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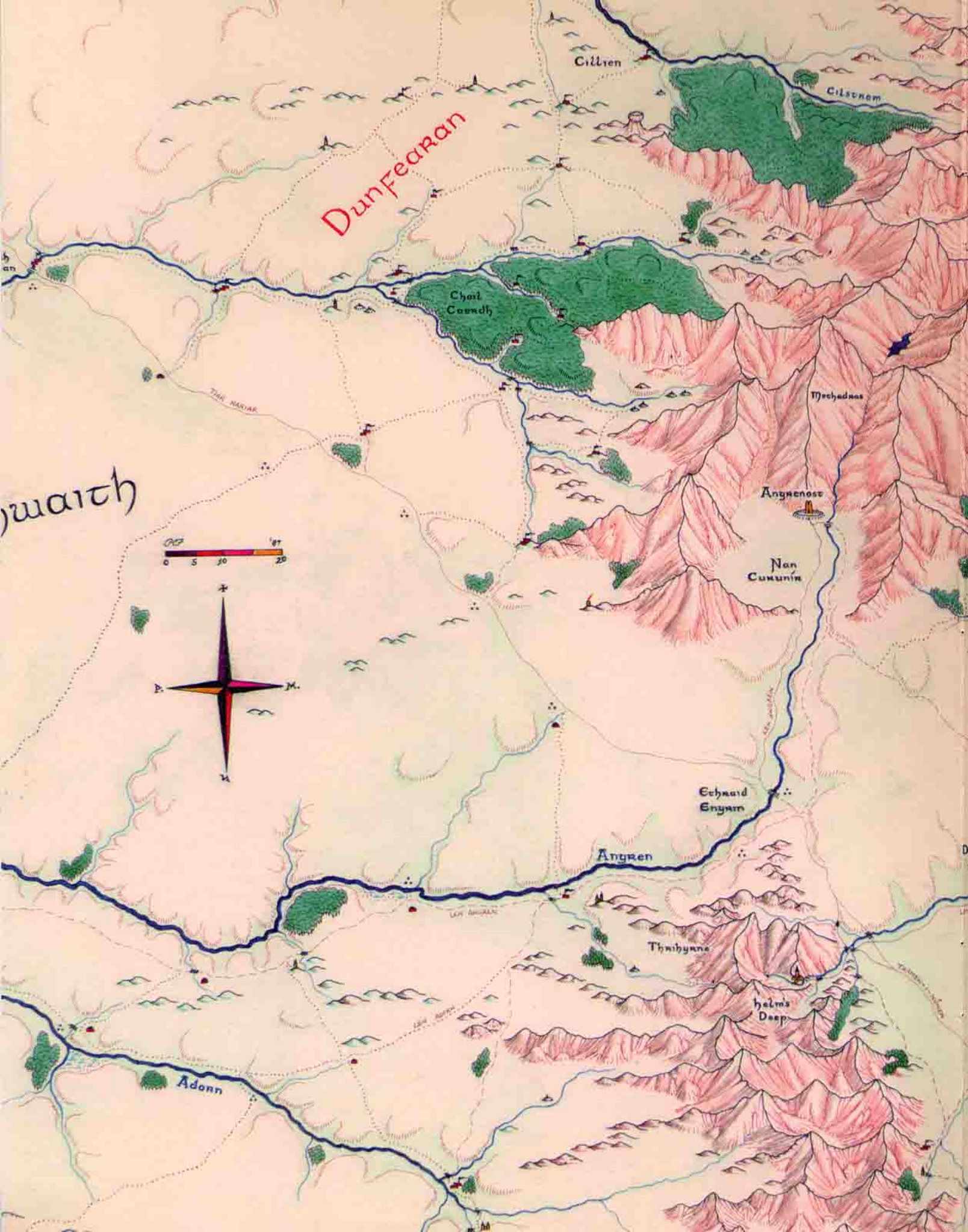


MIDDLE-EARTH™ Adventure

GHOST WARRIORS™



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



Dunfearan

Chail
Caendh

Cillien

Cilsnem

Mechadnas

Angrenost

Nan
Cuminia

Echnaid
Engam

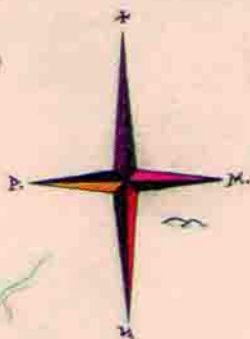
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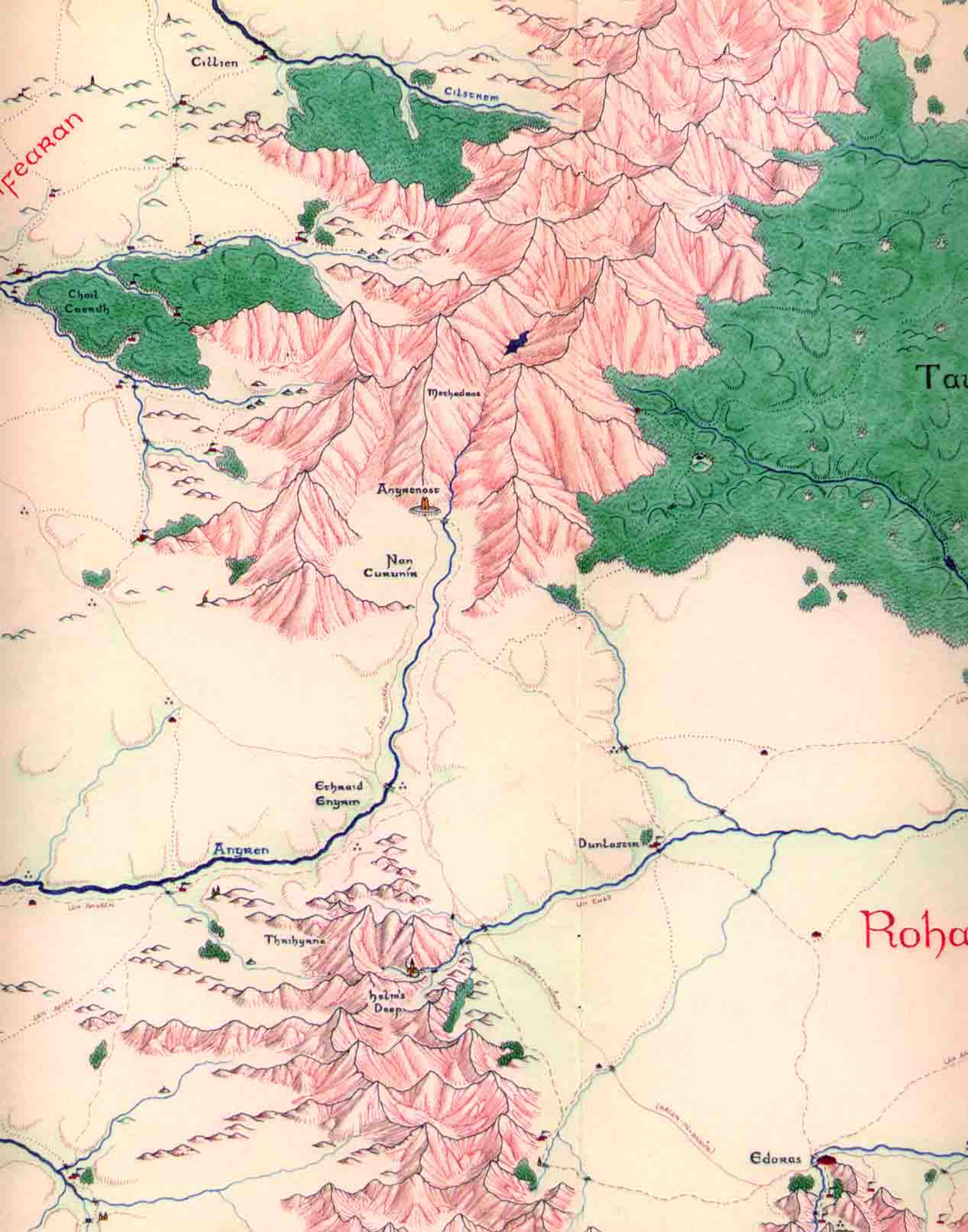
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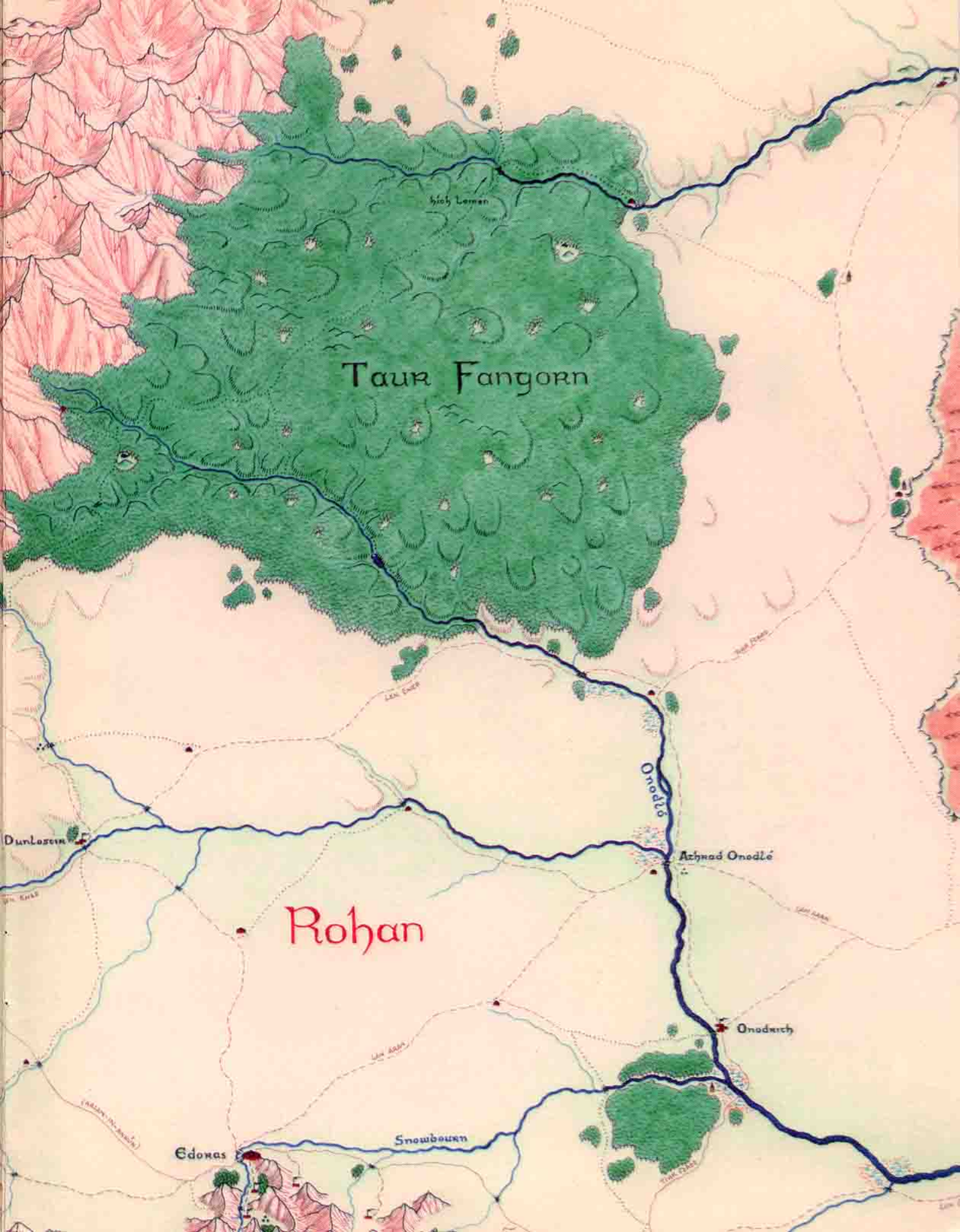
Dunlozen

Thahyana

Holms
Deep

Roha

Edoras



Taur Fangorn

Rohan

High Lamen

Onodlé

Azhnad Onodlé

Onodrich

Snowbourn

Edoras

Dunlathin

W. Kark

(Adarn - No. 1000)

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GHOST WARRIORS™

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Leanan leaned against the smooth bark of a beech tree and sighed. The woods by moonlight possessed an eerie peace that satisfied her eyes like no other scene could. The trees thinned where she stood, revealing a cliff curved to form a monumental crescent at the base of the mountains. Rough, stone steps, flanked by four pairs of square columns, ascended to two openings with triangular corbeled arches. The spot was one of Leanan's favorite haunts. She stretched sinuously in the night breeze, then bent to remove a pebble from her left boot.

Movement stirred in the shadows of the corbeled openings while the young woman focused on her foot gear. A pallid Dunman, clad in the plaids of his kin and bearing a spear, emerged with more ghostly warriors at his back. A peculiar phosphorescence lurked in their eyes, and their limbs were strangely heavy. These were not Men, but Undead marching to the orders of a shaman of Darkness. A sliver of whorled granite in her hands, Leanan raised her gaze from her feet and gasped.

1.0 GUIDELINES

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

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

PROFESSOR TOLKIEN'S LEGACY

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

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

1.1 ADAPTING THIS MODULE

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

1.11 CONVERTING HITS AND BONUSES

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

Hits: The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to

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

1.12 CONVERSION CHART

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

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

2.0 PLAYER CHARACTERS

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

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

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

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

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

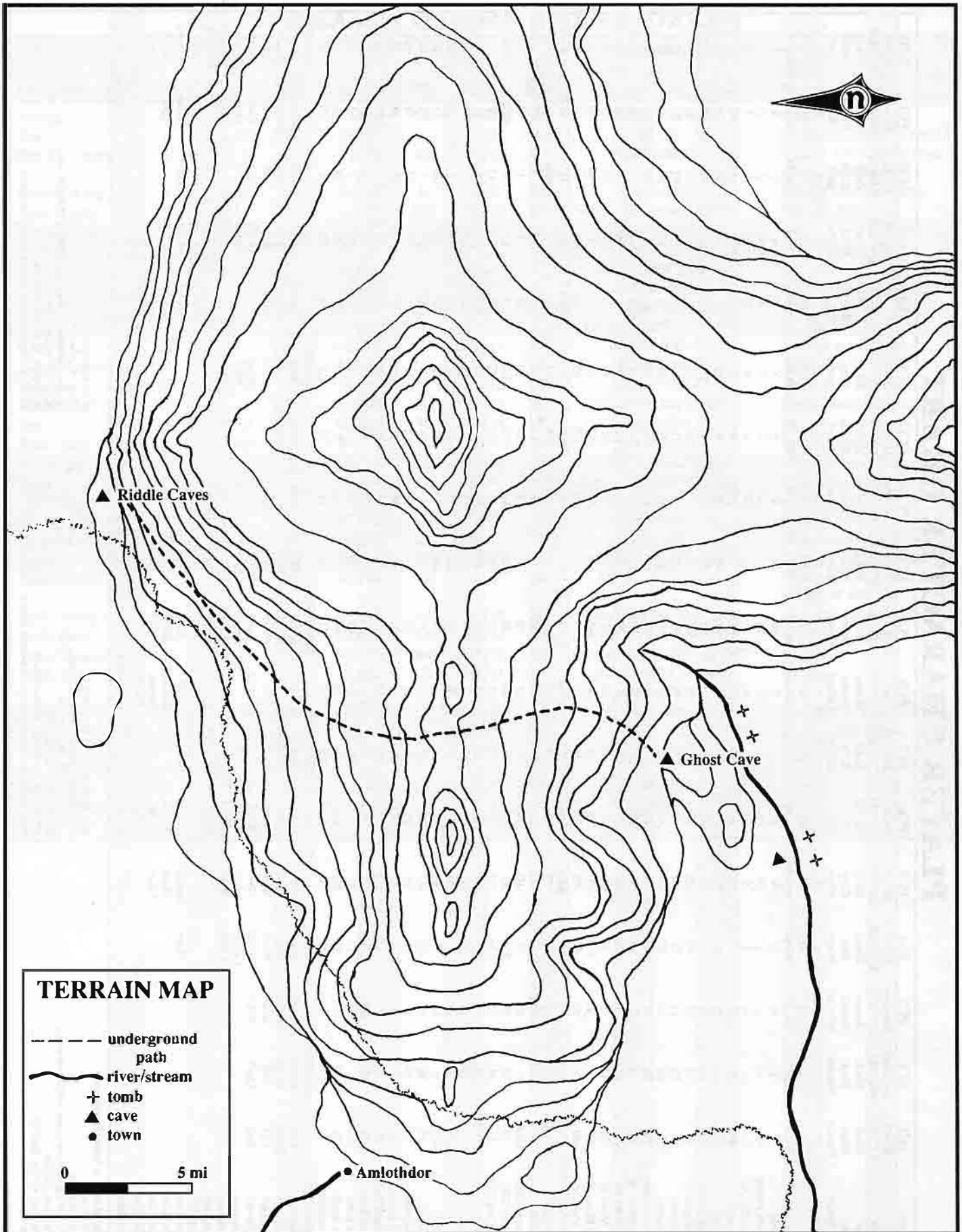
Secondary Skills: Each secondary skill is abbreviated by giving the beginning letters of the skill (*MERP* Section 2.33). The bonus for that skill rank is given following the abbreviation.

Languages: Languages are abbreviated by using their first three letters (see *MERP*, ST-1); exceptions: BS = Black Speech and Bet = Silvan (Bethteur). The rank for each language is given following the abbreviation.

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

PLAYER CHARACTER CHART

Name:	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16	PC17	PC18
Race	Dwarf	Dinadan	Beorning	Noldo	Silvan	Sinda	Rohir	Wose	Beorning	Silvan	Dunlen	Hobbit	Sinda	Woodma	Dinadan	Dwarf	Dorwin	Silvan
Ht/Wt:	4'5"/115	6'6"/225	6'2"/220	6'7"/200	6'0"/170	6'5"/190	6'4"/190	4'6"/110	6'7"/200	5'7"/110	5'6"/135	5'4"/90	6'1"/125	6'1"/200	5'6"/220	4'3"/110	5'9"/160	5'9"/130
Hair:	Black	Black	Brown	Blond	Silver	Charcoal	Blond	Brown	Red	Black	Brown	Brown	Silver	Brown	Green	Grey	Brown	Black
Eyes:	Black	Grey	Brown	Blue	Grey	Grey	Blue	Brown	Brown	Black	Brown	Brown	Grey	Brown	Black	Black	Brown	Green
Profession:	Warrior	Warrior	Warrior	Mage	Mage	Mage	Animist	Animist	Animist	Scout	Scout	Scout	Ranger	Ranger	Ranger	Bard	Bard	Bard
Level:	1	3	5	1	3	5	1	3	5	1	3	5	1	3	5	1	3	5
Hits:	52	62	62	20	26	40	20	40	55	30	40	75	50	55	80	55	20	30
AT/DB:	Chi/30	Chi/40	RL/20	No/40	No/15	No/30	RL/45	SL/30	SL/35	SL/55	RL/40	RL/55	SL/35	RL/35	Chi/35	NA/20	RL/40	RL/35
Shield:	Y	Y	N	N	N	N	2	3	N	Y	Y	Y	Y	Y	Y	Y	Y	Y
Power Points:	—	—	—	2	6	10	2	6	10	—	—	—	0	0	0	2	6	15
Base Sp. OB:	99	93	95	15	28	91	86	91	62	71	94	89	61	98	95	85	92	98
Strength:	94	86	87	85	71	85	99	83	84	98	95	97	58	92	92	95	95	43
Agility:	83	93	72	22	73	89	38	60	96	90	85	96	100	100	98	96	28	60
Constitution:	76	12	58	95	100	98	20	25	67	70	73	12	42	30	93	51	80	40
Intelligence:	69	73	31	78	60	78	99	94	97	60	72	21	36	59	85	43	35	82
Intuition:	33	69	16	60	54	33	55	31	59	43	60	27	28	41	89	98	95	100
Presence:	23	54	23	65	61	40	33	43	71	62	40	74	75	63	74	60	54	61
Appearance:	10	10	10	25	25	20	25	15	15	35	20	35	15	20	15	0	20	15
NA Move M:	-35	-5	-5	-20	-25	-25	-20	5	-35	20	-25	40	0	10	-30	-35	-25	-30
SL Move M:	-20	-15	-5	-35	-40	-40	10	-50	-5	-25	0	20	-15	5	5	-30	0	0
CH Move M:	15	5	0	75	-70	-60	-25	-60	-65	-70	-55	-85	-70	-45	5	-10	-55	-50
PL Move M:	-60	-70	-65	-90	-85	-75	-75	-75	-80	-85	-70	-100	-85	-75	-65	-70	-70	-65
IHE OB:	3	78bs	10	0	5da	15da	60bs	60ss	15	16	-7	25da	17	76bs	98bs	16	28	50
IHC OB:	73wh	29	10	-30	-25	-15	-15	-15	-20	-24	23	-35	-23	6	5	-14	13	0
2H OB:	3	29	105th	-30	-25	-15	-15	-15	50th	-24	-7	-35	-23	6	35	-14	-7	0
Thrown OB:	33ha	11	20	-5	-10	-10	-5	25	10	6	28	45	-13	21	-5	1	23	-10
Missile OB:	29	35	35	25	30	25	25	-20	-20	46lb	78sb	79sb	52lr	21	25	1	43sb	96lb
Pole-arm OB:	-17	34	65	-30	-25	-15	25	15	15	-24	28	-35	-23	36	35	-14	23	0
Clumb:	11	13	31	25	30	35	26	28	35	51	43	55	23	54	35	1	23	35
Ride:	1	13	15	20	20	30	61	23	30	11	23	5	18	24	65	1	18	20
Swim:	-19	18	20	30	30	30	31	18	30	46	23	45	28	24	30	1	28	40
Track:	-19	3	15	-5	-30	-5	-29	8	10	-24	-22	10	18	24	45	-24	13	-20
Ambush:	-25	10	10	-25	-25	-25	-25	10	5	-25	5	15	5	10	15	6	15	10
Sail/Ride:	0	15	35	25	25	25	5	20	25	37	51	72	27	36	55	21	33	55
Pick Lock:	10	0	5	-5	0	-5	-30	5	5	42	36	30	5	-25	15	6	23	10
Oscarm Trap:	0	-25	5	-15	-20	-20	-5	-15	20	32	16	35	-20	-25	10	1	18	20
Read Rune	-20	0	-25	37	56	70	1	13	25	5	-25	-30	5	-25	15	16	18	30
Use Item:	-30	5	-25	22	21	35	26	23	40	-20	-25	-35	10	-25	10	1	13	35
Dir. Spell:	-20	-20	-25	53	84	84	-3	-14	-10	5	-10	5	-15	-15	-15	11	28	-10
Perception:	5	-25	5	25	20	20	26	-12	25	23	14	25	22	11	25	6	-22	30
2ndary Skill:	LeathW20	Adun5	Adun5	Forag15	Sil5	Sin5	Rhor5	Puk5	PubSpk30	—	—	Wes5	Forag30	Nah5	Adun5	Wes5	—	Poetry30
Language:	Wes5	Adun5	Adun5	Que5	Sil5	Sin5	Rhor5	Puk5	Adun5	Sil5	Dun5	Wes5	Sin5	Nah5	Adun5	Wes5	Wes5	Sil5
Laugage:	Khuz5	Wes5	Waild5	Sin5	Sin5	Sil5	Wes5	Wes5	Waild5	Sin5	Wes4	Dun5	Sil5	Wes5	Wes5	Khuz5	Logab5	Sin5
Language:	Sil5	Sin5	Wes5	Wes5	Wes5	Que5	Dun5	Dun5	Wes5	Que5	Blk5	Sil3	Que5	Sin4	Sin5	Sil5	Sil5	Wes5
Language:	Sin2	Que5	Nah5	Laugand5	Wes5	Wes5	Umitc2	Umitc2	Nah5	Wes5	Blk5	—	Blk5	—	Que5	Sin5	Sin5	Wes5
Language:	Waild5	Labba5	Labba5	Adun5	Har5	Waild5	Waild5	Waild5	Adun5	Blk3	—	—	Blk5	—	Ork5	Que1	Ork5	Adun5
Language:	Adun5	Adun5	Adun5	Adun5	Roh3	Kuduk5	Kuduk5	Kuduk5	Var5	—	—	—	Puk1	—	—	—	Blk2	Labba5
Language:	—	—	—	—	—	—	—	—	Dun5	—	—	—	—	—	—	—	—	Umitc5
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Language:	—	—																



3.0 THE TALE OF THE OATHBREAKING

During the mid-Second Age, the Daen Coentis, or "People of Skill," lived in the hills and vales at the foot of the White Mountains. They were the descendants of an ancient and noble Lintado race that had migrated over the plains of Rhovanion at the end of the First Age. These tribes crossed the Anduin and settled in the lands that would later become Gondor. There, they lived peacefully for many centuries, absorbing the older culture of the Driedain that had preceded them.

The colonizing explorers of Númenor eventually drove the Daen into the mountainous interior, confining them to the valleys of the Ered Nimrais. Sauron's minions visited the superstitious tribes and subverted many by promoting cults rooted in the Dark Religion. The seeds of the oathbreaking had been sewn.

The lowland Daen groups became friendly with the Númenóreans through proximity and necessity. They learned much from the newcomers, including advanced agricultural techniques and the concept of unified government. They eventually succeeded in electing a Council and a High-chieftain. Late in the Second Age, the High-chieftain of the lowland Daen Coentis swore an oath to King Elendil that his people would fight by the side of the Dúnedan armies should Gondor require allies in time of war.

The highland Daen Coentis were greatly displeased with this pact, since they regarded the Dúnedain as invaders, not neighbors. The shamans of the highland tribes, long steeped in the traditions of the Dark Religion, aggravated the differences of opinion between the highlanders and the lowlanders. Dissension grew and fed on itself. When the Last Alliance of Men and Elves called for the warriors of the Daen Coentis to pit their weapons against Sauron at the close of the Second Age, their High-chieftain refused to honor his forebearer's promise.

His refusal sealed the doom of the Daen Coentis. The Oath had been sworn, and the Daen would not be free of its bonds until they fulfilled it. Ore veins in their mines petered out, fields yielded no harvest, livestock sickened, craftsmen forgot crucial skills, and many women were barren. By night, apparitions of the dead roamed aimlessly near their burial sites.

The thoughts of the Daen Coentis turned ever more towards death. To appease their gods, the shamans sacrificed eagles, serpents, and newborn lambs during worship ceremonies. The bloody rites proved ineffective, and stronger measures were tried. Human captives and then brave volunteers were ritually killed on the Daen altars. Individual warriors, followed by families and then whole tribes, left the area.

By the third century of the Third Age, the Daen Coentis as a people no longer existed. The few who remained in the haunted Ered Nimrais dwindled and died. Most had migrated to the foothills of the southern Misty Mountains, where they became known as the Daen Lintis, the "Learned People," or the Dunlendings.

These tribes hoped that their escape from the land of the roaming dead had allowed them to also escape the curse laid on their ancestors. And yet perhaps the breaking of an oath by some may bring a curse upon the rest. Certainly, more troubles were destined to shadow their future. Sauron had further plans for his Dúnnish minions. Conveyed through their shamans, the Dark Lord's will pushed the warriors to war on the men of Calenardhon.

When the Great Plague in T. A. 1636-37 swept over the land, the minds of the Dunlendings were stirred with fearful recollections of the Oathbreaking. They believed that the plague was a consequence of their ancestors' treachery, since this secluded people contracted the disease by their frequent raids upon Gondorian wagon trains. All among the foothills the Dunlending tribes suffered.

In an effort to escape the plague, Clan Faighoin entered an opening in the slopes of the Hithaeglir. The caverns connected to the Under-deeps, and the tribe rushed into the depths of the mountains, believing that there they would be safe. Behind them in the entry caves, they left a riddle to guard the secret of their flight. With them they took the wealth of the many that had perished around them. Clan Faighoin never surfaced from their subterranean hideout.

ERIBHEN DA MOIGH

Eribhen the Young was the granddaughter of Derna, the long-lived Priestess of Dunland's famous Healer's Hall. Unlike her forebearer, she was fascinated by the ancient black arts, desiring to rule the Ghosts that haunted her people's memories.

By the age of ten, Eribhen was well on her way to becoming a shaman more powerful than any the folk of Dunland had ever known. She studied under the aging Priest Ruil in the Misty Mountains, and it was he who gave her the great staff called "Ghostbane." With that gift, her legend grew ever greater.

In T.A. 1695, she renewed the Dark Worship among the Dunlending clans, reawakening many Ghosts to wander in the night. Clans listened to her exhortations in order to escape the attention of her Undead minions. The shaman coaxed the priests and clan leaders to fight for the unification of Dunland and a subsequent victory over Gondor. Some tribes refused, and there was civil war. With

the successes in the spring of T.A. 1697, Eribhen consolidated all of Dunland and allied herself with Ulf Dilan, appointing him as the High-chief.

TUGHAIB



Together they planned to overrun the lowlands of Eriador. Ulf Dilan invaded the Gondorian province of Calenardhon. During a surprise ambush while he was crossing the Isen Fords, the High-chief was killed and his forces eradicated. Eribhen returned to isolation.

TUGHAIB NA BHAINNAN

Eribhen's time of power in Dunland was at an end, but her influence continued to rule her people. The shaman bequeathed Ghostbane, the staff that gave its bearer control over the Undead, to her spirit-sister Tughaib na Bhainnan (D. "She-ruler of the Spirits"). The young acolyte roamed the highlands in solitude while improving her mastery of the black arts. Several years later, when her capabilities were nearly mature, she discovered the caverns through which Clan Faighoin had fled.

Solving the riddle, she followed their trail through the Under-deeps to find the clan's tombs. The cold graves might have foiled another's schemes, but the wielder of Ghostbane reawakened the souls of the dead to create an army of wraiths.

Leading her Undead through the Under-deeps to the southern slopes of the mountain spur, Tughaib occupied the caverns there. At her back, she left five riddles along the path between the Riddle Caves and the Troibna Bhainnan (D. "Earth-womb of the Spirits" or W. "Ghost-caves") to thwart anyone who might attempt to track her.

Intoxicated by power, Tughaib sought means by which to enlarge her spirit army. Sundry experiments with captives enabled her to convert the newly dead into animated corpses who followed her orders. Esconced in the Ghost-caves, she has begun abducting lone travellers and unwary clan folk from their homes to become Undead under her command.

4.0 GHOST WARRIORS OF DUNFEARAN

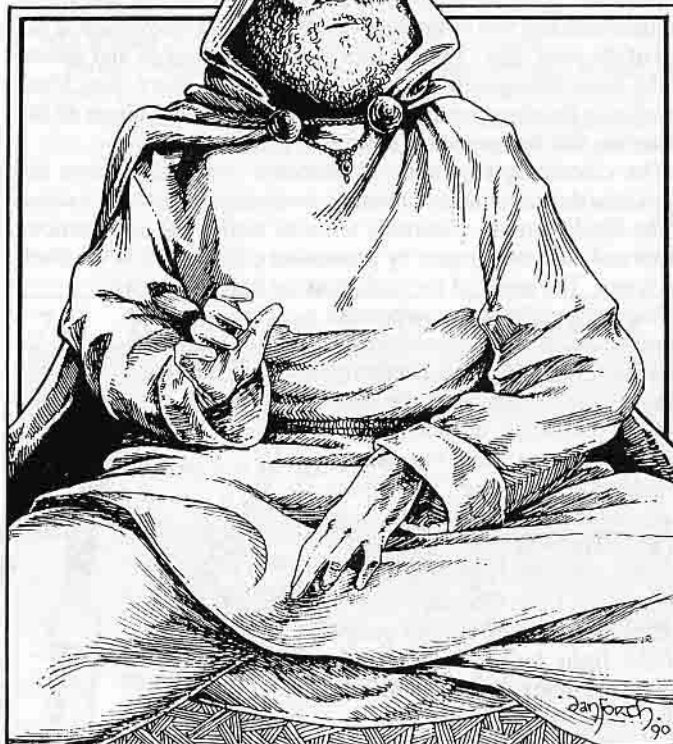
Staring from the southern face of one of the southwest cliffs in the Misty Mountains, the twin entrances of the cavern stronghold of Tughaib na Bhainnan exude darkness from their sinister archways. The caverns serve no other purpose than to provide a dwelling for the Dunnish shaman and her small army of Undead minions. Travellers beware!

As the last rays of the sun fade from the sky, the Dunfearan valleys seem peaceful, except for the occasional and not unusual call of a wolf. Starlight gilds the trees and the fields with silver. Night owls float beneath the moon. Soft breezes rustle the grasses and leaves. Crickets and frogs fill hollows near streambeds with droning music. The ominous beauty and peace of the mountain range looms above the foothills. The wild seems almost safe.

Then the spirits of the dead rise from their tombs to change nature's quiet into the oppressive silence of death. With noiseless, gliding steps, dark figures spew from the caves which hold their crypts. Mingling with the wraiths, the corpses of newly slain Dunmen, reanimated by Tughaib na Bhainnan, brandish sickles, axes, swords, and spears.

In their clan-holds, the Dunlendings shun the ceremonies performed at dusk that oblige the sun to return with the dawn, as well as the midnight hunts pursued to honor Turaigh, the God of the Wilds. Protected by palisaded embankments, they huddle before the fires of their circular homes from the first dimming of the sky at sunset until well after sunlight has returned the next day. Fearful visions of the fate of a friend who has disappeared haunt their dreams. Will he return as Undead tonight? That is the most hideous aspect of this danger — those abducted come back as Undead warriors themselves.

SOLOPHEN



"Perhaps they escaped," is the unspoken thought of their families. And then all hope vanishes with the glimpse of a shambling corpse — its skin white and shabby, eyes deep and wild, tongue black, and uttering long wails of despair as the horror stalks those who were once friends.

4.1 AN ATTACK BY SPIRITS

The wraiths came with a mist that in the late afternoon rolled across the meadows surrounding the clan-hold Daighen. Shrieking like caged hawks, the spirits circled the shepherds who refused to flee, while the corpse-warriors in their train engaged these hardy few in battle. The defeated victims were then bound and dragged towards the Ghost-caves. Among those taken were Ishel and Borar, the 15 year old daughter and the 8 year old son of Borkul, a smith and carpenter of Daighen. The children had strayed from the main herd in search of a lost cow.

Menoib, the chieftain of Daighen, hopes to send a band of warriors after the retreating Undead company. The sun is yet above the horizon, although the fog considerably dims its fading rays. It will be hours before the spirit army regains its stronghold, and the living should have a chance of vanquishing the Undead and saving the captives if they act quickly.

Despite these tactical advantages, the Dunnish warriors are reluctant to challenge the wraiths and walking corpses. The rapid approach of nightfall coupled with the Dunlending fear and reverence for the dead create caution in the boldest. Sensing the uneasiness of his clan, Menoib seeks adventurers whose less provincial outlook will enable them to tackle the rescue.

4.2 THE NPCs

SOLOFHEN

The shaman of Clan Mhaigren, Solofhen is a wise, old man who has devoted his life to combatting and defeating Undead spirits. He holds small honor among his people, since his role would normally be held by a woman. His clan incorrectly believes that his powers are inferior due to his gender. Rainhet, the woman who was shaman before him, disappeared several months ago. (She was slain by the Ghost warriors while gathering herbs.) She had trained no successor, and Solofhen's skills made him the only individual at all suitable for her position. His hair is sparse, white, and tangled; his skin is leathery and creased in innumerable wrinkles; and his trembling limbs barely support his aged body. He may offer adventurers scrolls that will protect them from wraiths, and holy symbols that put spirits to rest forever. The shaman's popularity has grown since the Ghosts started marauding, but he lives in a secluded circular hut on the edge of Daighen.

Dressed in brown robes with a hood over his straggling hair, the tiny, old man, 5'2" tall, speaks in a low rasping voice. He is hesitant to offer help unless the PCs can prove their need for it. He trembles with a nervous disorder, which, despite his shamanistic skills, he cannot cure. Adventurers should obtain a real sense of fear of the Ghost-caves when Solofhen speaks of them. His pale, blue eyes seem never to focus on anyone, resting instead on terrible, unseen spectres from his past.

BORKUL

Possessing little wealth and desperate for the safe return of his children, Borkul will offer anything he owns: his home, its furnishings, the checked cloak off his back, or his beautiful daughter's hand in marriage. He knows that Ishel and Borar will not survive

BORKUL



the night if they are not wrested from the hands of the Undead this evening. His forceful pleas in the ears of the chief of Clan Mhaigren have secured Menoib's support, but the Dunnish warriors falter.

A true laborer, Borkul shakes hands with a roughened paw that makes a boar's skin feel soft. He is a blacksmith and a carpenter. He is only 42 years old, yet a leg deformity prevents him from challenging the wraiths himself. His words to any adventurers visiting Daighen will be quite eloquent.

ANREA



ANREA

Anrea serves mugs of mead and ale at the Troighef (W. "Toasting-hall") of Daighen. Travellers often stop there, and she overhears much news and many tales. Her friendly demeanor and sympathetic smile encourage the confidences of strangers. She is Borkul's niece, and will gladly tell adventurers all she knows about the Ghost-caves and even the Riddle Caves, although she doesn't know the location of the latter.

Anrea usually remains near the barrels of mead and ale, dispensing these liquids as necessary. Occasionally she clears a table. During these forays, she will probe the adventurers for stories of their travels to determine whether they might be suitable folk to rescue her cousins Ishel and Borar.

THE MINIONS OF TUGHAIB NA BHAINNAN

The spirits of the warriors who were once members of Clan Faighoin are most accurately described as Barrow Wights. Were it not for the powers of the staff Ghostbane, the wraiths would haunt only their own tombs, deep in the bowels of the mountains, never stirring beyond the caverns to disturb the living Dunmen who roam the foothills. Yet, Tughaib na Bhainnen has severed the

ties that bind them to their crypts, and the powers of her staff send them out into the valleys of Dunfearan. Sated with the life energy of the many victims brought to the Troib na Bhainnan, the wights' shadowy forms have grown more distinct. The checks and plaids of the gartments they once wore are vaguely visible, as are their sunken faces. Like all Barrow Wights, they wield the weapons buried with them in their crypts long ago.

Among these spectral warriors march the animated corpses of those newly dead Dunmen sacrificed by Tughaib at her dark altar. Similar to ghouls, the walking dead remember nothing of their ambitions, hopes, failures, and accomplishments before death. They are dominated by a hunger for the life force of others and by the commands of the shaman who created them.

4.3 THE SETTING

The rescue party that tracks the Undead warriors will run their quarry to earth in a forest glade five miles east of Daighen. The band of spirits and walking corpses, accompanied by the strange fog that heralded their arrival at the clan-hold, has stopped to tighten the bondson their prisoners. One of the captured shepherds had loosened the ropes restraining his legs sufficiently to kick his way free of the warrior gripping him and then to escape altogether. Determined not to lose their remaining captives, the Undead halted their progress to remove any slack in the ropes.

4.4 THE TASK

The PCs must track the Undead warriors to their halting place in the forest clearing. The destruction of the spirits and Dunnish ghouls is not their primary aim, but it may become necessary in the course of rescuing Ishel and Borar. Ideally, a clever scheme should be devised that will prevent the adventurers from confronting the entire Undead host.

STARTING THE PLAYERS

Borkul is pacing from home to home, frantically urging all he meets to rescue his children. He is offering everything he has, even Ishel's hand in marriage (she is very beautiful), to those he approaches. Stopping in front of the Troighef, he wonders if any travelling warriors might be inside resting from the rigors of their journey. He limps inside and finds the player characters.

The adventure calls for an immediate assault on the Undead host, with no time to spare. Extensive preparations and second thoughts are not an option.

AIDS

Solo often has scrolls and religious symbols that will help protect the PCs from the Undead (GM's discretion). Anrea has a wealth of information about the Ghost-caves (including most true statements from the rumor table). Other common information can be obtained from other NPCs. Should the adventurers encounter the shepherd who was taken by the Undead and subsequently escaped, his description of the strengths of their opponents should be useful for planning strategy.

OBSTACLES

Travelling through the forest following the tracks of the Undead host as the daylight fails, although among the lesser of the challenges to be faced by the PCs, poses some difficulty. The terrain is rough, and wild beasts roam the hills. However, the Undead warriors themselves are the major obstacle. The wraiths possess supernatural powers, and the animated corpses wield their weapons with a mindless fury.

REWARDS

The chieftain, Menoib, will reward the adventurers with 2 silver pieces each when they return with Ishel and Borar. In addition, he offers them the Naibhen na Ghoiralt (D. "Swirl-staff of Wildland-musics"), a twisted staff that belonged to a shaman who lived in the White Mountains. None of Clan Mhaighren can master the item, and thus its powers are useless to them.

When the staff is touched by the rays of the sun, its wood hums with the drone of honeybees and its bearer (if attuned to *MERP* Essence or *Rolemaster* Mentalism) may cast *Controlling Songs* *Calm Song* True 2x/day if the staff is in sunlight when the spell is cast. *Calm Song* True causes the target to be calmed and unable to take any aggressive (offensive) action while listening to the hum of the staff. Should a shadow fall on the staff and interrupt its hum, the target will continue in a calmed state for as many rounds as he initially listened to the staff's drone. When the staff is illumined by moonlight, its wood plays melodies similar to those the wind creates when rustling through the trees and its bearer may cast *Sleep Song* 3x/day. *Sleep Song* causes the target to fall into a light sleep for as long as the staff issues rustling noises without interruption. When the staff is gilded by starlight, the cool sounds of water bubbling in a brook emanate from it and the bearer may cast *Charm Song* 4x/day. *Charm Song* causes the target to believe the staff's bearer to be a good friend for as long as it makes the sound of water flowing without interruption. When the staff is warmed by firelight, birdsong fills the ears of those nearby and its bearer may cast *Forgetting Song* 5x/day. *Forgetting Song* makes the target forget what transpired in a certain period of time (specified by the staff's bearer, within 1 day/lvl). The length of the time period is equal to the amount of time the target listens to the birdsong of the staff.

Ishel, although rather young, is quite lovely in both appearance and personality. She will be willing to make good her father's promise of her hand in marriage to any male adventurer who is reasonably personable. Should none of the PCs prove willing to settle down in Daighen or to allow a young girl without skill in either weapons or magic to join their travels, Borkul will insist that the adventurers take their pick of his not extensive possessions. He has a typically round Dunnish hut, its furnishings, some fine pelts of silver fox fur, the tools of his trade, and a bronze serving platter. This last item is engraved with Cirth runes, incomprehensible to the Dunmen, that instruct Channeling adepts to pronounce the word, "Enquante!" The platter will fill itself with food enough for a meal for five 1x/day when the phrase is uttered.

4.5 ENCOUNTERS

Since the adventure takes place during the early evening, many of the beasts dwelling in the wilds of Dunfearan will be alert and in search of food, rather than somnolent as they might be at noon. (Use Beast Table in Section 7.0.) Bears, Vampire Bats, and hunting cats such as the Highland Lynx might add some extra excitement to the adventurers' task while they track Tughaib na Bhainnan's minions through the forest.

The encounter with the Undead will be the decisive one, however. Since these unnatural warriors are accustomed to flight on the part of their opponents, they will not be expecting pursuers. Nor have the shaman's orders prepared them for such an eventuality. The PCs should receive the full benefits of surprise. If they utilize this confusion to liberate the captives and then escape, the encounter should result in success for the adventurers. If they linger to vanquish the Undead host, they may lose their own lives, as well as dooming the captives to a horrific "unlife" after death.

ORAVARRI



5.0 A RAID BY NIGHT

Two nights ago, Tughaib's Undead warriors swept through the foothills into the forest, finding a camped merchant train at the wood's edge. Fortunately the travellers were not yet settled for the night, and they fled the spirit army when a guard shouted warning. The shaman's acolyte's then looted the wagons. Oravarri the merchant has lost not only his profits from the venture, but his wagons and horses as well. Furthermore, the Undead assailants escaped without loss.

5.1 THE THREAT TO THE CLAN-HOLD

Daighen, the Dunnish clan-hold nearest to the Ghost-caves, is in growing danger. Oravarri's loss is not the first. Several travellers are unaccounted for, and have been for at least two months. Even more dreadful, some who have encountered the wandering Undead claim to have seen these missing people among their spectral ranks. The Dunmen of Daighen fear the expanding range of the Undead warriors. Somehow these haunts must be stopped.

A few suggest sneaking in the Riddle Caves on the north side of the mountain spur, opposite the Ghost-caves, solving the riddle, and arriving in the Ghost-caves secretly, by means of the Under-deeps path. A successful assassination of Tughaib na Bhainnan may stop the marauding army. Or perhaps the theft of her staff will accomplish the same.

5.2 THE NPCs

ORAVARRI

A plump middle-aged man, Oravarri is a successful merchant, despite his losses due to Tughaib and the Ghost-caves. Unfortunately, the raid on his wagon train may ruin him. He has lost several men in addition to his wagons and the goods within them. He is offering a lump sum of 50 gold pieces for proof of the shaman's death, or at least the theft of her staff Ghostbane. This he announces loudly in the Troighef.

Dressed in breeches, suspenders, and a woolly shirt, Oravarri hardly looks businesslike. Except for his shrewd nose, he resembles a butcher or a grocer in Tharbad. But appearances can be deceiving, for the jovial man can talk anyone under the table. His bright and almost permanent smile is hard to pass up when he is making an offer.

SCAMMAR



SCAMMAR

Dressed in a black cape, dark green trousers, and high black boots, Scammar is a shady Dunman who makes his presence felt by sitting aloof in the Troighef. He likes to eavesdrop. He will approach any PCs discussing the Riddle Caves of the lost Dunlending clan, professing knowledge of its location. He asks a price, 2 gold pieces, for his personal guidance to the caves.

Scammar has long hair which he pulls tightly off of his brow into a braid at the back of his head. His left earlobe is missing, an oddity that tends to draw the eye of those with whom he converses. He has a small nose which he caresses with his index finger whenever he talks business. He is clean shaven, which reveals his tight skin and wide jaw. He is true to his word, although he enjoys the reputation that he holds due to his appearance—a scoundrel with intentions to back-stab.

JEROIBHA

Well-loved in the clan-hold, Jeroibha is a tall, young, ruddy Dunlending youth. As nephew to the chief, he has the perfect position for his real purposes: he is a spy, loyal to Tughaib na Bhainnan herself. He will present false information to any who inquire about the Ghost-caves. If he is aware that anyone planning an expedition to them, he may go to warn the shaman. Most likely, he will attempt to murder the adventurers as they set out into the wilderness. He is very skilled at maneuvering in the woods for his age, which is young — only 22 years. He is also practiced in the arts of ambush and assassination. His knowledge of poisons and their use is extensive.

Jeroibha's dark hair lacks the red tint typical of many Dunnten, and his features are more aquiline than most of his race. Some say he has Dúnadan blood in his lineage, but his skin possesses the ruddy glow characteristic of the Dunlendings. He is very convincing of his good intentions to all who encounter him.

TUGHAIB NA BHAINNAN

Tughaib is a rugged mountain woman whose little amount of Elven blood keeps a blush on her cheek, brightness in her hazel eyes, and strength in her limbs. She has brownish-red hair, and a commanding visage. She avoids wealth and dresses simply in pale beige robes. Tughaib's ability to dominate nearly anyone she encounters stems from internal power, rather than external trapping.s.



Her principal weapon is the staff Ghostbane. Although the bards' stories relate that this item was bequeathed to her by Eribhen, they are wrong. The staff, although it bears the same name as the one carried by Eribhen, was created for Tughaib by the Dwarves of the Ered Angurath in Nurn at the Dark Lord's orders. It is an intricately carved length of bleached ash. The wood glows whitely in the gloom of the caverns. It serves as a +7 (Channeling) spell adder, and enables the wielder to control any ghosts, wights, ghouls, or specters within a 100' radius. Ghostbane also acts as an Undead-slaying quarterstaff.

THE UNDEAD OF THE GHOST-CAVES

The spirits of the warriors of Clan Faighoin, the walking corpses of newly killed foes, and ghouls summoned from the Under-deeps by the shaman's staff dwell in the Troib na Bhainnan with Tughaib and her acolytes. There is a chance (01-15) that all will be gathered in the Cavern of Sacrifice when the adventurers penetrate the stronghold. More probably, the Undead will be roaming throughout the caverns.

The ghouls are slimy, rotting, animated corpses sporting lengthened teeth and nails. They are easily distinguishable from the newly killed walking dead, whose skin is sunken and pallid, but not filmed over with the muck of disintegrating flesh. The appearance and the touch of the ghouls are both fouler and more dangerous. Dominated by hostility, ghouls rush their victims, while tearing with teeth and nails. Their gruesome features instill *Fear* (victims must make a successful RR or flee), and their filthy limbs create wounds that often (01-30) become infected. The following procedure determines when adventurers will encounter a wandering ghoul.

Level One — roll on 1-100 scale once every 8 rounds.

1-69 = no encounter

70-00 = an encounter with 1-5 ghouls (Lvl 2; Hits 35;

AT SL/4; DB: 10; OB: 40SBa/50SCl/45we).

Level Two — roll on 1-100 scale once every 5 rounds.

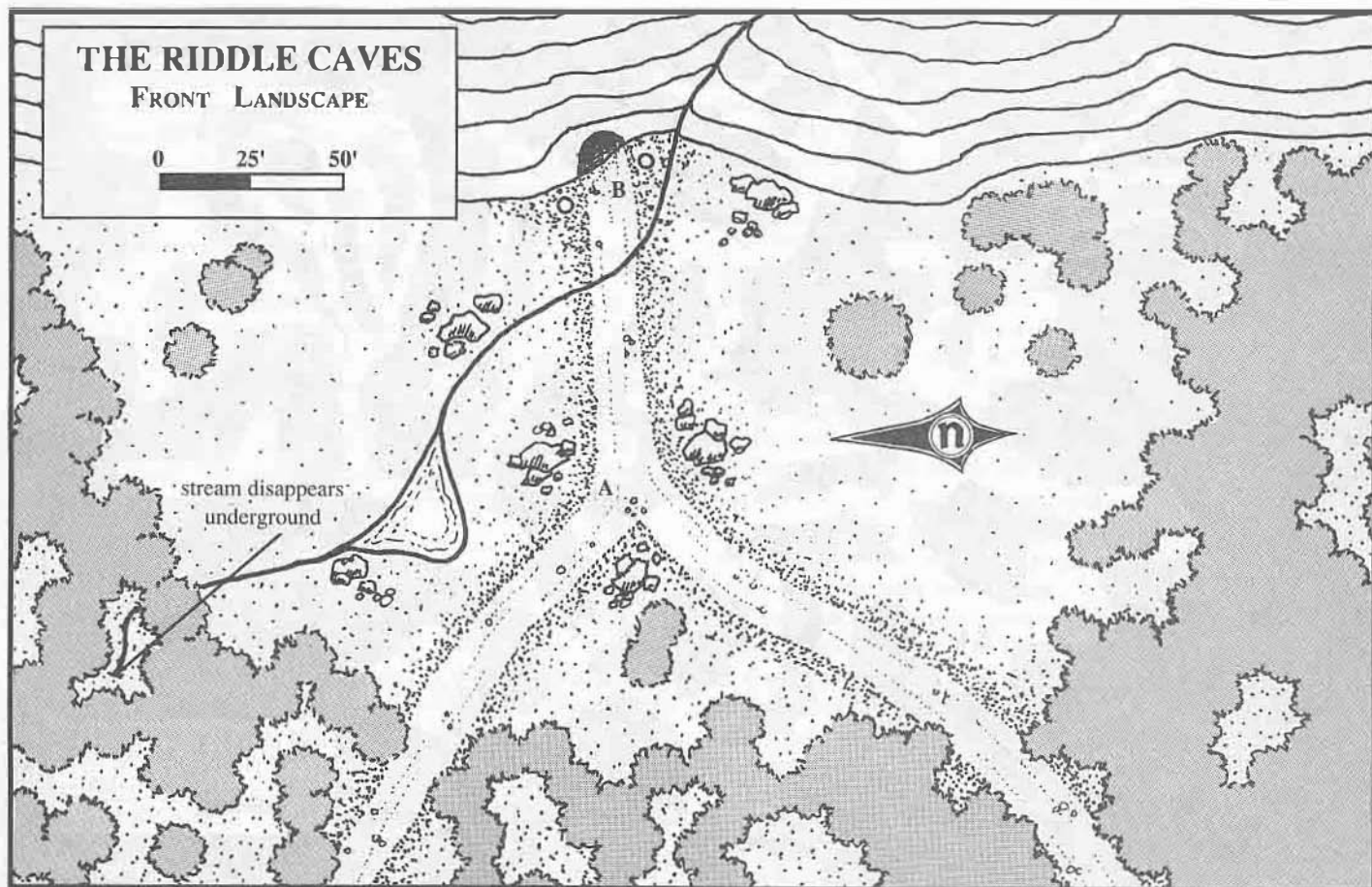
1-59 = no encounter

60-00 = an encounter with 1-5 ghouls (Lvl 4; Hits 50;

AT SL/4; DB: 10; OB: 50SBa/60SCl/55we).

The walking dead lie "sleeping" in tombs placed throughout the caverns. They will not awaken unless their tomb is opened or if the Gong (#27 on Level One) is struck. (See Section 4.0, *The Minions of Tughaib na Bhainnan*, for more extensive descriptions of the Dunnish spirits and the walking dead.) The ghouls are either found wandering or in the open graves (a ghoul occupies an open grave 80% of the time). The only creatures who stray from the Under-deeps into the Ghost-caves are the ghouls.

The spirits of Clan Faighoin's warriors stay in close proximity to the stone crypts created for them by Tughaib. Like the walking dead, the wights are quiescent for long periods of time. Only the powers of the shaman's staff or the entrance of an intruder into the cavern where the crypt is located rouses the wights. When they awake, however, the spirits immediately attack anyone other than Tughaib, her four acolytes, and Jeroibha.



5.3 THE TERRAIN

Daighen lies on the bank of the river, surrounded by thick forests. Roads lead from the clan-hold in all directions, the primary route heading south along the edge of the Hithaegllir. Burial mounds loom amidst the fields where the forest ends, and the land runs far back between the mountain arms. The southern face of the mountain, where the twin entrances to the Ghost-caves open in the cliffs, is steep. During the night, unpredictable winds and frothing mist make rock climbing difficult.

The Riddle Caves are accessed from a flat shelf in the rocky crags of the northern side of the mountain spur north of Daighen. The edge of the forest lies at the elevation of 3,250 feet. Beyond this point, the cliffs steepen, rising another 4,000 feet in under four miles behind the cave entrance. Winds are strong on the shelf, making rock climbing dangerous (an Extremely Hard, -30, maneuver every 10 minutes) if adventurers attempt to approach the caves by any way other than the road.

5.31 THE RIDDLE CAVES

A small glade in front of a bare cliff wall, surrounded by heavy conifers, holds the entrance to the Riddle Caves. A faintly worn road runs west from the mouth of the eight-foot-wide opening, and then forks amidst three boulder heaps (A). The mound of boulders closest to the spring bubbling at the foot of the cliff shelters in its shadow a Pükel-man (Lv15; 11 fits 150; ATCh/16; DB: +25; ●B: 95 stone hammer). He will move to stop anyone from getting near the cave.

The cave entrance is flanked by a pair of pillars (B), each carved with magical runes. Anyone who reads the carved symbols on the pillars will flee in terror for 1 hour (unless a RR against a 10th level *Fear* spell is successfully rolled).

UNDERSTANDING THE RIDDLES IN THE CAVES

Within the caves, there are 8 symbols and 8 inscriptions, marked on the map (A-H) and (I-P), respectively. All are clear and easily readable (if someone in the group has some knowledge of Dunael).

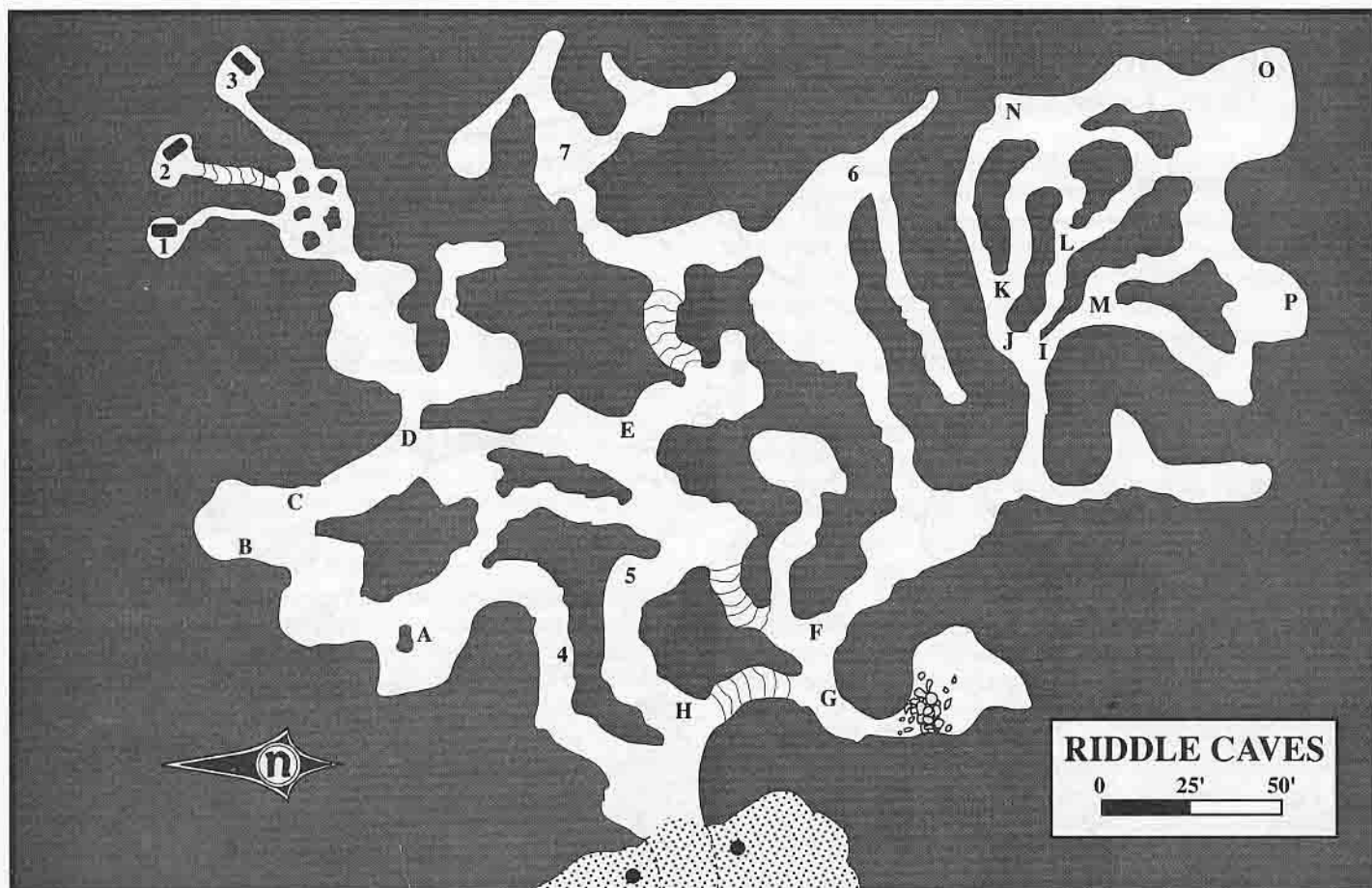
The inscriptions are all found in the back right portion of the cave. The first inscription (I) paired with the second inscription (J) reads: *"Three forks yield more meat for contemplation."* (The slash indicates the division between I and J).

The word "forks" refers to the three places where the cavern passage branches in two; thus *"Three forks."* At the split of each path, written on the wall, are the next three messages (K-M). They read, *"The eye sees the placement of the symbols as if gazing at a mirror."* This is a clue suggesting that the PCs map out (find the placement of) the symbols, all of which are located in the front left portion of the cave.

If the PCs map out the symbols, and do a connect-the-dot exercise, simple observation reveals that they are in the shape of an eye. The eye is a symbol of the Dark Worship (a cult corrupted by Sauron) of Clan Faighoin.

The final instruction is found in the last three messages, all of which are also found in the back right section of the cave. When read together, the (N-P) messages read: *"Pass through the eye in the direction of the arrow."* Careful inspection should reveal the arrow to be the natural rock formation near the cave entrance. If the PCs search the wall opposite the point of the arrow, they have a (+20) better chance of finding the secret door, which would otherwise be Absurd (-70) to detect.

Obviously, this riddle is for players who enjoy brainteasers. The GM can simply make the secret door easier to find and disregard the riddle.



LAYOUT OF THE RIDDLE CAVES

The front-most portions of the cave complex possess eight symbols carved at specific points on the walls. Their placement is more important than the shape of each carving. However, descriptions of each follow.

- A: a spiraling line coiled around a vertical rod.
- B: a v-shape bisected by a vertical bar.
- C: a v-shape crossed by a horizontal bar.
- D: an oval lying on its side.
- E: a spiraling line coiled around a horizontal rod.
- F: an x with small circles at the ends of the crossed strokes.
- G: two circles connected by a horizontal bar.
- H: two diamonds connected by a vertical rod.

The portion of the caves located to the right and further back possesses inscriptions on its walls. (The letters I through P on the map mark the location of the inscriptions.) A complete list follows.

- I: "A map is more than words:
read left to right, bottom to top.
Three forks yield"
- J: "more meat for contemplation."
- K: "The eye sees"
- L: "the placement of the symbols"
- M: "as if gazing at a mirror."
- N: "Pass through the eye"
- O: "in the direction"
- P: "of the arrow."

1. Tomb. This chamber contains a rectangular stone tomb. The chamber is bare. If the tomb lid is removed, the adventurers will release an entrapped Specter (Lv1 5; Hits 200; AT No/1; DB: +100; OB: +40 shock bolt, range: 5 feet.). It can only be damaged by concussion hits.

2. Tomb. This chamber is similar to the other tomb (#1), but inside the stone box there is only dust.

3. Tomb. A stone crypt is located in the middle of the room. Underneath the lid is darkness. Torchlight will reveal a descending staircase. The adventurers may or may not realize that they have found the sole passage to the burial crypt of the Dunlending clan that sought safety from the Plague beneath the mountain. The steps do connect to the upper Guardian Crypts (#1). This tomb is trapped. Removing the stone lid releases a poison gas, pushed out by the air pressure of the chambers below. All who fail a RR vs 8th lvl poison will fall into a faint that lasts 4-8 hours (everyone within an 8 foot radius is affected).

4. Passageway. The side of the wall of the arrow rock formation is engraved with five runes which are easily distinguishable from the important symbols in points A-H. The runes signify the five most important constellations in the sky, according to Dunlending worship practices.

5. Passageway. The other side of the wall of the arrow rock formation is also engraved with five runes. The runes signify the five seasons of the Dunlending year.

6. Cavern. The smell of rotten flesh permeates the air. Garbage strewn all over the rear of this chamber is an indicator of the two adult male Stone Trolls that dine in this area. There is a chance (01-25) that the pair are in here. If so, adventurers have the advantage of surprise because the Trolls will be eating. If it is daylight outside, the Trolls will definitely be in the adjacent cavern (#7), if they are not present here.

7. Cavern. The two Stone Trolls (Lvl 12, 10; Hits 135, 120; DB 25, 25—SL/8; OB 145 club, 130 hammer) live in this chamber. There can be no surprise by either side if the Trolls are present. If it is night outside, there is only a small chance (01-10) that the Trolls will be anywhere within the caverns. Located in the north-east tunnel of the cave is the Trolls' treasure. A steel chest with a large lock (-10 to open) holds a silver +15 dagger, 346 gp, and a bag of precious stones worth a total of 250gp. (Only if the PCs search carefully and specify that they are checking the cracks in the wall will they find an Elven blade, wrapped in red cloth. It has no scabbard and is a +20 Troll-slaying sword.)

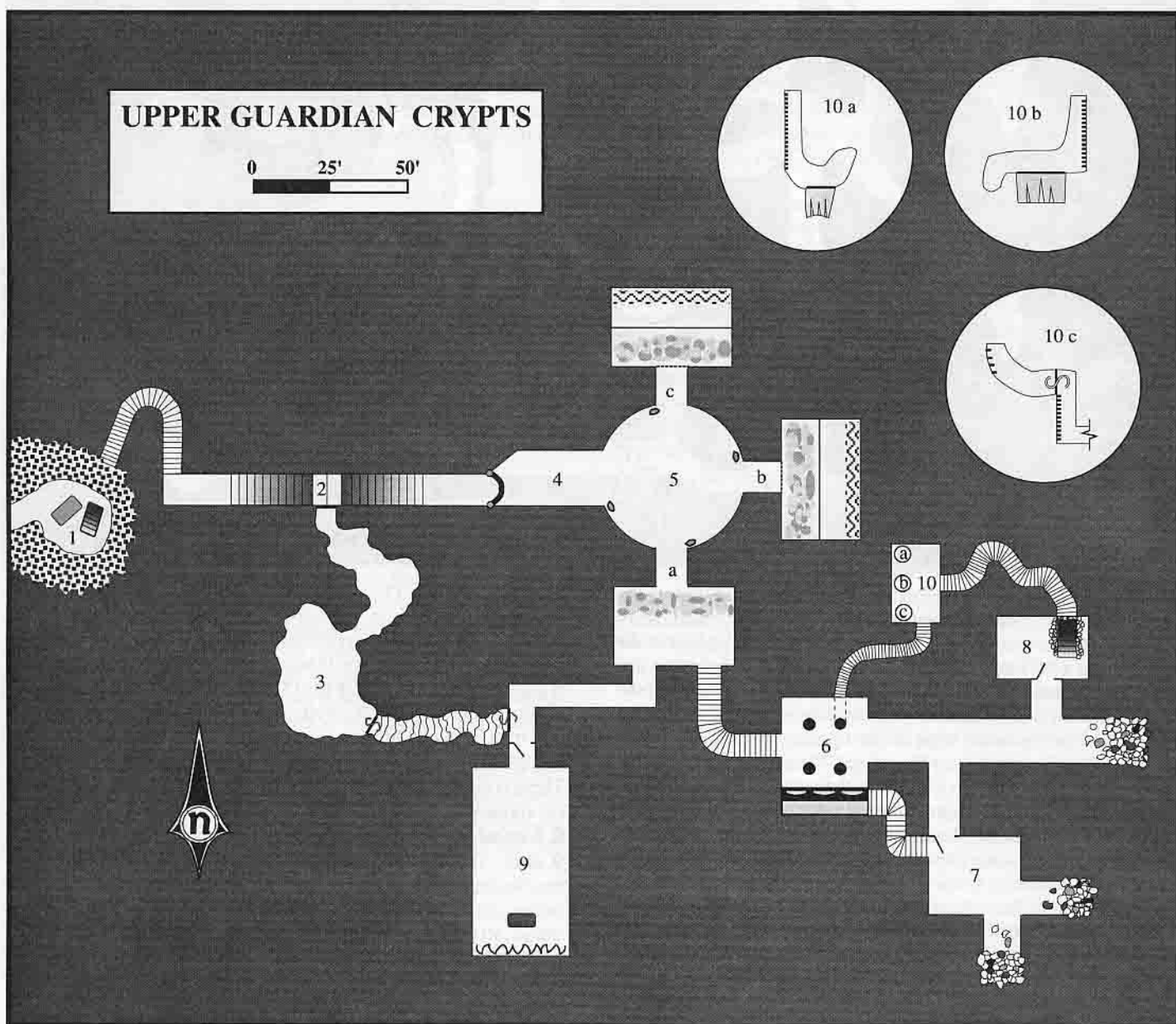
THE UPPER GUARDIAN CRYPTS OF THE RIDDLE CAVES

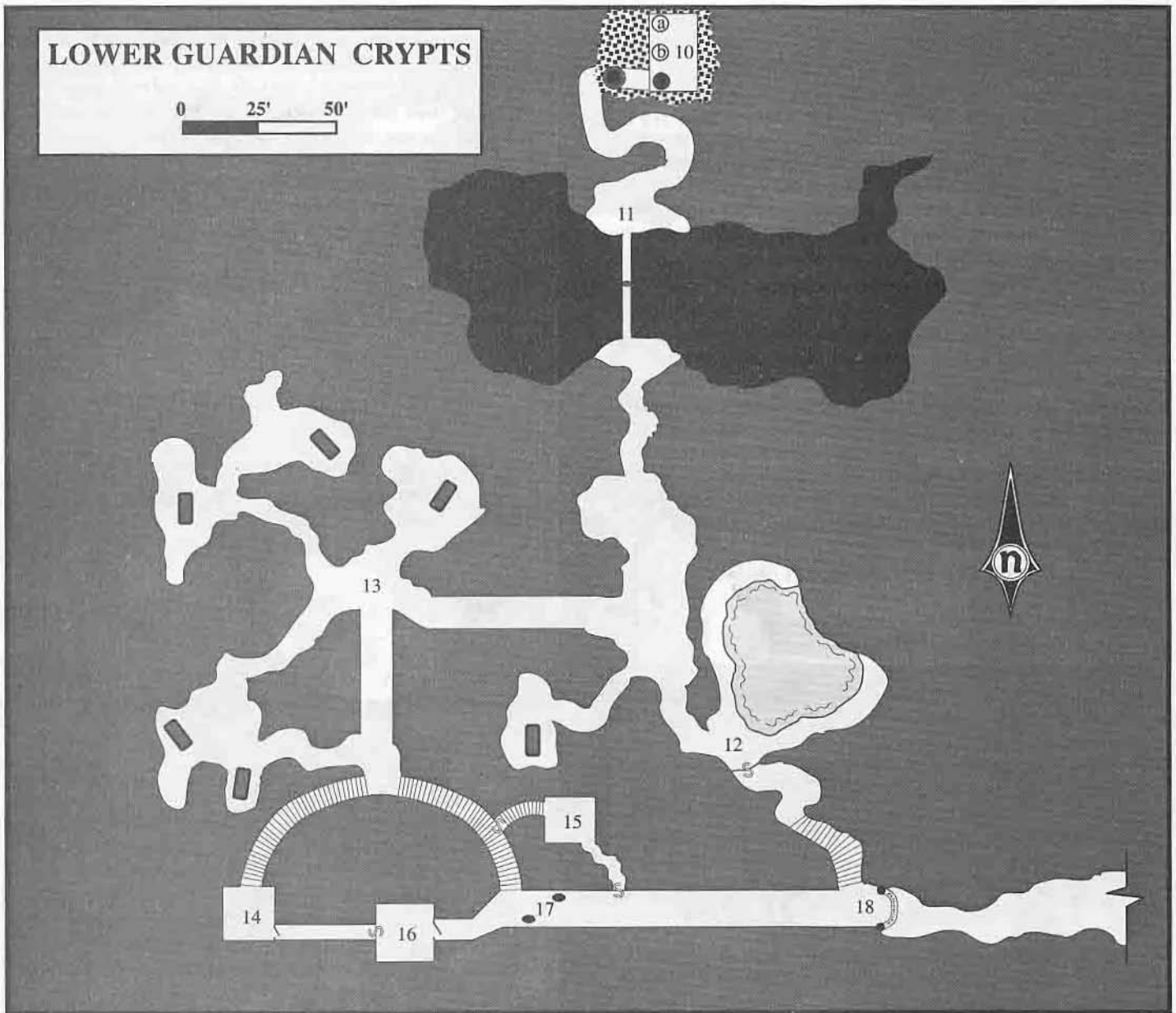
1. Stair. A winding stair descends from inside the tomb in the Riddle Caves (#3) of the entry level. The air is dank and musty. At the bottom of twenty-four steps, the passage turns left and becomes level. The walls are smooth, obviously finished with care.

2. Stairs. Stairs descend from both sides, while the ceiling is consistent across the entire 50 feet. The stairs are broad and shallow. The 10 feet between the two facing staircases is a trap door. Any weight of 70 lbs or more will cause the trap door to open at the center (two halves). Because the trap door is a smooth surface, those people standing on it have no way of escaping a fall. The trap is Hard (-10) to detect. The 15 foot fall will result in one "D" Crush critical. A door leads from the pit into a cavern (#3). The door is locked, Very Hard (-20) to open.

3. Cavern. This cave is the resting place of three Skeletons (Lvl 2; Hits 25; ATCh/14; DB: 20; OB: +55 weapon, any Crush critical destroys their bone bodies.). They guard the secret door, Hard (-10) to find on the far wall.

4. Passageway. On the other side of a pillar-supported archway is the entry hallway to a circular room. From the circular room the PCs can hear four distinct voices. Three of the voices say the same thing, "Through this passage." One of the voices is saying, "This passage to my right."





5. Domed Chamber. Besides the opening that the characters entered through, there are three other exits from this circular room. There is a flame in a pot hanging from the ceiling, 6 feet off of the ground. As a PC faces each exit, he or she sees a pair of stone lips on the wall on the left side, about waist high. Through each of the three exits is visible a mist thick enough to obscure vision. The stone lips directly to the right of the opening that the characters entered through are the ones whispering, *"This passage to my right."* If the PCs follow this advice (going through 5a), they will pass through the mist into a room with two more exits. If they choose 5b or 5c, they will pass through the mist into a room and see an illusion of a continuing passageway in front of them. After five seconds, a portcullis falls, trapping the adventurers inside the room. The entire floor then splits, opening like a trap door to drop those standing on it 140 feet onto a rock floor in a room the same size below. It is an Extremely Hard (-30) maneuver to leap and grab on to the portcullis bars.

6. Chamber. Accessed by a stairway (exiting from #5a), this large square room has one exit directly across from the entrance. There are four pillars, one opening onto a secret spiral stair and passage,

Hard (-10) to find. The side of the room holds a colonaded balcony (30 feet up). There is a statue of a Dunlending bowman on the balcony. He is aiming acrossbow. He will fire once a round with a +55 OB. He will not stop firing until he is broken (with whatever it takes to break a statue) or the PCs are no longer within the room. He does not move, but his bolts strike randomly, even though the bowman does not aim.

7. Cell. This room is empty. Rubble blocks the exiting passages. There is no way to clear the cave in. The stair leads to the balcony (of room #6).

8. Chamber. Stairs descend (to room #10).

9. Hall. This long hall has an altar at one end, and a black and red marbled curtain hanging on the wall behind it. As the PCs enter the wider section, five Specters fly out of the stone altar and swarm in the air, attacking the adventurers with passing electric shocks. (Lvl 4; Hits 50; AT No/1; DB: 70; OB: +85 electric shock that drains 1 Constitution point, as well as an automatic 5 hits — no criticals or varied damage.) Every time a Specter drains a Constitution point from any PC, it automatically regains its own total hits. The Specters can only be struck with magic or mithril weapons.

If the Specters are killed, all Constitution points can be recovered by touching the altar. A chalice is on the altar. It has one swallow of liquid in it. A person who drinks this is invulnerable to any attack, no matter what level, for 24 hours—although no one knows this, nor will the individual be aware of a change in his body. The chalice refills instantly, but if the swallow of liquid is ever spilled, the chalice breaks. Thus taking the chalice is worth a try, but there is the risk that it may be spilled in travel or battle or simply by accident.

10. Chamber. Accessed by the stairs (#8) or the secret passage (#6), this room has three wells in it. Each well has a ladder leading down. The sides of the well are very smooth and slippery. In two of them (#10a and #10b), any pressure over 40 pounds will trigger trap doors that open up onto spikes 10 feet below. The victim will suffer 4 "E" Puncture criticals. The third well (#10c) is the correct one to choose. The secret door at its bottom is Medium (+0) to detect and unlock. The passage beyond the secret door leads to more caves below.

THE LOWER GUARDIAN CRYPTS OF THE RIDDLE CAVES

11. Chasm. The bridge that crosses the chasm is only wide enough for single file. It is arched and 80 feet long. In the middle, there is a Mensharag (Lvl 5; Hits 80; AT Ch/16; DB: +30; only mithril or magic weapons affect it; OB: +60LC/50LB/40MBi). It seems to be a lone block of stone at first glance. When alerted by the presence of an intruder, the creature uncoils into its true form: a large, heavy-set lizard-beast. It can move rapidly, climb walls, and attack with its claws, teeth, and prehensile tail. If it is destroyed, it will reform over the course of 20 years. The stone lizard will attempt to knock bridge-walkers off the span to their deaths.

12. Water Cavern. The pool is home to a small Watcher in the Water (Lvl 18; Hits 240; AT No/1; DB: +40; fire attacks do double damage; OB: 150LBa/120LCr/180MBi; a "C" critical or higher with the grapple attack means that the Watcher pulls the PC under water). The Watcher guards a secret door. Hard (-10) to find.

13. Crypts. Five Dunnish Barrow Wights haunt the passages adjacent to their crypts. (Lvl 10, Hits 135; AT No/1; DB: +45; OB: 85we/70LBa; only harmed by enchanted weapons or magic) The Undead will try to trap any intruders who pass through either the cavern tunnels or the straight passage connecting to them. They are slow and can be outrun if there is an opening for escape. Out of sight is out of mind with these Undead warriors.

14. Chamber. The room is empty. A passageway on its east wall leads to a secret door (that opens into room #16). If the PCs rest in here for longer than three hours, the chance that a wandering denizen of the caves will encounter them increases (from 01-15 to 01-30).

15. Chamber. A secret door in the wall, Medium (+0) to find, leads from the main staircase down into this room. The chamber is a safe place to rest for an undetermined period of time. The walls of the main staircase are sculptured with protruding faces. There are hundreds of faces. One of the faces over the secret door is inverted. Anyone who puts his face in the mold to view through the eyes will see a vision of a passage that exits the room and delivers adventurers safely on the other side of the Mendaen guards (in #17).

16. Chamber. The secret door is Hard (-10) to find from inside the room. In it, there are the skeletal remains of several bodies. Little do the players know that this chamber is where the Mendaen (at the Portal, #17) dump their victim's corpses. There is only one piece of valuable equipment—a +15 breastplate. Everything else is bent, dented, and useless.

17. Portal. Two Mendaen (Lvl 10; Hits 150; AT Ch/16; DB: +20; OB: 80MGr/120LCr) will try and keep adventurers from continuing on their way down the hallway. Mendaen initially appear to be rough pillars of stone. When activated by the presence of an intruder, they become the tall forms of Men. Mendaen attack with their massive, hammer-like hands, clutching and grasping their foes. If "killed," they collapse into piles of rubble from which they reform (if left undisturbed) in 20 years.

18. Passageway. Engraved in the arch over the passage is the inscription: "Twenty-five miles along the proper path will bring you to the Temple of Tughaib na Bhainnan. Choose carefully when you are put to the test, lest you wander without hope in the Under-deeps." The inscription is written in Dunacl, and cannot be deciphered unless someone has knowledge of the language.

5.32 THE PATH OF RIDDLES

There are five locations along the main path at which adventurers must read a riddle inscription (in Westron) and choose the correct way to continue. These riddles are detailed below.

The path is twenty-five miles long (starting at the archway, #18, in the lower Guardian Crypts of the Riddle Caves), with many side passages leading from it into the Under-deeps. The main route is easy to follow, since the side tunnels possess all the irregularities of natural caverns, while the Path of Riddles is smooth and regular. The only ambiguities lie at the locations of the riddles. If the PCs choose to or are forced to leave the path, the chances of becoming lost increase dramatically. (Implement the system detailed in Section 6.3 for randomly generating the caverns and passages of the Under-deeps.)

CONDUCTING TRAVEL ALONG THE PATH

Strange creatures wander the Under-deeps, and a few occasionally stray from the mountain depths onto the Riddle Path. The GM should roll percentile dice once every mile if the PCs are on the main path. A roll of 85 or higher means there is an encounter. When an encounter occurs, the GM should roll again to determine whether it is a random creature without a lair or one possessing a dwelling that can be pinpointed and destroyed. A roll of 75 or higher means it is a creature that does possess a lair, and a roll on the Laird Creature Chart (Section 6.3) is necessary to determine which one. A roll lower than 75 means that the GM should roll once on the Wandering Creature Chart (Section 6.3) to determine the creature encountered. The chart below summarizes the procedure for encounters on the Path of Riddles.

ENCOUNTERS ON THE PATH OF RIDDLES

—Roll on 1-100 scale

1-84 = no encounter

85-00 = an encounter

—If there is an encounter, roll again on 1-100 scale

1-74 = a wandering creature and a roll on that chart

75-100 = a laired creature and a roll on that chart

Encounters with wandering creatures in the Under-deeps are determined using the same method, except that an initial encounter roll is made once for every 6 random maps that the PCs travel through. Layouts for the specific lairs of creatures that possess them are located in Section 6.3.

If the PCs leave the Riddle Path, they will become lost in the Under-deeps quite quickly, unless they map the tunnels they follow. The GM must keep track of the order of the random maps that are used (example: a map can be documented—'A' series, number of map, North side, exit 'b').

If the PCs do become lost, the GM should roll once every 10 random maps. A 95 or higher on the 1-100 scale means that the adventurers will come to a familiar place or an exit. Another roll should be made to determine when this will happen. On the 1-100 scale, roll the die, and that number is the number of random maps that the party must travel through in order to find the indicated exit or familiar place.

Elapsed time on the Path of Riddles is easy to monitor. It takes one hour to travel one mile. In the Under-deeps system, each random map, if there is no encounter, takes 10 minutes to navigate.

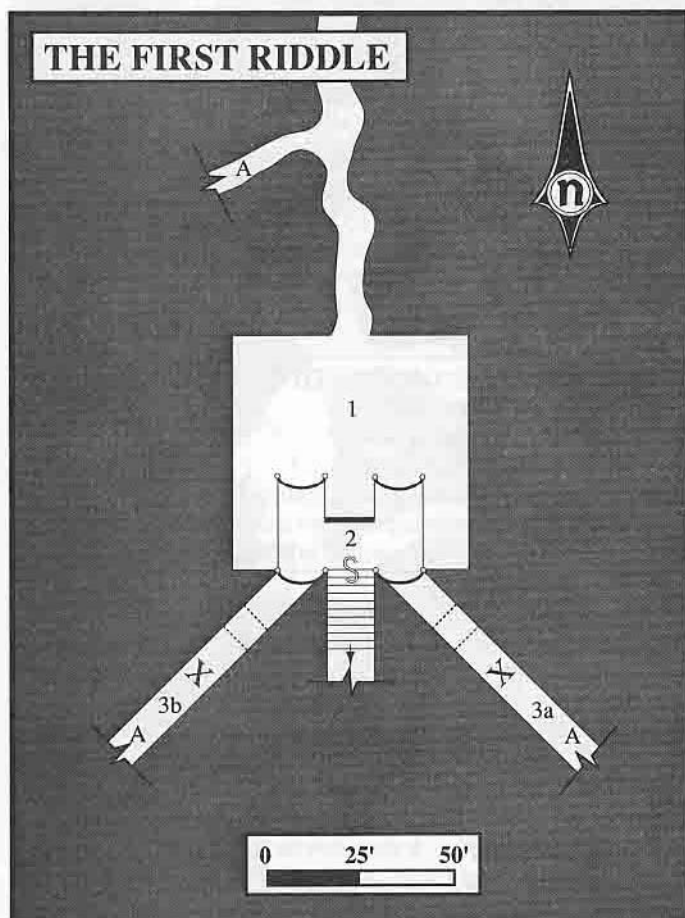
THE FIRST RIDDLE

From the entry room (#1), the only exits, other than the doorway through which the PCs arrived, are the two passages that lead through two arched openings. All walls in the entry room are solid. The riddle is inscribed on the wall between the arched openings. It reads:

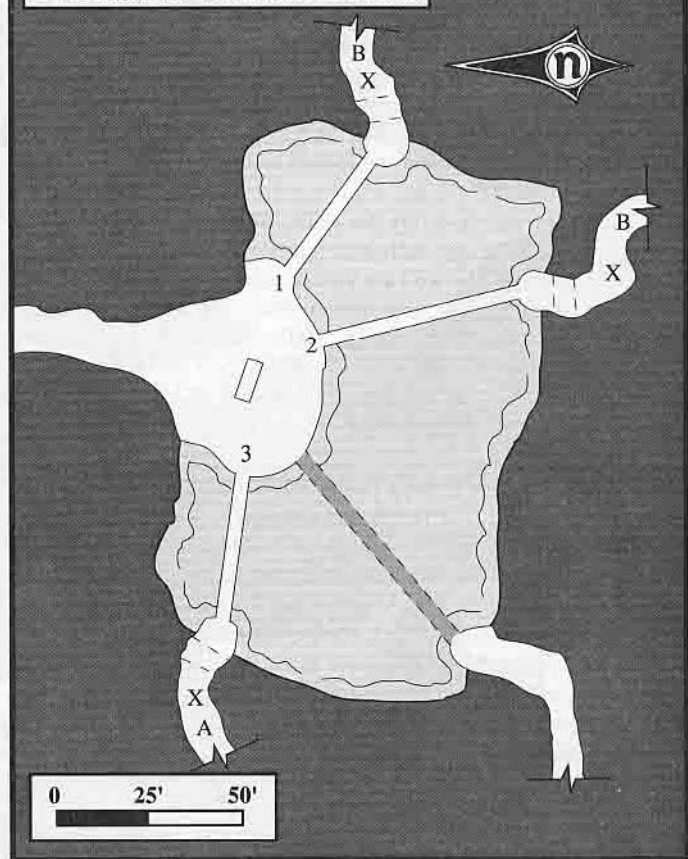
*"Which one is the passage?
Behind this wall,
That is the route?
Lies, literally, straight forward.
Only the fool will choose
The ways that mirror."*

The second and fourth lines are the most important. "Behind this wall / Lies, literally, straight forward," refers to the passage that continues behind the secret door that is behind the wall bearing the inscription. The final line refers to the fact that the false passages are mirror images of one another.

The secret door (#2) is Extremely Hard (-30) to find and open. If the PCs are searching for it because of a hunch inspired by the riddle, then it is Light (+10) to find and open.



THE SECOND RIDDLE



The two passages (#3a, #3b) are the visible lures. If so much as 40 pounds pressure is placed on a ten foot area that is located 60 feet down either passage, a 10x10x10 foot stone cube will fall from the ceiling and block the way back to the room of the riddle. It will fill the space that is from 40 to 50 feet down from the passage's beginning (which is next to the secret door). Anyone in this space is killed instantly, unless they make a moving maneuver that is Sheer Folly (-50) with 100% success. The trap is Sheer Folly (-50) to detect. Survivors on the wrong side are lost, and must continue forward into the Under-deeps.

THE SECOND RIDDLE

Upon entering a large cavern, the PCs find themselves on a rock peninsula with a stone tablet in the middle of it. On the tablet is an inscription reading, "The bridge is the way, if you don't want to get wet." Three bridges lead over the water, 45 feet, to cave openings in the opposite walls. (These bridges are marked by the numbers 1-3.) A fourth cave opening appears to have no bridge to it.

The three visible bridges are illusions. They do not exist. (A RR vs a 10th lvl Illusion at -50 will allow a PC to see the illusory bridges for what they are.) An incautious person might take one step and fall into the dark liquid and be dragged under the surface by a Watcher in the Water (Lvl 18, Hits 240, AT RL/11; DB: +40; OB: 140HGr/140HPi). The Watcher will try to drown the victim.

An invisible bridge leads to the fourth cave opening. It cannot be detected save by a spell or by touch. The Watcher will try to pick off those crossing the bridge with its tentacles. If anyone should make it to any of the other cave openings besides the one with the invisible bridge, the passages are trapped exactly like the passages in the First Riddle (#3a and #3b).

THE THIRD RIDDLE

The Path of Riddles appears to dead end in a square room. The inscription on the far wall reads:

*"Because I have written here,
You know you go the right way.
Do not fear a dead end,
For it is merely the concealment of sight.
The unseen number is the number of this riddle,*

There are three secret doors (this is riddle number three as the second to last line suggests). They are all Light (+10) to find and open. The passage to the right is the correct passage to follow ("You know you go the right way"). The passages to the left and straight ahead are trapped exactly like the passages in the First Riddle (#3a and #3b).

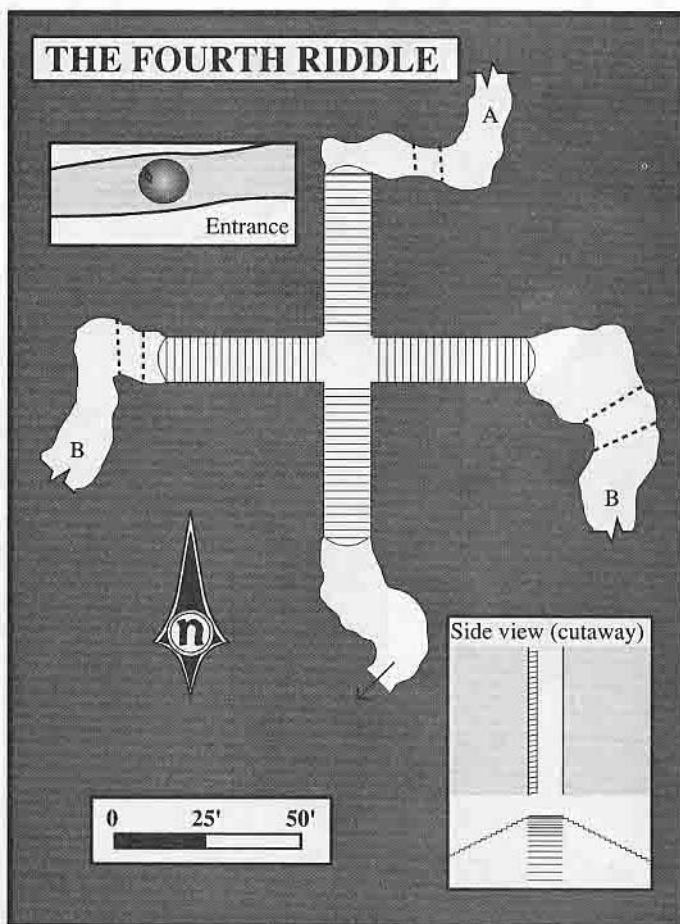
THE FOURTH RIDDLE

The PCs will come to a hole, three feet in diameter, in the passage, which has a ladder going down through it. An arrow on the wall beside the hole points down. The ladder ends after a 50-foot descent. The adventurers must drop eight more feet to a floor below them. Four staircases descend from there, one in each direction. At the top of the ladder, an inscription on the floor reads:

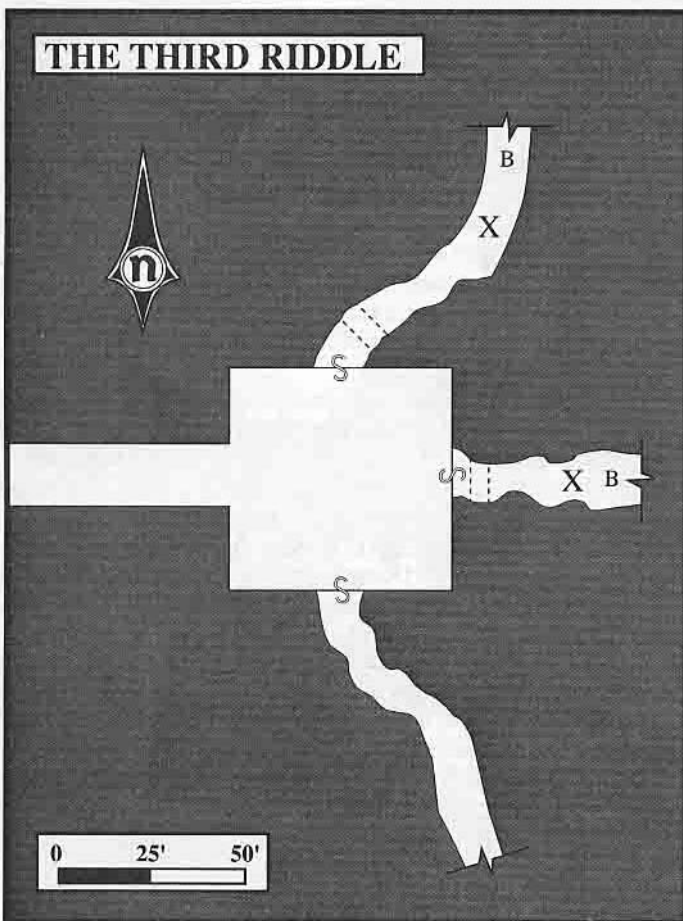
*"Sixty steps down in each direction
at the bottom of the ladder lie.
Choose the one that must be the truth."*

The north, west, and east passages all have 60 steps. Thus they "lie" (they deceive) and are the false ways. The south passage has 61 steps (which satisfies the riddle which claims that there are 60 steps in each direction). The south passage is the correct passage. The other three passages are trapped exactly like the passages in the First Riddle (#3a and #3b).

THE FOURTH RIDDLE



THE THIRD RIDDLE



THE LAST RIDDLE

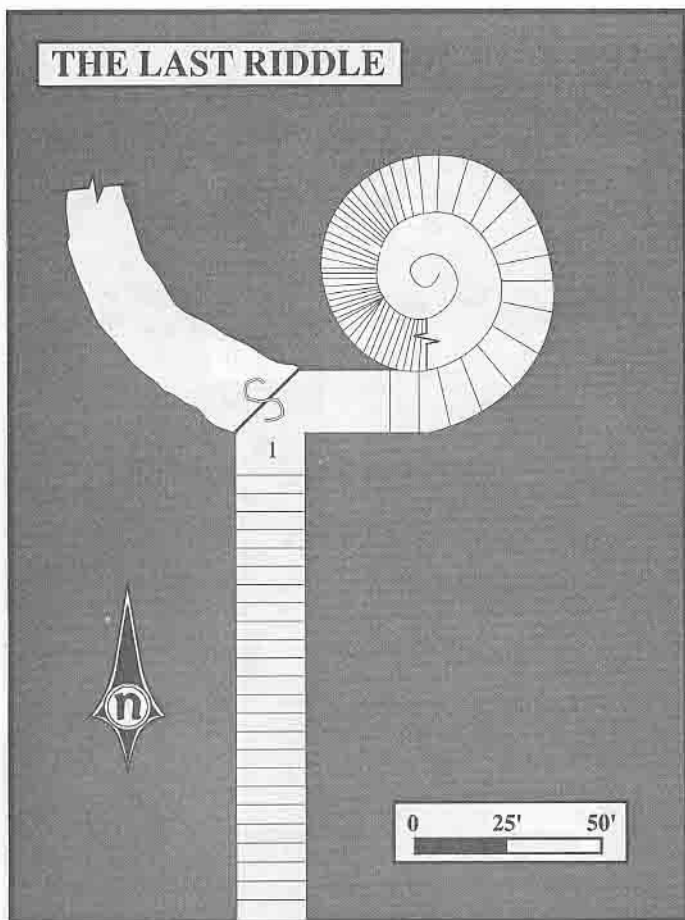
Two pillars stand at the bottom of a staircase. The left wall beyond the left pillar is slanted. It has an inscription:

*"Down, down, down to the right is the hole
about which the stairwell winds.
How far down, only I know; it delivers you
to the root of the mountain.
Heed these words, for they are the way,
though the wall and the stair may betray."*

The slanted wall is a secret door, Extremely Hard (-30) to detect. Behind it lies the correct passage. It leads to the back of the statue (#7a on Level Two) of the Ghost-caves. Thus the wall "betrays." The stairs are a trap — they betray also. When an adventurer travels down the stairs one complete revolution, the treads all tilt down so that a flush marble surface will transport all those on the stair to a cave many miles down in the Under-deeps of this particular mountain. The walls are smooth. There is a chance, Sheer Folly (-50), of stopping oneself on the slide.

To entice the characters to go down the stairs, there is an illusory cave opening with light inside of it three revolutions down.

THE LAST RIDDLE



5.33 THE GHOST-CAVES

A clearing at the edge of the woods reveals a cliff face at the foot of the mountains. Broad, but steep, steps ascend to a pair of openings in the bluff. Four square columns flank the steps on either side. Their surfaces are severely eroded, but still hold the faint tracery of carving. Moss grows in the many crevices in the stone. Two Mensharag, large stone lizards that resemble inanimate boulders until an intruder approaches, stand guard on the steps.

The twin openings at the top of the stairs have corbeled, triangular arches. Ferns have taken root in the cracks between the massive granite blocks. This is the front entrance to the Ghost-caves or the Troib na Bhainnan. If the adventurers are wise, they will not approach Tughaib's stronghold from the vales below it. The Path of Riddles, entering the caverns secretly from the Underdeeps, is the subtler route.

LEVEL ONE

1. Cavern. In addition to the paired entrances from the outside, three passages lead from this cave. The one to the right winds down two staircases. The ceiling is seven feet high. The opening to the left leads to a side chamber with a spherical ceiling. In it there is a tomb. The crypt holds the corpse of Damah. (See the appropriate table in Section 7.0 for the stats of the waking dead.)

2. Crypt. A steel door, locked (-10), opens into a large naturally vaulted chamber. The tombs of Skrag, Mogtûl, and Bargûr are located in here, along with two open graves. There is one exit in the far wall.

3. Crypt. This larger chamber holds 5 open graves as well as the crypt holding the corpses of the Hill Giants Frem and Frem. Stairs lead up a passage at the back of the cavern.

4. Crypt. The niche in this passage holds Genaibha's tomb. Two steel doors open onto the wider portion of the passage.

5. Crypt. The tomb of Nunaib.

6. Crypt. The tombs of Korzh and Logâz.

7. Crypt. At the top of the stairs rests the tomb of Athair.

8. Crypt. The tomb of Acair.

9. Cavern. At the bottom of the small, clear, deep pool lies an open chest containing 454 gp and 119. A Samûmen, an aggressive freshwater eel, guards the chest (Lvl 7; Hits 210; AT RL/12; DB: +40; OB: 75MBi/90LBa/75LCr).

10. Crypt. The tomb of Bruad.

11. Crypt. The tomb of Arlenui. The passage leads into the Underdeeps. There is a random possibility that this passage will eventually connect to the passage that leads from another cavern (#23) in the Ghost-caves.

12. Cavern. This forked chamber has a secret door, Hard (-10) to find, located on the right wall.

13. Cavern. This huge chamber has four passages leading from it and two stairways going down. There are also two open graves.

14. Crypt. The tombs of Seinadair, Cú, Mach, and Broc.

15. Crypt. Two open graves occupy this nook.

16. Crypt. Eleven open graves pock the floor of this echoing cavern.

17. Crypt. The tombs of Naûn and Leanan are in this chamber. There are also two open graves. A waterfall feeds the pool in the corner. The Samûmen from the adjacent cavern (#9) can travel back and forth through the waterfall.

18. Chasm. A stairway descends into the abyss. After 44 steps, it stops at a straight bridge which crosses the rest of the chasm to a cave opening. Sitting on the bridge is a Mensharag (Lvl 5; Hits 80; AT Ch/16; DB: 30; OB: 60LCI/50LBa/40MBi only mithril or magic weapons affect it). It will try to stop all those trying to pass who are not Undead, except for Tughaib, her four acolytes, and Jeroibha the spy.

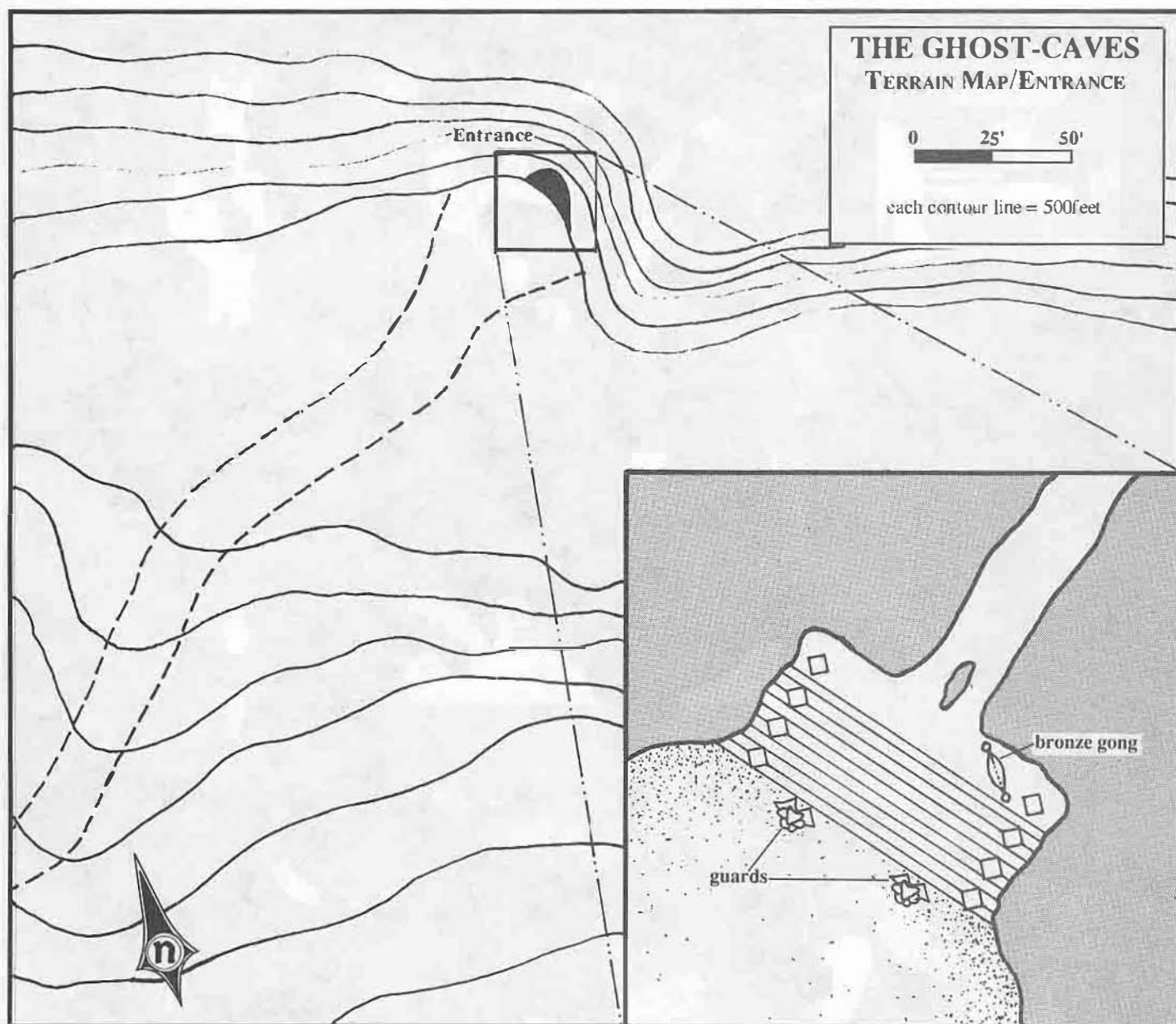
19. Crypt. This little niche holds the tomb of Vorazg and one open grave.

20. Cavern. Eight pillars form a corridor through this chamber. The passage to the left has a red glow coming from the bottom of the stairs, which lead to the Sacrificial Cavern (#1 of Level Two). The passages straight and to the right are silent and dark.

21. Passage. The passage bends to the right and goes up a flight of stairs. Straight ahead is a secret door, Extremely Hard (-30) to find, which leads to the stairs (#26) that descend to the shaman's private quarters.

22. Trap. A 10x10 foot area in the middle of the passage is trapped. 50lbs pressure placed in the middle of the trap releases darts from the ceiling. All underneath receive six +60 dart attacks. A critical delivers an eighth level poison that paralyzes for 2 hours to all those who fail a RR (one roll for all attacks combined).

23. Treasury. Two Watchers in Stone guard the entrances into the Treasury. They resemble Dunlending Warriors with the head of an eagle. Only Tughaib herself and her Undead minions may pass before the gaze of the eagle eyes without setting off an alarm. Any other intruder will cause them to open their stone beaks and scream like eagles — a scream that will awaken all Undead in the Ghost-caves. If this occurs, all the walking dead that have not been destroyed will start walking towards the treasury. Those buried in the nearest tombs will arrive in 3 rounds, while those of the farther tombs may require 25 rounds. The corpses will attempt to apprehend intruders for sacrifice.



The gaze of the Watchers can be detected. In other words, adventurers will know that they are part of some type of alarm system. Destroying one or both of the Watchers will cause only the corpses of Eun and Runzh (#25 and #24) to come forth and do battle, assuming the Watchers did not scream first. Also, Tughaib will know if her spell on the Watchers has been destroyed, and she will arrive by means of the secret door, Extremely Hard (-30) to find, with her Dunlending Wights in 7 rounds.

Also located in this huge chamber are three doors. The one on the east wall leads to the Under-deeps. It is locked very hard (-20) to open. The other two doors (to more tombs) are unlocked.

23a. Niche. This cave is filled with all looted coins and jewelry: 687 mp, 3,570 gp, 14,000 sp, 44 pieces of jewelry worth 150 gp each, 230 loose gems worth 50gp each.

23b. Niche. This cave is filled with armor, weapons, and gear: at least ten +10 items, at least six +15 items, at least four +20 items, and two +25 items. Among the notable items is a +30 sword named Gunrar which dismembers, on an "E" critical, that part of the body

which the wielder attacks. It is the dirtiest sword in the pile, and will only be noticeable if someone is looking for the dirtiest or ugliest weapon. There is also a gauntlet which when placed on the hand enables the wearer to deliver 2x the normal damage with his weapon. Wrapped in silk cloth is a small breast plate which is only large enough to cover the heart when worn, yet it protects the entire body as if the wearer was wearing chain mail armor.

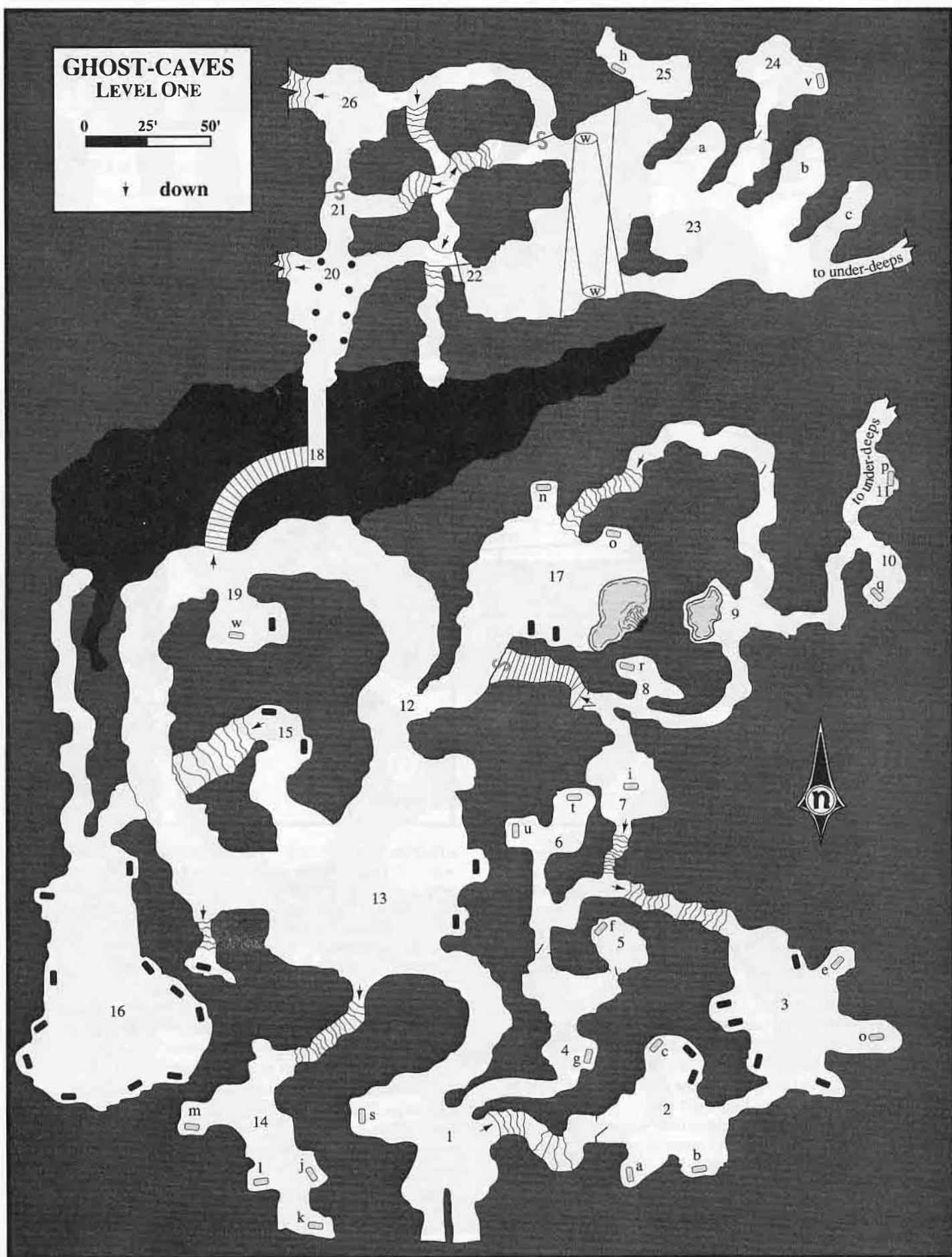
23c. Niche. This cave appears to be empty. Walking into it teleports the adventurer back to one of the tombs located elsewhere in the caverns. Roll a die to determine which one.

24. Crypt. This chamber holds the tomb of Runzh.

25. Crypt. This chamber holds the tomb of Eun.

26. Stairs. The passage descends into Tughaib's private caves.

27. Ledge. There is a huge bronze gong on this ledge in the chasm. Upon command, one of Tughaib's acolytes will bang the gong, summoning all the walking dead, Dunlending Wights, and the ghouls to the Sacrificial Cavern (#1 on Level Two).



LEVEL TWO

1. Sacrificial Cavern. This huge cave has two lines of seven pillars with burning ground torches placed in the middle of them to form a third line. A dais on the north wall elevates a blood stained altar (#8). A deep purple curtain hangs behind the altar. On the west wall sits a huge statue with its arms extending around a pool of liquid fire (#7 and #7a). A giant eye deforms the statue's forehead. All the inhabitants of the Ghost-caves assemble here during sacrifices. The ritual surrounding such events is summed up in the description of the altar (#8).

2. Cell. A Dunnish woman named Ferna (Lvl 4; Hits 46; AT No/1; DB: 20; OB: +30da) lies unclothed in a pile of straw within this locked chamber. The lock is Hard (-10) to open. Ferna is twenty-four years of age. She has been drugged, thus appearing slothful and easily influenced.

3. Cell. If Ishel was successfully rescued (Section 4.0), this cell is empty. Otherwise, Ishel, Borkul's daughter, lies unconscious on a pile of straw here. She is drugged and has taken 20 hits of damage.

4. Cell. If Borar was successfully rescued (Section 4.0), this cell is empty. Otherwise, Borar, the eight-year-old son of Borkul, shivers in one corner of the chamber.

5. Cell. A thirty-four year old Dunlending, Raifel (Lvl: 3; Hits: 38; AT No/1; DB: 15; OB: +45da), huddles naked and half-beaten in a corner. He has taken 36 hits. He is almost unconscious.

6. Cell. Another Dunlending, Tulaiben (Lvl 7; Hits 68; DB: 20; OB: +50we), lies unclothed in this chamber. He is drugged with the same herb that muddies Ferna's senses.

7. Statue. This fat, earth-mother statue is fourteen feet high. Its forehead is a huge eye, made out of 230 red gems, each worth 40 gp. The fire pool is a gift from the Dark Lord, crafted by his minions, the Dwarves of the Ered Angurath — it is molten lava which because of a powerful spell will never cool.

7a. The right arm of the statue can be pulled forward (or pushed from behind in the passage) to open a hole, three feet in diameter, that leads to the the Path of Riddles. The secret hole is Extremely Hard (-30) to find from both directions. From the back, inside the passage, the adventurer is aware that the figure blocking the passage is a huge, smooth statue.

8. Altar. The altar is stained with blood. When all are present for a sacrifice, Tughaib will order a ghoul to fetch one of the human captives from the adjacent cells. The ghoul will drag the victim to the pool of water and wash him or her before chaining the individual to the altar, face up. All the while, there is a ghostly chant: "To become one of us, lose your soul, to become one of us, lose your soul, etc." Tughaib will kill the human with a thorn dagger, and her acolytes will murmur: "Death is spirit-bliss, spirit-bliss, spirit-bliss." As Tughaib chants and waves her staff Ghostbane over the newly dead body, the corpse holds its hands up to have the manacles removed. Then the shaman accompanies the waking dead to the Treasury to outfit it with weapons and armor. The whole process takes one half hour. Soon the new Undead will go on a raid to bring back more humans to add to Tughaib's minions.

9. Storeroom. The chamber is packed with food, mead, linen, leather, and herbs. There are extra robes and gowns for both the shaman and her acolytes. One corner holds a jar of Acaana (11 doses), which Tughaib uses on the blade of the sacrificial dagger. There is a secret door, Very Hard (-20) to find, located on the far east wall.

10. Crypt. This cave holds five Barrow Wights: Roighen, Mortaim, Obhel, Skain, and Tumaibha. (See the appropriate table in Section 7.0 for the stats of the Barrow Wights.) The secret door is Very Hard (-20) to find. The two doors are steel and are locked (Very Hard, -20). The door on the right leads to the Under-deeps.

11. Crypt. Three Barrow Wights haunt this cavern. They were once Bhenaim, Aghoin, and Caima.

12. Crypt. Eight Barrow Wights roam this cavern. In life, their names were Feghail, Galsoim, Coiren, Loghar, Noma, Railec, Venaib, and Yoinen.

13. Antechamber. Within this chamber there sits one of Tughaib's acolytes: Berma (Lvl 5; Hits 45; AT No/1; DB: 50; OB: spells, 15 PP, knows 5 Closed Channeling lists). Berma wears a scarlet robe (-25 to DB). If there is a sacrifice, he is at the altar. Otherwise, he sits at the desk, copying the chants of Tughaib into a leather-bound book. The book is worthless to those who do not participate in Tughaib's cult. A rope dangles from a bell next to the desk. If anyone should get past the Barrow Wights without alerting the entire complex, Berma will yank the bell rope to alert Tughaib. He will then try to stall the intruders by talking to them.

On one wall, there is a shelf of already copied manuscripts which are also useful only to Tughaib's followers. A scarlet tapestry hangs from wall to wall and ceiling to floor behind Berma's desk. There is a slit in the middle. It separates Tughaib's personal quarters from the acolyte guard.

14. Chamber of the Shaman. Not very lavishly furnished, this room simply contains a bed and a wardrobe, within which there are undergarments and plain beige robes. Tughaib does not sleep, but rather naps at odd and inconsistent times. Thus there is always a chance (01-15) that she is in her room. If not, she is in her study (#17), unless there is a sacrifice. Then she is at the altar. The secret door is Extremely Hard (-30) to find. If Tughaib is encountered (see the NPC Table for detailed statistics), she will use the spell **RM** *Calm Spirits Shout of Calming*. All targets within 50' must resist or they will take no aggressive (offensive) action, and will fight only if attacked. Then she will summon her Wights with Ghostbane. She may also use the spell **RM** *Light's Way Shock Bolt*. A bolt of intense, charged light is shot from the shaman's palm; results are determined on the **RM** Shock Bolt Attack Table or the **MERP** Bolt Spells Attack Table.

15. Acolyte's Chamber. The door to this room is locked, Hard (-10) to open. This is the acolyte Kurna's chamber. She is in here if there is no sacrifice (Lvl 6; Hits 55; AT No/2; DB: +55, OB: spells, 36 PP, she knows 5 Evil Cleric Base Spell lists and 1 Open Channeling list). She wears a forest green robe (-25 to DB) and a ring, x2 power point multiplier. She also wields a wand of *Shock Bolts*.

The room has a bed, a desk, a wardrobe, and a chest under the desk. The chest is Hard (-10) to open. In it, there are two scrolls, one of *Repel Undead XII*, which causes up to 5 Undead to flee or disintegrate, and one of *Flame Strike*, which upon reading it calls a flame from the air to strike one target of reader's choice. It does 4 "E" Heat criticals. There are also 133 gp in the chest.

The secret door is Extremely Hard (-30) to find, and it leads to the Under-deeps. Tughaib and the acolytes know of a way out of the caverns through this Under-deep passage. It serves as an escape route, in addition to the Path of Riddles.

16. Acolyte's Chamber. The other two acolytes live in this chamber, and are present unless there is a sacrifice or if they have gone marauding with the Undead (01-10). Easgan (Lvl 8, Hits 66, AT No/2; DB: 60; OB: spells, 48 PP, knows 5 Evil Cleric Base Spell lists, and 3 Open Channeling lists) wears a royal blue robe (-25 to DB) and uses a wand of *Cold Balls* to attack. He wears a braided leather waist-rope which is a x2 power point multiplier. Seinacaid (Lvl 4; Hits 36; AT No/2; DB: 40; OB: +75 dagger, spells, 12 PP, knows 4 Open Channeling lists) wears a yellow cloak (-25 to DB) over rust-colored robes. Her dagger is +10 of Human-slaying on any critical.

There are more books in this room. Seinacaid often rests on the bed meditating, and Easgan sits at his desk studying. Easgan is quick with his wand.

In the bottom of the wardrobe, there is a chest that is locked, Hard (-10) to open. It contains 64 mp and 340 gp. Also, there is a ruby pendant that protects the wearer from all heat criticals. Neither of the acolytes wears it because it functions only for warriors. The pendant is very dainty.

17. Study. The secret door is Hard (-10) to find and open. Tughaib keeps her most personal belongings in the study. There are books about Eribhen's history and her alliance with Ulf Dilan, and their rise and fall of power. Tughaib keeps a diary telling of her hate for men who try to seduce her and how she enjoys isolation from civilization. There is little of value, for it is all memorabilia, priceless to only Tughaib. However, the individual who has the patience to read these books will learn Tughaib's purpose in creating the Ghost-caves. She is serving the Dark Lord, and is under his orders. (If the scenario is played after his destruction, at the end of the Third Age, she serves Sauron's memory.)

18. Passage. This path leads to the opposite side of the secret door in the Last Riddle on the Path of Riddles.

5.4 THE TASK

The adventurers must solve the mystery of the Riddle Caves, travel along the Path of Riddles, solving its puzzles, and arrive at the back of the Ghost-caves on the southern side of the mountain spur. Having braved the perils of the Under-deeps, the PCs must then assassinate Tughaib na Bhainnan or steal her staff, or both, and escape.

Rescuing the captives and grabbing some loot are secondary objectives. The race to the entrance of the caves after the theft of Ghostbane should prove sufficiently challenging of itself. The Wights, walking dead, and the ghouls will prove hostile foes even without the constraint imposed on them by the shaman.

STARTING THE PLAYERS

Oravarri has made an offer of 500 gold pieces along with fine goods from Greater Harad in exchange for proof that Tughaib is dead, or that her staff Ghostbane has been destroyed or stolen. He needs to resume his trading operation before he defaults on his deals with other merchants and loses everything. Stopping the Undead minions of Tughaib na Bhainnan will solve his problems.

Oravarri is very determined, and his offer is clearcut. There are no catches. He wants the shaman dead. There are two Dunmen who are willing to offer their help to this end. Scammar is eager to help adventurers find their way to the Riddle Caves. Jeroibha is almost offensive with his insistence on joining the PCs (don't forget he is a spy).

AIDS

Scammar offers his guidance to the Riddle Caves. If adventurers spend time talking to other people in local places of gathering, the GM may choose to offer the PCs rumors or legends from the table in Section 7.0. A man named Calmuad (see Section 6.0) knows something about the mystery.

OBSTACLES

The adventurers must first gather correct information, which may be tricky if they say the wrong things to the wrong people. Once the PCs avoid or defeat Jeroibha, a wily foe, and reach the Riddle Caves, they must solve the puzzle to find the passage under the mountain spur. The inhabitants of the Guardian Crypts provide additional challenges. Five riddles provide obscure clues to those on the path to the Troib na Bhainnan. Finally, adventurers must deal with the Undead host within the Ghost-caves, and slay the shaman, either recovering or destroying the staff. If the PCs happen to be present at the gathering in the sacrificial chamber, they may encounter another problem: the possibility of being killed and animated as one of the waking dead. Finally, the PCs must escape, most likely carrying the weak former captives. Pursuit is probable, depending on whether it is day or night outside the caverns.

REWARDS

Oravarri's 500 gold piece offer is somewhat insubstantial when one considers the heroic status the adventurers will attain if the mission is accomplished. The PCs will find all things provided for them, if they desire, in Daighen, for as long as they would like to stay. The vast stolen booty piles that are in the Treasury of the Ghost-caves should provide a more portable reward.

5.5 ENCOUNTERS

Whether the adventurers chose Scammar or Jeroibha as their guide, their first encounter will likely be with Jeroibha. He will ambush the group if they travel with Scammar. If the spy guides the group, he will take them by such a round-about route that they must camp one night before reaching the Riddle Caves the next morning. He will attempt to murder everyone in their sleep when it is his turn to stand watch.

The terrain of Dunfearan is rugged, and there are several beasts roaming the hills that are quite dangerous. Once inside the caverns, the adventurers are no safer. A different crop of denizens, equally formidable, wander the passages under the mountains. (Use the appropriate tables in Section 7.0.)

If it is night when the group reaches the Ghost-caves, there is a chance (01-40) that the Undead are out on a foray, which means that the shaman is with them, controlling them with her staff. This could mean the party must track her outside and destroy her before she commands her army to do any damage.

6.0 INTRIGUE IN THE UNDER-DEEPS

Catacombing through the roots of the Misty Mountains, a vast system of caves and chasms interlace, constituting a significant part of the legendary Under-deeps of Endor. There are many tales about the underground realm, yet few adventurers have actually explored its shadowed reaches. What stories are really true?

Legends speak of hoarded and forgotten wealth. But rumors tell of creatures that make Orcs seem like house pets. And many say that even the Dark Lord does not dare to fully investigate the subterranean world.

"There are strange things living in the pools and lakes in the hearts of mountains: fish whose fathers swam in, goodness only knows how many years ago, and never swam out again, while their eyes grew bigger and bigger and bigger from trying to see in the blackness; also there are other things more slimy than fish. Even in the tunnels and caves the goblins have made for themselves there are other things living unbeknown to them that have sneaked in from outside to lie up in the dark. Some of these caves, too, go back in their beginnings to ages before the goblins, who only widened them and joined them up with passages, and the original owners are still there in odd corners, slinking and nosing about."

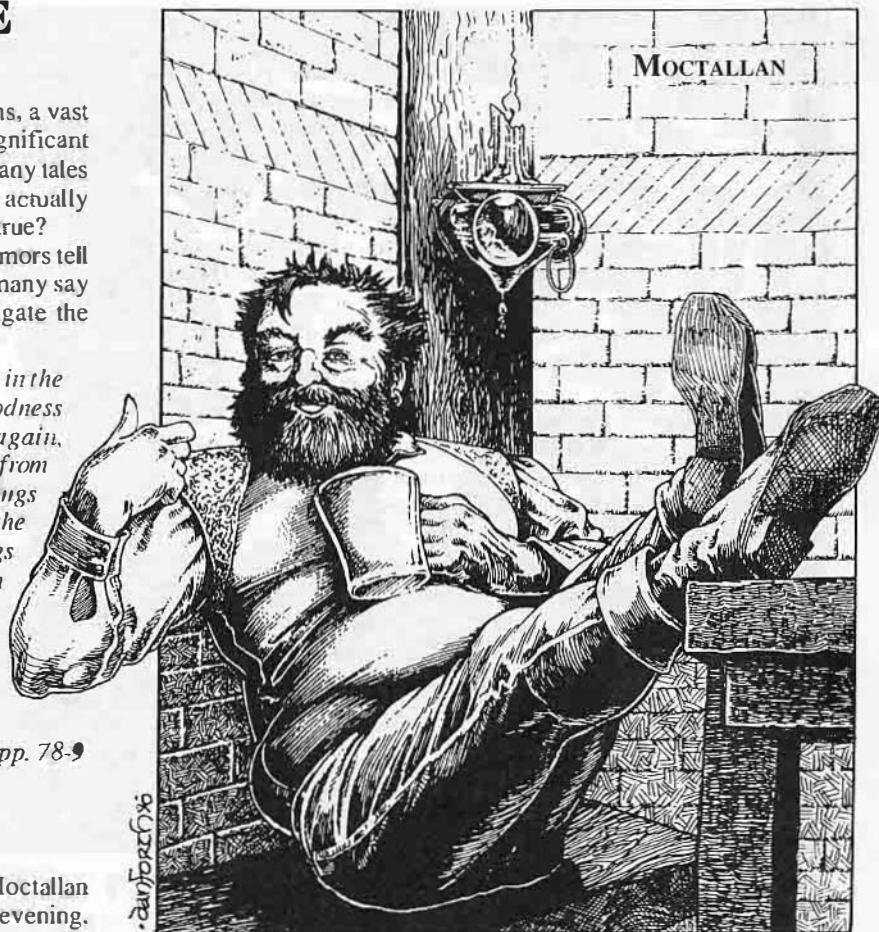
— *The Hobbit*, pp. 78-9

6.1 THE WORDS OF MOCTALLAN

In the Troighef (W. "Toasting-hall") of Daighen, Moctallan often holds an audience spellbound by his stories. One evening, after the terrible Undead host of Tughaib has been destroyed, a Dunnish lad asks the big man about Caves. The storyteller settles a little more firmly on his stool before he begins.

"Caves, hantling. Yes, yes, I'll tell you a story about something more astonishing than the shallow crannies you lads peer into when the sun shines into them. I've been wandering these foothills for a long, and I mean long, time. I've seen many disappear into the earth, in search of a vast network of underground caves and caverns, chasms and bridges, and chambers and passages. They never came out."

"I don't know what they found, but there's something under these mountains that is just calling my soul. I wish I could go, but I'm too old to move as quick as I suspect I would have to. You young lads, there's creatures you've never even dreamed existed, and they've collected treasures that are worth more than most of you merchant's fortunes put together. These caves, they're called the Under-deeps, and they'll straighten your hair out for sure on the first set of steps you descend. Pitch black — even torchlight suffocates — weird sounds, strange smells, low ceilings and bottomless cracks. And there's moments when you know the entire mountain is above you, and you feel so puny in your little catacomb with your sword. I'll tell you, though, there can't be any feeling more satisfying than being put to the test and making it out alright, with your packs filled with gold, and carrying enchanted weapons that'll rival even those that were brandished by the shaman's Undead!"



6.2 THE NPCs

MOCTALLAN

A large man who likes to sit and tell tales, Moctallan is more interested in the Under-deeps than the Ghost-caves or the Riddle Caves. He has gathered many tales and much information (but contrary to the way he makes it sound, no experience), and is trying to sell his knowledge to those who want to venture into the Under-deeps. He speaks of awesome treasures and intriguing monsters — or is it awesome monsters and intriguing treasures? It is hard to pass up listening to the big man with his soothing voice and far away eyes.

His face covered with a thick beard, Moctallan sits and gulpsale, alert to any curious individuals that may want to hear a story. With his large black boots kicked up on a stool, and his back in a corner, Moctallan will suckle coins for information as he convinces adventurers to explore the Under-deeps. His information is fairly accurate, although members of Clan Mhaigren don't believe him.

CALMUAD

A wealthy man who likes to take risks with his money, Calmuad hopes to sponsor a group of adventurers who are willing to explore the Under-deeps. Everyone knows that there is a Riddle Cave in the nearby flank of the mountains, but most forget that the cave leads to the vaster caverns and crevices beneath the entire range. Calmuad hasn't forgotten. He wants one-fourth of all treasure taken from the Under-deeps, in return for his sponsorship, including 50 gold pieces, food, means of travel, and knowledge concerning the mystery of the Riddle Caves. He knows that there is a huge arrow that points in the direction of the path, but he can't figure it out. (Of course, PCs who have defeated the shaman will be one jump ahead of Calmuad in this mystery!)

Not a very personable man, Calmuad has a technique of shunning most inquisitors, believing that those who really have the guts to accept his offer will badger him for his sponsorship. He is tall and thin, and dresses in bright colors. His tousled light blond hair and friendly blue eyes do not match his personality. He's not afraid to use sarcasm.

6.3 THE SETTING

One possible entry into the Under-deeps is through the Riddle Caves. However, any cavern in the Misty Mountains is likely to connect with the extensive network running beneath the range. The GM can create an entrance to accommodate exploration. Such openings might be hard to locate, though, and could thus involve much mountain side travel. Once within the Under-deeps, whether by the Riddle Caves or another way, the system detailed in the following text provides the necessary information for the subterranean exploration.

6.31 THE RANDOM GENERATION SYSTEM FOR THE UNDER-DEEPS

The random generation system to be used for the Under-deeps is based on several series of flexible maps together with specific layouts of creature lairs. The layouts are designed to be incorporated into the network of caverns created by using the random system. There are three types of cavern maps, based on the width of the passage by which the adventurers exit the previous cavern.

CALMUAD



NARROW PASSAGES

When a passage of five feet or less in width is used to exit the present map, use the small map series (A).

- 1) Roll 1d20 (20-sided die once) on the list of small maps.
- 2) The map indicated by the roll is to be attached to the present map at the exit which called for a die roll.

MEDIUM PASSAGES

When a passage of a width between 5 and 10 feet is used to exit the present map, use the medium map series (B).

- 1) Roll 1d20 (20-sided die once) on the list of medium maps.
- 2) The map indicated by the roll is to be attached to the present map at the exit which called for a die roll.

WIDE PASSAGES

When a passage of a width greater than 10 feet is used to exit the present map, use the large map series (C).

- 1) Roll 1d20 (20-sided die once) on the list of large maps.
- 2) The map indicated by the roll is to be attached to the present map at the exit which called for a die roll.

AN EXAMPLE OF A RANDOM MAP SEQUENCE

Octavia the GM is running a role playing session for her friend Bartholomew. Bartholomew is role playing a Dúndan Warrior. Raneril, who is exploring the Under-deeps. Octavia begins with a map of her choice. There are three passages leading from this map—one 4' wide (A), one 8' wide (B), and one 12' wide (C). After Raneril explores the cave, Bartholomew informs Octavia that Raneril will take the passage that is 8' wide. At this point, Octavia pulls out the group of 20 medium maps (B series; passages between 5 and 10 feet wide) and tells Bartholomew to roll a 20-sided die one time. The roll yields the number 6. Therefore, Octavia looks through the maps until she finds #6.

When she locates this map, Octavia asks Bartholomew to roll twice using percentile dice on the Structural Features Chart. He rolls a 19 and an 81. Octavia checks the chart and finds that the cavern ascends and has water dripping from its ceiling. She asks Bartholomew to next roll twice on the Adjectives Chart. His dice yield a 51 and a 27. The cavern is also chilly and has a sandy floor.

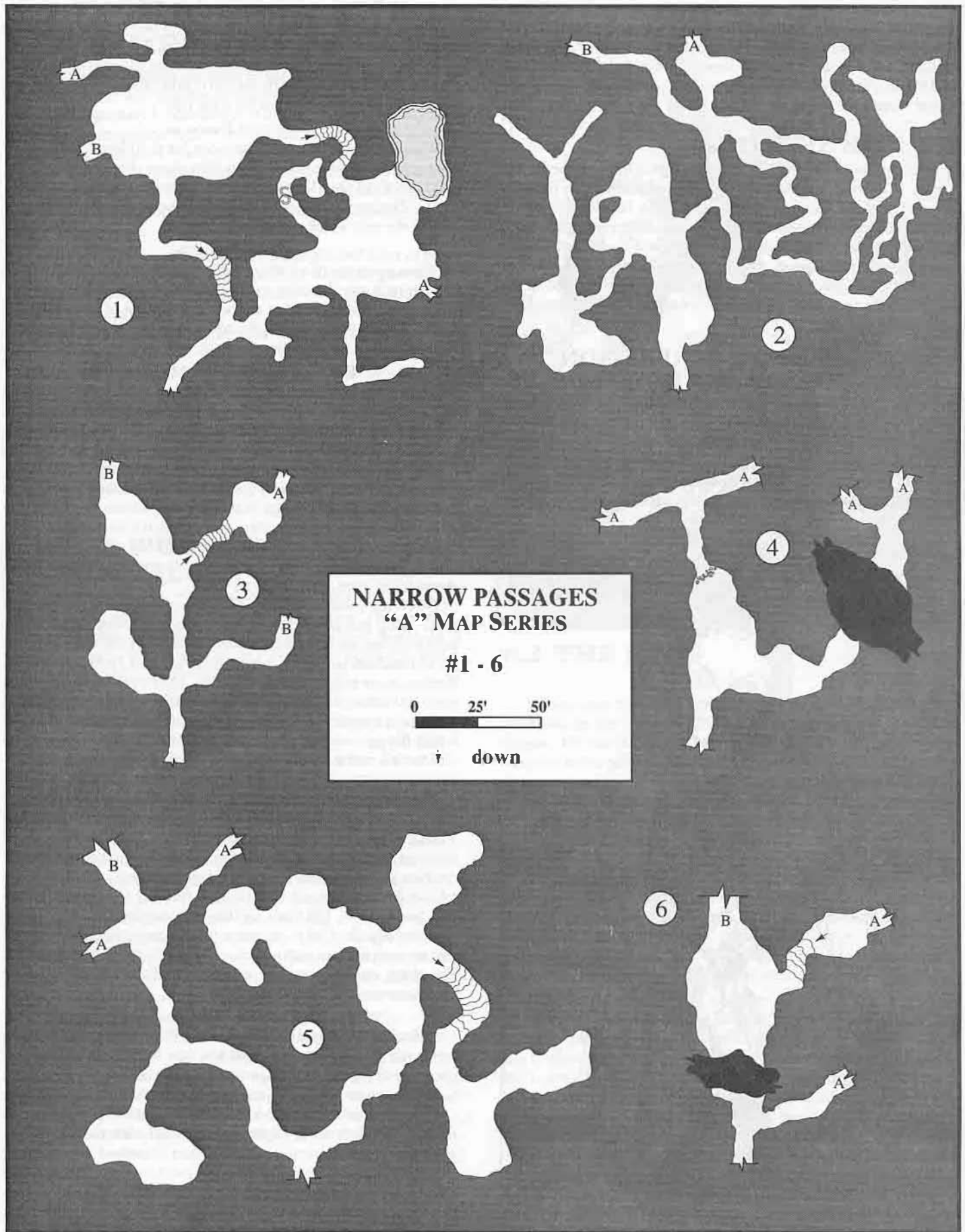
Octavia then draws the entry passage of the new map at the point where the previous map indicates the exit. Octavia doesn't quite like the immediate combination of maps, so she draws in a few twists using her imagination.

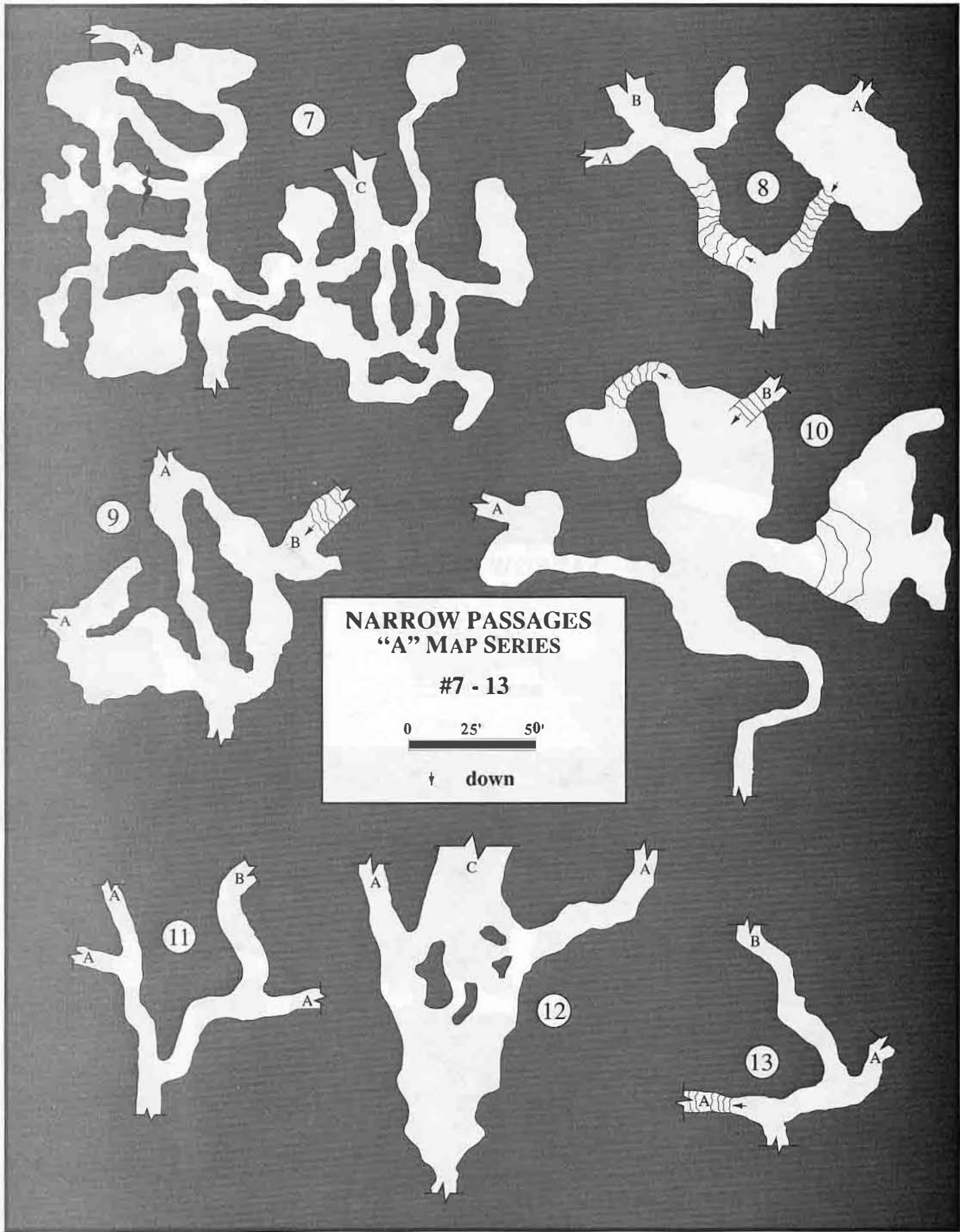
The new map section added will contain new passages leaving the map, varying in size: A (less than 5 feet wide), B (between 5 and 10 feet wide), or C (more than 10 feet wide). The same process of decision and random rolling will be repeated. This process should produce the vast Under-deeps that legends speak of. There are a total of 60 maps for use. The GM has freedom to adjust exit sizes to fit his scenario. The maps are flexible enough to fit any situation. Additionally, the GM is encouraged to connect the pre-generated caverns and passages with tunnels generated by his own imagination. The maps can be rotated as necessary to fit and to create more combinations.

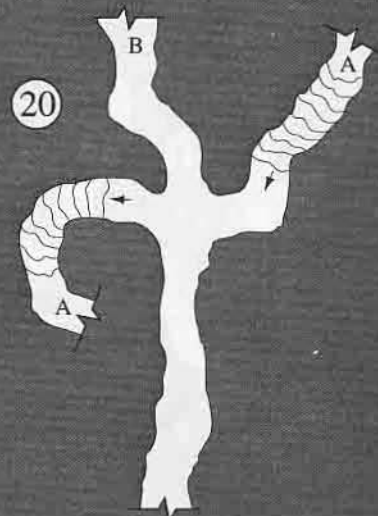
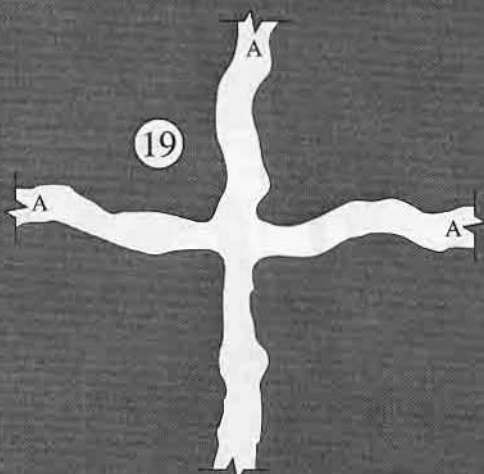
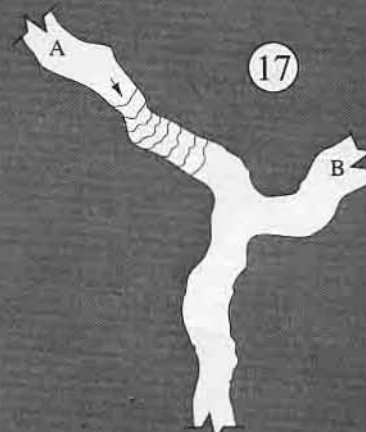
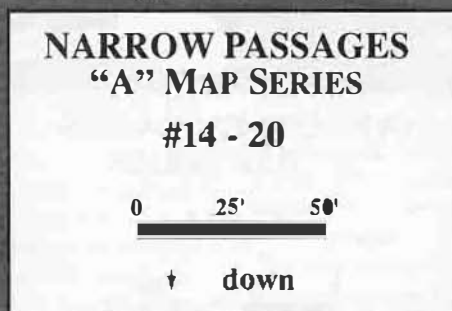
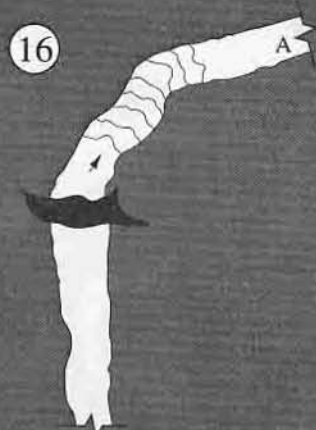
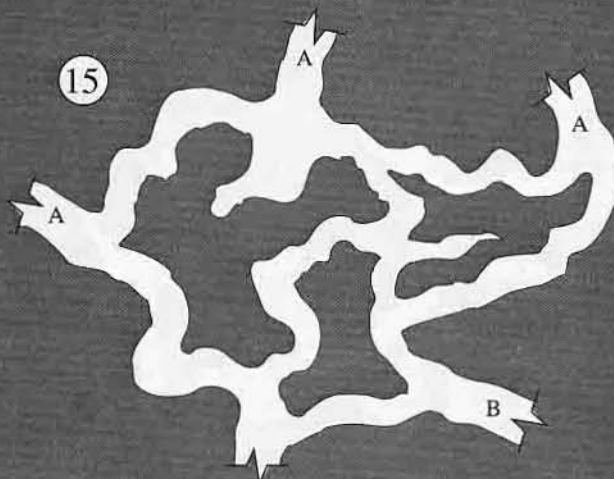
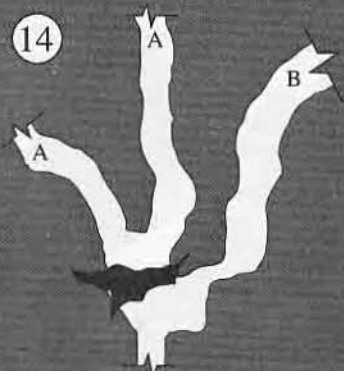
TRAVEL THROUGH THE UNDER-DEEPS

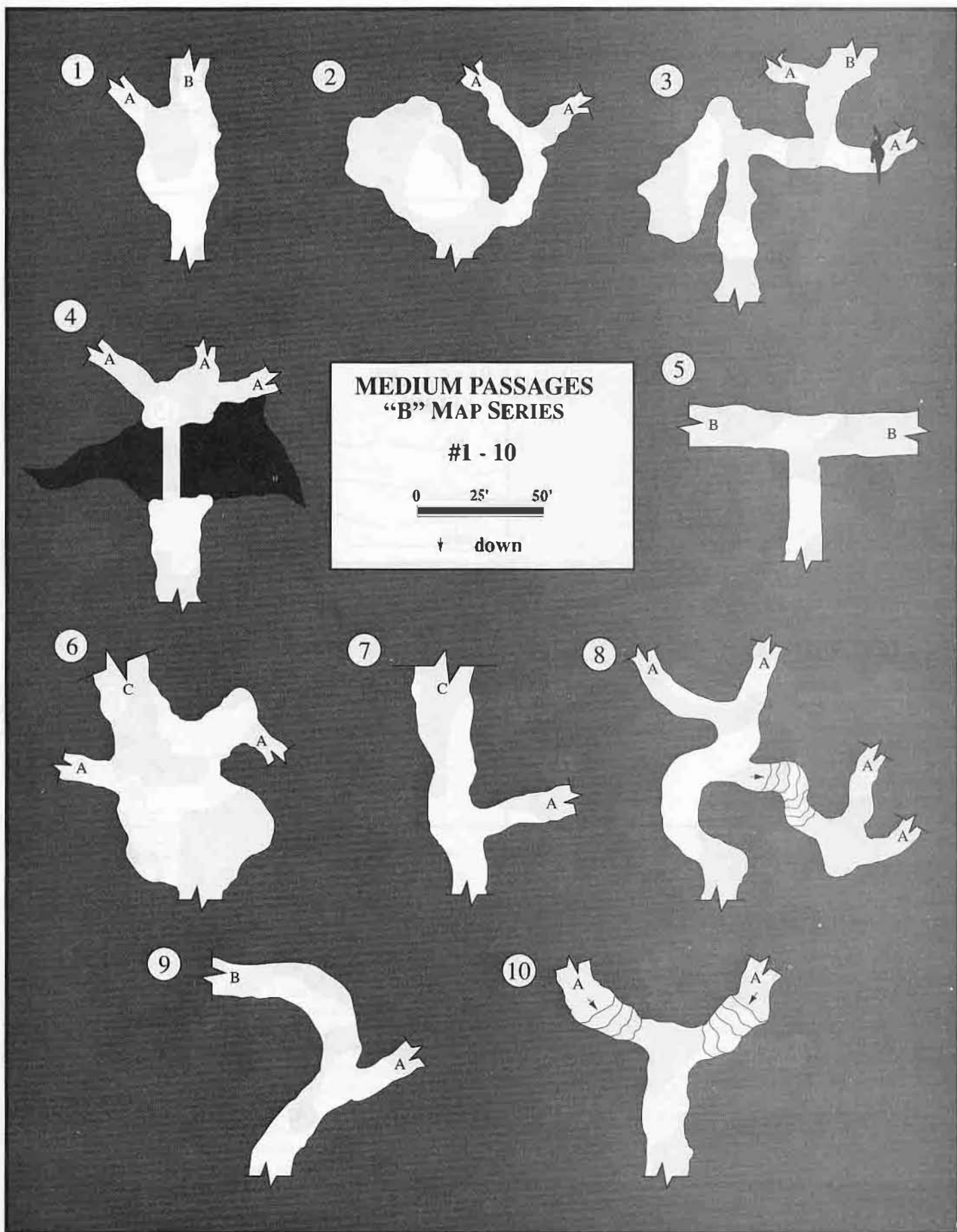
Unless the PCs map the tunnels they follow, they will become lost in the Under-deeps quite quickly. The GM must keep track of the order of the random maps that are used (example: a map can be documented- 'A' series, number of map, North side, exit 'b').

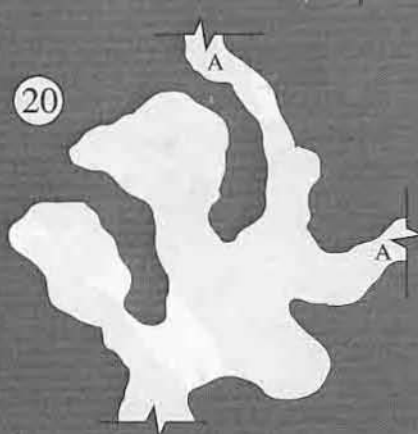
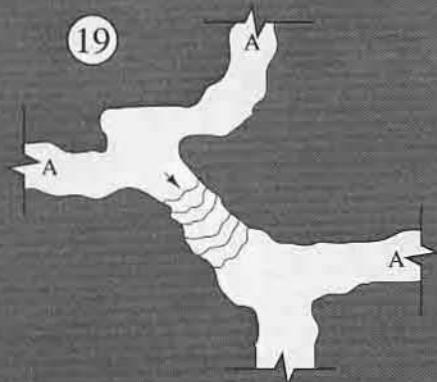
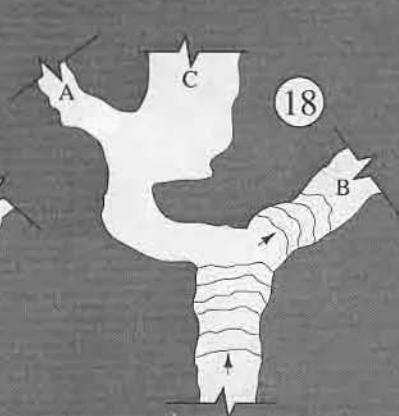
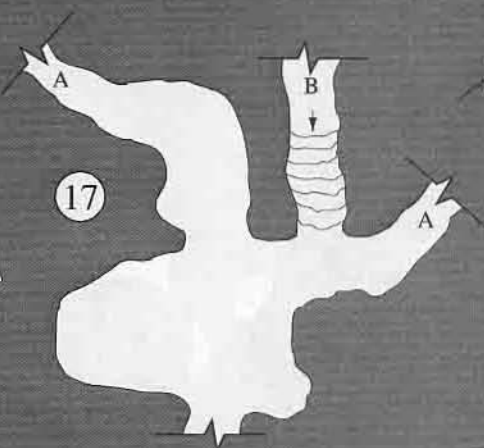
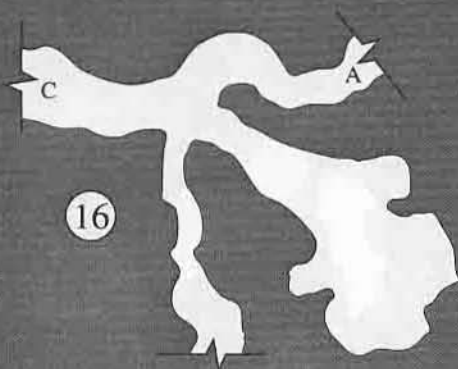
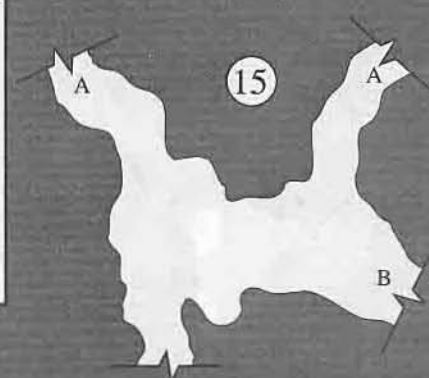
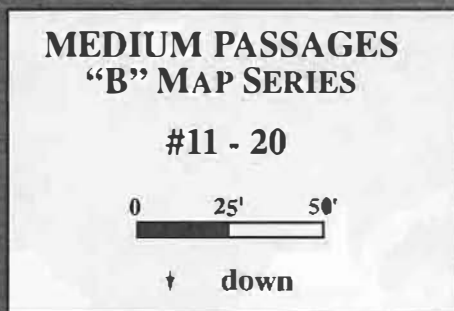
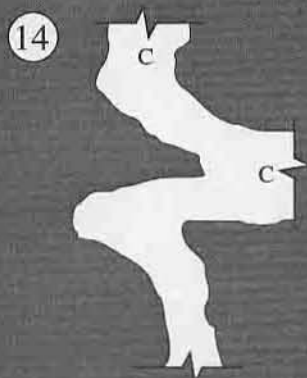
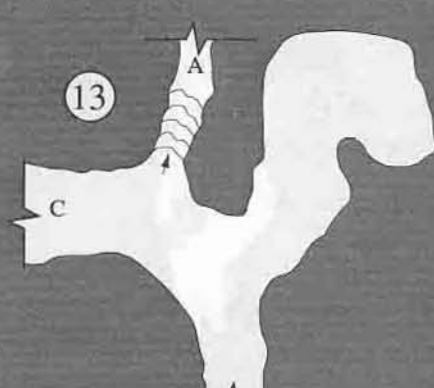
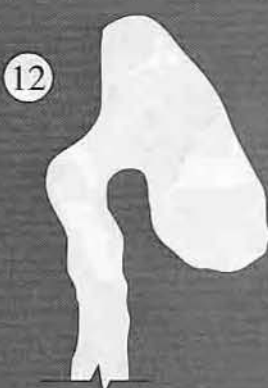
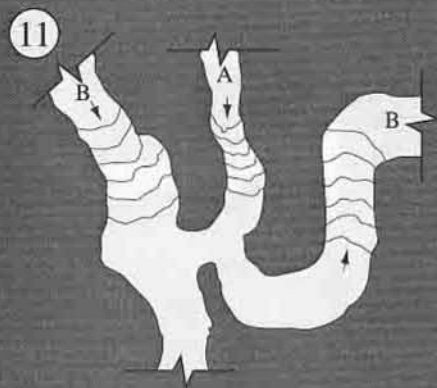
If the PCs do become lost, the GM should roll once every 10 random maps. A 95 or higher on the 1-100 scale means that the adventurers will come to a familiar place or an exit. Another roll should be made to determine when this will happen. On the 1-100 scale, roll the die, and that number is the number of random maps that the party must travel through in order to find the indicated exit or familiar place.

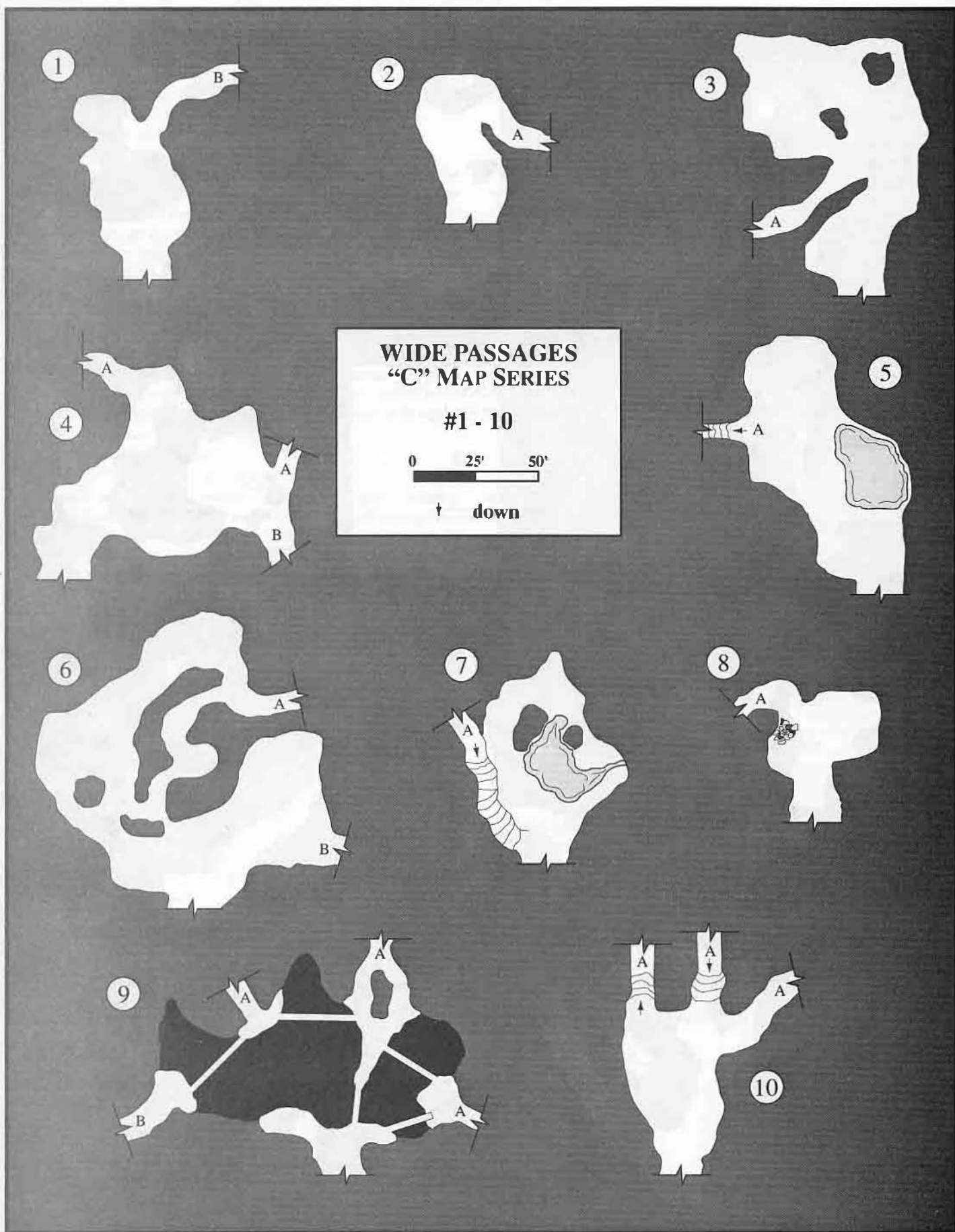


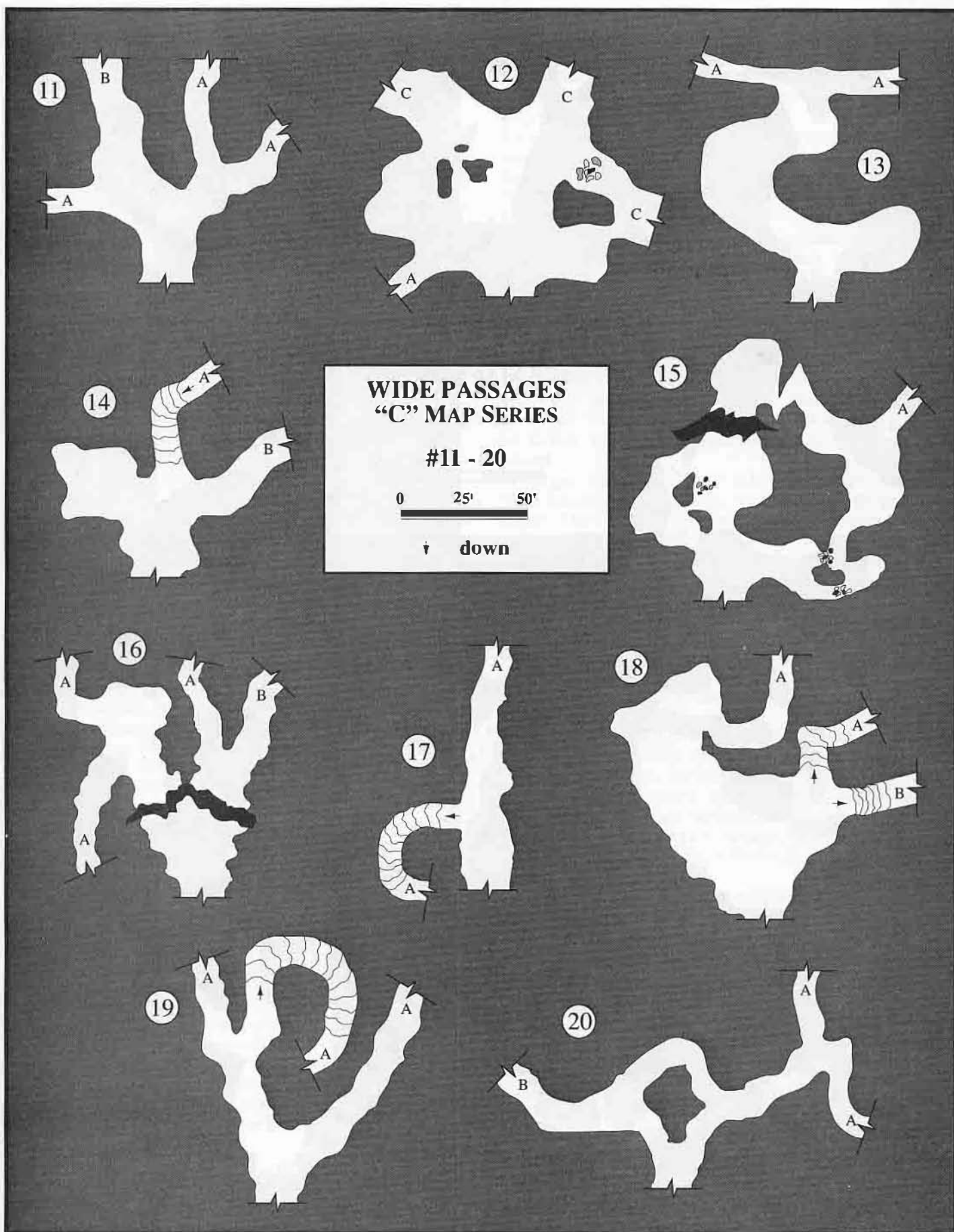












Elapsed time in the Under-deeps is easy to monitor. Each random map, if there is no encounter, takes 10 minutes to navigate.

6.32 AIDS FOR DESCRIPTION OF UNDERGROUND SPACES

The following two lists are to aid in the description of the Under-deeps. They are idea stimulators. The object is to enhance the sense of adventure without relying solely on presence of monsters. The GM should roll once for each column of the charts (a total of four rolls). Of course, the results may be ignored or modified as necessary to enhance the role playing experience.

STRUCTURAL FEATURES

01-04	curving walls	01-05	flora
05-08	angular walls	06-10	fauna
09-13	ceiling slopes toward floor	11-15	bones
14-19	ceiling slopes away from floor	16-19	warnings
18-28	ascending	18-28	boulders
29-33	narrows	29-33	cracks
34-39	broadens	34-39	pit
40-41	intersecting passage	40-41	lava streams
42-46	spring, pool, well	42-46	arched bridge
47-50	stairwell	47-50	ore vein
51-55	ramp	51-57	breezes
56-64	descending	58-64	raw gems
65-66	slide pole	65-73	puddles
67-74	stream, river	74-84	dripping water
75-85	shaft	85-87	stalagmites
86-90	minor chasm	88-90	stalactites
91-95	dunfending ruins, symbols, art	91-95	chute
96-00	split level caverns (contours)	96-00	falling rocks

ADJECTIVES

01-07	dark	01-08	quiet
08-14	cold	09-15	peaceful
15-21	damp	16-22	limestone
20-29	dank	23-30	sandy
28-36	musty	31-37	echoing
37-44	arid	38-44	rough
45-51	chilly	45-52	coarse
52-59	steamy	53-59	textured
60-68	shadowy from the torchlight	60-67	smooth
69-76	cramped	68-75	curved
77-84	suffocating	76-83	vast
84-92	polished	84-91	meandering
93-00	expansive	92-00	acid

6.33 THE LAIRS OF THE DENIZENS OF THE UNDER-DEEPS

The GM should roll percentile dice once for every six maps explored by the PCs. A roll of 85 or higher means there is an encounter. When an encounter occurs, the GM should roll again to determine whether it is a random creature without a lair or one possessing a dwelling that can be pinpointed and destroyed. A roll of 75 or higher means it is a creature that does possess a lair, and a roll on the Laird Creature Chart is necessary to determine which one. A roll lower than 75 means that the GM should roll once on the Wandering Creature Chart to determine the creature encountered. The charts below summarize the procedure for encounters in the Under-deeps.

ENCOUNTERS IN THE UNDER-DEEPS

— Roll on 1-100 scale

1-84 = no encounter

85-00 = an encounter

— If there is an encounter, roll again on 1-100 scale

1-74 = a wandering creature and a roll on that chart

75-100 = a laired creature and a roll on that chart

WANDERING CREATURE CHART

Roll	Creature	Roll	Creature
01-04	Cave Worm	60-62	Cave Giant
05-09	Ghoul	63-71	Uruk-hai
10-13	Giant Serpent	72-79	Bat
14	Kraken*	80-83	Mountain Troll
15-21	Cave Troll	84-90	Stone Troll
22-28	Specter	91-92	Cold-drake
29-39	Skeleton	93-94	Warg
40-47	Orc	95	Ice-drake
48-52	Orc Patrol	96-99	Black Troll
53-59	Giant Spider	00	Balrog

*must be in water

LAIRD CREATURE CHART

Roll	Creature	Roll	Creature
01-13	Lesser Ghost	69-72	Ghouls
14-19	Greater Ghost	73-77	Cave Giants
20-31	Orcs	78-83	Stone Trolls
32-41	Skeletons	84-87	Mensharag
42	Skeleton Lord	88-93	Cave Trolls
43-44	Lesser Wight	94-95	Mountain Troll
45-46	Minor Wight	96	Cold Drake
47	Major Wight	97	Giant Serpent
48-51	Uruk-hai	98	Cave Worm
52-60	Giant Spiders	99	Greater Specter
61-62	Watcher in the Water*	00	Olog
63-68	Humkennec		

*must be in water

The layouts of the lairs of the denizens of the Under-deeps follow in the text below. They are a representative selection of the creatures that inhabit the crannies below the earth, and each may be encountered more than once. By changing the pertinent details, the GM may use these lair maps again and again.

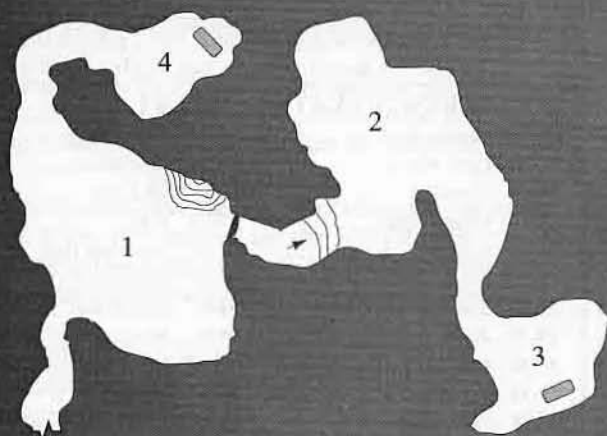
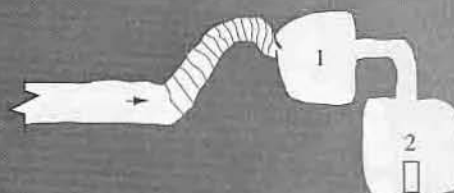
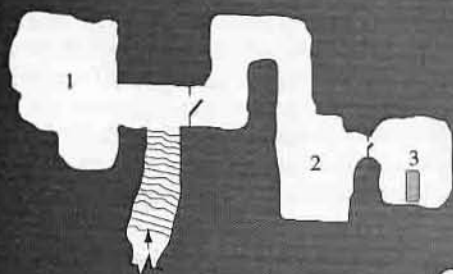
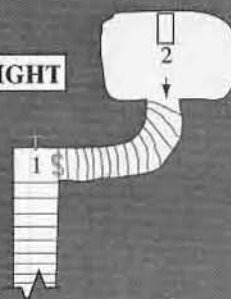
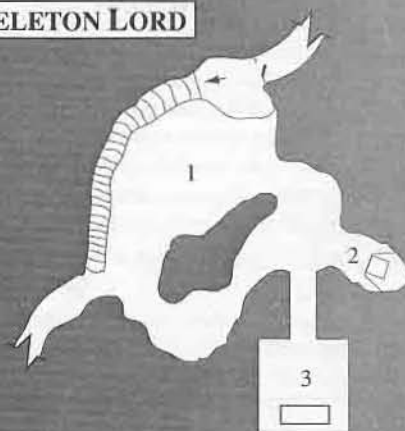
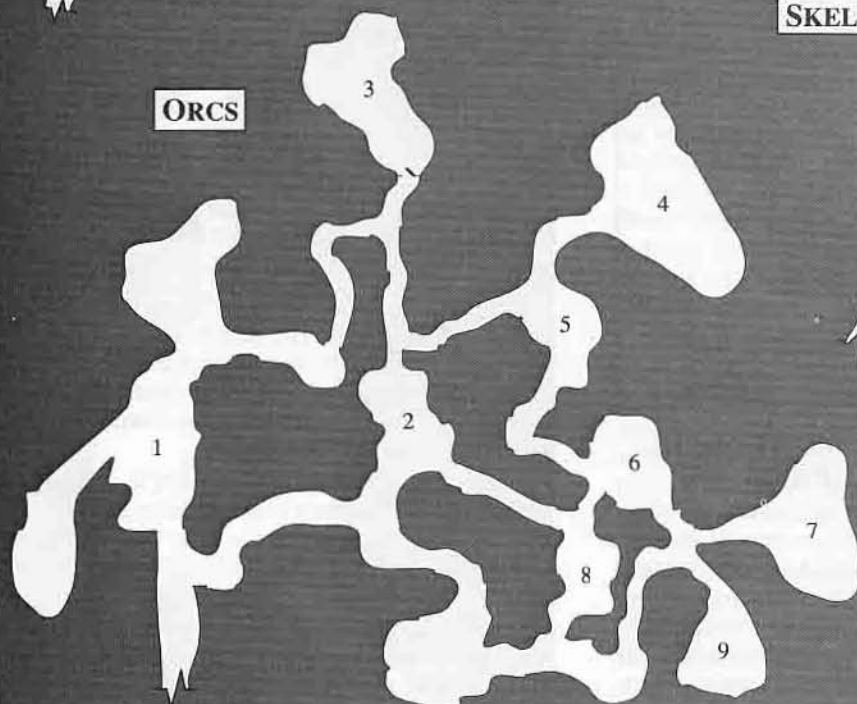
LESSER GHOST

1. Entry Chamber. The cavern has a pool across from the entrance which is slowly fed by a trickle of water on the wall. Thus, the chamber is damp and cool. Torchlight will reveal two passages leading from the back corners of the chamber. There is no other noise besides the dripping water.

2. Cavern. A few shallow steps bring the adventurer down into this longer cave. It seems as empty as the entry chamber. A small black opening leads out of the right wall to a chamber beyond which seems darker than normal, as if the darkness suffocates the light.

3. Tomb. Torchlight will barely produce enough light for vision in this smaller chamber. Yet by the shadows created, one can see an elevated stone tomb. There is nothing fancy about the tomb. Upon touching it, a Lesser Ghost (LV 3; Hits 50; AT No 1; DB: 30; OB: 40 MBu/40we/drain 3 CO/rd 10'R) will rise up through the stone cover and surprise all who are near. The Ghost protects a jeweled helm inside the tomb. It is worth 75 gp, and it prevents head criticals (01-50).

4. Tomb. The cavern holds another tomb, but its stone contains nothing more than bone dust.

LESSER GHOST**SKELETONS****LESSER WIGHT****GREATER GHOST****MINOR WIGHT****SKELETON LORD****ORCS****LAIRS OF THE DENIZENS OF THE UNDER-DEEPS**

0 25' 50'

↓ down

GREATER GHOST

1. Antechamber. Twenty-four stone steps lead down into a passageway. At the bottom of the stairs is a chamber to the left and a large iron door to the right. The door is locked Hard (-10) to open. It swings inward upon pushing it. The room to the left is empty.

2. Antechamber. After opening the door, there is a u-shaped passage beyond. It leads into a long room with a door on the left (as the adventurer enters the room). There is an oil lamp hanging on the far wall with a barrel of oil (1/2 full) under it. This seems to have been a sacrificial lamp which was kept lit to honor the spirit of the dead. The door is only four feet high. It is steel and locked, Hard (-10) to open.

3. Crypt. Many items were placed along the walls for use in the spiritual world. Elegant chairs, side tables, porcelain cups, lanterns, playing cards, and weapons are but a few items in the assortment. A stone tomb rests on the right side of the room. Hovering above it is a Greater Ghost (Lvl 15; Hits 165; AT No/1; DB: 50; OB: 110we/90LBa; drain5 CO/rd 10'R). Among the weapons that the Ghost can wield are: battle axe, +15 broadsword, three daggers (can be thrown), two scimitars. The other treasure in the room includes a chest filled with 24 gp, 18 sp, and 4 gems, worth 40 gp. Buried in the chest of coins is a smooth gold ring that is a x2 power point multiplier. There is also a fine mesh suit of Dwarven chain mail +15 DB, human size. Note that it will take more than 12 minutes to remove the loot from the chamber, a difficult task if the Ghost has not been destroyed.

ORCS

1. Chamber of the Muster. The walls of the cavern are rough, and it is evident that the Orcs simply used some mining techniques to connect a small series of natural caves. The Orcs gather in this chamber prior to embarking on raids. Three Orcs (Lvl 13; Hits 32; SL/10; DB: 30; OB: +60 war hammer) stand guard at the entrance.

2. Guardpost. Three Orcs stand watch (Lvl 12; Hits 29; SL/10; DB: 25; OB: +55 club).

3. Storeroom. The door is locked, but it is a crude wooden structure that can be broken with a few powerful kicks. The room contains a barrel of wine, slabs of dried meat, and barrels of stagnant water.

4. Chief's Chamber. The chief of the tribe (the Thrak-burzum or Darkness-bringers) lives in this chamber. One bodyguard is always present, even if the leader is not (Lvl 4; Hits 40; AT Ch/14; DB: 45; OB: +70 scimitar). The leader (Lvl 6; Hits 55; AT Ch/16; DB: 60; OB: +85 short sword) not only lives in this cave, but he uses it as his command post. In a locked steel box, he keeps the tribe's treasure. The box is hidden in a compartment, Very Hard (-20) to find, concealed by a fake piece of wall on the right side of the chamber. The box holds 24 gp, 22 sp, and a finely cut 2 1/2 inch ruby worth 400 gp. If the ruby is set in the hilt of an Elven sword, it will enable the wielder to deliver a Heat critical equal and in addition to the level of the critical delivered normally.

5—9. Quarters. These are the general living quarters of the Orc tribe. All eating, sleeping, and family life occurs here. Throughout these five chambers there are 7 male adults (Lvl 2; Hits 26; RL/9; DB: 25; OB: +45 club), 12 female adults (Lvl 2; Hits 16; AT No/3; DB: 0; OB: +20 claw), and 8 young Orcs or Imps.

SKELETONS

1. Cavern. Along the walls, bound in shackles, seven Skeletons wait. Strewn among their bones are the coins of their victims, a total of 194 gp. If adventurers enter the middle of the room to examine the treasure closely, the Skeletons will spring to life. Slipping out of their shackles easily, they attack, covering all exits. If killed, the spirit of the slain Skeleton vanishes in search of a new set of bones to inhabit, unless the Skeleton was destroyed by magical weapons — in which case the spirit also dies.

Among 7 Skeletons in the cavern (Lvl 5; Hits 100; AT No/1; DB: 30; OB: +75 weapon), two are brandishing enchanted weapons. One wields a +20 two-handed sword of Orc-slaying, and the other grasps a +15 jewel-studded scimitar.

Skeletons are the bones of expired individuals that have been inhabited and animated by evil spirits. A Skeleton can be destroyed by reducing its hits to 0, at which time the bones will crumble. The spirit itself cannot be killed, unless the Skeleton has been destroyed by magical weapons. When fighting a Skeleton, crush attacks do twice the normal damage. The Skeleton is held together by the spirit, thus if a bone is separated by any means other than a magical weapon or a crush attack, it will snap back in position the following round. For example, if a crush attack shatters a thigh bone, it cannot re-position itself because there is no bone to be re-positioned. Although the leg bone is missing, the Skeleton will still be able to move as if it had a leg, because of the spirit. The integrity of the Skeleton itself is not lost until the hits of the Skeleton are reduced to 0.

A Skeleton's purpose is to destroy a life in order to secure a new bone structure for its spirit, because the old bones will eventually crumble and turn to dust. Skeletons wield the weapons of those that they kill.

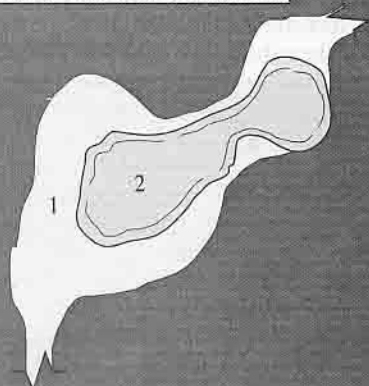
SKELETON LORD

1. Cavern. The 60' ceiling of this cavern is lost in the shadows. Torchlight will enable adventurers to see the staircase carved in the stone on the left wall, which rises to a platform (20' high) with a locked steel door. The stone mass in the center of the cave reaches all the way to the ceiling. It completely conceals the niche beyond, until adventurers walk around the irregular column.

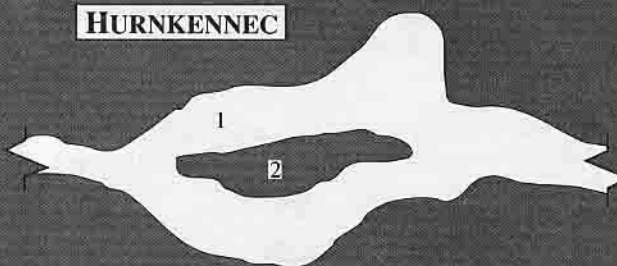
2. Niche. In a recess in the rock, a Skeleton Lord sits upon his stone throne (Lvl 12; Hits 140; AT Ch/16; DB: 75; OB: 95we/70LBa/casts *Fear* 10'R). When a character walks past the stone mass, the Skeleton Lord will cry out in a screeching voice that echoes in the cavern, "*Who are you, that disturbs the resting place of Daeleck, ruler of the Under-deeps? Turn back or I will destroy you!*" The Skeleton Lord is referring to the human buried in the tomb (#3). The Skeleton Lord will then rise and attack those who do not leave. All must make a RR vs a 7th lvl *Fear* spell or flee in terror. The Skeleton Lord wields Daeleck's +30 2-handed broadsword. His Defensive Bonus is special due to the +35 chain mail suit that he is wearing. The Skeleton Lord will fight to the death. He can only be harmed with magical weapons. Thus, if his bones are destroyed, his spirit dies also.

3. Tomb. This cave holds Daeleck's tomb. There is no body, of course. A single wooden chest, framed with steel and locked, is loaded with coins and jewelry: 4 mp, 47 gp, and 21 sp, 3 pieces of jewelry worth a total of 255 gp, and a +30 dagger of Man-slaying. The lock is old and rusted, and therefore can easily be picked. Poison needles under the finger latches, of which there are two, are Hard (-20) to detect. Unless a RR vs a 12th lvl poison is made, the victim faints in 3 rounds and remains unconscious for 12-24 hours.

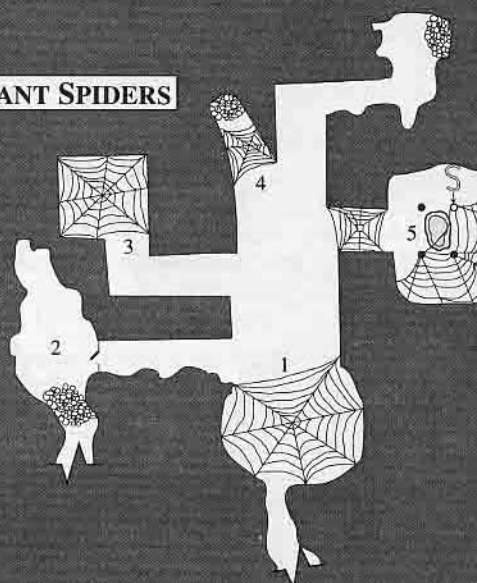
WATCHER IN THE WATER



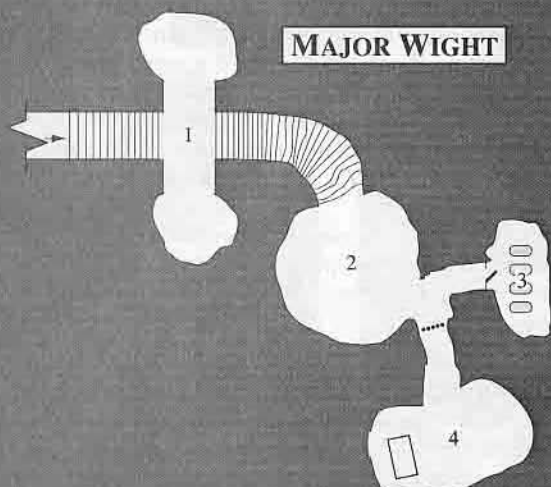
HURNKENNEC



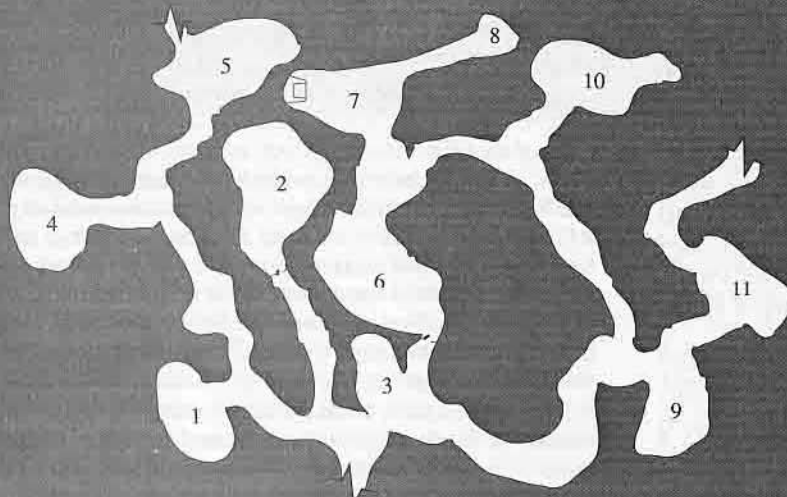
GIANT SPIDERS



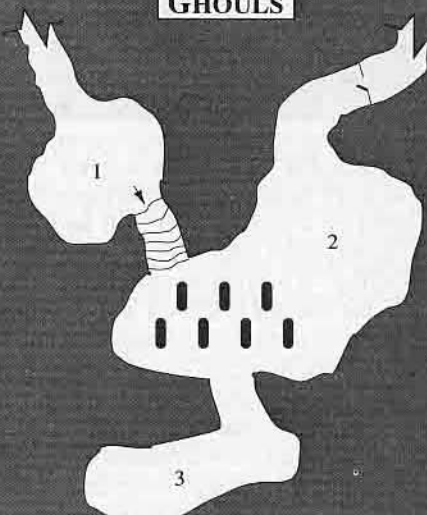
MAJOR WIGHT



URUK-HAI



GHOULS



LAIRS OF THE DENIZENS OF THE UNDER-DEEPS

0 25' 50'

↓ down

LESSER WIGHT

1. Stair Landing. Damp stairs lead down to a cold steel door which is closed but not locked. The room on the other side is eerie. The floor cannot be seen because of a thick mist that hovers above it, illuminated with a green glow. (The extreme moisture of the area causes the mist; the illumination results from phosphorescent fungi.) The mist extends all the way into the passage that leads to the crypt (#2).

2. Crypt. As adventurers walk along the passageway to the crypt, they will hear a sound like thunder, and the floor and walls will shake momentarily. Within the crypt, the Lesser Wight (Lvl 14; Hits 120; AT No/1; DB: 75; OB: 100bs/paralysis and sleep upon touch/*Fear* at 14th lvl in a 30' radius) has just emerged from his tomb, and the massive lid has tumbled to the ground. As the adventurers turn the corner, they must overcome a *Fear* spell. The Wight will battle to the death, advancing towards intruders with surprising speed. The treasure in the crypt includes: an Elven Cloak, +30 to hiding; a +20 magic bow; a +15 magic shield; a +15 short sword; and 20 gp.

MINOR WIGHT

1. Chamber. Twenty-two stairs lead up to a dead end. Searching for a secret door on the far wall will trigger a trap (Absurd, -70, to detect). The floor will open up, dropping those who are standing on the landing 25' down onto a flat stone floor. The sides of the pit are smooth. From the bottom of the pit there is a small tunnel, large enough for passage, which permits the characters further access to the uncharted Under-deeps. The fall causes a "D" crush critical.

Searching the right wall will uncover a secret door, Easy (+30) to find. The door pushes inward. Upon opening it, the adventurers will release the stale air locked in the crypt, causing a soft hiss. Twenty-two more stairs wind up to the left. At the top, there is just an opening which leads into a chamber.

2. Tomb. In the center of the chamber is a tomb. The first to enter the chamber will be surprised by a Minor Wight, waiting at the side of the passageway to slash the first intruder (Lvl 10; Hits 85; AT No/1; DB: 65; OB: +80bs/paralysis upon touch/*Fear* at 10th lvl in a 15' radius). Immediately the adventurers must resist vs the *Fear* spell. The Wight will fight to the death. Inside the tomb, there is a suit of rigid leather armor which acts as chain when worn, a pair of Elven boots which eliminate sound when moving, and a mithril +20 dagger that gives off light continuously upon command in a 10' radius.

MAJOR WIGHT

1. Stair Landing. Forty stairs lead down to a junction between passageways with small chambers on either side. The stairs continue down, curving to the right. The two side chambers are empty. Those who enter either chamber must make a RR vs a 25th lvl *Sleep* spell or fall into a deep sleep. If no one successfully escapes the effects of the spell, all affected will wake up bound securely upon slabs in a cavern (#3).

2. Antechamber. At the bottom of the curved stairs is a large round chamber. The ceiling is domed. One passage leads from the back of the room. A green glow hangs in the air and illuminates the swirling fog on the ground. Upon entering, the adventurers will hear the sound of grinding steel for a few seconds. The passage that exits the room branches into two routes. The left leads to a steel door. The other enters a seemingly empty chamber. The green glow is stronger in the right passage and chamber (#4).

3. Chamber. The door is not locked. Inside are four stone slabs, all raised 3' off of the ground. They are draped in white linen. The room is otherwise empty.

4. Crypt. The portcullis in the passageway is raised and hidden in the ceiling. It will fall and lock behind the first person who places pressure on the area 8 feet beyond it. Anyone still on the other side, safe, cannot help the person(s) trapped because the raising device is located within the chamber (#4). Not more than a minute after the portcullis falls, a Wight will round the corner and beckon to those fumbling with the portcullis. All must resist vs *Fear* or flee until out of sight. Those trapped are helpless if they fail the RR. The Wight (Lvl 25; Hits 200; AT No/1; DB: 90; OB: 170bs/paralysis and sleep upon touch) will attack and try to take alive all those trapped by the portcullis.

There is a Dwarf-size set of +25 black chain mail and a +30 battle-axe of Troll- and Orc-slaying among the treasure in the chamber. A coffer in the corner holds 20 mp, a jeweled goblet which heals 3 hit every time a person swallows a liquid from it (the liquid must be edible, i. e., not poison), and an assortment of different size rubies worth 130 gp total.

URUK-HAI

1. Guardpost. Two Uruk-hai (Lvl 3; Hits 30; RL/13; DB: 35; OB: 55 scimitar) occupy the post. There is a barrel of stagnant water and a string of dried meat scraps.

2. Quarters. Beyond the door are 6 guards (Lvl 3; Hits 30; RL/13; DB: 35; OB: 55 scimitar). They are sleeping soundly.

3. Guardpost. Three Uruk guards occupy this area.

4. Storeroom. The chamber is full of dried meat, water barrels, and chains.

5. Guardpost. Three Uruk guards occupy this post.

6. Harem. Six female Orcs inhabit this chamber. All are capable of scratching and biting (+15). Should one snatch a dagger from her foe, she will prove a bit more formidable (+35). They have no defensive bonus. All can sustain 15 hits.

7. Chieftain's Quarters. The Uruk chieftain (Lvl 8; Hits 115; AT Ch/15; DB: 45; OB: +75 two-handed sword of Elf-slaying with any critical) sits on a throne. Two bodyguards (Lvl 5; Hits 95; AT Ch/14; DB: 40; OB: +60 scimitar) accompany their chieftain at all times. Five females minister to the chieftain at his whim.

8. Treasure Store. The tribe's treasure is stacked in this little hole. There are 56 gp in a pile, along with 43 sp, a diamond necklace worth 150 gp, and a plain silver ring which is a x2 power point multiplier for any Essence spell user.

9. Imp Nursery. Three females supervise twelve young Orcs.

10. Quarters. Seven male Uruk-hai occupy this room. There is a chance (01-45) that all are drunk on ale.

11. Guardpost. Three Uruk guards occupy this area.

GIANT SPIDERS

1. Chamber. Due to the extraordinary height of the ceiling, normal torchlight will not illuminate the milky strands of cobweb suspended above. A Giant Spider (Lvl 8; Hits 160; AT SL/4; DB: 40; OB: 70LPi/75LS/poison — paralysis with critical if RR is failed), adapted to the darkness of the Under-deeps, lurks there. There are also twelve harmless newly hatched spiders. Tucked high in the corner of the web, between two vault arches near the ceiling, is a +25 two-handed sword of Ghost-slaying. It also enables the wielder to parry every round with no penalty to his OB the following round. The sword is Very Hard (-20) to find.

The Giant Spider will drop by a thread upon the head of the last passerby, giving it surprise and an extra +10 bonus to its bite. If the poison is successful, which means it is active immediately, then the beast will grab its victim and scurry back up to its web sixty feet above the floor. It will then wrap the victim in web strands before anyone else can climb high enough to help the unfortunate captive.

2. Cavern. The door is locked, but nearly anyone can pick the lock (Easy, +30). The door opens into a roughly carved chamber with rubble stacked on the left side. The rubble extends ten feet down a passage. Beyond it, the passage is open.

3. Storeroom. There are three barrels in the middle of this room, all of them are filled with quality wine. Two Giant Spiders wait patiently in their web high above.

4. Nook. Old webs hang sloppily from a tunnel ceiling. The tunnel has been caved in.

5. Chamber. Four Giant Spiders lurk in these webs. The fountain in the middle of the pillars is a source of healing. It heals all physical and mental impairments, completely. The back left pillar is hollow. Within it, accessed by a secret sliding door, Hard (-10) to find, one can climb circular stairs to the web seventy-five feet above. The pillar opens onto the sticky web, and there the Spiders' treasure can be found. An assortment of jewelry worth 500 gp, a staff which is a x3 power point multiplier for Channeling spell users, a chest of 65 gp, two Elven cloaks, +30 to hiding, and a +15 long bow are all resting within the strands of web.

WATCHER IN THE WATER

1. Cavern. The banks containing a pool of water draw close to one another where the walls of this dumbbell-shaped cavern squeeze in its middle. All types of bones litter the ground. There is no current in the water, which is a slow underground spring. Observant adventurers will wonder then why it isn't stagnant. Those who get too close will find out.

2. Underground Spring. If anyone comes within 8 feet of the water, and especially if they try to traverse the narrow banks, the tentacles of a Watcher in the Water (Lvl 28; Hits 320; AT RL/11; DB: 40; fire attacks do double damage; OB: 120HGr/120HPi) will snake out of the pool and attack all within reach (25'). The Watcher will take the PCs by surprise and attack three times before they can react. If the creature is slain, his treasure may be dredged from the bottom of the pool. Everything is rusted except a total of 230 gp, 455 sp, and 10 tnp. What looks like a piece of driftwood floats near the bank. Only those specifically looking for floating objects will be curious enough to pick it up and find that it is a wand of *Fireballs* (32 charges).

HURNKENNEC

1. Passage. The tunnel forks to pass around a rock mass. Scattered on the ground where the passages narrow are shields, swords, bows, helmets, coins—all are very tempting to the eye. They are there because unwary adventurers were not familiar with the Hurnkennec.

2. Rock Mass. The center rock mass and the outer walls are riddled with fist-sized tunnels and holes, like a very ripe cheese. Seven Hurnkennec (Lvl 8; Hits 130; AT PI/18; DB: 40; OB: 80MPi/65MHo/50MBa, if the Hurnkennec scores a critical on the bite, it automatically grapples and attempts to pull the victim into a hole in the rock) lurk within them. Hurnkennec are Pûkel-creatures that appear to be small lumps of ore until aroused. When foes approach, they shake off their quiescent form to become spiders of iron. They climb walls and ceilings with ease and may attack their victims by dropping from a height to crush the skull of the enemy below. The bite of their pincer-mouths and stabs of the slashing spines on their legs are equally deadly. If destroyed, Hurnkennec can reconstitute, but the process requires 50 years. The Hurnkennec attack any who pass by or try to salvage the weapons lying on the ground. A +15 short sword, a +10 shield, 13 gold coins, and a +10 throwing axe are among the treasures present.

GHOULS

1. Cavern. A terrible, rotten stench hangs in the air. This is the first clue that there are either Ghouls or Trolls nearby. Small claw prints and scratches in the wastes on the floor provide the clue that the monsters are Ghouls.

2. Cavern. This larger cave, accessed by a door and stairs, has 7 open graves in the middle of the floor. If a PC is foolish enough to approach one, he will disturb the Ghoul (Lvl 4; Hits 35; AT SL/4; DB: 10; OB: 40SBa/50SCI/45we) resting there. A total of 7 Ghouls will crawl out of their graves. They are slow and will attempt to corner one individual and maul him.

3. Treasure. These Ghouls collect fine jewelry, and there is 200 gp worth of it in this area.

CAVE GIANTS

1. Cavern. Many loose boulders and stones litter the floor. If an adventurer looks closely, he can see large footprints (very faint) in the dust and dirt. The prints were made by three Cave Giants (Lvl 20; 17, 16; Hits 250, 241, 209; RL/11; DB: 20; OB: 155we/80LGr/110LCr/115ro). Skrûb, Marn, and Nânsaib. A soft firelight and the sound of rummaging can be seen and heard from the adjacent cavern (#3).

2. Side Cave. When approaching this area, it is easy to become nauseated, because it is the garbage pit for the Giants. There is usable equipment among the trash, but nothing of real value.

3. Living Cave. A warm glow illuminates this cave opening. Occasionally, a huge shadow passes across the light. The three Cave Giants dwell in this smaller cave. They busy themselves with housekeeping tasks, lingering over a meal, or preparations for a scavenging expedition through the Under-deeps. They cannot be surprised easily (-30) for a breeze often flows in from the main cavern carrying the smell of any intruders. Skrûb (Lvl 20; Hits 250; RL/11; DB: 20; OB: 155we/80LGr/110LCr/115ro), Marn (Lvl 17; Hits 241; RL/11; DB: 20; OB: 155we/80LGr/110LCr/115ro), and Nânsaib (Lvl 16; Hits 209; RL/11; DB: 20; OB: 155we/80LGr/110LCr/115ro) all have quick tempers. Marn is the smart one, but Skrûb is the biggest. Nânsaib talks the most, but is not clever. All are incredibly curious.

Food, drink, a table, chairs, a firepit, and treasure—back in the far corner—more than fill the cave. A single chest, rather large, contains 78 gp, 19 gems worth 50 gp each, and 430 sp. A Raven sits on top of the chest, a pet, to ward off thieves.

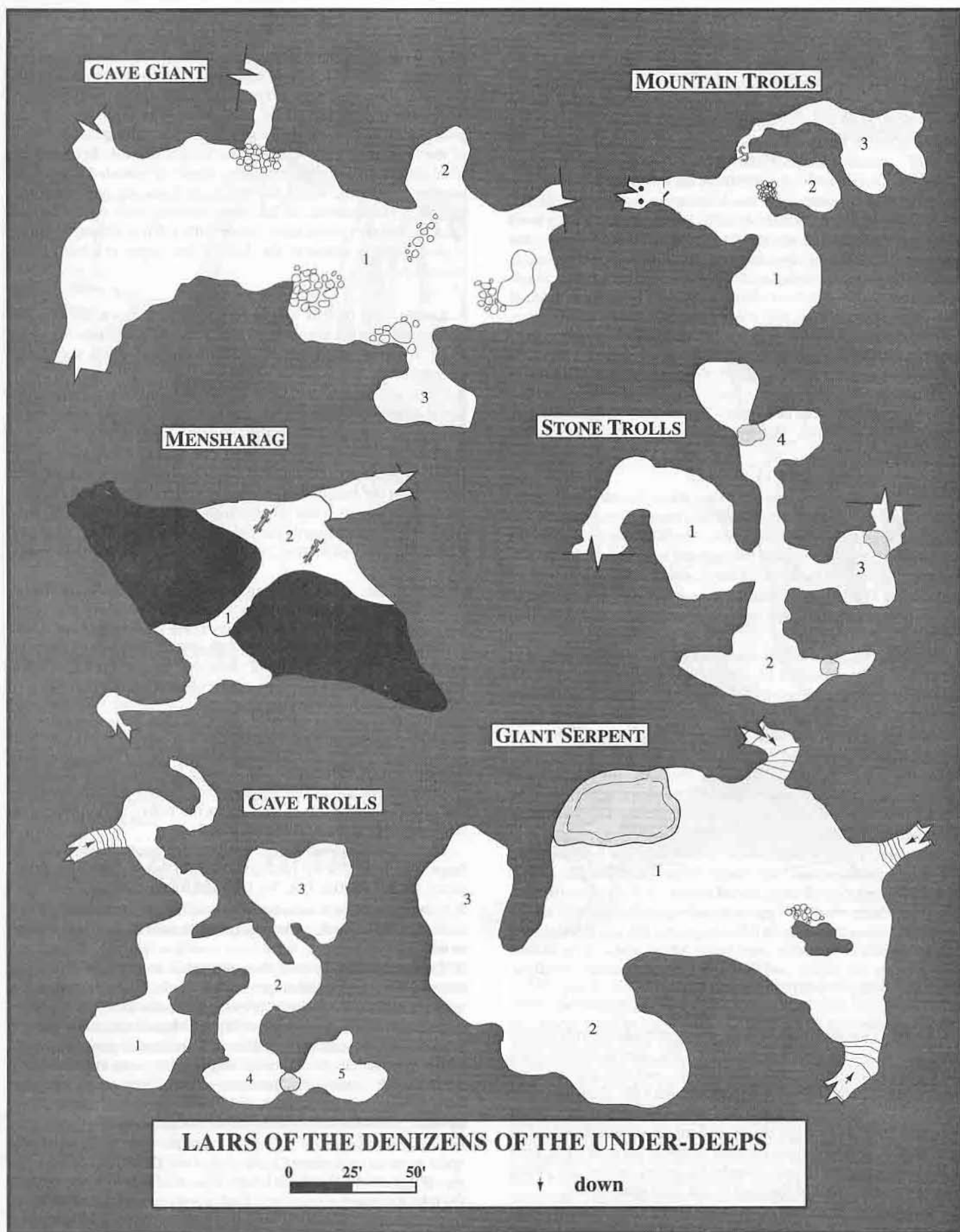
STONE TROLLS

1. Entrance. A single torch burns on the wall in this entry cave. In the dim light, one can see debris scattered all over the floor. A musty stench hovers above the debris. Experienced PCs will be aware that they must be near a Troll hole.

2. Cavern. Another torch burns in this cave. Two Stone Trolls, Frûmand and Dôb, are cooking over a small fire. It is possible that they are eating human flesh. They can be surprised easily. They will fight to the death (Lvl 7; Hits 150; AT RL/11; DB: 15; OB 80club).

Behind the huge boulder, Very Hard (-20) to move, is the treasure cache. Among the ordinary equipment there lies a two-handed sword in a beautiful leather sheath laced with gold. The sheath has a strap to fit over the shoulder and chest so that the sword can be worn on the back. The sword itself is a +15 slayer of Undead (on any critical). More importantly, it is a sword of parrying which enhances the user's DB by 20 when it is drawn. There is a pot of 100 gp. A little leather pouch holds 12 sapphires worth 65 gp each.

3. Back Door. This chamber is empty. A boulder, like the one in the cavern (#2) conceals a path big enough for the Trolls that leads two or three miles out to the mountainside. From the outside, the cave entrance is hidden behind fallen trees, Very Hard (-20) to find.



4. Guardpost. A single Stone Troll, Bân (Lvl 10; Hits 115; AT RL/11; DB: 15; OB +100 stone hammer) sits on a stool against the right wall. One torch burns in the cave. A boulder blocks a small passage to another little chamber. In it, there are two captives, both young men, bound and gagged with sacks over their heads. They will be food for dinner. Bân will yell to the other two Trolls if there is any disturbance.

MENSHARAG

1. Bridge. A thin arching span traverses a deep chasm.
2. Ledge. On the other side, two Mensharag (Lvl 5; Hits 80; AT Ch/16; DB: 30; 60LCI/50LBa/40MBi) await intruders. They seem to be lone blocks of stone at first glance. When alerted by the presence of an enemy, the creatures uncoil into their true forms: large, heavy-set lizard-beasts. They can move rapidly, climb walls, and attack with their claws, teeth, and prehensile tails. If they are destroyed, they will reform over the course of 20 years. The stone lizards attempt to knock bridge-walkers off the span to their deaths.

If anyone is looking for treasure, they must look at the bottom of the chasm, which has a stone floor. The Mensharag throw their victims' belongings into the chasm. The treasure, when collected, totals to 43 gp and 30 sp. There is also a bracelet that is a x3 power point multiplier.

CAVE TROLLS

1. Cavern. After descending numerous stairs, the path bends to the right into a dimly lit cave complex. This first small cave smells like the scaly bodies of dirty Cave Trolls. Garbage and excrement fill it. Anyone hithering to look through the bones and rubbish will discover a *Ring of Fireballs* (3x/day). It is Hard (-10) to find.

2. Passage. This passage holds the source of light—a single small torch. Adventurers can see into the guardpost (#4), but not the cavern (#3).

3. Cavern. This back cave is not lit at all. Three Cave Trolls mill about in the darkness (Lvl 12; Hits 220; AT RL/11; DB: 25; OB: 160 club or hammer). They will smell intruders who move past the guardpost (#2). Bright light, even strong torchlight, blinds these Trolls for 4 rounds. For the duration of the flash of light, they operate at -100.

4. Guardpost. This cave is a guard chamber, since treasure is concealed behind the boulder. There is no guard present, but the Cave Trolls will know if someone is in here. The boulder is Extremely Hard (-30) to move.

5. Treasure. Two chests sit in the nook behind the boulder-door. They are both locked and Very Hard (-20) to open. One chest holds all gold: 130 gp, 6 gold rings, one of which is a *Ring of Invisibility*, 2 gold necklaces worth 150 gp each, and a gold *Dagger of Sleeping* (a critical causes the victim to fall asleep if his RR vs a 12th lvl spell is unsuccessful). The other chest holds 400 sp, and a silver chalice that purifies all liquid and heals 5 hits with every swallow, refillable 2x/day, 8 swallows in one filling.

MOUNTAIN TROLL

1. Cavern. Two pillars and a stone door greet adventurers as they approach an obviously inhabited cave. The door is locked, Very Hard (-20) to open. It squeaks very loudly, and will alert the Troll inside (Lvl 11; Hits 240; AT RL/16; DB: 40; OB: 130 battle axe). The Troll sits near a small fire in the furthest part of this area. Some rags lie draped over large stones and pieces of wood that act as furniture. A torch burns on the wall opposite the door. The Troll will attempt to surprise any intruder by hiding behind the jutting rock wall to the right of the door as the individual enters.

2. Storeroom. This little nook is the Troll's food storage area. There is plenty of dried and salted meat, including Orc meat. There

are also a few barrels of ale and water. A bundle of torch wood lies near the stones.

3. Quarters. A secret door, Extremely Hard (-30) to find, conceals this cave. Inside is the Troll's sleeping quarters and treasure pile. A pile of straw and rags serves as the Troll's bed. A torch burns in the side niche over a pile of gold pieces. The Troll only collects gold pieces, and there are a lot—2,300 coins. Along the back wall of the treasure area are skulls of the Troll's victims. In one of the 27 skulls, there is a giant red ruby, which, if mounted in a sword pommel, gives the blade the ability to flame on command and deliver a Heat critical of the same severity with every normal critical. Another secret door, Sheer Folly (-50) to detect, opens on a passage that connects the lair to the upper reaches of the mountains.

COLD-DRAKE

1. Ledge. Up on this ledge, a PC can look down through the stalagmites and see the entire cavern, except for the farthest cavern (#3). The ledge is 25 feet high. Stairs descend all the way to the cavern floor.

2. Cavern. There is no light in this cavern, unless it is brought by the adventurers. If so, they will see hundreds of bones in the space. Heavy, slow breathing fills the air.

3. Cavern. Any light will awaken the small Cold-drake (Lvl 15; Hits 230; AT P/18; DB: 70; OB: 110LBi/100LCI/90LBa/60LHo) sleeping in the middle of this smaller cavern. Light will not hurt the Cold-drake. It is fast when it slithers, so it will crawl off of its treasure and dart towards the person holding the light. Once all light is out, if possible, the Cold-drake will operate at an additional +25.

The treasure is not that big, because the Cold-drake is young. There are a few weapons, some armor, unfortunately none of it magical, and a lot of coins and gems. There are 1,500 gp and 2,300 sp. There are also 52 gems worth 50 gp each. For those who search everywhere, there is a single diamond, worth 1,000 gp stuck between the claw toes of the hind left foot of the Cold-drake.

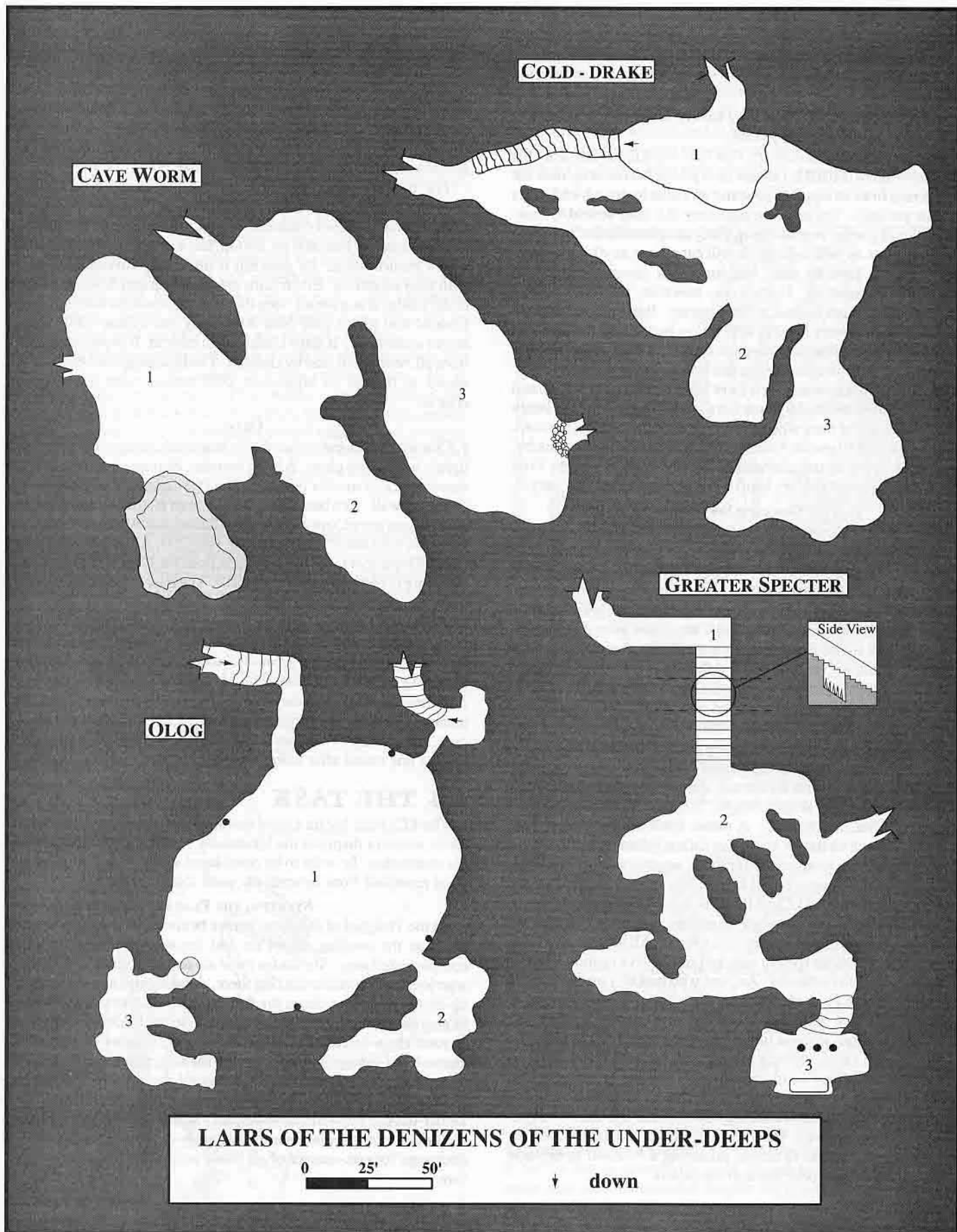
GIANT SERPENT

1. Cavern. Three separate staircases descend into a large cavern. The pool of water is approximately 45'x35', and it is deep. Adventurers, if they have a light source, can see gold glimmering near the opening to the far cavern (#3). There is a chance (01-70) that the Giant Serpent is bathing in the pool. If not, then it is automatically in the nearer cavern (#2).

The Serpent poses a fearful sight, as it emerges from the water, huge head followed by yard upon yard of massive body (Lvl 14; Hits 140; AT RL/12; DB: 35; OB: 135HGr/swallow).

2. Lair. If not in the water, the Serpent is in here, and if so, the beast is feeding on the flesh of something it killed and stashed underwater to soften.

3. Treasure. The Serpent does not value treasure, but it knows treasure is a great lure for its prey. Thus the beast leaves its victim's treasure in the far cavern (#3), trailing into the lair (#2), so that it is visible from the main cavern (#1). The hoard consists of almost everything, although much of the armor and clothing was destroyed by the Serpent's teeth. The most magnificent piece in the bunch is a +25 shield. Other items include a +20 morning star and a *Spear of Lightning Bolts*, which when it hits and delivers a critical, either by hand or thrown, causes a clap of thunder and a flash of lightning, stunning the victim for 3 rounds. Besides normal damage, the spear gives an equivalent Crush critical and Electricity critical. 20 mp, 260 gp, and 300 sp lie in heaps. Clever adventurers who search the lake for recent victims will find a body in some shallow rocks (eight feet deep) with a +25 sword of Dragon-slaying still clutched in its hand.



CAVE WORM

1. Entrance. The ceiling is 12' high, with all of the stalagmites and stalactites broken and knocked to the ground. The debris makes it hard to run without falling (-30 on all running and moving maneuvers).

2. Cavern. The area is just a long cavern filled with bones, most of them broken into many pieces.

3. Lair. A Cave Worm (Lv1 15; Hits 160; ATRL12; DB: 20; OB: 60HGr/swallow/110HhO) sleeps on a pile of boulders against the wall across from its hoard of gold and precious items, which blocks another passage. The creature possesses the least desirable characteristics of garden worms, being slimy and possessed of brownish pink segments as well as huge. It will eat almost anything, animal flesh being a favorite dish, but roots and fungus forming an acceptable alternative. It does not, however, eat rock, despite persistent Dwarfish legends to the contrary. Rather, it uses the six hard horns on its bony head as drill bits to bore a way through soft stone, sliding along on its mucous as it goes. A bony ridge protects its jaws and narrow eyes during this boring activity.

Its treasure is a nice size for a Cave Worm. There are 500 gp and 600 sp. 19 Gems worth 50 gp each are strewn throughout the heaps of coins. A suit of man-sized +20 chain mail lies against the wall. There is also a +10 shield. Other armor, non-magical, rests nearby. A wand of lightning bolts is concealed in the crack where the floor meets the wall, and is Very Hard (-20) to find. It has 25 charges.

GREATER SPECTER

1. Stair. The trap door in the middle of this 20-foot staircase opens when 20 pounds pressure are applied to it. The 10-foot trap door (Hard -10 to detect and avoid) drops victims onto spikes. Those falling take 3 + 100 spear attacks.

2. Passages. Four passages confront the PCs at the bottom of the stairs. A spell imbedded in the walls amplifies even quiet noise. Footsteps will sound like someone is pounding on the floor with a hammer. Whispers become yells. After the echoes stop, when the characters either emerge from the passages or stop moving, a large rumble and bang like thunder sound within the cavern ahead. Its door is steel, rusted, and locked. Hard (-10) to open.

3. Tomb. Stairs located immediately beyond the door descend to the cavern floor. Three pillars stand between the steps and the tomb. A red glow, with no source, dimly lights the room. Mist drifts across the floor at knee height. It is thick enough to conceal anything within its tendrils. A stone tomb elevated three feet occupies a space on the far wall. The lid has fallen to the floor, and rests against the bottom of the tomb. If anyone ventures past the pillars, a Greater Specter (Lv1 18, Hits 200, AT No/I; DB: 75; OB: 80 Shock Bolt/drain 10 CO/rd 10'R) will rise from the open tomb.

All who have passed through the pillars must save vs a 10th lvl Fear spell or be frozen in fear for five rounds. All behind the pillars must save vs the same spell or tum and run for five rounds, leaving behind any frozen comrades. Anyone who makes a successful RR is immune to the Fear spell for the duration of the encounter. If everyone is frozen with fear or has fled, the Greater Specter will float from its tomb to those immobile, and touch them on the neck to put them to sleep, causing them to fall beneath the mist. The individual will sleep until the Greater Specter is killed. The sleeping victims will be moved by telekinesis to the left wall, but will remain under the mist until they are saved or the Specter drains their life energy entirely. Then the Specter will sink below the mist and wait for the others to return, preparing a Fireball to explode among them as they peer through the pillars.

The Specter wears robes that magically enhance its DB, but their red velvet folds are in tatters. A hood covers the Specter's skull-like head, but the PCs can see the eyes glowing red underneath the hood. The Specter seems to float whenever it moves.

If there is anyone who resists the Fear spell, the Specter will use magic to defeat that person, casting up to four Lightning Bolts consecutively. The Specter cannot be harmed with poisons. It is Undead, and it must be struck with mithril or magical weapons. Arrows must be magical, not just the bow.

The treasure is Extremely Hard (-30) to find. It is located underneath the tomb in a hollowed-out area. There is a scroll of *RM Repulsions Repel Undead XV* which causes up to 15 Undead to disintegrate or flee, 800 gp, 600 sp, and a magnificent +30 sword with a mithril blade. Its gold hilt is intricately carved and inlaid with blue sapphires. Elven ruins are traced up and down the sides of the blade. It is a sword from the wars of Gondolin and it detects Undead and glows pale blue when they are within 1000', extra bright within 100'. It slays Undead on a critical. It protects the user from all Fear spells cast by Undead. The blue sapphires enable the sword to deliver an equivalent cold critical with any normal critical.

OLOG

1. Chamber. The entry chamber is large and circular. Four torches light it with a dim glow. A huge boulder, Extremely Hard (-30) to move, blocks a smaller passage. The PCs can see into the opening on the far wall. Ten bats will suddenly start from the ceiling as the adventurers arrive, causing a loud fluttering that will alert the Olog, Gîrakûn, who dwells here (Lv1 16; Hits 250; AT RL/16; DB: 50; OB: 170 hammer). He is a renegade from the Dark Lord's armies, preferring to obey no one save himself. The Black Troll will emerge from the adjacent cavern (#2).

2. Cavern. There is little garbage here — Gîrakûn is tidy for tactical reasons and carries refuse away to a nearby chasm. Stone furnishings appoint the chamber along with a stolen tapestry depicting a gory battle scene.

3. Treasure. Behind the boulder lies the Troll's treasure. The little niches of the cave are heaped with swords, armor, other weapons, gold, and jewelry. There are 200 gp, 180 sp, and a +20 handaxe that returns one round after being thrown.

6.4 THE TASK

The PCs must locate a cave entrance into the Under-deeps and either prove or disprove the legends by venturing into the roots of the mountains. In order to be considered successful, though, they must resurface from beneath the earth to tell about it.

STARTING THE PLAYERS

At the Troighef of Daighen, smoke begins to cloud the common room as the evening draws on and the shadows lengthen into complete darkness. Shouts for more ale and cheese boom from the warriors and travellers relaxing there. A man props his heavy boots up on the table and clears his throat — Mochtallan the storyteller begins an account of his latest adventure in the Under-deeps. Will anyone show interest? Calmuad sits near, waiting to judge the character of anyone who speaks with the storyteller. Almost slyly, he will approach those who flock around the verbose Mochtallan. Calmuad is a merchant who hopes to sponsor an expedition into the Under-deeps. He will outfit the party with everything they need, including information about the mystery of the Riddle Caves, in exchange for one-quarter of all booty recovered from the adventure.

AIDS

Other than Calmuad' limited knowledge and Mochtallan's guidance, the party is on its own. It should become quickly clear that the Under-deeps are a realm that has existed virtually uninhabited by surface-dwelling people. The PCs must bring a lot of food and water, and torches and oil.

OBSTACLES

If the party chooses to enter the Under-deeps through the Riddle Caves, they must obviously solve the riddle. (PCs who have already defeated Tughaib in the previous scenario will know the way. The GM may give more clues to PCs without this knowledge or make it easier to solve the mystery to ensure that they have access to the Under-deeps.) The other possibility is dealing with the hardships of mountain exploration while searching for another entrance. Rock slides, steep precipices, and encounters with wild beasts are but a few of the challenges present in travel through mountainous terrain.

Inside the Under-deeps, adventurers will face creatures made fierce and hostile by their dark environment. In addition to these active foes, the passive dangers of hunger, thirst, claustrophobia, and the confusion created by the maze of passages that is the Under-deeps will be everpresent. The adventurers must not get lost! Should this occur, the objective becomes survival and exit to the outside world.

REWARDS

In addition to the thrill of surviving perils found only under ground and garnering the fame and prestige achieved by successful explorers, the adventurers will have the opportunity to become wealthy. The denizens of the Under-deeps have accumulated treasure hoards that remain unbreached due to their location. Enchanted weapons, piles of gold coins, and sparkling gemstones fill hidden nooks and crannies. The bold need only defeat the warped creatures lurking in the nearby shadows to make these treasures their own.

In some people's eyes, the adventurers will be viewed as foolish. But most will think of them as heroes. In Dunnish society, this means they will be accorded a higher head price, a chariot, a slave driver, and lavish hospitality marked by feasts wherever they travel among Dunmen.

6.5 ENCOUNTERS

Numerous creatures endlessly wander the passages of the Under-deeps, while others have staked out specific caverns for their lairs. The system described in Sections 6.31 and 6.32 should be used to determine the creatures encountered by the adventurers. Normal terrain encounters are possible while the adventurers are trying to find to a place of entry into the Under-deeps. The Master Encounter Table in Section 7.0 should be used for encounters above ground.

7.0 TABLES**7.1 NPC TABLE**

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
NPCs for "GHOST WARRIORS OF DUNFEARAN"										
Solofhen	17	70	No/1	60	N	N	80da	—	5	Dunlending Animist. Ring x3 PP, 183 PP, knows all Animist Base Spell lists, all Closed Channeling lists, and the Spell Defense list.
Borkul	5	62	SL/8	30	N	N	65axe	—	10	Dunlending Scout. Blacksmith/carpenter.
Anrea	4	40	No/1	25	N	N	40da	—	10	Dunlending Scout.
NPCs for "A RAID BY NIGHT"										
Tughaib	20	120	SL/8	10	N	N	85qs	45da	20	Dunlending Animist. Priestess. knows all base Animist lists, all open Channeling lists, and all closed Channeling lists, 60 PP.
Berna	5	45	No/1	50	N	N	40qs	5sh	15	Dunlending Animist. Acolyte. Knows 5 closed Channeling list, 15 PP.
Kurna	6	55	No/2	55	N	N	45qs	10da	15	Dunlending Animist. Acolyte. Knows 5 Evil Cleric base lists, 1 open Channeling list, 36 PP, x2 ring.
Easgan	8	66	No/2	60	N	N	50qs	15sh	10	Dunlending Animist. Acolyte. Knows 5 Evil Cleric base lists, 3 open channeling lists, 48 PP.
Seinacaid	4	36	No/2	40	N	N	35qs	—	20	Dunlending Animist. Acolyte. Knows 4 open Channeling lists, 12 PP.
Scammar	7	93	RL/12	55	Y	N	95bs	55cb	30	Dunlending Scout. +10 sword; boots of silence; cape of hiding, +25.
Oravarri	6	68	No/1	25	N	N	45da	—	15	Dunlending Scout. Merchant.
Jeroibha	11	149	Ch/16	65	Y10	Arm	130bs	80cb	25	Dunadan Warrior. Spy of Tughaib; +15 sword; uses poison.
NPCs for "INTRIGUE IN THE UNDER-DEEPS"										
Mochtallan	12	150	RL/10	40	N	N	90bs	65sb	15	Dunlending Bard.
Calmuad	8	84	RL/8	35	N	N	65ss	50sb	10	Dunlending Scout. Merchant.

7.2 ENCOUNTER TABLE

Encounter	Gwaithlo Plain	Dunnish Highlands	Misty Mountains
Chance (%)	20%	15%	15%
Distance (miles)	10	5	3
Time (hours)	4	4	4
Inanimate Dangers			
General Trap	01	01	01-02
Avalanche	—	02-03	03-06
Flash Flood	02-04	04-06	07-08
Grass Fire	05-06	07	—
Sites/Things			
Cave/Cavern/Lair	07-08	08-10	09-12
Dunedain Site	09-10	11-12	13
Calenardhon Site	—	—	14
Dunlending Site	11-16	13-17	15-16
Drúedain Site	17	18	—
Grave Site/Tomb	18	19-20	17-18
Dunlendings			
Common Folk	19-26	21-26	19-21
Warriors	27-31	27-31	22-24
Healers	32-34	32-34	25
Bards	35-38	35-37	26-27
Priests	39-40	38-40	28
Calenardhons			
Common Folk	—	—	29
Soldiers	—	—	30
Other Men			
Northmen	41-42	41	31
Easterlings	43	—	32
Travelling Merchants	44-47	42-44	33-34
Bandits	48-50	45-46	35-37
Orcs			
Scouts	51-52	47-49	38-43
Small Patrols (2-6)	53	50-51	44-47
Normal Patrols (6-10)	—	52	48-50
Warband/Caravan (12-30)	—	—	51-52
Other Non-Manish Races			
Dragons	—	53	53-54
Drúedain	54	54	—
Dwarves	55-56	55-57	55-56
Elves	57	58	57
Ents	—	59	58
Giants	—	60	59-60
Great Eagles	58	61	61
Hobbits	59-60	62	—
Huorns	61	63	62
Troll, Cave	62	64-65	63-65
Troll, Forest	63-64	66-68	66
Troll, Hill	65-66	69-71	67-68
Troll, Stone	67-69	72-73	69-70
Animals			
Bat	70	74-75	71-73
Bear	71	76-78	74-76
Bees/Hornets	72-73	79	77
Eagle	74-76	80-82	78-80
Boar	77	83-84	81
Glutan	78	85-86	82-83
Lynx	79	87-88	84-85
Jatewoone	80-82	—	—
Herd animals	83-87	89-90	86-87
Poisonous Snake	88-90	91-92	88
Snow Leopard	—	93	89-91
Wolf/Warg	91-92	94-96	92-94
Other Animals	93-100	97-100	95-100

Use of the Encounter Table and Codes:

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

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

7.3 RUMORS AND LEGENDS

Roll (need not be determined randomly)
True/False

01-05	Scammer will betray you.	<i>False</i>
06-10	Jeroibha is a spy for Tughaib.	<i>True</i>
11-15	Solofthen is senile and can't help adventurers.	<i>False</i>
16-20	Borkul is trying to lure people to Tughaib to become Undead minions under the shaman's control.	<i>False</i>
21-25	Marbom has never even been in the Under-deeps.	<i>True</i>
26-30	A Pukel-man guards the Riddle Caves.	<i>True</i>
31-35	There are more riddles along a path through the Under-deeps.	<i>True</i>
36-40	There is an Orcish King who possesses an Elven ruby that gives the power of flame to swords if placed in the hilt.	<i>True</i>
41-45	The Under-deeps are barren, containing no plant or animal life.	<i>False</i>
46-50	Ghouls roam in the Ghost-caves.	<i>True</i>
51-55	Tughaib has 20 powerful acolytes.	<i>False</i>
56-60	There is no path between the Riddle Cave and the Ghost-caves.	<i>False</i>
61-65	Anrea is Borkul's mistress.	<i>False</i>
66-70	The Ghosts and Ghouls only raid at night.	<i>True</i>
71-75	Once inside the Under-deeps, the only way out is back the same way.	<i>False</i>
76-80	Jeroibha has slain eight Ghouls and four Ghosts controlled by Tughaib.	<i>False</i>
81-85	All trade has been stopped in the valley because of the Ghosts.	<i>False</i>
86-90	Members of the Dunlending clan that disappeared are now the elite of Tughaib's army.	<i>True</i>
91-95	Only mithril or magical items harm Tughaib's Ghosts.	<i>True</i>
96-100	Tughaib herself is not very powerful; her power resides in Ghostbane.	<i>True</i>

7.4 WALKING DEAD TABLE

Letter	Name	Lvl	Hits	Size	Speed	AT	Sh	DB	Attack	Notes
A	Skrag	6	42	M	F	Ch/14	Y	45	75sc	Orc Warrior.
B	Mogtûl	7	94	H	M	RL/12	N	40	115cl	Olog Warrior.
C	Bargûr	9	108	H	M	RL/12	N	40	130wh	Olog Warrior. Stone hammer.
D	Frôm	4	60	H	S	RL/11	N	30	120cl	Hill Giant Warrior.
E	Frem	5	65	H	S	RL/11	N	35	130cl	Hill Giant Warrior.
F	Nunaib	9	104	S	M	Ch/14	Y	65	115wh	Dunnish Warrior. +20 hammer.
G	Genaibha	4	29	M	M	RL/10	Y	35	45bs	Dunnish Warrior.
H	Eun	11	110	M	M	RL/9	Y	65	120bs	Dunnish Warrior, +10 sword.
I	Athair	4	37	S	M	SL/6	N	20	15da	Dunnish Evil Cleric. 24 PP, ring x2 PP, 4 spell lists, female.
J	Seinadair	8	64	M	M	SL/6	N	60	60da	Dunnish Mage. 72 PP, bracelet x3 PP, 9 spell lists.
K	Cú	5	50	M	M	Ch/16	Y	55	80bs	Dunnish Warrior.
L	Mach	8	80	M	M	Ch/16	Y	70	110bs	Dunnish Warrior. +10 shield, +10 sword.
M	Broc	5	45	M	M	SL/5	Y	45	60bs	Dunnish Warrior.
N	Naim	11	69	M	M	No/2	N	80	50da	Dunnish Evil Cleric. +40 DB robes, ring x3 PP, 99 PP, 11 spell lists.
O	Leanan	4	40	M	M	No/1	N	60	100da	Dunnish Mage. +20 DB cloak, +55 Dagger of Life Stealing, 20 PP, 5 spell lists, female.
P	Arlenui	4	55	M	F	Ch/16	Y	60	90bs	Dúnadan Ranger. +5 Sword of Orc-slaying.
Q	Bruad	4	40	M	F	RL/10	N	45	65th	Dunnish Ranger.
R	Acair	6	68	M	F	Ch/14	Y	70	125bs	Dunnish Warrior. +10 shield, +20 Sword of Troll-slaying.
S	Damah	9	98	M	F	Ch/16	N	70	120ba	Dunnish Warrior. +20 chain mail.
T	Korzh	10	95	M	F	Ch/16	Y	65	100sl	Orc Warrior. Accompanied by 4 lesser Orc Warriors.
T	Krûpáz	3	25	M	F	RL/9	N	20	50cl	Orc Warrior.
T	Farzh	3	26	M	F	Ch/13	Y	20	50sc	Orc Warrior.
T	Trâpûn	3	24	M	F	RL/10	Y	20	50sc	Orc Warrior.
T	Morbáz	3	28	M	F	Ch/14	N	20	50ss	Orc Warrior.
U	Logáz	5	60	M	F	Ch/15	Y	50	70ha	Orc Warrior.
V	Runzh	14	130	M	F	Ch/16	Y	80	135sc	Orc Warrior. +20 shield, +25 scimitar.
W	Vorazg	7	140	H	M	RL/12	N	40	160wh	Olog Warrior.

7.5 BARROW WIGHT TABLE

(from Level Two of the Ghost-caves)										
Room	Letter	Name	Lvl	Hits	Size	Speed	AT	DB	Attack	Notes
10	A	Roighen	4	43	M	M/M	RL/12	40	60bs	Dunnish Barrow Wight.
	B	Mortaim	8	80	M	M/M	RL/12	65	95bs	Dunnish Barrow Wight, +10 sword.
	C	Obhel	9	77	M	M/M	Ch/16	70	105bs	Dunnish Barrow Wight, +10 shield.
	D	Skain	3	39	M	M/M	RL/11	35	40sp	Dunnish Barrow Wight.
	E	Tumaibha	6	67	M	M/M	RL/12	55	75sp	Dunnish Barrow Wight, +10 spear.
11	A	Bhenaim	12	106	M	M/M	Ch/16	75	130bs	Dunnish Barrow Wight, +20 sword, +10 shield.
	B	Aghoin	5	44	M	M/M	RL/12	50	60sp	Dunnish Barrow Wight.
	C	Caima	4	50	M	M/M	RL/11	35	55sp	Dunnish Barrow Wight.
12	A	Feghail	6	71	M	M/M	RL/12	60	65sp	Dunnish Barrow Wight.
	B	Galsoim	7	65	M	M/M	RL/12	60	85bs	Dunnish Barrow Wight.
	C	Coiren	2	24	M	M/M	SL/10	30	35bs	Dunnish Barrow Wight.
	D	Loghar	9	81	M	M/M	Ch/16	60	110bs	Dunnish Barrow Wight, +25 sword.
	E	Noma	5	53	M	M/M	RL/12	50	70bs	Dunnish Barrow Wight, +5 sword.
	F	Railec	8	82	M	M/M	Ch/16	65	95bs	Dunnish Barrow Wight, +10 shield, +5 sword.
	G	Venaib	3	31	M	M/M	RL/12	35	40bs	Dunnish Barrow Wight.
	H	Yoinen	9	54	M	M/M	No/10	60	60da	Dunnish Barrow Wight, 9 spell lists, 54 PP, ring x2 PP, defensive robes +20 DB.

7.6 BEASTS OF THE UNDER-DEEPS

Creature	Lvl	#/ Enc	Size	Speed	Hits	AT	DB	Primary/ 2ndary/Tertiary Attack	Notes
Balrog	40	1	H	VF/VF	400	PI/20	120	275th/140wp/spells	May immolate.
Bat	0	1-100	S	VF/VF	4	No/1	60	25TBi	No attack unless provoked.
Bat, G. Vampire	1	12-30	S	VF/VF	25	No/1	40	40SBI/40SCI	Causes 1.5 hits/rnd after a critical is achieved.
Cavem Wing	1	2-100	S	FA/VF	8	No/1	50	50SCI/40SBI	Retreat if leader killed.
Cave Worm	10	1	H	MF/F	160	RL/12	30	90HGr/swallow/110HHo	Grapple first.
Chamber Bird	2	21-30	S	VF/F	11	No/1	60	50SPi/35MCI	Shy.
Cold-drake	30	1	H	FA/FA	500	PI/20	50	120HBI/120HCl/120HBa/80HHo	Wingless
Ghoul	2	1-10	M	MD/MF	35	SL/4	10	35SBA/40SCI/30we	Undead.
Humkennec	8	1-20	S	MF/MD	130	PI/18	40	80SPi/65SHo	Iron Spider form.
Ice-drake	30	1	H	FA/FA	450	PI/20	55	110HBI/110HCl 110HBa/100HHo/90IBr	Good swimmer.
Kraken	30	1	H	MD/MD	375	RL/11	40	145HGr/145HPi	1.5HGr attacks/rnd.
Lizard, Great	8	1-2	L	MF/FA	140	SL/7	30	90LBi/70MBa	Aggressive.
Mendaen	10	1-10	L	SL/MD	60	Ch/16	20	80MGr/120LCr	Stone man-like form.
Mensharag	5	1-10	L	MF/MF	80	Ch/16	30	60LCI/50LBa/40MBi	Stone lizard-like form.
Orc	3	4-12	M	MD/MF	55	Ch/14	45	60sc/50sb	Orc lair nearby.
Rats, Giant	1	1-20	S	FA/FA	20	SL/3	30	20TBi/20SBI	Body length 2'-3'.
Sarnümeni	7	1-2	L	MF/MF	210	RL/12	40	75MBi/90LBa/75LCr	Huge, freshwater eels.
Slign successful.	8	1	L	FA/FA	160	SL/4	50	90LCr/60MBi/50LGrx2	RR vs 5th level poison if bite
Serpent, Giant	8	1-3	L	MD/MD	120	RL/12	20	100HGr/swallow	Constrictor.
Skeleton	2	4-12	M	MD/MF	25	No/1	10	30we/45MBa	Only crush crits damage.
Specter	5	1-2	L	FA/VF	200	No/1	100	40 Shock Bolt/special	Drains 8 CO/rd (10'R).
Spider, Giant	8	1-20	L	FA/VF	160	SL/4	40	70LPi/75LSt/poison	Poison effective on crits: stun victim 24 rds.
Troll, Black	9	1	L	MD/MD	250	RL/16	50	170wh/80LBa/70ro(150')	Also known as an Olog.
Troll, Cave	12	1-5	L	MD/MD	220	RL/11	25	160HCl/85we/80ro(150')	Distinctive stench.
Troll, Mountain	11	1	L	MD/MD	240	RL/16	40	110we/100LBa/100ro(150')	Smeily.
Troll, Stone	12	2-3	L	SL/MD	150	RL/11	15	80LBa/65LCI/40we 60ro(90')	Noisy.
Uruk	5	2-20	M	MD/MF	115	SL/9	15	155sc/155hcb	Larger than Common Orc.
Vault Shrike	1	1-5	T	VF/BF	5	No/1	60	30TBi/40TCI	Shrill shriek stuns victim 1 rnd/10 RR failure, 1st lvl attack; tongues bear poison.
Warg	8	4-20	L	VF/VF	180	SL/4	60	75LBi/60LCI	Dissipates when slain.
Watcher in Stone	15	1-2	L	—/—	250	PI/20	40	special	Stone Dunman-like form with eagle-head.

7.7 BEASTS OF DUNFEARAN

Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	
Bat	0	1-100	S	VF/VF	4	No/I	60	25Ti/—/—	Will not nonnally attack unless provoked.
Bat, G. Vampire	1	12-30	S	VF/VF	24	No/I	40	40SBi/40SCl	Will cause 1-5 hits/md after a critical is achieved.
Bear, Black	4	1-5	M	F/F	150	SL/4	30	60LGr/70LCI/30MBi	Will not normally attack unless provoked.
Bear, Blue	7	1-6	L	MF/MF	200	SL/8	25	80LGr/70LCI/30MBi	Semi-intelligent; uses "Presence (50'R)".
Bear, Brown	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi	May charge (60LBA); mean when provoked.
Bear, Cave	12	1-5	H	MF/F	300	SI/8	40	95HBA/90HCl/30HGr	Use Large Creature Criticals.
Big Horn Sheep	4	4-40	M	M/MF	70	No/4	35	60MBA/40MHo/20MTS	Only males have horns.
Eagle, Golden	3	1-5	M	F/F	30	No/I	30	45MCI/35SPi/—	Rarely attacks larger creatures (unless helpless).
Eagle, Great	8	1-5	L	VF/VF	150	No/3	40	80LCI/60LPi/—	Intelligent & good; Use Large Creature Criticals.
Eagle, Verin	2	1-3	M	F/F	40	No/2	35	50MCI/40SPi/—	Bold and territorial.
Glutan	4	1	S	F/VF	50	No/3	50	50MBi/45MCI/—	Extremely aggressive. Will attack without reason.
Goats, Mountain	3	3-36	M	MF/MF	50	No/4	35	50MHo/45MBA/30MTS	Only males have horns. Aggressive.
Goats, Wild	2	1-12	M	F/MF	50	No/4	30	40MHo/40MBA/10MTS	Only males have horns. Mildly aggressive.
Gorbet, Trail Lizard	4	1-2	S	S/MD	25	No/3	40	10TBi/special/—	Secretes poison through skin.
Highland Lynx	3	1-5	M	VF/VF	70	No/3	55	45MCI/30MBi/—	Lives and hunts in groups.
Jatewoone	9	1	L	F/VF	120	No/2	30	80LPi/70LCI/50LBA	Huge bird of prey, rarely flies. "Clever Beak".
Pronghorn	1	1-50	S	VF/VF	25	No/2	25	30SHo/20STS	Curious, but skittish.
Snakes, Poisonous	1-5	1-2	S	S/VF	10-20	No/I	40	40SSi/—/—	Nathair, Nathrach, and Co'real;
Snow Leopard	6	1-2	M	VF/VF	120	No/3	45	50MCI/40MBi/—	Unpredictable, has been known to help men.
Troll, Cave	12	1	L	M/M	175	RL/11	25	100HCl/85We/—	Use Large Creature Criticals.
Troll, Forest	6	1-6	M	M/MF	100	RL/11	15	80LBA/65LCI/—	Found in the woods.
Troll, Hill	10	1-3	L	SL/M	150	RL/11	20	95LBA/85LCI/—	Use Large Creature Criticals.
Troll, Stone	7	1-5	L	SL/M	120	RL/11	10	45LCI/35MBi/—	Use Large Creature Criticals.
Warg	6	1-10	M	VF/VF	150	No/4	50	75LBI/60LCI/—	Operate in packs and will warn Orcs of intruders.
Wild Boar	3	1	M	F/MF	120	No/4	30	40LHo/30MBA/20MTS	Mean-tempered and solitary. Vicious if cornered.
Wild Kine	5	1-10	L	M/M	200	No/3	30	80LBA/90LCr/—	Huge ox-like animal.
Wolf	3	5-15	M	F/F	110	No/3	30	65LBI/—/—	Will not attack groups unless provoked.
Wolf, Grey	3	2-40	M	VF/VF	110	No/3	30	60LBI/30MCI/—	Rarely attack humans..

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 = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, BF = Blindingly Fast.

AT (Armor Type): The two lettercode 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 attackcode 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 previous attacks are very successful).

7.8 HERBS AND POISONS OF THE UNDER-DEEPS

Herb	Codes	Form/Prep.	Cost	Effect
Lemsang	t-U-5NW	mushroom/ingest	25sp	A pound equals 1 week of preserved rations.
Lothfelag	t-U-7W	flower/ingest	490gp	Cave flowers will preserve and protect a wounded Dwarf for up to seven months in a "Lifekept" state and will give life (as "Lifegiving") to a Dwarf who has died within the preceding seven hours. Others who eat the flower will immediately be relieved of any effects from concussion hits or stunning blows. Proper preparation requires removal of the toxic resin (see poison, below).
Madarch	t-U-6NW	mushroom/liquid	42gp	When mixed with an equal part of water, it forms a purplish potion which warms the body and, within less than 2 hours (1-100 mins), heals all the imbiber's cuts and blood vessels and restores normal blood flow.
Zur	h-U-4W	fungus/brew	12gp	Enhances (+50) smell and hearing for one hour
Poison	Codes	Form/Prep.	Cost	Effect
Gorfang	t-U-8NW	moss/liquid	210gp	Moss' moist surface embodies a third level nerve poison; victims failing a RR by 01-50 lose feeling in, and use of, 1-4 extremities (hands and feet); those failing by 51 or more die when their nerves simply dissolve into a hot, pink liquid.
Lothfelag	t-U-7W	resin/ingest	70gp	Victims of this lvl1 poison who fail by 01-50 fall into an unnatural sleep for 1-10 hours; RR failure of 51+ results in a coma for 7 months.
Nen Calgaen	t-U-7NW	root/paste	35gp	Lvl 2 poison. Victim failing RR will glow green for 1-100 mds. One failing by 01-25 is slowed, cannot move faster than a walk, and is at -50 for 1-100 mds; failure of 26-50 results in 1-100 hits and a debilitating pain which lasts for 1-10 hours. A RR failure of 51+ results in a painful burning of the mind, with the victim losing 1-100 stat points from his Constitution and Mental stats (<i>MERP</i> : Ig, It, Pr; <i>RM</i> : Me, Re, It, Pr).
Pelenour	t-U-6NW	mushroom/paste	80gp	Lvl 2 poison. Undiluted Madarch must be injected or ingested for effect. Victims failing by 01-50 have their unhealed wounds reopened and bleed at 2x normal rate. Victims failing by more expire as their blood vessels explode.

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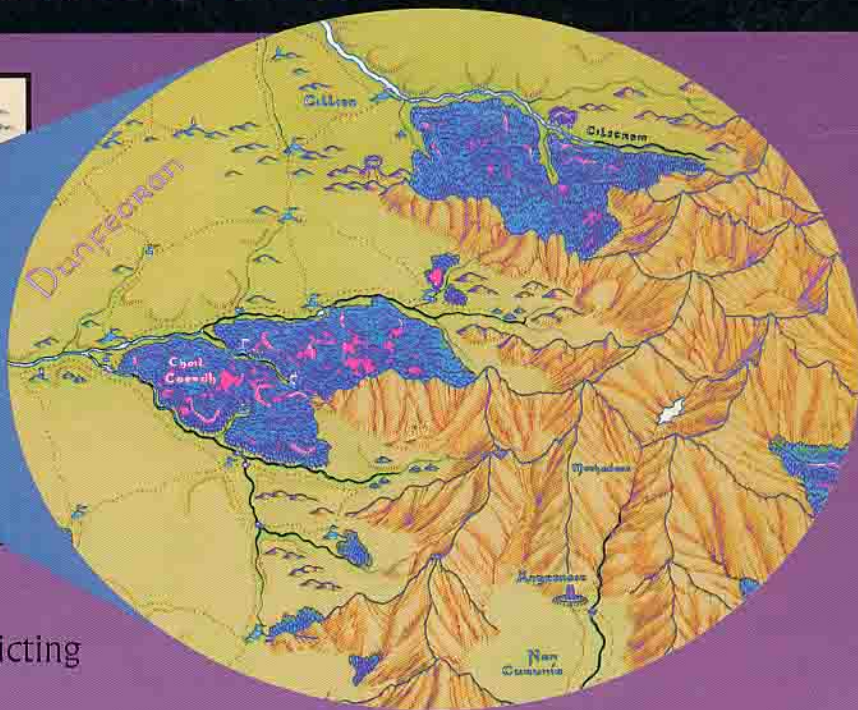
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