

TROLLS

of the Misty Mountains™

#8103

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



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.

Trolls of the Misty Mountains

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Dedicated to Pam Cresswell

1.0 GUIDELINES

The *Middle-earth Ready-to-Run (MERR)* series is designed for Gamemasters (GMs) who want adventures that can be set up in a few minutes and played in a few hours. These adventures require little or no preparation.

Trolls of the Misty Mountains has four 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).

The third part contains 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 fourth part of the module (Section 7.0 and 8.0) contains the encounter chart, and is located at the back of the book, permitting easy reference.

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 5th level characters.

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

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

Once play ensues, the GM should refer to the Encounter Chart in Section 8.0, at the back of the module. It covers the probability of encounters for every spot in each adventure.

1.2 ADAPTING THE MODULE TO YOUR GAME

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 and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Dungeons and Dragons*®), simply double the number of hits your characters take or halve the hit values found in this module.

1.22 CONVERSION CHART

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

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

2.0 PLAYER CHARACTERS

The following chart provides a sampling of pregenerated player characters of varying profession and levels. Statistics are given for both *MERP* and *Rolemaster*. The GM may wish to assign 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 1.1). We suggest PCs tough enough to meet the challenge.

Codes: See the NPC stats on page 5 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; 1 HE OB, 1 HC OB, 2H OB, Thrown OB, Missile OB, Pole-arms OB = Offensive Bonuses for 1-H Edged, 1-H Concussion, 2-Handed, Thrown, Missile, and Pole-arms; Dir. Spell = Directed Spells; Second. Skill = Secondary Skills.

Secondary Skills: Each secondary skill is abbreviated by giving the beginning letters of the skill (see *MERP* Section 2.3). The bonus for that skill is given following the abbreviation.

Languages: Languages are abbreviated by using their first three letters (see *MERP*, ST-1, p. 19); 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, "Snd/LtW." 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:	Lsr.Duna.	Dwarf	Hillman	Hillman	Dunlendg	Dunlendg	Dwarf	Dwarf	Lsr.Dune.	Hillman	Northman	Silv Elf	Northman	Dunlend.	Dunadan	Half-Elf	Sinda	Dunadan
Ht./Wt:	6'4"/212	4'9"/144	5'8"/150	5'10"/173	5'7"/145	5'10"/163	4'9"/163	4'8"/141	6'3"/190	5'9"/152	5'5"/120	6'3"/195	5'2"/117	5'10"/150	6'7"/250	6'3"/175	6'4"/169	6'8"/220
Hair:	black	red	lt.brown	blond	white	dk.brown	dark	brwn	red black	black	blond	sandy	blond	grey	dk.brown	dk.brown	blond	black
Eyes:	azure	green	grey	hazel	grey	black	blue	green	grey	dk.brown	blue	hazel	green	silver-grey	blue	green	violet	black
Profession:	Warrior	Warrior	Warrior	Scout	Scout	Warrior	Warrior	Scout	Ranger	Animist	Animist	Animist	Bard	Bard	Bard	Mage	Mage	Mage
Level	2	3	5	1	3	4	2	3	5	3	2	5	1	3	5	1	3	5
Hits	57	81	58	31	46	51	41	67	101	55	34	72	29	42	82	21	43	78
AT(DB):	Ch(45)	Ch(35)	No(40)	No(30)	SL(25)	RL(40)	Ch(5)	SL(50)	Ch(45)	SL (15)	RL(30)	No(30)	Ch(30)	No(20)	No(20)	No(20)	No(15)	No(0)
Shield:	Y25	Y25	Y25	N	N	Y25	Y25	Y35	Y25	N	Y20	Y20	Y20	N	N	N	N	N
Power Points:	0	0	0	0	0	0	0	0	10(+2)	6(+2)	4	45	1(+2)	3(+2)	15	2(+2)	12	10(+3)
Base Sp. OB:	0	0	0	0	0	0	0	0	0	7	0	10	1	3	5	2	6	10
STrength	90	93	88	51	85	46	93	85	97	93	87	81	82	81	91	91	81	92
AGility	98	78	97	96	89	92	72	95	97	80	86	96	41	98	85	90	93	55
Constitution.	58	80	71	67	84	50	80	71	97	62	65	76	67	21	91	85	75	84
IntelliGence:	47	43	58	98	56	90	62	51	49	78	15	42	92	85	100	95	96	95
InTuition:	21	51	74	33	91	47	89	76	95	97	95	101	55	61	38	76	84	72
PResence:	90	63	54	87	86	63	40	44	93	61	85	92	81	85	90	90	91	83
APpearance:	87	48	50	99	43	06	79	29	97	49	32	99	58	67	97	101	98	92
NA Mov M:	25	10	20	25	35	x	10	20	5	20	15	x	5	x	x	x	x	x
SL Mov M:	x	x	x	x	x	x	x	15	x	10	x	x	x	x	x	x	x	x
RL Mov M:	-5	x	x	-10	x	5	x	0	x	x	-10	x	x	x	x	x	x	x
Ch Mov M:	-5	10	x	x	x	x	-10	x	x	x	x	x	x	x	x	x	x	x
IHE OB:	48bs	69ha	95ss	31ss	13da	60bs	42ha	36da	75bs	45da	40bs	20ss	36ss	33ss	55bs	20da	25da	45bs
IHC OB:	x	49wh	x	x	x	x	x	31ma	x	x	x	x	x	x	x	x	x	x
2H OB:	28th	34wh	75th	x	63da	50da	x	41da	35th	15da	x	30da	x	x	x	45da	x	35ls
Thrown OB:	x	x	35da	x	53sb	x	45hcb	x	55lb	40sl	x	65lb	21sb	38sl	35cp	x	45lb	31cb
Missile OB:	33hcb	x	75cp	46sb	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Polearm OB:	x	x	x	x	x	x	x	x	x	x	30sp	x	x	33hcb	x	x	x	x
Climb:	26	33	30	31	63	30	13	34	15	16	17	65	x	23	60	11	16	15
Ride:	6	x	35	21	x	x	x	x	30	33	12	50	11	8	20	16	53	20
Swim:	16	x	30	41	13	30	x	-4	20	23	22	35	6	3	35	11	18	20
Track:	26	13	35	11	13	40	23	29	65	x	x	x	16	x	35	31	38	40
Ambush:	1	3	5	4	6	20	2	3	10	x	x	x	x	2	1	3	x	3
Stalk/Hide:	20	5	25	15	57	15	12	36	45	10	25	60	21	28	65	25	x	20
Pick Lock:	x	15	x	27	41	35	12	12	x	10	x	x	11	18	x	x	x	x
Disarm Trap:	x	40	x	x	x	x	22	x	x	x	x	x	x	x	x	x	x	x
Read Rune:	x	x	x	5	x	x	x	x	x	10	8	20	16	8	15	17	43	55
Use Item:	x	x	x	x	5	x	x	x	20	28	17	35	26	23	25	32	73	50
Dir-Spell:	x	x	x	x	x	x	x	x	x	17	22	50	x	x	50	33	23	45
Perception:	25	35	30	23	39	45	32	31	50	28	37	80	11	33	25	40	33	45
2ndary Skill:	Acting15	Mining45	Caving50	Seduce40	Istaid35	Math30	Forge45	Mining35	Seduce45	Herbal35	Track30	Seduce65	Tricks35	Music35	Seduce70	Acrobat45	StarG40	StarG55
2ndary Skill:	Subdue20	Weather15	Musical15	Stargaz10	Herd20	Subdue20	Mining25	Mining25	Wes 5	Blarm 5	Wes 5	Music45	Dun 5	Sing65	Sing65	Herd35	Weather25	Tumb45
Language:	Wes 5	Khu 5	Wes 5	Wes 4	Dun 5	Dun 4	Khu 5	Khu 5	Wes 5	Blarm 5	Wes 5	Que 5	Dun 5	Wes 5	Adu 5	Que 5	Sin 5	Adu 5
Language:	Adu 3	Wes 5	Dun 2	Dun 3	Wes 5	Wes 4	Wes 2	Wes 5	Adu 3	Wes 4	Dun 2	Sin 5	Adu 5	Wes 4	Wes 5	Wes 5	Sin 5	Sin 5
Language:	Sin 3	Sin 3	Ork 2	Sin 3	Wes 5	Wes 4	Wes 2	Wes 5	Sin 3	Sin 1	Blarm 1	Sin 3	Sin 2	Puk 4	Sin 3	Sin 3	Que 5	Wes 3
Language:	Ork 2	Umi 2	Troll 1	Sin 3	Adu 3	Wes 4	Wes 2	Wes 5	Sin 3	Sin 1	Blarm 1	Wes 3	Ork 1	Bet 1	Dun 3	BlkSp 1	Adu 4	Que 2
Language:	Dun 2	Adu 2							Que 1						Ork 2	Ork 1	Bet 4	Wai 2
Language:									Nat. Guise	Surf. W.	Bone W.	Nat. Mov.	Phys. Enh.	Cont. S.	Lore	Light L.	Wind L.	Ice Law
Spell List:									Path M.	Cairn S.	Surf W.	Calm S.		Ess. Ways.	Unbar. Ways	Lofty Br.	Light L.	Fire Law
Spell List:										Dir Ch.		S/L Ways		Ess. Perc.	Sound Com	Fire Law	Lofty Br.	Lofty Br.
Spell List:										Blood W.		Creations			Cont. S.			Ess Perc.
Spell List:												Purif.						Liv. Change
Spell List:												Dir Ch.						

MAGIC ITEMS & SPECIAL POSSESSIONS

- PC1: + 10 broadsword; 1/2 weight chainmail.
 PC2: + 10 Dwarven chainmail; Warhammer can be thrown and return from as far as 100' (levitates).
 PC3: + 15 short sword (Dunadan make); collar will protect from neck critical (20% chance).
 PC4: +5 short sword; boots of leaping (2x/day).
 PC5: Amulet, protects from Undead (up to 5th level); 1 Arkasu
 PC6: + 10 broadsword, Of Slaing Trolls; ring, Invisibility 1x/day.
 PC7: Magic braiding comb; + 10 hand axe, 4 magic + 10 crossbow bolts.
 PC8: + 15 throwing dagger, glows near Trolls
 PC9: + 10 magic broadsword; Ruby ring (+ 2 spells)
 PC10: Bone staff (+ 2 spells) 2 Mirena, 1 Edram, 2 Gylvir, 2 Witian
 PC11: + 10 magic broadsword, detects undead; 3 Mirena.
 PC12: Robes of Passing/Hiding: easy movement through heavy brush, +15 to hiding; sapphire ring (x3 spells).
 PC13: Amulet: fire opal (+ 2 spells, will glow bright red on command); + 5 short sword.
 PC14: Flute: + 2 spells, and doubles all *Controlling Songs* ranges.
 PC15: Lute (x3 spells), intelligent; + 15 broadsword, intelligent (talks to lute).
 PC16: Blue wood rod with beryl tip (+ 2 spells, 2x range of Light Law spells), grey ferret familiar: "Swinky".
 PC17: Mithril earring (x2 spells, stores 1 spell/day); fine small telescope.
 PC18: Staff of blue laen (+ 3 spells, weightless, doubles damage of *Ice Law* spells); 2 + 10 throwing stars

3.0 INTRODUCTION TO TROLLS OF THE MISTY MOUNTAINS

It is the year 1640 of the Third Age of Middle-earth, and the kingdom of Rhudaur, like all other lands, is still reeling from the depredations of the Plague (T.A. 1636). While Arthedain finds herself weak from the loss of military manpower, Cardolan is virtually extinct as an entity, and Rhudaur is an Angmarian subject state. Only in the Angle and along the Coldfells in southern and southeastern Rhudaur do Edain settlements remain, struggling to hold out against the Hillmen and Dunlendings. All the armies of Middle-earth, including the forces of the Witch-king of Angmar, find themselves short of recruits. Acting on the general lull in martial activity, the governor of the eastern borderlands — Elasander — is attempting to boost the border defenses in this last frontier of Rhudaur. Hampered by a scarcity of funds, Governor Elasander plans to strengthen the existing defensive works in the region rather than build new fortifications.



3.1 DAENOS AND ELNOST

Daenos and Elnost are technically border keeps of the Arthedain kingdom (that realm having reclaimed what land it could when the kingdom of Rhudaur fell), though are physically cut off from the home country except via the Bruinen to the south. They are strongly built with granite block walls ten feet thick and over 50 feet high. Each fort is manned by 30-40 regular soldiers of the army of Arthedain, of whom 20-25 will be in the keep at any given time, the rest being on patrol. Both keeps are provisioned to enable them to withstand sieges of over two months' duration. Set about 35 miles apart, the holds straddle the Ornuil valley, lying at the southeastern ends of the two chains of hills that define the valley.

3.2 THE PROBLEM

Although Daenos and Elnost are separated by a mere 20 miles and could signal each other in the event of an attack, the keeps are separated by the rugged terrain of the East-wood. No reliable roads or paths connect the fortresses, and so it requires more than a day of hard travel to span the distance. Both keeps have good roads leading to a larger fortress (the regional command center) but help from this quarter takes even longer to arrive. Elasander has engaged a reliable party of Dwarves to construct a wide path through the wood that would connect the towns of Carandor and Dispar, located near the point where the East-wood is narrowest in a north-south direction. Taking advantage of existing paths and animal runs whenever possible, the crew will cut a ten-foot swath through the trees and will break up any available rock to provide a kind of gravel base for the road.

3.3 THE TASK

For the first two adventures the task will revolve around the proposed path through the woods. Prior to the work crew setting out, a small scouting party will be sent from the town of Dispar, to the south of the East-wood, north through the woods to reconnoiter. The East-wood is known to have become seriously infested with Trolls and Orcs, especially since the rise of the Witch-king. The party will be equipped with a map of the proposed route and will be accompanied by a squad leader from Elnost. They are charged with the task of rousting out any small nests of Trolls, Orcs, or any other creatures that might endanger travellers on the path, and will be paid 20 gold pieces upon arrival in Carandor, at the north end of the East-wood. Naturally, any booty found along the way is up for grabs. The Gamesmaster should ensure that the Arthedain soldier receives some also, even if it may be against his professional duty to do so. The first two adventures occur naturally as the group fulfills its task. At some point along the way the adventurers may receive some knowledge of the location and nature of the third adventure. If the group decides to move directly on to the third adventure site, the Gamesmaster should note that they will forfeit their 20 gold piece reward. Also, the party will be faced with the problem of dealing with the soldier escort from Arthedain. If the group should miss the clue leading to the third adventure site, they will receive information about the site in Carandor, although it will be much more vague and thus less directly useful.

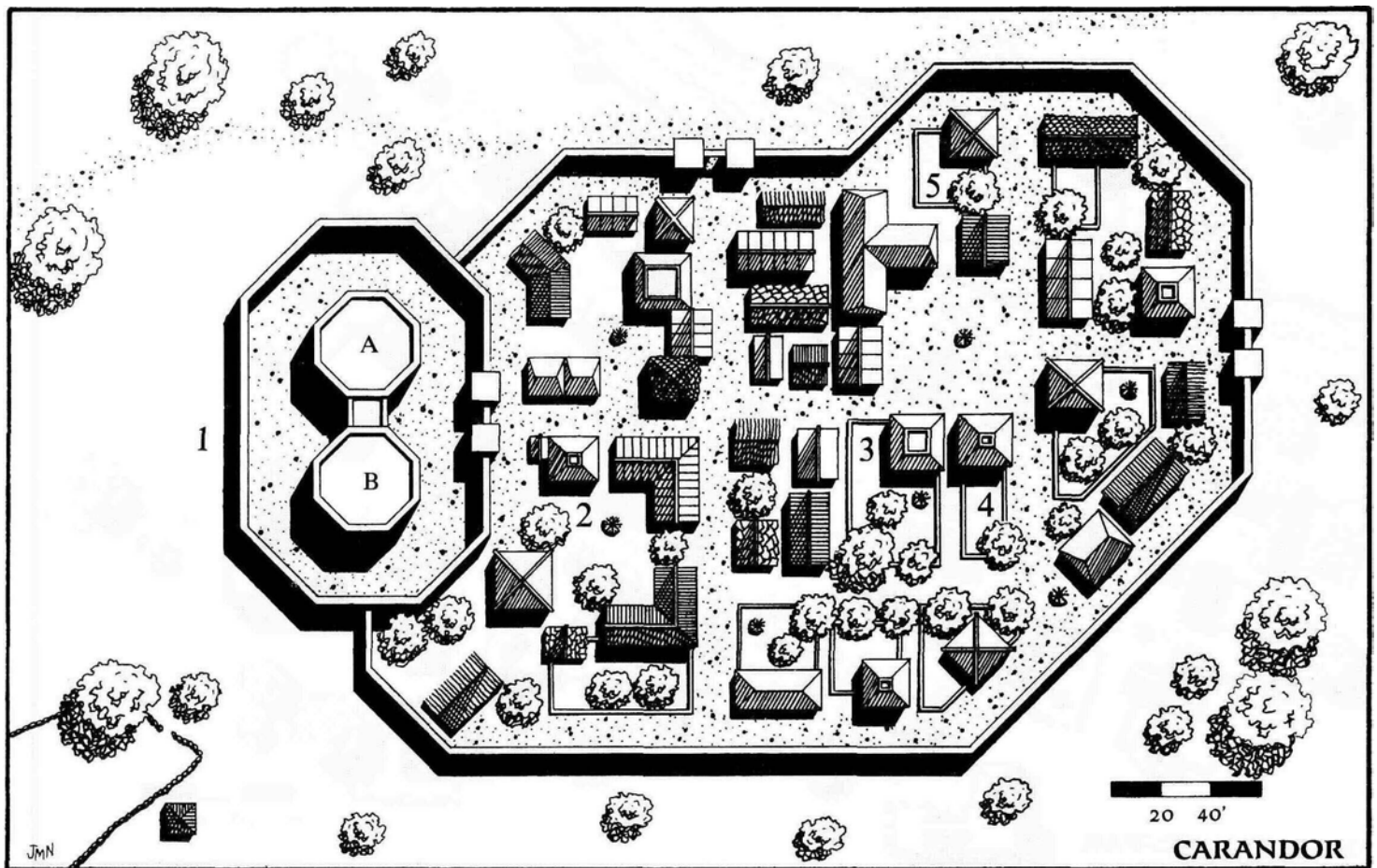
3.4 THE EAST-WOOD

The East-wood is approximately 35 miles long and 20 miles wide, the remnant of a much larger forest that once encompassed the entire floor of the Ornuil valley. In the heyday of Arnor the forest was surrounded by flourishing estates which were carving out giant slices of the wood to be used as farmland. Much of the forest that remained was protected by its status as a royal hunting preserve, famed in particular for the water fowl which once inhabited the Calamir: an abundant fen found at the eastern end of the East-wood.

Since the division of the kingdom of Arnor in 861 T.A. into the states of Arthdain, Rhudaur and Cardolan, this area has been in slow decline. In recent years the region has rebounded slightly as refugees from devastated Rhudaur have begun homesteading in the area. This area has become an isolated island of civilization in the wilderness of destroyed Rhudaur. Nevertheless, the East-wood itself continues to grow wilder as Trolls and Orcs from Angmar drift into the area. The only known human settlement within the wood itself is a small community of Rivermen who camp on the shore of the north fork of the Caraduin River in the midst of the Calamir; the swamp provides them protection from Orcs and Trolls. Once the East-wood was home to communities of Silvan Elves and descendants of the original Edain settlers of the region. During the time of the United Kingdom of Arnor the High Men had built a thriving society of small towns and villages within the confines of the original East-wood, but the struggle against Sauron in the Second Age went hard against them. Nothing has been heard of the settlers since early in the Third Age, and they have apparently passed into legend.

3.5 CARANDOR AND DISPAR

In the course of the three adventures the players may use these two towns to acquire information and physical items that might enhance their adventuring. Certainly the party should make use of Carandor where key information leading to the third adventure site will be found. Should the adventurers spend time in either town the GM should consult the Random Encounter Chart under the column listing town encounters.



3.51 CARANDOR

Carandor is located to the north of the East-wood in an area that is more lightly populated and somewhat more dangerous. Thus the town is more heavily fortified than Dispar. Within the town is a small keep which houses an administrative office for the Kingdom of Arthedain, including a treasury vault. The rest of the town is surrounded by a 9' tall and 3' thick wall of rock.

GUIDE TO THE TOWN MAP

1. Keep.

1A. **Residential Structure.** Housing 5 soldiers.

1B. Office/treasury.

2. **The Flagon Tavern.** A tavern strictly for the purchase and consumption of spirits.

3. **The Ornuil Inn.** A hospice that will serve food and give shelter.

4. **Arvil's Curios and Artifacts.** Arvil's is where the party can expect to purchase information and sell items of value.

5. **House of Menel.** A small trading establishment.

3.52 DISPAR

Dispar is located alongside the Caraduin River in an active farming area, and is larger than Carandor due to the greater opportunity for trade which exists in this setting. Dispar makes no serious attempt at fortification. The earth bank walls of the town are able to delay, not deter, potential attackers.

GUIDE TO THE TOWN MAP

1. **Port of Dispar.** This trading facility is run by a committee of the town elders and subsidized by the merchants and farmers of the region.

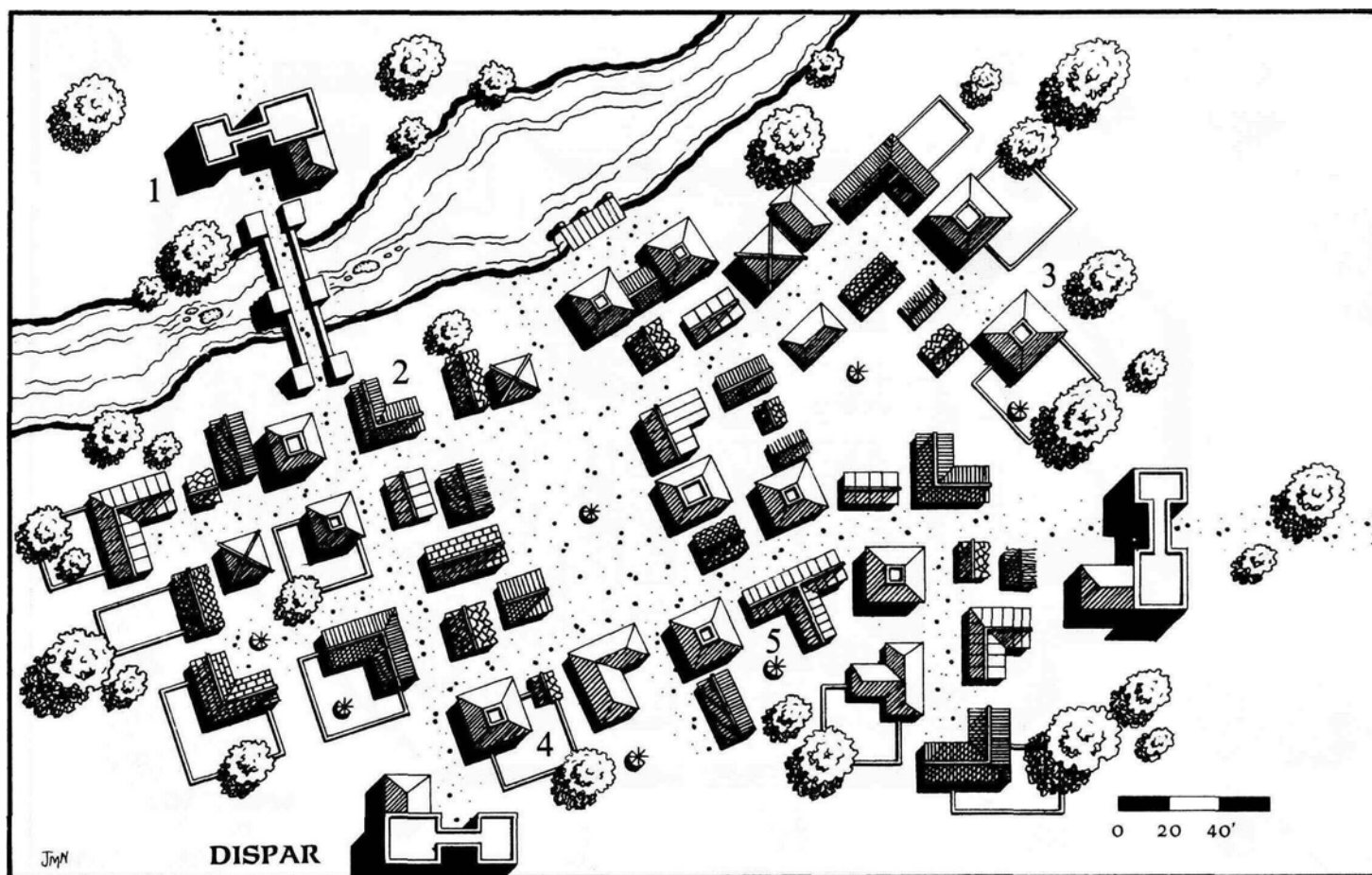
2. **The Golden Island.** A large inn/tavern which specializes in creating an atmosphere derived from legends of the Island of Númenor. The place is popular with all officials and soldiers of the Kingdom of Arthedain.

3. **The Grey Fox.** A tavern/inn frequented by the more common traveler.

4. **Risloe's.** A smithy where weapons of all sorts can be purchased.

5. **Hospital.** Several Healers work here.





4.0 ADVENTURE AT DUILDIN HILL

On the southern edge of the East-wood, where the great forest trees are scattered here and there amidst fields of tall grass and wildflowers, the weary traveler can find an occasional farmhouse in which to take shelter and purchase some food. The farmers in this area are generally friendly and hospitable to strangers — especially toward those who have a bit of gossip and news to share.

One of these farmhouses — a small but attractive place newly built by Lien Archel and his wife, Lillen — is located near the proposed pathway. Here the adventure party, while stocking up on food, will learn that the Trolls have been raiding the livestock of the nearby farmers. Lien Archel says he has seen firelight on a hill some two miles into the woods and has also followed Troll tracks from his barn in that direction. He says that the local farmers have put together a reward of 10 gold pieces for anyone who can drive the Trolls away. They will also lend a couple of animals to be used as decoys.

Staying with the Archels at this time two men who claim to be experienced Troll hunters. They had some time ago answered the farmers pleas to do something about the marauding Trolls, but at present have done little more than deplete the supply of food and drink. The Archels very eagerly offer up the services of these two men to the adventure party, should they care to seek the reward by going after the Trolls.

4.1 THE DWARVES OF DWILDEN HILL

Years ago a small group of Dwarves journeyed through the East-wood in search of a metal-rich land which they could mine. A few miles from the edge of the wood they found a group of rocky, lightly wooded hills which looked promising. After making a successful foray into the largest of the hills, they decided to make a permanent home there. On each side of the hill they built small sleeping quarters, and at the top they built a combination forgehouse/eating place which had an above-ground lookout room on top. From each structure they began mining toward the center of the hill, eventually linking up all of the tunnels.

For several years this small party of Dwarves — eight in all, led by the venerable Duildin, after whom they named the hill — prospered in their new location, mining and working copper and iron. With various items of worked metal they were able to trade for food and coin from nearby farmers; in addition, they fished and hunted small game. When the Dwarves first arrived in the area there had been a small hold of Orcs in the hills a little to the north; but they immediately drove the Orcs away. No other dangerous creature had been seen since. Because of this they became lax in their security measures; they began to walk around the woods unarmed, they stopped covering up their trails and eventually they no longer posted a lookout at the top of the hill.



THE COMING OF THE TROLLS

It was after the Trolls had reached this state of carelessness that two hungry Trolls wandered into the area one night in search of food, and discovered their little community. The Trolls, following a trail of broken branches, dried animal blood, discarded arrows and other clues, spied the Dwarfven buildings nestled in the hillside. They moved quickly toward the hill, excited by the prospect of both killing and eating Dwarves (their favorite pastime and their favorite food). Once on the hill, they felt and heard the sound of digging going on not too far below the surface. After a few minutes of searching they found the source of the digging — a place high on the east slope where the Dwarves were making a new shaft. They waited outside the entrance and then ambushed the Dwarves one by one as they climbed out of the hole.

Seven of the Dwarves met an ignominious fate at the hands of the Trolls that night. One, however — the youngest, Duildin's son Daldin — was busy in the cookhouse preparing food for the work party. When they failed to show up he went out looking for them. To his surprise, and utter dismay, he discovered them in the clutches of the two Trolls, who were building a fire near the base of the hill, over which to cook their prey. He tried various stratagems to get the Trolls away from the fallen Dwarves, but it was no use — they guarded their victims too jealously. He could soon tell that he was too late to save his companions anyway. So, he slipped away to secure the Dwarf dwellings as best he could from Troll attack, and to plan revenge for his fallen friends and family.

When Daldin saw the Trolls turning the Dwarves' latest mine shaft into a Troll hole, he decided to tunnel up to it from the middle of the hill. His hope was to kill the Trolls in their sleep. After several weeks' work, Daldin broke through the ground into the back of the Trolls' treasure room. This was during the night, when the Trolls were out hunting for food, and he was able to steal some of their treasure before they got back. In the room was a large chest which he used to cover up his tunnel after he left. When he tried to enter their hole during the day, however, he encountered an unusual pair of sentries — two young wolves — who sounded an alarm and chased him back into his tunnel. Because of these wolves, he was forced to give up his plans for killing the Trolls, and had to content himself with pilfering pieces of their treasure at night when the hole was empty.

One night Daldin's luck finally ran out. The Trolls returned early from their hunt, and the wolves, as they headed to the back of the treasure room (where the hole was least foul) discovered the Dwarf before he could cover up his tunnel. They grabbed him and dragged him out. When the Trolls arrived on the scene they were ecstatic. Full as they were of pork and chicken from a farmland raid, they still found room for a dessert of Dwarf. Thus was the end of Daldin, last surviving member of the miners of Duildin Hill.

4.2 THE NPCs

4.21 GWILAM AND FLOID

Gwillam and Floid are Forest-Trolls bred from common stock, though their exact relation to each other is no longer clear (the Trolls think of "family tree" as a reference to their incredibly dimwitted kinstroll Hiugo, rather than to a record of lineage). For some two hundred years these two were inseparable (the mage Rhunedal had joined them at the top of the heels as punishment for eating his assistant). Though this soured their outlook on life somewhat, it forged a permanent partnership. They have wreaked havoc on the countryside ever since.

Gwillam, who is about 10 1/2 feet tall, is a little smarter than the average Troll but not quite so strong. Floid, a few inches taller, is stronger than an ox, but he doesn't brag about any other comparisons to that animal. Neither one is a pretty sight to see in good light; thick, heavy limbs, uneven splotches of hair all over, low foreheads, bloodshot eyes, and menacing teeth all contribute to a dismal picture. "Homely" is too tame a description. In addition, their manners are quite bad, their breath is foul, and they have yet to take a bath. On the other hand, they are not snobs — they will have anyone for dinner.

4.2 TWO WOLVES

Both are young creatures from the same litter, two and a half feet tall and four feet long, with a silver-gray and black coat. They are called by the Trolls "hey wolf" and "you wolf" respectively. Through an odd set of circumstances they have become partners with the Trolls.

Not long after the Trolls came to the area they got into a hot dispute over a fallen doe with a mother wolf who had killed it, but had stepped away briefly to attend to her two cubs. When they killed the wolf and dragged her home with the doe, the two young cubs followed the mother's scent and camped out near the Troll hole. At first they were a nuisance to the Trolls, stealing bits of food here and there and frightening away potential prey with untimely howls. But as they grew older, their keen sense of smell led the Trolls to many a victim and warned them of anyone's or anything's approach. Eventually, the four became permanent partners. The wolves led the Trolls to prey and the Trolls handled any difficult killings. In a brutish way they shared the spoils.

4.23 RISCEN GANIMER

Riscen is a short man of Dunlending descent with reddish-brown hair and light green eyes beneath thick eyebrows. He is a cunning, wicked thief who can affect a very charming manner, or a brave appearance, whenever it suits his purpose.

He travels about from place to place in the guise of almost any profession found in western Middle-earth — whichever seems most appropriate for aiding or entertaining the local inhabitants. After gaining the trust of unsuspecting victims, he will stop at nothing — not even murder — to make his gain. Yet he is a coward when directly confronted with danger.

Ganimer and his servant, a Northman named Jiord, have presently been masquerading as Troll hunters, traveling from farm to farm along the edge of the East-wood. In exchange for food, shelter, and a little reward money in advance, he disappears for a few hours each day and comes back with fanciful tales of daring attacks on Trolls whose great size and matchless ferocity would make even a host of the King's guardsmen blanch. By concocting bits of gossip about the neighbors and telling amusing stories, he can prolong their stay for several days after the farmers get skeptical about his Troll-hunting exploits. When he finally senses that one more Troll-raid on his host's barn will prove too dangerous to his person or his purse, he heads off quickly for new territory.

Ganimer is so practiced a liar that his sincerity will be doubted only by the most astute, if at all (until, of course, time gives him away). He can be counted on to bring up the rear of the expedition and to disappear if the going gets rough. He is a danger to anyone carrying something of value, or to anyone who has discovered the whereabouts of some bit of treasure. He is most likely to strike from behind or in the dark. He has no capacity for loyalty or self-sacrifice; he will easily sacrifice his servant, if necessary, to save himself in a pinch.

4.24 JIORD

Jiord is a tall Northman who serves Ganimer. In younger days he served Prince Araneth, a last remnant of the disposed line of the princes of Cardolan, in the ranks of his personal guard. But he had a hot temper which repeatedly caused him trouble; finally, an argument with the Prince himself caused him to be dismissed. He wandered around for a while as a warrior-for-hire, but never found a permanent home again.

One day, while in a rather disreputable tavern, he met his future master. Riscen Ganimer had been interested in finding a strong companion who could handle some of his physical labor and help protect him in tough situations. While observing Jiord from a dark corner of the tavern, Ganimer decided that this strapping Northman might be strong enough, mean enough and dumb enough to fit the bill. During the course of the evening Jiord got himself into a fierce tavern brawl with another fellow who, though smaller, was quick and resourceful (and less drunk). As the smaller fellow was getting the better of things, Ganimer slipped in close and, at the first opportunity, stabbed him in the back of the knee with his dagger. This was enough to throw the advantage to Jiord, who proceeded to finish him off with a heavy bowl and a broken bottle.

Jiord never forgot the help he received from Ganimer that night. Partly out of gratitude, and partly because his throat had been heavily damaged in the fight — to the degree that he has never been able to talk with more than a hoarse, gravelly mumble — he has given his permanent service to the glib Dunlending who has proved he can provide for the both of them.

Jiord is generally quiet in the presence of strangers, and has learned from his master some of the value of cunning over brute strength. Hence, he lets his master do the thinking and talking, and he tries to keep his temper in check until they have the greatest need for it.



4.25 BORANDIL: WARRIOR OF ARTHEDAIN

Borandil is a member of the Ohtari — the King's warriors — who is serving at Elnost. Borandil has been selected to accompany the party to ensure that the terms of the contract are met. He carries the authorization which will allow funds to be dispersed from the treasury at Carandor.

A tall warrior of mixed Dunedain, Northman and Dunlending blood — in what proportions he has no idea — Borandil has been chosen to accompany the party because of his nickname: Trollhopper. He acquired this name in an incident in the East-wood in which a patrol he was leading took to the trees to avoid a particularly dangerous Troll. The Troll was unfortunate enough to be standing under Borandil's tree as Borandil lost his perch. He landed right on the Troll's shoulder. Fortunately for Borandil, the point of his sword thrust into the neck of the Troll as he landed, killing the Troll almost instantly. Back at Elnost, Borandil tried to explain the unusual angle of the sword thrust as the result of a prodigious leap which carried him over the Troll as he landed the telling blow. His companions told a different tale, but Borandil was still tagged with the mock-heroic nickname of Trollhopper.

As can be seen from the preceding tale, Borandil lacks the stoic bravery usual to the Dunedain. He is quite capable of abandoning the group at truly critical moments. He has seen enough action, however, to stand up to any situation that does not threaten the integrity of the party.



4.3 LAYOUT OF DUILDIN HILL

Duildin Hill is a moderate-sized hill, partly wooded with a mixture of broadleaf and pine trees. It is the tallest of several hills in the area, standing some 300 feet high, and it is steep enough in most places to make the going difficult when one is not on a Dwarf path. A little gully trickles around the southwest rim of the hill, fed by underground water from several of the nearby hills. During rainy times that area gets swampy, making passage more difficult.

4.31 EXTERIORS

1. Fire (at night) or warm coals (daytime). At night a fire will be burning here in preparation for the cooking of a Troll meal. Early in the night the chances of finding a Troll attending the fire are slim (10 percent). Later, in the early hours of the morning, the chances are much better (60 percent). In the daylight the coals will still be warm, indicating recent use. Within the ashes, or nearby, may be some charred bones, but nothing of significance.

2. Paths. Made by the Dwarves for easier travel up and down the hill, these paths are about two feet wide, but in some places are starting to become overgrown.

3. Stone building. It is a small, stone structure (about 22' x 12' x 6') built into the hillside with precision (the experienced adventurer will recognize the work to be that of the Dwarves). It has three small windows on the front and one on each side. On the west side is a

set of double doors which open in, but have no handle. They are barred and blocked from the inside and are Very Hard (-20) to break through. On the east side is a regular door with a lock that is not too hard — Medium (+0) in fact — to pick. A small chimney rises above the building in the back. During the middle of the day anyone looking through the windows will see simply-furnished living quarters.

4. Helmet. A little above the base of the hill is a half-covered, tarnished silver helmet of Dunedain origin. On the inner side is an inscription (written in Adunaic) which identifies the owner as part of Elasander's personal guard. It is worth 25 silver pieces.

5. Ashes from an old fire. Within the ashes are bits of charred bones and unburnt pieces of wood.

6. Stone building. It is much like the other one — about 22' x 12' x 6', made of stone and dug into the hillside. It has only two windows, both on the north side; the inside is hard to see from without. Its doors have the same characteristics as the other building.

7. Ashes from an old fire. Deep within the ashes lies a golden-handled Dwarven dagger (worth 20 gp) which originally belonged to Duilid. Because of a special power given to it by the forgemasters of Moria, the handle will grow noticeably warm when it comes within 25 yards of a Troll.

8. Dome-shaped lookout. This short stone structure stands only 4 1/2 feet above the ground at the top of the hill. It has six narrow openings distributed evenly around the circumference, each about three feet off the ground. On the WNW side is a small door (3' square) which is hard to open (-10). Rising 1 foot above the top of the dome is a large chimney with several small flues.

9. Heavy wooden door. It is the door to the Troll hole, measuring 7' x 4'. It is partly covered by bushes on either side. Its lock is hard to pick (-10) and it is very hard to break down (-20).

4.32 INTERIORS

DWARF QUARTERS 1

1. Sitting Room. A small, plain room containing a table, four chairs and two small cupboards. In the cupboards are some moldy cakes, a bit of dried rabbit and deer meat and a half-full cask of stale ale. A door on the far side leads to an adjoining room. The door is not locked.

2. Bedroom. It is a small, neatly kept room, though it has accumulated a bit of dust. Sturdy, unlocked trunks lie at the foot of three of the beds. The first trunk contains a pair of boots, a shirt, a pair of pants, a hat, two pairs of socks, some small personal effects of little value and a purse with a little money — 6 silver pieces and 11 copper pieces.

The second trunk, which is open, contains the same items of clothing as the first. In addition, it has a purse containing 6 gp, 8 sp, 20 cp, and a skin for holding liquids. The third trunk's contents are identical to those in the second trunk. On the wall, just to the right of the door, is a chest of drawers. In the top drawer there are some pens, two small bottles of ink, two pairs of socks and a leather-bound diary. The diary is written in Khuzdul, the language of the Dwarves.

NOTE: No non-Dwarf characters will be able to read Khuzdul; also, a Dwarf translator will only give highlights of the text, so as not to compromise the secrecy of the language. The diary contains several entries which may be important to the adventurers. (See Aids, 3.42).

In the second drawer are two shirts, a hat, a belt, a vest, and an empty money purse and three iron keys, none of which fit the lock of that building. In the bottom drawer are a pair of boots, two pairs of pants, a skin and a cloak. In the pocket of the cloak are three gold pieces.

On the floor in the middle of the room is a coarsely woven wool rug, grey and white in color. On the Northern wall, to the right, is a stone fireplace. Also on the same wall is an unlocked door which leads to the digging room!

3. The Digging Room. This is a small room (about 9' x 6'). To the right of the door, on the ground, is a heavy wooden trap door (3' x 3'). On it are two iron handles, and through the handles is a 5' long iron bar, which is used to lift it up. This is one of the entrances to the Dwarf tunnels.

Also inside the room are a wheelbarrow, a pick, and a shovel. On the West side of the room are double doors which open in. A heavy wooden slat is nestled in two iron holders to bar the doors. In addition, four heavy boulders lie on the floor against the doors.

DWARF QUARTERS 2

4. Digging Room. This is a narrow access room just like (3.). The door leading to the bedroom is unlocked.

5. Bedroom. Four neatly made beds jut out from the South wall, two on either side of the fireplace. Under the pillow of the bed closest to the digging room is an iron key (which does not fit the lock in the door). On the North wall, between the two windows, is a small pantry. The pantry is empty. At the foot of each bed is a simply-fashioned wooden trunk, just like those in the other quarters. Each trunk contains a pair of pants, a shirt, a belt, a vest, a cap, a pair of socks, and a small money purse. Each purse has 3 gp, 5 sp, and 6 cp. The room has a noticeable layer of dust which has not been disturbed for some time.

DWARF COOKHOUSE/FORGEHOUSE AND LOOKOUT DOME

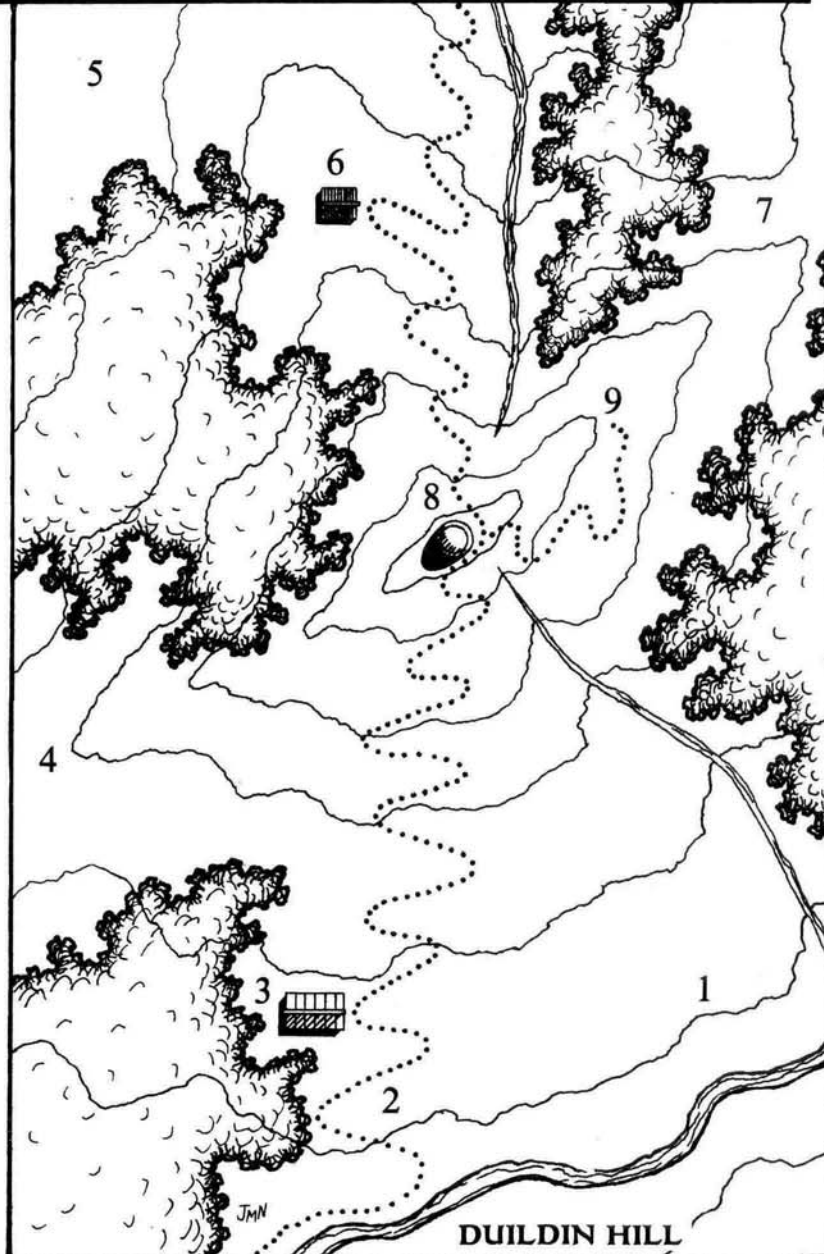
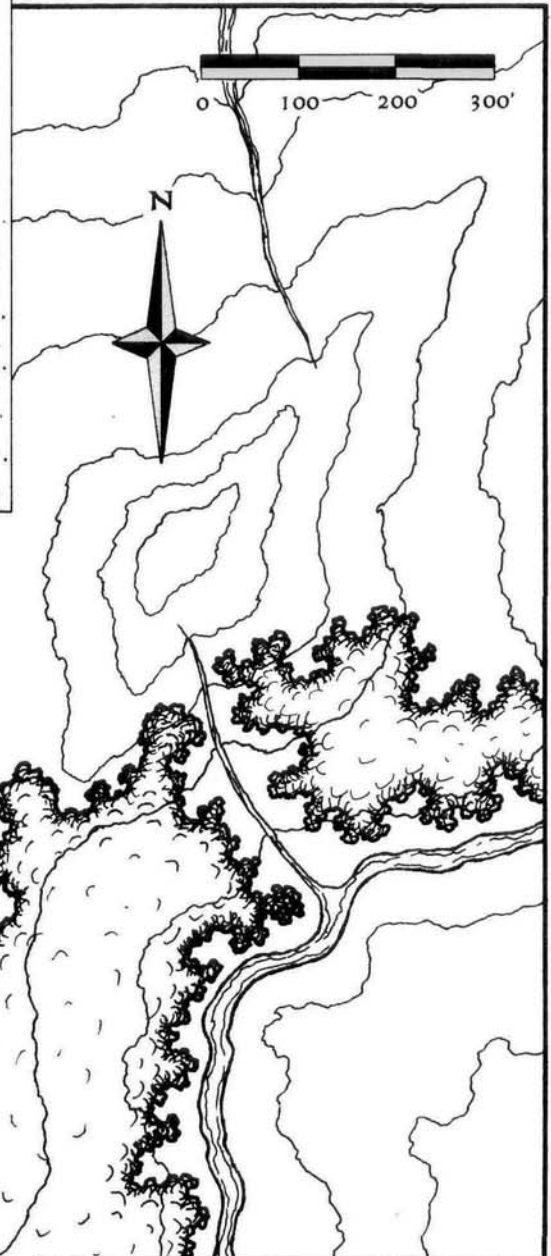
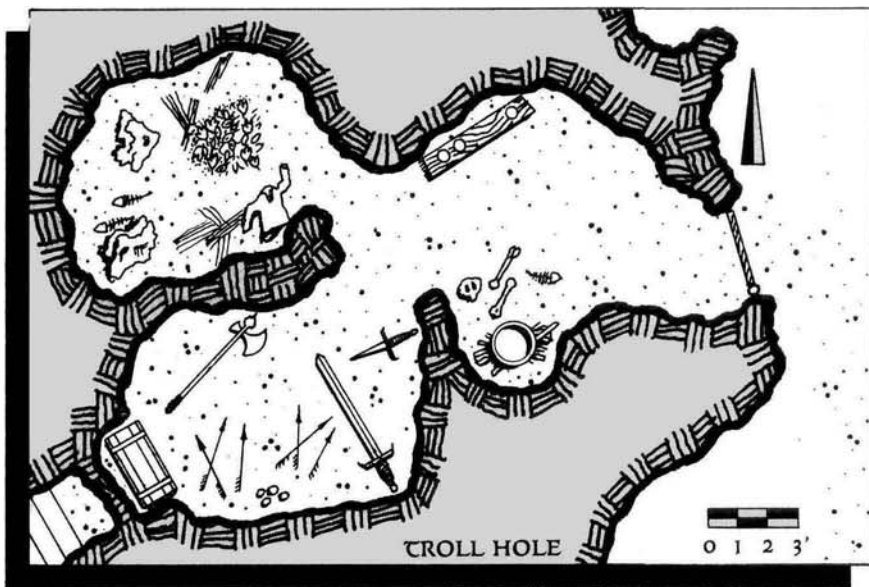
6. Forging Room. Here the ore is melted down and worked into useful items. A large, stone fire pit is at one end of the room. Suspended above it is a smelter crucible. Along the opposite wall is a large stone table, a sand-filled mold made of strong wood, and an anvil. On the table is a flat hammer, a ball hammer, tongs, a saw, and pliers. In the SE corner are two buckets and a trap door entrance to the mine below. Hanging on a hook on the wall is a pair of shears which have the ability to cut metal up to one inch thick as though it were thin fabric.

7. Cookhouse. On the opposite side of the forge pit is a more modest pit for cooking. Hanging down from the chimney are two iron hooks, on which cooking pots hang. A wooden table (6' x 4') and eight chairs take up the bulk of the room. On the Southern side is a long pantry. On top of the pantry are a number of plates, bowls, cups, utensils and carving knives. Within the pantry is some dried meat, some spoiled venison, two bags of wheat flour, a cask of water, a cask of ale, an open (and stale) cask of ale, a small assortment of vegetables and rotten fruits, and an iron key which does not fit any of the locks in this building.

Standing against the chimney, on the south side, is a ladder which leads to a trap door above. The entire room — both kitchen and forge areas — has been dug out of the hilltop. About three feet below the surface a roof was made with logs (with a slight slant), packed with clay, and then covered with earth. Because this room is entirely underground, torch stands have been attached to the walls every several feet, and torches (now unlit) have been placed in them. Above the chimney, about a foot and a half below the surface, a dome-shaped lookout room was built.

8. Lookout Room. This room, which is entered through the trap door near the chimney, was designed to give the Dwarves a view of the surrounding area and a safe place from which to shoot at intruders. Up through the middle of the room rises the chimney. Dispersed at various points about the room are bows, arrows and spears. Hanging on a nail in the chimney is a crossbow that gives off a faint glow. It is made with a springy form of iron known as Tasarang. It has a range of six hundred feet, twice that of a normal bow. In addition, it is no range subtraction up to 300'.

Six narrow windows (1' x 1/2') which are evenly spaced around the room and are about 4 1/2' off the floor, provide a view of the outside and a place from which to shoot. The room is 6' tall, with a 12' diameter. Just slightly west of north is a small (3' square) door (locked from the inside) which opens out onto the hilltop.



THE TROLL HOLE

9. Front Room. On one side are some rough-hewn shelves containing a few jars of jelly, some pieces of flint and a couple of knives. On the other side is a heavy iron cooking pot — big enough to hold two Dwarves comfortably — and some discarded remains of unfortunate victims (small bones, hair, pieces of clothing, teeth).

The stench which greets the newcomer as he enters this hole is so inhospitable, and so powerful, that he will have to summon all of his willpower to keep from bolting right away. At least one round will be spent in stunned delay by those who can force themselves to go on. Because the air is so foul, no one (except the residents) will be able to draw sufficient oxygen to fight at full strength, unless the door is left open for a full five rounds.

10. Sleeping Area. On the floor is a disgusting mixture of dirty straw, pine needles, soiled wool, matted leaves and swatches of clothing which the Trolls use to sleep on. One can find beneath the muck on the right (if one is willing to dig into it at all) a leather pouch containing 30 sp. and a signet ring bearing the seal of the House of Tarma, a noble Arthedain family. Beneath the muck on the left is a golden whistle whose sound is distracting to wolves and wargs, and will help (+ 5 DB or OB) those defending against these creatures.

11. Treasure Room. Strewn about the room is an assortment of fine things saved from victims past, as well as a few things gathered by chance. Some of the items are centuries old. The contents include:

A Dwarven axe head; two Dwarven swords (+ 10, + 20 OB); a shield with a heraldic device indicating it is also of the House of Tarma (30 gp value if returned to that House, 5 gp otherwise); two iron-headed maces; a coat of chain mail from an Arthedain soldier; a + 20 Troll-sized battle-axe (must be 95 + Strength to wield); a bronze helmet; a leather-covered hardwood shield; three daggers (10 sp each); a + 5 two-handed sword; two gold-tipped arrows (2 gp each); a gold headband which slowly constricts the wearer (it was formerly a torture device). It can be cut away with minimal damage by the Dwarven shears (see 4.32, 6); otherwise a victim takes a slash critical to get it off — or suffers a slow death by constriction if he doesn't. On the ground, near the chest, is a set of Dwarven keys which work the locks of all of the Dwarf buildings; along the walls is an assortment of silver mugs, gold rings, pendants, chains, utensils (together worth 30 gp), as well as 45 sp, 30 cp, and 13 gp.

12. Large Oak Chest. This chest was stolen from the wedding party of Sil Angham many years ago. The rest of his party was taken also, but they proved to be less durable and more delicious than the chest, which has since been used to hold and transport Troll treasure. Inside the chest are the following items: Six copper plates which enhance the flavor of any food eaten off them (15 gp each); six silver mugs which enhance the flavor of the drink in them (25 gp each); six square yards of fabric which increases the DB of the wearer if made into a garment which provides majority coverage (such as robes); a healing dagger which will cauterize any wound it is pressed against, once per hour; three trinkets which will help pacify unruly children (2 copper pieces each); two flat, hardwood paddles.

Beneath the chest is the entrance to Daldin's tunnel (#16).

TUNNEL NETWORK

13. Tunnel. From the trap door, the tunnel descends rather quickly for several feet, with a wheelbarrow path down the middle and steps on either side. At the base of the steps lie a couple of unlit torches. The main section of tunnel, which begins to slope upward after another 30' of descent, is in most places 3 to 3 1/2' wide and five to five and a half feet tall. Occasionally, where pockets of ore had been hit, the tunnel will bulge or actually branch off for a ways.

14. The divided pathway. After about 100 feet the tunnel enters a large bulge. In the middle are one large and two small 'islands' of rock. On either side of the large 'island' is a trap.

— Trap 1. This floor trap is hard Hard (-10) to discover and, once under it, Extremely Hard (-30) to avoid. Any time more than 80 lbs. weight is on the ground between the west side of the large island and the east side of the large island, the floor (metal sheets covered with packed earth) will swing open, dropping victims 30 ft., resulting in a 'B' Crush Critical. The trap will stay open afterwards, requiring a difficult maneuver for those who did not fall into it to cross the void. Both these traps can be avoided by the Very Hard (-20) maneuver of walking the walls — a task Extremely Hard (-30) on the east side where the two small islands can interfere. The traps can also be avoided by inserting one of the iron keys which can be found in the different Dwarf quarters into a hidden receptacle (hard to discover, -10) on either end of the large island, about three feet off the ground. While the key is in place, turned counter-clockwise 1/4 turn, the passageway will be safe.

15. Treasure room. Carefully hidden within this large 'island' of rock — Hard (-10) to discover and Very Hard (-20) to open — are the most valuable items that the Dwarves possessed, as well as some of the Troll treasure that was stolen by Daldin. Its hidden door has six knobs in a circle and one in the center which must be pressed in this order to be opened: center knob first, then each of the other six in a counter-clockwise direction, then the center one again.

The treasure includes: three Dwarf-size coats of chain mail; a special sharpening stone which will sharpen blades with one stroke; a jeweled, + 10 two-handed sword (20 gp value); a Dwarven dagger with a golden blade (25gp); three hardwood shields, each with a bronze coating; a slender, one hundred foot long rope which was braided around a thread of mithril (rope can support 1000lbs weight); three steel helmets; two + 5 scimitars; two diplomatic scrolls from Arthedain, printed in gold letters which have been smudged beyond recognition; a small tunic of spun gold (35 gp); four Dwarven axes; a set of spiked iron gloves and shoes which enable the wearer to climb up a vertical rock; a dozen silver-tipped arrows; three steel + 10 short swords; a silver flask which purifies rancid water; three gold chains (15 gp each); 45 cp, 50 sp, 20 gp.

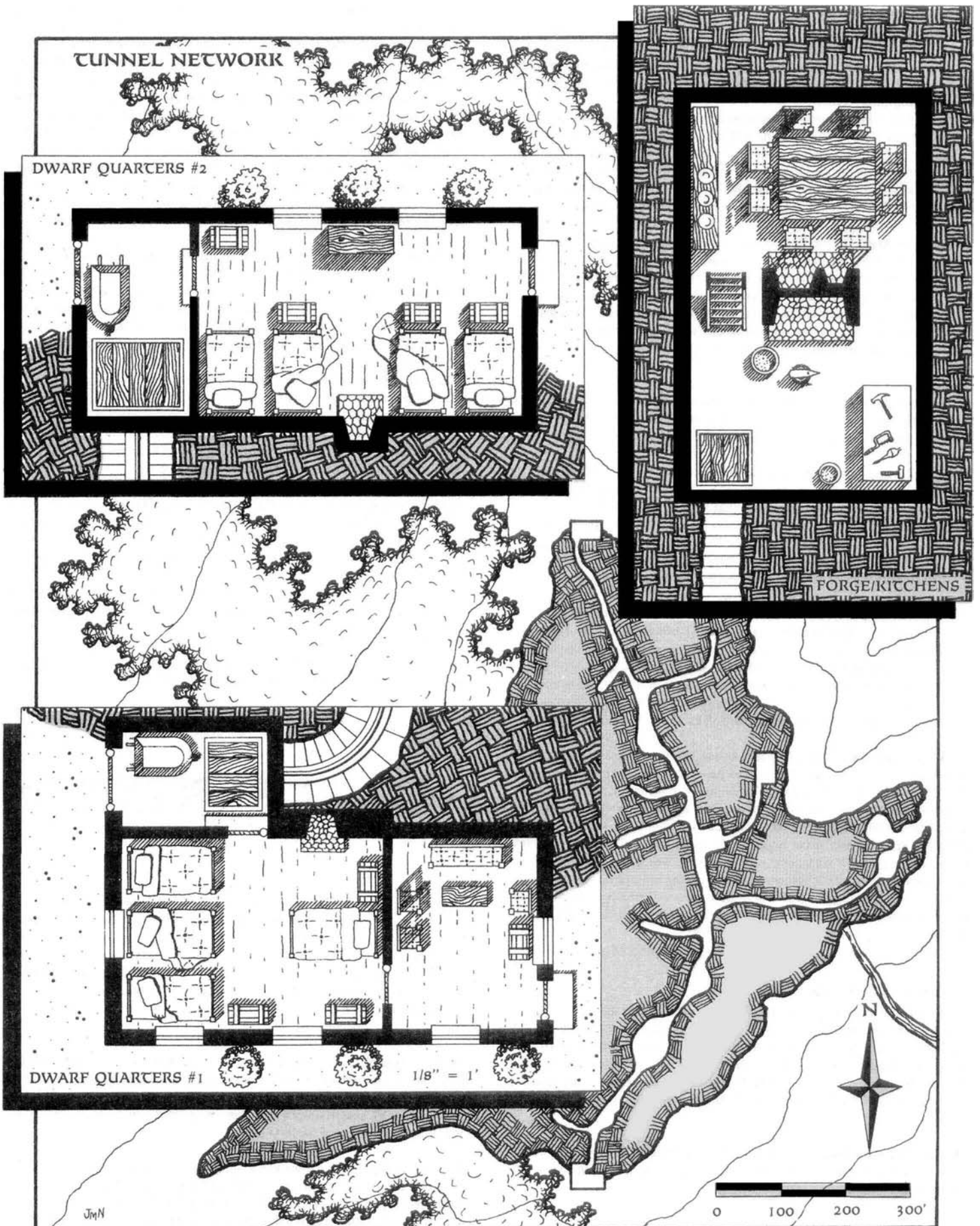
Beyond this room the tunnel proceeds for several yards and then has a short branch off to the left. After that, on the right side, is a hidden door, unlocked but Hard (-10) to discover, which leads to tunnel (#16), which goes to the Troll treasure room. Coming from the (#16) side, the door is obvious, but the method of opening it is not: it slides to a horizontal position when pushed from the top. After a few more yards the tunnel runs into the ore depository (#17).



17. Ore depository. Here the two main tunnels meet, just below the forgehouse. In this little room (8' x 6'), the Dwarves deposited their useful ore. There are currently three piles there, one mostly of iron, one mostly of copper, and one mostly of tin. All the bits of ore have some value, but cannot be very useful to the adventurer. On the ground also are two unlit torches and an oil lamp which will light at the touch of a hand. Up a steep, winding grade, with steps cut on either side of a wheelbarrow path, is the entrance to the forgehouse.

18. Main tunnel #2. This tunnel leads uneventfully to the Dwarf Quarters (#2). At the bottom of the steps leading up to the building are two unlit torches. Along its way the tunnel has several bulges and short branches; but the only significant offshoot is the deep mine (#19) which shoots off to the West just after the ore room (#17).

19. Deep mine. This is a walkable shaft, but it has a steep grade (30-35 degrees). It goes down for about 100 feet. Because of very serious ore extraction done in this shaft, its shape is irregular. The only thing of value here is a rather spherical uncut ruby (80 gp) which fell out of one of the Dwarves' pockets and rolled down to the bottom.



4.43 OBSTACLES

The terrain, full of trees, rocks, and sometimes-obtrusive undergrowth, will slow down the movement of those unfamiliar with the terrain — especially at night. The wolves, when a light breeze prevails and blows their way (about 50%) of the time, will pick up the scent of the intruders up to 100 yards away. If either does, he will howl to the Trolls. During the day, when they're inside, they will pick up an intruder's scent only when he is within 20 feet.

The only traps to be encountered are the two in the Dwarf tunnel on both sides of the treasure vault. They are important, however, since no one can get to the Dwarves' treasure or sneak up on the Troll treasure from the first building, without going past them.

4.44 REWARDS

The local farmers have offered 10 sp to the person or group that can offer proof of killing the local Trolls. In addition, they will provide that person or group with as much food as they can carry, and will shower them with gratitude (gratitude being no small reward to the truly noble — or terminally naive — adventurer). Elasander, the local governor, may also be able to raise a royal bounty for the creatures (up to 50gp) but proof of killing the Trolls would have to be provided.

Clearing the Trolls out of this section will also put the party further on the way to completing the larger task, which offers greater rewards.

4.4 THE TASK

The main objective is to clear the local woods of Trolls — for the sake of both the pathway and the local farmers. All the while, the adventurers should be on the lookout for money and treasure accumulated by (or overlooked by) the Trolls.

4.41 STARTING THE PLAYERS

The players, including pregenerated PCs, should start at the Archel farmhouse. Farmer Archel has provided directions for the adventurers to take (NW, into the woods). Between two and three miles away stands the hill where the Dwarven buildings are. These buildings will be visible in the daytime from about a mile away — if one has a fairly unobstructed view. At night a fire will be burning at the base of the hill (SE side) and will be noticeable over a mile away from some places.

4.42 AIDS

Duildin's diary can prove useful to the adventurers if someone in the party can decipher the Khudzul writing. The most important entries in the diary include the following: the existence — though not the location — of the Dwarves' treasure vault; mention of the Trolls, of the location of their hole and of the wolves that accompany them. In addition to this information, they can learn the history of the Dwarves since their arrival at Dwildin Hill (if the translator wishes to pass that information on).

Name	Lvl	Hits	AT	DB	Sh	GR	Melee OB	Missile OB	MovM	Notes
Gwillam ST90, AG45, CO81, IG72, IT67, PR33, AP08	6	98	RL/7	20	N	N	70cl	85rc	0	Forest Troll. Use large Creature Criticals.
Floid ST81, AG61, CO70, IG23, IT53, PR48, AP12.	6	104	RL/7	20	N	N	92cl	90rc	0	Forest Troll. Use large Creature Criticals.
Lien Archel ST75, AG85, CO63, IG70, IT84, PR68, AP50	2	25	No/1	20	N	N	60qs	60sl	10	(Warrior). Farmer Stats typical for locals
Riscen Ganimier considerable acting skill. ST56, AG96, CO66, IG89, IT70, PR96, AP65.	4	54	SL/5	40	Y	N	70ss	60da	25	Scout/Thief. Very charismatic;
Jiord IG39, IT45, PR70, AP92	3	55	Ch/14	25	Y	L	85ha	65sb	10	Warrior/Rogue ST95, AG93, CO86,
Borandil PR90, AP82.	3	60	Ch/13	30	Y	N	80bs	95lb	20	Ranger. ST92, AG99, CO85, IG89, IT58,

KEY

* — Indicates shield is a spell rather than physical.

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.

Stats: Ag — Agility, Co — Constitution, SD — Self-Discipline, Me — Memory, Re — Reasoning, St — Strength, Qu — Quickness, Pr — Presence, Em — Empathy, In — Intuition. For **MERP**, average Re and Me for Intelligence.

Skills: Most skills are self-explanatory: S/H — Stalking and Hiding, Per — Perception, Amb — Ambush, Acrob — Acrobatics, etc.

Also mentioned earlier was the useful offer made by the local farmers to provide an animal or two to be used as decoys. Trolls are the kind of creatures who will eagerly go after easy prey, and will almost never suspect a trap.

4.5 ENCOUNTERS

The following beings or groups are likely encounter possibilities as the adventure progresses.

4.51 THE WOLVES

Upon first detecting an intruder, the wolves will neither attack nor run away, but will alert the Trolls, as is their habit. Both wolves look intimidating and have acquired nasty dispositions (living with the Trolls will cause these things), but most of the time they rely on the Trolls to do the heavy work. They will defend themselves fiercely in an even situation, but will run off when clearly overmatched.

The one place where they will be genuinely aggressive is in the Dwarf tunnels. They have the sense that the tunnels are their home, and also know that they are on their own (the Trolls can't fit in to help).

4.52 GWILLAM

Gwilam the Troll is not exactly a gourmet, but he worships at the altar of food with a passion unsurpassed by any in Middle-earth. He wields his heavy spear energetically to ensure that his god never goes long without a sacrificial victim.

Under no circumstances will he retreat from a fight with some potential meal, but he is just smart enough to attempt to chase his prey indoors or underground as sunrise nears. When indoors, especially in cramped places, he will lose some of his mobility. In his own Troll hole, however, he will fight even more fiercely, for he is also enthusiastic about his possessions, and guards them jealously.

Of the two Trolls, Gwilam is the more likely to respond first to a warning from one of the wolves; hence, he will be in the lead in such a case.

4.53 FLOID

Floid lives to kill as much as he kills to live. Inside or out, he will pursue any potential victim with reckless abandon. He is the type to kill, eat, and belch first, then not bother to ask any questions at all. He uses a heavy club for his sport, believing it to be a more intimate weapon of destruction than others, and prefers, whenever possible, to finish off the wounded victims with just his hands and teeth.

This enthusiasm, however, leaves him vulnerable to a carefully planned trap, and has more than once brought him close to missing his sunrise curfew. If he can be lured into one of the Dwarf buildings, or through them into the tunnels, his effectiveness will be severely hampered.

Early in the evening, provided the wolves haven't sounded an alarm, the chances of encountering the Trolls separately is about 70% (01 — 70 on d100). Late in the evening, or after an alarm, the chance is about 10% (01 — 10). When the two Trolls are fighting together, their extensive experience at coordinated attacks will add +5 to their DB and OB.

4.54 RISCEN GANIMER

Ganimer will pretend to be an enthusiastic member of any expedition that he's with, as long as it is convenient. When serious trouble arises he will flee; but, when he's with others he will first direct at least one of them to engage in a frontal assault/defense, claiming that he will make a move to get to their opponent's rear.

When Riscen Ganimer is alone with anyone who is likely to be carrying something valuable, or when he wants to gain sole possession of some treasure that they know about, he will attack them from behind at the first opportunity (or even frontally if he has Jiord's help). If he meets with serious resistance he will seek to flee (or summon Jiord). If he can't get away or get help he will fight to protect himself — usually with dagger lunges at the legs and groin, or something thrown at the eyes. He is not a strong conventional fighter, and so will fight that way only as a last resort.



4.55 JIORD

Jiord will make sure he is not in the front ranks in any fight with Trolls. Otherwise, he will do his master's bidding. He will leave the thinking to his master also. Hence, he will not attack a member of the expedition unless asked by Ganimer, except when he is severely provoked. He will pocket any treasure he sees without informing anyone, including his master. Also, he will not remain in a fight long if he sees Ganimer deserting it.

Given the right circumstances (immediate danger to all with no time to escape) Jiord's strength and fighting ability can be a real help to the Troll-hunters.

5.0 ADVENTURE AT THE VILLAGE OF GARKASH

The Orc village of Garkash lies in a small gully nestled between a large hill to the north and two small hillocks to the south. A small stream flows through the gully which is only four to five feet wide and at no point is more than one foot deep; hence, it is very easy to ford.

The village was founded nearly ten years ago by its current chief, Shardakh. Shardakh has modified the landscape around the village to strengthen the village defenses. By felling trees on the hills above the village, the gap between the larger hill and one of the hillocks has been bridged, completely covering over the village. This has created a common area between the cavern entrances of the actual Orc lairs. This common area is "home" to several "pariah" Orcs — Orcs from outside the tribe who work the village mine but are not trusted to live in the regular caverns. The common area is murky enough even in the daylight to allow the light-fearing Orcs to remain active. Nevertheless, any Orcs found in this area during daylight hours will probably be asleep.

The proposed path the adventurers are following will pass directly across the log "bridge" covering the Orc dens. The nature of the bridge and the entrance to the village are concealed well enough to fool most passersby, but two small wisps of smoke rising out of the rock in the larger hill should alert the adventure party to the presence of a settlement.

5.2 THE NPCs

5.21 SHARDAKH

Shardakh is chief of the Orc tribe. He is large and heavily muscled, the most physically imposing member of the tribe. An *Uruk*, Shardakh maintains his rule by relentless use of physical force — rarely to the point of death or serious physical injury, but enough to keep the warriors cowed. In addition, Shardakh will never appear amongst the tribe without one of his personal bodyguards at his side. Though not especially bright, Shardakh's rough style of leadership works well on the Orcish mentality. The village has prospered under his leadership.

Enhancing Shardakh's physical dominance is an iron gauntlet he wears on his right hand at all times. The gauntlet has magical properties that make it a valuable find for the adventurer. Though no heavier to the user than if it were made of leather, it adds 50 pounds of smashing force to any blow delivered by the wearer (+5 to hits delivered, +10 to Critical Hits). It has a similar effect on blows delivered with a weapon held in the right hand. The gauntlet also acts as full strength plate armor against any blow delivered to the hand.

5.22 MALKUR

Malkur is a "pariah" Orc, one of the tribeless Orcs who camp in the village common land outside the caverns. Unknown to Shardakh or Mardrash, Malkur is one of the chief assassins among the Orcs who serve the Witch-king at Carn Dum, the capital of Angmar. He is in the village merely to check up on Mardrash (see below). He has found no reason to distrust any of the Orcs or priests and will soon move on. To the adventurer, however, he presents a danger. As an assassin, he has acquired refined thieving and fighting skills. Even though he carries no weapon as part of his assumed identity, he is a formidable adversary, adept at stealth and practiced in unarmed combat.

5.23 MARDRASH

Mardrash is the Chief Priest of Temple Hengroth, charged with training promising local followers of the Witch-king in the art of Dark Magic. Mardrash is a human of Variag descent; all his acolytes are of Dunlending origin, however. Mardrag is not particularly fond of his students; he doubts they hold the same reverence for the Dark Master that he holds. Mardrash is even more disdainful of the Orcs of the village. He dislikes Orcs anyway and hasn't found any reason not to dislike these as well. It is difficult to see why Mardrash dislikes Orcs; he is uncouth, unkempt, foul-mouthed and ill-tempered — all qualities he shares with them. He manages enough of a veneer of civility to keep relations with Shardakh cordial. He does appreciate the added security the village provides his temple.

In his position as a priest of the Dark Religion, Mardrash possesses a rod and amulet of power, both bearing the sign of the Eye. The amulet must be worn on the forehead while using the rod for it to exhibit any sign of Black Magical power. The rod acts as a spell power enhancer for all Black Magical spells (x3 range or intensity). The use of these artifacts, or, indeed, the use of black magic spells, has a corrupting effect on the user. Any adventurer who retains these items and uses them to cast Dark spells will find his actions and his attitudes affected, slowly being seduced to the lure of evil. (For play purposes, the GM needs to take a hand, directing the Player's actions if need be.) These items have great resale value, though, fetching upwards of 1200 gp apiece if the seller patiently searches out an appropriate buyer (a Lord who secretly wants to skill himself in the Dark arts, for example).

Note: The GM must use his discretion in regards to those items having a resale value listed. Such items, particularly those with a high money value, can only be sold in the larger town and only after some effort on the part of the player. The GM should probably roll to determine whether a buyer even exists for each unusual item. Attempting to sell an item of Dark Magic should also constitute a hazard in its own right, with the possibility of encounters with agents of the Dark forces or with suspicious local officials.

5.24 GORBLA

Gorbla is Chief of the Mine. He and his assistant, Gamy, share a room in the mines adjacent to the forging room. Gorbla is a master craftsman who routinely produces +5 and +10 weapons, enhanced due to their fine make rather than magic.

Gorbla is an Orc of great strength and physical prowess but he lacks any motivating ambition at this point in his life. He is no longer particularly aggressive, enjoying his craft more than killing. He is aware of the machinations of his assistant Gamy (see below) but allows Gamy to have his way more than he should.

5.25 GARNY

Garny, Gorbla's assistant, is an Orc of unusual malevolence and cunning. Garny is not at all interested in remaining in the mine; he covets the chieftainship. He hopes to lure the present Chief into the mines in order to do away with him.

5.3 THE LAYOUT OF GARKASH

GUIDE TO THE VILLAGE MAP

1. Proposed road. The two wisps of smoke — (1a) and (1b) — can be viewed from the path.

2. Pariah camp. This "camp" is the sleeping place for 4 Orcs from outside the tribe. If the party explores the common area during the daytime the Orcs are 80 percent likely (01 — 80 on d100) per Orc to be asleep. They have the barest of facilities: nests lined with straw hollowed out of the ground. These Orcs act as informal sentries: but of the 4, only one — Malkur (see 5.45 below) — will fight. All 4 are unarmed, and the other 3 lack both the courage and the training to resist a well-armed party.

3. Residence entrance. This is a former Troll hole expanded to meet the needs of the 15 to 20 Orcs who live there.

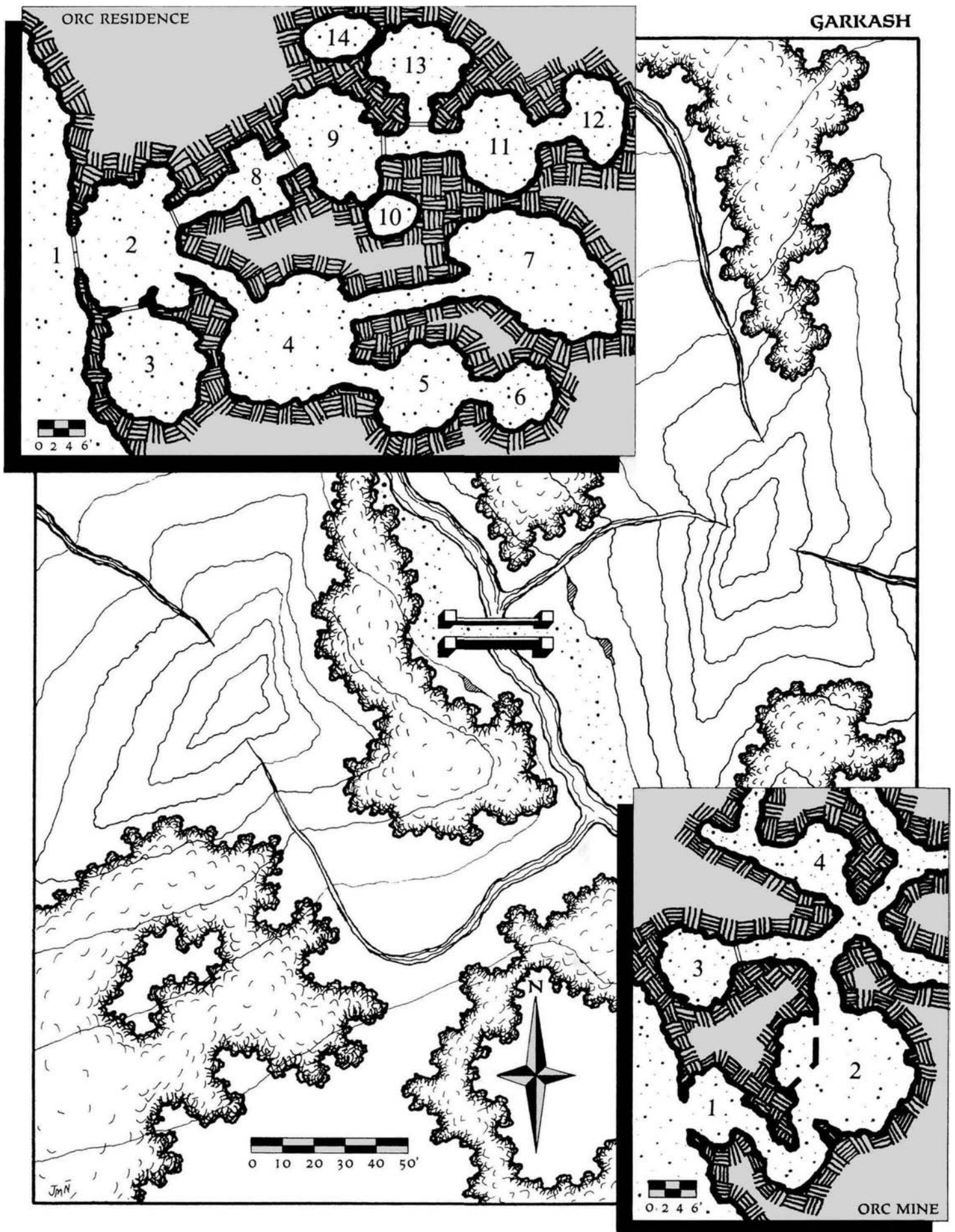
4. Mine entrance. The mine always has a complement of 2 to 4 Orcs working in rotating shifts. The mine entrance has no door, nor is it trapped.

5. Temple entrance. This is the portalway to Hengroth, a temple devoted to the worship of the Necromancer of Dol Guldur (alias Sauron of Mordor) and staffed by hand-picked men who report to the Witch-king of Angmar. The temple is not truly connected to the life of the village in any meaningful way. The Orcs of the village worship Sauron but they do not participate regularly at the Temple, which is more a monastery for the training of the acolytes. Occasionally the Temple will hold a service in which a sacrifice is offered, and the Orcs will attend for the enjoyment of the spectacle. This lack of communication between Temple and villagers means that the adventurers might actually clear the village or the temple of all residents and use the emptied space as a refuge for further adventuring.

THE CHIEF'S RESIDENCE

1. Entrance. The entrance leading into this warren is open; it is not barred in any way. The opening is about 4' wide and 11' high, tall enough to accommodate the Trolls who used to occupy this cavern.

2. Entrance Foyer. In the gloom of the entrance way the adventurers may fail to notice the two niches near the three exits leading out of this room. In these niches are two Trolls chained to the back wall. While the Trolls do not have enough slack to reach anyone approaching the exits in a straightforward fashion, adventurers who wander near these niches, or parties who approach the doors more than two abreast, invite falling into reach of the Trolls (75% (01-75) likely if randomly exploring the chamber and 50% (01-500) likelihood if not traveling single file). In addition, running all the way along the back of the chamber is a well-concealed step with about a 10" drop. Adventurers who fail to see this risk stumbling right into the hands of the Trolls (40% chance if stumbling on the step; negotiating the step if not spotted is a Very Hard (-20) Maneuver).



2a. This exit has a locked door which is trapped with a poison gas vial which is Very Hard (-20) to detect. If the vial is not detected, it has a 50 percent chance of breaking, unless the lockpicker specifies that he is trying to open the lock by turning the tumblers in a counterclockwise direction. The poison will cause anyone within a 3' radius to become paralyzed for two hours.

2b. This exit has no door or trap.

2c. This exit is barred from the foyer side but is not locked or trapped.

3. Warg den. The Orcs keep 6 Wargs in this room to be used as war mounts, the Wargs are not chained or restrained in any fashion. The Chief's Warg, the largest and most ferocious of the lot, wears a jewel-studded collar which adds a +5 defensive bonus to any Wolf, Warg, or Dog wearing it. The collar is worth 50 gp for the value of the gems alone.

4. Communal eating chamber. A single large table sits in the middle of the room with eight stools around it. Iron utensils ring the wall, some of them large enough to act as weapons. Nothing of great value is to be found in this room.

5. Kitchen. Chained to a table in the kitchen is a young girl of around five years, with dirty blond hair and blue eyes, wearing a simple wool dress. She is in a state of near shock from fright, but she is alive and is (generally) in good health. She has been abducted from a small village of Rivermen located in the deep woods along the north fork of the Caradruin. If the adventurers bother to return her to the village some ten miles distant, her family will reward them with a full meal and a small bag of copper pieces (25 in all).

Hidden in a drawer under the table is a small artifact, an enchanted pouch with a small metal shard inside. The shard is said to be from the fabled flaming sword of a Balrog from the First Age. When removed from the pouch, the shard will burst into flame. The flame is perpetual, and is only extinguished temporarily by placing it back into the pouch. A magic user familiar with fire spells will be able to cause the shard to burst into flame, causing great damage without destroying the shard (20' radius fireball x4 damage, 4 time per day. The magician must be touching the shard, however - and so within the radius...) It is also intensely evil, and capable of corrupting anyone nonevil who possesses it for long. The Orcs have the shard in the kitchen for the practical use of lighting the kitchen fire when it occasionally goes out.

6. Storage room. Mostly used as a pantry, and has little of value.

7. Communal sleeping chamber. Nine male warriors use this chamber. During the day two Orcs stand guard while the rest sleep. All Orcs found in the chamber will have 5 — 15 silver pieces, or the equivalent, on their person. They do not trust the other Orcs enough to hide anything elsewhere.

8. Chief's Guard. Two higher-level Orcs reside in these niches. The niche is both bedroom and guard chamber. One Orc stands guard during daylight hours when the chief confines himself to his chambers. The sleeping Orc will act as the Chief's personal bodyguard when the Chief moves among the other Orcs. Both Orcs are heavily rewarded for their loyal service. At the beginning of their service Shardakh gave both Orcs silver belts which formerly had been inlaid with hundreds of gems. (Shardakh had removed the gems when he gave them the belts.) Now he has one gem, always of more value than the previous one, added to the belts each month. Currently, each belt now has over a hundred gems, the least valuable worth 3 copper pieces and the most valuable worth 50 silver pieces. The total value of each belt surpasses 100 gold pieces.

8a. Door to the Chief's chambers. This door is cleverly trapped to catch the unwary. It has two locks, both Medium (+0) to open, one near the top of the door and one near the bottom. The door is hinged at these two points; opening either lock will allow the door to swing open. If the top lock is picked first the door will swing down with crushing force, causing "C" Crush Critical on the lockpicker and anyone unfortunate enough to be standing near him. If the bottom lock is picked, then the door will open as a swing door hinge at the top. Care should still be used, as the swinging door will pack a wallop (+50 Ram/Butt/Bash/Knock Down) if allowed to swing uncontrolled.

9. Chief's room. This room is actually very plain with merely a bed and a table, neither concealing secret treasure. Behind the table, however, is a secret door which is not difficult to detect.

10. Secret room. Due to his fear of assassination, Shardakh usually sleeps in this secret room. Inside, he can observe his entire room from a small crack in the rock face in the wall. He has in this chamber a bed and two weapons: a +15 composite bow and a +10 broadsword.

11. Females' chamber. As chief of the Orcs, Shardakh has control of all access to the female Orcs. He has three females in his harem at this time. All three have jewelled bands actually welded around the ankle to prevent removal. These bands, all marked with Shardakh's "S" symbol, are made of gold and are quite valuable to anyone ruthless enough to remove them (25gp worth of gold).

12. Nursery. Two infant Orcs reside here. They are not capable of resistance, but any attempt to harm them will enrage the Female Orcs in the other room (if they have not been killed or incapacitated).

13. Armory. The door to this room is locked, but not trapped. The armory contains several types of bows, swords and spears but no magic weapons. One of the spears is tipped with laen and is +20 to hit. Behind the row of spears is a secret door which is Hard (-10) to detect.

14. Treasure room. This room contains much that the adventurers might consider repulsive. The Chief keeps the head of every enemy he has killed, not to mention the flayed skins of those he especially loathed. Nonetheless, in his 20 years in the village Shardakh has amassed wealth of a kind that an adventurer might appreciate. In a small box, located under a pile of old cloaks, are two lenses of black laen clearly meant to be placed over the eyes (an iris is painted onto each lens). When placed over the eyes the lenses have the effect of greatly heightening all the wearer's other senses while obscuring sight. The GM should give the party information as to activities in all the adjoining rooms while one of the adventurers is using the lenses. The lenses have one bad feature, however. The wearer will have trouble with his vision even after the lenses are removed. This should fade completely within 10 minutes, but the character should be penalized on all combat and maneuver rolls during that time. The penalty should be -110, then reduced by 10 for each minute that passes after the lenses are removed.

In the middle of the treasure room is a cask of fine Dorwinion wine. The wine is very heady; should the players opt to test it, their movement and judgement will be suspect for an hour or so thereafter. If by chance someone samples the wine while wearing the lenses previously mentioned, the effects will be spectacular. The character will have significant information revealed to him about several locations within the village and possibly even information about far away places. Within a large chest near the wine can be found several bags of coin (23 gp, 345 sp, 211 cp total), a sack with 80 small gems (total value 50 gp) and several flasks. Each of the four flasks contains a medicinal potion. Three of the potions will heal 10-50 hit points, but the fourth is from an herb that causes the Orc to experience a feeling of euphoria but will cause the non-orcish adventurer to experience vivid imaginings and wild paranoia lasting about three hours. Any combat situation is likely to unhinge the adventurer thus affected: he will lash out randomly against anyone, friend or foe coming within range of his weapon. If this character is using a bow, he should be considered to be firing in a random direction continuously until his arrows run out.



THE MINE

The Orc villagers have recently begun tunneling into the larger hill from an old Troll hole next to the residence chamber. The Troll hole was originally being expanded to act as an additional living space to house the Chief and his harem so as to isolate them from the rest of the tribe. Once tunneling began it was discovered that the rock bore traces of iron. While the deposit was not particularly rich, for the Orcs of the village it provided them with the justification to set up a forge, and they began working all manner of metals with good effect. (Orcs can be good craftsmen, given the chance). In charge of the mine is Gorbila, who shares a chamber within the mine with his apprentice. The mine is worked chiefly by the "pariah" Orcs, with some grudging assistance from the warrior Orcs.

1. Entrance chamber. The remnant of the old Troll hole, this chamber is made to appear as exactly that: an old Troll hole. The mine has no entrance door, but refuse from the Orcs' grisly meals is left in this chamber to dissuade any trespasser, both by its gruesome appearance and its ghastly smell. No sign of Orc inhabitation is to be found in this chamber and no treasure either.

2. Forge room. In the northeast corner of the room is the actual forge. It burns burns no charcoal to achieve operating temperatures, for in the middle of the fire is a "log" made from a remnant of one of the great ships that carried the Noldor Elves from the Undying Lands back to Middle-earth. This wood burns slowly, one log lasting many years yet burning with a great heat, sufficient to work any metal other than mithril. Needless to say, the Elves would never use this prized wood for such a base purpose.

In the SE corner of the forge chamber is a small guard room. On the occasions when neither Gorbila nor his assistant are at the forge, this chamber is occupied by a reliable Orc who acts as guard. The room has two doors and two windows facing into the forge room; both are merely openings — the guard room is merely a station. The guard room is bare save for a small weapons rack on the wall, holding — at the moment — two spears. In the middle of the chamber stands a table with a helmet-sized metal bowl on it.

The table and bowl are for the frequent occasions when Gorbila gets the Orcs together for a game of gramakh. Gramakh is both a game of skill and chance, since the fun of gramakh is in the wagering. To play, the players take turns placing on their heads a metal bowl while the other players take turns slapping the bowl with the flat of their hands. This continues until either the player wearing the bowl passes out or the other players tire of hurting their hands. The betting consists of accurately predicting how many blows the player can take before he passes out. The betting grows so intense that some of the Orcs in the village are missing fingers due to rash bets lost to players who gladly collect such winnings.

Gorbila is an especially accomplished player of gramakh. His great strength, derived from spending many years working at the forge, gives him a winning edge. The Mine Chief can often deliver the telling blow at just the right time to collect his bet. At the moment he is 256 silver pieces to the good. He keeps this booty hidden in a guard room in a crevice in the wall where the western corner of the room meets the ceiling. The guard room is only dimly lit, and this crevice as in the most poorly lit part of the room. The crevice is also hidden by a stone that Gorbila has wedged into the opening. While not particularly heavy, the stone is difficult to remove from its hard-to-reach position, the operation considered a Hard (-10) maneuver on the Maneuver Table, with a possibility of an "A" hit on the Crush Critical Table. If the character performing the maneuver is especially strong or dexterous, the difficulty can be downgraded to a Medium (+0) difficulty.

3. Gorbila's chamber. In the north corner of the chamber is Gorbila's bed, and in the southeast corner is where the apprentice sleeps. At the foot of Gorbila's bed is a large chest. Inside the chest is an assortment of clothes and personal effects, none of any great value. At the bottom of the chest, however, is a secret compartment which contains a slender, ornate dagger. The dagger is well crafted and would fetch 300 gold pieces at the market in Fornost Erain. It also has additional uses which might prove handy to the adventurers: the dagger is used as a key to enter the Temple (see below) or it can be used in combat as a +20 dagger due to its magical properties.

4. Mine proper. The rest of the mine contains nothing portable that would be of any value to the adventurers. Should the party explore this area, then the GM must consult the Random Encounter Chart to see if the party runs into the 3 to 4 Orcs that will be in this part of the mine at any given time.

HENGROTH: A TEMPLE OF THE EYE

Located on the smaller hill under cover of the "bridge", Hengroth is a temple in service to Sauron. It should be noted, though, that the Temple is not really meant for religious worship, although it occasionally serves that function. It is actually used for the training of mages who will spread the power of Sauron but do not derive their own power from the Dark Lord. They are spell-casters who use Essence, a power found in all living things, in a way that perverts this power and destroys or enslaves living things. Hengroth currently serves the plans of the Witch-king of Angmar in his attempt to destroy Arthedain. The acolytes of the temple are of Dunlending origin. They will be sent out to sway their fellow Dunlendings to strike against the remaining Dunedain in Rhodaur and Cardolan as well as in the surviving Kingdom of Arthedain.

1. Door. This door has an unusual locking mechanism, in which a special knife must be inserted into a slot in the door to unlock it — otherwise it is Extremely Hard (-30) to pick. The order has two such knives: one kept constantly in the possession of the head priest, one given to parties leaving the temple on errands. When this knife is not being used it is also in the keeping of Mardrash. Attempts to pick this lock will succeed, but the magic stored in the locking mechanism will be released all at once, delivering a "B" electricity critical to the "successful" lockpicker.

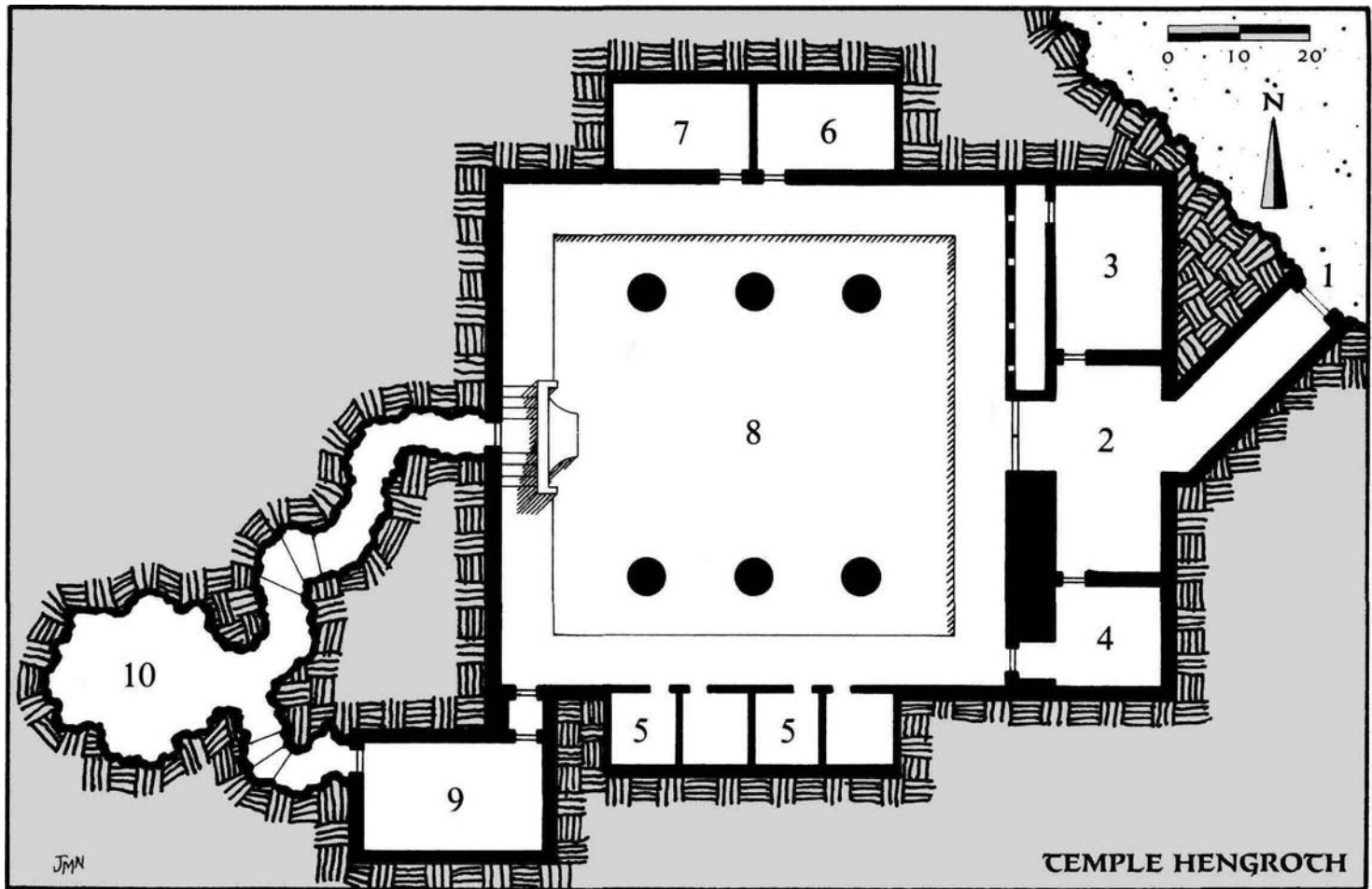
2. Antechamber. This room is unoccupied and bare save for several cloaks hanging along the NE wall. These cloaks allow all who wear them to "fade into the night"; i.e., they have a +30 to Hiding maneuvers, even with a full moon. This restriction even applies to such creatures as Elves, Orcs and Dwarves who normally have superior night vision. These cloaks, however, have a negative effect when used during daylight hours; those who wear them in bright sunlight will be even more visible than otherwise (-50 to hiding).

3. Guard chamber. A trusted acolyte occupies this room at all times; not using it as a sleeping chamber but as an office of sorts. The room doubles as the armory for the temple, storing a small collection of weapons for the occasional moments when the priests feel called upon to use ordinary means of attack. The weapons are not magical and are not even especially well crafted. The priests prefer to use their highly developed abilities in the realm of Dark magic.

Behind a rack of spears is a well concealed — Very Hard (-20) to detect — door leading into a small chamber that can be used to spy out into the temple proper without fear of detection. The guard is frequently in this chamber (50% likelihood; 01-50). If he spots intruders in the Temple area, his first act will be to quietly seal the main temple doors behind them and then go for help. If the guard is not in this secret chamber he is likely to be patrolling the antechamber and the Temple proper.

4. Cell. All future sacrifices — animal, human, or otherwise — are kept in this holding chamber. The temple holds such rituals about once a month with whichever creature is available. Currently the cell holds two victims: a Human Ranger and a large Dog who the ranger has named *Baran*. The Dog has become especially attached to the human and will obey him if they are released together. If left to his own devices Baran will follow the group, but he will run if the party is seriously attacked. The exception to this general rule is if the party is set upon by Orcs. The dog holds a special hatred for Orcs and will attack them on sight. The human (his name is *Theoren*) is a Ranger of Northman origin. Not only will he assist the party, but he will provide the story which will draw the group into the adventure in section 6. (see 5.42).

5. Acolytes' chambers. These are four sparsely furnished cells for the novitiates of the order. The acolytes are most often to be found in these rooms, studying. The four acolytes are to be considered level 0 since they have no real magic power as of yet. All have copies of the *Morthonicurum*, the text of the Dark power. These texts are useless for the actual casting of spells; they contain no magic of this kind. Anyone, however, wishing to gain entry into the Dark orders will find the *Morthonicurum* invaluable. Study of the book is basic in making changes in the thought passageways to enable the casting of Dark spells and incantations. The books therefore are valuable in their own way and will fetch upwards of 100 gp in the underground market. Characters may retain these books if they wish but should be warned that reading the *Morthonicurum* will decay the soul.



6. Thuram's Chamber. Thuram is a priest of the order, a man of Easterling origin (even Thuram isn't sure exactly of his racial mix) who is now second in command of the Temple. Thuram has concentrated his study of Dark magic on barring ways, and is an expert in most spells that control doors and locks. He casts the spell that keeps the outer door shut and can perform the same magic on any door within the temple. Close inspection of Thuram's person will reveal that his right hand (hidden by a glove) is artificial, constructed of iron and silver. This hand has been imbued with power in its own right. If removed from Thuram's body the hand will continue to function and will have the same effect as a fourth level unbarring spell. The hand can be used to open doors four times a day.

Thuram's chamber is modest in size, with merely a bed and a table and chair. The table contains three scrolls, each one containing an experimental spell of Thuram's devising. One scroll causes a door to become as strong as if it were plated with iron, barring all attempts to break the door down without the use of weapons. The second scroll creates an illusion of a 5' x 5' trap door. A party thus fooled will sustain damage as if they had fallen into a real trap door. The third scroll causes a very powerful locking spell on a door. It should be emphasized that the party will not know what these spells do by casually reading them. They must cast them and hope for the best.

7. Senzal's room. Senzal is another full priest of the order. Responsible for the instruction of the novitiates, he is especially skilled in the Black Arts. Senzal can deliver a deadly mindblast, and has instructed his pupils in the rudiments of the art. Each of the novices can deliver a mind assault that will cause a feeling of unease similar to, but slightly less powerful than, a *Fear* spell. The spell causes hesitation on the part of the adventurers who fail to resist. They will delay several seconds (1 round) before attempting to initiate combat or a maneuver.

Senzal has the most lavishly appointed room of all the priests; even more sumptuous than Mardrash's room. He sleeps on a luxurious bed made of fine hardwood studded with small gems (50 gems total; none worth more than 1 gp). In the corner of the room opposite the bed is a large, plush chair with a reading table beside it. In the reading table is a secret compartment which can be reached through the bottom of the table. Inside the compartment is a special pair of eyeglasses Senzal uses in his study of the black arts.

The eyeglasses allow easy reading of the often confusing texts of Dark Magic which Senzal stores in his room. Adventurers who are magic users above the second level will be able to use the glasses, but still run the danger of causing themselves harm by reading the powerful magic of Senzal's texts.

On the wall beside the chair is a small bookshelf with twenty books, all of them concerning dark magic. Even Senzal can comprehend only a small portion of the magic contained therein; it would be suicide for the adventurers to blithely experiment with these spells. However, the books have high resale value and would probably fetch 1500 gold pieces for the lot and 60 gp apiece if sold individually.

8. Main chamber. The main chamber of the temple is square in shape, with six iron pillars supporting the roof. At the north end of the room is the altar where sacrifices are made and the Chief Priest holds forth in the ritual ceremonies. Each of the six pillars has several torches mounted at around eye level. These torches can be removed and carried easily. On the western wall of the chamber is the portals to the acolyte's chambers. These openings have no doors, and the acolytes can easily hear any unusual noise coming from the chamber. On the eastern wall are two doors leading into the chambers of Senzal and Thuram. The door to Thuram's chamber is magically locked and will yield only to force applied to the door itself which if of simple reinforced wood. The door to Senzal's room is locked — not magically, but the lock is Very Hard (-20) to open.

In the northwestern corner of the room is a door leading to the passageway to Mardrash's chamber. This door has the same sort of locking device as that found on the outside door to the Temple, with the same results if picked.

THE ALTAR

The altar has been cut from a single massive stone of volcanic origin. It is solid black except for a lidless eye mounted into the front of the altar fashioned of red laen. The eye can be used by either Mardrash or Senzal to contact the Witch-king in the event of some emergency to the temple, and in addition it emanates an evil magic which will cause the party to lose 25 percent of their speed and strength if they remove the eye and carry it with them. It is an artifact of great value, however.

The altar has a speaking platform which can be reached by a flight of stairs. At the rear of the platform is a secret door which is Medium (+0) to detect.

9. Mardrash's room. The inner door actually leading into Mardrash's room is locked and trapped with a contact poison which will cause nausea in the lockpicker if he attempts the maneuver barehanded. The nausea will last 5 minutes (30 rounds) and combat effectiveness will be reduced by 40 for the duration.

The room is decorated in such a fashion as to appear as dreary as possible. The blacks and dark browns of the room will cause it to appear dimly lit even if brightly lit with torches - or even an illuminating spell. All the walls of the room are covered over in black silk wall hangings, each of which is decorated in red threads which show scenes depicting the triumph of Sauron over the Elves of Hollin (Eregion). Behind one of the hangings is a secret door that is difficult to detect even if the wall hangings are removed.

The only item of furniture in the room is a large circular bed. The bed actually revolves — Very Hard (-20) to discover, and if the party turns the bed 180 degrees or more a secret compartment in the base of the bed will be revealed. Inside the compartment is a sack of gold coins with 85 coins and a small statuette of a dragon. If touched, the dragon will emit a quite frightening and realistic burst of flame — realistic enough to cause 2D10 hit points damage to anyone standing in the way.

10. Demon room. This room is reached through either the secret door leading out of Mardrash's room or the one behind the altar.

The room itself is not furnished. The only ornamentation is a beautifully tiled floor with the pattern of an eye in the eastern part of the room. Hidden under the tiles in the very center of the eye is a scroll of demon summoning. The demons that can be summoned by the scroll are not extremely powerful, but if the party attempts to read the scroll while near the eye they will get the chance to find this out for themselves (see the Random Encounter Chart).

5.4 THE TASK

This adventure most closely follows the conditions set out in the introduction. The Orc village is directly on the line of the proposed path. The party should either clear out of the village and the Temple or bring evidence of the size and strength of the village to Carandor. These are the only options the party can entertain and still fulfill the terms of their agreement.

5.41 STARTING THE PLAYERS

After checking for random encounters between Duildin Hill and the village the party should find itself at the south end of the "bridge" that spans the gully. The party should be informed of the two small wisps of smoke rising from the larger hill. Two paths lead down into the gully from either end of the bridge; they should be described as disguised but obviously in use.

5.42 AIDS

The party will have no advance warning or help with this adventure.

5.43 OBSTACLES

There are no traps on the exterior of the caverns. The only danger outside the tunnels is the Orc camp in the common area. These Orcs are not absolutely certain to raise the alarm since they owe little loyalty to Shardakh, but they might still make enough noise in their retreat to alert the warriors.

5.44 REWARDS

This is the last adventure before the party can collect its 20 gp reward. The party must decide at this point if they intend to go onward to Carandor.

In addition, if the group has rescued the Northman Ranger — Theoren — they will hear the following tale:

"Several months ago I set out with Feorna and Vilimar, two of my kinsmen, from my village of Jurda, into the heart of the East-wood. We went in search of the fabled treasure of King Beregor. I am afraid I set out in too light/leaned a mood, for I had no expectation of finding anything. "Searching for the lost treasure" was the excuse in Jurda for those who found a day walking in the cool woods more pleasurable than a day at the plow. I myself was happy to join Feorna and Vilir; Feorna had promised me five copper pieces to act as guide, since I was more accustomed to travel in the deep woods. If I did not take our outing seriously, it was obvious that Feorna did. We knew she was the most knowledgeable of all our people when it came to lore about the legendary treasure. Feorna had decided that the best place to look for the treasure was in a gorge deep in the Eastwood we call Maes Fao, or "Death's Hole" in the common tongue.

"Despite its fell name Maes Fao was only thought to be dangerous for the sheer rock walls of the gorge which made entry into Maes Fao difficult — but by no means impossible. It was once thought that Maes Fao was cursed or haunted, but over the years several treasure seekers have returned unharmed, although a little shaken by the experience. In the last few years, though, all treasure seekers have failed to return from Maes Fao. We thought that they must have come to some ill fate because of their own clumsiness, since they were clearly unfamiliar with the area and relied on "maps" whose origin was uncertain; as far as I could tell, the maps were not made by anyone I know to have travelled to the gorge.

"We decided to approach Maes Fao carefully, using a little-known path leading to the cliff wall above the gorge. Lowering ourselves down into the gorge with ropes, we wandered around for a bit until we came upon a grove of ancient trees. The grove was unusual in that the trees were set closer together than the few other trees in the gorge, seemingly planted by some long-dead hand. On close inspection we found that one of the trees was not of wood at all but was carved out of stone and bore an inscription. I could not read the strange writing but Feorna could; although by the light of one torch (for it was now after sundown) she had trouble making out the exact wording. It was at this moment, though, that our group was set upon by a parry of Trolls! We knew we had little chance against these brutes so we made for the ropes. Only I was successful; both Feorna and Vilimar were caught and I know nothing of what became of them. I hurried as fast as I could toward our village to get help, but, having eluded one danger, I fell blindly into another and was captured by Orcs as I slept. They brought me here, where I awaited a dire fate."

Theoren might even be convinced to go along, especially if offered a cut of the treasure.

5.45 ENCOUNTERS

The following personages are likely to be encountered by the PC's and a brief profile of each is provided.

SHARDAKH

He is aggressive at all times. He never parlays, preferring to dictate terms to a defeated foe. He is no fool; he will run if the circumstances call for it. In combat Shardakh relies heavily on his gauntlet of power to deliver the decisive blow. He has no subtlety whatsoever in his approach, knowing that his clumsiness can only be offset by his great natural strength augmented by his magic gauntlet. Should the party capture Shardakh, he might give treasure-finding clues in exchange for his release. He will never, however, lead a party to his own treasure room.

MALKUR

Malkur is the antithesis of Shardakh in most ways. He carries no weapon — as part of his guise — and must rely on subtlety and cunning in unarmed combat. If confronted, Malkur will attempt to slip away and circle behind the party for an easier kill. If he has no escape, Malkur will use his facile wit to talk himself out of a scrape. Malkur is one of the few Orcs with a proficiency in mannish tongues other than Westron; he will use this talent to tell convincing but utterly fabricated stories of himself, the village, the Chief's lair or the Temple. Since he has never been in the Chief's lair or the Temple his stories should fall apart quickly on close examination.

GORBLA

Gorbla, despite his great strength, is most likely to negotiate rather than fight. He will, if necessary, fight very effectively with his hammer. Garny will come to Gorbla's aid if he can actually swing the fight in Gorbla's favor; otherwise he will attempt to hide.



MARDRASH, SENZAL AND THURAM

Mardrash, Senzal and Thuram will not actually show hostility to the party unless it is discovered that the Priests are Dark magicians. In actual combat they will work at cross purposes. Mardrag and Thuram will attempt to throw the acolytes into the front ranks of the fray while Senzal will act to protect his charges. If the Priests are fighting together and they are clearly winning, Thuram will magically lock any exits which might allow the party to escape. If things go poorly the Priests will flee, using Thuram's ability to cover their exit. None of the characters, Priest or acolyte, will fight to death by choice.

Name	Lvl	Hits	AT	DB	Sh	GR	Melee OB	Missile OB	MovM	Notes
Shardakh AG90, CO71, IG45, IT22, PR89, AP32.	6	85	Ch/15	40	Y	A/L	95sc	65ja	10	Warrior/Fighter. Orc-Chieftain. ST97,
Malkur unarmed. ST86, AG100, CO70, IG86, IT59, PR41, AP38.	7	77	No/1	55	N	N	120ss	75da	25	Orc Rogue/Assassin. Also +50
Mardrash AG90, CO69, IG81, IT78, PR88, AP62. 21 PP (x3 amulet/rod). Lists: Spirit	7	37	No/1	10	N	N	20da	20da	10	Mage. (Chief Priest of Hengroth). ST46,
Gorbla C061, IG78, IT65, PR77, AP43.	4	60	Ch/15	25	N	A/L	120wh	50lcb	5	Warrior/Fighter. Smith. ST96, AG75,
Garny ST66, AG79, CO40, IG91, IT56, PR54, AP30	2	30	SL/5	15	N	N	55ha	75cb	5	Warrior/Fighter. Apprentice Smith.
Thuram PR86, AP36. 20 PP (x4 ring) List: Unbarring Ways (to 7th level)	5	29	No/1	10	N	N	15da	20da	10	Mage. ST61, AG90, CO36, IG95, IT79,
Senzal PR81, AP63. 12 PP (x3 staff) Lists: Essence Ways, Essence Perception.	4	28	No/1	5	N	N	20da	15da	10	Mage. ST24, AG92, CO50, IG94, IT34,
Theoren PR34, AP81.	2	27	RL/14	20	N	I.	75ss	65lb	15	Ranger. ST86, AG96, CO84, IG23, IT94,
Guard Orc	3	45	RL/14	25	Y	L	75sp	35da	10	Warrior/Fighter. Chieftain's Guard.
Warrior Orc	2	35	RL/13	15	Y	N	65sc	30ja	5	Warrior/Fighter, (typical sample)
Acolyte	0	10	No/1	5	N	N	15da	10da	10	1 PP. Fear Spell, (typical sample)

6.0 ADVENTURE AT MAES FAO

Deep within the Last-wood, between Soldon's Cross to the south and the overgrown ruins of Tandauer to the north, wooded hills rise high and steep. In the midst of these hills is a place where the earth seems to suddenly drop out beneath one's feet. A dangerous gorge is located here, well concealed by the tall trees and thick undergrowth near its edge, whose eighty foot expanse and two hundred foot drop one must nearly fall into to see.

6.1 THE TALE OF THE HERUFEA

In ages past, the *Sirruth* (Angry River) carved through the rock here in a furious rush. The entire region echoed with the thunder of water smashing itself white against the rock as the voracious river ate away layer after layer, digging deep into the earth. But in the great cataclysm that followed the overthrow of Morgoth at the end of the First Age, the mountains that fed the strong current were leveled and the force of the river diminished. For centuries now it has been little more than a stream, faintly gurgling as it trickles past scattered trees and ferns which have taken root on the exposed gorge floor.

As one looks at the isolated gorge from above, seeing its stark beauty and listening to the gentle murmur of the river, the place seems peaceful and serene. But down within the gorge that perception dies quickly. After a few minutes of exposure it seems eerily quiet; its stillness begins to feel unnatural. One soon gets the sense of not being alone. The steep walls, whose colored layers get ominously darker, row by row, as they descend into the shadowy bottom, seem like huge barriers designed to trap one within. Dampness, and the chill of the stone-cooled air, soon creep into every pore of the skin. The pungent smell of moist earth and decaying leaves pervades the air. All in all, the place suggests an enormous grave; and one cannot stand within its depths long without feeling that it is indeed In only for housing the dead.

There are living inhabitants of this eerie gorge, however: Dunedain brothers who together have fallen to the oily, whispered promises of the Witch-king. Caldamir and Eldamir serve the Dark Lord through his Undead lieutenant, their mission to locate the tomb of King Beregor — one of the last lords of Rhudaur — and recover a certain item from there. The artifact so desired by the Witch-King is the *Herufea* ("Spirit Master"), an amulet which allows the wearer to not only influence the wills of those around him, but to see things far away and read thoughts.

The Witch-king is not the only one seeking the Herufea. It is the heirloom of the Kings of Rhudaur, and when was presumed buried with King Beregor. In truth, however, only the large jewelled set was placed in the tomb, set in a worthless duplicate of the amulet. The amulet itself was given to the surviving son of Beregor and passed down through the heirs — who, after the fall of Rhudaur, hid themselves for fear of being hunted down by the minions of Angmar.

Note: It should be noted that Arthedain does not recognize the line of Beregor as the true kings of Rhudaur (though the family is of pure Dunedain blood), rather they grant them "Lord" status.

A youth by the name of Arfanhil came alone to Maes Fao nearly a year ago, seeking the setting of the Herufea, for he was the hidden heir of the Rhudarian Lords. Bearing the amulet (which seeks its jewelled set) he entered the gorge — and was captured by the illusions of Eldamir. The brothers imprisoned the boy and Caldamir soon learned how to control the wills of others with the amulet.

Without the jewel, its powers are limited, however — and Arfanhil is immune. He refuses to tell who he is or explain the exact nature of the amulet. The brothers have yet to decipher its meaning, and are ignorant of its ability to locate the jewel; it is only a matter of time before they learn the truth, however. When that occurs, keeping the young Prince alive will cease to be worth the trouble to the evil brothers.

6.2 THE NPC'S

Following are brief profiles of the NPC's who might be encountered in the Maes Fao.

6.2.1 CALDAMIR

The elder of the brothers, Caldamir was the first to fall into the trap of evil. He was wont to travel through the wilderness in his native northern Rhudaur, and quite by accident stumbled upon an ancient, abandoned temple site of the Dark Lord. Careful exploration revealed a secret chamber filled with artifacts and books relating to the Black Arts. The Dark Road to power is swift, and Caldamir learned quickly. He also found a brooch: in the shape of the Lidless Eye, it granted him 2x range for all spells cast from the Evil realm.

It did not take long for the servants of the Witch King to detect Caldamir's tampering in the Dark Essence, and one dark night he was paid a visit by a shadowy messenger. From then on the Animist was a slave of the Dark Lord, working through his Lieutenant, the Witch-king of Angmar. It was an easy task for Caldamir to corrupt his younger brother, and the two were sent south to begin the final destruction of the few remaining outposts of the Dunedain in northern Eriador.

A pure Dunedain, Caldamir stands 6'8" tall and weighs about 200 pounds. He has the characteristic dark hair and grey eyes, and is beardless. He has a grey streak along his left temple. Although not a fighter he is an imposing presence in his grey-green Animist robes.



CALDAMIR



ELDAMIR

6.22 ELDAMIR

Five years Caldamir's junior, Eldamir was a mere youth when his brother convinced him of the wisdom of following the Dark Lord. A Mage by profession, Eldamir grew quickly in skill and soon matched his brother in power. The two left their home in the north, their sole purpose having become the service of the Dark Lord.

Eldamir resembles his brother, though his eyes are blue, and he is an inch or two shorter. He tends to wear robes, and lurks about the gorge, looking for more slaves.

It has been many years since the brothers' fall to darkness, and both are completely consumed by their dedication to evil. Conversion is virtually unthinkable, and mercy from either is highly unlikely. While they do maintain some free will, both are absolutely dedicated to their master.

6.23 ARFANHIL

A brash youth whose spirit has yet to be broken despite his imprisonment of nearly a year, Arfanhil has the will of his princely Dúnedain ancestors, if not the official recognition. His natural parents killed, he was raised by a family of mixed-blood settlers. One night a young woman appeared at the door, claiming to be his sister, and telling him that he was the last heir to the Lordship of Rhudaaur. Then she gave him the amulet and left. Confused and upset, the boy tried to forget about the strange visit, but was plagued by dreams. At last he could ignore his heritage no longer. He set out from his home alone to find the tomb of his ancestor. Although a quick and agile fighter, the naive youth was easily entrapped by the evil brothers. Try as they might, however, they could get nothing from him about the nature of the amulet. He was imprisoned in the hope that he might eventually break down.

Arfanhil is now seventeen, stands 6'2" tall and weighs about 160 pounds (he is underweight because of his poor diet). He has unusually light hair for a Dunedain, and grey eyes.

6.24 FEORNA

A local woman. Feorna had gained several clues about the nature of Beregor's treasure through various sources — some of them rather shadowy in nature. Although her intentions are not necessarily evil, she has no right to the treasure like Arfanhil does. She and the young prince are unaware of each others presence in the mines.

6.3 LAYOUT OF MAES FAO

1. Lair of Troll #2. The 8' opening in the gorge wall has no door, but the entryway is long enough to prevent any sunlight from penetrating to the lair. The lair contains a couple of jars of jelly, some dried grass, and a few worthless trinkets.

2. Mage's lair. The entrance passageway, which leads off from the Troll lair, is 6 1/2' x 4'. It makes a triangular circuit around the Mage's lair, whose entrance, on the NE side, is Hard (-10) to discover. On the NW side is the exit (entrance and exit open only in or out, respectively).

Inside the lair is a bed, a wool rug, a locked chest which is hard (-10) to open, a chair, a small table, two shelves (above the table), a small pantry and a chamber pot.

Inside the locked chest is a robe identical to the one the mage is wearing, a pair of leather sandals, a small bag containing 5 cp, 11 sp and 30 gp, and a silver throwing dagger (the mage keeps one on his person and is proficient with it, though he rarely has to resort to using it).

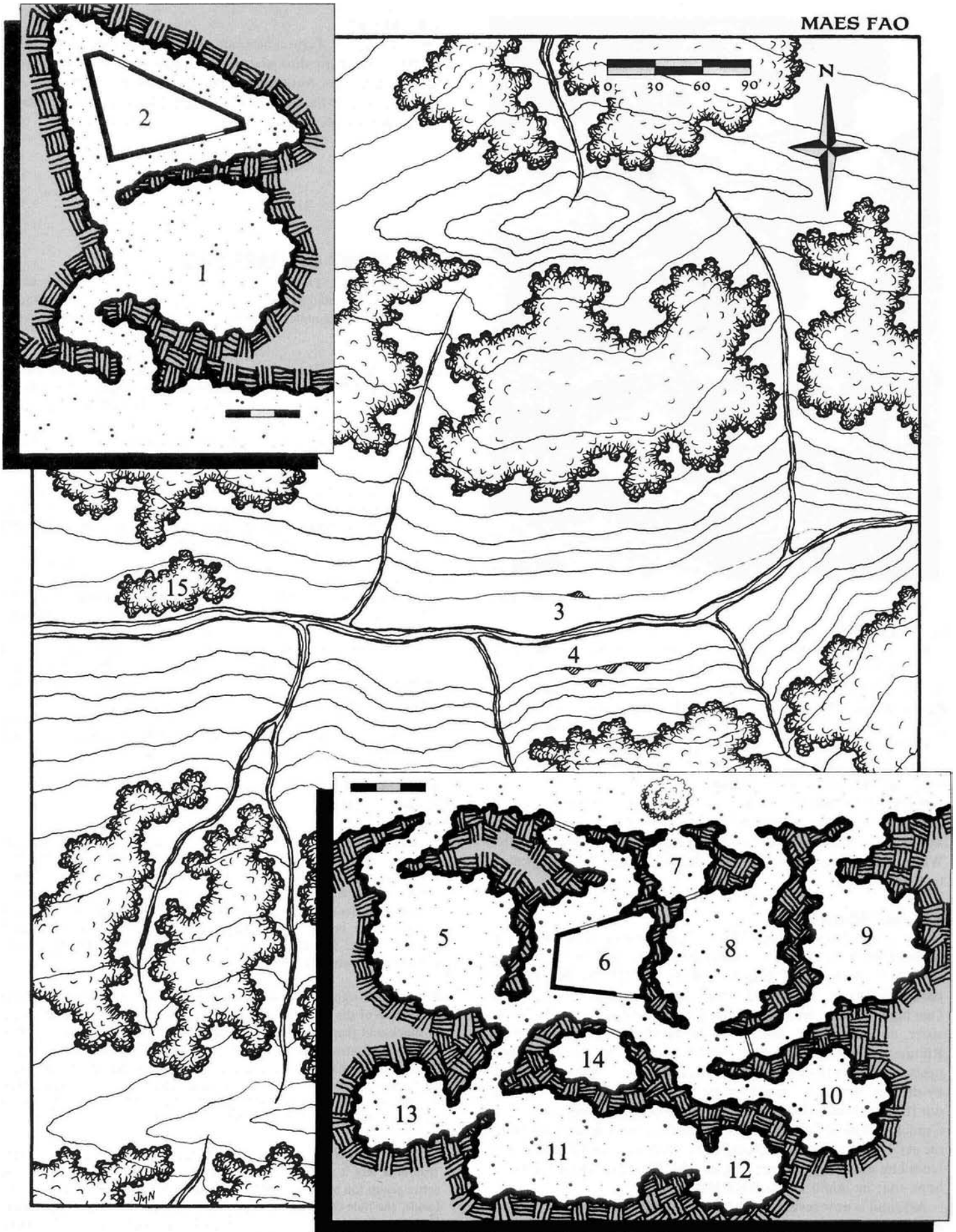
On the shelves are some spare candles, a candlestick, and 4 scrolls containing illusion spells. One spell creates a non-moving illusion of a Troll; one is a trap displacement spell, which causes the trap 10 appear 5 feet distant from its actual location; one is a spell which creates an illusion of an unlocatable light source; one is a size illusion which makes whatever it is cast upon appear 50% larger. These spells can only be used by adventurers capable of casting spells on the Open Essence Spell Lists (only Mages and Bards in *MERP*). In any city or large town one is certain to find a buyer for each scroll (worth 20 gp each).

The small pantry contains some pieces of meat, a loaf of bread, some vegetables and fruits, and a small cask of water. The table has on it a candle in its holder and a book about Trolls.

3. Trap. Beneath a frail covering of branches and animal skins lopped with dirt, rocks, and leaves, is a pit which is 15' deep, 15' across and stretches from 2' away from the river to the edge of the north wall. This trap has been carefully disguised, and is hard (-10) to discover. The bottom of the pit contains several large rocks and always has a foot or two of water in it. The short fall will not cause much harm (a "T" Crush Critical hit). As with most of the traps in this adventure, this trap is designed to capture its victims alive. The supporting branches of the trap will not give way until the weight of one person is in the center, or over 300 lbs weight is on the edge, so that several can be trapped at once. The walls are cut away from the top at a 100 degree angle, making them extremely difficult to climb up.

4. Trap. This trap has the same dimensions as the other, but is on the opposite side of the river. Beneath a light covering of leaves and dirt is a pit of quicksand (hard to discover at night (-10)). When a victim is about five feet into the ooze, he will find himself firmly entangled in a net buried in the quicksand. Any victim over 5 1/2' tall will eventually be fished out alive by one of the evil inhabitants of the place; shorter victims are out of luck. Anyone who manages to cut through the net will almost certainly drown in the quicksand unless he has assistance from someone on solid ground.

5. Troll #1's lair. This hole is fairly large (roughly 20' x 20' x 12') for a single Troll hole, but it was the first hole dug out; it originally had to house the entire group (on alternate sleeping shifts) while more holes were being dug. Inside, the hole contains 2 skins full of "jelly", one empty skin, some old human and animal bones, bits of hair, lots of straw, leaves and filth, and a couple of old teeth (worth 1 gp each).



6. Animist's cave. This cave is connected to #5 by a short 6 1/2' x 4' passage. It also has an entrance from the gorge of about the same dimensions. However, to actually enter the chamber proper one must find the door near the middle of the passageway (moderate to find, +0) and pick the lock (hard, -10). Sometimes, when the Animist (Caldamir) is not too far away, he will leave the door unlocked or even open. On the opposite side of the chamber is a door with the same features. If the Animist has left his chamber to tend to business in one of the back caves, or some of the newer ones to the east of his, he will leave this door unlocked (but never open).

Within the chamber is a bed, three trunks, two tables, a chair, a torch stand and a torch, some candles and candle holders, a chamber pot, and a small pantry.

One of the trunks contains a spare robe of the kind found in the Mage's lair, two pairs of leather saddles, a hooded cloak, etc. Another contains an assortment of clothes from Humans and Dwarves. In the third is a bag of coins (11sp, 95cp, 30gp), a multi-colored crystal for hypnotizing (will cause some hypnotic effect even when used by a novice), a magical golden spike which cannot be removed from whatever it is driven into without the use of magic, and a cap which adds 20 to Resistance Rolls versus Mentalism. On one table is a disorganized heap of books, half-written scrolls, pens, papers, etc. On the other are four scrolls dealing with mind-control spells. One spell leaves the victim in a dangerously uncoordinated state (-50 on all Maneuver rolls, -25 to OB, DB); one causes the victim to experience severe arthritis-like pain in the joints of the knees and elbow (-10 maneuver, -15 to OB, DB); one causes the victim to lose control of motor reflexes in the legs; one will invert the victim's normal outlook, so that an honorable character will turn to deceit and evil, and vice versa. These four spells are all 10th level (for RR purposes) and can only be used by characters versed in the art of channeling (Animists and Rangers in MERP). All four spells will last for only 10 minutes.

In the pantry are two casks — one full of water, one half-full of wine, two loaves of bread, some dried meat, some vegetables and some fresh venison.

7. Trap cave. This cave has the least accessible and best hidden opening of all the caves. It was designed to be the most 'enticing' as well. The entrance is a small hole, about 3' around, which is located 4' off the floor of the gorge and is partly hidden by a tree. About 30 seconds after 50+ lbs. of weight is placed on the bottom of the entrance passageway, the opening will be sealed from above by a huge sliding panel (anyone in the opening at that time will endure a "C" hit on the Impact Critical Table).

The door can only be reopened by using a special key from the outside (lock is extremely hard (-30) to pick). The Animist and Mage each carry one key to this lock. The only other way out is through a Hard (-10) to discover sliding rock panel on the east side of the hole and very hard to open from inside (-20). After the trap is sprung, the Caldamir and Eldamir will eventually show up at the inner passageway with a Troll escort.

To entice victims to stay in the hole long enough to spring the trap, there have been placed several intriguing items at the back — a few half-buried human bones, a few pieces of gold and silver, and a broken shield.

8. Troll #3's lair. Contains several jars of the "finest" jelly in the area (made of the choicest Dwarf innards). It also contains a large iron cooking pot which all the Trolls use, several clean-picked bones, a cow hide which is used as a rug/sleeping mat, and a Dwarf skull with an eye crudely painted on the top (the Troll's homage to the Dark Lord).

9. Incomplete Troll hole. This cave is one of 3 projects the crew of slaves and Trolls is working on. It will house another Troll (yet to be captured) when it is completed. It is presently bare, except for rubble strewn all about the floor. It has a rather long, good-sized passageway leading to a main passageway near the back entrance to (#8). At the end of the passageway is a heavy, rock door which slides to the south, Hard (-10) to open, requiring the strength of 2 Trolls.

Also, a pantry containing food for the slaves next door is kept here, entrusted to the care of the Troll most loyal to the cause. The pantry contains two loaves of moldy bread, some beans, a half-full cask of water, some dried deer meat and a couple of apples.

10. Slave quarters. All slaves are housed here; at present there are two, chained up at night, their manacles Hard (-10) to unlock, and work during the day. The prince is in #9, the human woman (Feorna) in #12. The slaves are given no comforts in their hole, so there is nothing of value or interest here besides the slaves themselves.

11. Nursery. In here at all times are 2 female Trolls and their infant Olog-hai (Black Trolls). At present, there are only two infants in the nursery, although each female is expecting another soon. The nursery is fairly large (40' x 20' x 12'), and will accommodate more infants and more females in the future (although female Trolls are rare, and the servants of Sauron have not yet been able to find a third). The females are kept amply supplied with food in their own pantry. They also have nice beds of straw, leaves and dirt which are big enough for their young as well. The infants are allowed a few new bones to play with and an occasional shiny trinket, some of which have some value.

Among the "toys" is a set of false teeth formerly belonging to Olin of Moria, a Dwarf of considerable means. The teeth are made of bone, but strips of mithril have been laminated onto the back of each tooth. The original bridge has been destroyed, so the teeth are only valuable for their mithril content, equivalent to 75gp. Also, the young Olog-hai each have a silver spearhead from a ceremonial spear used by a messenger from Carandor, and between them they have a golden plume from an ancient Edain battle helmet (worth 20gp). It is an item they fight over occasionally.

The only entrance to #11 is at the NW end of the passage leading from #6.

12. Young Black Troll hole 2. This is the second of two such holes designed to accommodate young Olog-hai which need some supervision but are a little too unruly for the nursery. Soon the two young ones in the nursery will be put here. The interior is sparse, containing only some straw on the floor.

13. Young Black Troll hole 1. This was the first of the individual holes for the growing Olog-hai and presently houses Garghash, the first fruit of the efforts of Caldamir and Eldamir, not to mention a couple of the Trolls. This hole contains some straw and strips of cloth for bedding, a few freshly-gnawed bones, a small jar of jelly and two gold chains (used as toys) worth 6 gp each.

14. Treasure room. This room is known only to Troll 3 and the two brothers, and only the latter two know how to gain entrance. It is Hard (-10) to discover, and can only be opened with a key which only the Animist and Mage carry; the lock is not too hard (+0) to pick, but when the lock is turned (it's located on the right side of the door behind a hidden panel) the left side of the door must be pushed to open the door. If the right side is pushed, or if either side is pulled, the door will relock, even with a key in the hole.

Inside the treasure room (roughly 8' x 8' x 6') are the following items: an oaken shield, specially treated to make any weapons which penetrate it doubly hard to withdraw; an assortment of arm bands, daggers, jewelry (total value, 85 gp); a mirror which attracts sunlight as well as reflects it (especially good for reflecting sun into caves from without); a sealed bottle which contains a gas which will slowly spread through the room causing the chamber to become completely dark (it will dissipate within 1 hour afterwards); a book of herbal lore (a gift from Miradel); a ruby of focusing (magic users can use the ruby to combine the same spell cast by more than 1 magic user for an increase in power and range that would progress geometrically; 2 magic users would cast a combined spell of x4 power, x9 for 3 spell casters, etc.).

15. Cluster of trees. In about the middle of the mile-long main section of the gorge is an unusual cluster of trees — unusual because few trees have managed to grow on the bottom of the gorge; most of those which have are isolated. Here there are 8 living trees, quite old, and 2 dead trees, all within about 200 ft. of each other. Many of the trees stand on slightly raised ground. Directly under each of the trees, 4-6 feet deep, are four or five sets of skeletons and accompanying chain mail armor (too rusted to use). Only the two dead trees (long since fallen to the ground) will be easy to dig under; even so, their roots will still pose some obstacle to any diggers.

16. Two central trees. In the center of this cluster of trees are two trees on a mound raised higher than the rest. The tree closer to the wall of the gorge is now fallen to the ground, and is decaying. The other tree, which is very near the water, is actually a remarkable stone replica of a standing dead tree. It has been carved from stone with exceptional skill, so that one must be within 15 ft of it, in the dim light of the gorge, to tell that it is not a real tree. On the side of the tree facing the river, four lines of words in Adunaic have been carved into the tree, about 5' from the ground. Three feet beneath the 50' x 30' mound is solid stone — the top of the crypt of King Beregor.

17. Entrance to crypt of King Beregor. This entrance is entirely under water. The crypt was originally dug out a few feet from the river during a dry period. After the crypt was completed and sealed, the builders dug away some of the earth between the crypt entrance and the river; the rest washed away soon after. This was at an especially deep part of the river (18"). In the dim light of the gorge, and with the growth of moss on it, the front of the crypt became very hard to see (-20), even right on the bank of the river.

The top of the door to the crypt is 10' above the bottom of the river, and averages about 7" to 8' below the river's surface. Originally the door was to have no lock, but was to be permanently sealed shut; but Beogar convinced the stone cutters and engineers to include one (convincing them that they should preserve the ability to open the door in case the fink changed his mind and wanted to be released). The key has long since been lost, so the lock must be picked — Very Hard (-20) — in itself; especially hard because it is underwater (-10, for a total -30). However, since the crypt — once discovered — will be an enticing object, the adventurers will have much incentive to persevere.

The door opens in to a small (6' x 8' x 10') entry chamber with a sealed door on either side. The door is extremely difficult to close (90+ strength required) until the chamber is nearly full of water; then it is still Hard (-10) to close (use Maneuver Table to determine success). The door will not reseal itself when closed. It must be held closed with a log brace, or something similar, from inside. This will require a little ingenuity by the adventurers. If they fail to seal the door before they gain entry into the rest of the crypt, the main hallway will flood in 15 minutes. If the doors to either of the two main chambers leading off the hallway are not sealed after the hallway floods, they in turn will flood in an additional 20 minutes. These doors will require 60 + Strength to close against the flood.

Both doors are hard (-10) to unlock, they are also fairly small (3 1/2' x 5 1/2') and will be difficult for anyone who is large or heavily encumbered to get through. If either door is opened more than half-way, it will slam shut with great force, delivering an "A" Impact Critical hit to anyone trying to get through.

18. Main passageway. This passageway is 6' wide and 10' tall and circumvents the king's tomb. Its floors, walls and ceilings are all made of thick stone blocks, carved smooth and sealed tight. No air comes into the tomb at all, and the existing air is very stale. It will only last 6 man-hours. Of course, the place is pitch black; burning a torch will use the supply up even faster (torch oxygen consumption is about equal to that of a man).

Along the east wall of the passage are three evenly spaced indentations (6' x 8') where the stone work is recessed 18" (the width of the stone blocks).

19. False opening/trap. A small entry foyer is reached by opening outward a concealed door which is not too hard (+0) to discover (nor is the hidden handle). Inside the foyer are two locked doors (each 4' x 8') which appear to open into the interior of the crypt. In reality, both doors are rigged and do not open at all.

If the west-facing door's knob is turned (no lock on this one) a huge slab of stone the size of the foyer will come crashing down, delivering an "E" Crush Critical blow.

If anyone attempts to pick the lock of the south-facing door, the entry door to the foyer will slam shut, delivering a "C" Crush Critical blow. It can only be reopened from the outside, or from the inside with tremendous effort (combined strength of 180).

20. Entryway to the king's crypt. This is a foyer identical to #19, with the doors symmetrical to it, facing south and east.

The south door does not open. It is rigged so that a vial of poison gas will be ruptured if any attempt is made to pick the lock. The gas will paralyze for 1 hour anyone within 3 feet of the vial when it is broken; anyone who is farther away who does not immediately get more than 15 feet from the broken vial will be violently ill for 15 minutes.

The east door actually opens into the burial room, provided both locks (one on the left and one on the right) are picked simultaneously. Both are Hard (-10) to open. If the locks are picked, the door will swing clockwise on a metal axis going through the middle of the door. This will allow very little room for passage into the crypt. Large adventurers (200+ lbs.) and packs, etc. will have to be left outside.

21. Burial room. In the center of the room (30' x 20' x 10') is an open stone "casket" with a skeleton lying inside. A golden crown lies near the skull, and shreds of moldy raiment adorn the bones. This is the king's open tomb.

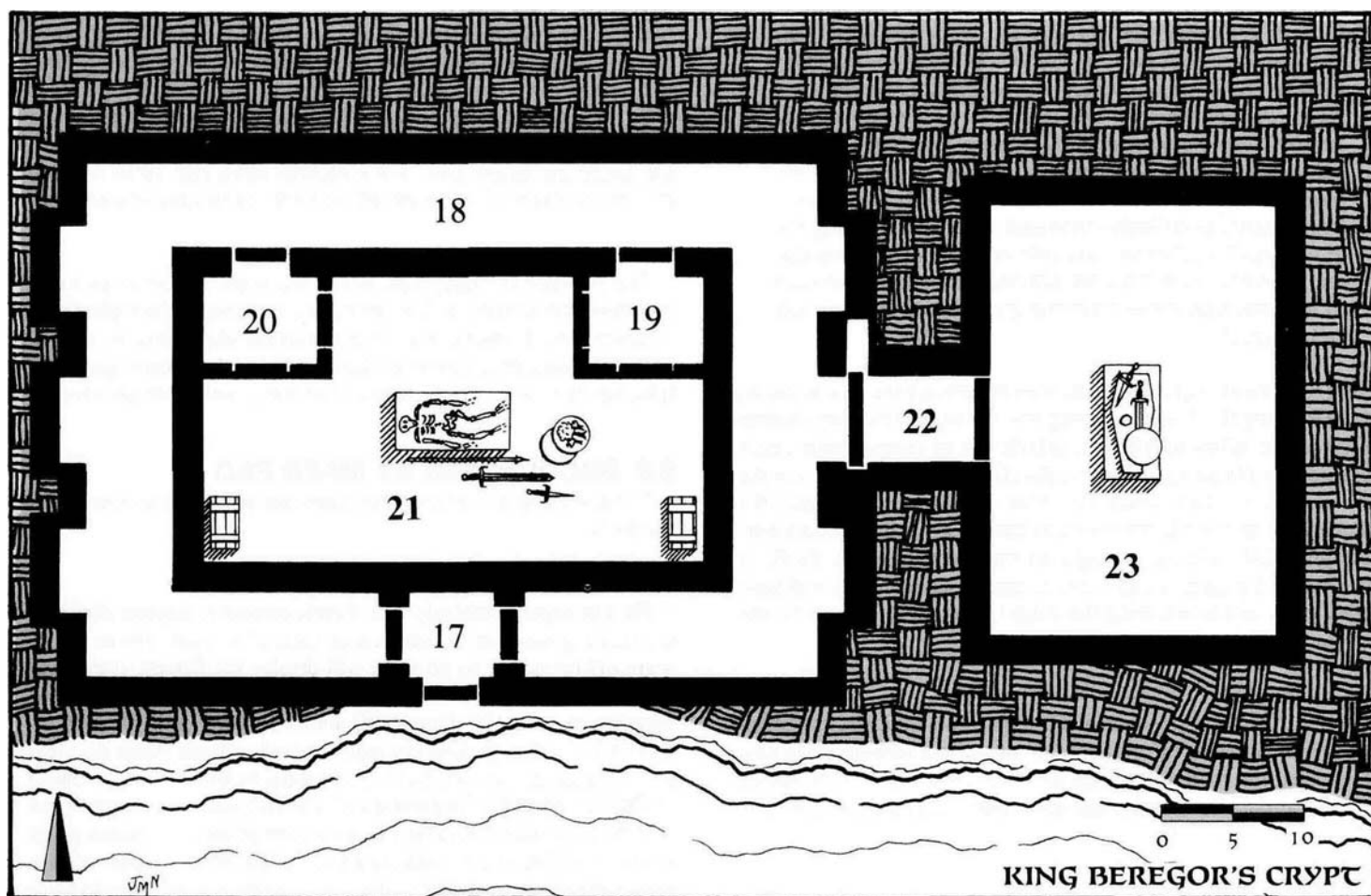
All around the room, propped up against the walls in an organized display, are shields and weapons which King Beregor had won from his adversaries. The total is 24 shields, 15 swords and 9 spears (+ assorted daggers and slings, and one hand axe). Of all these items only one sword has a bonus. The shield is +20 DB and the sword is +10 OB. Neither item is obviously superior to the others; the party must test all weapons to discover the strength of these two. The king's own shields and weapons are lying at the foot of his "casket". Both shields are large and circular (3 1/2' diameter), made of solid oak and coated with a thick layer of bronze (+10 DB). An intricate design depicting the king standing victorious over a vanquished Troll has been carved into the metal on one; on the other is a depiction of a large tree towering over a forest of small trees. The shields each weigh 35 lbs. Next to the shields is a seven foot long spear with a thick wooden shaft and a head of bronze (magically enhanced +20 versus chain mail). In the middle of the shaft is a silver inlay of the king's name in Adunaic. Also with these two items is a two-handed sword, a single-handed sword, and a dagger. Both swords are made of alloyed steel and have a jeweled handle; both are in a leather sheath. The dagger has a golden handle with a silver blade.

In each of the two southern corners of the room is a large, wooden trunk. The SE trunk contains: a ceremonial robe made entirely of warg skins — the robe itself will act as rigid leather armor, and worn over armor it will move armor class one to the left on Combat Tables; a horn for summoning eagles, along with a leather bracelet, which covers the entire forearm, for the eagle to perch on; a bottle of blackberry wine fortified with Gylvir which will allow up to 8 adventurers to breathe underwater for one hour each; a candle made with Yaran — burning the candle will give all adventurers in the room enhanced smell and taste for one hour; six goblets and plates made of silver, inscribed with Beregor's name (20 gp value for the entire set).

The SW trunk contains: plate armor which has been heavily plated over especially vulnerable areas — the armor is +30 DB but requires a strength of 97+ to wear; special Elven robes which make it difficult for Trolls to see the wearer, and neutralizes odors that the relatively keen-smelling Trolls might notice; 200 gold coins with Beregor's face on one side and denoting 5gp on the other side (the coins may be worth more than 5gp because of the purity of their gold content); a bag of assorted jewels (total value 430gp); a dozen silver ingots, worth 30sp each; a tiny bow (2 ft. long), with 10 small arrows, which can match the distance and accuracy of a bow 3 times its length.

In the NW corner of the room is a small, half-full cask of ale (long since gone bad) and a silver tankard. This ale was the only item of food or drink which the king would permit himself as he awaited his own death inside the dark chamber, many centuries before.

22. Passageway to the Prince's crypt. The entrance to this passage has been carefully concealed and is Very Hard (-20) to discover. It has no lock on it, however. To open the door, one must slip a strong, thin object (such as a spear head) into the slight crack in the right side of the door, between the door and the wall, and pull the heavy door (500 lbs.) to the left, into its underground sleeve. Before the king died, he would often visit his son's crypt, using his spear and his enormous strength to open the door. As he felt his strength diminish from want of food, several days after he was first sealed in, he closed the entryway up for the last time. There is a chip in the door's stone, about 4' off the ground, where the king put his spear point to help close the door the final way.



23. Prince's burial room. The door at the end of the passage, leading into the burial room is rigged so that if the lock on the right side, or the knob, also on the right side, are tried, the floor near the (6' x 8') will drop out. Twenty feet below is a pit with metal spikes sticking up 4'. A fall into the pit would result in 2-10 "D" Puncture Criticals. The door is opened by pushing hard on the left side of the door (without trying the knob or lock first).

Inside the room, all along the walls in an organized display, are weapons and shields from the fallen soldiers of Tandauer. In the center of the room is a sealed crypt containing the remains of Prince Hulorn, King Beregor's son. On top of the tomb are his shield and weapons, none has a bonus. Also atop the coffin has been placed an amulet for warding off the undead — it will now work well against the spirit of the dead king. This is also the amulet which holds the powerful gem sought by the prince (and the Witch-king). The skeleton of the prince is unadorned save for a golden death mask studded with jewels (500gp).



6.4 THE TASK

Adventures into Maes Fao begin with the aim of finding the lost treasure of King Beregor. Once within the gorge, adventurers are almost certain to encounter the servants of Sauron. Thereafter, the list of possible tasks increases, to include: rescuing the prisoners of Caldamir and Eldamir (including Prince Arfandhil); finding treasure stored within the newly dug-out caves; and, eliminating the young Black Trolls and the entire breeding operation — which is certain to soon cause enormous trouble for the entire region around the Eastwood.

6.41 STARTING THE PLAYERS

Adventurers will have made their way to the gorge from the east — from either near the proposed pathway between Dispar and Carandor or from Carandor itself — and should be approaching the gorge from above (with the possibility that one or more will not see it in time and will fall in).

If the adventure party managed to free Theoren in the second adventure — or managed to get information from him about Talo Rhuvé — then the party will be looking to get to the cluster of trees within the gorge, several hundred yards from the river-level entrance. If they have brought ropes, they may climb down the sides; otherwise, they have to journey down to the mouth of the gorge and enter from there.

If they heard about Maes Fao in Dispar from Miradel, an agent of Caldamir and Eldamir, then they will have followed the map given them, and should start at some location above the gorge, with the aim of hiking down to its mouth via the path shown on the map.

NOTE: The GM should show the adventurers the map; if he wishes, he may start them at Carandor and take them through the woods past the landmarks noted on the map, while he is checking for random encounters. From there the map will lead them toward the caves of the servants of Sauron. Since many features of the actual terrain do not coincide perfectly with those noted in the map — more cave entrances than those listed, concealed traps on the gorge floor, large quantities of loose earth and rocks spread along the ground to the east of the cave entrances (contents of the dug out interiors which have not yet been tossed into the river to be washed away) — an astute group of adventurers will be on guard.

Without the map, the lead adventurer runs a 15% risk at night, 5% risk during the day, of stepping over the edge of the gorge before he has seen it; when traveling in multiple file, or independently, each adventurer will have those same risks. (Of course, stepping over the edge does not mean falling in; some adventurers will have the quickness or resourcefulness to save themselves.) All adventure parties run a 25% chance at night of encountering each Troll. If members of the party are above the gorge at daylight they will have 20% chance of encountering the mage (with a 40% chance of seeing him first).

6.42 AIDS

Feorna, the local prisoner of Caldamir and Eldamir, has spent some time gathering information about the lost treasure, and also has studied the written language of the ancient Edain. She will be able to translate the message carved into the stone tree, which says:

*"It runs where it lies,
Makes its own bed but never sleeps;
Open there the door to the buried lost;
Let tandauer's glory come home at last."*

6.43 OBSTACLES

The obstacles around Maes Fao are many. Traps are plentiful, and all of them, directly or indirectly, are dangerous. In addition to the traps, the terrain, the Trolls, and the powers of the two brothers will all pose difficulties for the adventurer.

THE TERRAIN

The walls of the gorge are so steep and smooth that they cannot be scaled without a rope. All along the edge of the gorge, and for several miles around, the trees are tall and the undergrowth is thick, while the surrounding hills are high and steep. Movement within this region is difficult, and cannot be done quickly. There is a danger of falling into the gorge (a two hundred foot drop onto rock — almost certain death: Huge Fall/Crush + 200) if its edge is not seen in time. This danger is especially great during night travel. Once the adventurers are down inside the gorge, with the river in the middle and steep walls on both sides, they'll find their maneuvering room to be limited.

TROLLS

At present, three male Trolls are under the control of the two servants of Sauron. At night all of them roam about the area in search of animals for food and non-animals for the service of their masters (some of the latter group will be given to them as food later). They will also relay information to their masters which they have gathered from their nocturnal hunts (such as spotting tracks, or spotting evidence of a campfire or torch) and will warn them if they've encountered a party of intruders which they can't handle themselves (due to large numbers or approaching daylight).

ANIMIST AND MAGE

During the day these two are always on the lookout for intruders down in the gorge ("permanent guests" they like to call them). They will also follow up any leads discovered by the Trolls the previous night. At random times Eldamir, the mage, will wander about the area by himself in the hope of encountering "guests". These two are dangerous at all times, but especially when they catch a group or person off guard, unprepared for their efforts at manipulation.

6.44 REWARDS

The journey to Maes Fao is for the truly adventurous only. Although the treasure of King Beregor is rumored to be replete with weapons, jewels, coins, and a number of valuable artifacts, the only things guaranteed to those who set out for the ancient gorge are travel over rough terrain, many hardships, and great dangers.

6.5 ENCOUNTERS AT MAES FAO

The following non-player characters are possible encounters for the PC's.

6.51 GHOST OF KING BEREGOR

He will appear suddenly and silently whenever anyone digs into the burial ground of his subjects or enters his crypt. His aim is to scare off intruders; to do so he will display his fiercest visage and rear back his sword menacingly as he charges forward. The combination of seeing his fiery looks and feeling the cold, clammy effect of his sword passing through the body should cause an inexperienced adventurer to either flee in his tracks for one or two rounds or flee immediately with great speed. Contact with the ghostly sword will cause the victim to lose 1 Constitution point, or 2 points if the results would normally indicate a Critical hit. Even a hardy adventurer will feel uneasy under such circumstances and will have to force himself to keep his ground.

If intruders are in the crypt, and the King's efforts to scare them off has failed, he will drift off to the trapped doors leading to his burial room (19.) and disappear through them, in the hope of enticing the intruder(s) to go there instead of to his son's burial room.

NOTE: If Arfandhil, wearing the amulet (which will have to be secured from Caldamir, of course), enters the tomb, King Beregor will let him and his companions pass.

6.52 CALDAMIR

By drawing on an assortment of mind control spells from the amulet, he will attempt to bend the will of any newcomer to his own. His power is strong and will require a great effort to resist, especially when he casts his spells unseen, catching victims unaware. However, since he already has under his control 3 male Trolls, 2 female Trolls, two young Olog-hai, and 2 slaves (during the day), his powers can be overtaxed if he has to actively control too many at once. Since the Trolls sleep during the day and the slaves sleep at night, and all are conditioned by now to obey his command, he rarely is strained; but if an adventure party can encourage dissent among the Trolls and free the slaves, Caldamir would have difficulty keeping everyone under control.

At night Caldamir is usually in his quarters. During the day he will be in his quarters 20% (01-20) of the time, in the treasure room 10% (21-30) of the time, in the nursery area 10% (31-40) of the time, supervising the digging 40% (41-80) of the time, and walking outside along the gorge floor 20% (81-100) of the time.

6.57 ARFANDHIL

At all time he is kept locked inside the slave room, chained to the wall. He will be a willing partner to anyone who can help him escape, and if the group seems reputable, he might entrust them to aid him in finding the treasure. He only wants the amulet, and will offer the rest of the hoard to the adventurers as reward.

6.58 FEORNA

She is under the same conditions as Arfandhil. To any trustworthy rescuer, in addition, she will reveal her knowledge of the cave layouts. She is also aware of the location of the Nursery and the surrounding Black Troll holes.

6.59 FEMALE TROLLS

Both females are encumbered by their unborn Olog-hai, which has diminished their fighting capability. 80% of the time (01-80) they will try to avoid any strangers who come into the nursery. However, the remaining 20% of the time (81-100), and any time they are seriously confronted, they will fight fiercest against any stranger. They will become especially aggressive if their young Olog-hai are attacked, though they will not sacrifice their lives for them if the going gets rough and there is a way to escape. The females do not regularly carry any weapons, but they will grab any nearby bones, rocks or sticks to use against an opponent, in addition to using their strong hands.



7.0 BEAST CHART

Type	Lvl	#	Size/Speed	Hits	AT	DB	Attack	Notes
Black Bear	7	1-3	L/F	105	SL/3	30	65HCl/60HGr/75LBi	
Cave Troll	12	1	L/M	175	RL/11	15	100HCl/85We/—	Use Large Creature Critical table
Deer	2	3-30	M/VF	72	SL/3	40	25MHo/25MTS/20Ba	
Elk	4	4-40	L/MF	200	SL/3	35	100LHo/90LBa	
Ferret	2	1-2	S/F	25	No/1	30	30SB1/30TC1	Curious
Forest Troll	6	1-5	M/M	100	RL/11	10	70Cl/60LBi	Use Large Creature Critical table
Hill Troll	10	1-3	L/SL	150	RL/11	20	95LBa/85LC1/50We	Use Large Creature Critical table
Dog	2	1	M/F	90	SL/3	25	60MBi/30MCl/—	Found in Dungeon
Moose	4	1-3	L/M	240	SL/4	15	55LBa/55LTS	
Warg	5	4-20	L/VF	160	No/1	55	85Lbi/50MCL	Pack found in Dungeon
Wight	7	1-5	M/M	100	No/1	75	100We/55MBa	
Wolves	3	2-40	M/VF	110	No	30	65Lbi/—	2 Found in Dungeon

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory. **Lvl (Level)**, **#/Encount** (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (Defensive Bonus). The more complex statistics are described below.

Speed: A creature's speed is given in terms of "Movement Speed/ Attack Quickness". C = Creeping, VS = Veiy Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, BF = Blindingly Fast.

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

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack = T = Tiny, S = Small, M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack = Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the **MERP** and **Rolemaster** codes.

(Primary/Secondary/Tertiary) = Each creature usually initiates combat using its "Primary" attack. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" attacks (all in the same round if attacks are very successful).

8.0 MASTER ENCOUNTER CHART

ENCOUNTER	EAST-WOOD	RURAL ARTHEDAIN	TOWNS
Overall Chance	25%	10%	5%
Distance (miles)	4	5	—
Time (hours)	4	4	1
Outdoor Trap	1-3	1	—
Bats	4-5	2-3	1
Black Bear	6-10	4-5	—
Cave Trolls	11-15	6	—
Deer	16-19	7-10	—
Elk	20-24	11-12	—
Ferret	25-26	13	2
Forest Trolls	27-31	14	—
Gorcrows	32-33	15-17	—
Hill Trolls	34-35	18-20	—
Losrandir	36-37	21-24	—
Mewlips	38-40	25	—
Moose	41-44	26-28	—
North Bear	45-46	29-30	—
Wargs	47-51	31-32	—
Wights	52-55	33-37	—
Wolves	56-70	38-42	—
Bandits	71-75	43-47	3-10
Orc Patrol	76-88	48-49	11
General Folk	89-94	50-80	12-81
Normal Patrol	95	81-84	82-85
Elves	96	85	86
Scouts	97-98	86-97	87-91
Elite Units	99	98-99	92-98
Other Beings	00	00	99-00

Notes

This chart is designed to aid a Gamesmaster. It can be used to determine the location and nature of encounters which are not set in a fixed place by this package or the GM. If an encounter is rolled which seems inappropriate, just reroll until an appropriate one is obtained.

An encounter does not always require a fight or similar activity a group can avoid or placate some of the above dangers with proper action or good maneuver rolls. The chart only gives the Gamesmaster a guide for encounters with unusual or potentially hostile trips or creatures.

Use of this Chart: Different dates and locations are given across the top of the chart choose the appropriate time period and general area Town should be defined as any city, town, or manmade connecting routes while such areas are inhabited, or within 5 miles of any significant holding

The period of time covered by an encounter roll is either the Time given on the chart or the time it takes to travel the Distance given on the chart whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the chart, a second roll (1-100) is made to determine the nature of the encounter.

Other Beings are usually alone, frequently powerful and often but not always, evil. They might be Wizards, Lords, monsters etc The GM may reroll or ideally construct an encounter with a unique group or individual, such as a figure from an NPC Table

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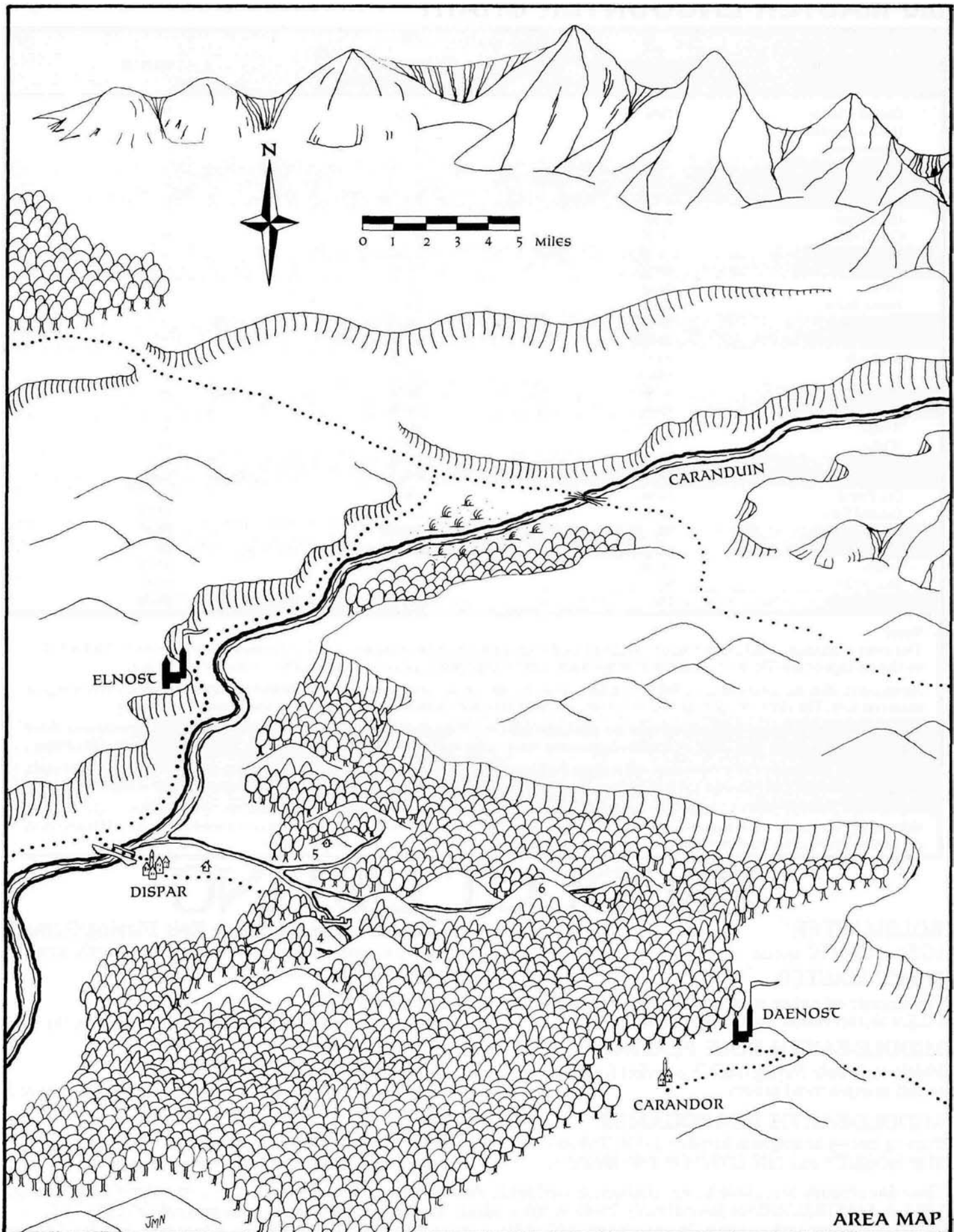
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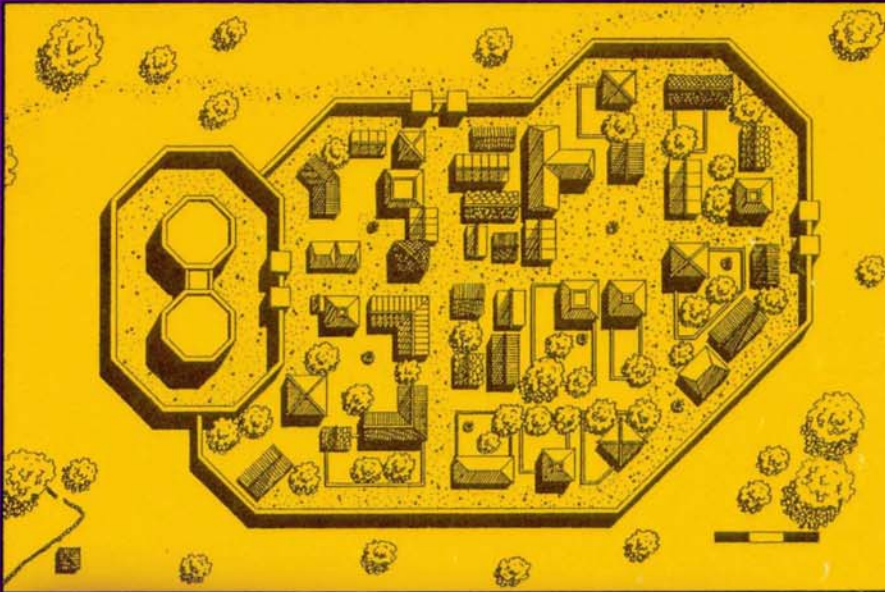
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ISBN 0-915795-49-3

Printed in U.S.A. #8103