls of his village. He has not favored the recent policy of contact with outsiders but Sherl's gifts give Sherl unquestionable authority in his eyes. Because of the immediate crisis, Maelgym will be accommodating with visitors, especially if there has been initial misunderstanding. He will also demonstrate that he is a shrewd negotiator.

GABRAN

As few of the Beffraen, including Maelgym, possess more than a smattering of any Jawl-y-er tongues, most dealings with the aborigines will be conducted through Gabran, the eldest of the creasi of Nansret. Gabran is a particularly devoted follower of Sherl and the new policies, and has thus achieved reasonable fluency in Common and Sindarin. He is most interested in the rescue of Sherl; most of the Beffraen consider her to have been as tainted as Traith Chefudoc by recent events. Gabran knows that if the Oracle is not redeemed, he will have to offer himself for sacrifice to atone for his involvement in the failed contact with the lands beyond the Rast Vorn. Obviously he has entered the path of the shaman because of his ambition not because of a religion.

TEGID

Tegid is the best scout of the Hel Hays of Nansret, and therefore their de facto leader. He is unusual in that he fights with a sword taken from a "Goumon" by his great-grandfather, though he is also expert with the whythe-notuid. Tegid is a very terse Beffraen of middle age, easily recognized by the large Huorn tattooed on his back. He is even less fond of outsiders than most Beffraen, but is the most likely candidate for a guide to Traith Chefudoc.

DEIRA

Deira is the eldest, thrice-widowed woman in Nansret. She is the town's midwife and in charge of the limited ritual life of its female population. She does know a little common tongue, and save for her appearance her demeanor and interests would be hard to distinguish from those of any wise woman of any rural village in the north. Heir to a separate body of lore, Deira alone suspects that the Petty-dwarves might be involved in the current troubles.

SHERL, ORACLE OF THE BEFFRAEN

Beffraen society is strictly segregated by sex, but they recognize that on rare occasions persons are born into a "wrong" body. Such was the case with Sherl who demonstrated strong visionary powers from a young age. After testing by the shamans, Sherl was thereafter raised as a male child, and is now treated as a man in all instances, though that is obviously not the case. The False Cennaigh is the only Jawl-y-er to have met Sherl, and having seen no advantage in the information, this fact is unknown to outsiders. Among the Beffraen this is not considered to be notable in any way, though it could create confusion among his/her rescuers.

Sherl is but 4' tall, somewhat short for a Beffraen woman, and quite short for a male. She dresses, like Maelgym, and to a Beffraen her special status is denoted by her red tattoos on her face and upper arms. A powerful mage despite her limited repertory of Spells, Sherl eschews the use of weapons. She carries a bundle of six wands, those of the previous Oracles and one of her own.

THE FALSE CENNAIGH

The original Cennaigh was the son of Gordaigh II, the previous King of Saralainn, by a Beffraen slave. Growing up to be a skilled, if ugly, Ranger, Cennaigh had some popularity among the lesser clans of the country. When Lanaigh, the legitimate heir ascended to the throne, he prudently had the feasting hall in which Cennaigh was staying burnt, for rebellion is one of his peoples' most popular sports. In truth, Cennaigh was so drunk at the time that he felt no pain, but rumors of his escape remained popular.

During a later revolt, one of the lesser lordlings of Saralainn noticed that one of the Dunnish tribal warriors he had hired bore a passable resemblance to Cennaigh. This was *Dunadd* whose vaguely Beffraen features actually resulted from his having been fathered by an Orc. Dunadd was proclaimed as Cennaigh and crowned as King of

Saralainn. The revolt smoldered on for three years before it was finally crushed, during which time Dunadd (now widely known as the False Cennaigh) advanced from being a bewildered figurehead to the actual leader of the rebels. He finally fled with only two companions to the Warlord's Troll court.

The Warlord felt that he had brought in a most useful catch. He broke Dunadd to his will and through the Witch-king provided him with a new band of mercenaries and evil priests. The False Cennaigh was supposed to raise the Beffraen to his cause, but largely because of Sherl's efforts, gained only enough support to maintain a spasmodic campaign of brigandage from the edge of the Rast Vorn.

Maelgym & Sherl



Dunadd never had a particularly stable personality, and under the mental tortures of the Warlord it split into three distinct parts. There are now 'Cennaigh' the true heir of Saralainn falsely denied his crown, 'The False Cennaigh' the loyal and effective agent of Angmar, and poor 'Dunadd' who tries to ride the storm. Unfortunately for his enemies, all of these personas are wily and ruthless. As the Cennaigh he wears tunic and trews, a copper crown and wields a pole-ax; as Dunadd, he wears hides and carries a spear; as the servant of evil he wears a fine chain shirt and wields a halberd.

THE FALSE CENNAIGH's FOLLOWERS

After a disastrous attempt to raid Annon Baran last year, the False Cennaigh has been reduced to an army of seven, but they are all desperate and dangerous marauders. His oldest companions are *Cartmel* and *Cadwallon*, Dunlending brother's who have followed him since his 'discovery'. Both are fierce fighters, of the low sort of evil men who seek little more in life than a strong source of authority and occasional booty. Both trust their master implicitly, though they have been in a position to know better.

Only four remain from the band of sell-swords that Angmar provided. *Nidd* and *Cies* are Dunnish renegades though their original homes were in Gondor rather than Enedwaith. Both are

good in bow-work preferably from an ambush, only *Cies* has the stomach for a stand-up fight. *Paddro* and *Sispar* are half-Hillman Rangers from Rhudaur, those both use Dunnish spear and shield. Paddro had his tongue removed, and Sispar his ears, for reasons Sispar declines to tell before they entered the service of the Witch-king. Although this greatly impairs their individual effectiveness, they have become very proficient at acting as a team. Sispar serves as the band's second-in-command, and can cover for the False Cennaigh's less lucid interludes.

The last of the group is an extremely demented little Dwarf known as *Zodori*. He was awaiting execution for arson, and was inadvertently rescued from the jail in Suduri during better days. Zodori had gained considerable herb lore because of the burns he often accidentally inflicted on himself, and proved vital when the band healer was captured. The Dwarf has reasonably regular periods of normal behavior interrupted by giddy fits, and occasional maniacal rages. These can be sated if the pyromaniac is allowed to burn something; a relatively infrequent occurrence these days since recently the band has not managed much more than nocturnal raids on outlying homes and barns.

NPC'S FOR TRAITH CHEFUDOC

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	2ndary/ Missile OB	Mov M	Notes
Cospatric	7	91	Ch/13	30	Y5	N	86bs	66sb	15	Tough Tergil Warrior. Master of Cairc-faergus.
Odo	5	69	SL/4	15	N	N	80ba	50sl	5	Tergil Scout. Cospatric's right hand man.
Illtud	5	84	SL/7	10	Y	N	85ss	70cb	20	Treacherous Dunnish Scout.
Maelgym	6	77	No/2	5	N	N	45qs		10	Beffraen Animist. Gora of Nansret. 24 PP, 8 Lists.
Gabran	2	29	No/2	15	N	N	30qs	20ro	20	Young Beffraen Animist. Good translator.
Tegid	5	82	SL/5	25	N	N	70bs	60bg	20	Tough Beffraen Scout. Also 55jv.
Draeg	3	40	SL/4	10	N	N	50sp	45bg	10	Beffraen Scout. Also 45jv. A typical Beffraen Hunter.
Sherl	12	97	No/2	45	N	N	25MBa	-	15	Beffraen Animist. Oracle of the Beffraen. 144 PP, 12 Lists. Currently unconscious and unawakable.
Deira	3	21	No/1	-5	N	N	20cl	-	-5	Ancient Beffraen Woman. A wise old crone.
Dunadd	9	108	SL/8	30	Y5	N	107sp	87sp	30	Potent Half-orc Warrior. The somewhat mad Pretender to the Crown of Saralainn. His different personas has distinct capabilities. Each is dominant 33% of the time.
'Cennaigh'	9	108	SL/4	25	N	N	92ba	27sb	35	Dunadd as the "true Heir"
'False Cennaigh'	9	108	Ch/13	40	N	N	112pa	37sb	10	Dunadd as the servant of the Witch-king.
Cartmel	5	91	SL/8	20	Y5	N	85sp	70sp	5	Tough Dunnish Warrior. Dunadd's Bodyguard.
Cadwallon	5	83	SL/8	25	Y10	N	90sp	60sp	10	Tough Dunnish Warrior. Bodyguard.
Nidd	3	47	Ch/14	10	N	A	60ma	75sb	15	Dunnish Warrior. A cowardly archer.
Cies	4	58	SL/6	15	N	N	70ss	80sb	20	Dunnish Warrior. Dunadd's best archer.
Paddro	4	56	RL/10	25	N	L	79sp	54sp	15	Hillman Ranger. Mute. 4 PP and 2 Lists.
Sispar	6	96	SL/7	30	N	N	103sp	73sp	25	Hillman Ranger. Second-in-command. 12PP and 4 Lists.
Zdori	3	44	No/1	10	N	N	46da	36da	0	Demented Dwarf Scout. Prefers to use 2 firebrands, treat as 56cl and 36cl respectively, use Heat Crits.

CODES The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be found in the main text. Some of the codes are self-explanatory Lvl (level) **Hits**, **Sh** (shield), and **Mov M** (movement and maneuver bonus). The more complex codes are listed below

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

DB (Defensive Bonus) Note defensive bonuses include stats and shield. Shield references include quality bonuses (e.g. "Y5" indicates "Yes, a +5 shield").

Gr (Greaves) "A" and "L" are used to indicate arm and leg greaves respectively.

OB's (Offensive Bonuses) Weapon abbreviations follow OB's fa — falchion, ss — short sword, bs — broadsword, sc — scimitar, th — two-handed sword, ma — mace, ha — hand axe, wh — war hammer, ba — battle axe, wm — war mattock, cl — club, qs — quarter staff, da — dagger, sp — spear, ml — mounted lance, ja — javelin, pa — pole arm, sl — sling, cb — composite bow, sb — short bow, lb — long bow, lcb — light crossbow, hcb — heavy crossbow, bo — bola, wp — whip, ts — throwing star, hb — halberd. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

4.6 TRAITH CHEFUDOC LAYOUTS

The Beffraen were originally drawn to this site because of a stream that seem to spring miraculously from a cleft in a great boulder on the hillside and the unusually large clearing nearby. They found a small cave nearby which was found to be unusually potent for oracular dreams. Over the centuries the Beffraen have added a large ti for the residence of the shamans who visit here, and have also built tombs for their greatest oracles.

LAYOUT OF TRAITH CHEFUDOC

1. **The Great Shaman's Ti.** Although this house is of the same stone construction of other Beffraen buildings, it has a flat wooden roof. Two of Cennaigh's men, often Paddro and Sispar will be on watch here.
2. The boulder from whence the stream issues.
3. **The lower reaches of the stream.** It is cold, fast, and fairly deep (3'). Nonetheless, it can be forded with little difficulty.
4. **The Beffraen path from Nansret to Traith Chefudoc.** As this is the obvious route for any attackers, it has been heavily trapped. 'P's indicates Pit Traps; these are *Very Hard* (-20) to detect. If one falls he receives a +30 Med. Bash attack and 1-5 +45 spear attacks. 'D's indicates Deadfalls set up in nearby trees. These are *Extremely Hard* (-30) to detect and each inflicts a +50 Large Crush attack. However, there is a 30% chance that each passerby will not set off these traps. 'T's denotes traps on the steeper slopes of the hill where Cennaigh has prepared small rock slides. The unusual nature of these traps makes the first *Sheer Folly* (-50) to detect. Once the artificial nature of the rock slide is perceived the remainder will only be *Hard* (-10) to discover. They are set up so that the slides can be

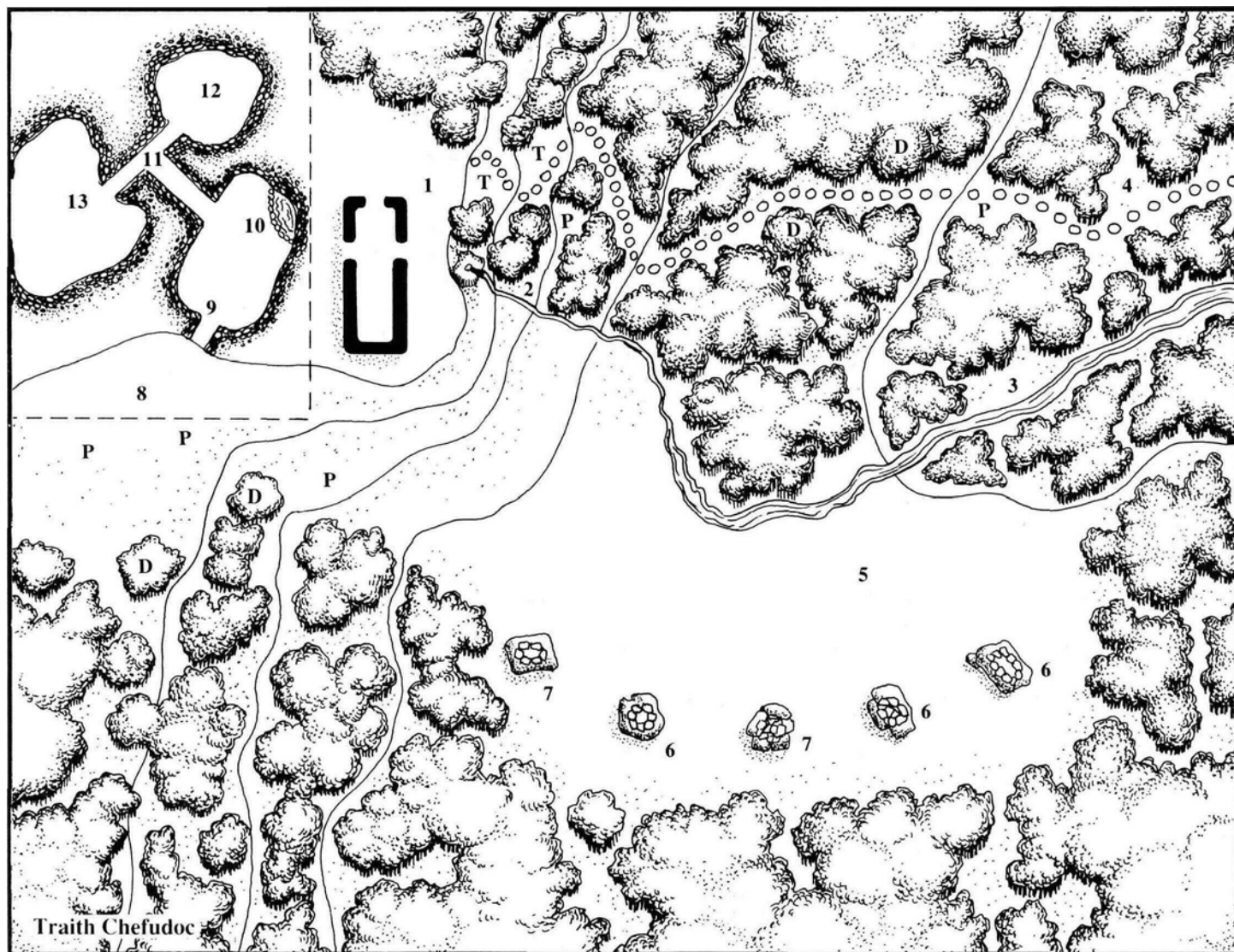
initiated deliberately from above. The traps will unleash 2-20 small rocks (each is a +20 Small Bash attack), and 2-20 medium rocks (each is a +40 Medium Bash attack). Specific targets in a cone shaped area below the slides should be determined randomly.

5. **The Burial Field.** The short grass in this area makes a stealthy traverse virtually impossible.

6. **Beffraen Tombs** known as "quoits". These consist of several dolmen (see **Nansret #5**) gathered close together surmounted by a single large stone (though some have fractured into pieces over the long years. Whatever treasure were once contained within have already been pilfered by Cennaigh's band.

7. The last three rescue attempts have come straight up the path. Cennaigh suspects that this has been a feint to cover a major assault through the burial field. Thus he has stationed two **guards**, often Nidd and Cies, in two of the larger quoits.

8. **The entrance to the vision cave.** As all the Beffraen know the location, there has been no attempt at concealment. Rather the kidnappers have prepared an immense faggot (bundle of sticks) from bramble bushes and iffelroses. The thorns, weight, and sheer bulk of this obstacle make its removal a five minute operation normally. It could perhaps be done in three minutes but anything less will risk 2-20 attacks from +0 Small Claws, plus 1 attack for every round less than the 30 minimum. The unusually dry weather of late has also dried the thorny bundle out quite nicely. There is an 80% chance that the defenders will try to light it. The faggot will be burning briskly within 3-30 rounds. Once burning (51-150 rounds) it will inflict a 'B' Heat Crit per round on anyone attempting to move it or move through it. While igniting (i.e., during the 3-30 rounds) there is a 50% chance of an 'A' Heat Crit every round.



INTERIOR OF THE VISION CAVE

9. Cave Entrance. Even the Beffraen have to stoop to enter, so Cennaigh has made Zodori, his evil Dwarf companion, the head gatekeeper. Other Dwarves, Hobbits, Woses, and Beffraen can fight normally in the passage while others will have a -5 OB mod. for every inch over 5'.

10. The Cave of Preparations, now sleeping quarters for Cennaigh's band. There is a small pool fed by the same spring that feeds the stream. Being cooped up here has caused a substantial decline of the band's none-to-high standards of hygiene. Among the individual beddings one can discover 4-40 tp, 50-60 cp, 10-20 bp, and 1-10 sp.

11. The tunnel to the inner caves. Only 2'x3'x3'; all have to make this passage on their hands and knees. After 10' it comes to a 'T' intersection with passages going right and left.

12. The Sanctuary. This serves as Cennaigh's treasury. Within will be found a sack of around 300 bp. and another with about 200 sp. The rest of the pretenders treasure consists of a random collection of herbs, and charms against flying frogs, Huorns, and Mewlips. Cennaigh's latest orders from the Ardagor the Warlord of Minhiriath are buried in the sack of silver coins. These instruct him to seize Sherl in a manner designed to create the most provocation to the Beffraen. The pretender is further promised that he will soon receive *"special and potent relief from the sea and from local resources."* He is to take orders from those holding *"the soft brown stones"* until Ardagor arrives. The treasures looted from the quois are here: four stone necklaces that serve as 5xPP multipliers for Evil Animists and Rangers. These will inflict a 'B' Cold Crit every other round on those of good or neutral dispositions. There is finally a comatose male Beffraen in Shaman's garb in the cave. This is not Sherl.

13. The Vision Cave. A substantial heart-shaped limestone grotto with a flue in the roof. This will hinder attempts to smoke the cave out. If a fire is started within it will reduce visibility in the cave by 8% per round until a maximum of 80% is reached. The food stores of the band are kept here.

4.7 THE TASK

The primary objective is to capture the False Cennaigh dead or alive. As the Half-orc is now holed-up in a defensible spot with his Beffraen enemies neutralized, this will prove more difficult than the party may have been led to believe. The secondary mission of establishing better relations between Cairc-faergus and the inhabitants of the outer cape will largely rest on their ability to rescue Sherl. It is also critical that they begin to unravel the Necromancer's plot brewing on the Rast Vorn.

STARTING THE PLAYERS

The players are assumed to have all reached Cairc-faergus, perhaps by diverse paths. There will be nothing else to catch their attention in the little port, and as a last resort Cospatric might incite a brawl and toss the players into his dungeon until they agree to undertake his mission.

NOTE: *Some adventurers may be seeking profit in current troubles in the Warlord's domain or in Suduri (See ICE's Lost Realm of Cardolan campaign module) or returning to civilization after encounters with the Woses of the Black Wood (ICE's ready-to-run adventure).*

AIDS

If the group is not already familiar with the perils of the Black Wood of the Rast Vorn, terrifying but often inaccurate tales can be easily heard in the local taverns. Cospatric's maps will be the greatest immediate aid to the group, for with organization, discipline and a little luck these provide the safest routes to Beffraen country. His free provisions will not hurt either, and hopefully his charms which provide warning of the approach of Mewlips, Huorns, or carnivorous flying frogs will be appropriate for the selected path. Once the party has established peaceful relations with Beffraen, Tegid will lead them to Traith Chefudoc. If they are particularly weak, he could decide to join their attack even though he could not employ any weapons.

OBSTACLES

It will soon become apparent that a task that sounded like quick and easy money is actually beset with a myriad of problems. The first, and potentially worst, of these are the fell creatures that haunt the primordial forests and swamps on the Rast Vorn. A group that is at all weak or unlucky might do very well to develop a proficiency in running away. These perils could be compounded to a potentially fatal degree if the group has fallen in with the treacherous Illtud.

The Beffraen will be using incapacitating drugs rather than their usual deadly poisons in the ambush that awaits when the players reach the vicinity of Nansret. There are several means to go from these initial hostilities to cautious co-operation. The only real problem will be if they forget their mission, and decide to sack the village in revenge; not knowing that their is a virtual army of Beffraen only six miles away. In this case they would be well advised to seek to join Cennaigh or the pirates (see Section 5.0).

Traith Chefudoc has been thoughtful trapped, and is held by tough and desperate defenders. Victory will have to be achieved through a series of short and sharp encounters. Time is not that pressing, so more than one assault can be made. As the Beffraen know the layout of their holy place in detail there can be no valid excuse for the lack of planning that would lead to defeat.

REWARDS

The completion of this adventure will fulfil the agreement with Cospatric. Though hard earned, those funds are substantial. However, it will almost certainly have been necessary to come to a side agreement with Maelgym which will force them to probe deeper into the strange events on the Rast Vorn. It would not be wise to grab the pretender's head and make a run for the coast.

4.8 ENCOUNTERS

The following persons, groups, or things may be encountered on the way from Cairc-faergus to Traith Chefudoc.

THE MONSTERS IN THE BLACK WOOD

If the group chooses to take the path through the Black Wood, they will be hard pressed not to run into some of the invidious inhabitants of the Rast Vorn. A Glutan, a Nimfiara, or a small group of the local Forest-trolls fall within the range of normal problems faced by adventurers. They should hope that they do not run into Grey or Black Flyers (poisonous gliding frogs) or Huorns.

There is a 20% chance that a sedentary Huorn will be encountered. This are the most deadly, for short of magical aid there is virtually no way to detect them before they attack. A roaming Huorn which has caught the scent (?) of meat will make a great deal of noise in its approach. These cannot sustain a fast pace, but are very persistent in pursuit.

It is not swarming season so if the lesser Grey Flyers are encountered (50% chance), they will only be in groups of 2-10 and are unlikely to attack unless provoked. The larger Black Flyers are a threat year round, being found in hunting packs of 4-40.

If the group chooses the coastal path, see 5.5 for more hazards.

ILLTUD

The standard technique of the treacherous guide is to lead groups off the path towards the end of the first days march after the woods have been reached. If they are insistent about the proper path, he will claim superior knowledge. Then he will seek to stand a watch by himself and simply slip off. If the party insists that he have help, he will try to slip off in order to investigate a suspicious noise. A couple of times vigilant characters have roused the whole party before such escapades. In these cases Illtud has waited for a second night and then slain his erstwhile partner. After leaving the group Illtud moves off to one of several safe holes he knows of, and

returns to collect the loot after two days when nature will have taken its course. He has not yet had to do anything more than finish off a few wounded survivors. Not being bright enough to concoct a plausible explanation for his disappearance, Illtud would seek to pick off the party one by one if perchance he found them alive.

NOTE: As Illtud could well pose an insurmountable threat to a weak or inexperienced group, his craftiness should be commensurate with their abilities.

A BEFFRAEN AMBUSH

Regardless of the route taken, the party will be ambushed by Tegid, Gabran, and three lesser Hel Hays. The hunters will be hiding in dense shrubbery close to the path, with Gabran prepared to cover their retreat via "Light Eruptions" from a tree about 75' away. The ambushers will use drugged darts from their blow guns to attempt to render their prey unconscious. They will stay for a second volley only if they have scored at least three solid hits. If not, or if they are discovered, they will retreat in stages, two running while the others cover them by throwing javelins (similarly drugged). Only if cornered will they pull their short spears and melee.

NOTE: Treat the drug as a level 5 poison, victim is unconscious for 1 rnd/1 pt of RR failure.

THE WATCHERS IN THE LONG TI

Paddro and Sispar most often keep watch from the Ti as they have the best perception between them of the False Cennaigh's followers. If they detect the attackers first, one Paddro will move to set off the appropriate rock slides, while Sispar will a distraction by throwing spears. If the slides are extremely successful, they will close in to melee; if not they will seem to flee in an attempt to draw their foes into the bowfire of their buddies in the quoits. They will not flee far before returning to attack anyone assailing the mouth of the cave from behind.

THE BOWMEN IN THE QUOITS

Nidd and Cies, the best bowmen of the rebels, share the job of dropping any attackers moving through the burial fields. Cies will take advantage of the excellent cover of the tomb, and will wait for someone to come in and get him. Nidd will flee towards the Ti if the attack is developing from this direction, and will join Paddro and Sispar in the woods otherwise.

ZODORI

Zodori is quite pleased with his job of watching the campfire near the mouth of the cave. He has amassed a large collection of tree-limbs suitable for use as firebrand and will usually have two preparing to ward off any attack. Zodori is very anxious to light the faggot as he has not had a good fire for awhile. He will not even notice that none of his companions are waiting to fight with him in the outer cave. The Dwarf has built up a certain immunity to fire over the years and the effects of any Heat Crits he takes will be delayed from 1-10 rounds.

THE BODYGUARDS

If given the opportunity Cennaigh and his bodyguards will retreat to the inner caves for their last stand. Cartmel and Cadwallon will defend the tunnel entry while the False Cennaigh stokes up fires that the Beffraen use to encourage visions and closes the flue. Sherl's bundle of wands will serve as tinder. If they have time they will stuff the two deer they have curing into the tunnel to further obstruct it. If the bodyguards cannot hold the tunnel entrance they will attempt to draw the melee off to the left. Cartmel and Cadwallon will cheerfully fight to the death.

THE FALSE CENNAIGH

Although he does not lack for a certain animal courage or fighting abilities, the False Cennaigh has not gotten this far by fighting his own battles; he will not join the melee until he is forced to. If the assault comes while he is in his 'Cennaigh' persona (25% chance), the pretender might attempt some negotiations, and though he does possess a roguish charm, and can spin a good tale, it is hard to imagine any basis for agreement.

Practically speaking this would only delay the withdrawal to the inner caves. Once the final defense is breached 'Cennaigh' will join his companions for a gallant last stand. If 'The False Cennaigh' is dominant (50% chance) he will gather up Sherl's unconscious form and move off to the right. Then he will attempt a last ditch flight, hopefully from behind the fight. 'Dunadd' (25% chance) would be happy to abandon his assignment and accomplish his escape alone. Similarly, if captured he will tell all he knows, while both others will die before they talk. Of the rest of the band only Sispar knows enough to be usefully interrogated.



The False Cennaigh

SHERL AND CEAWLIN

Sherl has been given several doses of a powerful drug (now used up) designed to keep her pliable, and perhaps to break her will. The Oracle was severely beaten when captured and the drug has made it impossible to feed her; she is in very bad shape. It will take at least a week before she recovers and is coherent. Rather than allow her to be rescued, 'Dunadd' may kill her, 'Cennaigh' will not kill her, and 'The False Cennaigh' definitely will kill her. The male Beffraen in the cave is *Ceawlin*, an attendant of the Oracle. He has been idly tortured by the crueler members of the band, and has by now suffered injuries that may be beyond the skills of the Beffraen healers and herb masters.

5.0 THE SEA-RAIDERS AT MINAS THONFALON

The coast of the Black Cape is scattered with the wrecks of the efforts of civilized men to bring order here. They have come with many motives; often to secure a safer passage through the maze of rocks and islets off the western shore, but sometimes to exploit the rich fishing banks, or even for purposes of grand strategy. The enmity of the Rast Vorn has overwhelmed all of these attempts, some quickly, some slowly, but always inexorably. Ruined and unmanned certain forts and lighthouses are well known to mariners as the only possible haven for damaged ships and the survivors of shipwrecks. Less often, they are used as bases by fore-doomed Jawl-y-er who seek to make their fortune on the Black Cape.

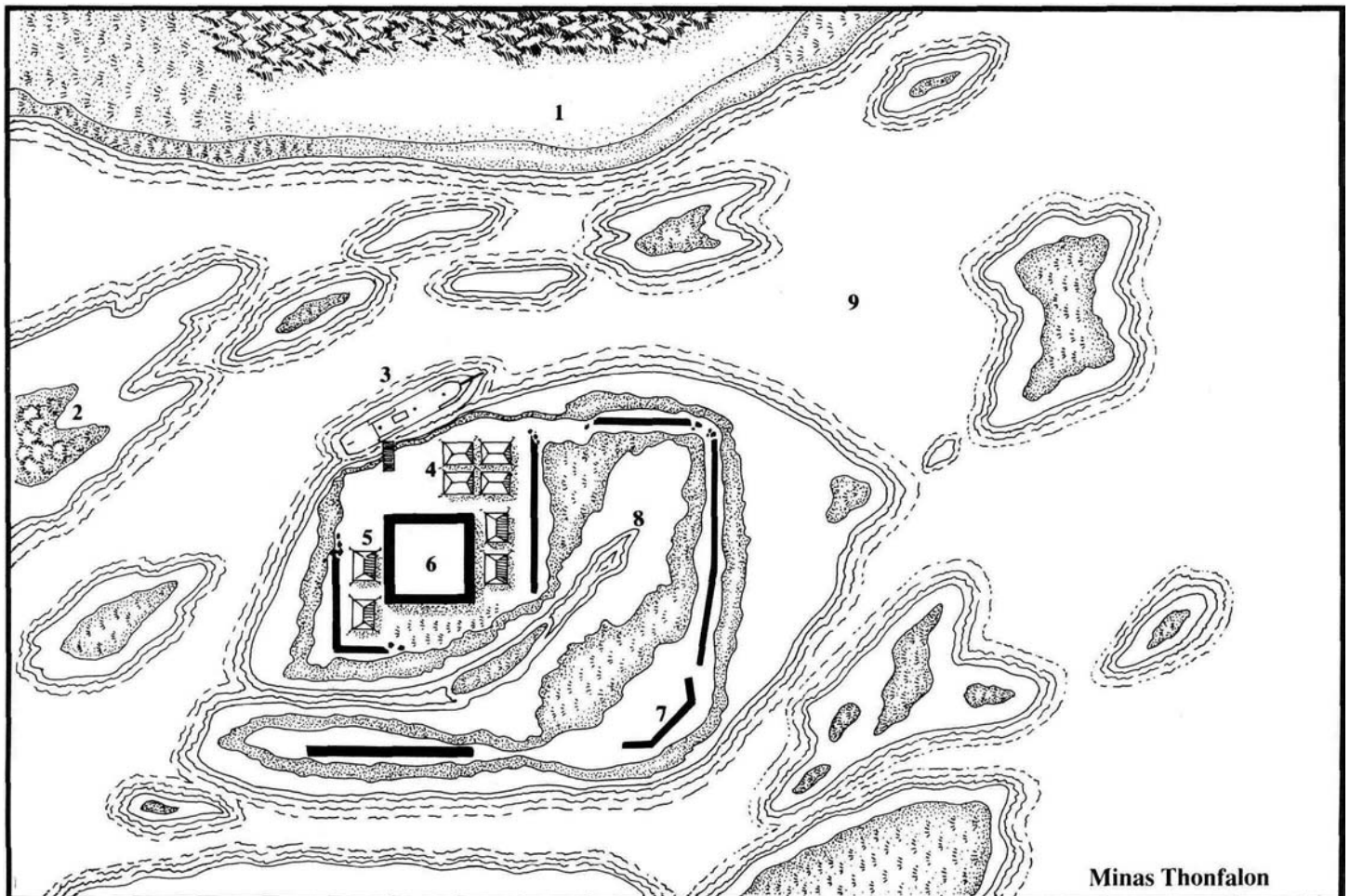
5.1 MINAS THONFALON

Minas Thonfalon (S. "The Tower of the Pine Coast") lies within the very heart of the Mora Hal (the Bog Coast), about 13 miles to the south of Nansret. Minas Thonfalon is one of the eldest sites on the Rast Vorn having been originally constructed by the Sea-Kings of Numenor in the 14th century of the Second Age. There have been numerous restorations of the ruins since then, the most recent from T.A. 1112-1135 under the orders of King Tarandil of Cardolan. Tarandil wisely sought to build a well-sealed fortress, with its docks safely within its walls, though even this did not suffice to restrain the perils of the Mora Hal. In the half-millennia since its abandonment many of the walls of Minas Thonfalon have sunk within the swamp. The Beffraen have further accelerated the decay, as they have found it easier to carry off stone for their villages than to quarry it themselves.

LAYOUT OF THE RUINS OF MINAS THONFALON

Minas Thonfalon comprises a small island in the main channel of the river known to outsiders as the Gurtheithel (S. "Stream of Death"). The mouth of the Gurtheithel is a labyrinth of mud and sand banks that exacerbate the already considerable perils of the Mora Hal. At this distance above the sea, the difference in water level between high and low tide is about 3'.

1. **The eastern** of the two Beffraen **trails** to Minas Thonfalon terminates in pine woods overlooking a substantial muddy beach that is a nesting area for giant sea crocodiles. Three males currently have their nests here.
2. **The western** and more treacherous of the Beffraen **trails** ends in a jumble of raspberry bushy on a tiny islet to the north of Minas Thonfalon.
3. **The Seregromen** (S. "Bloody Dawn"), a small palanrist (S. "far traveller") built in Umbar, is anchored where a deeper channel runs close to Minas Thonfalon. The pirate ship is a little over 100' in length, and carries three masts and a single bank of oars. She is quite fast and nimble under sail, but rather clumsy when rowed. The normal crew for a vessel this size on a long raiding voyage is about 60 men, but to this point Belewens buccaneers have suffered some attrition.
4. **The main camp** of the crew of the Seregromen, housed in six tents.
5. **The tents** of the officers, and mates.
6. **The ruins of the central keep of Minas Thonfalon.** Originally a sturdy tower of three stories, only a shell of the outer walls remain. These stand a little over two stories high on the west side and irregularly slope down to a wall about 4' high at its lowest point on the east side.
7. **The ruins of the curtain wall.** Designed to withstand the waters on two sides for much of its course, this wall was built of much larger blocks of granite. Thus the Beffraen have not pilfered as much here, but it has been more prone to collapse into the swamp. In those area where the wall is standing it runs from 2-8' high.
8. **Lagoon.** The enclosed port of Minas Thonfalon has largely silted up over the years, and is mostly a quagmire now.
9. **The main channel** of the Gurtheithel down to the sea.



5.2 THE SEA-RAIDERS' MISSION

The coasts of Eriador are not unfamiliar to the chartmakers of the piratical city-state of Umbar. In years past when there was peace among the High Men of western Endor and the trade of Cardolan prospered, it was not that unusual for southern merchants to venture to northern waters seeking the fine woolens and linens of Tharbad. However, times have grown darker and such a voyage has not been made for over two hundred years.

Similarly, the mariners of the north are not completely unfamiliar with piracy. The quarrelsome Princes of Cardolan sometimes grant licenses to ships of their little realms to prey on those of their neighbors, and some of these privateers have not wanted to give up their easy life when the war was over. During the Kin-strife of Gondor, Castamir gathered a small squadron to pillage the commerce of the Northern Dunedain who refused to ally with him. Even Castamir's flotilla consisted of the tubby cogs that carry most of the northern trade, and its admiral was soon informed that the Elves would not tolerate any further threat to their ships carrying those weary of Middle-earth from the Grey Havens to the Undying Lands. In any event, shipping in northern waters has never really recovered from the fall of the Kingdom of Cardolan in T.A. 1409; there is no longer enough traffic to keep pirates employed.

The appearance of the *Seregromen*, a sleek raider out of the south with an expert crew was very strange. They could be expected to have found more exciting and vastly more profitable employment in the Bay of Belfalas. Indeed, they are not here by their own design. The officers and crew were recruited from jails and dungeons, or else were long inured to the service of evil. Only the Evil Priests skilled in necromancy taking this passage — *Curuband*, *Carandae*, and *Abdahkil* — have much enthusiasm for the expedition.

The *Seregromen* is serving basically as an armed cargo ship. She has carried rare *icronite* nuggets from the mountains of Far Harad to the Rast Vorn. Icronite is an extremely rare mineral that is soft and a dull brown in color usually occurring in potato-sized nuggets. Icronite is generally regarded as ugly and useless, but it has a strange and potent affinity for the spirits of Petty-dwarves, allowing them to be summoned to reinhabit their corpses and to thereafter be commanded. This is an incredibly obscure bit of lore, but it is known where it can do the most harm. The Dark Lord of Dol Guldur once had dealings with the Petty-dwarves of Cameth Brin in Rhudaur and knows both of the special properties of icronite and the Petty-dwarf colony on the Rast Vorn.

Through the masters of the Dark Religion in Umbar, he has given the *Seregromen* the task of reaching the Rast Vorn and finding the dwellings of the Petty-dwarves. First they are to create as many Undead as they can from Petty-dwarf corpses and enslave any of the Petty-dwarves who might still survive there. Then they are to link up with the False Cennaigh who is supposed to have gathered the local aborigines, the Beffraen, into a single war-band. Once the 'ghosts' of the Petty-dwarves ensure the obedience of the Beffraen, the army of ghosts, pirates, and Beffraen are to conquer the Kingdom of Saralainn in co-operation with the Warlord of Minhiriath. And finally a major invasion of Arthedain will begin.

Captain Belewén (S. "Strong Woman") brought the *Seregromen* through the hazardous Bay of Belfalas, and cleared Cape Andrast far quicker than had been anticipated. They arrived off the Rast Vorn a little more than six weeks ahead of schedule, and that has led to problems. From old yarns the crew knew that the best prize that could be taken in northern waters was a ship loaded with amber, and the black clerics, not averse to lining their own purses, approved a foray to the mouth of the Brandywine River. There the Sea-raiders found little treasure but created a lot of havoc.

The local Rivermen finally unleashed a clever plot against the southerners: they allowed a cog loaded with usbequaigh to be captured. Usbequaigh, a discovery of the clansmen of Saralainn, is the first distilled alcoholic beverage to come into widespread use, so far available only in western Cardolan. As expected, the Sea-raiders were quite surprised by the potency of this potable, and that night a fleet of the small local vessels assailed the *Seregromen*. Although Belewén managed to cut her way out of this trap, the ship was damaged and over a quarter of the crew were killed.

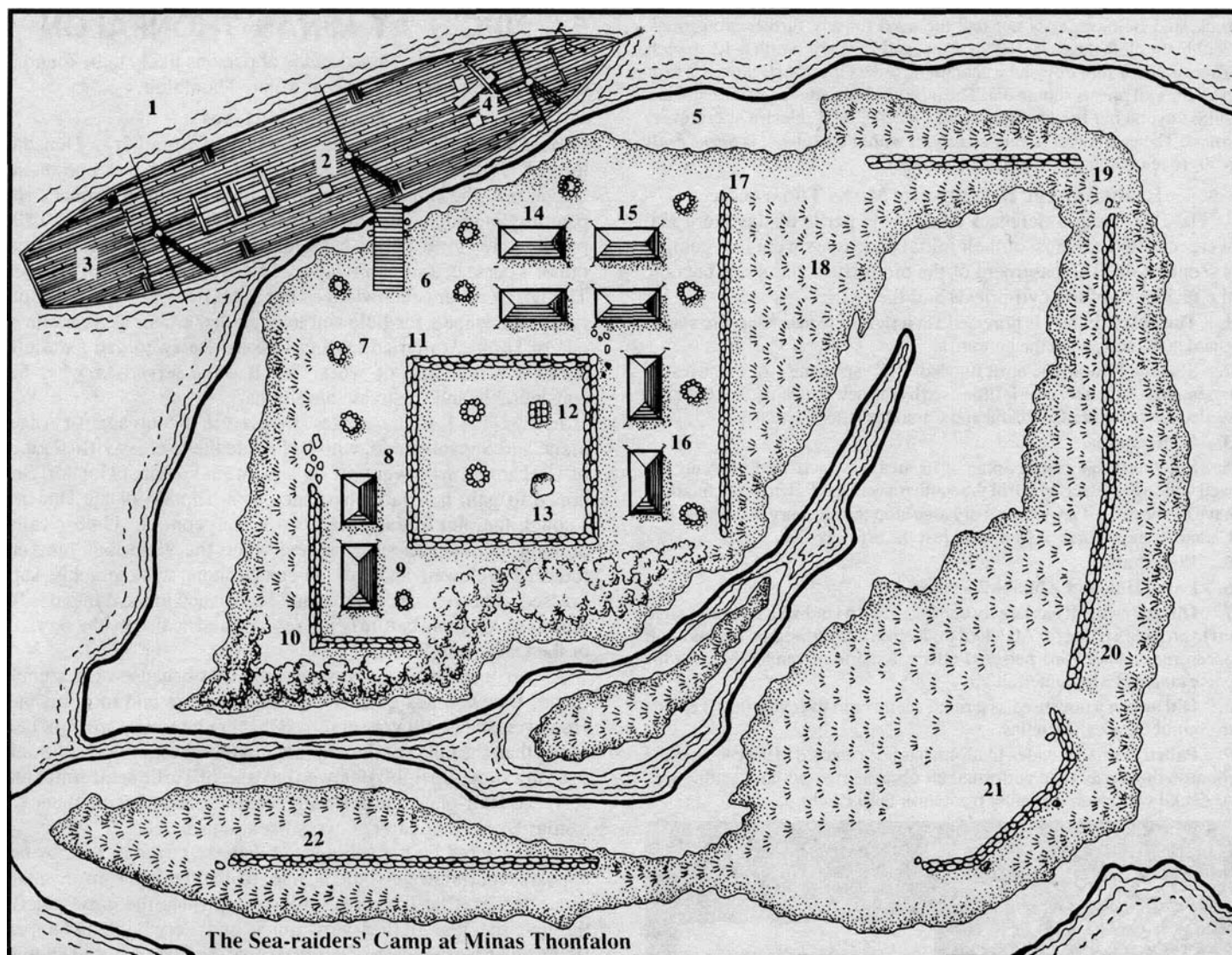
Badly in need of a haven for repairs, the wounded, Belewén brought the *Seregromen* into Minas Thonfalon a couple weeks ahead of schedule. Although the evil priests were able to achieve a limited dominion over the Mewlips in the vicinity, the Sea-raiders have had to drive off a series of uncoordinated Beffraen attacks. The Beffraen have received the worse of these encounters, but Belewén could ill-afford further attrition.

The original plan had called for dropping off the evil priests and about twenty rogues to make for the Bar-en-Ibun, while Belewén took the *Seregromen* into the Gwathlo River to begin a naval of siege of Sudúri, the capital of Saralainn. The capture of Sudúri was originally expected to be the most difficult phase of the whole operation. Now the palanrist is not sea-worthy enough to stand up to a fight, and there are not enough men to undertake both prongs of the plan. The revised plan calls for Belewén to lead an elite party into the dark forest beyond the swamp. One of the evil priests will stay to hold off the Mewlips, while the rest of the crew garrisons Minas Thonfalon and continues to repair the ship.

LAYOUT OF THE SEA-RAIDERS' CAMP AT MINAS THONFALON

Despite the low morale resulting from the recent disasters of the *Seregromen*, and the absence of the most able leaders, the pirate's camp is still well defended especially against the sorts of attacks mounted by hunting bands of Beffraen.

1. **The deep water** of the Gurtheithel, it runs at least 8' deep at low tide.
2. **The *Seregromen*.** All ropes except the anchors fore and aft have been pulled up and the sides of the ship have been oiled to discourage board. This will make climbing at least *Very Hard* (-20). Normally the watch on light duty will be on deck performing maintenance. The primary damage from the Rivermen's attack resulted from the fire started in the aft hold. The *Seregromen* needs to have a couple of her ribs on the port side replaced, as well as much of the planking in that area. Such jury repairs as were possible have already been made. The palanrist needs at least a beach and considerable naval stores, or preferably a dry dock before she is truly ready to face storm or battle again.
3. **The quarterdeck of the *Seregromen*.** The officer of the watch and one or two of those crew will be performing their duties up here while maintaining a reasonably good look out. The crow's nests are too exposed to Hummerhorn attack and are not usually manned.
4. **The ballista.** Mounted on a turn-table it is rotated as far forward as possible, and commands the main channel coming up river. At least two watch slanders will be working nearby. They can get off an aimed shot in little more than a minute after being alerted from the quarterdeck.
5. **The mudbank** surrounding Minas Thonfalon. The water runs from 1 -4' deep depending mainly on the tide. There is a further foot or so of muck below before solid footing is reached. Movement in this area is encumbered by at least -50.
6. **The small temporary wharf** the Sea-raiders built to provide easier access from the ship to the island.
7. The expedition had been provided with a large store of incense whose fumes were useful in deterring the attentions of the Hummerhorns. When the base was established, multiple **campfires** were set up, and provided some relief until somewhat better methods were found. Some of the crew came to believe that smoke alone was helpful, and reeds were collected. The results were inconclusive, but the fires are still sometimes lit depending on the mood of the leaders that day (about a 15% chance). If they are lit visibility in the camp will be reduced by about a quarter, and exhaustion rates will be doubled.



The Sea-raiders' Camp at Minas Thonfalon

8. **Belewen's tent**, it is now being used for the wounded as it is particularly sturdy and well-sealed.

9. **Turumir's and Eamir's tent**, originally used by Zumman as well.

10. **Part of the outer wall** of Minas Thonfalon runs 4-5' above the ground and 2-4' thick. In front of it are two of the many *Pit Traps* that the Sea-raiders have constructed along the perimeter of the island. The traps are not very deep, only down to the water table which is reached after a foot or two of digging. Given this limitation, the traps are designed to impede and reveal attackers rather than kill them. Nivtur built the traps into the soft sandy soil and they are *Extremely Hard* (-30) to detect. If one steps into the trap they will take 1-2 +0 dagger attacks with only feet and leg criticals applying. However, it is then an *Extremely Hard* (-30) maneuver not to trip and fall on to 2-10 more +5 dagger attacks.

11. **The shell of the keep of Minas Thonfalon**. See 5.1 #6. The original gate was in the southern face but it has so thoroughly fallen in that the pirates have removed stones to make a new makeshift gate at the northeast corner. Three of the men on the full duty watch will be up on the walls as sentries while the rest are on patrol.

12. **The old well of the castle**. Although the pirates have put considerable effort into clearing and cleaning it out, they have yet to get any drinkable water, which is beginning to be a problem.

13. **The pit** dug into the cellar of the keep. An Orc will be on guard.

14. The **tents** of the Haradan crew.

15. The **tents** of the higher blooded Umbarians in the crew.

16. The **tents** of the lesser men of Umbar, the cook sleeps here too.

17. The strongest of the remaining **curtain walls** of the fortress; it runs 6-7' high for most of its length.

18. The greatest concentration of the reedy **marsh land** typical of the Mora Hal on Minas Thonfalon is along the banks of the lagoon. This area was once the enclosed port of the castle. The reeds also run along much of the coast of the island, especially to the south. Here the water runs less than a half foot deep, but there is 1-2' of mud underneath, so movement is as difficult as in the mudbanks (see #5 above). The reeds run from 2-3' high.

19. **A section of wall**, this is in very poor shape and runs only 2-3' high though about 5' across.

20. Much of the **southern wall** of Minas Thonfalon. It is generally similar to that at #10.

21. **The southwest corner of the island** is comparatively pleasant as their was originally a bastion here. It has been very heavily *trapped*, more because it was relatively easy to work here rather than because it was thought likely that an attack would come from this direction.

22. **The spit**. This was a particularly hard spot for the engineers and it has held up almost as well as the wall at #17.

23. **A tiny islet** has grown up in the lagoon where part of the wall had fallen in centuries ago.

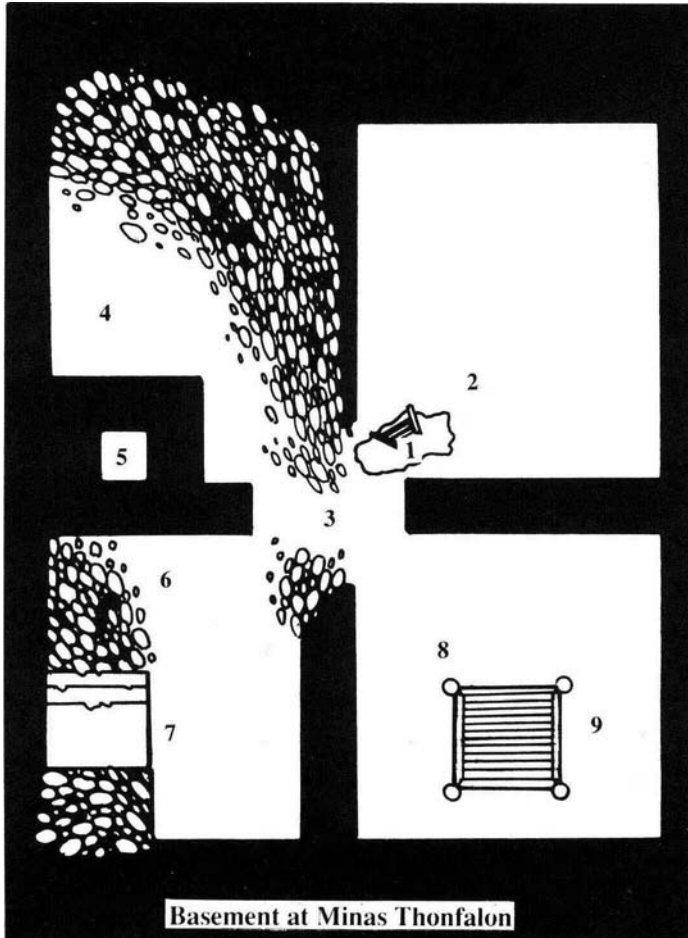
24. A large patch of blackberry and raspberry **bushes**. Twenty paces west and eleven paces north from the southwest corner of the keep Belewen has buried two chests containing the treasure that might be more easily pilfered in her absence. The smaller chest lying just below the ground contains 347 cp, 281 bp, and 108 sp. It's lock is *Hard* (-10) but it is not trapped. The larger chest lies three feet further down, well below the water table. Most of the space within contains oilcloth used to protect the treasure. These have been impregnated with a special oil that will cause a violent violet rash three days after being handled. The crew knows this

trick, and Belewén does not feel the need for any further protections. Within the cloth there are 263 gp, 6 mp, and 28 pearls worth 6-12 gp each. There is also a slim ivory tube containing orders for what Belewén is to do if all the evil priests should die. The tube has been attuned to the captain's aura; anyone but her handling it will receive a 'B' electrical crit every round. The parchment is very snugly fit within the tube, it is *Sheer Folly* (-50) to remove it (takes at least 2 rounds).

LAYOUT OF THE BASEMENT OF MINAS THONFALON

The Sea-raider's defenses against the perils of the Mora Hal were untested, so most of their initial endeavors went into gaining a secure hole. The basement of the old fortress has since become the residence of the evil priests and their Orcs.

1. **The entry.** Egress is provided via a rickety ladder. One Orc stands guard at the top and at the bottom.
2. **Storage Room.** The most flooded — 1' versus the 4-6" in the rest of basement—chamber now is little used by the new residents. The Orcs had to sleep here before Curuband and Carandae left.
3. **Central area.**
4. **Small storage room.** Some of its area was sacrificed to secure the well within the tower. Much of the southern wall has fallen in, but this does have the benefit of providing a dry area atop the masonry. Curuband and Carandae stayed here at first, now just the off-duty Orc.
5. **Well shaft.**
6. **Entry Hall and Abdahkil's room.**
7. **Old stairway.** It has largely collapsed, but a landing has been cleared off to provide a pallet for Abdahkil to sleep on during the day. He has a half dozen runes among his personal effects (determine randomly), and his purse contains 31 counterfeit gp.
8. **Old armory** now used as a ritual chamber in the evil priest's efforts to control the local Mewlips.
9. **Pallet.** A small wooden platform has been erected in the center of the room so the cleric's can perform their obscene rites without getting wet. Abdahkil will be on the pallet from dusk until dawn.



5.3 NPC'S AT MINAS THONFALON

Here follows brief descriptions of persons likely to be found in or near the Sea-raider's base at Minas Thonfalon.

BELEWEN OF MAROS

Belewén is the illegitimate daughter of Borathor, a Dúnadan lord of Umbar, who at the height of his career was one of the Captains of the Havens (i.e., one of the oligarchs of Umbar). Her paternity is undeniable for Belewén is a huge woman, 6'7", 305 pounds. Her girth belies her great strength, for she shares her father's curse of a stubborn layer of fat over her powerful muscles. Though he never acknowledged her as his daughter, her father did grease the wheels for Belewén to begin her career as a captain of one of Umbar's myriad raiding vessels. Belewén had a definite knack for this line of work, but it only served to whet her considerable and frustrated ambitions.

In T.A. 1634, Belewén was involved in a coup against Angamaité and Sangahyando, who had made themselves virtual kings of Umbar and who were off on a great raid against Gondor. She hoped to gain her due inheritance as a Captain of the Havens. Though the plot initially went well, the people of Umbar value nothing as much as success, and when the victorious brothers returned Belewén and her co-conspirators were quickly suppressed. Belewén was blinded and languished in the dungeons for almost seven years before being rescued and healed by the servants of the Dark Religion.

As her imprisonment was not too strait because of her noble blood, Belewén has quickly regained her size and musculature. However, she is still very annoyed that her new eyes are light blue rather than the black of the originals. When she knows she's going to be in a stand-up fight, Belewén has a set of Turtle shell armor that serves as Half-plate, but generally wears a chain hauberk made for a stout Dwarf that barely covers her stomach.

If considered by her actions and demeanor, rather than by her appearance, Belewén would be hard to distinguish from any male pirate leader. She is coarse, vulgar, and rules the crew chiefly through the fear of her very quick and very violent temper. Belewén knows enough of courtly ritual, and can act well enough to pass in high or dark society when she needs to. She is currently torn between her desire to return to Umbar to seek a terrible and bloody revenge and schemes to eventually betray her current masters and carve out her own little kingdom in the north.

CURUBAND

Curuband is a renegade Variag (real name: "Kurubra Ankif") from the land of Khand. He went to seek his fortune in Gondor, and rose to be Chief Interrogator of the King. There he gained the new name ("Skilled Oppressor"), but soon his idle perversity and excessive brutality forced him to flee for his life, eventually reaching Umbar and joining the forces of Evil there. Although not a user of magic by training, Curuband has an incredible innate affinity for the employment of magical devices. This skill has allowed him to rise rapidly in the ranks of the Dark Priesthood.

Curuband has an outfit of cobra-skin that covers him from head to foot; he only removes this while participating in rituals. He is not a scholar and has learned little of the languages of his new lands. Curuband tries to maintain an air of foreboding silence to cover this deficiency; he is more than passing successful in this endeavor.

CARANDAE

Carandae (S. "Red Shadow") is a man of Umbar, with some Dúnadan blood, who was given to the Dark Priests as a infant in payment for some unspeakable debt. Indoctrinated since he was in a cradle, Carandae has little will of his own, though he is reaching a level in the hierarchy where such lack of ambition will soon prove fatal, given that the task at hand does not. He has been well trained

as a combination bodyguard-healer, skills that have proven very useful to his masters. Carandae was awarded a red cloak and habit for his forward role in the defense of the temple against an attack by one Captains of the Havens when he was still a youth. This is his one pride and joy.

ABDAHKIL

Abdahkil is a Haradan from one of the villages near Umbar. An extremely avaricious and lazy man, Abdahkil actively sought to become a priest of the Dark Religion, though it has not provided the life of ease and riches he expected. Such success as he has had have come from his quick tongue, seeming affability, and treacherous heart. Abdahkil would like to slay Curuband and Carandae is the mission works out, but needs one of them alive if it fails, so he is hedging his bets for the moment. He is not at all pleased about being left with the crew, but has been unable to dissemble his way out of it. Abdahkil has taken to dressing as an ordinary sailor for this voyage.

TURUMIR

Turumir was promoted to second-mate when the previous officer was slain during the attack of the Rivermen. Thus the thankless task of commanding the camp during Belewen absence has fallen to him. By birth Turumir was a poor fisherman of Gondor, but he was captured pirates, and when a patrol boat overtook them. Given the choice of fighting with his captors or dying immediately, Turumir suddenly became a pirate. Since then he has grown to love the life of action and adventure, but he cannot hold his cups and almost always ends up in jail when in port. He still favors fighting with the gaff of his youth. Turumir's greatest fear is being thought a coward, so he is very reckless in battle, but, thus far, he has been lucky.

THE HENCHMEN GOING TO THE BAR-EN-IBUN

Besides Belewen, Curuband, and Carandae, six others have been selected to search for the Bar-en-Ibun.

Zumman is the first officer of the Seregromen. Curuband insisted on his accompanying the group seeking the Petty-dwarves' lair because of his skill with ropes, knives, and especially for his perceptiveness. Zumman is an exile from the maritime Haradrim of Umbar, and prefers to travel light — beyond his robes and his

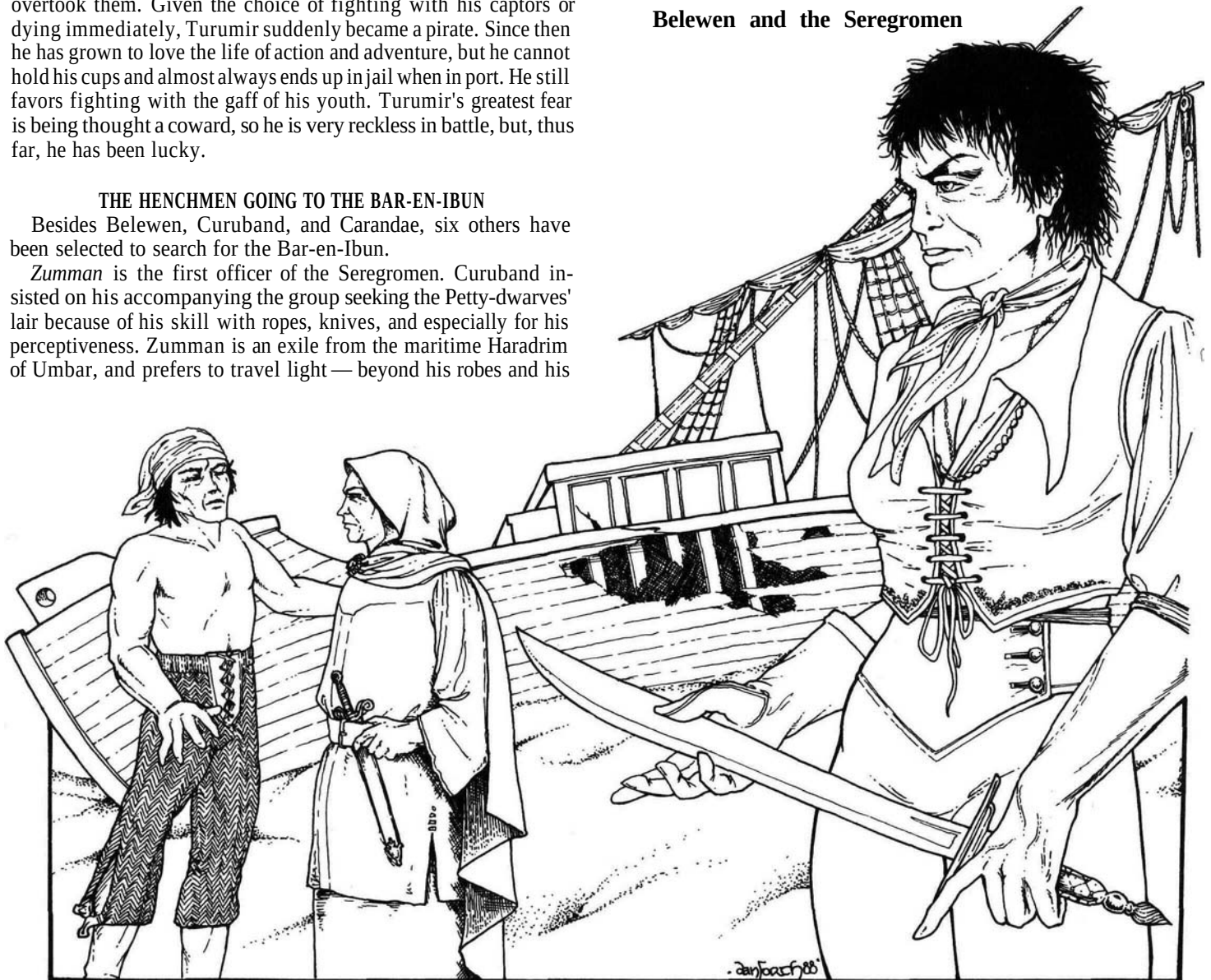
knives Zumman carries only a shield. Because of his birth, but mostly because of his taste in physical pleasures, Zumman will never rise to captain of his own ship, a fact that he has accepted. An unambitious first mate is a rare treasure, and Belewen will take great risks to save his life.

Nivtur, often called the 'Bloodhound' is the chief scout on the expedition. He hails from Druwaith Iaur, and claims to have Wose blood, though it could as easily be Orc. A squat grim man who wields an ax in each hand, Nivtur considers himself a true professional. He is highly adept at tracking, trap-building, and arranging ambushes. Nivtur places an immense value on the sanctity of his own hide and so he can rarely be found when the fighting gets heavy. This reputation has forced him to find increasingly less savory employers.

Nivtur has two Rangers as associates, *Iestin* and *Gorgan*. Both appear to have Dunnish ancestry, and carry spear, shield, and short bow. They are fanatically loyal to the scout, as this absolves them from unpleasant tasks like thinking. Within these limits they are reasonably good at what they do.

Two of the Sea-raiders are also coming along: *Chal* and *Ini*. *Chal*, the Assistant Navigator, a seaman of indeterminate lineage, has been chosen for his aptitude for the bow and for his knowledge of maps and the stars. *Ini* is a wastrel and a braggart; he does have

Belewen and the Seregromen



NPC'S FOR MINAS THONFALON										
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	2ndary/ Missile OB	Mov M	Notes
Belewen	11	190	Ch/13	25	Y5	N	133sc	83cb	5	Rugged Dunadan Warrior. Captain of the Seregromen. Also uses Plate/19. +15 scimitar extra Crush crit.
Curuband	8	79	No/3	30	N	N	60da	40da	15	Variag Evil Animist. 4 Lists to L5, 16PP. +88 Staves and Wands. Rod of Undead Mastery. 8 Icronite nuggets.
Carandae	5	98	No/2	20	Y10	N	75ss	50ss	25	Tergil Evil Animist. 5 Healing Lists to L10. 30PP.
Abdahkil	6	74	No/1	15	N	N	65qs	10da	10	Haradan Evil Animist. 6 Lists 24 PP. Amulet of Undead Control. Staff + 10, 2xPP.
Turumir	4	69	Ch/14	25	Y	A	77ha	47cb	10	Rural Man Warrior. 2nd Mate, also uses gaff as +65pa.
Zumman	6	87	No/1	35	Y15	N	88bs	68sb	30	Tough Haradan Warrior. First Mate. +15 shield, +10bs.
Nivtur	6	80	SI/8	30	N	N	82sp	72sl	15	Crafty Half-wose Scout. +12 Ambush, +10 sp. L5.
Iestin	3	37	No/4	15	Y	N	65sp	45sb	10	Dunnish Ranger. +5 spear. 2 Lists to L5.
Gorgan	4	61	No/4	10	Y	N	62sp	67sb	5	Dunnish Ranger. 4 Lists to L5 8PP. Elven boots.
Chal	4	41	SI/5	5	Y5	N	24ss	64cb	0	Rural Man Bard. Assistant Navigator. +44 star gazing.
Ini	2	24	SI/6	0	N	N	36ma	26sb	15	Urban Man Warrior. +30 tale telling.
Desirin	4	58	Ch/13	20	N	N	72th	37sb	10	Young Tergil Warrior. Third Mate. +5 two-handed sword.
Hamid	4	61	No/1	10	Y5	N	68ha	48ha	-5	Old Haradan Scout. Ship's cook. Now a watch officer.
Eamir	5	53	No/2	15	N	N	30sc	15da	10	Rural Man Mage. Navigator. 5 Lists to L10, 10PP. +5 scimitar. Wand of Shock Bolts 3xday.
Tergil Sea-rover	3	47	Ch/14	10	Y	A	61sc	46sb	10	Warriors and Scouts. Typical stats. Highest morale.
Umbaran Corsair	3	50	SI/6	15	Y	N	66pa	41sb	20	As above. Good on Seregromen, unhappy on other duty.
Haradan Pirate	3	46	RI/9	10	Y	N	56sc	51sb	15	As above. At best when on patrol, slow if off duty.
'Walking Wounded'	3	26	No/1	-5	Y	N	31sc	21sb	-5	Mixed Warriors. Weak, but fierce if forced to fight.
Utor	3	44	Ch/16	10	Y	A/L	56ms	36da	0	Tough Lesser Orc Warrior. +5 morning star.
'One-Fang'	2	39	Ch/13	5	N	N	44ss	24da	5	Lesser Orc Warrior. Uses +34 dagger in left hand.
Hukor	3	49	Ch/15	10	N	A/L	46sp	26sp	-5	Dumb Lesser Orc Scout. +5 spear.

a quarter Eriadoran blood, and had been making much of his knowledge the lore of the north. This was supposedly taught to him by his grandfather, but Ini actually never knew his father, much less his grandfather, and has been making up his tales as he goes along. He has not yet been caught in a lie, but the forests of the Rast Vorn will be a bad place for that to happen.

THE SEA-RAIDERS AND OTHERS AT THE CAMP

The crews of the pirates of Umbar often divide into racial cliques: those with a trace of Dunadan blood, those without, and the Haradrim. In this case, an even lower caste was provided as the lords of the Dark Religion insisted upon sending along ten Orcs as guards for their priests and icronite nuggets.

The Orcs were elected to stand watch during the unfortunate usbequaigh party. They bore the brunt of the early fighting and four died, and three others who had slunk off to join the fun were keel-hauled while the Seregromen limped to Minas Thonfalon. The three remaining Orcs: *Utor*, *'One-Fang'* and *Hukor*, will now serve as Abdahkil's bodyguards.

Twenty-three real Sea-raiders remain, three of whom are badly wounded and incapable of heavy duty. As when at sea they will stand in three watches, with one on watch, one on light duty, and one on call. *Desirin*, the newly promoted third mate, commands one watch. *Hamid*, their bulimic cook, has the second watch, and *Eamir* the old Navigator has the last.

5.4 THE TASK

Adventures at Minas Thonfalon begin when the party is called on to fulfil the agreement they had to make with the Beffraen in order to acquire the False Cennaigh, or just his head. They will quickly discover that "helping" the Beffraen to deal with the strange invaders on the coast means that the adventurers get to do it. Maelgym will not be shy about getting hysterical about Sherl's damaged condition in order to kindle their enthusiasm.

On the surface, the player's task is one of killing or capturing the pirates. They could even be satisfied with the destruction of the Sea-raiders' vessel, which would seal the invader's fate unless the mission of their leaders is successful. However, it should have become clear to the players that, as Cennaigh was in no immediate danger of losing the Beffraen's support, his attack was inexplicable. The presence of these southerners in the ruins of a castle in the middle of a dreadful swamp on the Rast Vorn is downright bizarre. Hopefully they will determine that *"something is going on,"* and be generate their own motivation for investigating. Unless their attack on Minas Thonfalon is wantonly destructive, there should be plenty of clues to suggest that the leaders of the Sea-raiders have set off for the Bar-en-Ibun, and that perhaps it would be a good idea to pursue them.

STARTING THE PLAYERS

Given that the group has undertaken Cospatric's mission (see Section 3.5), this adventure can begin at the subdued victory party with the Beffraen following the attack on Traith Chefudoc.

Alternatively, the party could stumble onto the Sea-raiders while conducting a survey of the coast of the Rast Vorn on the whim of some Prince of Cardolan, or their ship could be forced into the Mora Hal while sailing from the Gwathlo to the Brandywine.

If the group started the Adventures in Section 4.0 by travelling from Cairc-faergus to the Nansret area by sea (see Section 4.1), they will discover the pirates when the ballista on the deck of the Seregromen opens fire on them. Most players will try to get as far as possible through the Mora Hal on their comparatively safe boat, and this passage leads inevitable to Minas Thonfalon.

NOTE: *If the Section 4.0 Adventures have not occurred and the group begins to follow the onshore party to Bar-en-Ibun after defeating the other pirates, the group is likely to run into a Beffraen ambush (see 4.2). Then the Section 6.0 Adventures can be delayed until after the Section 4.0 Adventures.*

AIDS

The players should still have adequate provisions, though the Beffraen will provide them with more if necessary. More likely they will be in need of healing. The Beffraen are quite skilled in herbal cures and will not be stingy. They have, however, lost the true art of Healing Magic, so many quick fixes of major wounds are not normally available.

NOTE: *In dire need the Beffraen might be willing to attempt to 'channel' such spells. However, it should be recalled that though Beffraen practices have been so diluted by eons of ignorance that they are not noticeably worse than those of some nominally "good" religions, their's is still a Dark Religion. It might be more prudent to obtain an extra NPC, or even to generate a Beffraen PC depending on the ethical/alignment parameters being used.*

The Beffraen will also provide guides to Minas Thonfalon. Tegid will again be selected for this duty if he is still alive and healthy. He will be joined by a typical Hel Hays, or two of them will come if Tegid is not available. These guides will be willing and obedient fighters. The Beffraen have some protections against Hummerhorns and will provide such charms, but they have none for Mewlips and Giant Sea Crocodiles. If the adventurers get into a great deal of difficulties, there is a chance that they might run into a small party of Elven March-wardens from Harlindon, or a band of Mebden Rangers who have been sent to investigate the odd occurrences on the outer reaches of the Rast Vorn.

OBSTACLES

The Sea-raider's efforts to reduce the infestation of the indigent pests have been reasonably successful so it should be somewhat easier to approach Minas Thonfalon than usual. Nonetheless, it will probably be hard to avoid some unpleasant company enroute. Encounters on the "easier" path (See 5.1 #1 & #2) should be biased in the group's favor by as much as 50% since they cannot avoid dealing with nesting sea crocodiles at its end.

Getting from either path to Minas Thonfalon is the greatest obstacle in this adventure. During the day, the lookouts on the Seregromen and in the ruins are more effective, and the patrol in the skiff doesn't make things any easier. At night the patrol is withdrawn to the perimeter of the camp, while Mewlips under Abdahkil's command swirl around the river's edge. Some ingenuity is clearly called for here. The nature of what kind of attack to make on the Sea-raiders' camp is a problem in itself: should it be a raid to destroy supplies, the ship, or the leaders, or an all out attack to wipe out the base. This will depend on the capabilities of the players, but acquiring a prisoner to interrogate would be a good way to start. In the aftermath of any victorious assault it should become apparent that the real threat is now enroute to the interior.

REWARDS

The Sea-raiders possess a fair amount of booty, though this might seem slender reward for the daunting task of exterminating them. There are ample opportunities to gain experience, and this adventure does lead directly to the greater rewards to be found at the Bar-en-ibun. However, for imaginative players this adventure is potentially very lucrative; that is if they don't destroy the Seregromen in the course of neutralizing the Sea-raiders.

The palanrist is an excellent ship despite the evil uses in which it is engaged. It could become the flagship of what passes for mannish navies in these northern waters. Kings and Princes would pay a handsome price for it, though a substantially higher could be obtained in the south where the Seregromen could fulfil its potential. Getting the ship to a port where it could be repaired would be a daunting task, though easier than bringing men and materials needed to the ship.

5.5 ENCOUNTERS

The following persons or creatures are likely to be encountered at Minas Thonfalon and in its vicinity.

THE EXPEDITION TO THE PETTY-DWARVES

At this point in time, running into Belewen and her party is to be avoided. Nivtur and his Rangers have selected a new route out of the Mora Hal that they know better than the finest Hel Hays. Worst of all, in the Mora Hal Curuband will be able to summon 6-11 Mewlips on short notice to help them in a fight. For future meetings with this evil band see Section 6.5.

THE FELL CREATURES OF THE MORA HAL

The efforts of the Sea-raiders have reduced the threat of *Hummerhorns*, and *Mewlips* in the immediate area of Minas Thonfalon (reduce the number randomly encountered by 50%), though they have dealt with the *Giant Sea Crocodiles* by trying not to bother them. It is early in the nesting season for these giant sea creatures and they are fairly languid unless their eggs are threatened.

Hummerhorns hunt in a sort of scattered pack. Generally one will attack first with its fellows joining in individually in 1-2 round intervals. These humongous mosquitos are voracious and usually fight to the death. In contrast the cannibalistic spirits known as *Mewlips* prefer to take their prey in ambush. They try to set up a ring around the living and rise up from the waters more or less simultaneously. Their only virtues are that they are almost exclusively nocturnal and have a vague self-preservation instinct. They will try to retreat after being badly hurt. (20-80% of hits determine randomly and individually). Those *Mewlips* mastered to serve as guards for the Sea-raiders are not quite as perilous. Their shimmering forms float above the water so they will probably not surprise any attackers or spies. Unfortunately, these *Mewlips* will seek to fight to the death, taking no prisoners.

Mewlips



THE PIRATE PATROL

There are a few to many Sea-raiders about to get into their individual idiosyncrasies. Fortunately, they are all professionals and will react professionally in a crisis.

The full-duty watch will be split in half, with three men as lookouts in the ruins and three patrolling, during daylight, in the Seregromen's skiff. They are almost always accompanied by the officer of the watch. These tasks are exchanged halfway through the watch. With two men rowing, the officer at the tiller, and a lookout in the bow, the skiff will spend most of the time slowly circling Minas Thonfalon. Once or twice per watch, they will run down river a mile or so. The purpose of these little boating excursions is to provide an early warning of possible danger, so they will head back to the island rather than fight if this is possible.

At night the patrol will trudge its way back and forth along a perimeter generally defined by the smoke fires. If they find anything, the procedure is: investigate, then raise the alarm, then rush into combat.



THE LOOKOUTS

The three Sea-raiders on lookout duty are stationed atop the western wall of the old keep. If they detect anything, they are to send one man to alert the patrol and then rouse the off-duty watch. If the patrol is down river in the skiff, they don't wait for them to get back. The other two pirate are supposed to provide missile fire from atop the wall.

THE SEA-RAIDERS ON THE SEREGROMEN

The primary duty of the light-duty watch is to protect the ship. They are not allowed to leave in any circumstance other than by the direct order of Turumir or Abdahkil. In an emergency they are supposed to prepare to repel boarders, and, if the opportunity arises, provide missile fire to aid those on the island.

THE OFF-DUTY WATCH

These men will generally be found in their tents sleeping, eating, or playing cards or dice. They are to be the strike force to respond to any attack. After being roused, they are supposed to gather at the wharf (takes about two minutes). If there is trouble on the ship, they will proceed directly aboard; if not and another fight is apparent, they are to join it. Otherwise, they are to wait for orders.

THE OFFICERS

Turumir is not handling his new responsibilities particularly well. He is only getting about four hours of sleep per night and divides the rest of his time about equally between rushing about the camp and worrying in his tent. It is very difficult to predict where he will be at any given moment. His instructions are to use himself and the wounded men who can still fight as a final reserve. It is not likely that he will do so (only 25% chance), he will probably rush into the nearest fighting heedless of his command. Left on their own the wounded will try to make their way back to the ship, or if cut off from that route, to the basement of the castle.

Of the watch officers, *Desirin* will be the coolest in a crisis, making sure that the camp is properly alerted before committing himself or his men. *Hamid* is much more likely to rush right into any situation. *Eamir* will be almost as effective as *Desirin* unless there is a threat to the basement. This he will allow to develop fully before acting. The Navigator has come to hate the dark priests and their Orcs, and he believes he can operate the items used to command the Mewlips.

THE ORCS

The Orcs are the most malcontent force in the camp. As their master is now either concentrating or asleep most all of the time, they are not keeping very careful guard. They have also been scheming and hope to escape by stealing the skiff. If they are not closely watched during any nocturnal confusion, the Orcs will make a break for it, killing anyone who gets in their way. During the day or if attacked in their hole, the Orcs will put up a stiff fight.

ABDAHKIL

Abdahkil's effectiveness is greatly impeded by his critical task of keeping the Mewlips at bay. He has been left with an Amulet of Undead Control that allows him to command six Mewlips. Curuband has a more powerful device that he used to make the Mewlips attack the Hummerhorns in the neighborhood, generally reducing both populations. Moving the Mewlips he controls around the periphery of Minas Thonfalon creates a 'territory' that is respected by the local Undead, and other more numerous groups are too far away to sense the large stock of warm blood here. However, the use of the Amulet demands the wielder's full concentration and Abdahkil must sleep for most of the daytime hours because of this strain.

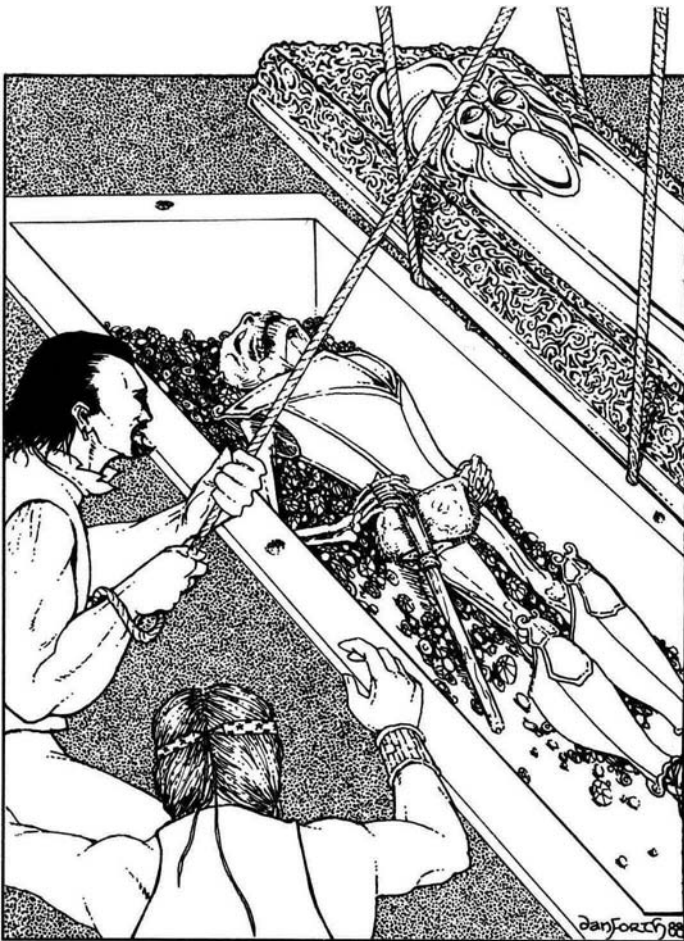
If an attack comes during the day or if the 'Undead Patrol' is defeated, the evil cleric plans to move up into the courtyard with the Orcs in order to intervene against the most dire threat to the camp. It will, however, take Abdahkil 7-25 rounds (5+2d10) to gather his wits and the Orcs may have run off by then. In that case, he will seek to reach the safety of the ship before turning to fight. If the basement is assailed, he will summon the Mewlips to his aid. Similarly, if his Undead are avoided and information is relayed to him, Abdahkil will try to bring them into the melee (though they will not be good at distinguishing friend from foe). If alone and cornered, Abdahkil will surrender hoping for a later opportunity for escape or treachery.

6.0 INTO THE MEUR TOL

A mere eleven miles to the north-northeast of Nansret lies the lair of the Petty-dwarves that the Beffraen refer to as the Meur Tol (Bef. "great hole"). It might as well lie a hundred times farther away for all these two peoples of the Rast Vorn know of each other. Besides those who reside there, the only persons on the cape who are aware of the proper name of the Meur Tol, the Bar-en-Ibun (S. "the house of Ibun"), are Belewen and the evil priests with her. There was conflict between the Beffraen and the Petty-dwarves soon after their long-fathers first came to the Black Cape, but this was so long ago that even the legends have been forgotten. All that is remembered is the ancient grudge; the Beffraen do not come near the Meur Tol, and they instantly slay any Petty-dwarves they catch. Even though several Petty-dwarves have been taken in the last decade, few have been caught for they do not stray from the immediate vicinity save at the greatest need. The endless years of isolation of the Bar-en-Ibun are about to be very rudely interrupted.

6.1 THE PETTY-DWARVES

The Petty-dwarves, or Noegyth Nibin in the Elven Tongue, are surely one of the most unattractive of all the speaking peoples. They are only as tall as a Harfoot Hobbit (3-4') with a head of a normal Dwarf and with the gnarled and twisted limbs and posture of an ancient Dwarf who has worked too long at the forges. Both sexes begin losing their hair at an early age, so the beards of the men are characteristically thin and wispy. Petty-dwarves usually wear heavy knee-length robes, often covered by a thick dark colored cloak.



Ibun's Crypt

6.11 A BRIEF HISTORY

The Petty-dwarves of the Eryn Vorn are the last survivors of their race, and this colony seems doomed to soon pass away. Truly no race has evoked as much loathing as the Petty-dwarves, and it would seem that most of this repugnance has been well-deserved. Sometime in the twilight years before the Sindar came to Beleriand, the Dwarves banished the ancestors of the Petty-dwarves. The Noegyth Nibin rapidly declined in stature and knowledge, although they did grow more skilled in the ways of nature than their former cousins. The Petty-dwarves spread throughout Beleriand, but the Sindar mistook (?) them for mere evil beasts and hunted them without mercy and virtually wiped them out.

The Petty-dwarves of the Rast Vorn are descended from Ibun, the son of the infamous Mim (See *Silmarillion* p. 202-230). When Mim set himself up in the ruins of the Elven-city of Nargothrond, his last and wiser son claimed his inheritance, and sought his mother's kin in the far south of Beleriand. Possessed of a king's ransom of the jewels of Nargothrond, Ibun persuaded about half of his mother's clan to accompany in search of a new home further south. The rest less impressed with Ibun, headed east to eventually reach Cameth Brin in Rhudaur (See I.C.E.'s *Hillmen of the Trollshaws* for their fate).

Initially the Petty-dwarves and the native Beffraen ignored each others' existence. Eventually there was a quarrel over some forgotten issue and the Petty-dwarves began to take Beffraen captives and used them to work in their fields. These captives, known as caids (Bef. "Slaves"), slowly grew up into a self-sustaining community. Although unmolested and free from manual labor, the Petty-dwarf community failed to thrive. The Dwarven dearth of female babies was an even more serious curse for them. However, a means of tapping into the power of some enchanted Elven jewels was devised, allowing individual Petty-dwarves to live for over five hundred years, well beyond their normal span. Ibun's hoard eventually ran out (there is only one gem left preserved for use as a weapon).

Faced with obliteration the Petty-dwarves resolved to acquire brides. About ten years ago careful contact was established with outsiders who were paid to raid the Dwarven communities in the Ered Luin. This excursion was an unmitigated disaster. The Dunnish mercenary match-makers, hired with most of the Petty-dwarves' gold and iron, determined that Hobbit women seemed an appropriate and much more readily obtained substitute. This led to the so-called "Rape of Scary" in T.A. 1631, and the kidnappers were tracked down by Marcho of the Shire and the Hobbit women rescued before delivery. (Later literati would suggest that this was the source of the many the Rast Vorn motifs and references in Hobbit poetry.)

The remaining 33 male and 1 female Petty-dwarves have resigned themselves to their fate. All effort is now being devoted to the preparation of appropriate tombs, and the caids are greatly suffering from neglect, lack of food, and overwork well beyond the less than humane norms afflicted on their ancestors.

6.12 THE PETTY-DWARVES DELVINGS

The first home of the followers of Ibun lay about thirty-five miles to the north. After the cataclysms that destroyed Beleriand during the War of Wrath that ended the First Age, one of their scouts discovered an immense pit rent in the earth amidst a line of ridges. Ibun's last decision was to move here, and here the Petty-dwarves have remained. There were many cracks and fissures in the rock that lines the interior of the Bar-en-Ibun, which made it much easier for the Petty-dwarves to carve their abodes here with their slow and artless hands.

The Petty-dwarves do a little trapping in the immediate vicinity of their lair, but the staple of their diet is mes-yd grown by the caids in fields above the Meur Tol. The caids must be carefully watched, for the Bar-en-Ibun lies on the border between the Brybre and the Ancow-bisou (Bef. "Death Ring"), a roughly circular region where the Huorns are particularly thick.



AREA MAP OF THE PETTY-DWARVES' TERRITORY

1. The **path** leading to Nansret from the coast.
2. The **path** leading back to Cairc-faergus.
3. The **route** taken by Belewen's party to reach the Bar-en-Ibun.
4. A **section of the main ridge line** separating the Brybre from the Ancow-bisou.
5. The **network of Petty-dwarven paths** surrounding the Meur Tol. These are very easy to follow as the residents have not had much previous need for security. However, these paths are not noticeably safer from random encounters than any others on the Rast Vorn.
6. A **steep rocky hill** overlooking the Meur Tol. The Petty-dwarves call it the Caragond (S. "the fang of stone").
7. The **Great Hole** itself.
8. The **caid fields** and several **work buildings** above the Bar-en-Ibun. Three of the buildings have recently been burned.
9. **Small ridges**. The Petty-dwarves do most of their trapping here.
10. Another small **ridge**. Belewen's party have established a camp in an old cave bear lair atop the ridge.
11. The **Brybre**.
12. The **Ancow-bisou**.

6.13 THE TALE

With their head start in departing Minas Thonfalon, the south-erners will have reached the Bar-en-Ibun first. The discovery that the site was still inhabited was a disappointment and an unneeded complication. With her slender resources, Belewen declined to launch an immediate assault and has sought to reconnoiter and gain intelligence. She launched a small raid to take a couple prisoners, though to little profit. The Petty-dwarves have now 'holed up' in the Bar-en-Ibun, and the language difficulties are proving to be intense. The language of the Petty-dwarves is a mess, consisting largely off a Sindarin vocabulary superimposed on a Beffraen grammar with a half-dozen other tongues and local idioms thrown in. A diplomatic approach being too time-consuming, the Captain of the Sea-raiders is working on a plan to penetrate the Meur Tol, seize a section of the extensive tombs, and then negotiate from a position of strength.

If contact could be established, it could be extremely useful to Belewen because the Petty-dwarves of the Bar-en-Ibun are traditionally split into three quarrelsome clans. Currently the clans are arguing over what to do with the *Elenibun* (S. "The Star Of Ibun"), the last and greatest of the enchanted Eleven gems they possess. *Harnekil*, the last of the Petty-dwarven women, leads the clan that has ruled through the years (they have the closest blood ties to Ibun). She wants the jewel to be left in Ibun's tomb. *Zeddik* is the patriarch of the largest, but normally least influential clan. The latest projections show that the tombs for his folk will not be completed before all are dead. Therefore, they want to unleash the power of the *Elenibun* to cut new tunnels and speed the work. *Rhotti* is the leader of the last clan who are most responsible for the management of the caids and other outside work. They are the most powerful faction, but they are subdivided into cliques. One favors the use of the *Elenibun* to destroy the caids in a memorial to their passing. Another wishes to use it as a weapon in a last effort to acquire new women, and the last group wants the jewel to be converted into life extension in the hope that something will come up later. Clearly the purposes of the Necromancer could be readily accomplished if his minions could exploit this factionalism.

6.2 THE NPC'S

Here follows brief descriptions of those NPCs who may be encountered in or near the Bar-en-Ibun.

THE SEA-RAIDERS

Descriptions of Belewen and her party can be found in Sec. 5.3.

HARNEKIL

The last female, and eldest of the remaining Petty-dwarves, has been so wizened by her years that she appears to have been subjected to the mummification process used by some southern tribes. Ill-treated by a cruel aunt during her younger days, Harnekil makes the most of the fawning attention that is now her due. Her status is further enhanced by her standing as the only competent magic user left at the Bar-en-Ibun. She controls the **device** (which looks rather like a crossbow) that can convert the *Elenibun* into a weapon. She also controls the acids used in the weapon process and the longevity process.

The matriarch had been drifting further into senility for the last few years, but the recent and unprecedented attack on the caid fields has given her a burst of clarity. Harnekil has developed a scheme to send the other clans out to attack the invaders.

ZEDDIK

Like Harnekil, Zeddik has achieved leadership primarily through longevity. He is easily distinguished from the other miners by his dark coloration, for his skin has become a single age spot. Zeddik has become a fairly skilled administrator; since he suffers

from a withered arm, he did not have a lot of choice in this role. However, wielding the +25 Elven dagger he inherited, Zeddik is a formidable foe.

Zeddik had been plotting to start a small caid revolt to divert Rhotti's warriors while his people seized Harnekil and the Elenibun. Zeddik would rather delay this plan until the current crisis passes. Although several caid have been executed, rumors that the troubles are caused by persons come to rescue them continue to circulate among the caids. It may be that neither the timing or severity of the rebellion can be controlled.

RHOTTI

Because of their responsibility for the protection of the Bar-en-Ibun from threats both internal and external, the leadership of Rhotti's clan has been based on skill at arms and stealth. Although Rhotti is one of the youngest Petty-dwarves (only 246) he is the most fearsome warrior to have been born in many generations. The fine +15 chain hauberk and +25 war mattocks he carries as token of his office do nothing to diminish his capabilities. Rhotti, however, is rather lacking in the ambition and intelligence required of a leader, and he cannot control the factions within his clan. In the past he has gotten by with a policy of reacting to a problem once it can no longer be put off. That is inadequate for the current situation, but woe to those who find themselves facing Rhotti in a fight.

HARNEKIL'S CLAN

Seven other members of this family survive. *Dintam* is the second eldest, and has gotten used to taking care of the day-to-day problems that Harnekil lost interest in. He is remarkably well-preserved for his years and wields a staff of *Lightening Bolts* (+50 total Directed Spell OB, two per day) to enforce his whims.

Two of the other males are no longer capable of doing much more than eating and complaining. The remaining four are Old Animists who know no spells, an especially uninspiring combination. They have the unenviable task of waiting on the whims of their matriarch.



ZEDDIK'S CLAN

Thirteen members of the Petty-dwarf miners and tomb builders survive. Only one is so old as to be inactive; given their lack of skill, theirs is a very unforgiving profession. *Ghar*, *Dibin*, *Ghamim*, and *Khorni* are the youngest of the group. With their +10 picks and +5 rigid leather armor, they provide Zeddik with a powerful bodyguard at least by local standards. It is hard to distinguish much personality in the rest of the lot; they are used to working alone and in silence. The only exception is old *Nedilli* who is comparatively talkative and kindhearted. He has befriended the caids and has been used to stir them up. Zeddik told him that he wished to free the caids but there would have to be some trouble before he could convince the other clans to go along.

RHOTTI'S CLAN

The Petty-dwarves were not a martial race, but the ten warriors and scouts are the norm in this clan because of the constant fear of a revolt by the caids. They largely rely on long whips woven from the Yellow Creeper that inflict an agonizing burn (an additional 'A' heat critical) on top of any normal damage. Most wear a leather cuirass and leg greaves (to avoid accidentally inflicting the agonies of the lash upon themselves). The scouts who venture outside seek to fight only from a careful ambush using crossbows with venom-tipped arrows. One scout was lost in the Sea-raider's reconnaissance. The two who remain, *Dhemim* and *Dhebun*, are younger and represent the ideals of Petty-dwarven manhood such as they are. They wish to launch a last adventure beyond the Bar-en-Ibun, and are an important faction only because they have Rhotti's ear.

Rhomin leads four other warriors. Their chief concern being that they are sure all the slaves are dead before they die. For the most part this concern is caused by the innate malice of their race. In addition, Rhomin blamed a caid for the accident in which his brother died, because he cannot face the knowledge that it was really his fault. Since then he has been the crudest of the slave-masters. *Omim*, *Obun*, and *Dheo* comprise the final clique in the clan which wishes to wait and see. They are the eldest warriors, and take their position largely because of apathy and lassitude.

THE CAIDS

Though Sauron is only interested in the corpses of the Petty-dwarves, even the Dark Lord could learn something about the management of slaves from them. The current population of caids at the Bar-en-Ibun is 2 young men, 8 eunuches, 26 women, and 12 younger women. The Petty-dwarves discovered that the Beffraen women were equally competent in their fields and noticeably more tractable than the men. They keep only a few men as breeding stock; a reduced number because they don't expect to need more than two more generations of slaves. About a dozen more were mutilated at birth to provide for the limited amount of very heavy labor that is needed. Any women who show much spirit are usually blinded in one eye or hamstringed in one leg. In any case those working outside the Meur Tol are kept roped together. Due to the recent scent of rebellion, Rhotti had two eunuches and two women slain. *Paz*, one of the oldest women, is the actual ringleader, but she escaped execution. She is already blinded and hamstringed. Now, *Boghan*, a younger woman, has had to take over the active leadership of the caids. Still without injury, she is in danger of being "corrected" (as the Petty-dwarves put it).

6.3 LAYOUTS OF THE BAR-EN-IBUN

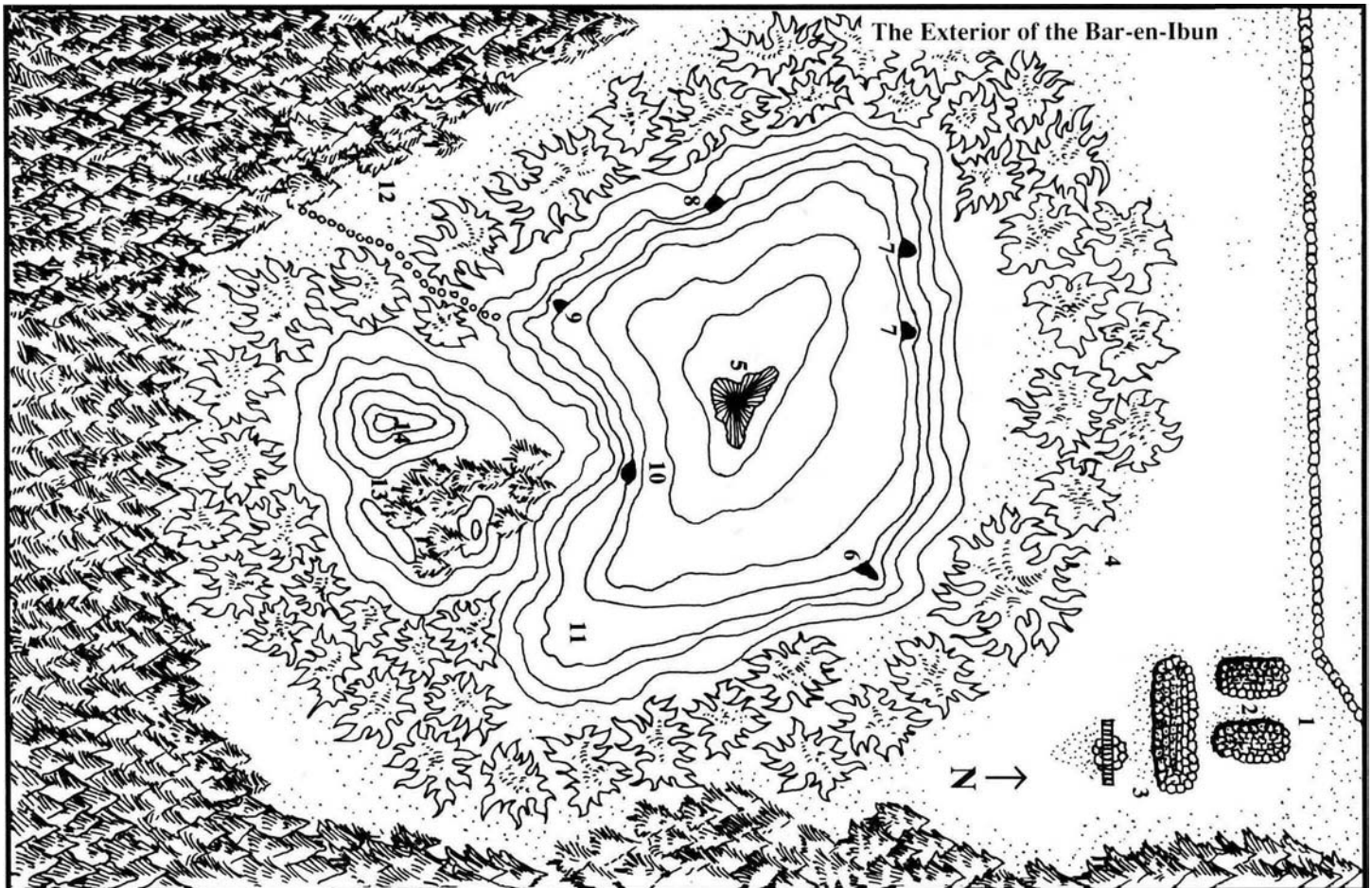
6.31 THE EXTERIOR

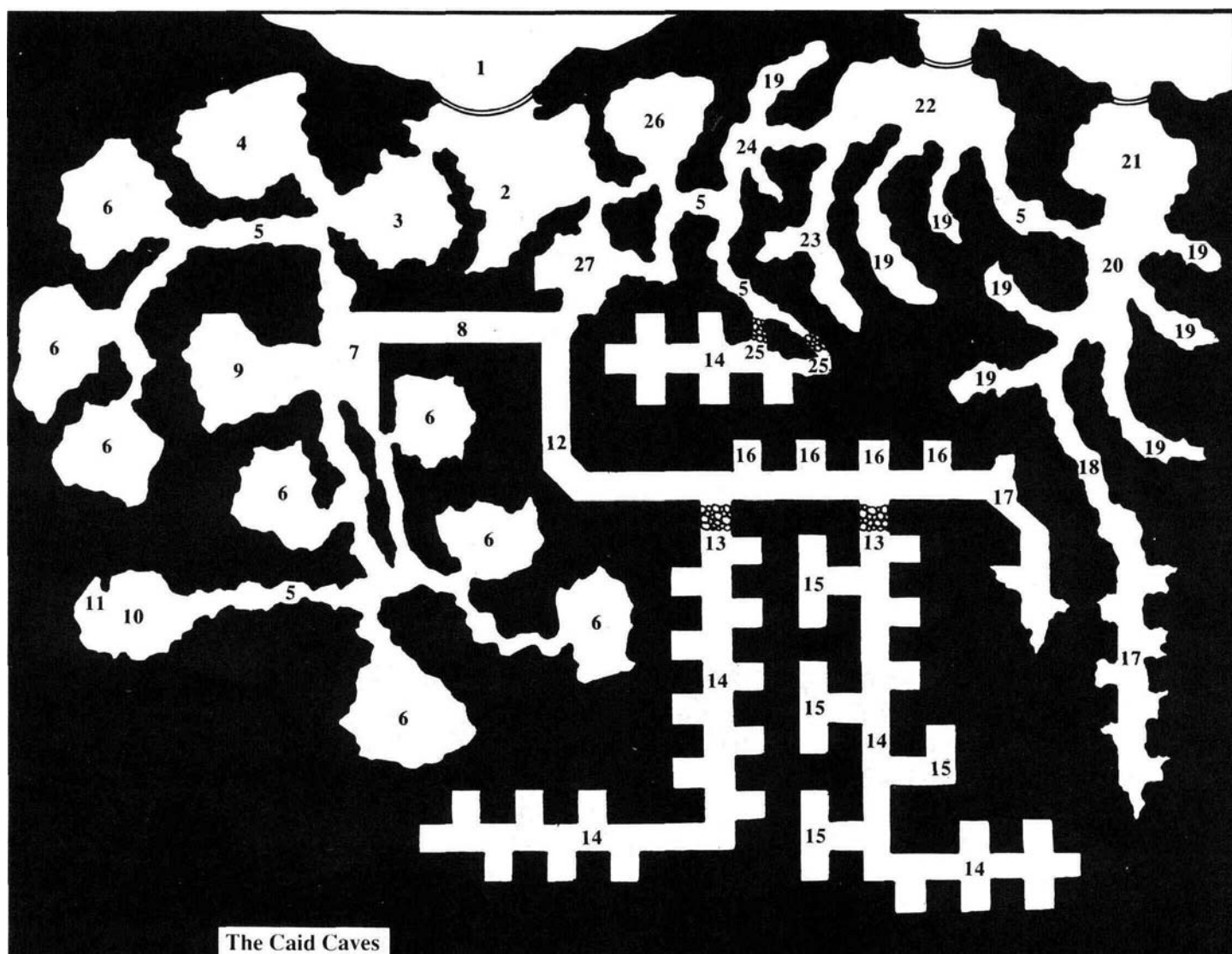
1. **A low stone wall.** Similar to those at Nansret it encloses the mes-yd fields. The three burned-out buildings are at the far side of the fields.
2. **Store Houses.** Constructed after the fashion of a Beffraen ti, these contain the tools that the caids use in the fields. The larger building is used as a rest area by the guards. There are a few weapons kept here.
3. **A larger wooden derrick** over what appears to be a well. Operated by eunuchs after a guard has climbed out this is the normal route into and out of the Meur Tol. The shaft descends about thirty feet before the caid caves are reached. (See 6.32 #10)
4. **Shrubbery.** The Petty-dwarves have grown a great hedge of if-felroses encircling the Meur Tol. These flowering thorn bushes are both poisonous and somewhat carnivorous. Each bush takes 40 hits and attacks with a +20 SPi. All taking damage must save versus a 1st Level circulatory poison (RR failure=1-10 hits).
5. **The Great Pit.** At its deepest it is almost 80' down. It is a sheer cliff down for its entire circumference. The Petty-dwarves have also had a long time to obliterate any hand or footholds. Therefore it is *Sheer Folly* (-50) to climbing maneuvers. There is a small sulfurous spring at the base of the pit in which grows a pond scum that the Petty-dwarves relish. The caids believe that this is a font of youth that accounts for their masters great age.
6. **The entrance to the caid caves.** Manned by 3 warriors. (See 6.32 #1)
7. **Entrances to storage caves.** (See 6.32 #20 & 21)
8. **Entrance to the old tombs** of the Petty-dwarves. It has been quite thoroughly sealed. At least a days work by skilled engineers with proper equipment would be needed to break in.
9. **Small cave.** This is the terminus of the emergency escape tunnel. It has been camouflaged and is *Extremely Hard* (-30) to detect.
10. **Entrance to the Halls of Bar-en-Ibun.** (See 6.33 #1)
11. **A large ledge.** It is used for ceremonies on the rare occasions that rites are performed.

12. **The path out of the Meur Tol from #9.** It is only a *Hard* (-10) climb for one of Petty-dwarven stature going up, but offers no benefit to bigger folk or anyone going down. In any event, it is *Very Hard* (-20) to detect as is the secret path through the if-felroses.
13. **The base of the Caragond.** To the south there is a small grove of pines on the hill.
14. **The Caragond proper.** (See 6.34)

6.32 THE CAID CAVES

1. **Entrance to the caid caves.** The largest cave opening in the Meur Tol; it is secured with a wooden fence that is not locked or trapped. The sheer size of the fence makes it *Extremely Hard* (-30) to open.
2. **Guard Cave.** Generally caids are not allowed in this area. Omim, Obun, and Dheo prefer this duty. At least two of them will be lounging around in the rear of the cave, and it is likely (50%) that the other member of the trio will be there too. This does have the unforeseen advantage of allowing them to attempt to ambush intruders.
3. **Kitchen.** The food for the caids is prepared here, usually 3-4 of the older females will be working here.
4. **Common Eating Hall.** The caids are fed here in two shifts twice per day. If it is not meal time, two or three caids will be cleaning up.
5. **Natural Cave Passages.** These average about 4.5' high and 4-5' across.
6. **Living Quarters for female caids.** 4 to 5 caids per cave, residents are rotated on a regular basis. They are roped to wrought iron rings in the wall when they are not working or eating.
7. **Large hall.** The caids are exercised here after meals during severe weather and in the current emergency.
8. **Hallway.**
9. **Sewing room.** Clothing for the caids and their master and made here by 4 of the oldest caids.
10. **Natural Cave.** The chimney in its roof extends up to 6.31 #3. The one of the scouts is currently serving as guard here.





The Caid Caves

11. Small closet. Tethers for the eunuchs who must climb out to operate the winch are stored here.

12. Hall to the New Tombs.

13. The completed sections have been sealed as effectively as the Old Tombs at 6.31 #8.

14. Tomb Corridors. Each niche in the wall contains the neatly stacked bones of a deceased Petty-dwarf.

15. Crypts. Each contains 2-3 skeletons, those of past leaders and their kin. 3-5 randomly determined +10 items are contained in each crypt.

16. Wall niches as in #14. This area was originally sealed off but has been re-opened in the rush to complete more tombs.

17. Work-in-progress on **new tomb corridors**. Each uncompleted niche will have one of the miners working at it during the 10 hours that they work every day.

18. Passage to new tomb corridor. The miners have been dumping their debris into the large cracks in the floor.

19. Storage passages. Mes-yd floor is stored here though most of the passages are roughly half to two-thirds empty now.

20. Cave. The miners are currently string their gear here. Though their tools are unsightly most are +5.

21. Entry area of storage cave. Mouth as #1 plus a *Hard*(-10) lock.

22. Entry of other storage cave as #21.

23. Prison. Recalcitrant caids are kept chained to the walls here. There is now only one young female in residence.

24. The skulls of executed caid are displayed in the **niche** here. It's getting full, almost time to empty it again.

25. This tomb corridor was recently and shoddily sealed. Reasonable diligence could gain entry in about half an hour.

26. The Eunuchs' Cave. They are chained whenever they are not working and are not provided with even the hides that provide comfort to the female caids.

27. Guard room. The remaining guards (2-3) will relax here when they are not making the rounds of the cave complex. As they are lackadaisical about this duty, they will most often be here.

6.33 THE HALLS OF THE PETTY-DWARVES

1. The entrance. The mouth of the cave is rather low.

2. Entry cave. The floor of the cave slopes sharply down and in. The Petty-dwarves have encouraged a lichen that secretes an oily resin to grow here and have sharpened a large number of rock protrusions at the back and bottom of the cave. Thus it serves as a Trap. It is *Very Hard* (-20) to avoid slipping and sliding to the bottom too receive 1-2+15 dagger attacks. The Petty-dwarves have provided themselves with a path along the back wall, but this is *Hard* (-10) to perceive, and inappropriate for the use of anyone larger than they are.

3. Natural passageway.

4. Side passages. There are odd scratching and carvings at the end of each. It is *Very Hard* (-20) to be sure that these are not secret doors.

5. Cavern. Its entrance is only 2'x3'x2', even the residents have to crawl through. There are one or two guards within who are supposed to attack while any unwelcome guest are so occupied. They are equally likely to run back for help.

6. The Main Guard Room. This is a low cavern much of which is obstructed with boulders. It provides an excellent opportunity for those familiar with the area to make sneak attacks with missiles or run away after striking. Rhomin and his pals prefer the task of guarding the entrance and will be scattered about in #s 5-8.

7. Rest area for the guards. One or two are likely to be napping here. The thick wooden door is old and rotten. Therefore it is only *Extremely Hard* (-30) to force it or jimmy with the dead bolt.

8. Guard Room. At least 1 warrior will be here. The door is stone, and its lock is *Very Hard* (-20). There are two murder slits along the stairway.

9. Stairway going down. Very narrow and steep, it is difficult going for the stouter Petty-dwarves.

10. The High Hall. 25' ceiling. The largest chamber in the Bar-en-Ibun.

11. Ibun's Crypt. This gilded stone coffin is located in the center of the High Hall contains the mortal remains of Ibun. Its cover is over 2' thick and cannot be moved by the Petty-dwarves without ropes and pulleys. The bones of the founder of the colony have been fit into the mithril (+25) cuirass and greaves of some ancient Elven prince. The original wearer had an unusually narrow chest which will make the armor difficult to fit — presuming the current inhabitant can be defeated. The +20 stone war hammer can only be wielded by a Petty-dwarf. It will shatter if handled by anyone of another race, dishing out 'C' Impact Crits to all in a 5'R. Ibun's skeleton also rests on a bed of gems, or so it appears. As his treasure hoard was expended they were returned to his coffin, and though still beautiful to look at the jewel are filled with minute flaws that make them no more valuable than cut glass. It will take a moderately skillful lapidary to determine this; there are 400 of the things, worth from 1-2 sp each.

12. Hallway leading to the dwellings of Zeddik's clan.

13. Carved corridors. Only 5' high.

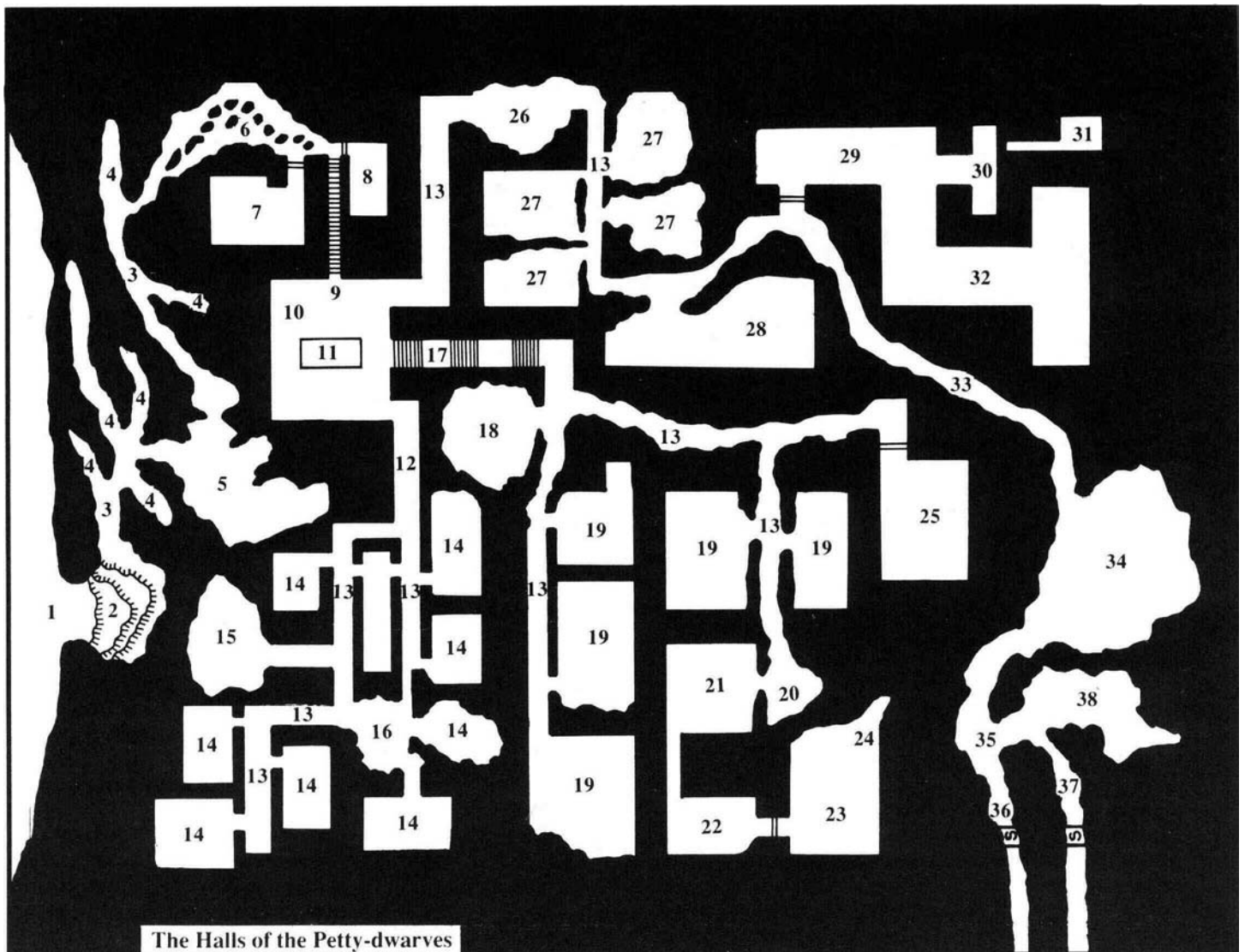
14. Chambers of Zeddik's clan. Though these once housed whole families they are now only one per room. The elderly miner's will usually be sleeping when they are not at work. These are spartanly furnished with Beffraen style stone furniture.

15. Zeddik's Room. His bodyguards are also staying with him in the small, reworked cavern.

16. Dining Hall. The miners would rather bring their meals back to this common area in their halls than eat with the other inhabitants. They are not noted for tidiness or sanitation.

17. Broad stairway going up at a shallow angle. There are two landings in the stairway both of which are trapped. One must step solidly on each step going up to lock the mechanism that supports the floors of the landing. If not and more than 50 pounds of weight is placed on the landing a block 4' by 4' will collapse in the center of the landing. The lower landing would give a 30' fall for a +30 Fall/Crush attack with 3xdamage, and the higher one a 35' fall for the same attack at +35. The trap is *Routine* (+10) to detect because each step makes a loud click when stepped on, but it *Extremely Hard* (-35) to determine just how the trap operates. If so it can be readily locked/avoided, but the trap can only be disarm by dismantling the stairway; not a task that any visitors are likely to undertake. The stairway leads to the halls of Harnekil's clan and to the kitchen and dining hall.

18. The kitchen. The most doddering members of all the clans have to serve as cooks during the current problems and all of them are likely to be found here. This has done little for the quality of the food or the appearance of the kitchen.



19. Large Chambers. These belong to the members of Harnekil's elite clan. They effectively not used at the moment with the exception of the one with the door which belongs to Dintam. The door is similar to the one at #7 above. The furnishings are similar to those of the miners but of generally better quality and slightly more ornate.

20. Entryway to the Harnekil's suite.

21. Council chamber. Though the few books that the petty-Dwarves possess are kept here (6) this has effectively become the living quarters for the matriarch's four attendants. They will be found here if not previously alerted.

22. Harnekil's Bedroom. The attendants have to keep it clean and neat — by local norms it is almost elegant.

23. The Old Throne Room. This room has supposedly been empty and sealed since the last of Ibun's direct descendants died over a thousand years ago. The door is wrought iron, and corrosion has made its lock *Sheer Folly* (-50) to pick. Luckily this has also disarmed its traps. Thinking, probably correctly, that no one else would dare to enter here, Harnekil recently entered to hide the Elenibun and the device than can use it as a weapon.

24. The Throne. This was carved out of living rock. Being extremely small even for her race now, the matriarch was able to squeeze past the throne and toss the treasures into the area behind it. She has told no one of this sacrilege, but two of her attendants probably suspect. The difficulty of lighting the 'area behind the throne' makes it *Absurd* (-75) to detect its contents, though magical means would not be impaired. Even with assistance, it would be very hard for Harnekil to recover the goods; the chance of anyone else would be determined by their size, agility and contortion skills.

25. Slave dungeon. The male caids are kept in constant darkness here. They are kept chained to the walls even when needed. The door is like that at #23 except its lock is only *Very Hard* (-20) and it is dead bolted from the outside.

26. A Small Cavern. Entry to the halls of the warriors.

27. The chambers of the warrior clan. They are normally still two to a room, but are presently sleeping at their posts.

28. Armory and practice hall. There are 14 assorted +5 weapons on the walls.

29. Great Hall. This area was first delved to serve for the common use of all the Petty-dwarves for feasts and such. As it was essentially unused, it was later claimed by a group of dissidents who wanted to form a new clan of smiths. After they died off the halls were used as a pigsty for some trapped boar. These have all been eaten over a year ago, but no-one has bothered to clean. The door is as that at #25 but it is not bolted.

30. The old forge.

31. The smiths had carved a **secret room** beyond the forge. The door is but *Hard* (-10) to discover, but it has a simple magical lock than none of the residents could overcome. There are 26 very low grade iron ingots within, 4 of copper, and 7 of poor quality silver (worth about 20 gp each). There is also a set of +15 Elven forging tools that could be worth well more than the silver.

32. The deeper sections of the Great Hall were never completed and are extremely poorly carved. (Any Dwarven PC must make a RR against going into a 2 minute rant about the quality of the workmanship.)

33. Natural corridor sloping downward.

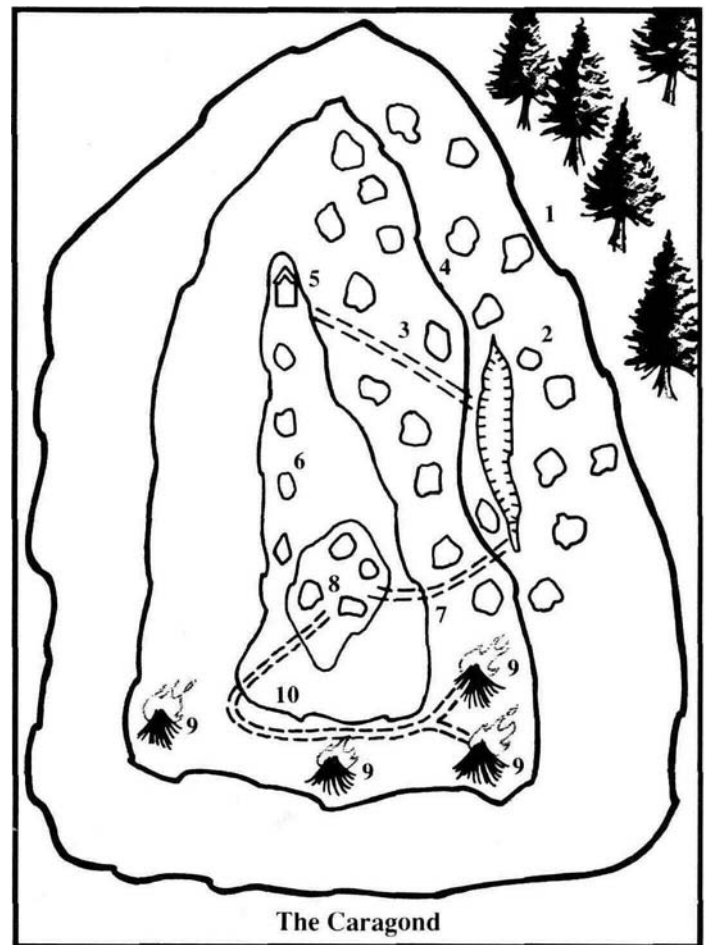
34. Large cavern. The Petty-dwarves never got around to doing any work in this area. When tanning is done, it is performed here.

35. A passage off from the cavern splits in three direction after going about 10'. Someone, most likely Rhotti or the other scout, will be standing guard here.

36. Passageway. This leads to the secret cave at 6.31 #9.

37. As above, though this leads to the fissure at 6.34 #2.

38. Small Cavern. Rhotti and the scout are temporarily making their abode here and have tossed some hides about.



6.34 THE CARAGOND

1. The stone spire of the Caragond. See 6.31 #14.

2. A narrow fissure splits in the side of the Caragond, it reaches down to the tunnel from 6.33 #37. This is a *Very Hard* (-20) climb for the Petty-dwarves, and will become progressively more difficult as one's size increases. A Half-troll or huge Dunadan simply cannot make it through.

3. The path to the top of the Caragond. It is only *Hard* (-10) compared to the *Extremely Hard* (-30) that apply to the rest of this outcropping.

4. Boulder Field. The Petty-dwarves have pre-arranged spot to pick off those climbing up from the woods at 6.31 #13.

5. A Large Rock. It has been carved to mount the Elenibun as a weapon. It is expected to emit about a Lvl50, 10x Range, 100' radius, 100xDamage Fire Ball if used in this manner (though its kind of hard to tell). From this vantage it could squash a caid revolt or an attack from the direction of the Beffraen settlements.

6. Several **boulders** have been positioned in order to provide cover for those supporting an escape via the secret path by missile fire.

7. Alternative **path** from the fissure.

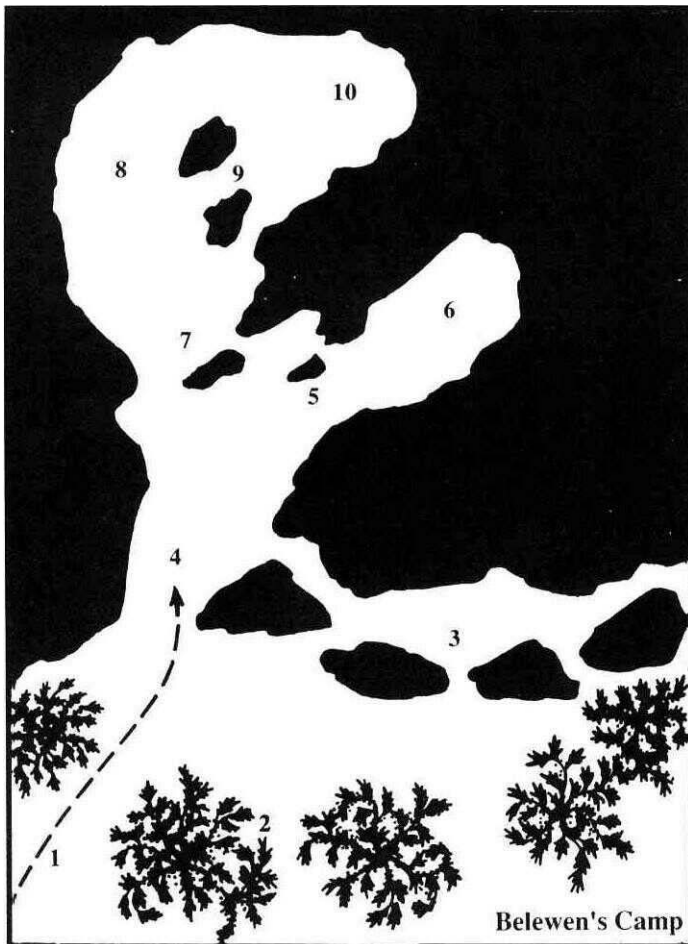
8. The chief **look-out position** from the top of the Caragond. Rhotti, a scout, or both will be here about 50% of the time.

9. Bonfires. The Petty-dwarves have learned that the Huorns hate nothing more than blue-tinted flames so they have erected four huge bonfires stuffed with dried mes-yd flowers that burn sort of blue. As a last resort against an attack they will light these fires to summon all the Huorns in a radius of many miles. As they are by no means sure that such an army would not destroy the Bar-en-Ibun too, this is seen as a last act of defiance.

10. Path down to the campfires.

6.35 BELEWEN'S CAMP

1. The **trail** to the Meur Tol.
2. Five raspberry **bushes** just outside the cave mouth provided the previous inhabitant with munchies.
3. **Semi-enclosed cave.** The closely set rocks and the overhang of the rock above make it appear that this is true mouth of the cave. It is *Very Hard* (-20) to determine otherwise from the outside.
4. **Cave Entrance.** The three party members on watch will be here with two watching the outside and one in the passage connecting with the false cave.
5. **The Front Cave.** The floor and ceiling rapidly close to leave only a 2' gap on the left. The main passage of the cave seems to run to the right.
6. **The Bear's Den.** The bodies of the bear and the Sea-raiders' expired prisoners have been propped up in aggressive attitudes facing outward. Nivtur has secreted iffelrose thorns about their bodies so any handling them has a 60% chance of receiving 1-2 such attacks (See 6.31 #4). He has also trapped the main passages into the inner cave with thorns in the floor. Those crawling through will take 1-10 such attacks. The only safe route lies behind the boulders.
7. **The Middle Cave.** Those on light watch will be stationed here with two watching (more or less) to the left of the boulder and one to the left.
8. **The cooking fire** is set towards the back of the middle cave, and most of the parties gear has been stowed nearby.
9. **Two rocks** which separate the middle cave from the back cave. Curuband has innocently lain the icronite nuggets amid the rocks between the boulder. It will be *Absurd* (-75) to detect them even using magic.
10. **The Back Cave.** Used by the off-duty Sea-raiders for sleeping.



6.4 THE TASK

Adventures into the Meur Tol begin with the purpose of completing the defeat of the Sea-raiders of the Rast Vorn. It is hypothetically possible to complete this objective without involving the Petty-dwarves, but few adventurers worthy of the name will not want to investigate the greatest mystery on the Black Cape. There are several legitimate reasons for doing so, ranging from the humanitarian to the mercenary. Delivering the caids from under the oppressive lash of the Petty-dwarves would certainly be a nice thing to do, and might help in gaining the friendship of the Beffraen. The destruction of the site would eliminate the possibility that this same plot or a variation could be tried later. The Petty-dwarves are also likely to go through some sort of death spasm if left alone; that would have very nasty consequence at least for the caids, probably for those who live on the Rast Vorn, and perhaps even for the world beyond.

The other considerations involve the booty that can be recovered from the site. This does not include the Elenibun which is probably beyond the ken of the players. (Although not as noble or potent, it is in the same class as the Ellessar of the Kings of Arthedain.) Delivered into fitting hands, this gem might win the group the goodwill and assistance of Kings, or Elf-lords, or Wizards, at least temporarily, depending on their behavior.

STARTING THE PLAYERS

This adventure will most likely begin when the players unravel the purpose of the Sea-raiders' base at Minas Thonfalon. It will then be readily apparent that they must pursue the expedition that left before they arrived. They should also know the destination of Belewens's group, and if they already have Beffraen assistance it will be clear that they can cut their opponents' lead by taking the shorter route back through Nansret. If the players have not met the Beffraen, they probably will during their pursuit (see Section 5.4 for a discussion of the possible sequencing of adventures). The adventure proper will begin when they leave the path on Cospatric's map to go cross-country to the Bar-en-Ibun.

AIDS

Healing herbs can again be obtained from Maelgym when the group goes through Nansret, and any Beffraen guides already accompanying them will continue to do so. If they have lost all their previous guides, they will be reluctantly supplied with one more. The Beffraen 'army' near Traith Chefudoc will be stymied by their need to await Shed's recovery before moving into taboo territory. It is possible that a group that has performed well but been cursed by poor luck, could encounter a hunting party that has jumped the gun, giving them additional manpower for the final adventure. Elven and Mebden parties will be extremely cautious in operating in this hostile and comparatively populated territory, so such aid is more unlikely here.

OBSTACLES

This adventure is considerably more dangerous than the previous two. The most perilous factor is the problem of dealing with an enemy group that is may be considerably more powerful than ones' own. These foes have also performed the service of awakening the Petty-dwarves from their stupor, so that the defenses of their perilous lair are functioning at their highest levels.

Belewen's Party: Although the Sea-raiders were forced to leave 'their' Mewlips behind when they left the Mora Hal, they are still extremely formidable. A quick perusal of Section 6.3 will indicate that trying to dig them out of the bear cave might not really be a good idea. It would be much better to persuade them to come out, and probably not all at once. An ambush while they are traveling between the camp and the Meur Tol might work out nicely, or attacking them once they are engaged with the Petty-dwarves might work. The problem with this approach is that they might be able to turn the tables. Attrition is a third approach with similar drawbacks.

They plan to seize the caid caves and the New Tombs first; therefore the seals on the tombs will greatly impede Curuband's ability to summon a lot of Undead quickly. If they have gotten this far, this will be the next to last opportunity to defeat them. If the party has the Elenibun and the weapon device, and can bring themselves to destroy the gem ...

The Petty-dwarves: The Petty-dwarves defenders have to cover three fronts and are not particularly alert. If not for the natural defenses of the Bar-en-Ibun and their magic items they would not be that much of a challenge. However, if they are given the time and the opportunity to concentrate and organize their resources, they can prove to be deadly. The shade of Ibun is a powerful opponent; hopefully greed will not cause the crypt to be opened recklessly.

REWARDS

In this adventure a not especially potent group will be given the opportunity to crush a major plot of the forces of evil, gaining very considerable amounts of glory, experience, and treasure in the process. The challenges they must face, solve, and survive are commensurate with this opportunity. This is a mission for the strong of arm, quick of wit, and pure of heart; well, at least the first two, or, as always, the lucky.

6.5 ENCOUNTERS

Brief descriptions of the significant NPCs likely to be encountered while going into the Great Hole are provided below.

BELEWEN'S EXPEDITION

There are eight in this party (see Section 5.3); at the bear cave they operate in three watches. The first consists of Curuband, Iestin and Chal; the second of Carandae, Zumman and Gorgan; and the third of Belewen and Nivtur. If at all possible, they will fight to hold the front cave to avoid being besieged. If this does occur, Belewen, Nivtur and Carandae will lead a sortie (with the scout trailing a bit behind) at forty minutes after before dawn or after dusk, whichever comes first.

On the march the guides operate in a triangle about 100' in front of the march. The Sea-raiders lead the line in alphabetical order, followed by the priests, with the captain bringing up the rear. Their plan for an attack on the caid caves will involve going down the 'well' rather than the cliffs.

HARNEKIL AND HER ATTENDANTS

The matriarch of the Petty-dwarves is relatively easy to take at unawares. The feebleness of her henchmen make this bunch likely to fall quickly if they are alone. The situation changes radically if she is notified and has time to act; likely if the caid caves are assaulted first or if an assault on the Bar-en-Ibun develops very slowly. Harnekil will not hesitate to use the Elenibun as a weapon against "Defilers," a term which she will be shrieking repeatedly. Luckily it could take her as much as an hour to retrieve it from its hiding place. Once it has been recovered she and her attendants will proceed to wherever the fighting is, or has been thickest. If and when Harnekil falls, any of her surviving attendants will seek to run away and hide though they will not surrender.

NPC'S AND CREATURES FOR THE BAR-EN-IBUN

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	2ndary/ Missile OB	Mov M	Notes
Harnekil	10	28	No/2	5	N	N	30da	5da	5	Ancient Petty-dwarf Evil Animist. 4 Lists to L10, 40 PP +20 Directed Spell. +15 Dwarven dagger
Dintam	7	49	No/2	10	N	N	40ss	20da	-5	Old Petty-dwarf Ranger. Staff of Lightning Bolts, +10 matching dagger and short sword.
Rhotti	8	88	Ch/16	20	N	N	115wm	50lcb	-5	Tough Petty-dwarf Warrior. Captain of the Bar-en-Ibun.
Zeddic	6	54	SI/8	5	N	N	75pc	10da	10	Petty-dwarf Warrior. Miners' clan leader, +15 stone pick.
Attendants	3	26	No/1	0	N	N	15ha	5ha	0	Old Petty-dwarf Evil Animists. +10 ha, 0 Lists, 3PP.
Miner Bodyguards	4	67	RI/9	15	N	N	66pc	5da	10	Petty-dwarf Warriors. Elite miners with +10 picks.
Miners	3	40	SI/8	10	N	N	49pc	—	0	Old Petty-dwarf Warriors. +5 equipment. Grim.
Scouts	5	77	No/4	25	Y10	N	55ha	75lcb	20	Petty-dwarf Scouts. Use Dumbledor venom as poison.
Rhomin	4	65	RI/10	10	N	N	65wp	20da	5	Petty-dwarf Warrior. Whip gives additional 'A' Heat crit.
Hall Warriors	3	49	RI/10	5	N	N	50wp	10da	0	Petty-dwarf Warriors. Whips as above, shaky morale.
Cave Warriors	3	39	RI/10	0	N	N	45wp	5da	-5	Old Petty-dwarf Warriors. Same whips, lazy but sly.
The Ancients	4	18	No/1	0	N	N	15da	—	-5	Ancient assorted Petty-dwarves. Out of it.
Ibun	14	108	PI/18	40	N	A/L	99wh	77wh	10	Greater Mummy. Petty-dwarf Lord. Class IV Undead. All in 10'R must resist lvl 10 Fear & lvl 5 Disease. Does 2x damage. Large Creature Table. Immune to stun. Takes 3x damage from fire.
Ghosts	4	75	No/1	30	N	N	75MC1	—	15	Class II Undead. Only harmed by magic weapons, touch causes A Cold crit. Regenerate 5 hits per round.
Paz	3	26	No/1	-5	N	N	21da	—	-5	Old Female Beffraen Scout. Leader of caids, clever.
Boghan	3	44	No/1	15	N	N	36da	16da	20	Female Beffraen Scout. Leader of the caids.
Eunuchs	2	39	No/1	5	N	N	34MBa	14ro	5	Beffraen Scouts. Vicious when finally motivated.
Female Caid	1	19	No/1	5	N	N	22SBa	—	5	Female Beffraen Scouts. Very unpredicable.

THE DEFENDERS OF THE CAID CAVES

If the scout in the shaft cave detects someone coming down, he will go and alert the warriors in the guard cave and the miners serving as guards in the guard room. If the warriors are on rounds, he will try to find them. The miner-guards will go alert their fellows if they are working. Once alerted all will proceed towards the shaft and try to keep the fight as close to it as possible. If they are losing, any unengaged Petty-dwarves will run back to begin slaying the eunuchs while the rest withdraw in the direction of the storage caves. Each defender has a 10% chance of running amok and slaying caids at random. They will make a last stand in the New Tombs and will not accept quarter.

If the attack comes through the guard cave, the Petty-dwarves will try and ambush them there. If this fails and the miners are present, the guards will flee back to the tombs to gather a counter-attack. If not, they will go and slay the eunuchs. An attack through the storage caves strikes the weak point of the defenses. The miners will fight where they stand, as will the guards. Only the scout, if left to his own devices, will try to exit via the shaft and proceed to the Caragond to make sure warning has been received in the halls.

THE DEFENDERS OF THE FRONT DOOR

The warriors defending the main entry into the Bar-en-Ibun are not especially alert, but have the benefit of a very strong position. Rhomin and his followers will not leave the defense area unless directly ordered to do so by Harnekil or Rhotti. However, if a counsel is being held after the loss of the caid caves, they will stronger advocate an effort to re-capture them. This group will fight fiercely as long as Rhomin is alive. Without his leadership these bullies are very likely to break and run. They prefer to fight near the stairway, rather than forward, even if they have been reinforced.

THE DEFENDERS OF THE BACK DOOR

Although Rhotti and a scout constitute the elite of the fighters, they are inadequate to hold this large section of the defenses. Rhotti's propensity to wander back and forth between the secret cave and the Caragond leaves one route unwatched much of the time. Unless intruders are spotted well in advance, particularly from the Caragond, the leader of the warrior clan will blindly rush into a fight. The scout on duty is supposed to go back for help, but because of their loyalty, they are only 40% likely to do so. If he is alerted of another attack, Rhotti will abandon this position entirely. Whether joining a melee in the halls or leading an attack on the caves, Rhotti will place himself in the front rank. Despite this, his innate sense of tactics will help the other Petty-dwarves in any fight where he commands.

OTHER PETTY-DWARVES IN THE HALLS

If the miners are not at work and are alerted, Zeddik will organize them and lead them to the nearest trouble. He will send the miners in first, saving himself and his bodyguards as a reserve. If it looks like they can swing the fight in their favor, he will commit himself. If not, he will leave the rest of his clansmen behind and head for Harnekil's chambers to get the Elenibun. If the miners are working, he will send three of his guards to aid the warriors at front or back, taking one with him in search of Harnekil. If any number of this clan are attacked in their own halls, they will fight there to the bitter end.

The plans of the Petty-dwarves call for the ancients working in the kitchen to proceed to the High Hall and defend Ibun's crypt in the event of an attack. Whether or not they can even manage to get there is questionable.

Dintam is the only Petty-dwarf who will act independently and intelligently during any attack. His first concern is to make sure all have been notified and to see how Harnekil is doing. Dintam will join any significant local counterattacks that develop, and may create some openings using the magic of his staff. Once this is expended, he will slink towards the back. If it becomes clear that the Petty-dwarves are being overwhelmed, or if he is surprised and alone, Dintam will flee ultimately seeking the secret path. Of the residents of the Bar-en-Ibun, Dintam is the most likely to advocate calling down the Huorns, and will try to do so himself if necessary.



THE CAIDS

There is an initial 15% chance that the slaves will be able to revolt during the course of any attack that develops. The probability goes up 5% for every eight hours that pass after the players have reached the vicinity of the Meur Tol. A rebellion will always occur if the Petty-dwarves begin slaying female caids.

In the event of the rebellion that is a 10% chance per minute that those in a given cave will be able to free themselves. Self-liberated slaves are 30% likely to attempt to free those of the nearest cave, 30% to attempt to liberate Boghan from the prison, 30% to attack Petty-dwarves, and 10% to hide. The eunuchs have been cowed by the recent execution of their leaders and will not act until rescued. If Paz can lead the caids (especially if an attack develops during mealtime), she will divide her forces on roughly the same lines given above.

Belewen's party has learned enough of the local dialect to have a 50% chance of directing the caids to do helpful things. Such information could be extracted from one of the lesser Sea-raiders or if somehow a prisoner is taken. Otherwise the screaming caids rushing about the corridors are likely to be more of an impediment than a help to would be rescuers. If Belewen gains control of the caid caves, she will use about half of the caids to launch a diversionary attack on the halls while keeping the rest to bolster her defense while the Petty-dwarf ghosts are summoned/created. Nicer folk should not consider using unwilling slaves as throw-away troops, though any surviving eunuchs and the caid leaders will want to fight.

UNDEAD

The shade of Ibun is the only naturally occurring Undead at the Bar-en-Ibun. It will not be aroused unless its crypt is disturbed. This Undead will always attack the nearest foe and not move on to another until that target is dead. Ibun is too powerful to be mastered by Curuband, though his rod might dispel him.

If Curuband has access to the Petty-dwarves tombs he can summon Ghosts to inhabit the bones. The conjuration which requires at least one iconite nugget must be performed directly over the remains. It takes about ten minutes and he must rest an equal amount of time between rituals. Carandae also knows the rites but it takes him roughly twice as long. One must hold the nugget and concentrate to command the spirits, but if both evil priests are present the rituals can continue with another nugget.

Hummerhorns



7.0 ENCOUNTER TABLE

Encounter	Eryn Vorn	Paths	Nans-ret	Haunted Fens	Bar-en-Ibun
Chance (%)	75%	50%	75%	66%	75%
Distance (miles)	.25	.5	.25	.33	.25
Time (hours)	.25	.5	.25	.33	.25
General Traps	01	01-03	01-05	01-03	01-04
Natural Hazards	02-05	04-07	06-07	04-08	05-09
Animals					
Lions	06-07	08	08	09	10
Bears	08-09	9-11	09	10	11
Cave Bears	10	12	10	—	12-13
Glutan	11-17	13-17	11-14	11-12	14-16
Ninfara	18-20	18	15	—	17
/Wild Aurochs					
Bats/Flying Frogs	21-28	19-27	16-28	13	18-20
Hummerhorns	29	28	29	14-26	21-22
Dumbledoors	30-34	29-34	30-34	27	23-27
Dangerous Snakes	35-42	35-43	35-38	28-29	28-33
Birds	43-56	44-62	39-46	30-36	34-41
Sea Crocodiles	—	—	—	37-44	—
Other Animals	57-75	63-77	47-59	45-49	42-53
Local Men					
Mercenaries/Brigands	76	78-80	60-68	50-71	54-55
Beffraen	77-79	81	69-79	72	56-62
Mebden	80-84	82-83	80	73	63-64
Clansmen	85-86	84	—	74	—
Dunlendings	87-88	85	—	75	—
Rivermen	89	—	—	76-78	—
Large Patrol	90	86	81-84	79-83	65-69
Small Patrol	91	87-88	85-91	84-87	70-76
Spies	92	89	92-95	88-90	77-79
Non-Mannish Races					
Elves	93	90	—	91	80
Forest-trolls	94	91-92	96	92	81
Huorns	95-98	93-96	97-98	93	82-83
Petty-dwarves	99	97	99	—	84-99
Mewlips	—	98	—	94-99	—
Other Beings	00	99-00	00	00	00

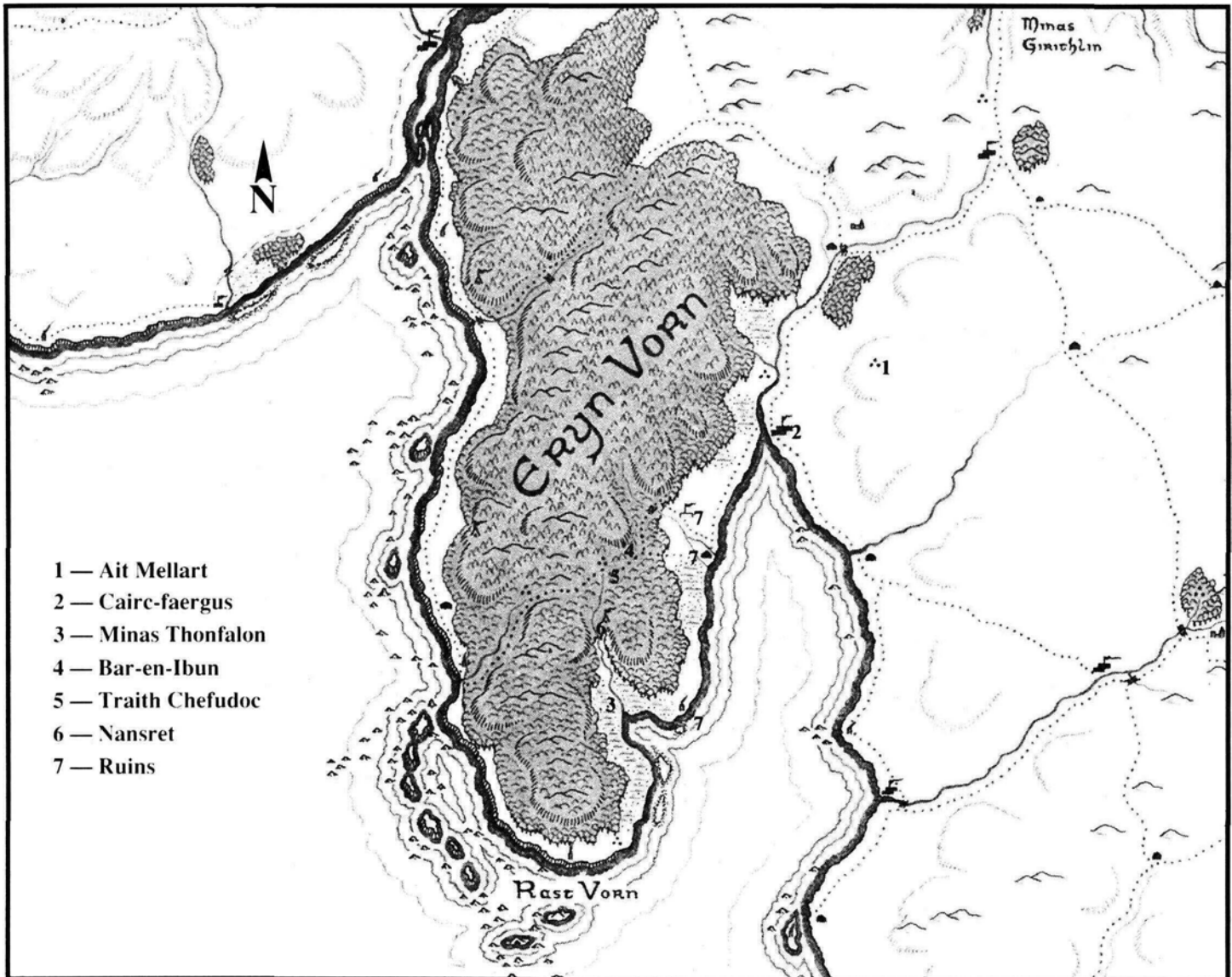
Use of the Encounter Table and Codes:

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

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

8.0 BEAST TABLE

Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	Attacks	Notes
Black Bear	5	1-4	L	MF/MF	150	SL/8	20	65LGr/70LCI/40MBi	Possessive of their territory, will attack.
Black Flyer	2	1-200	S	F/F	12	No/1	25	25SCI/20SBa/poison	Swarm in early fall, Lvl 6 reduction poison.
Boar	2	2-20	M	F/MF	100	No/4	30	50MHo/50MBa/40STs	Males are very aggressive about defending packs.
Cave Bear	7	1-2	L	MF/MF	250	SL/8	40	95HGr/90LCI/60LBi	Will rarely attack unless provoked.
Dumbledoors	1	1-100	S	VF/VF	3	No/1	40	10TSt/poison/—	Nasty oversized wasps, Lvl 3 muscle poison.
Forrest-troll	5	1-4	L	MD/MD	80	RI/11	10	65LCL/50LBi/—	Degenerate even by trollish standards.
Glutan	3	1-2	S	MF/BF	45	No/3	50	60MBi/50MCI/Both	Attacks without reason, fights to the death.
Gorcrow	1	5-50	S	F/MF	20	No/1	55	10SPi/10SCI/—	Often spys for the Petty-dwarves.
Grey Flyer	0	1-1000	T	VS/MD	2	No/1	30	15TCI/10TBa/poison	Swarm in early summer, Lvl 4 reduction poison.
Hummerhorns	3	1-20	M	VF/F	35	No/1	50	50SST/—/—	Inhabit marshes, recklessly aggressive.
Huorns	10	1-6	H	MD/MD	220	RI/12	40	120LBa(2-4x)/—	Truely wild wood demons, do 2xDamage.
Mewlips	4	2-20	M	F/MD	60	No/1	35	50We/75MBi/—	Semi-aquatic Undead. Trance Spell: 10'R, 1 rnd/5% failure, drain blood each round (2-20 hits/rnd).
Nathair	1	1	S	MD/F	25	No/1	25	40SSt/poison/—	Snake. Easily angered, Lvl 6 Circulatory poison.
Nathrach	1	1-2	S	MD/MF	20	No/1	20	30SSt/poison/—	Snake. F/MD in water, hunts on land, Lvl 2 Muscle poison.
Nimfiara	7	1	L	BF/VF	210	No/3	60	75LHo/60LBa/—	Extremely rare, 80LTs after crit from charge.
Spotted Lion	5	2-10	M	F/F	110	No/4	25	75LC1/75LBi/—	Very wary, if Bite crits next attack is 100LC1.
Wild Auroch	4	1-4	L	MF/F	190	No/3	35	75LHo/65LTs/—	Becomes very aggressive with little provocation.
Wolf	3	5-25	M	F/F	110	No/3	30	65LBi/—/—	Few survive here, most are very cautious.



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