

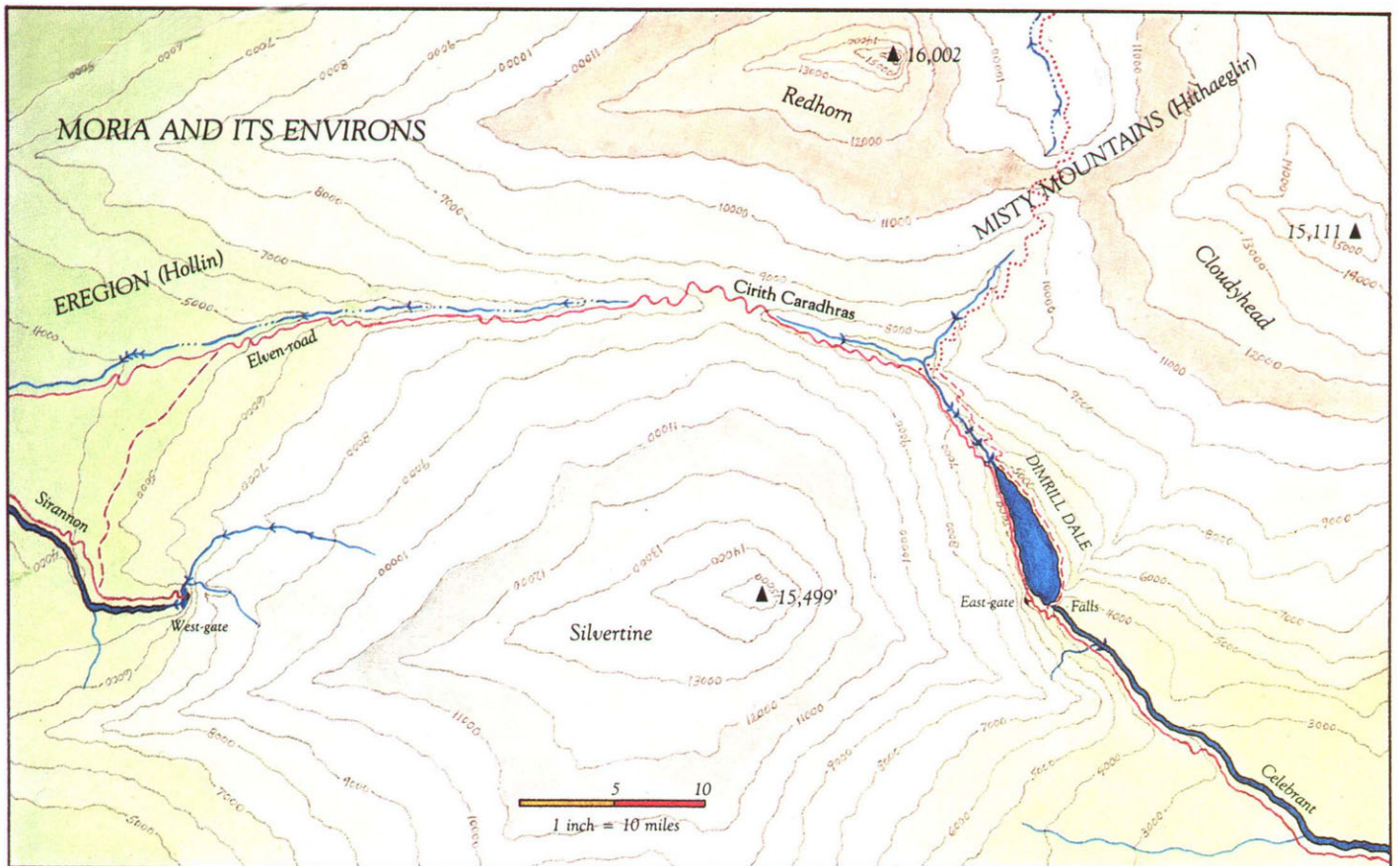
MORÍÁ™

The Dwarven City

Based on J.R.R. TOLKIEN'S MIDDLE EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™

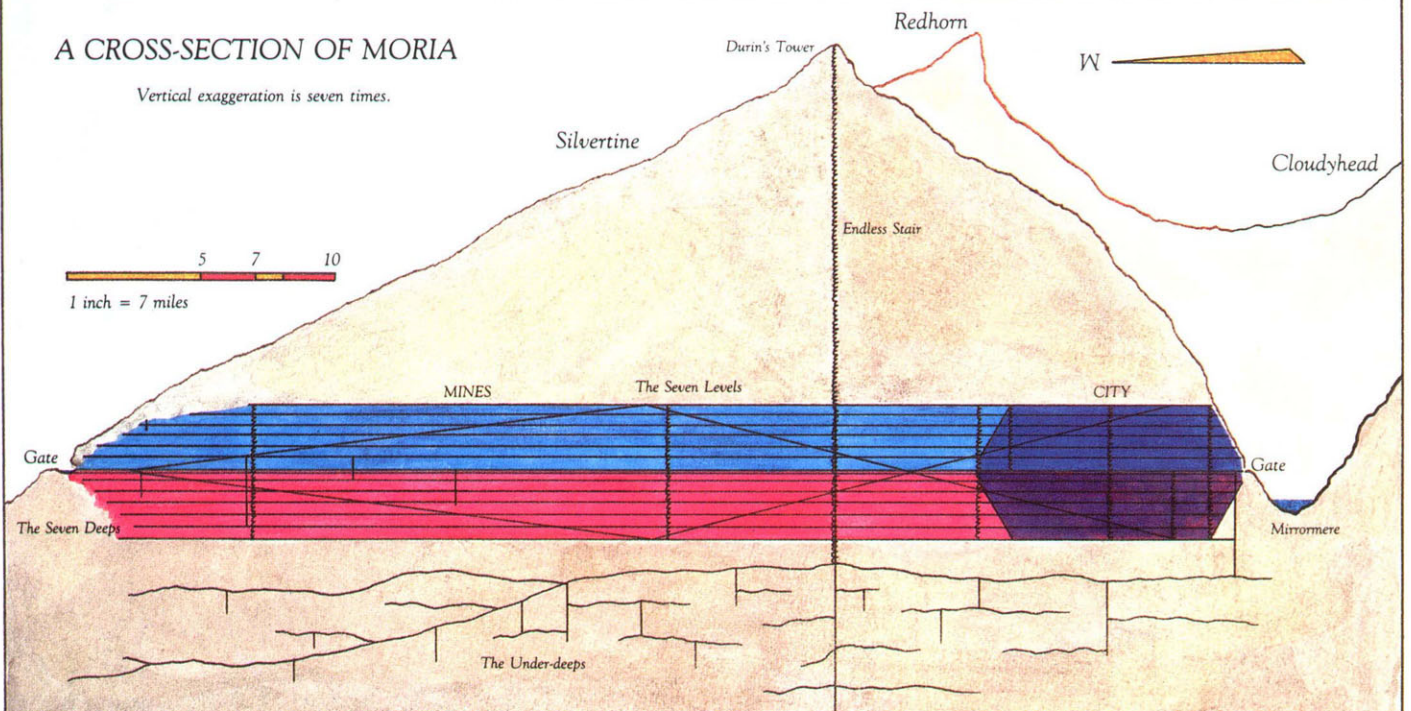


This package details all of the DWARVEN CITY OF KHAZAD-DUM and includes • 7 Deeps (levels and sublevels) maps and cross-section diagrams of both the city and the mines • Diagrams of traps, machines and forging implements • Large-scale detailed floorplans of specific areas: the Chamber of Mazarbul, the Endless Stair, Durin's Bridge, and the Entry Halls • Information on Durin's tribe, three Orc tribes, the many creatures who later inhabit Moria, and, of course, the BALROG. • Produced and distributed by IRON CROWN ENTERPRISES, INC. Stock #ME 2900



A CROSS-SECTION OF MORIA

Vertical exaggeration is seven times.



MORIA'S DESIGN

Moria spans the width of the Hithaeglin (Misty Mountains) and lies beneath the triad of high spires which includes the Caradhras (Redhorn), the Celebdil (Silvertine), and the Fenuidhol (Cloudyhead). To the west lies Eregion in Eriador, while to the east there is Lórien in Rhovanion. Above it are the peaks and the Cirith Caradhras, the "Redhorn Pass."

Although the whole of the complex is often called the "Mines of Moria," there are actually two sections. The City lies in the easternmost section of the Celebdil, while the extensive Mines sprawl throughout the northern, southern, and western regions of the mountain and reach under both the Caradhras and the Fenuidhol. Both the City and Mines are divided into fourteen tiers, seven levels over seven Deeps. Beneath the Deeps lie the unexplored and unspeakable Under-deeps.

LEGEND

The cross-section above shows Moria's rough layout. Horizontal lines indicate the approximate relationship of the Levels and Deeps; vertical lines delineate major chasms. Slanting lines show the route of the principal descending passages; vertically aligned zig-zagging lines represent the main continuous spiral stairways. Of course, the dozens of lesser abysses, sub-levels, staircases, and connecting ways are spread throughout the complex.

Blue areas represent the Levels of Moria, while red colors the Deeps. City quarters have a purplish hue.

THE DWARVEN CITY

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ISBN 0-915795-27-2

Produced and distributed by IRON CROWN ENTERPRISES, Inc. P.O. BOX 1605, Charlottesville, VA 22902. Stock #ME 2900.

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"Hey, I'm serious; I saw something move in the water."

The Dwarf Warrior turned to the frightened Elf, frowned, and said: "Dimcú, how did you survive childhood?" Beorg intervened: "The youth's right; move to the cliff! Whatever it is, we don't have time to play about."

Khain the Dwarf reluctantly readied his axe and stepped back behind the the trembling Elf. Only the Beorning Ranger seemed relaxed; he and the Mage Dinrohir of Fornost, who was busy trying to solve the mystery of the inscription on the now-illuminated Ithildin face. The Mage whispered the words:

"The Doors of Durin, Lord of Moria. Speak, friend, and enter."*

His wife Mirien spoke with desperation: "You can't figure it out?" Slowly, Dinrohir looked up the cliffside, as if asking the three glimmering peaks for the answer. "No." He sighed in frustration: "They left us clueless, so they'll have to fend for themselves."

Miles inside the mountain, the other party quietly rushed toward the East-gate, unwittingly leaving one of their own behind. Teve was already well down the dark corridor and out of sight. Shaneen prayed that he had heard the grinding of the trap mechanism. The others were probably hundreds of yards ahead, running for the twisting stair. A call brought no reply. She looked down at her legs and a tear came to her eye. With the aid of a few faint rays of light cast from a high slit in the shaft above, she could make out the two sharp-edged iron bars that held her firmly, biting into her thighs. Her Scout-expertise with trap-lore proved no match for the clever Dwarven construction; she had never noticed the receding stone. Any attempt to move only tightened the metal spring. Then, she felt the relaxing flow of her own blood and realized that poison was coursing through her veins. Looking about at the beautiful, arching stone chamber, Shaneen muttered to herself: "What a wondrous place to sleep." Torchlights began moving across the stone bridge that spanned the chasm she had just traversed. The young Scout sensed fear for the first time: Grolg's Orcs had finally caught up... Suddenly, she felt a firm hand on her shoulder and heard the calming words of the Animist Jerik: "Need any help?"

*LOTR, I, p. 398.

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

Professor Tolkien's Legacy

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

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

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

Character Stats

Ag _____ Agility (*RM* and *MERP*)
Co _____ Constitution (*RM* and *MERP*)
Em _____ Empathy (*RM*)
Ig _____ Intelligence (*MERP*)
It (In) _____ Intuition (*RM* and *MERP*)
Me _____ Memory (*RM*)
Pr _____ Presence (*RM* and *MERP*)
Qu _____ Quickness (*RM*)
Re _____ Reasoning (*RM*)
Sd _____ Self Discipline (*RM*)
St _____ Strength (*RM* and *MERP*)

Game Terms

AT _____ Armor Type
bp _____ bronze piece(s)
cp _____ copper piece(s)
Crit _____ Critical strike
D _____ Die or Dice
DB _____ Defensive Bonus
FRP _____ Fantasy Role Playing
GM _____ Gamemaster
gp _____ gold piece(s)
ip _____ iron piece(s)
jp _____ jade piece(s)
Lvl _____ Level (experience or spell level)
MA _____ Martial Arts
Mod _____ Modifier or Modification
mp _____ mithril piece(s)
NPC _____ Non-player Character
OB _____ Offensive Bonus
PC _____ Player Character
PP _____ Power Points
R or Rad _____ Radius
Rnd or Rd _____ Round (10 second period)
RR _____ Resistance Roll
Stat _____ Statistic or Characteristic
tp _____ tin piece(s)

Middle-earth Terms

A _____ Adûnaic
BS _____ Black Speech
Cir _____ Cirth or Certar
Du _____ Dunlending
E _____ Edain
El _____ Eldarin
Es _____ Easterling
I.A. _____ First Age
F.A. _____ Fourth Age
Hi _____ Hillman
H _____ Hobbitish (Westron variant)
Har _____ Haradrim
Hob _____ *The Hobbit*
Kd _____ Kuduk (ancient Hobbitish)
Kh _____ Khuzdul (Dwarvish)
LotR _____ *The Lord of the Rings*
Or _____ Orkish
Q _____ Quenya
R _____ Rohirric
Rh _____ Rhovanion
S _____ Sindarin
S.A. _____ Second Age
Si _____ Silvan Elvish
T.A. _____ Third Age
Teng _____ Tengwar
V _____ Variag
W _____ Westron (Common Speech)
Wo _____ Wose (Drúedain)

1.12 DEFINITIONS

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

Azanulbizar: (Kh. "Valley of the Dim Rills"; W. "Dimrill Dale"; S. "Nanduhirion".)

This vale lies on the east side of the Misty Mountains, at the headwaters of the River *Celebrant* (W. "Silverlode"), and is lucked between the three great peaks of *Fanuidhol*, *Caradhras*, and *Celebdil*. The Great-gates (East-gate) of Moria face on Azanulbizar and a Dwarven-stair leads out of the entry, joins the Dimrill Stair, and — alongside a series of short waterfalls — descends through the vale. It becomes a road which runs down toward *Lórien*. An enchanted lake called the *Mirromere* (Kh. "Kheled-zâram") lies at the vale's center. In T.A. 2799 a climactic battle was fought here; it ended with the Ore-lord Azog slain and Dwarves victorious, thus putting to rest the Great War Between the Dwarves and Orcs.

Caradhras: (S. "Redhorn"; Kh. "Barazinbar".) The tallest of the three great peaks which rise above Moria. Unlike the neighboring mountains, Caradhras is not a tame grey; rather it is composed of an uplift of pink igneous rock. Normally, it reflects the rays of the sun each at dawn and sunset and, whenever the sky permits, takes on a fiery color.

Celebdil: (S. "Silvertine"; Kh. "Zirak-zigil".) Southernmost of the three mountains above Moria. Heavily snow-bound, it is the "whitest" of the triad. On a ledge near its peak lies Durin's Tower; beneath it descends the Endless Stair which connects the heights, the Dwarven-city, and the Underpassages deep within the earth.

Celebrant: (S. "Silverlode"; Kh. "Kibil-nâla".) The river running eastward out of the Misty Mountains at the Kheled-zâram. It is joined downstream by the *Nimrodel* (W. "White Cave-lady"), cuts through *Lórien*, and eventually joins the *Anduin*.

Cirith Caradhras: (S. "Redhorn Pass"; alt. "Redhorn Gate"; Kh. "Lagil Baruzinbar".) The high pass crossing the Misty Mountains between the mountains Caradhras and Celebdil. It connects Eregion to *Lórien*. On the east side the road drops by way of a Dwarf-stair which runs alongside the falls feeding the Kheled-zâram.

Eregion: (W. "Hollin".) The highland region of Eriador between the Rivers Glanduin and Bruinen is composed mostly of foothills on the western flank of the Misty Mountains. Eastern Eregion runs up to the mountains' edge, while the western reaches are rolling hills separated by streams and bogs. A long east-west mountain spine, the Hollin Ridge, runs through the center of the area. Eregion has been essentially depopulated since S.A. 1697 and is now known for its numerous holly trees. It also contains the West-gate of Moria, which faces the River Sirannon, the chief tributary of the Glanduin. At its height, Eregion was an Elf-kingdom of the *Gwaith-i-Mirdain* or "People of the Jewel-smiths." Led by *Celebrimbor*, these Noldor Elves created great works, including the Three Rings of Power: *Vilya*, *Nenya*, and *Narya*. The chief Elven settlement was at *Ost-in-Edhil*, east of the marsh called *Nin-in-Eilph* (W. "Swanfleet"), at the confluence of the Sirannon and the Glanduin.

Eriador: All the territory north of the River Isen (S. "Sir Angren") and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglir"). Its northern boundary lies along the highland ridge that runs northward from *Carn Dûm* and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathlo") and Swan fleet ("S. "Glanduin"). (See *LotR*, III, A, iii, p. 396.) Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "Empty Lands" and includes the regions of *Minhiriath*, *Eregion*, *Cardolan*, *Rhudaur*, *Arthedain* and, by some, *Dunland* and *Enedhwaith*.

Fanuidhol: (S. "Cloudyhead"; Kh. "Bundushathûr".) Easternmost and greyest of the three spires above Moria. Its heights are most often shrouded in mist.

Great Gates: East-gate of Khazad-dûm; also called the Dimrill Gate. It opens eastward onto Azanulbizar.

Khazad-dûm: (Kh. "Dwarf-mansion"; S. "Hadhodrond"; W. "Dwarrowdelf".) It is also known as *Moria* (S. "Black Chasm"), the Black Pit, and the Mines of Moria. Khazad-dûm stands as citadel, mansion, and city-hold of Durin's Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale called Azanulbizar. Khazad-dûm has since been expanded to include seven principal levels which stretch the width of the mountain range and extend under the three mountains Caradhras, Fanuidhol, and Celebdil. Early in the Second Age, the Dwarves discovered *Mithril* (S. "Grey-flame"; W. "True-silver") here, and many from the Blue Mountains migrated to Durin's home. Khazad-dûm was abandoned in T.A. 1882, two years after the release of the *Balrog*. As a realm, it includes the Azanulbizar and all the passages and chambers within the mountains.

Kheled-zâram: (Kh. "Glass-lake"; W. "Mirromere".) Dark and smooth as glass, this small but deep lake is revered as a holy place by the Dwarves. It was at this place that Durin the Deathless (Durin I) saw a vision which confirmed him as King and led to the founding of Khazad-dûm (Moria). Legend says that during the First Age, Durin gazed into the waters and saw the reflection of seven stars. Even though it was daylight, they formed a "crown" above his head. Today an obelisk lies where Durin stood, and the stars can always be seen in the water, regardless of the lighting; however, no one's face is ever reflected in the waters of the *Mirromere*. The lake lies in the vale called Azanulbizar. Shaped like a spear-head whose point cuts northward into the mountains, Kheled-zâram is fed by a waterfall which is the lowest of a series of small cataracts born in the *Cirith Caradhras*. In turn, it gives birth to the River *Celebrant*.

Moria: (S. "Black Chasm".) See *Khazad-dûm* above.

Sirannon: (S. "Gate-stream".) Stream running west out of the Misty Mountains just above Moria's West-gate. It joins the River Glanduin near the ancient Elven site of *Ost-in-Edhil*. A pool in the Sirannon guards the entry to Khazad-dûm, for it lies close to the door and is inhabited by the evil freshwater Kraken called the "Watcher in the Water." It has been said that the Watcher dammed the river.

West-gate: The western entry into Khazad-dûm; also called Durin's Gate, the Doors of Durin, the West-door, and the Elven Door. Composed of the mithril-based *Ithildin* (S. "Moon-star"), it is only visible in starlight or moonlight and, even then, must be touched by one who utters the proper phrase. In order to gain passage, the Opening-word *mellon* (S. "friend") must be spoken. The West-gate looks out upon a small pool in the River *Sirannon* and faces Eregion. Although built by the Dwarf *Narvi*, the Elf-smith *Celebrimbor*, King of Eregion, drew the words of its Gate-inscription. It reads:

Ennyn Durin A ran Moria: pedo mellon a minno.

Below there is a faint message:

Im Narvi hain echant: Celebrimbor Eregion tethant i thiw hin.

The Sindarin translates as: *The Doors of Durin, Lord of Moria. (Say) Speak, friend, and enter: and: I, Narvi, made them. Celebrimbor of Hollin drew these signs.*

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease (note Sec. 1.32 below for a handy conversion chart). Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

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

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

- (1) Read the entire module to get a flavorful idea of the region;
- (2) Reread the sections devoted to notes for the gamemaster, and converting statistics for your game system;
- (3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the considerations involved with setting a campaign at any date other than that chosen here. ICE chose the mid Third Age as a particularly exciting era, but you may enjoy another time even more;
- (4) Assemble any source materials (note suggested reading) you find necessary;

- (5) *Research the period you have chosen and compose any outlines you need in addition to the material provided here;*
- (6) *Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;*
- (7) *Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.*

1.3 CONVERTING STATISTICS

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome; you may wish to design your own NPCs using this module as no more than a framework.

1.31 CONVERTING HITS AND BONUSES

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

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

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

1-100 Stat.	Bonus on D100*	Bonus on D20	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

1.33 CONVERTING STATS

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

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

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

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

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

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

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

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

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

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

INTUITION: *wisdom, luck, talent, reactive ability (mental), guessing, ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.*

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

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table below.

1.34 CONVERTING COMBAT ABILITIES

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

- 1) **Strength and quickness bonuses** have been determined according to Table 1.32 above. Note the stats you are using and compute these bonuses using the rules under your system;
- 2) **Combat adds based on level** included here are: +3 /level for fighters and rogues, + 2/level for thieves and warrior monks, and + 1 /level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonus (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.
- 3) If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37 below.

4) **Armor Types** given are based on the following breakdown:

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

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

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

1.35 CONVERTING SPELLS AND SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

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

1.36 A NOTE ON LEVELS

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

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: (a) where the skill level is zero the bonus is - 25, a reflection of basic unfamiliarity; (b) a bonus of + 5 is awarded for skill level one (a + 30 jump); (c) for each skill level between one and ten an additional + 5 bonus is applied (e.g. skill level seven yields + 35); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields + 68); (e) for skill levels twenty-one through thirty an additional bonus of + 1 per level is awarded (e.g. skill level twenty eight yields + 78); and (f) a bonus of + 1/2 is given for each skill level above thirtieth level.

1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g. **Rolemaster**) or an additional subtraction or modification to the attempt roll. In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how much. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g. dark) make it harder to disarm. These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (-50)" to disarm. The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 INTRODUCTION TO MORIA

Deep in the bowels of the central Misty Mountains lies Moria, the "Black Chasm." Huge and grand, forbidding and mysterious, shrouded by its very nature and with the passage of time, this ancient underground Dwarf-city remains one of the noblest creations in Middle-earth. It serves as a testimony to both honor and greed, an ever-erie symbol of the struggle with Darkness that has so long plagued Endor. Those who seek to walk its paths and exploit its untold riches feel the power of its plight and legacy, and must endure visions and terrors beyond comprehension. Moria is both beauty and death incarnate.

Here stood *Khazad-dûm* (Kh. "Dwarf-mansion"), the Kingdom of the noblest Lord of the Seven Tribes of Dwarves, a city sculpted from rock and embellished by the finest hall-builders of their day.

Within its recesses, Durin's Folk mined precious jewels and metals, and discovered *mithril*, the "true-silver." They built stairways to peaks touching the stars, and to depths unknown and terrible. They erected spans across bottomless pits and enchanting canyons, and fashioned vaults in caves larger than many citadels.

Now its chambers are dark and its builders are gone. The great levels of old remain, but they are cursed by the presence of Orcs, Trolls, Wolves, and other heinous denizens. Beasts guard the passages and prey upon whatever fools that challenge them, while undefined demons prowl the depths below. Tales speak of a *Balrog*, a "Demon of Might" which once served the Black Enemy *Morgoth*. The hideous beast was inadvertently released by Dwarves obsessed with wealth, only to slay two Dwarf-kings and rule over their realm with abhorrent horror and unforgiving fire. Thus, Khazad-dûm has now come to be called Moria.

2.1 THE LAND

Moria is a gigantic complex, carved out of myriad caves lying beneath the three greatest peaks of the central Misty Mountains. Its vast halls and passages stretch across the width of the range and, like the Redhorn Pass on the surface above, serve to link the ancient regions of *Eregion* and *Lórien*.

Dimrill Dale and Lórien

On the eastern side, where the mountain faces are steepest, Moria looks out over the small holy valley of Dimrill Dale. A deep lake called the Mirrormere covers much of the vale. Fed by a mountain stream which flows from the highlands over a series of small falls, and dammed by a rocky moraine, the Mirrormere spawns the spring which serves as the source of the River *Celebrant*. The Celebrant is one of the Anduin's largest tributaries and bears water from the melting snows eastward, down through the neighboring Elf-kingdom of *Lórien*.

Eregion

Moria's West-gate opens out beside the headwaters of the River *Sirannon* and commands a view of the Misty Mountains' western foothills. All the lands around the west entry are part of the now-wild region called Eregion, or "Hollin" in the Westron tongue. Red sandstones and quartz are commonplace throughout these tortured, tumbling, holly-covered hills. These slopes are broken by numerous streams and fens, many of which take on the rocks' reddish color. It is a wild, depopulated land.

The Misty Mountains

The central Misty Mountains extend over, and run north and south of, Moria. These are jagged heights, formed by the ire of *Morgoth* and hewn by countless years of volcanic activity and glaciation. Most are young and sharply cut, their faces so sheer that they remain bare despite the heavy winter snows. U-shaped valleys provide outlets for their many glaciers. These vales rise quickly and are flanked by loose scree. Their streams, thundering rivulets, cascade over rapids and falls which fill the air with refreshing spray. Limestone, sandstone, granite, and basalt give these mountains their generally grey-brown hue, while occasional intrusions of black obsidian and red porphyry provide lustre and variety to the peaks.

The chain's eastern side drops suddenly to the Anduin Valley, while the western incline, although rugged, drops over the series of foothills and escarpments that form the boundary of *Eriador*. Roads along the west flank meander, while routes from the east cut up steep switchbacks. As one heads west from *Lórien*, the trail constantly bends back upon itself and often employs stairways to traverse the rapid rise and quickly reach the three spires called the Redhorn, Cloudyhead, and the Silvertine. It is this triad that stands astride Moria; they are the tallest and most ominous mountains in the region. Rising over 15,000 feet, they are snow-capped year round and dominate the view for many leagues.

Those peaks to the north form a nearly unbroken wall as far as the High Pass, a cleft northeast of Rivendell. They are colder and loftier than those south of the Dwarven city. Still, although the south-central and southern peaks are lower, they permit no reasonable passage, and there are no mountain crossings between the Redhorn Pass and the Gap of Rohan. Moria's position below the Redhorn makes it all the more strategically significant.

2.2 THE CLIMATE AND ECOLOGY

Moria's gates lie tucked beneath rock walls, in ravines that knife into the face of the Silvertine. Within these doors, the city rests, protected from the ravages of the politics, climate, and ecology of the outer world. Most of the Dwarven city is cool and temperate year round and, being stable and lacking much natural light, supports its own unique ecosystem.

2.21 CLIMATE

The tunnels and rooms that wind beneath the mountains are naturally dark depths which constitute a nearly closed environment. Temperatures rarely deviate from a norm of 49-56 ° and the humidity is comfortable, albeit slightly damp. Of course, the occasional subterranean streams and burning fissures produce steam, mists, rivulets, and fire, but most of the city retains the character of a slightly chilly womb.

This is in stark contrast to the climate found on the flanks of the central Misty Mountains. Moria's West-door is set 4900 feet above the sea, and the East-gate sits at about the same height. Although both face secluded gorges cut well below the tree line, they look out on vales which are subject to harsh mountain climes. The high land outside is at the mercy of sudden shifts in temperature, wind, and precipitation; clear visibility can be shrouded by mists within minutes. Here the weather is capricious, and even the mildest days can turn on a traveler, leaving him bewildered and often in danger. The four seasons also bring distinct changes: spring begins with an onslaught of water from the highlands, and a blooming explosion of colorful wildflowers; summers bring scorching heat which slowly dries the streams and browns the coarse grass. This is followed by a mild autumn, an interlude before the storms, for winters summon heavy snows and frigid, blistering winds.

The lower foothills enjoy calmer, more predictable weather. Of the neighboring lands, Eregion, west of Moria, is known for a subdued climate and gentle seasons. Humid and cool, it is nonetheless mild, with light but frequent rains and gradual accumulations of snow. This holds true in *Lórien* as well, but the area further east is drier and has cold winters and hot summers.

2.22 PLANT LIFE

Indigenous plantlife in Moria is rather scarce and lacks variety. Mosses grow on the walls wherever there is light and they are permitted to remain, and make up the bulk of green growth. Lichens and fungus constitute the rest of the natural flora, mostly in the form of edible mushrooms which the Dwarves consider nutritious delicacies. The numerous mushroom variants, together with meats and cultivated crops, provided for the basic Dwarven diet.

In the Long Winter of T.A. 2758-9 — when the swirling frosts struck *Eriador* and plunged the West into a deep, unbending cold — an Elf of *Lórien* made a journey into the "then-deserted" delvings of Moria. His name was *Imrislir*, the "Deep-cleaver," and his notes still speak of the strange flora which etched the stone walls and hid in almost utter darkness in Khazad-dûm.

"I crossed the abyss not long after passing through the Great Gates. If it has a bottom, it must be in another land, for the light of my stove reached deep and the pit appeared never-ending. It is hard to explain the feeling; while standing on the narrow, gracile arch of King Durin's Bridge, I felt like I was flying.

The whole chamber seemed as a huge tomb. My map told me that it was the Second Hall of the Old City. The room had to be nearly 500' long and maybe a third as wide, with two rows of great columns running its length. These were hewn out of stone and shaped like trees; their 'boughs' held the high roof. However, although graceful and true to form, they were not real trees, and I began to realize the cold lifelessness that grips Moria. The abandonment appeared complete, and without the light of the Dwarves all that had resided here seemed gone.

But I was wrong. Even in the blackness of the hall's ceiling there was life. What at first seemed to be mottled purple limestone was actually a collection of mosses and mushrooms which thrive in the cool mineral waters that seep through the dense rock of the Silvertine. Strangely, I no longer felt alone; there was comfort in the realization that much of Moria was merely asleep. My search took on renewed vigor and I plunged on westward."

Imrislir's journey lasted three weeks. They were fruitful days, and he brought back numerous sketches and a superb collection of observations. His diary contains passages on a few unusual species which are of particular interest to adventurers:

Gorfang: (pl. "Gyrfaing") (Kh. "Adisakheg"). "Dread-beard" is a red or purple moss which nests in dimly lit crannies throughout Moria. Usually it is found in high by places and is out of reach, although it emits a reddish mist which often betrays its niche. This telltale spray also causes sleep, so one must take care when approaching the moss. Even if you evade the mist's effects, however, a more loathsome fate may seize you, for the Dread-beard's juices can be fatal.

Lemsang: (pl. "Limseng") (Kh. "Atastor"). The Elves call the "Great-meal" mushroom "Way-throne," for it grows to heights of two feet and sports a crown one to three feet in diameter. Although most of its surface is hard, its top is covered with a soft purple "fur" which is renowned for its food value; a pound of Lemsang can feed a man for a week. Given its nourishing nature, tales associate it with the enchanted *Lembas* or "Way-bread."

Lothfelag: (pl. "Lythfilaig") (Kh. "Bulûmadubur"). The "Cave-flower" is a small white plant which blooms year round. It can be found wherever there is light, even torch or moonlight, and can live for centuries in dormancy. Whenever there is darkness, its seven 3" long petals fold up to form a false "bud"; the petals' brown undersides, like the stem, are coated with a resin which protects the flower and preserves it indefinitely.

Cave-flowers grow to a height of about seven inches and are found in groups of three or seven. They are exceptionally rare. This is unfortunate, since they have remarkable healing qualities. Once the resin is cleaned off, the flower can be eaten or ingested with startling results, for the precious Lythfilaig preserves living tissue and absolves pain. They can even give back a lost life. Often called "Durin's Tears," the Cave-flowers are exalted by Dwarves and form the heart of many legends. The most notable tale is told in verse:

*Fears were not his Bane; he walked defiantly into the Mists,
And brought Light and Life to the Shadows.*

*Still, there were Times in the Long Years that brought
Sorrow,*

*But even his Tears gave birth to the Land,
For where They fell,*

*Flowers bloomed and now lay as saving Gifts,
To stir the Spirits of his Folk.*

Lothgalen (Loth Nenond): (pl. "Lythgelin") (Kh. "Barag-bûlum"). The "Green-flower" or "Flower of the Water-stone" is ideally suited for the caves of Moria. Although diminutive and scarce, it is rugged and, because it grows on glowing limestone, is easy to locate.

Lythgelin are small grey vines which rarely exceed 3 feet in length and flower every four months. Their roots are long, thin, and twisting, enabling them to sprout from the cracks in wet limestone ceilings. Remarkably, they secrete a peculiar substance which combines with the rock's minerals to form *Nen Calgalen* (S. "Green-lamp Water") and give off a faint green aura; in turn, the light periodically brightens, whenever the lime-colored flowers bloom. Vines reside in lots of 1-100, while their flowers grow in groups of three, each with three petals.

The beautiful *Nen Calgalen* is a thick, pasty, and deadly liquid. Once it enters the bloodstream, it spreads a searing fire and disabling torment. The victim glows green and is often unable to move; some simply die, as their minds are torn apart by awful pain. Because of the hideous nature of its effect, Dwarves usually scorn its use, even in battle.

Although its fluids are baleful, the *Lothgalen* has less sinister uses. The vines can be pulled down intact and used to form tremendously strong ropes (twice the norm). Their pliable roots can be twisted around one another with ease to produce assuring lines. The roots can also be woven to form links for rope-chains or ladders.

Madarch: (pl. "Mederch") (Kh. "Zûrumul"). Purple, with white undersides and orange speckling, this gaudy mushroom cannot be mistaken. It also grows to considerable sizes; most mature *Mederch* stand 4-5 feet high and have crowns which are 3-4 feet across. Their hard fibrous trunks are only about a foot in diameter, but they provide tremendous support. Indeed, a stout axeman might have trouble felling one within 10 minutes time. The *Madarch* grows in dark, damp nooks, usually in large clusters (51-100).

Thin, succulent ridges run outward from the trunk, on the underside of the *Madarch's* crown. The juice within them is called *Peleanaur* (S. "Encircling Fire") and serves as a powerful healing agent. Each mushroom yields a pint of juice, which is equal to one precious dose. When mixed with an equal part of water, it forms a purplish potion which warms the body and, within less than two hours, heals all the imbibers' cuts and blood vessels and restores normal blood flow.

If one drinks undiluted *Peleanaur*, however, his blood will churn within its channels and swell with frightening fury. Unhealed wounds reopen and cuts widen. In some cases, a victim's veins simply explode. Greed can breed a rather disagreeable fate.



Madarch

2.23 ANIMAL LIFE

Insects, small mammals, and fish abound in Moria. Most are uncolored and appear white or "clear"; and the majority rely not on their sight, but on refined touch, smell, or hearing. Some, like the plentiful bats, depend on even more unusual means to find their way. With little light to thrive on, Moria's beasts tend to be blind.

Large animals, particularly predators, rarely reside in the city or the mines, although visitors take refuge in Moria during times of bad weather or famine. Those that somehow adapt to underground life are usually hunted down by more cunning beasts: Orcs, Trolls, Men, or the unspeakable beings that occasionally come out of the Under-deeps. Still, a few Cave Bears and Dire Wolves scrape out lives in the passages and chambers closest to the surface.

THINGS THAT HEAL AND HARM

Codes:	The Codes give a small letter for the climate that the herb (or poison) is normally found in, a capital letter for the type of locale that the herb is normally found in, and a number for the difficulty of finding a dose of such a herb.
Climate Codes:	a = arid; c = cold; e = everlasting cold; f = severe cold (frigid); h = hot and humid; m = mild temperate; s = semi-arid; t = cool temperate
Locale Codes:	A = Alpine; B = Breaks/wadis; C = Coniferous (evergreen) forest; D = Deciduous/mixed forest; F = Freshwater coasts and banks; G = Glacier/snowfield; H = Heath/scrub; J = Jungle/rain forest; M = Mountain; O = Ocean/saltwater shores; S = Short grass; T = Tall grass; U = Underground (caverns etc.); V = Volcanic; W = Waste; D = Desert
Difficulty of Finding:	1 = Routine (+30); 2 = Easy (+20); 3 = Light (+10); 4 = Medium (+0); 5 = Hard (-10); 6 = Very Hard (-20); 7 = Extremely Hard (-30); 8 = Sheer Folly (-50); 9 = Absurd (-70)
Compass Code:	Last code in sequence shows area of the main continent where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-continent.
Form and Preparation:	Brew — Takes 20 rounds after water is boiled, then it may be drunk. Ingest — May be eaten, chewed, drunk, or inhaled; whichever is appropriate. Apply — Takes 1-10 rounds to prepare. The herb is then applied to the area of injury. Paste — Poison is made into a paste which may be applied to edged or pointed weapons. It will remain effective for up to 1 week, or until an opponent is struck. If a critical is obtained the opponent must make a Resistance Roll or he takes the effect. If the result of the attack is only hits, the poison is gone. It may also be put into food or drink. Liquid — As paste, except it only remains effective for 1 hour. Powder — May not be applied to weapons, it may be placed in food or drink.
Cost:	Normal cost if available.
Effect:	A maximum of 1 dose can take effect on a character each round. The effect is based on a dose weighing 1/2 ounce.
Addiction:	A Gamemaster may wish to make certain herbs addictive. In such a case, use of the herb will become less effective, and the herb will be required to operate at full effectiveness (see Merrig under STAT MODIFIERS as an example).

NAME	CODES	FORM/PREP	COST	EFFECT
Herbs				
Lemsang	t-U-5NW	Mushroom/ingest	25sp	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 enchanted flowers will immediately be relieved of any effects from concussion hits or stunning blows. Proper preparation requires removal of toxic resin (see Poisons 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 hrs (1-100 min.), heals all the imbiber's cuts and blood vessels and restores normal blood flow.
Zur	h-U-4W	Fungus/brew	12gp	Found in hot, humid chambers. Enhances (+50) smell and hearing for 1 hr.
Poisons				
Gorfang	t-U-8NW	Moss/liquid	210gp	(Lvl 3) 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.
GwinwinRynd	t-U-8NW	Bat/liquid	84gp	(Lvl 2) Secretion from tongue of Vault Shrike serves as nerve poison. When used externally, victim must make RR or be paralyzed in body area touched (e.g., normally region between joints, such as forearm). Poison will not affect critical internal organs unless ingested. In such case, RR failure of 01-50 results in total paralysis for 01-100 days; RR failure of 51 + results in immediate death due to nerve disruption.
Lothfelag	t-U-7W	Resin/ingest	70gp	(Lvl 1) Victims failing by 01-50 fall into an unawaking sleep for 1-10 hours; RR failure of 51 + results in a coma for 1-7 months.
Nen Calgalen	t-U-7NW	Root /paste	35gp	(Lvl 2) Victim failing RR will glow green for 1-100 rds. One failing by 01-25 is slowed, cannot move faster than a walk, and is at -50 for 1-100 rds; failure of 26-50 results in 1-100 hits and a debilitating pain which lasts for 1-10 hrs. An 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 (MERP : Ig, It, Pr; RM : Em, In, Me, Pr, Re). Should the victim's Constitution drop to zero or less, he dies.
Pelenaaur	t-U-6NW	Mushroom/paste	80gp	(Lvl 2) Undiluted Madarch which must be injected or ingested for effect. Victims failing by 01-50 have their unhealed wounds reopened and bleed 2x normal rate. Victims failing by more expire when all their blood vessels explode.
Disease				
E Luincam	t-U-4NW	Bite/bacteria		(Lvl 4) Non-contagious. Transmitted by bite of Death Shrew. RR failure of 01-10 results in blue discoloration of skin (-20 from Presence and/or Appearance) and occasional slowing of activity (each day roll: a result of 01-05 leaves victim at -25 activity until fully rested). RR failure of 11 + results in same effect plus: (1) large boils (each day roll again: another result of 01-05 leaves victim with boils which temporarily halve Appearance and Presence stats and leave victim with half Concussion hits); and (2) bleeding through nose and ears (each day roll a third time: a result of 01-05 leaves victim with 01-10 hits and subject to 2x normal bleeding rate).

Diminutive varieties of life thrive in the Deeps. Moria is an ideal home for mice, worms, frogs and, in particular, scavengers such as moles and shrews. Most consume anything from decaying plants to fresh flesh and are always in search of food. Their constant hunger makes them almost as dangerous as the more familiar hunters. In fact, Imrislir devoted much of his text to these beasts in his Moria Diaries, a portion of which is digested here.

Chamber Birds

The Chamber Bird (*S. "Aew Samman"; pl. Aiw Semmain*) is a white culler that feeds on the gold Zur fungus. Essentially mute and sightless, they use inaudible sound waves and their acute sense of smell to find the low, sheltered, clay crannies where Zur nestles. Chamber Birds sweep down from high, crowded limestone perches and hover over their food using the quick, almost frenzied beat of nimble wings. Without pausing more than a few seconds, they strike with precision and tear the tough forage with their long, white, serrated beaks or cruelly clawed, blue talons. These avian skills are remarkable, particularly since they tend to be large, with wingspans of up to three feet and a body half that length.

This combination of size and maneuverability makes the Chamber Bird a potent foe, and it is fortunate that they are shy and contemptuous of meat. They will not attack another animal unless surprised or starving. Encounters with them are few, but one must beware, nonetheless, for the usual Chamber Bird colony accommodates twenty to thirty residents.

Cave Bear

Moria's Cave Bears (*S. "Ardas Grod"; pl. "Erdais Gryd"*) are relatives of the black *Barg-moigh*, or "Great Bear," of the northern highlands of Eriador. They are huge beasts that stand two or three feet taller than a six foot man and weigh up to 1400 pounds. This awesome frame is covered with a black coat, one normally accented by brown stripes on their paws, ears, and faces.

The Cave Bear's gentle lines often disguise the massive musculature that enables them to tear out stout roots or break bulky branches with quiet ease. One backhand swipe can snap a man's neck as effectively as a child cracks a twig. Their five to six inch non-retractable claws can rip through leather or light metal armor and inflict deep, gouging wounds.

Fortunately, displays of their frightening power are rare, for Cave Bears favor a diet of tubers, fruit, nuts, berries, and fish. Most are passive unless disturbed, ill, or in need of sustenance. Their usual routine revolves around their small (1-5), closely knit families. They are monogamous and extremely protective of their brood. Foraging sorties involve the whole group, for mothers rarely leave the cubs alone at the den.

The Cavern Wing

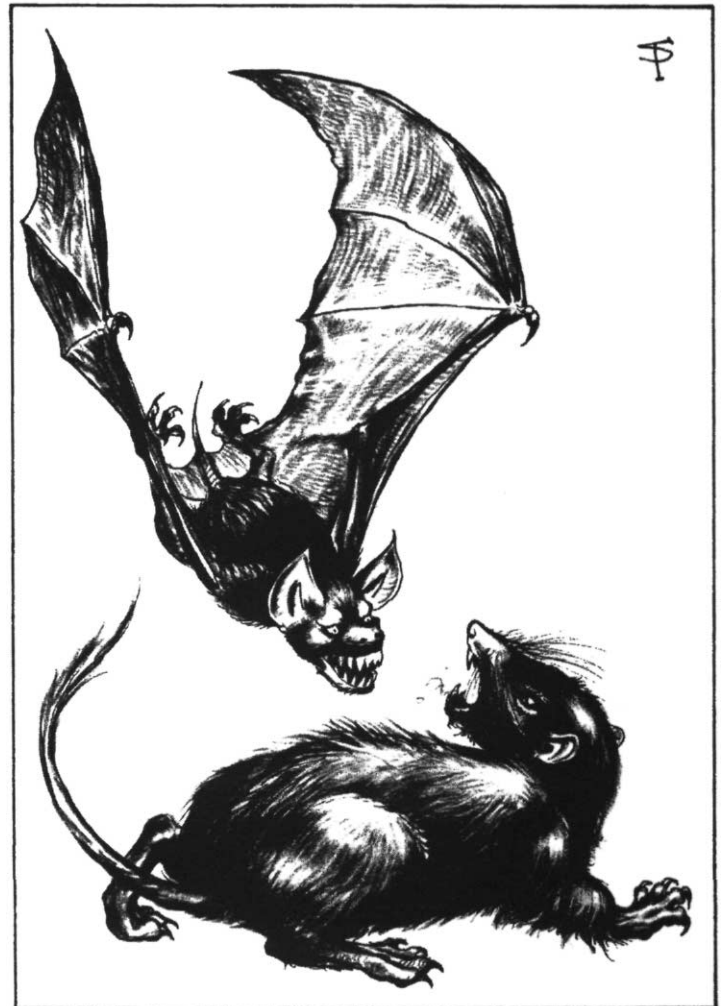
While bears are scarce, bats compose a huge portion of Moria's inhabitants. Generally, they are small, harmless herbivores; but a few, notably the fierce Cavern Wings (*S. "Ramman Agar"; pl. "Remmain Egair"*), pose an active threat. Masters of the open darkness, they live in black spaces where light rarely intrudes. There, they sleep in peaceful isolation, hanging from rooftop clefts on hooked claws until the daily call for the hunt is passed along the line.

Cavern Wings gather in groups of two to a hundred and are organized under a single dominant leader. When he awakes, the other bats stir to follow him; when he signals an attack, they pounce with fury. Then they descend in a swirling pattern and capture or tear at their victim with razor-sharp talons. Large prey is downed in a series of attack waves that recur so quickly as to seem continuous. A Dwarf-lord once described their assault as a "twisted cloud of knives."

Individually, the Cavern Wing is not so formidable, although they are considerably larger than other bats. Their one to two foot wingspans restrict their movements, but they are nimble, given their size. They are fearless and trust in the art of ambush to offset their lack of bulk.

Young Cavern Wings are grey, with darker speckling on their undersides, while mature adults are often black. Each set of their four elongated fingers support their dull black wings, flight membranes which stretch back and attach to the ankle just above a wicked five toed claw. Large floppy ears give them a dismaying appearance, although they are virtually invisible when shadowed. Since they frequently glide and flap their wings efficiently, they are usually betrayed by the piercing cries they use to locate objects. Naturally, any warning is important, for these ferocious carnivores feed on any meat they can find: rodents, insects, fish, or even man-sized morsels. The best defense against the Cavern Wings requires a good ear, a strong position, and a careful target selection: one lucky strike which claims their leader will send the others home. *Náin I* once wrote:

*"We whirled at the sound,
And Grórin grabbed his Horn.
With Shields held high above,
My Guard circled round Me.
Like Mist, the Bats came, but Dot let an arrow fly,
And felled their black Lead.
So off the Dark Wings flew, to choose another Master,
And strike some later Day."*



Death Shrew

Unlike the Cavern Wing, the Death Shrew (*S. "Cecren Guruth"; pl. "Cicrin Geryth"*) appears harmless. They rarely exceed three inches in length and are often solitary. Their white coats and blue under-fur are prized among the Dunlendings of Dunland, to the south. Still, there is meaning to their name, for the bite of a Death Shrew carries the disease called The Blue Hand (*S. "E Luincam"*).

The Blue Hand is not contagious or fatal, but it shortens lives. Dunlendings who contract it kill themselves. This is due to the disease's dreadful effects: blue discolorations of the skin; large boils on the hands, feet, and under the eyes; bleeding through the ears and nose. Those who contract it are often immobilized or crippled, and frequently outcasts.

Death Shrews are immune to the scourge they bear, and even rely on other means to dissuade attacks. They secrete a foul-smelling spray which protects them from most larger predators and have developed a reinforced spine which withstands crushing blows. Fortified and strengthened by a mesh of interlocking bony flanges and rods, the shrew's backbone can support the weight of a large Man.

This arsenal of defenses may be due to the varied needs of the Death Shrew. Enormous appetites force them to consume nearly five times its own bodyweight every day. Thus, they feed on nearly anything and will go almost anywhere to satisfy their food-lust. Although they rely on insects and rotting plant matter, they will take a bite out of whatever appears at hand, including the exposed skin of a large animal. Dwarves used to caution adventurers in the region accordingly, and one traveling in Moria should take care where they sleep, or even where they lean for rest. After all, Death Shrews are superb climbers. One can only thank the Valar that they are found nowhere outside the caves of the central Misty Mountains.



Death Shrew

Dire Wolf

Dire Wolves (*S. "Hudrún Thaur"; pl. "Hedryn Theyr"*), however, are found throughout northern Middle-earth. They are powerful, muscular animals, with thick, bushy tails and a rich black coat. Their fur is prized among both the Dunlendings and Northmen of Rhovanion. The wolf's purple or red eyes sit like jeweled islands inlaid upon a sable sea.

Dire Wolves are intelligent social animals which live in family groups of two to eleven, or packs of one to five family units and a few loners. Pack members hunt together, cooperating to hunt down large game, although Wolves are content to feast on rodents and fish. Within the pack, there is a societal hierarchy based on a leading male and his mate. All pairs remain together for life, so the fall of a male results in the decline of his family. Disputes are often settled by duels, but few are fatal to either combatant. Instead, results are often shown by the posturing, growling, and barking that is so crucial to communication among Wolves. The stronger the Wolf's position, the higher he will carry his tail.

The Dire Wolf grows to five or six feet in length, with a tail nearly two feet long. They weigh as much as 150 pounds. Swift and agile, they can quickly reach speeds of thirty miles per hour and maneuver through narrow rocky defiles with amazing ease. Their storied leaping ability is true: off a run, they can hurl themselves six or more feet in the air, landing on all fours with claws and jaws extended. Although rare and confined to caverns near the surface, Dire Wolves strike fear into those that live in the region. Unlike other

Wolves, they are unafraid of Free Peoples. Their threat is particularly severe, since they are exclusively nocturnal predators and can see well with virtually no light.

Echo Hawk

Because it is a loner and is generally confined to a subterranean domain, the Echo Hawk (*S. "Soraew Lomin"; pl. "Sereiw Lemin"*) lacks the Dire Wolf's alarming reputation. In many ways, however, the Hawks are more dangerous.

Echo Hawks combine incredible infra-vision with a locating sound retrieval organ similar to the radar bats employ. This enables them to spot their prey with unparalleled precision, and gives them a means to avoid colliding with rock faces and abutments. Without these adaptations, the Echo Hawk could not employ a two to three foot wingspan, or fly at speeds of up to ninety miles per hour, abilities which make it a lethal hunter.

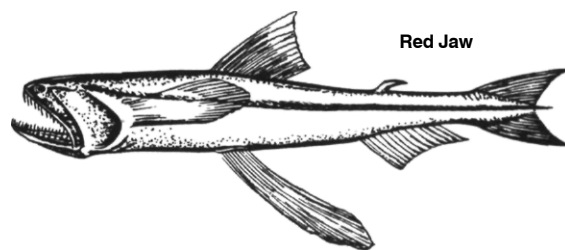
One can identify the Echo Hawk by its lack of pigmentation, for it grows white feathers and has colorless skin and a clearish beak. A fleshy cere at the base of the beak holds their large, external nostrils. In addition, the Echo Hawk has the strong musculature of a large eagle and is less gracile than more common Hawk varieties. Both its talons and its downwardly curved beak are unusually long, hard, and sharp. Because of its strength and speed, these Hawks can penetrate armor.

Echo Hawks prey on rodents, fish, and whatever larger sources of meat they can slay. Few will turn down the opportunity to feast on fresh or rotted carrion and, in a sense, they will tear into anything that remotely suits their carnivorous thirsts. Like the Chamber Bird, they live in high roosts; however, the Echo Hawk lines his nook with a deep bedding of dead vines, dried mushrooms, and hair. Since they are long-lived and reach maturity very slowly, they are few; their clutches contain but one or two eggs. These are guarded by the female Echo Hawk, who are larger and more fearsome than her mate.

Red Jaw

Although the Echo Hawk appears peculiarly adapted for life in the cavernous Deeps, the bizarre Red Jaw (*S. "Carach Caran"; pl. "Cerech Ceren"*) has evolved even stranger features. Four to six feet long, they are scaleless fish with large, flat heads and eyes inset on top, rather than on the side, of their faces. Their huge red jaws contain up to seven rows of sharp teeth. Aside from the jaw, they are colorless. The Red Jaw does, however, provide a visual display: its several hundred small, light-producing fin-growths can illuminate a large area.

Essentially, they are bottom-dwelling scavengers who feed on virtually anything that suits them. Quick and voracious, they are capable of swallowing a small Dog or devouring a Man's leg in seconds.



Red Jaw

Vault Shrike

While the Red Jaw lacks pigment, the Vault Shrike (*S. "Nalaew Rond"; pl. "Neleiw Rynd"*) is without subtlety. Named for their disquieting shrieks, they are not birds, but bright red bats that live in high nesting perches. Most are six to twelve inches across and have long noses and tongues adapted for reaching into small holes. Their tongues secrete a highly toxic nerve poison ("*Gwinwin Nalaew"*) which will act to paralyze or, if ingested, kill its prey. Then, the Vault Shrike will dismember its meal with sharp, scissor-like, incisor teeth.

Vault Shrikes are usually solitary, but groups of as many as five have been found. Their diet is composed of insects and frogs, particularly the small Lime Frog. Ironically, they often pluck frogs in mid-flight, using their tongues as prehensile whips. Since the Vault Shrike population is small and confined to Moria and a few other cavern complexes, Dwarves have always prized the bats for their poison, and often use frogs as lures. The hunt can be dangerous, though, for the Vault Shrike is both elusive and aggressive. *Durin IV* once wrote:

*"Young Khaïn was too proud
To stay behind, the Fool.
He sprang forth and leaped
Into the fray, like a Fiend.
The blood-red Shrike circled,
Again and again,
And every time struck home,
Leaving an arm, or leg
Dangling like a limp vine.
Khaïn fell, eyes open,
And watched immobile,
As his young Life passed.
The savage Eye was stayed,
And the Bats were fed."*

2.3 A BRIEF HISTORY

Following the creation of *Arda* and its continents, *Eru* (the "One") resolved to populate Middle-earth with his Children. He chose the Elves as Firstborn and told his servants, the *Valar*, of his plan. In turn, they went about preparing the world in the long years before the Coming.

But *Aulë*, Smith of the *Valar*, grew impatient. He desired the awakening of *Eru's* Children in order to teach them his lore and crafts, and slowly this passion consumed his thoughts. Finally, *Aule* could tarry no longer, so he secretly made Children of his own. He wrought the Seven Fathers of the Dwarves from earth and stone and molded them into the vague image *Eru* had described. In this, he strayed from *Eru's* plan, for the Children's forms were unclear to *Aule*, and the Dwarves were born as they are now: short and stout, strong and unyielding, fierce and proud.

The One is never fooled, and *Aulë* could not long hide his handiwork. As the Dwarven Fathers awoke and the Smith began giving them speech, *Eru* spoke to *Aule* and reminded him that the *Valar* were not to create. Those things a *Vala* makes are part of that *Vala's* being and cannot act or think outside the thoughts of their maker; thus the Dwarves were bound to *Aule*. The Smith never desired such lordship, nor did he wish to displease *Eru*, and he acknowledged his folly and repented.

As part of his repentance, *Aule* offered to destroy his own creations, but *Eru* accepted the Dwarves in the form they were made, as his own Children. The One gave them a life and a will, and then cast the Seven Fathers into a deep sleep in the chambers where they had been shaped. There they lay, deep beneath the mountains of Middle-earth, awaiting their time. Though the Elves came later, they were still Firstborn.

2.31 THE FOUNDING OF KHAZAD-DÛM

So, years after the birth of the Elves, the Seven Fathers of the Dwarves awoke and came forth into the world with their Seven Kindreds. They began to explore their new land, finding things of beauty. During these wanderings, some Tribes chose to settle in wondrous homes beneath the heights of Middle-earth, while others traveled on in search of greater gifts. Although they are a race without physical grace, the Dwarves have always had an eye for those things splendid and magnificent, and this passion drives them to seek new riches.

Thus, the Kindreds went their own ways. The Seven Dwarf-kings quarreled over territory and the paths they should take in quest of fairer places to reside. Of the three tribes that marched into the Northwest of Endor, that of *Durin I* (The Deathless) left the trail in the Misty Mountains; the others strove on into the Blue Mountains beyond Eriador.

Durin I was the First Father of the Dwarves and his House is the oldest of the Seven. Accordingly, he was first among equals when the Kindreds were together. The three tribes that reached the eastern edge of the Misty Mountains in the early First Age followed his bidding and advanced up the valley of the River *Celebrant* toward the Redhorn Pass in order to cross the range. Climbing the steep ravine, they came to the cool springs of *Kibil-nâla*, which feed the river; and they camped in the vale that surrounded the water-source.

One morning, *Durin* rose and scouted the upper valley where, on a shelf protected by a lip of stone, lay a small, narrow lake. Despite his hardiness — and the fact that the pool was only a few hundred yards above the springs — *Durin* felt need for refreshment and bent down to drink from the lake. The pool's surface was as glass and the shine beckoned him. As he lowered his hands, however, he stopped in wonderment: the reflection cast in the watery sheen was of *Durin*, but a "Crown of Seven Stars" was around his head.

Durin deemed the vision a sign that the valley was the place from which he would rule his kingdom. He returned to the camp and proclaimed that he would stay. His host gathered round, and scouts were sent into the heights above the vale. They found a cave mouth in the mountainside, behind which lay a vast complex of richly-endowed natural chambers. *Durin* chose the site for his home and named it *Khazad-dûm*, the "Dwarf-mansion."

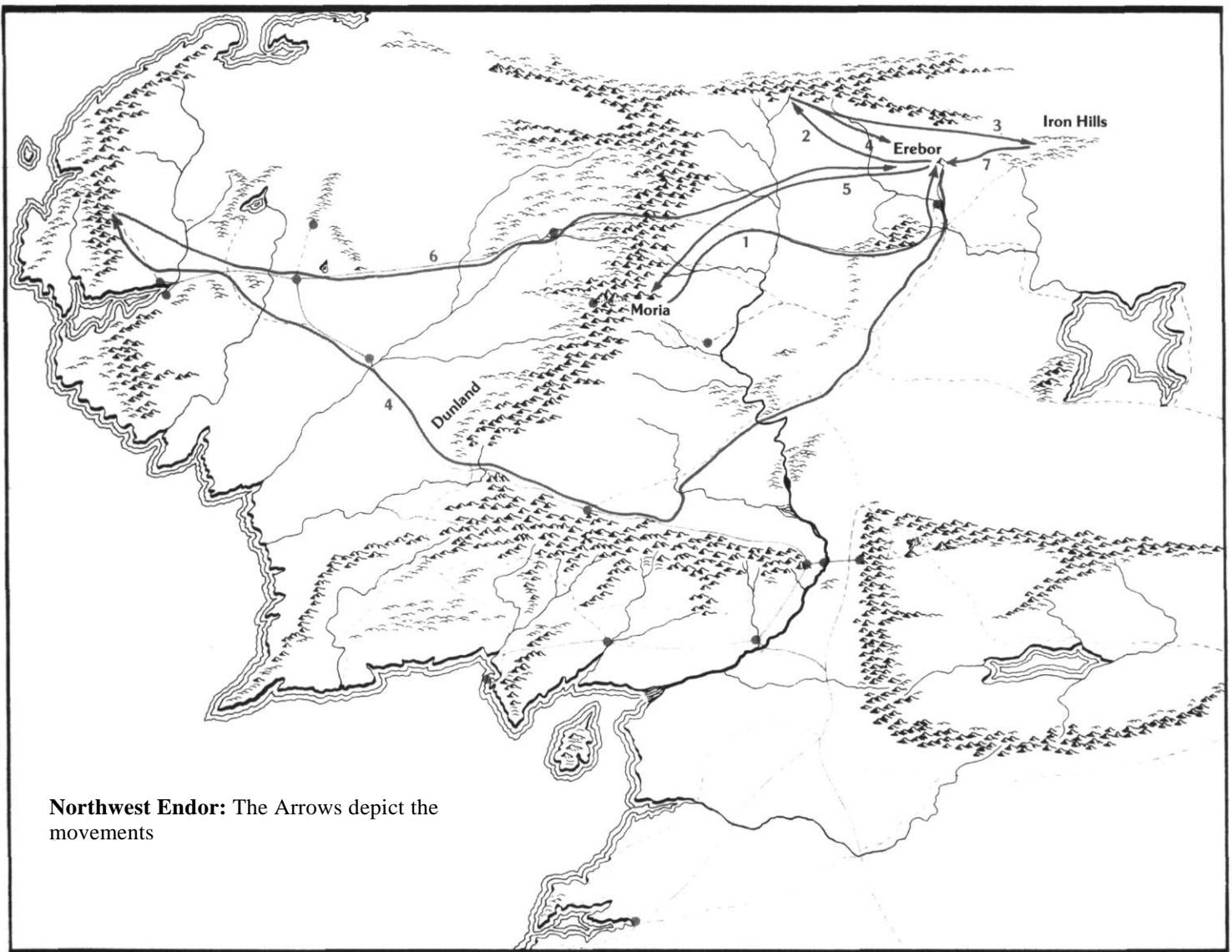
Durin's Kindred rallied around their King, but the other tribes decided to move onward. They knew that the wealth of *Khazad-dûm* would not be divided evenly, for it was not the Dwarven way; nor was it comfortable for Kindreds to live among one another. All but *Durin's* Folk crossed over the Redhorn Pass, leaving their brethren behind in the sacred vale.

The Building of the Durin's Mansion

Durin called the enchanted pool *Kheled-zâram*, the "Glass-lake;" thus the Westron (Common) term *Mirrormere*. A stone obelisk was erected on the spot where he first gazed upon "Durin's Crown" and, to this day, no matter what hour or what form the light might take, one can see the Seven Stars in the water. Yet, no one's face is ever reflected in the *Mirrormere*.

Since the valley surrounding the Glass-lake was shadowed by the three high peaks of Cloudyhead, the Redhorn, and the Silvertine, it was given the name *Azanulbizar*, which means the "Valley of the Dim Rills" (Dimrill Dale). *Durin* counted both the vale and its lake as the entryway to, and the easternmost part of, his new Kingdom. *Durin's* Dwarves then carved twisting stairs along the face of the Silvertine to connect Dimrill Dale with *Khazad-dûm*. An eastward facing porch was built at the top of the stairway, and a pair of huge steel doors were erected to protect the Great Gates (East-gate), then the only entrance to the Dwarven halls.

With the passing years, *Khazad-dûm* was extended ever-westward beneath the Silvertine. Natural supports of limestone, granite, and alabaster were sculpted into marvelous columns; chambers and grottos became grand halls, some tumbling, some symmetric. The Dwarves smoothed winding passages and lined them with finely-cut stone. Majestic stairways interlaced the complex, uncoiling into the depths or reaching toward the spires above. *Durin's* craftsmen provided rugs, tapestries, banners, and gilded screens to warm the rooms. Jewels and semi-precious stones accented reliefs and were inlaid into huge, embossed fountains and imposing statuary. Dwarven engineers tamed wild streams and falls, crafting beautiful stone channels to carry water to the driest subterranean reaches. Fantastic towers and deeply-hewn windows



Northwest Endor: The Arrows depict the movements

gathered the outside air and welcomed the rays of the sun and the moon. Many-hued marbles and black, glassine obsidian adorned the walls, and the whole mansion was filled with the dancing light of a thousand crystal lamps.

The Dwarves of Belegost and Nogrod

While Durin's Folk labored to create Khazad-dûm, the two tribes that had gone onward across the Misty Mountains traversed the expanses of Eriador and founded their own dwellings among the peaks of the eastern *Ered Luin* (S. "Blue Mountains"). Their delvings became sister cities, for both were near *Orod Dolmed*. To the north of the mountain, *Belegost* (S. "Mighty Fortress") was built, and the Dwarves called it *Gabilgathol*. *Nogrod* (S. "Dwarf-dwelling"), or *Tumunzahar*, was constructed some distance to the south.

Not long after their arrival, the Dwarves of Belegost encountered the *Sindarin* Elves of the region. This first meeting of Dwarves and the Firstborn was cautious, but created a bond between those of Belegost and King *Thingol's* Grey-elves. Trade between the two races flourished and the Dwarves (whom the Elves called *Naugrim*, or "Stunted People") became renowned for their stone and metalcraft. Belegost's forges gave the world the first chainmail, and her craftsmen carved Thingol's refuge at *Menegroth*.

Relations between the Elves and the Dwarves of Nogrod were not so friendly, however, and their commerce was limited. Although the smiths of Nogrod surpassed those to the north (including the ex-

alted *Telchar*), their skills could not offset their coolness. Nogrod's Dwarves demanded too much for their superb steelwork and coveted too many of the prizes owned by the Elves.

But the differences between Elves and Dwarves did not interfere with their alliance against the Black Enemy *Morgoth*. Dwarven armies and weaponry proved instrumental in the struggle against darkness; Naugrim blood spilled onto many battlefields, and their presence often proved decisive. At the Battle of Unnumbered Tears, King *Azaghâl* of Belegost led his warriors into the flames of Morgoth's Dragon-host. Hardened by the fires of the earth and the heat of their own great forges — and wearing full-helms engraved with wicked face masks — the Dwarves withstood the Drakes' onslaught. *Azaghâl* faced *Glaurung*, and wounded the Father of Dragons, but the beast slew the King. His valor, however, inspired the unyielding Dwarves, who then drove the injured *Glaurung* homeward with his brood.

The Origin of Strife Between the Dwarves and the Sindar

Still, the Dwarves did not escape Morgoth's Evil. Some succumbed to malice and greed. Of these, the worst hailed from Nogrod, Dwarven warriors and smiths who spawned much of the everlasting ire between the Sindar and the Naugrim.

Because of their absolute mastery of steel, stone, and gem-craft, the smiths of Nogrod produced occasional works for the Elven Lords. The necklace *Nauglamír* was the greatest such creation, and was held by a succession of Noldorin Elf-kings. During the late First Age, however, it passed to King Thingol of the Sindar.

Thingol possessed one of the three almighty *Silmarils* (Jewels of Power) — one that had been recovered from Morgoth — and he wanted the Jewel set in the necklace. Thus, he commissioned some of Nogrod's craftsmen, hoping they could amend their own grand design, for in those days, some of these smiths worked and resided in separate quarters within Thingol's mansion at Menegroth. Coveting the high Jewel, the Dwarves murdered Thingol and stole the prize. They were pursued, and all but two were killed. The avenging Sindar reclaimed the Silmaril and bore it back to Menegroth.

Those Dwarves that escaped went home to Nogrod and told their kinsmen that their companions had been put to death at Thingol's orders. Without knowledge of the truth and against the cautioning pleas of the Dwarves of Belegost, the host of Nogrod armed themselves and marched on Menegroth. They sacked the Elven hold and captured the Silmaril.

Nogrod's Dwarves quickly turned homeward, but word of their deeds passed more swiftly, and an army of Elves, Men, and Ents fell upon them at the ford called *Sarn Athrad*. The Dwarven axes were no match for their pursuers' wrathful vengeance, and the Naugrim were slaughtered. In the end, the Lord of Nogrod lay dead and the cursed Silmaril was cast into the River Ascar. An uneasy peace prevailed but, from this time on, the Dwarves and the Sindar have always been at odds.

The Flight to Khazad-dûm

Years later, Morgoth was overthrown by the Host of the Valar and northwestern Middle-earth was wrecked. Disaster befell its peoples as the cataclyptic Great Battle claimed much of the land. Most of Beleriand sank into the sea; quakes and fire destroyed Nogrod and Belegost. The surviving Dwarves fled westward into Eriador and began to wander. Eventually, they joined Durin's Folk in Khazad-dûm, bringing both mesmerizing knowledge and their unswaying hatred of the Sindar. Their arrival crowded Durin's home and tested the mettle of its inhabitants. It spawned an age of building and mining without equal in the annals of Dwarvenkind.

2.32 THE GOLDEN YEARS OF THE SECOND AGE

Khazad-dûm's boundaries moved steadily north and westward during the first seven hundred and fifty years of the Second Age. With hammer and mattock, with ferocity and fire, the Dwarves beat back every obstacle and unearthed seemingly endless mineral wealth. As the centuries passed most of the stone beneath the upper Silvertine was touched somehow. Everywhere, the Naugrim delved relentlessly: rock was carved and modeled for support; caverns and fissures became halls and passages; the ores bound beneath the earth surrendered metals, both precious and practical. The greatest Dwarven hold became still grander.

Elves also prospered during these untroubled times, for those who survived the Fall of Morgoth built new Kingdoms in *Lindon* (what remained of Beleriand) and western Eriador. Noldor settlements began buying raw materials from Durin's Folk soon after the end of the First Age, and trade routes sprang up. Caravans bearing Dwarven wares left the Great Gates of Khazad-dûm and ascended the stairway road that ran out of Dimrill Dale and over the Redhom Pass. After descending the foothills of Eregion, they made their way westward across the wild open country of Eriador, finally reaching destinations in the Tower Hills, or Grey Havens. The Elves paid for these shipments with precious jewels and finished goods.

Over time, many of the Noldor (Deep-elves) moved east to the western edges of the Misty Mountains, and some settled along the trade routes of Eregion. These Elves lived amicably beside Durin's Kindred, since no animosity existed between Noldor and Naugrim. Commerce expanded, prompting still more Dwarven mining.

The Discovery of Mithril

Around S.A. 700, Dwarf engineers extended their iron and silver mines to the northern edge of the Silvertine and uncovered a vein of

an entirely new metal. It could produce alloys harder, lighter, and stronger than steel, yet it was as malleable as copper. They called it "True-silver," or "*mithril*" (S. "Grey Brilliance") in the Elven-tongue, because it gleamed and did not tarnish or weaken when worked. No metal possessed its combined properties of strength and beauty, and none inspired so much demand. The already affluent Dwarves of Khazad-dûm became even wealthier.

The discovery of mithril prompted a Noldor migration into Eregion. Coming in search of new material for their wondrous crafts, these Elves settled in smaller Elven towns and built a great city at the junction of the Rivers *Sirannon* and *Glanduin*. Mithril excited the ever-curious Noldor, Elves who rivalled — and often surpassed — the Dwarves in the arts of smithcraft. Noldor jewelry was precious and required the finest materials. Mithril was a prize they could not ignore.

Within decades of finding mithril, Durin's Folk had completed a subterranean road beneath the Silvertine that connected their city and mines to the Elven realm of Eregion. The West-gate of Khazad-dûm was opened, and goods bound for the Noldor stores and forges no longer had to travel the long route over the Redhom Pass. Khazad-dûm spanned the Misty Mountains. Elf-crafts and Dwarven things flowed freely and the Dwarf-city became known for its increasingly opulent splendor. It was truly a golden time.

2.33 THE ORIGIN OF THE NAME "MORIA"

Beginning in the year 800 of the Second Age, a threat to the friendship between Durin's Kindred and the folk of Eregion appeared. Sindar Elves from King *Thranduil's* Kingdom in Lindon migrated into the Noldor lands and took residence among the Deep-elves. Coming out of western Eriador in search of a new realm, they brought the old memories of the Sorrow of the Nauglamir, the Sack of Menegroth, and the Battle of Sarn Athrad. Like all Dwarves, Durin's Folk never forgot a right or wrong, nor did they easily relinquish a well-nurtured grudge, and the eight centuries since the passing of the First Age did not erase the suspicion and hatred between Dwarf and Sinda.

The proud Noldor politely accepted Thranduil's people, but the arrival of Sindar simply alienated the Dwarves. The Naugrim slowed their trade with Eregion and refused to deal with the Grey-elves. For the first time, disputes with the Noldor became a problem, and strife spread.

Eregion's leaders — notably *Celebrimbor*, *Galadriel*, and the Sinda *Celeborn* (Galadriel's husband) — realized that harmony was gone and that the threat to peace increased daily. They pressured Thranduil to remove his people from Eregion and seek a new home. Their words rang true, and Thranduil sought council among the Sindar. Since Grey-elven folk felt subjugated among the mightier Deep-elves, they agreed to depart and, around S.A. 850, the Sindar crossed the Redhom Pass in search of territory they could call their own. (They eventually settled in northern Mirkwood.)

With Thranduil's Grey-elves gone, relations between Khazad-dûm and Eregion improved, but they never again reached a state of amity. The Dwarves maintained distance and, although outright hostility vanished, suspicion and uncertainty remained. Naugrim ways did not normally embrace cooperation and concord, and Durin's Folk felt betrayed by their own weakness. From this day on, Thranduil's arrival was remembered as a sign of Noldor allegiance. The Dwarves did not forget the "dark times."

The "Lord of Gifts" and the Rings of Power

In the three hundred and fifty years following the time of Thranduil's exodus from Eregion, both the Elves and Dwarves continued building their kingdoms and trading carefully when need arose. An uneasy balance prevailed; peace reigned. Then, *Annatar*, the bewildering "Lord of Gifts," appeared in Eregion. Fair-seeming and wise, Annatar preached that, with his aid, the Noldor could build a land as fair as any, anywhere. His words seduced the Deep-elves, for they loved their realm and Middle-earth, but longed for

the beauty of the Undying Lands of the Uttermost West. Like the Dwarves, they loved Aule and rejoiced in the creation of things of power and elegance.

Annatar was versed in high lore and gave amazing presents to the smiths of Eregion. The skills of the Deep-elves reached inestimable heights and their leader, Celebrimbor, believed every utterance from the Lord of Gifts. Followers of Galadriel and Celeborn advocated restraint, but did not allay the desires of their brethren. A schism resulted and Galadriel's folk decided to leave Eregion and journey to *Lorinand* (later called *Lórien*), east of the Misty Mountains. Galadriel asked for safe passage through Khazad-dûm, and the Fair Lady was permitted to lead her people out via the Dwarven Road. Meanwhile, Celebrimbor's smiths continued to work closely beside their new teacher and Eregion's fortunes blossomed. The dissenters had left with Galadriel and all was well, except that Annatar was actually *Sauron*, the Dark Lord and loftiest servant of the Evil that was Morgoth.

Eventually, Sauron persuaded Eregion's Noldor to create Rings of Power, and the smiths labored many years under his guidance. They forged Nine Rings, and then Seven more. Ten years later, Celebrimbor completed the Three Elven Rings, works of his own making that possessed still greater power.

The Gift of Durin's Ring

Dwarves watched these events carefully and dwelled on Galadriel's fears. Never weak, they disliked and feared things unknown and took little comfort in Annatar's presence. Word of the wroughting of powerful rings concerned King *Durin III*, so he sent envoys to Celebrimbor. The Elf-lord appreciated the needs of his neighbor and desired to maintain friendship with the Naugrim. Thus, he gave Durin III the first and greatest of the Seven Rings.

The gift pleased Sauron, for the Dark One planned to control all those who held the Rings of Power and, in so doing, dominate the Free Peoples of Middle-earth. Durin III was King of the Khazad-dûm, the mightiest Dwarf alive, and Sauron thirsted for the wealth of the Dwarf-lord's realm. The Dark Lord retired to *Mordor* to complete the task of mastering the great Rings.

Nearly a decade after his return to the Black Land, Sauron secretly forged the One Ring in the fires of *Orodruin* (Mount Doom). It was the Ruling Ring, born of the same knowledge that made the others and, with it, the Dark One became the Lord of the Rings. But as he placed it on his finger, Celebrimbor realized the plight of the world and ordered the Three Rings removed from use. Sauron was furious, since his tools could not hold sway over those who did not wear them. Worse yet, he found that he was unable to control the Dwarf-king, who still wore one of the Seven, Durin III, like all Naugrim, was difficult to comprehend and did not submit to domination.

The War and the Naming of "Moria"

Nine decades passed while the the Dark Lord assembled his host and prepared for war. Then, in S.A. 1693, armies poured out of Mordor and crossed the Anduin, driving westward. Celebrimbor reacted by sending the Three Elven Rings to safety in Lindon, where King *Gil-gilad* maintained a vigil. Sauron's servants invaded Eregion four years later. Both the Noldor of Eregion and the Dwarves of Khazad-dûm braced themselves, but the terror and fury of the assault seemed unstoppable. Dwarven warriors refused to leave the protective confines of their city, while the Deep-elves battled the Dark One's host through the ravines and holly-covered hills of Eregion. By day, the Noldor withstood waves of pitiless Men; at night, the assailing ranks were filled with countless Orcs and Trolls. Sauron's horde broke through and stormed the Elf-city of *Ost-in-Edhil*. Seeking refuge for his beleaguered people, Celebrimbor sent envoys to Durin III.

The Dwarf-king refused to open the West-gate to the Elves, just as he had denied warriors for the defense of Eregion. The escape route was closed, and the Noldor slaughtered. Celebrimbor fought

to the end, but Sauron and his Orcs captured, tortured, and then executed the Master-smith. After sacking the treasuries and craft-halls of the House of the Jewel-smiths, the Evil One took the remaining six of the Seven, and all the Nine Rings of Power. Eregion lay in waste, the Elf-kingdom forever gone. Its few survivors fled northward to Rhudaur, where their leader — *Elrond son of Eärendil* — founded the haven called *Imladris* (Rivendell). The secret of the Three Elven Rings went with them, and Sauron was denied his greatest prize.

After a futile pursuit of Elrond's company, the Dark Lord's forces turned on an army of Durin's Dwarves and Elves from Lórien. The Evil Horde prevailed and reached the West-door of Khazad-dûm but, once again, the gates were shut. Sauron's throng wheeled and overran all of Eriador. A year later, the Lord of the Rings' worst fear came true. After a five year delay, a *Númenorean* army landed at the Grey Havens and supported a successful defense of Lindon. Then, the Númenoreans sailed southward and weighed anchor at *Lond Daer* by the mouth of the River *Gwathló*. A series of battles followed, and the High Men of Númenor — allied with Gil-gilad's from Lindon and Galadriel's warriors of Lórien — swept Sauron's servants out of Eriador. Middle-earth enjoyed peace for fourteen hundred years thereafter.

Legends say that Durin III was somehow affected by his Ring of Power when he rejected Celebrimbor's pleas. Unreal fears of having to divide the wealth of Khazad-dûm may have surfaced, with or without Sauron's prodding. Dwarven tales, however, hold that the Dwarf-king acted out of concern for his people, knowing that the defense of Eregion was fruitless and that the Dwarven city was too gravely endangered to risk opening the gates. A chaotic migration of fleeing Elves might have brought doom. In any case, Durin III withheld aid when it was sorely needed, and the Elves never forgave him or his kindred. From that day forth, many of the Elven peoples sustained an enduring hate for Durin's Folk. (Only the Elves of Lórien, Galadriel's followers, maintained friendship with the Dwarves.) The others now called Khazad-dûm "*Moria*," the "Black Chasm."

2.34 THE FLIGHT OF THE DWARVES

Although the end of the War Between the Elves and Sauron concluded an era of turmoil, the Dwarves counted the remainder of the Second Age as "Accursed Years." Sauron retired to Mordor and slowly nursed his wounds. Quiet ruled, but the Dark Lord's malice still lurked.

Despite his repose, the Evil One touched the Dwarves soon after his retreat from Eriador. Direct force had failed, so he decided to apply other means of control. Agents bearing the remaining six of the Seven Rings of Power approached Durin's fellow Dwarf-kings. Sauron hoped that the Rings would enable him to sway the Dwarves, but the Dwarven Lords, like Durin III, did not submit to the Abhorred One's will. Once again, the Khazad foiled the Black Servant's plans. So did all Dwarves earn the undying hatred of the Lord of the Rings. Sauron fumed and cursed all Dwarvenkind, resolving that a special fate would befall the Naugrim.

The Fate of the Seven Dwarven Rings

The malediction proved slow, insidious, and effective. Dwarven resolve prevented Sauron from taming the Seven Tribes, but the Rings of Power still inflamed the worst desires of the Dwarf-kings. Over time, their fascination with crafts and precious things became an unslakable obsession that grew into a greed for gold, silver, and jewels. Items of wealth and power became the focus of Dwarven life, and those that denied the Naugrim such riches became their enemies. Some Kindreds delved deeper into the earth, while others abandoned their homes in search of grander treasure. Increasingly, the Dwarves warred with their neighbors and feuded among themselves. During these times, the Dwarf-lords held the Rings until death, wanting them above all things, for without them all seemed pale and valueless.

The Dwarves remained preoccupied throughout the remaining Accursed Years and, in this, Sauron's purpose was served. While the Elves and Men struggled against Sauron's Darkness, Dwarven armies marched into remote lands in quest of new hoards. The events of the world passed them by. Númenor colonized and conquered vast lands in Middle-earth, only to fall prey to the Dark One's machinations. The High Men's continent perished, betrayed by pride and swallowed by Eru's Great Sea. Yet her Faithful sons survived and built the Kingdoms of *Armor and Condor* in Middle-earth. In turn, they allied with the Elves and crushed the Lord of the Rings, thus ending the Second Age. Great numbers of Free Peoples lost their homes and lives, but through it all the proud, fierce Dwarves accumulated wealth and remained secluded in shielded halls.

With the dawn of the Third Age, Endor was again at peace. Unfortunately, however, Dwarven fortunes reversed, and a wave of calamities struck the rich Naugrim. Wild beasts, particularly Dragons, stirred and raided many of the Dwarf-hoards. Greed led to further kin-strife, and the Tribes turned against one another frequently. One by one, the Dwarves of the Seven Houses were robbed and battered until they took leave of their refuges and began wandering. Even the Rings of Power came to misfortune for, by the middle of the Third Age, many were lost. Dragon-flame consumed some; others simply disappeared.

The Coming of the Balrog

Only Durin's Folk escaped the afflictions and deprivations of their brethren. Protected by the impregnable gates of Moria, they labored for three millenia, digging, sculpting, and fortifying their awesome hold. Builders added and strengthened stately stairs and lofty towers; artisans hewed sumptuous halls; miners cut shafts farther north and west, and ever deeper into the earth under the Three Peaks. The city embodied seven Levels and seven Deeps; its mines spread over many more.

Durin's Kindred amassed wealth beyond comprehension during these long days, largely because they held the only known source of mithril in Middle-earth. Demand for the exquisite metal ran high and, due to the mithril vein, Moria reached far beneath the Redhorn. With each passing year, mithril became harder to claim and therefore more valuable. The delving progressed unceasingly until the Dwarves unleashed a terror that drove them from the mines.

It was in the time of *Durin VI* that the Dwarf-miners struck a natural fissure, a deep pit which seemed without end. Within it lay the hideous creature that was the Doom of Moria and Durin's Bane. The thing of horror was a *Balrog*, a "Demon of Might" which had escaped the fall of its master Morgoth at the end the First Age and flown to safety. Hiding deep within an abyss, it was removed from the world for over fifty-four centuries.

Once unearthed, the Balrog wasted little time. It rose up, bearing a tremendous whip and a flaming sword as large as a man. The Dwarven miners at first stood in abject awe; but as the fiery demon approached, they ran in fright, only to be butchered like small beasts driven to slaughter. Those that survived warned King Durin VI, and an elite guard sallied forth against the intruder. This brave group of warriors prevented the Balrog from entering the inner city, but the stand cost them their lives. The Dwarves' foe burst upon their line, struck down the King, and dispatched the noble retainers amidst a furious conflagration. As the fire receded, Dwarven bodies lay strewn about the *Baraz* Hall.

Náin I succeeded his father as King of Moria, and immediately set about defending the city. The Dwarves were determined to avenge the loss and rid the Kingdom of the wicked creature. Their sturdy ramparts and stalwart character proved no match against the Balrog, however, for the beast was an evil *Maia*, a spirit born before time and possessed of the gifts of the Undying Lands. When the Demon of Might stormed the Dwarven hold early the next year

(T.A. 1981), it massacred Náin and his household guard and overwhelmed the defenders. Durin's Folk fled out of the East-gate of Moria, surrendering the city to the cruel legacy of Morgoth.

The Settlement of the Lonely Mountain

Led by King *Thrán I*, the displaced Dwarves wandered through the Anduin valley and *Rhovanion* (Wilderland) for eighteen years before finding a new home. They ended their long journey at *Erebor*, the "Lonely Mountain," the source of the River *Celduin*. In caverns reminiscent of those in Moria, the Dwarves carved out a new settlement and mine complex. Erebor proved an ideal site, for it was a natural fortress and served as a source of iron and gems. In addition, Durin's Kindred quickly established trade relations with the nearby Northman settlements of *Dale* and *Esgaroth* Upon the Long Lake. The Tribe survived and flourished, although the city in Erebor never approached the beauty or splendor of that found in Moria.

2.35 THE GREAT WAR BETWEEN DWARVES AND ORCS

While the hold at Erebor was built, many of Durin's Folk wandered onward to the north and east. Most of these adventurous Dwarves sought riches akin to those of Khazad-dûm and despaired of the lodes found in the Lonely Mountain. Instead, they began mining in the *Ered Mithrin* (S. "Grey Mountains"), a region rich in silver. Dwarf-colonies followed soon afterwards and, by T.A. 2210, King *Thorin I* moved his home from Erebor to a site in the Grey Mountains.

Other Dwarves built mines to the east, particularly in the Iron Hills (S. "*Eryn Engrin*"). There they worked in peace for nearly four hundred years. Then in T.A. 2589, a great tragedy struck the Dwarf-towns of the Ered Mithrin. Stirred by the constant excavation of the mountains, Dragons came southward out of the Grey Mountain's Withered Heath and devastated everything in their path. They killed King *Dáin* and drove the Dwarves from their cavern holds. The Naugrim withdrew from all their mountain settlements by the end of the next year. King *Thrór* took most of them back to Erebor, but some migrated to the safety of the Iron Hills. One hundred and eighty years later, the Dragon *Smaug* the Golden flew south to the Lonely Mountain. The great Drake turned Dale into a pile of smoldering rubble and annihilated a Dwarven army. Erebor's Dwarves fled, and all Durin's Folk reunited in the Eryn Engrin.

The Tale of Thrór

Weary of the world and hoping for a new and permanent home, King *Thrór* refused to stay in the Iron Hills for more than a few months. He took a small host of followers and set out on a twenty year expedition that fruitlessly carried him down nearly every trail in Rhovanion. The empty-handed wanderers turned southward and reached *Dunland* in southwestern Eriador in T.A. 2790.

By this time, Thrór realized that Durin's Ring had urged him onward on a maddening venture, and that his every thought was consumed by the Ring's suggestions. The King was concerned for his people's safety and turned the Dwarven Ring over to his more vigorous son, *Thrán II*. As he passed the gift he spoke like one beaten by time and circumstance:

"This may prove the foundation of new fortune for you yet, though that seems unlikely. But it needs gold to breed gold." **LotR**, III, A, p. 441.

Soon afterwards, Thrór departed from his company, taking his aged servant *Nár* as his only companion.

Thrór's second journey took him north, and then east over the Redhorn Pass to Dimrill Dale. His object was Moria. Old, desperate, and somewhat crazed, the King hoped to explore or re-found the lost city. At the very least, he desired to enjoy its wonders.

Whatever his motives, Thrór met his end. Nár saw folly and abandon in the mission, and cautioned his friend, but the King persevered and entered the open doors of the East-gate. It was the last time Thrór was seen alive.

Old Nár remained behind and waited for days, until the blare of horns and a wild shout roused him. Crawling from his hiding place, he saw a headless body flung upon the stairs. Face down beside it lay a head. The frightened Dwarf climbed up and discovered that it was Thrór's corpse, and that the head had been defiled by a runic brand that read "Azog." Suddenly, out of the gate's darkness he heard the voice of the Ore-lord that slew his King. Nár ran.

The War Against Azog and the Orcs

The old Dwarf brought the news to Thráin II and, for seven days, the new King brooded in silence. Then, the Dwarf-lord stood and called for a war to avenge his father's death. Thráin's word passed throughout the land, yet it took three years to muster the united Host of the Dwarves. When the armies came together in T.A. 2793, it was the greatest gathering of Dwarves since the Elder Days.

The Great War Between the Dwarves and Orcs, a strange and bloody struggle, raged throughout the Misty Mountains for six long years. To this day, Dwarves weep and Orcs cringe at its mere mention. With the war-cry "Azog!," the Dwarven armies sacked every Ore-hold they could find, driving ever-southward from the pass of *Cirith Gundabad*. A determined hatred spurred the Dwarves toward Moria, the home of the one they sought so bitterly. Still, progress was slow, since most of the battles were fought deep beneath the earth. (Although the Naugrim pursued the Orcs wherever they could find them.) Whole Orc Tribes were obliterated in pitched melee, while the Dwarves hunted others like animals across the rugged mountain landscape.

Finally, on a sunless day in the dark of winter, the Dwarves reached Dimrill Dale and marched up the vale toward the East-gate of Moria. As they approached, they saw the Orc-horde of Azog arrayed on the slopes and stairway above, but the Naugrim pressed onward with singular zeal. They endured the chants and missiles cast down upon them with scorn and carefully swung past the Mirrormere. Then, Thráin's army caught sight of Khazad-dûm and let out a thunderous shout. Outnumbered, they plunged into battle with audacious ferocity. The Dwarves spared no one; with axe and mattock, hammer and flail, they harvested Orcs like wheat and drove up the slopes toward the gates. Hours passed and the slaughter continued unabated until, at the height of the Orkish rout, a young Dwarf named *Daín* (Ironfoot) sliced off Azog's head with a red axe. What was left of the Orc army scattered, and the impassioned Naugrim tracked most of them down within hours. The Battle of *Azanulbizar* had ended. Barely half the Dwarves survived, but the Great War was over and Thrór's score was settled.

2.36 MORIA IN LATER YEARS

The war-losses convinced King Thráin II that he had too few warriors to hold Moria. With Durin's Bane alive and waiting inside, he feared another battle, so he decided not to enter the city. Since the many bodies precluded proper burial, the Dwarves took their axes to the woods and hacked down the trees for funeral pyres. They burned the dead, gathered their gear, and went their own way, leaving Dimrill Dale forever bare of forest.

Daín led many of the Dwarves back to the Iron Hills, but the others scattered once again. Thráin could not quell his wanderlust, and returned with a company to Dunland. Soon afterwards, they crossed Eriador and built a new home in the eastern Blue Mountains, not far from the places where Nogrod and Belegost once stood. There the Dwarves mined iron and slowly multiplied.



The Loss of Durin's Ring

Unfortunately, there was little wealth in the Ered Luin, and thoughts of Thrór's words concerning the Ring and its need for gold to breed gold haunted the King. Although he remained in exile in the Ered Luin until T.A. 2841, Thráin II grew vexed and restless. His thoughts turned to a need for gold, and he decided to return to the halls of Erebor. Gathering a party, the King ventured eastward.

No sooner had the adventurers set out than they met misfortune. Wolves hounded their trail, and evil *Crebain* shadowed their movements. Still, the adventurers made good time, crossing Eriador and the Misty Mountains by fall, and passing over the River Anduin as the leaves fell. Once in Rhovanion, however, their luck ran out. Orcs countered all their attempts to turn northward, and mishaps multiplied. They meandered about for almost four years until, one black, rainy night, they took shelter at the edge of Mirkwood. At dawn, Thráin's companions discovered that their King was gone.

Sauron's agents took Thráin to their Dark Lord, who was then in *Dol Guldur*. The Evil One promptly cast the King into a dank prison where, five years later, he died. Just before his death, the Dwarf-lord received a secret visit from the Wizard *Gandalf* (the Grey) but, by then, Sauron had reclaimed the Ring of Durin. Thus ended the long and noble reign of Thráin II, the last victim of the Ring-curse. His son *Thorin II* (Oakenshield) was crowned King of Durin's Folk that same year.

Thorin II's Quest to Erebor

Thorin II ascended the throne as a Dwarf in exile, without a proper home for his Kindred or the Ring that was his birthright. He continued the works of his father, and the Dwarves of the Blue Mountains prospered, but he never forgot Thráin's quest to return Erebor to Durin's Line. Thorin longed to slay Smaug and reclaim the wealth taken from his House.

Years passed, and there came a time when King Thorin returned from a journey to the East and happened upon Gandalf at an inn in Bree. A union followed and, in T.A. 2941, Thorin led a company composed of Dwarves, Gandalf, and the *Hobbit, Bilbo Baggins* back to the Lonely Mountain. There, they entered Erebor and stirred Smaug the Dragon from his slumber. The enraged beast ravaged the surrounding countryside, but was felled by an arrow when he attacked nearby Lake-town. Unfortunately, Thorin's Company was allowed no respite after Smaug's demise, for a force of Elves marched on Erebor with claims on the Dragon's hoard. *Bard* the Dragon-slayer led yet another army, one of Men from Lake-town, with a similar goal. Thorin was besieged in the Lonely Mountain and awaited aid from the Dwarves of the Iron Hills.

In turn, an army of Orcs, Wolves, and Wargs arrived on the scene. Led by the Orc-lord *Bolg* of Gundabad (son of Azog), they fought the combined armies of Free Peoples: the Elves, Bard's Men, Thorin's Company, and Daín II's Dwarves from the Iron Hills. So, at the Battle of Five Armies, the allied forces vanquished Bolg's host with the aid of Giant Eagles and the Northman Shape-changer *Beorn*. Thorin died before Erebor's gate, but his dream prevailed. Daín II was crowned King and the home of Durin's Folk was once again centered in the Lonely Mountain.

Balin and the Return to Moria

Thorin's Company included *Balin*, a Dwarven warrior who accompanied Thráin on his last mission. Like all the Dwarves who survived the battle against Bolg, Balin was excited about Erebor's refounding, but his enthusiasm eventually bred a desire to pursue the rebuilding of Durin's House to its ultimate end. Balin wished to wrest Moria from the Balrog.

He got his chance in T.A. 2989, when the new Kingdom had settled and a large number of its Dwarves agreed to follow him to Khazad-dûm and build a colony in the ancient halls. That same

year, Balin's group marched south to Dimrill Dale and entered the East-gate unopposed. All was quiet within Moria, so the well-provisioned Naugrim set about restoring the city. They crowned Balin King of Khazad-dûm — the first who was not also Lord of Durin's Folk — and established a permanent, vigilant home.

Not long after the founding of Balin's Kingdom, Orcs, Trolls, and other beasts gathered in the depths of Moria and assailed the Dwarven colony. The Dwarves threw the assault back, but it was only the beginning: for the next five years, the evil throng harassed the Naugrim and picked away at their strength. Insidiously, the noose tightened around the settlement as more and more Dark creatures responded to the challenge. A great Kraken, the "Watcher in the Water," came up the River Sirannon and dammed its flow, thereby creating a pool which closed Moria's West-gate. With each month's passing, Balin's Folk retreated until, at last, they were nearly surrounded.

Their perilous position became absolutely untenable soon thereafter. While alone and gazing in the Mirrormere, King Balin was ambushed and killed by an Orc. Although his death was avenged, the slaying left the Dwarves disheartened and leaderless. The harried Dwarves eventually saw no recourse but to fight their way out. Striking eastward, they strove toward the East-gate, but they never reached their goal. A vast assemblage of Orcs met them just inside the entry and turned the Naugrim back after a bloody brawl. The Dwarves retreated northward to the hallowed Chamber of Records (The Hall of Mazarbul). As the battered Naugrim prepared the final defense the Orc-host struck. No Dwarf survived. Moria had once again become a province of Darkness.

The End of the Third Age

Twenty-five years after Balin's last stand, during the last months of the War of the Ring (T.A. 3019), the Fellowship entered Moria. Bearing the One Ring, they intended to cross beneath the Misty Mountains in secret; thus, they chose the time honored Dwarf-road. Their coming signalled the beginning of a new era in Khazad-dûm.

The tale is well known, for it is recorded by Frodo in the Red Book of Westmarch. From Eregion, the party passed through the city's West-gate. It was winter, and the lack of runoff, coupled with long years without much moisture meant that the Watcher's pool was low enough to allow them to sneak by virtually unmolested. The Watcher struck to no avail, and the Fellowship slipped in via Durin's Doors.

Although dark and forbidding, Moria was quiet throughout the first day and a half of the Fellowship's journey. Its guardians did not awaken to the intrusion until a foolish Hobbit (*Peregrin Took*) cast a stone into a shaft. Two rests arid many hours after the alarm sounded deep below, Moria's Orcs came forth, led by a great Troll. The Fellowship realized their plight as they stood in the Chamber of Records, reviewing the fate of Balin. Orkish drums prompted them to flee south, and then eastward, toward the East-gate. While crossing Durin's Bridge they encountered the Balrog, and there Gandalf stood before him while the others escaped out the Great Gates and down into Dimrill Dale. The Wizard struggled with Durin's Bane, and the Bridge broke beneath them. They fell into the lowest Under-deeps and battled through Moria for ten days before the spirit of the Balrog — and the body of Gandalf — perished.

With the Balrog dead, Moria's evil defenders were vulnerable. Yet even after the fall of Sauron, Durin's Folk made no immediate plans for the refounding of the Dwarf-mansion. Daín II died at the hands of Easterlings before the gates of Erebor. Although the Kindred prevailed in battle, the House was again diminished. The new King, *Thorin III*, decided to rest his people. He realized that Moria remained an elusive prize, one to be won when Durin's Folk were stronger. The Dwarf-lord swore that, once restored, Khazad-dûm would never again be abandoned.

2.37 A TIMELINE

This timeline traces the history of both Khazad-dûm and the line of Durin's Folk.

The First Age

Years of the Trees

In longing for pupils of his lore, the Vala *Aulë* fails to await the coming of the Elves, those chosen by Eru to be Firstborn. Using earth and stone, Aulë secretly creates the Dwarves in a subterranean chamber beneath Middle-earth. The first to be wrought are the Seven Fathers. Since the Smith is unclear with respect to the intended form of Eru's Children, the Dwarves differ from the scheme that gives birth to Elves and Men. Eru discovers the creation and intercedes; although the Khazâd are not destroyed, they are cast into a deep sleep until after the Coming of the Elves.

The Dwarves awaken and are sundered. The Seven tribes of the Fathers go their separate ways.

Years of the Stars

Durin I ("The Deathless") establishes the first Dwarven Hold, a Folk-home called *Khazad-dûm* (Kh. "Dwarf-mansion"). Built in the caves overlooking the Dimrill Dale, on the eastern side of the central Misty Mountains, it is initially a holy refuge; but it is destined to be foremost among Dwarven cities.

Two Dwarf-kingdoms are founded in the Blue Mountains. Sister cities, they are called *Belegost* (Kh. "*Gabilgathol*") and *Nogrod* (Kh. "*Tumunzahar*").

Dwarves move westward and cross the Blue Mountains (S. "*Ered Luin*") into *Beleriand*. There they encounter the Grey-elves (S. "*Sindar*") of Thingol. The Elves call the Dwarves *Naugrim*, or "Stunted People" (lit. "Stunted-host").

Years of the Sun and the Moon

The Dwarves of Belegost trade with the Sindar of Beleriand extensively. They invent chainmail and carve the underground halls of *Menegroth* for King Thingol.

Nogrod's Dwarves reach great heights in the arts of weapon-craft, mastering tempered steel in ways even the Noldor cannot rival.

Khazad-dûm is strengthened and expanded by Durin's Folk.

The Dwarves assist the Elves in the wars against *Morgoth*, "The Black Enemy." King *Azaghâl* of Belegost and his army stop the advance of the Dragon-host at the Battle of Unnumbered Tears. *Azaghâl* is slain, but the fire-hardened bodies and face-covering helms of the Dwarves prove a match for the flames of Morgoth's Drakes.

Part of the strong of Nogrod are corrupted by lust, kill King Thingol, and sack Menegroth. They are, in turn, slain by an allied army of Elves, Men, and Ents.

Morgoth is overthrown by the Host of the Valar, but a cataclysm rocks Middle-earth. Nogrod and Belegost are ruined in the Great Battle that ends the First Age. Most survivors flee eastward from the Blue Mountains.

The Second Age

ca. 3-40 Dwarves from Nogrod and Belegost swell the population of Khazad-dûm. The city extends westward as new halls are delved beneath the central and western portions of the Silvertine. Its mines are cut further to the west and north.

ca. 3-700 The prosperous craftsmen of the lost sister-cities bring great skills to Khazad-dûm. The Dwarves build great forges and cut new mines. Trade with the Elves of Lindon and western Eriador increases rapidly. As Khazad-dûm's northerly mine tunnels reach beneath the Redhom, a vein of *mithril* is discovered and many of these Elves begin settling in Eregion.

750 A Noldor Kingdom is founded in *Eregion* and is centered at *Ost-in-Edhil*, near the junction of the Glanduin and the Sirannon. *Celebrimbor* (S. "Silver Hand") the Smith is the master; *Celeborn* and *Galadriel* are the preeminent residents.

ca. 752 The Dwarven engineer *Narvi* builds the West-gate of Khazad-dûm and the Dwarves name it "The Doors of Durin." Celebrimbor inscribes the Gate-inscription. With the opening of the west-entry, trade with Eregion explodes and a road crossing beneath the Misty Mountains is finally complete. The Sindar under *Thranduil* leave western Eriador and settle in Eregion. Friction between the Sindar and Dwarves develops and Thranduil takes his people eastward across the Misty Mountains.

1200 Disguised as the "Lord of Gifts," the Dark Lord *Sauron* begins the seduction of the smiths of Eregion.

ca. 1350-1375 Sauron persuades Eregion's Elven-smiths to experiment. Galadriel preaches restraint but her kinsmen rebel. Hoping to rival the great craftsman *Fëanor*, Celebrimbor supports Sauron's efforts and is proclaimed Master of Eregion. Galadriel leaves and journeys through Khazad-dûm on her way eastward to *Lorinand*. Many Noldor follow, but Celeborn remains in Eregion.

1375 Galadriel establishes the Kingdom of *Lórien*. Trade between the new realm and Eregion moves through the Dwarven city.

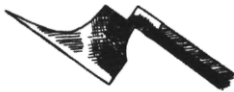
ca. 1500-1580 Sauron's teachings and suggestions take subtle hold in Eregion. With the Dark Lord's aid and the lore learned from the Dwarves, the Elven-smiths reach the peak of their skill. They begin making the Rings of Power. The Nine Rings for Men are cast; the Seven Rings for Dwarves are forged.

ca. 1590 Celebrimbor completes the Three Elven Rings. The Elves present *Durin III*, King of Khazad-dûm, with the first and greatest of the Seven Rings.

ca. 1600 Placing a significant portion of his power into its creation, Sauron secretly forges the One Ring in *Mordor's Orodruin* (S. "Mount Doom"). Celebrimbor realizes the peril and the Elves take off the Three Rings in time to escape the Dark Lord's hold.

1693-1701 War between the Elves and Sauron.

1697 Celebrimbor is killed and the Dark Lord's armies overrun Eregion. Sauron captures the Nine Rings of Men and six of the Seven Dwarven Rings. (Durin III retains the first of the Seven.) The Dwarves of *Khazad-dûm* close the West-gate in defense against the onslaught and, in so doing, shut out Eregion's

	Elven refugees. From this point on, the Elves often refer to Khazad-dûm as " <i>Moria</i> ," the "Black Chasm."	2210	King <i>Thorin I</i> establishes his home in the Grey Mountains and makes it the center of the Kingdom of Durin's Folk.
1699	Sauron takes control of all of Eriador, but his westward thrust is stopped at the Blue Mountains by the Elves of <i>Lindon</i> . In an attempt to control the other Free Peoples, he distributes the captured Rings of Power. The Nine are given to Men, who quickly succumb to the Dark Lord's power. The six Dwarven Rings are passed to Dwarven Lords, but they fail to affect the Khazâd as planned. Sauron swears vengeance on all Dwarven-kind.	2589	The Dragons of the Grey Mountains stir and slay many Dwarves. King <i>Dáin I</i> is slain.
		2590	Durin's Folk are driven out of the Grey Mountains; those led by King <i>Thrór</i> flee back to Erebor, while others (under <i>Grór</i>) head eastward into the Iron Hills (<i>S. "Eryn Engrin"</i>).
1700-1701	The Men of <i>Númenor</i> and the Elves of <i>Lindon</i> and <i>Lórien</i> defeat Sauron, but the Doors of Khazad-dûm remain closed.	2770	<i>Smaug</i> the Dragon flies southward out of the Withered Heath of the Grey Mountains and lays waste to Erebor and the mannish town of <i>Dale</i> . Many of Erebor's survivors take refuge among their brethren in the Iron Hills, but King <i>Thrór</i> chooses to lead others in search of a new home. These Dwarves become wandering companies.
1701-3441	During the remaining centuries of the Dark Years (Second Age), the Dwarves stay somewhat cloistered. Although trade continues between Dwarves and the other Free Peoples, relations are cool. The Seven Rings worn by the Dwarf-kings take their toll, for they inflame the Dwarven sense of greed. Many shroud their folk from Men and Elves and search for gold and treasure. Malice and wrath, quarrels, and strife frequent the times.	2790	<i>Thrór's</i> lot arrives in <i>Dunland</i> . With great sorrow, he gives his son <i>Thráin</i> the Ring of Durin, last of the Seven Dwarven Rings. Crazed, and accompanied by only one companion (<i>Nár</i>), the King strikes out northward, crosses the Redhom Pass, and wanders back to Khazad-dûm. There, he is murdered by the Ore-lord <i>Azog</i> . <i>Thrór's</i> body is defiled.
3319	Downfall of <i>Númenor</i> .	2793-2799	The Great War Between the Dwarves and Orcs. The Dwarves unite in search of <i>Azog</i> and sack every Ore-hold they can locate.
3430-3441	The Last Alliance of Elves and Men defeats Sauron's forces and the Dark Lord is overthrown. He does not stir again for a thousand years.		
			
The Third Age			
1-1981	The Seven Tribes of Dwarves continue to remain hidden, guarding their wealth. Those who hold the the Seven Dwarven Rings use their power to multiply their riches, keeping the Rings close and relinquishing them only when near death. The Dwarves' prizes accumulate, but stir the lust of long-dormant creatures; Dragons reappear. One by one, the Dwarven hoards are plundered and the Dwarf-cities are crushed or ruined. Four of the Seven Rings are consumed by the passion and flame of the great Drakes, and the Tribes begin wandering.	2841-2845	<i>Thráin II</i> , King of Durin's Folk, decides to return to Erebor and reclaim his hoard. He is attacked and pursued into Mirkwood, where he is captured by Sauron's agents. Sauron imprisons him in <i>Dol Guldur</i> .
ca. 1103	The Wizard (<i>Istar</i>) <i>Gandalf</i> visits Khazad-dûm for the first time. He befriends <i>Durin V</i> . The Dwarves name the Grey Wanderer " <i>Tharkûn</i> ".	2850	<i>Thráin II</i> dies and Sauron acquires the last known Dwarven Ring.
1980	In the time of <i>Durin VI</i> , the Dwarves mining for mithril beneath the Redhom uncover and unleash a <i>Balrog</i> who had lain imprisoned since the First Age. The great Demon slays King <i>Durin</i> and assails the city.	2799	The surviving Orcs gather in the Dimrill Dale, where they are defeated by the Dwarves in the Battle of <i>Azanulbizar</i> . Few Orcs escape, and the Misty Mountains are made safe for the next century and a half.
1981	<i>Durin VI's</i> successor, <i>Nam I</i> , is killed by the <i>Balrog</i> and the Dwarves abandon Khazad-dûm. Evil creatures begin gathering in service to the Demon.	2879	<i>Gimli</i> (Elf-friend), son of <i>Gloin</i> , is born. He is destined to be part of the Company of the Ring.
1999	After years of wandering, the remnants of Durin's Folk enter <i>Erebor</i> (the "Lonely Mountain"). There they found a settlement.	2941	King <i>Thorin II</i> (Oakenshield), his party, and <i>Bilbo Baggins</i> venture into Erebor and disturb <i>Smaug</i> . <i>Smaug</i> is enraged, but is killed by <i>Bard</i> when he attempts to burn nearby Lake-town. <i>Thorin's</i> Company is besieged in Erebor by Men and Elves who claim <i>Smaug's</i> wealth. In turn, all of the claimants are attacked by an Orc and Wolf army led by the Ore-lord <i>Bolg</i> (son of <i>Azog</i>). The evil host is vanquished in the Battle of Five Armies by a combined force of Men, Elves, Dwarves, and Great Eagles. <i>Thorin II</i> is killed and <i>Dáin II</i> (Ironfoot) becomes King. He refounds the Kingdom of Erebor.
2000	The <i>Arkenstone</i> is discovered beneath the Lonely Mountain.	2989	<i>Balin</i> leads a force of Dwarves out of Erebor in a quest to reestablish Dwarven dominion in Khazad-dûm. They successfully enter <i>Moria</i> and set up a Kingdom. <i>Balin</i> becomes the first (and only) King of Khazad-dûm that is not also Lord of Durin's Folk.
ca. 2000-2200	Dwarves from Erebor begin mining and settling in the Grey Mountains (<i>S. "Ered Mithrin"</i>).	2989-2994	<i>Balin's</i> Kingdom is attacked by Orcs. The Watcher in the Water appears in the Gate Stream by the West-gate and dams the river, thus sealing <i>Moria</i> from the West. <i>Balin's</i> folk fight hard, but are eventually driven back by the forces of Evil; the Dwarves make a final stand and are slaughtered.

- 3018-3019 The War of the Ring.
 3019 The Company of the Ring (followed by Gollum) travel through Moria on their way eastward to Lórien. They discover the fate of Balin and recover portions of the Book of Mazarbul, but are put to flight. Gandalf the Grey slays the Balrog in a prolonged battle that results in the destruction of Durin's Bridge. The Wizard reappears as Gandalf the White. Meanwhile, at Dale below Erebor, King Daín II is killed by Easterlings. *Thorin III* (Stonehelm) becomes King of Durin's Folk. Erebor is besieged, but the defenders prevail after the destruction of the One Ring, and Sauron's fall dishearten the attackers.
- 3021 The Third Age ends. Thorin III rules into the Fourth Age.

3.0 THE DWARVES OF MORIA

Because the tale of Moria is so interwoven with the history of the Dwarves, one must comprehend the Naugrim before attempting to understand the city or its mines. Dwarf-lords conceived Khazad-dûm, and Dwarf-tools carved it.

3.1 THE KHAZÂD

All Dwarves are descendants of the Seven Fathers, the original lords crafted from the earth by the Vala Aulë. Born of Aulë's thoughts, they forever carry much of the Smith's own loves and hates. Elves and Men attribute their nature to Eru's grand scheme and are shaped to conform with the "Balance of Things." Dwarves, on the other hand, only liken their ways to the Smith of the Valar, for Eru let the thoughts of his servant stand when he allowed them a life and a will. Thus, the Naugrim call Aulë *Mahal* (Kh. "Maker"): the giver of life, sculpter of mountains, and master of crafts.

Aulë conceived the Khazâd at a time when Morgoth was in rebellion, declaring himself Lord of Middle-earth. With fear in his mind, the Smith crafted his Children to resist the Evil of the Black Enemy. The Dwarves awoke a strong and vigorous race. They are vulnerable to greed and yet rock-hard, stubborn and yet practical, slow to love and yet fast in friendship. No other race is as rugged, nor as resistant to hunger, hurt, or toil. Naugrim can endure the longest of journeys without words, and withstand fire and cold without flinching.

Dwarves are also dear in heart to one another. Although the Seven Tribes sundered soon after their awakening and have long since spread across Middle-earth, they have remained close. A Dwarf treats his kind as brothers and non-Dwarves as lesser beings who, one way or another, are a constant threat. Their blood is thick and their bonds are deep. They enter into agreements with extreme care but, once made, honor them to the letter. The old adage is true: *"no friend ever did a Dwarf a favor, no enemy a wrong, without being repaid in full.* While the Naugrim are quick to quarrel — even among their own Houses — and suffer from jealousy like other Speaking Peoples, they will protect their brethren from outside enemies with unswerving fury. They will answer any call to war on behalf of their race.

The Khazâd enjoy a universal reputation for ruggedness, practicality, brutal frankness, and honor. Outwardly cold, they love things and devices crafted under hand much more than things that breathe with life. Most groups favor the rocky highlands and deep caverns of the mountains, for the Dwarves, perhaps more than any race, recollect and invoke their origins and heritage.

Physical Character

Dwarves are generally short, stocky, and strong. They are 4 to 5 feet tall and have sturdy, thick arms and legs. Their build enables them to carry great burdens and withstand tremendous hardships and punishment, and it is not unusual for Dwarves to travel vast distances over short periods with little or no rest. Only Orcs rival their ability to endure work and remain steadfast in the face of an ordeal.

Like Orcs, they fear open water and the Vala *Ulmo*, and normally do not swim. Yet, Aulë saw to it that they are virtually immune to flame and ice, for from the time of their coming they have been subject to the fierce mountain weather and to the fires deep in the earth. Although this resistance has diminished over time, it remains a part of the Dwarven character. Dwarves are also renowned for their 200-400 year lifespans and their remarkable resistance to pain and disease.

Appearance

The Naugrim have dark hair, deep-set eyes, and ruddy complexions. Because of their myriad enemies and constant exposure to the elements, they favor heavy clothing and make frequent use of stout metal armor. Dwarf-men nearly always sport long beards, unlike the slightly smaller Dwarf-women. Any apparent lack of variety is a contrivance. Dwarves quickly adopted a uniform, fierce, and grim outward appearance as a useful, protective facade, and still maintain a strong distinction between their public and private styles. When traveling, Dwarves wear hooded cloaks, often with scarves or masks, thereby creating confusion among other races. Even on the road, however, each House has a subtly unique look. Their colorful garb varies considerably from tribe to tribe, and even their hoods are tinted to indicate an individual's origin and allegiance.



Manner

Dwarves are sober, quiet, possessive, suspicious, pugnacious, introspective, and often very greedy. This character has led them to seclude themselves in strongholds centered around rich veins of iron and precious metals. There they mine and create works of superb craftsmanship, at the same time guarding their hoards with a wariness that approaches paranoia. Like their Maker, they are fabulous smiths and unsurpassed workers of stone. Dwarven items are often stunningly beautiful, but practicality underlies all their artifice. This attitude also affects their views on magic: Dwarves know of spells and enchantments, but generally scoff at the ways of Elves or other conjurers, preferring instead to use such power in the making of permanent physical items. Dwarven mages are unheard of.

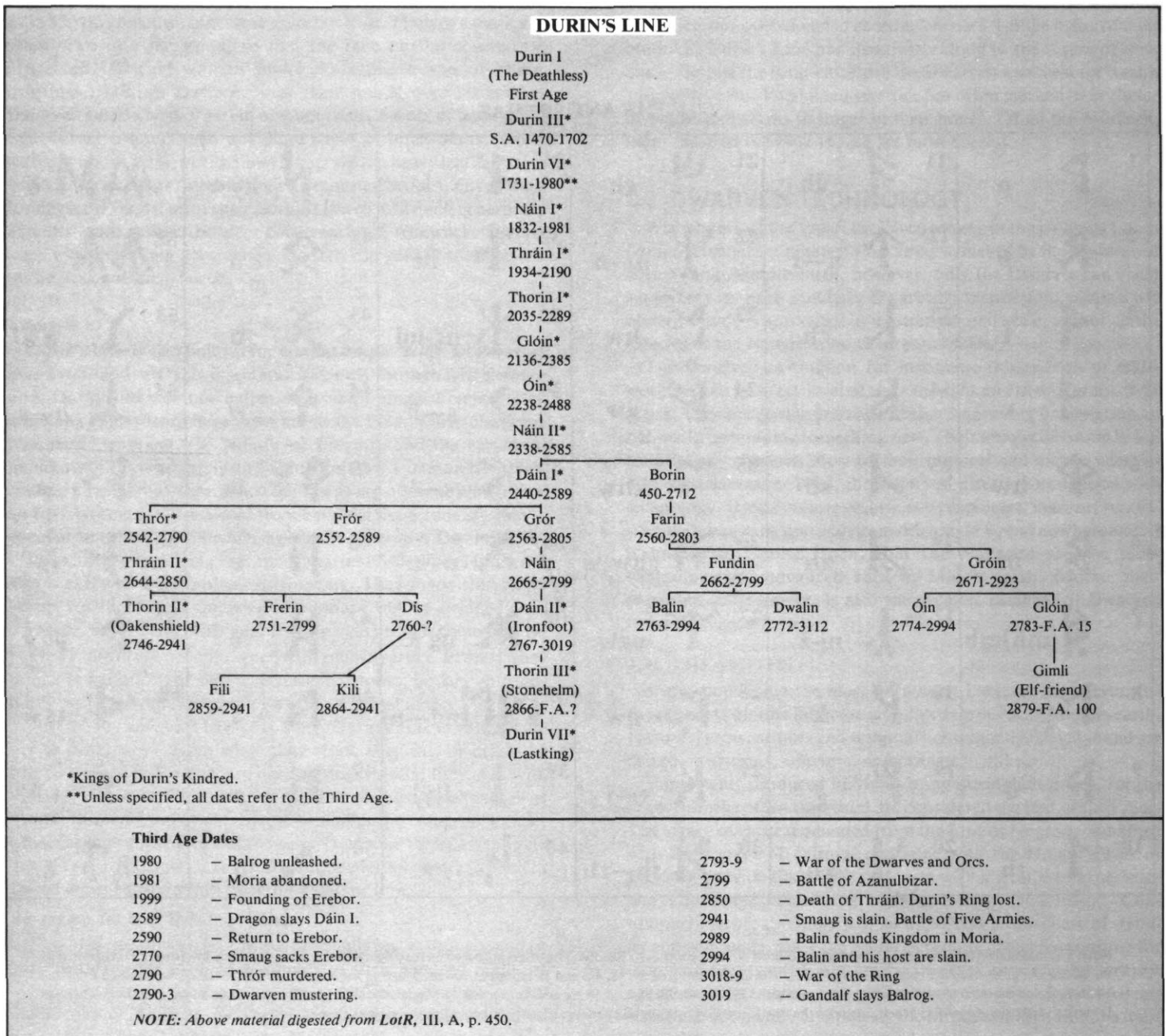
The Khazâd are also known for their military prowess. Superbly equipped and unyielding in purpose, they fight without thought of retreat or quarter. They favor overpowering weapons as rugged and brutal as the Dwarves themselves: heavy crossbows, axes, hammers, and war mattocks. Wearing heavy armor and cruel looking helms with cowls (face visors or masks) resembling terrifying horned beasts, a force of Dwarven warriors presents a formidable and disturbing profile.

Dwarf-women

Relatively infertile and lacking women, Dwarves rarely sire children — or even take wives. Barely a third of the race is composed of Dwarf-women and many of them desire mates they cannot have. Fewer than one in three Dwarf-men marry, for the Naugrim mate for life and will not join with one they do not desire above all others. Like most rare jewels, female Dwarves are coveted and obsessively protected in ways unlike those of any other race.

Fortunately, the Naugrim are enamored of crafts. Many never crave to love another, so they need no marital union. This introspective fascination with the arts and creation encourages stability among a race easily torn by envy and umbrage.

Dwarf-women are a proud lot. Fiercely protective of their rights, they stand as equals in all affairs but those of war. Dwarves place no restrictions on their status or their mobility, although they travel less than Dwarf-men. They require secure dwellings for the birthing of their offspring, so most remain sheltered from the rest of the world. In fact, Dwarf-women are so remote and rarely recognized, that some believe they do not exist. Since their voice and visage are akin to those of the males, these false legends are strengthened. Even now, many Men presume that Dwarves "grow from stone."



The Khuzdul Language

When in public or about in the wild, Dwarves speak *Westron*, the "Common Tongue." In this they are fluent, for it is their second language and serves as their principal means of communication with others. Need forces them to absorb the speech of others and has made the Naugrim superb linguists. Some are accomplished speakers of Mannish dialects, while others are proficient users of Elvish.

Among themselves, Dwarves speak *Khuzdul*, a cloistered tongue known to virtually no one but themselves. This language is well suited to the throaty Dwarven voice, since it has a deep tonal quality. It is marked by harsh consonants and uses two or three-consonant patterns to denote common concepts. For example, "K(h)-Z-D" structures refer to word roots equivalent that describe Dwarves or things essential to the Dwarven identity (e.g. "Khazâd" = "Dwarves"; "Khazad" = "Dwarf"; "Khuzdul" = Dwarvish").

The Naugrim inscribe using the *Angerthas Moria*, an unsystematic variant of the angular runic script *Cirth*. Because runes persevere and are by nature public, the Dwarves adopt written influences much more frequently than spoken alterations. Khuzdul changes little with time, being a sacred, spoken language of lore and not a cradle-speech.




























































Worship and Ritual

This emphasis on conserving old ways also affects Dwarven religion. Generally superstitious, their rituals remain the same as those set down just after their awakening. The dead are always buried in stone, be it in crypt or under a cairn. They are never put to rest beside dirt or anything other than the substance from which the race was founded. When time or circumstance prevents proper interment, fallen Naugrim are placed on a pyre and burned.

Dwarves worship Aulë (Mahal) and turn to him when troubled or in need. Every fundamental belief they hold revolves around his character and his creation of the Seven Fathers. Accordingly, Dwarves revere the number "7" as essential and even sacrosanct. Their origin-tale holds that Aule wrought seven Lords and, in turn, seven Houses comprise the race.

This concept breeds the tenet that each House is a lineage with a common spirit which permeates the kindred and ties them together. In a sense, the Naugrim look upon themselves as parts of seven greater souls. They venerate their ancestors above all other things except Aule their maker, and believe that the living core of their kindred spirit resides in each Dwarf-king.

THE ANGERTHAS

1		p	11		dh	21		gh	31		l	41		hy★	51		o
2		b	12		n-r	22		n-n	32		lh	42		u	52		ö
3		f	13		ch	23		kw	33		ng-nd	43		ū	53		n★
4		v	14		j	24		gw	34		s-h	44		w	54		h-s
5		hw	15		sh	25		khw	35		s-'	45		ü	55		★
6		m	16		zh	26		ghw,w	36		z-n	46		e	56		★
7		(mh)mb	17		nj-z	27		ngw	37		ng★	47		ē	57		ps★
8		t	18		k	28		nw	38		nd-nj	48		ā	58		ts★
9		d	19		g	29		r-j	39		i(y)	49		a			+h
10		th	20		kh	30		rh-zh	40		y★	50		o			&

Note: The material on the *Angerthas* is digested from *LotR III*, Appendix E, p. 501-504. The letters are based on the originally unsystematic runic *Cirth* (sing. *Certh*) devised by the Sindar. Angular, they are ideal for carved relief. The *Cirth* numbered 39, 42, 46, and 50 represent vowels. Those in the series 13-17 and 23-28 appeared when Eregion's Noldor created the current system, while those numbered 37, 40, 41, 53, 55, and 56 are additions made by Moria's Dwarves. Erebor's Dwarves added 57 and 58. The later Dwarven *Cirth*, the *Angerthas Moria*, includes the new forms and uses sound changes represented here after the various slashes.

3.2 DURIN'S FOLK

No House of the Khazâd stands above that of Durin's Folk. They are the oldest and noblest lineage, for they trace their line back to the first of the Seven Fathers. Their ancient spirit, coupled with the Kindred's role in history, makes Durin's House the most experienced tribe, the first among jealous equals.

Physically, Durin's Folk are no different than other Dwarves. Slanted tales citing their superior stature and strength are confined to the biased libraries of Erebor and Khazad-dûm. It is true that they carry themselves with assurance and bearing, but this is not a function of greater size.

Hair and Dress

Instead, the Naugrim of the First House differ from their brethren in less obvious ways. Those of Durin's Tribe allow their beards to grow freely throughout their lives, and wear them forked and braided. Then they tuck the whiskers into their belts, allowing slack for sudden movement. Many plait their flowing hair as well and, in each case, they utilize elaborate knot patterns particular to their family.

Durin's Folk also employ a distinctive colored hood, in lieu of a cowed cloak. Most lack adornment; rather, they rely on bright, solid hues to embellish otherwise graceless lines. Flaps or a mask are often sewn into the hood, so that the face can be covered or protected. (Dwarf-women make widespread use of these coverings.) Durin's Dwarves wear their hoods over traditional Dwarven garb: a leather jerkin or wool tunic, a wool or linen shirt, tight-fitting trousers, and one piece shoes or inner-boots. When active or about in the world, these Naugrim don heavy leather boots and a cloak or shawl fastened with a decorated brooch. Given their fondness for crafts, all of their clothing is well made and generously accented with refined borders and crenelated trimwork. Dwarf-lords wear even finer garments, and often add gold or silver tassels to the peaks of their hoods.

Lifestyle

Durin's Line is also famous for vibrant music. While all Dwarves love a tune and relate their secret stories only through lyrical abandon, Durin's Folk embrace their songs with unusual fervor. This emphasis comes from long exposure to the Elves, particularly the Sindar of Beleriand, the Noldor of Eregion, and the varied inhabitants of Lórien. Rarely do Durin's Folk work or march without spilling a yarn set to tune. Since the words are often in Westron or an Elvish tongue, their music frequently carries a cadence that is peculiar to others, but the message is almost always Dwarvish.

It is scarcely surprising that the Naugrim of the First House are also makers of fine musical instruments. They favor flutes and horns, for their short fingers do not adapt well to stringed contrivances. Drums and other percussion pieces provide some variety, but the Khazâd are not concerned with such diversity. Instead, they rejoice in variations of simple, economical tones, be they voices or notes wafting from the heart of a noble musical device.

Just as they are quick to take to song, Durin's Folk are always active in other ways. Even when they relax, they eat, or drink, or smoke a pipe. When they are not crafting objects, they play with them. It is this passion that gave birth to the awesome reaches of Moria, the same impatient drive that makes the Naugrim wander when they have no more halls to hew. Thus, one rarely encounters one of the First House on the trail without a walking stick in hand, a Dwarf eager for a test of strength or skill or lore.

Reverance for the "Deathless" One

Nonetheless, Durin's Folk are occasionally lost in thought and sit back to reflect the trials and wounds of their Kindred. Tales of Moria are often the focal point of these ponderings, but most dwell on the spirit of the Tribe. No Dwarf-lord is as respected or as feared as Durin I, "The Deathless." The First Father, maker of the Kin-

dred, founder of Khazad-dûm, Durin is a venerated symbol whose blood flows through both the veins and the thoughts of his ancient brood.

Durin I lived many years past the span allotted other Dwarves and, after a time, his folk claimed he was immortal; thus his name. The truth, however, rests in another account. This tale speaks of Durin's spirit. A version drawn from the "Dunland Tablet" follows:

"To You it is told that Durin shall live seven times, and each Time shall rule His Line in his own Name. And with each Coming of the King, a great Event will transpire, so that the History of the Folk will never again be the same. And each such Event shall cause a Trial to happen, and an always greater Doom will follow. But the Kindred will prevail, and make Its Way above all Darkness. Until the Last Coming, when the Last king shall Rule the House in a Glory beyond the Height of all before It, in the shining Mansions of Khazad-dûm."

So it is written that there will be seven Durins, and that Durin VII will be the "Last king." It is a story as old as Durin's Folk, and has always colored their outlook. In many ways, it explains the strange sense of destiny that has allowed the Kindred to prevail against incredible adversity. No tribe of the Khazâd has faced so many obstacles, nor overwhelmed as many barriers. Unlike many of their brethren, Durin's Line has steadfastly clung to the future of their line — despite the Ring-curse and the Dwarven weakness for wealth and possessions. Farsighted sacrifice has often marked their choice of paths, and seems to linger in their bones. Of all the Naugrim, then, those of the First House are most special.

3.3 DWARVEN TECHNOLOGY

With the aid of the Valar, the Elven society of the Undying Lands (*Aman*) created the greatest works ever achieved by the Children of Eru. Within Middle-earth, however, only the Dwarves can claim supremacy as pure builders. Dwarven construction, particularly underground, is unrivalled in its strength and scale; and of all the legacies of the Naugrim, none surpass Moria.

The Dwarven fascination for inanimate things born of craft-work permeates every level of their thought and their society. Ever active, they are always laboring, either improving or repairing an old work, or building something new. Their unique devotion to toil traditionally channels most of their physical and mental energies into material tasks. Thus, the Dwarves' utter preoccupation with technology. Dwarf culture embraces its engineers, masons, smiths, scientists, workers, and warriors with a vigor found nowhere else. It is hardly surprising, then, that the Naugrim are the most technologically advanced race in Middle-earth. Moria, their crowning achievement, is also the greatest example of Dwarven technology.

3.31 THE SMITHS

Dwarf-smiths are the most prominent Dwarven craftsmen, for the products of their labor are circulated throughout Middle-earth. Dwarven tools, armor, and weaponry command high value and are prized by artisans, warriors, and noblemen alike.

Implements produced in Moria bring the highest prices, for the Dwarf-smiths of Khazad-dûm are considered the best of their race. The legacy of those descended from the Line of Nogrod, combined with long years of cultural exchange with the Noldor Elves of Eregion, provide the smiths of Moria with a wealth of experience and knowledge concerning both metallurgy and magic. Continuously secure dwellings add an important atmosphere of stability and continuity, since the Naugrim require protected confines for their painstaking yield. Among the Dwarves, time and temperment are critical ingredients, as important as ore and fire. Based on items renowned for beauty and power, the Moria-school is Endor's most intriguing and productive group of smithies.

Tools and techniques

Dwarf skills breed Middle-earth's finest tools, implements which, in turn, make it easier for the artisan to turn out his next piece. The Naugrim produce and utilize a wide selection of specialized tools, but they rely most on a small complement of all-purpose instruments. The best description of this assortment comes from the letters of *Morvegil Curucam*, Arthedain's envoy to Moria from 1541 through 1566, Third Age. Himself a Smith, Morvegil spent much of his time in Moria strolling through hot Smith-halls. His letter of 26 Narwain, 1555 follows:

"I am constantly astounded by these Craftsmen. They never seem to sleep, and are always about singing and hammering in sweltering Quarters where the only light is that which leaps from the forges. Even the blistering cold of this Narwain can be preferable to the searing heat of their King's Smelt ing-halls. But the Dwarves relish these climes, and I cannot dispute their Art.

The Smiths employ hundreds of little Tools — Awls, Chisels, Clamps, Molds, stretching Chains, Adzes, Metal-shears, and the like — but above all, they favor those we know from Home. Forges, Anvils, Tongs, and Hammers bear the brunt of their toil. Strangely enough, they mainly do the things our Folk try, although they tinker a lot and ply their Trade without thought of strain. Rest comes in the form of huge Meals and Buckets of sour Beer. Dwarves count work and war as fun and frolic.

As one might think, Dwarven Tools tend to be smaller than those of Men, although they commonly use large,

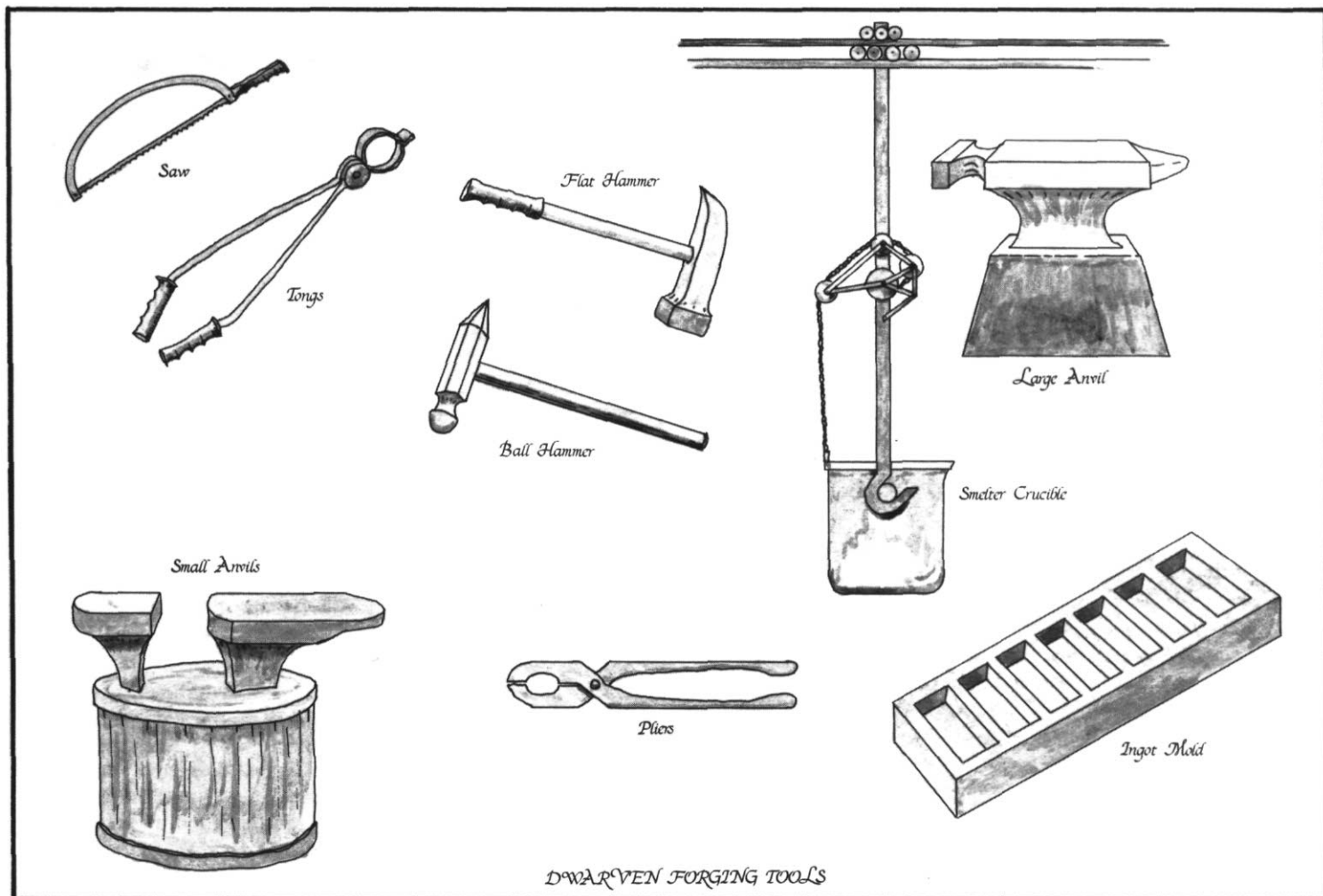
two-hand Hammers and Adzes. I've also noticed steel Anvils of all sizes, some seven feet long and molded with full weapon Rests. The average Block spans three feet, which is twice the norm of those from Eriador. It's the variety that intrigues me, though, because Moria certainly enjoys at least one type of Anvil to match any found Elsewhere."

The most noticeable differences between our Tools and those of Moria relate to their size and composition. Dwarf-tools use an immensely strong Steel, as hard as any I've seen in Fornost, and capable of cutting good Iron like Lard. Some of their better Smithies are even stocked with Equipment faced or edged with the Mithril Alloy the Sindar call 'Ithilnaur'. Enchanters and Alchemists run these Shaping-halls and turn out the incredible Treasures bound for the Coffers of Dwarf-lords and High Kings.

Smelting

As Morvegil notes, Dwarf-tools are superb, but it is their techniques that enable them to excel above all others. Forge- building, smelting, and metal-forging are fine arts in Moria.

A good fire enables the smith to smelt and forge hard metals, and is crucial for making quality alloys like Moria-steel and ithildin. Moria's Smelting-halls depend on two primary sources of forge fire, both exceedingly hot. Coal-fires fuel most of Khazad-dûm's forges, while earth-fires (volcanic magma) are used when extreme heat is required. The wood-fires familiar elsewhere are rarely found in Moria, and are only used when certain enchantments or incantations require them.



Dwarf-forges are built to accommodate their fire source and provide various grades of heat. Almost all are multi-chamber units that allow the smith to select the temperature appropriate for his smelting needs. These furnaces have three to seven areas which surround any inner sections and compound the heat. Each is fed by a slanted air intake vent that relies on natural draft to maintain flow. Steady heat brings a constant airstream and this, in turn, works like a bellows. It gives life to flames stoked by hard, black coal or bubbling volcanic lava, nourishing fires which are never extinguished or allowed to falter. Over time, the super-heated furnace walls and heating shelves glow with a constant, fiery radiance that evenly warms or melts, depending on exposure time. Outer furnace chambers are relatively cool and can handle delicate work, but are nonetheless hot. Mid-forge sections equal the hottest found in Arthedain and are ideal for smelting difficult iron ores and *Galmim* (S. "Shining-white"; i.e., aluminum). Only white heat permeates the innermost furnace.

Smelting in the inner forge sections requires the utmost skill, since their amazing temperatures will melt the hardest of ores in but a handful of seconds. Again, however, the Dwarves have adapted tools to meet the task. Moria's smiths use stone or *laen* (hard volcanic glass) ladles, molds, smelting pots, and firing boards to control the liquid ore without fear of losing their utensils. When working with earth-fires for long periods, they find *laen* absolutely essential. Even stone implements might soften or prove unpredictable when exposed to such extremes, particularly for the long periods necessary for the proper smelting of mithril ore.

Forging

Forging, like smelting, is a refined craft in Moria. Nearly every technique used by Men and Elves is utilized here, together with a few specialized processes. After the smelting of the ore, the separated liquid metal is extracted as an ingot or sheet. Then, the metal is either combined with other materials to create an alloy, or it is stored in pure form. Using pulley-ways, sledges, and wheeled carts, the Naugrim move the cooled stacks of metal along tracks to rough-hewn Store-halls, where it is kept until required for forging.

When the Dwarves forge an item, they cart the raw metal to one of a number of individualized areas. These Shaping-halls contain smaller versions of the larger furnaces found in Moria's many Smelting-halls. Depending on the metal and the type of item desired, the Naugrim select an area which is stocked with the proper fire and the ideal tools. Most of these Shaping-halls fall into one of four categories: bar-works, Wire-works, sheet-works, or Mold-works.

Mold-works

Of these, the Mold-works accommodate most of the routine jobs. Vast rooms, they contain seven to forty-nine coal-fire forges which are arranged in banks. Ingots are wheeled into these halls, and then melted down in great crucibles in the inner furnace chambers. While still in the central fire, the liquid metal is poured into a precarved, clay-lined, stone mold, which is then rapidly transferred to the next forge chamber for a brief period. From there it is moved to succeeding furnace sections, each time taking a bath in a somewhat cooler fire. In this way, temperatures diminish gradually and the object retains strength. Finally, the item is removed from the forge and allowed to cool in a series of segregated water-pits, each cooler than its predecessor. Smiths then remove the cool molds, unlock the clamps, and withdraw the object. Using fine tools like chisels and rasps, they clean the surface of the item. This occasionally requires a light firing or an acid bath, but such measures are rare. Once cleansed, the object is sent to a Craft-hall for final work.

Sheet-works

Shaping in the Sheet-works involves a different procedure, starting with metal sheets, rather than ingots. These Forging-halls have a few wide furnaces which hold clay-coated, steel racks. The thin sheets are piled onto shelves, and then the racks slide into the forge for a very brief moment, just long enough to soften the metal. Once removed, the racks tilt and the hot sheets glide off the shelves, one-by-one, onto movable carts fitted with Round-anvils. Dwarf-smiths move their anvils to side nooks. Each niche is a craftsman's work area, and contains a small, three-chamber furnace.

As the helpers move the anvils along, the smiths begin their work. Standing on the moving carts, these skilled artisans rapidly shape the malleable sheets over the curves of the rounded, steel blocks. They cut the sheets with steel shears, and then gently prod them into the desired shape using a battery of bizarre hammers. When the smith's cart reaches his work area, he has a rough product. From this point, the helpers roll his cart into his private forge for a short period, thereby resoftening the metal. Each thin sheet heats quickly, while the heavier cart is merely warmed. The smith then continues to pound and sculpt, possibly adding other sheets with rivets. He will repeat the process until he has a finished form. Then the object will go to storage, or off to a craft-hall for finishing detail.

Wire-works

The Wire-works produce Moria's famous chain mail and fabulous filligree. Here the tasks of shaping of the metal and crafting the final item are joined, so each wire-smith is also a fine artisan. These Dwarves take raw metal sheets and convert them to arrays of thick wire filaments. It is a tedious process, but the resulting strands are worth the time. Dwarf-mail is, on the whole, Endor's best heavy armor.

Wire-smiths are assisted by teams of skilled helpers who begin the process by placing the sheets in large, low furnaces akin to those found in the Sheet-works. Wire-forges stand apart in one way, however; they are honeycombed with rectangular baffles. Unlike sheet crafting, no racks are involved, for the metal slips into individual openings, narrow ports into solid, super-heated stone.

Once inside, the metal melts and drips into long, narrow channels on a clay-lined catch tray. Helpers remove the trays according to a staggered schedule. Oiled draw-plates are quickly lowered into the liquid metal; the trays are allowed to cool just long enough for what are now metal rods to solidify, yet remain soft and glowing. At this stage, the laborers set the trays into polished stone forms and begin drawing the draw-plates apart. This stretches the metal rods out, creating long wires.

When the wires cool, they go onto new clay-covered trays for reheating. The resoftened strands are then cut into lengths suitable for the object desired, and the smiths take over. Like the sheet-smith, each wire-smith has his own craft area, although these workshops are better equipped. Many of the wire-smiths are armorers, while others are deft masters of appliques or artistic trim. With a plethora of fine anvils, they alternately heat, beat, and twist their strands until a glorious good is produced.

Bar-works

Just as most of Moria's armor originates in the Wire-works, most of the city's weaponry comes from the Bar-works. Here long, flat 7-21 pound ingots are transformed into Dwarf-blades.

Moria's most skilled smiths work in the Bar-works. Each has his own craft-chamber, which is staffed by three apprentices. The apprentices vary in age and expertise, and it is assumed that they form a hierarchy. As the master passes on, the eldest takes over.

The youngest two apprentices bear the brunt of the heavy labor. They take the ingots off incoming carts and place them in crucibles which are inserted into the larger of two small, specialized forges. This, a closed melting forge, like those found in the Smelting-halls, is used to melt the raw metal. Once it reaches a liquid state, the liquid metal is poured into a bar-mold and allowed to slowly cool and solidify using a series of outer furnace chambers and water pits.

The warm bars are then inserted into the open-sided softening furnace. Its heat brings the metal to a glowing scarlet hue, at which point it is withdrawn. Then, the oldest apprentice takes over. Working on a large anvil with a bar rest inset, he hammers the hot bar into shape, pounding it in order to compress the basic fabric of the metal. As the bar cools and reaches the desired compressed and elongated shape, it is reheated. The resoftened bar is then rolled over into a series of layers and pounded back into its elongated shape.

This process is repeated seven times. In the end, the smith takes command and a blade is crafted from the ultra-compressed bar. Its shape and degree of completion depends on the weapon involved. Swords, for instance, have a dull edge, rough drain-channel, and a long tang (handle core). Axe heads are closer to being finished, but still lack a sharpened edge, and all weapons are without embellishment. The Bar-smith carries on and completes the task with the aid of frequent resoftening and gentle hammering. Using a group of mallets and hammers he will smooth the object, adding metal reinforcement and sharper cutting edges. Then the blade will taken to a moving round-stone, a sharpening and polishing wheel which is turned by pumping a pedal mechanism. With this tool, the blade reaches a ready state, and only the carving, inlaying, and hilt-crafting await. Since the Bar-smith is a craftsman who finishes his own work, he performs these chores as well. Silver wire inlays and runic imprints adorn the final product, as does a hilt of fabric and coiled wire. The result is either a masterpiece worthy of Moria, or a piece which returns for recrafting.

Cold Forging

Khazad-dûm is home for yet another forging technique, one unique and full of enchantment. Morvegil was privy to this process and mentioned his visit to Moria's Cold-smiths in a letter dated 14 Gwaeron, 1560:

"My guide Buri is blind in one Eye, but had no trouble descending the narrow Spirals of the granite Stairway that leads down to the Cold-works. I, for one, am always scared on Moria's access Steps, because they have no Rails and occasionally drop through huge open Caves. Even the breezes through the ventilating Shafts feel like Gales when you balance on these precarious Stairs.

The seventh Flight of Dwarf-steps ends seventy odd Feet above the Floor of an exceedingly frigid Ice-cave. Here the Path gives way and becomes a curving Ramp that winds to the Surface below. I couldn't explain the Cold, and expected an Opening to the harsh Winter outside, but I was quickly reeducated. The sloping Floor of the Cave is actually the Top of a huge subterranean Glacier that sweeps through the northern Deeps of the Silvertine.

An elevated Causeway spans the Glacier and takes the Path into an Opening in the Wall, about a 100' from the lower Edge of the Ramp and 200' beyond the Base of the spiral Stairway. Dancing Lights set among the gigantic Icicles and stunning ice Columns add an Elven air to the Chamber; however, the Scene quickly reverts to One familiar to Moria. After passing the Portcullis and Gate that guards the Aperture, we entered a dimly lit Tunnel with smooth, glowing limestone Walls. The Passage ran straight like an Arrow into another (this time smaller) Ice-cavern.

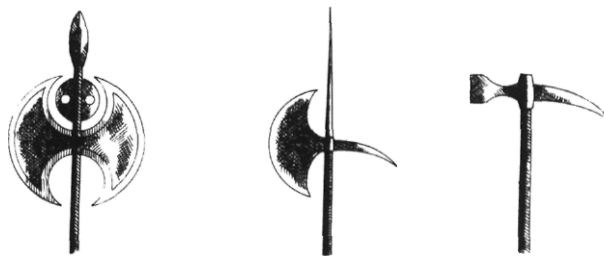
Moria's Cold-works lie in the second Ice-hall, amidst wild Stalactites and Stalagmites, and thousands of Ledges which are like enchanted glass Bowls filled with frozen Pools. Gold Lanterns and steel-cased crystal Lamps adorn the Walls and illuminate a Collection of work Areas, all separated by deep, ice-filled Canyons.

What wonders Moria holds! Here choruses of Dwarf-smiths craft their magic wares, while the drone of huge natural flutes and drums echoes off the walls. Working in glass forges sprinkled about the Cold-works, they create items of power using the charmed "frozen Flames" from the mystical Helvorn wood.

Helvorn comes from secret Vales in the high Mountains, and I have no inkling as to how It reached these Depths. The bluish-grey Wood is brought in on ice-lined Troughs and slides down out of Store-halls set around and above the Cold-works. Laborers take the Wood from the Chutes and feed It into Slots high on the Sides of the Cold-forges. The Helvorn then falls and the Bark cracks away on impact, exposing the magical Core of the lower Tree to Air. Blisteringly cold Flames explode out of the Core, giving Life to a fresh Cold-fire.

Moria's Cold-fires reside in the innermost Vaults of multi-chamber Furnaces (just like Those that breathe hot Fire in Smelting-halls above). These Cold-forges are crucial to the crafting of the enchanted, glassine Laen, since Laen only gets stronger with increasing Temperatures. It is utter Cold that softens the wondrous Substance, enabling the Laen-smiths to sculpt fabulously strong and beautiful Artifacts.

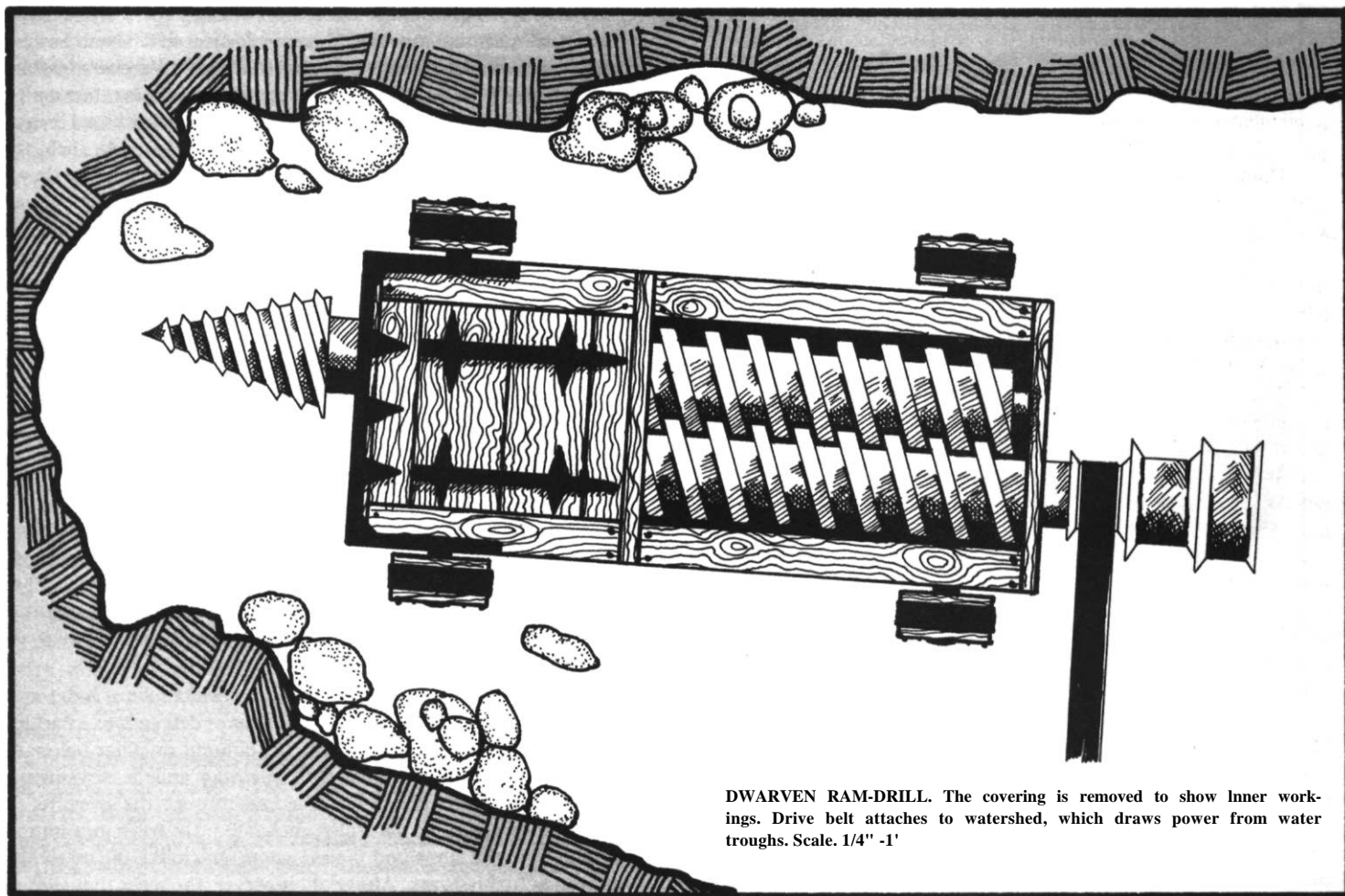
My Lord, I saw this process at work, and I write about It; yet, I must say that what You read cannot describe the haunting Techniques or the splendid Results born of the Cold-works."



3.32 THE MACHINES

Moria's elaborate and extensive Smith-halls churn out tools and parts required for the production of clever machines. With a host of high-quality steels and specialty metals, and a fondness for mechanical things, Dwarven engineers assemble phenomenal devices which lessen toil and accomplish feats undreamed of elsewhere. Simple machines like pulleys, levers, counterbalances, coiled tension-springs, wheeled carts, sledges, gears, and screws are commonplace in Moria. Combinations of these mechanisms, often very complex and sophisticated engines, are deployed where required. Most are located in the Mines, Smithies, Craft-halls, and Lords-halls, or in areas critical to Khazad-dûm's defense.

Certain themes frequent the engineering plans of the Naugrim, as do specific types of machines. A few of the most common designs are quite naturally worthy of discussion, since they are fundamental to Moria's workings.



DWARVEN RAM-DRILL. The covering is removed to show inner workings. Drive belt attaches to watershed, which draws power from water troughs. Scale. 1/4" -1'

Pulleys (*Kh. "Stelikhur"*)

Moria's sprawling Levels and Deeps cover a number of subterranean tiers. In order to move goods up and down through its numerous vertical shafts and across the myriad cavernous voids, the Khazâd employ pulleys. Generally, these are many-wheeled steel devices that track stout rope or coiled wire cables. Some are fixed to lift or lower great loads through the roughly hewn lava tubes that unite the seven Levels and Deeps; others are mobile block-and-tackle machines that slide along floor tracks or upon carts.

In addition, certain passages — notably the two halls that parallel the main Dwarven Road through Moria — contain horizontal pulley-ways. These are groups of pulleys, set in long lines and affixed to the ceilings of the corridors. Their connecting cables are suspended by steel L-bars, which also act to guide goods shuttling by. The tip of the bars hold small wheels over which the cable runs. When a load is moved, it is crated or placed on a platform and this, in turn, is attached to a hook joined to the guideline. As the cable moves, so does the burden it bears.

Elevators (*Kh. "Zurik-lagil"*)

Pulleys are also crucial to Moria's fourteen major elevators. These are 21' x 21' x 14' cages with outward-facing wheels set into their side panels. The wheels lock into iron tracks which run through smooth, rectangular shafts and connect the fourteen tiers of Khazad-dûm. Huge, steel cables support the cages as they rise or descend in opposition to gigantic detachable counterweights. Parallel wells hold the rock weights, each of which is fitted with an iron ring that accommodate hooks intertwined in the cables or set in the bottom of other weight-stones. Since these rocks have set

masses, they can be gauged and used to counter the burdens in the cages. Laborers simply attach the appropriate weights, so that the elevator load exceeds the counterweight by 210 pounds. Then they use a windlass and guide pulley to raise or lower the cage.

Fire-wagons (*Kh. "Niulogad"*)

Aside from the Ore-borer, the Fire-wagon is the miners' favorite machine. These are actually movable iron coal-stoves fitted with flame ports and bellows inserts. Miners roll Fire-wagons up to solid rock walls and fan the coals with one or more special bellows. The flames spew from the ports and lap the stone surface, thereby heating the rock. Once hot, the stone is doused with cold water, and the sudden temperature change cracks the wall. This eases the chore of loosening the tough earth in Moria's mines. Then, Ore-borers and laborers with mattocks carefully pick the ore-laden stone away.

A variant of the Fire-wagon serves as a mobile forging stove.

Water-wheels (*Kh. "Thronustul-throda"*)

Like fire, water is a great source of natural power, and the Naugrim draw much from its strength. Dwarven Water-wheels power Rock-drills, Ore-borers, Grist-mills, Trap-mechanisms, Swivel-bridges, and a large assemblage of smaller machines. Tapping local water sources, they bring power to the remotest regions of Khazad-dûm.

Copper or rock water channels run throughout Moria. Most divert underground streams to control both the fall and direction of the water. Permanent copper and tin Water-wheels, some as large as 70' in diameter, straddle larger chutes and channels. Smaller conduits have standard fittings which permit portable wheel-and-gear to draw power under more isolated or confined conditions.

Watchers-in-stone

Another, much smaller collection of magic rocks are affixed in select sites throughout Moria, particularly at special entryways or stairways, or within restricted tunnels. Called "Watchers-in-stone" (or simply "Watchers"), these are beautifully carved statues with in-laid glassine eyes. Each is an individualized creation based on a terrible or hideous beast drawn from history or lore. As such, they possess a startling, and often frightening, countenance, yet they remain pieces of exquisite artistry, legacies of deft and gentle Dwarf-chisels.

Most Watchers are sculpted of alabaster, marble, porphyry, or onyx, but a few are cut from heavier stone, such as granite or basalt. Sometimes their size or shape determines the medium used by the stone-carver, since they vary between a handful of pounds and a number of tons and may involve very delicate protrusions. Generally, all are of a uniform material; only their eyes are the exception. Laen or smooth, polished gems compose the eye inlays.

Of course, it is the eyes that perceive things, and those set in the Watchers have exactly that purpose. Wherever they sit, they heed all who cross their gaze. A Watcher's "gaze" combines incredible infravision with a locating sound system similar to the radar bats and echo hawks employ. Then they act according to their purpose. Some have eyes that glow brightly to warn Moria's garrison or blind transgressors; others gather air and emit sounds like deep horns or wicked flute-calls; still others move to bar passage or ward away the unwary.

This latter form of Watcher does not crawl about or move as an animal; rather, it slides in a track, or rises or descends as a part of a counterweighted column. Often, the column or pillar below the statue contains the door opening or entryway, and the movement of the Watcher conceals or removes access through the aperture.

Watchers are, quite naturally, enchanted. Dwarven incantations charm both the stone and the eye-gems, much like the magic that produces Light-stones. Above all, however, the spells that enchant these carven creatures are keyed to the eyes. To remove the eye-gems is to blind a Watcher and freeze its Spirit.

This magical Spirit resembles the spell-sewn Power that inhabits the "Two Watchers" that shield the Tower of Cirith Ungol. Of course, Moria's Watchers are weaker, but their Spirits manifest themselves in different ways. Even the movable Watchers, however, are limited to a precise function. They do not resemble the truly animate stone *Pûkel-men* of the *Woses*.

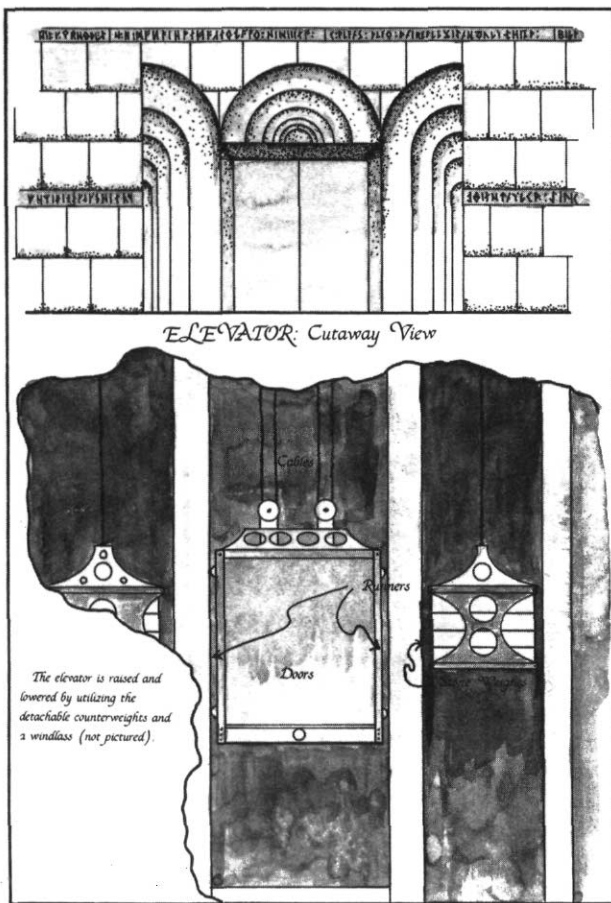
Dwarven Symbols

Dwarven Symbols are actually spells implanted in items (usually shields). These spells are activated (cast) by reading a Khuzdul inscription on the surface of the item. Such spells are usually castable 7 times per day. Each of the Mystic-warders and their leaders have at least one Dwarven Symbol on the inside of their shields. Standard Symbols include: "Sudden Light" with the effect on the front of the shield, "Stun Relief III" for all within a 14' radius, "Bless" with a 14' radius (similarity, "Prayer" and "Resistance"), and many other similar spells from the Channeling Realm.

Rune-keys

Occasionally, the magic Watchers guard doors. These Dwarf-gates are, in turn, frequently enchanted themselves and open only in special ways. Words or phases guard some, while others yield only to specific folk. The majority, however, require keys and, of these, Rune-keys are the most fascinating and unique.

Rune-keys are almost always metal slabs made of mithril alloys or fine steel. Key-makers usually design them as flat-faced finger rings or plates fitted with knobs or handles, but a few resemble



3.33 THE WORKS OF POWER

Even without the wealth of mechanical marvels, Moria is graced with a legion of enchanted or magical works, things of Power. Moria's Naugrim produce no pure Mages, but many are endowed with a command of spells and incantations utilizing channeling power. Masters of Alchemy or the Power of manipulating inanimate things, these Dwarves are often engineers or smiths who are capable of crafting prized objects with peculiar or mystical properties. Such items perform miraculous chores or have exalted qualities. They are therefore revered, and their makers are accorded high status in Moria's craft-oriented society. Some of the most prevalent or preeminent works follow.

Light-stones

Even the rugged Naugrim require light at times, if for no other reason to lift the spirits and illuminate the wide expanses of their majestic chambers. Lamps and lanterns provide most of Moria's radiance, but Dwarves prefer less typical lighting in hallowed halls and passages. In temples, monument halls, tombs, the Lords-halls, and defense corridors, glowing gems mark the way or shatter the darkness.

Light-stones are magical, transparent jewels which have an enchanted inner "fire." This "burning glow" lies in the core of the gem and is colored by the hue of its receptacle. Crossed rays of differing colors mix to form other shades, so that, by choosing the proper light-stone combinations and arranging them carefully, the Dwarves can achieve virtually any effect desired. In addition, larger jewels generally give off stronger light and can offset or dominate their smaller companions.

The life of a light-stone is keyed to the skills and power of its maker. Some Craft-lords are able to enchant gems that glow for decades, even lifetimes, although most dim and gradually expire after a few years.

branding irons. Magic symbols - spell-laden runes from the Angerthas Moria — grace the face of the Rune-key, as a bas relief or sculpted brand. The symbol is a reverse version of its counterpart, which is a carving in some wall or Dwarf-gate. When the Rune relief or brand fits snugly into the carved cut, it unmakes or unravels the magical lock that holds the Dwarf-gate against intrusion.

3.4 DWARVEN WAR-CRAFT

The Naugrim's fondness for physical things is deeper than a simple predisposition for machines and enchanted objects. Dwarves like activity, which is the root of their commitment to toil, and of all their pastimes, fighting is one of their favorites.

This is not to say that the Naugrim like killing; rather, they enjoy the contest or sport of battle. A mock combat or wrestling match suits their needs, so such tests are frequent, particularly at feasts and fests. In addition, military training requires rigorous pseudo-meels and exhausting brawls. Dwarves take challenges, even playful ones, very seriously.

With the advent of a war, then, the Khazâd simply change the rules of the contest and resolutely face their foes. Coolly, efficiently, they withhold nothing and go about settling the dispute quickly and methodically, without sorrow, pity, or quarter. Although Dwarves are emotional, in the heat of battle they channel their passions. Every ounce of energy is directed at their enemy, until no opposition is left. The Naugrim mourn only after the struggle.

Armor

While a Dwarf prepares himself mentally and physically for combat, Moria's smiths labor to assure he is well-equipped. In this they excel, for the armories of Khazad-dûm are superbly stocked, and trade in the tools of war adds considerable wealth to the coffers of the Dwarf-kings. More importantly, the smiths produce high-grade steel and mithril alloy armaments which are fitted to the warriors size and needs.

Dwarves favor three principal forms of armor. Mail, scale, and lamellar varieties predominate in Moria. Each of these types is used to make loose corselets, hauberks, fitted shirts, and leggings. What a warrior chooses or receives is often a matter of preference; however his accouterment depends on his status and responsibility. This is particularly true when availability becomes a function of commercial need, a common occurrence in Moria.

Lamellar armor consists of small, rectangular steel plates called lamellae. These are laced together in rows by threading wire or leather thongs through punched holes. The rows are then laced together as overlapping units. This pattern is like scale, but employs upward, rather than downward, facing overlays. It is strong and protective, yet somewhat specialized. Scale is preferable for a foot melee, since lamellar is ideal defense against upswings and strikes from below. So the Naugrim sell most of their lamellar to allies who employ cavalry. In Moria, its use is confined to the relatively static sentries who occupy elevated guardposts. These warriors wear sleeveless, knee-length corselets which permit ease of arm movement and allow for bow fire.

Scale coverings see more widespread use but are still relegated to particularized needs. Most comprise a downward oriented pattern of oval or rounded square scales. These are arranged in rows, akin to the lamellar, except that the rows are staggered instead of having vertical alignment. Units of Moria's heavy infantry are equipped with sleeveless Dwarf-scale shirts, which they wear over light chain hauberks, and a few Lords own lined coats which have two layers of smaller, lighter scale. However, most Dwarven warriors prefer chain mail.

The average Dwarf fighter wears mail, either as a long hauberk or a fitted suit. These are thorough coverings with sleeves, attached steel splint-greaves, chain hoods or helmet aventails, and chain-

covered gauntlets. Startlingly uncumbersome, these designs require exquisite and exacting steel-work and, in the case of the Dwarf-lords, occasional use of uncompromising mithril alloys. In fact, the alloy *Ithilnaur* produces mail which is as wieldy as wool.

Helms and Greaves

The Dwarven propensity for extensive battle-dress translates into a love for full helms and strong greaves. They hardly have a choice; in light of their love for close combat, these trappings are an absolute necessity. Nearly every warrior wears a true helm, and most use some form of greaves. As a result, a collection of Naugrim is almost completely covered when embroiled in an engagement.

This unbroken protection obscures the individual Dwarf and presents a problem for the fiercely independent and prideful Naugrim. In order to identify themselves, then, they rely on meaningful decor, particularly on the prominent surfaces of their shields, greaves, and helms. Dwarves make frequent use of brightly-colored leather dyes and crest plumes and adorn themselves with engraved greave-plates. The Khazâd also wear sculpted helmets which are shaped like the heads of cruel and fantastic beasts. With coiled horns and exaggerated features, these helms present a disturbing, almost frightening presence. In fact, a host of helmeted Dwarves can be a terrifying sight.

Dwarf-helmets have purposes beyond simply scaring meek or demoralized foes. They provide unequaled resistance to penetrating strikes, and each has a fire-resistant inner mask. Unlike the standard forms found in Eriador or Rhovanion, those of Durin's Folk are designed after the ancient helms of Nogrod. They are made with reinforced, tempered steel ridges and a molded skull cap, not simply a series of curved iron plates with interlocking bolts.

Dwarven greaves, famous for strength and utility, are based on splint construction. Basically, they are a group of long, thin, decorated plates sewn onto a heavy fabric lining. Both the arm and leg varieties use the same pattern and allow a fair degree of free movement. Many Dwarves, however, balk at greaves, being contemptuous of garb which is not suited to their short, compact frames.

Shields

To supplement their armor, Dwarves frequently carry shields. A few involve square, rectangular, septangular, oval, or kite shapes, but the vast majority are round. Whatever their shape, they are sturdy and comparatively large. Moria's shields perform well in the hands of an Elf or Man because they are two and a half to three feet in diameter. A four to five foot Dwarf bears one like a mobile wall.

Aside from missile weapons, shields consume most of the wood bound for Moria's Weapon-smiths. Some Lords own Dwarf-steel or *Ithilnaur* roundels, but these are exceedingly rare and expensive. Most are enchanted. For standard issue wood is the norm. Stout oaks and ironwoods are seasoned, treated, and laquered. They are then cut, fitted, and shaped. Another laquering ensues, just before the parts are glued and nailed together. Since three thin layers of wood are needed, this is a demanding process. Once complete, a tanned and colored leather covering is stretched over the finished wood and metal strips are bolted around the edges.

As a means of providing beauty and reinforcement, metal plates or designs are then placed on the shield face. Weird animal depictions and runic friezes are Dwarven favorites. Regardless of the pattern, though, the work surrounds or intersects a metal shield boss, which juts from the center and covers a hole for the principal handle. The circular boss is sometimes sculpted into an animate form, but most are simply spikes or enruned domes.

Behind the boss, there is a padded handgrip, actually a covered crosspiece which spans the concave rear of the boss itself. This grip is used by the warrior when flexibility or mobility is crucial. When strength is paramount, the wielder simply slips his arm through a series of criss-crossed leather slings and grasps another fixed grip.

DWARVEN MILITARY ORGANIZATION						
Unit	# Warriors	# Divisions	Commander	Parent Unit	Armor	Weaponry
Mansion Watch	392	2	Lord Warden	None	Varies, Open Helm	Varies
Mystic-warders	49	7	High Mystic	Mansion Watch	Scale, Shield	Hand-axe or Hammer, Mace, Dagger
Roam-watch	7	1	Old Mystic	Mystic-warders	" "	" "
Lane Guard	343	7	Warden	Mansion Watch	Chain, Some Shields	Battle-axe or War Mattock, Hand-axe or Hammer, Throwing-axe
Deep Guard	49	7	Deep-warden	Lane Guard	" "	" "
Guard	7	1	Guard-warden	Deep Guard	" "	" "
Weapon-host	7203	3	Weapon-lord	None	Varies	Varies
Unit	2401	7	Unit-lord	Weapon-host	Varies	Varies
Attack	343	7	Attack-lord	Unit	Varies	Varies
Lot	49	7	Lot-herd	Attack	Varies	Varies
Battle-guard	21	3	Guard-herd	Lot	Chain or Scale, Shield	Hammers or Mattocks, Hand-axes or Maces, Throwing-axes, Daggers
Axemen	21	3	Axe-herd	Lot	Chain, Some Shields	Battle-axes or Hand-axes, Throwing-axes, Daggers
Archers	7	1	Bow-herd	Lot	Chain or Lamellar	Heavy Crossbows, Pole-axes or Battle-axes or Spears, Maces

Weaponry

Due to their fine armor and overall lack of subtlety, Dwarves utilize "belligerent" rather than defensive weaponry. In a melee, Naugrim rely on heavy coverings and shields to deflect strikes or allay the impact of blows. A Dwarf rarely parries with his weapon; instead, he likes to bull through and carry the offensive. Their assortment of heavy crossbows and shafted weapons — axes, mattocks, hammers, and maces — reflects this prejudice and emphasizes their aggressive posture. Many of these arms are two-handers which betray the Dwarven boldness and suggest the dual-purpose and the mining origins of their war-tools.

Moria's Weapon-smiths, like her builders and engineers, create lasting objects, items whose strength exceeds usual needs. For both armor and weapons, they ordinarily employ specialized steel. Light steels replace the wooden shafts found in Mannish axes and maces, and heavy steels supplant iron blades and mace-heads. Only missile weapons retain wood as a significant element, for they must be light or pliable.

Dwarven mining implements differ little from their martial counterparts. Aside from daily care, ornamentation, and occasional incantations, they appear and perform much like the wares of a warrior. Excellent materials and craftsmanship make them powerful and durable and enable the owner to turn from toil to battle without need of another tool.

Formations and Organization

The Dwarves' size, straightforward manner, and magnificent battle-trappings dictate a fondness for melee and a reluctance to retreat. Given the absence of Dwarf-cavalry and the weight of their armor, they cannot rely on quickness. Thus, they depend on compact formations, steady movement, unwavering determination, and outright force of arms.

Every able-bodied Dwarf in Moria can mount a fight, and most possess at least one lethal tool or hand arm. In troublesome hours, the entirety of Durin's Folk will answer the call. Still, this does not obviate the need for a standing force. Moria's heralded army is ever vigilant, and provides the backbone for any defense of the Tribe.

The Dwarven army consists of two warrior groups. The *Dûm-garul* (Kh. "Mansion Watch"), or "Warders," is entrusted with the defense of the Mines and City, the subterranean halls. Its larger counterpart, the *Vabnâdhur* (Kh. "Weapon-host"), is a true field army which garrisons the Peaks, Gates, and Dimrill Dale. These fighters are also referred to as the "Host," and are stationed in key barracks locations throughout the central City.

Most (343) of the 392 Warders comprise the *Gehil-virdhur* (Kh. "Lane Guard"). These are troops drawn from the experienced ranks of the Host, generally those cited for valor or meritorious service, who are given the task of guarding the peace in vast underground halls. Seven groups of seven patrol Moria's fourteen tiers. They keep the time, settle simple disputes, and provide aid for those in

The rest of the Warders are part of the 49-man *Tharkarul* (Kh. "Mystic-warders"). These warriors guard the Dwarf-king, his family, and anyone of prominence who is afforded protection. Seasoned veterans, the Mystic-warders are reputed to be both wily and cruel and have a disquieting way of knowing secrets. Since each member of the Tharkarul served in the Lane Guard, they are acquainted with every level of Moria's defense and are familiar with obscure halls and traps. In addition, they are trained to use magic Symbols and bear enchanted weapons.

The Host is actually three huge *Menîg*, or "Units" of fighters, only one of which is on constant guard during a given year. Two thirds of the force work in the mines, so the groups rotate their service. Each Menig contains 2401 warriors, broken into seven 343-man arrays called *Azashokun* (Kh. "Attacks"). In turn, the Attacks consist of seven groups of 49 which, based on armament and experience, are proportioned in lots formed of 7 *Bogazâd* (Kh. "Archers"), 21 *Barukâd* (Kh. "Axemen"), and 21 *Huval-virdhur* (Kh. "Battle Guard").

Tactics

Moria's rather sophisticated military organization belies the Naugrim's rather simple tactical philosophy. Basically, the Dwarves believe in concentrating their strong heavy infantry in tight units. Then, unless the odds are overwhelmingly unfavorable, they attack with furious frontal assault.

Crossbowmen open fire and protect the rear with spears or long battle-axes. The elite Battle Guard silently advances with shields up and weapons readied, their maces, hammers, and mattocks gleaming with vengeful fire. Axemen bearing one and two-hand war-axes move alongside them, protecting the flanks and warding off troublesome cavalry or encircling infantry with short counter-charges or barrages of throwing axes. As the Dwarven throng closes with the opposing line, they break into song or let out a cry, and then charge with unmatched ferocity. Fighting in open order, and swinging with an eerie, precise abandon, they tear through their foe until he drops or flees. Any opening is exploited; every obstacle is crushed, until the battlefield is theirs.

This methodical charge is traditionally directed at the heart of the enemy force, be it the Lord and his guard of some peculiar prize. In this way, the Khazâd quickly break the opposition's morale, regardless of the situation. Such a tactic usually succeeds because the superbly-armored, well-trained Naugrim are capable of hacking through nearly any battle formation. Unparalleled in melee and resistant to missiles, they slaughter the best of opponents when the odds are even. This, of course, is also due to the unflinching Dwarven commitment to combat. Should the Naugrim engage in a struggle, they neither retreat nor give quarter. Either they die, or their enemy is vanquished.

3.5 DWARVEN TRADE

Despite their pugnacity, the Naugrim prefer to deal on more civil terms. Dwarven envoys travel to the courts of Fornost in Arthedain and Minas Anor in Gondor, and couriers frequently pass between the East-gate and Lórien. Emissaries to the other Dwarf-halls assert the needs of the First House.

Most of this diplomacy revolves around trade, for Moria's Dwarves sign no treaties and war only on behalf of their tribe or their race. Khazad-dûm is both self-sufficient and jealously guarded. With their hunger for still-greater wealth and their many unique resources, however, Durin's Folk enjoy healthy exchange. They're hard bargainers who revel in any debate that involves money or precious goods, and their steady flow of craftwork requires strong markets.

Exports and Imports

Moria exports cut-stone and salt and a host of smelted metals, notably iron, steel, and a little copper and bronze. Singular gems and anything of mithril bring high prices because of both quality and monopoly. Refined weapons and armor command revenue, as do finished tools and steel implements. Specialized items and enchanted things also provide the Naugrim with a considerable income. Like all Dwarf-works, these products are made to last and, although utilitarian, possess a sense of pride and grace.

Khazad-dûm imports a number of foodstuffs, especially grains, red meats, dairy-goods, honey, and strong drink. Dwarves are fond of coarse wheat and barley-bread from Eriador, sweets and spirits from Rhovanion, and delicacies from Lórien. These supplement the usual Dwarf diet of spring-water, fish, fowl, mountain-lentils, and mushrooms. Beer and mead, particularly varieties from the Beornings (Beijabar) of the Anduin Valley, are in great demand. Durin's Folk fight hard, work hard, and play hard. They also love to eat. A Dwarven feast is a thing to behold, since only the Hobbits (Kuduk) rival their table-vigor, or eat more meals.



Coin and Exchange

Moria's mints are the best in Endor. Located in the Fourth Deep, they produce coins of unexcelled value and nobility which are honored in virtually every place of note. Usually, Durin's Coin is equivalent or superior to local versions because of the craftsmanship and purity of content, but this problem is partially offset by the disproportionate exchange rate. Barter is necessary in other cases and actually accounts for the bulk of Moria's trade.

PRICE AND EXCHANGE TABLE			
<p>Below is a breakdown of common conversion rates and prices, based on Durin's Coin. One's standing or local circumstances may cause a fluctuation and, where barter is involved, a simple value comparison may be required.</p> <p>Also note that Moria is on a gold standard, one quite unlike the usual silver-based systems. It is also unusual because of the unsullied but variable metal content, which accounts for the strange disparity in interchange between the 1/7 and 1/3 ounce coins.</p>			
Rates of Exchange			
Durin's Coin	Coin Weight	Arthedain's Coin*	Gondor's Coin**
Mithril (mp)	1/7 oz	20 gp***	10 gp***
High-gold (hg)	1/3oz	2 gp	1 gp
Gold (gp)	1/7 oz	1 gp	10 sp
High-silver (hs)	1/3oz	2 sp	2 sp
Silver (sp)	1/7 oz	1 sp	1 sp
<p>*Coins of Arthedain: Arthedain mints only 1/4 ounce standard coins, although they have lighter pieces for small copper denominations: 1 gp = 10sp; 1 sp = 100cp; 1 cp = two 1/2 cp; one 1/2 cp = two 1/4 cp. A half-copper weighs only 1/8 ounce, and a quarter-copper is but 1/16 ounce.</p> <p>**Coins of Gondor: The South Kingdom produces a 1/2 ounce gold, a 1/4 ounce silver, a 1/4 ounce bronze, and a 1/2 ounce copper piece. The rates: 1 gp = 20 sp; 1 sp = 10 bp; 1 bp = 5 cp. Gondor's silver piece is equivalent to one from Arthedain.</p> <p>***Mithril: Mithril is a light metal, so the mithril piece is as large as a silver, and three times as thick. Because of its rarity following the abandonment of Khazad-dum in T.A. 1981, the price of Mithril increases with each passing year. By the end of the age, the official exchange rate in Gondor is 75 gp, while in the North it brings 100 or more quarter ounce gold pieces. During this later era, it is often unavailable on the common market. Some consider it priceless.</p>			
Prices in Moria			
Good/Service	Cost	Note	
FOOD AND LODGING			
Average Lodging	Free	Requires permission of Warden or Lord. Includes meals.	
Good Lodging	Free	Afforded only to friendly emissaries or guests. Includes meals.	
Refuge	1 sp	Allowed for non-criminals. Includes meals.	
Trail rations	1 sp	14 lbs. 1 week. Preserved.	
Greatbread	2 sp	4 lbs. 1 week. Preserved.	
Waybread	10 sp	4 lbs. 1 month. Preserved.	
ARMOR AND WEAPONS			
Target shield	6 sp	3 lbs. +20 vs melee; +10 vs missile.	
Shield	1 gp	10 lbs. +25 vs melee or missile.	
Wall shield	15 sp	25 lbs. +30 vs melee; +40 vs missile.	
Pot helm	4 sp	2 lbs. Steel.	
Full helm	1 gp	2.5 lbs. Steel.	
Soft leather	4 sp	8 lbs. Finely made jerkin.	
Rigid leather	17 sp	10 lbs. Reinforced breastplate.	
Lamellar armor	4 gp	16 lbs. Treat as chain (AT 16); -5 melee; +5 vs missile.	
Standard mail	5 gp	18 lbs. Treat as chain (AT 15).	
Scale armor	10 gp	20 lbs. Treat as plate or half-plate (AT 19).	
Fine mail	25 gp	20 lbs. Wears as chain (AT 15); protects as half-plate (AT 19).	
Leather greaves	2 sp	1.5 lbs. Varnished splints.	
Metal greaves	5 sp	2.5 lbs. Steel splints.	
Hand-axe	6 sp	3 lbs. Steel head.	
Battle-axe	14 sp	5 lbs. 2-hand. Steel head.	
Throwing-axe	5 sp	2.5 lbs. As hand-axe; -10 melee; +25 missile; range 50 ft.	
Mace	4 sp	3.5 lbs. Wholly steel.	
War-hammer	16 sp	4 lbs. Steel head.	
War-mattock	17 sp	4.5 lbs. 2-hand. Steel head.	
Heavy crossbow	6 gp	7 lbs. Mostly steel.	
Dagger	2 sp	.5 lbs. Steel.	
Broadsword	1 gp	4 lbs. Steel.	
ACCESSORIES			
Boots	1 sp	3 lbs.	
Clothing	1 sp	9 lbs. Pants, shirt, cloak, hood.	
Crossbow bolts	1 sp	2.5 lbs. Twenty. Steel-tipped.	
Backpack	1 sp	6 lbs. Includes bedroll; 1 cu' pack.	
Lantern	1 sp	1.5 lbs plus 2 lbs oil (48 hrs).	
Superior rope	2 sp	3 lbs. 70'; breaks on unmod 01 roll.	



4.0 THE STRUCTURE OF THE DWARVEN CITY

Moria comprises a virtually self-sufficient city and mining complex, both hewn over considerable time and on an unparalleled scale. Created by inspired planners, wily engineers, dedicated miners, and skilled masons, it is the largest fortress ever constructed by a Free People. It is also one of the most inspiring settings in Middle-earth, for Moria is a marriage of singular natural and Dwarf-made wonders.

4.1 NATURE'S GIFTS

The rough caves that Durin the Deathless discovered above the Mirrormere bore deep into the heart of the Misty Mountains. Here lay the core of the jagged uplift raised by Morgoth, and here was the junction of Endor and its Underworld. In unsullied caverns that reached to heights swept by clouds, and astride chasms that fell forever into the unknown and unspeakable void, Durin felt the power of the earth in all its glory. Destiny spoke and, within these sprawling chambers and winding tunnels, he founded Khazad-dûm.

Moria inspired awe long before the first chisel bit into its stone. The Dwarves moved in and carved their own precious jewel from Nature's crude but fantastic gift. Delves and builders, the Naugrim recognized Khazad-dûm as a bequest from Aule, a challenge already rich with all their needs. They tirelessly labored for the next five and half millenia to improve and expand upon the natural chasms, lava tubes, dry subterranean riverbeds, limestone caverns, fault vaults, and ancient gas-born chambers. Dwarf-miners drew wealth from the farthest reaches beneath the mountains. Dwarf-engineers tapped the light and water.

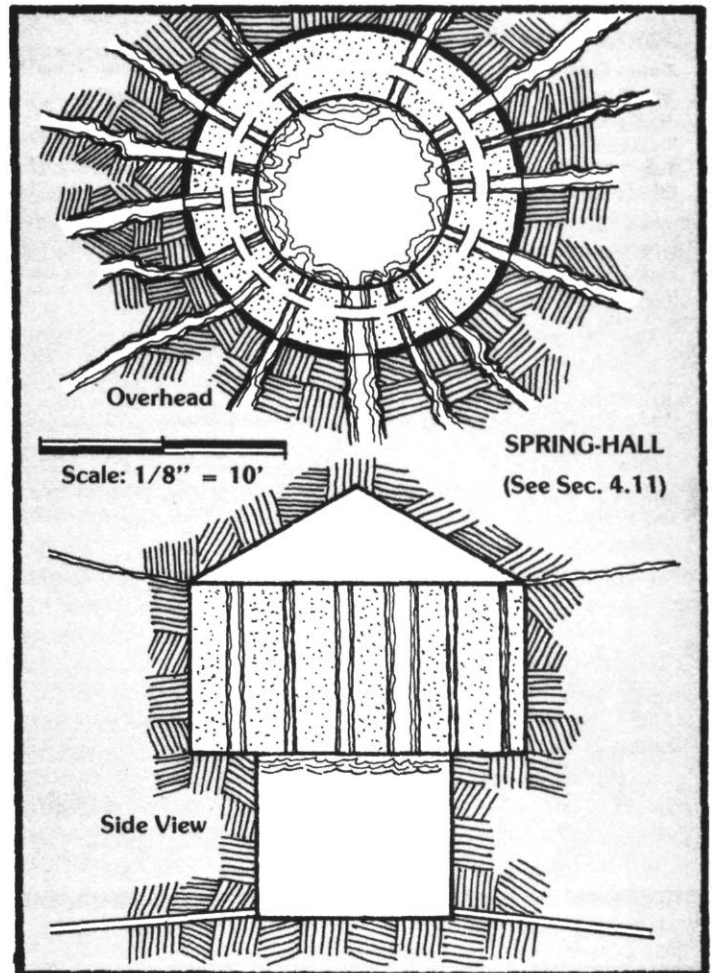
4.11 LIGHT AND WATER

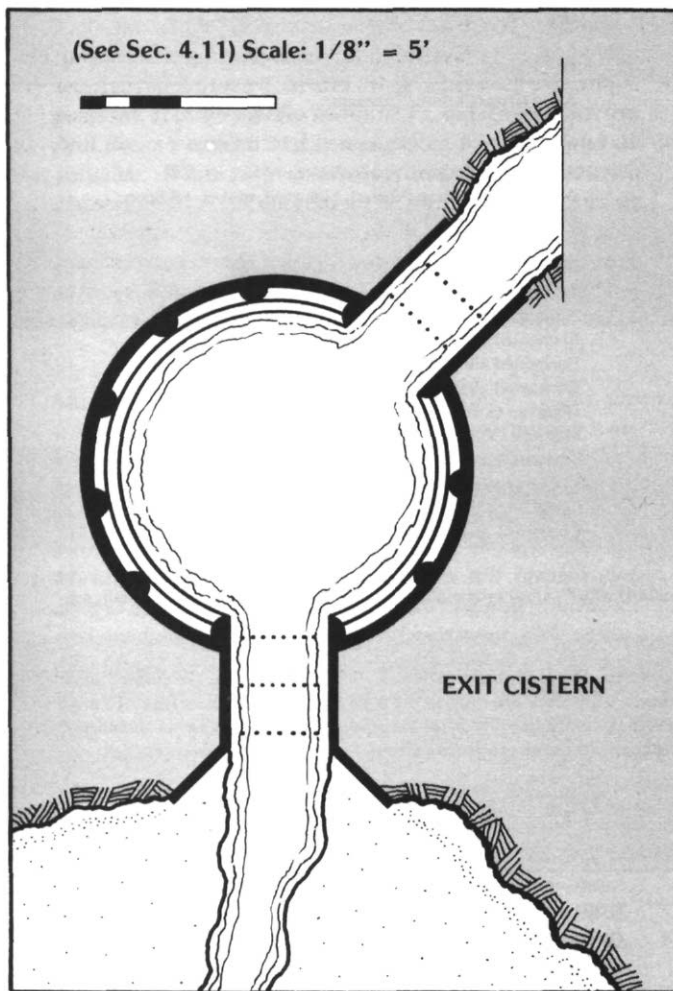
The Khazâd are master builders capable of cutting through virtually any rock in any land. Where they reach, few obstacles slow their course. Nevertheless, Dwarves also recognize the value of the earth and its deeps, and know when to preserve and cultivate its bounty. Dwarf-structures use the strength of the land.

Although buried beneath great mountains, Moria is blessed with sprinklings of light and an abundance of good fresh water. Rays from the Sun and the Moon peak through narrow crevasses, casting natural light into chambers located near the surface. Quaint spring-pools nestle in remote grottos, and thundering torrents spew through wild recesses. Harnessed by the Naugrim, the light shafts foster ventilation and ambience, while the water sources provide power and slake Dwarven thirst.

The Windows

Moria's "windows" are rectangular openings sculpted from natural clefts. Twenty-one feet tall and three feet wide, they bring light and surface air to the northernmost, westernmost, or easternmost rooms of each of the Seven Levels. Each consists of a polished stone shaft, which is fitted with up to seven steel grates and one to three traps. In time of storms or war, the defenders can slide three reinforced steel doors across the apertures, effectively sealing off the city. Such crises are rare, however, for the sheer length of the window-wells guards against most dangers. (Some cut hundreds of feet into the mountain flanks.) Actually, periodic window-door closings are required in order to keep the gear mechanisms from freezing or otherwise deteriorating due to non-use.





Moria's keepers tend the window wells via 14" x 14" interior work-holes that open above each grate and below any nearby trap. These interior openings connect the light shafts to seven foot long corridors which lead to sloping 7' x 3' access passages. Iron climbing rungs bolted into the rough stone of the accessways permit Dwarves to descend to side halls in the neighboring Level.

The Waters

As with the light wells, most of Moria's natural pools and waterways have been altered to conform with Dwarven needs. Those that have escaped the craftsman's hand are valued for their enchanted or spectacular charms. Other waters have been channeled through copper or stone-lined troughs, the latter having smooth faces of ground obsidian and marble dust.

Each of the Levels and Deeps has three primary aqueducts which the Naugrim call "Water-passages" (*Kh. "Zirim-ligil"*). Seven feet in diameter, these stone-sheathed conduits slant away from the watershed divide. Most run either northeast or northwest, carrying their flows to the Exit-cisterns that feed the Silverlode and Sirannon (respectively). Whatever their direction, they begin at one of three sources, huge Spring-halls (*Kh. "Zurim-dim"*) that lie high in Silver-tine's belly.

The Spring-halls are tall, circular, marble chambers with vaulted ceilings and inset wall-gutters. Each sports a grand reservoir that fills a vast well often hundreds of feet deep. Fed by dozens of falling streamlets which cascade down the gutters like silver ribbons, these Spring-holes store most of Moria's gatherable moisture. Water funneled from hundreds of smaller springs and rivulets gathers here before being directed into the city's Water-passages.

Within each Spring-hole there are seven steel Flow-gates. These are connected to chains that run through pipes and up into the Spring-hall. By using wheel-mounted windlasses, the Dwarven

Water-keepers can control the gates and release water into the aqueducts as needed. This also allows the Spring-hole to drain, thus balancing the inflow. Normally, the doors are set ajar at standard positions, but the changing seasons alter the volumes that fall from above and invariably force the Dwarves to adjust.

Once water enters one of the Water-passages it descends gradually to one of twenty-one Exit-cisterns. Along the journey, which can be as much as thirty-five miles, it is tapped by needy Naugrim. Spigots set into the side of the aqueduct or located at the end of copper pipe sidings allow Dwarves all over Moria to draw on the watery resources. Local catch-basins and pools are almost always full.

The loss is replenished, however, as the Water-passage captures the flow from smaller streams which are channeled from the mountain's outer areas. Copper Creek-troughs bear these cool rills down tunnels and through Moria's many secondary halls. In this way, Dwarf-engineers harness nearly every trickling runnel, and give it over only after it has served the House of Durin.

4.12 MINERALS

Moria is a repository for other forms of natural wealth as well, notably gems and metals. The most fabulous gift is the mithril vein that runs northward under the Redhom, but other assets provide self-sufficiency and lasting strength. Silver and iron bearing ores abound, as do massive quartz deposits which yield agate, amethyst, chalcedony, carnelian, flint, jasper, and opal. Copper, tin, and bauxite lodes are scattered throughout the mines. Gold abides in quantity, and a diamond plug fills a volcanic fissure deep below the Silvertine's southwestern wing. This collection of prizes is beyond parallel in Endor and proves the foresight of Durin the Deathless: Khazad-dûm is truly the heart of the earth. Of all the places in the Middle-land, it holds Aulë's greatest blessing.

Metals

Moria's miners excavate sources of virtually every working metal used by the Naugrim. Some stores, like tin and copper, are adequate for local needs. Others, such as silver and iron, supply the basis of trade. Precious gold and ultra-precious mithril form the core of Khazad-dûm's treasury and heirloom stores. Enchanted alloys - *Adarcer, Eog, Ithildin, Ithilnaur, Ogamur and Tasarang* — allow the Dwarves to create specialized works of phenomenal quality and incredible utility.

Descriptions of Moria's metal-horde are common, although one penned by *Eldacil Camthalion of Andrath* is probably the most pointed. A princely refugee from the Witch-king's war against *Cardolan*, he arrived in Khazad-dûm around T. A. 1410. He was a passionate warrior who had a good eye for weaponry and knew a fine steel with the touch of his hand. Eldacil's diaries, now in *Imladris* (Rivendell), recount his experience touring Moria's mines and armories. Perhaps the most enlightening is an excerpt from the last week of Cerveth, 1410.

"Lord Fulin's arsenal astounds me. No, it excites my martial spirit. The armories of Arthedain and Cardolan are pale assemblages. Moria's shine. Her arms twinkle like jewels. I saw all kinds of weapons, all engraved and inlaid with silver or gold or magic Ogamur. Fire springs from these blades and even against a long-knife, my ancient two-hand sword fared poorly.

I've seen fine arms in Fornost. Stout steel is not unheard of, nor is Ithilnaur. But these are commonplace among the Lords of Moria. They have weapons of even harder stuff, notably Eog and a host of odd Mithril alloys. I also saw some extremely pliable, but very strong metals which the Dwarves use for their peculiar toys. My brush can't betray all their properties, but here are a few:

SPECIAL MINERALS TABLE -

Material	Bonus	Value	Custom Work Cost/Time	Description
Adarcer	+15	3	.7 / 5	Alloy (Iron/Carbon/Titanium).
Alcam	-20	.0004	.001 / .3	Tin.
Ang	0	.00004	.002 / .5	Iron.
Borang	+5	.005	.05 / 1	Alloy (Iron/Carbon), low steel.
	+10	.05	.15 / 1.5	Alloy (Iron/Carbon/Varies), high steel, makes +5 bows.
Celeb	-20	.7	.01 / .5	Dwarven Silver.
	-20	.4	.01 / .5	Mannish Silver.
Eog	+30	10000*	50 / 100	Enchanted alloy (Mithril/Titanium/Special).
Evyth	-10	.04	.01 / .5	Alloy (Tin/Copper), Bronze.
Galnin	-15	2	.05 / 1	Aluminum, certain alloys can make +10 bows.
Ithildin	-20	500*	20 / 32	Enchanted alloy (Mithril/Special).
Ithilnaur	+20	300*	20 / 32	Enchanted alloy (Mithril/Special).
Laen	+25	1000*	10 / 20	Enchanted glass.
Mal	-25	7	.01 / .5	Dwarven Gold.
		4	.01 / .5	Mannish Gold.
Mithril	+20	140*	5 / 8	Enchanted metal, True-silver, makes +10 bows.
Ogamur	-20	150*	5 / 16	Enchanted alloy, 2 oz. can make a +5 bowstring.
Paer	-20	.004	.001 / .3	Copper.
Tasarung	-5	50	1.5 / 8	Enchanted metal, Shalk, makes +15 bows.

Bonus: This is the normal bonus for melee weapons made of this material.

Value: This is the price of 1 ounce of the material in standard Arthedain gold pieces. Prices marked with *s are approximate values since the Dwarves do not normally sell those materials.

Custom Work -

Cost: (in standard Arthedain gold pieces) The Price and Exchange Table gives costs for items and equipment normally available for purchase in Moria. The cost for these items are usually lower than normal because the items are mass produced locally and usually made of low steel. The items would fetch higher prices in mannish kingdoms. For items not on the Price list, custom work is required. To obtain an estimate for the cost of such an item (in addition to the material cost), just determine the amount (in ounces) of material required and multiply by the factor given in this table. For the usual materials whose prices are marked with *s, money is not always enough; the Dwarves usually must have other reasons for doing the work.

Time: An estimate for the time required to make the item is given in hours per ounce (based on an 8 hr. work day).

Note: Costs and times are of course higher for unusual, fancy, or ornamental work.

Adarcer: This is a white alloy, a fusion of Ang (iron), Glôin ("True-coal"), and Durang ("Dark-iron" or titanium). It's extremely strong, but somewhat rigid and difficult to work with once forged. I've seen it cleave iron without dulling.

Alcam: (S. "Tin") This soft, silvery metal is normally used to make the alloy Evyth, although the Dwarves use it to line water-basins, or for much of their decorative fillagree. It is clear that there is less Alcam in Moria than there is among the Dwarves in the Blue Mountains, but this may be due to the abundance of better metal. Khazad-dûm's only Alcam deposits are in the southeastern mines of the Second Deep.

Ang: (S. "Iron") Pure Ang is silver-white and both malleable and ductile. Even in Moria, though, it is rare. I agree with the Dwarven rule that anything which is virtually pure Ang is Ang. Common Ang is dark grey and hard, yet bendable. Ang is found throughout the mines of the northern Deeps, at every level and as far as the central Redhom.

Borang: (S. "Steadfast-iron" or "Steel") This silvery alloy is a favorite of the Naugrim. Fused of Ang, Morasarn (carbon), and a smattering of one or more odd metals, it is strong and durable. Borang supports more than Ang, and is cheaper and more pliable than Adarcer.

Celeb: (S. "Silver") Dwarves of ten hoard their Celeb, but there's enough of it around Moria to allow other uses. Here they use it for decorative inlays, chalices, plates, cups, mugs, horns, and virtually anywhere where they could use Mal (gold), but are too mean. Still, despite its malleability, Celeb is stronger than Mal. Plentiful veins of Celeb lie in the western reaches of the mines, in the First through Third Deeps.

Eog: (Du. "Eöl's Iron"; S. "Ang Eöl") Eog is undoubtedly the rarest of the metals of Moria. It is a fusion of Mithril, Durang, and some unknown materials, apparently from an Elven recipe handed down from the House of Eöl. Fulin tells me that both the hottest and coldest of Khazad-dûm's forges are required to produce it, and I believe him. The stuff is awfully hard, tougher than Adarcer, and even seems stronger than Ithilnaur. It also has a strange appearance. I saw both white and red varieties and neither had any lustre.

Evyth: (S. "Bronze") Evyth is a golden metal formed of Alcam and Paer. Dwarves use it for decoration, or trade it to the Men of Rhovanion.

Galnin: (S. "Shining-white" or "Aluminium") I've only heard of Galnin; I don't think I've seen it. It is silvery-white, appearing like Alcam or Celeb, but it is lighter and will neither tarnish nor corrode. I'm told the Galnin only comes mixed in an ore found high in southwestern part of the mines of the Seventh Deep. Only intense fires can wrest the pure metal from its ore, and this must account for its rarity. Since it's not as strong as Ang, and Dwarves like stout material, I suspect they have few uses for it.

Ithildin: (S. "Moon-star") Moon-star is a soft, silvery Elven metal, fused from Mithril and other substances. I'm acquainted with it because of my visits to the court of Arveleg I at Fornost, and from one venture to the glorious ruins of Annúminas. Rare and strange, Ithildin is used for secret inscriptions and other magical purposes. Since it can only be seen by the light of the Moon or Stars, the Dwarves usually employ it outside or beneath windows.

Ithilnaur: (S. "Moon-fire") Ithilnaur is surprisingly common in Moria, being used for prized coin and grand armaments. Like Ithildin it is made from Mithril and looks like beautifully pure Celeb. Unlike Moon-star, it is hard and makes superb weapons or armor.

Mal: (S. "Gold") Moria is full of Mal, which the Dwarves value above all other metals, save Mithril. Its golden color seduces the Stunted-folk and often raises their unhealthy passions. It is too soft for heavy tasks, but it has its merits. Mal doesn't tarnish and is recognized by all Peoples as valuable. When they aren't hoarding the noble metal, Dwarves use it for coinage and all sorts of ornamental or formal metalwork. Mal is mined in the western and northern sections of Moria's Mines, particularly in the First through Fourth Deeps. There, the veins are rich and the Mal pure.

Mithril: (S. "Grey Brilliance" or "True-silver") I grew up with tales of the Mithril from Númenor, but that Isle is no more, and Moria may now be the only source of True-silver. It no doubt contributes to the vast wealth held by Durin's Folk. Wherever I travel to lands where it is known, it is considered the richest of metals. Silvery, Mithril appears as Celeb, yet it does not tarnish and always appears polished. It is also strong and malleable, and produces enchanted metals of incomparable quality. The famed Mithril lode is but a single vein. Running northward from the Seventh Deep, it extends well under the mighty Redhorn.

Ogamur: (S. "From Gamur") Dwarves use Ogamur for chores requiring extreme flexibility and elasticity. I have never witnessed a fabric, much less a metal, that can stretch like this black substance. Its properties make it ideal for springing devices and works designed to absorb impact. It is also difficult to make, however, which accounts for its sparing use. Fulin told me that it is an enchanted mix, derived from an eastern Dwarf-house in the late Second Age. I know nothing more of its makeup.

Paer: (S. "Copper") Most of Moria's Paer comes from mines in the northwestern section of the Third through Sixth Deeps. I did hear of a great discovery down in the First Deep, beneath the Redhom, but this rumor was never confirmed. Of course, this reddish-gold metal is found throughout Eriador, especially in the highlands of Rhudaur, so it is not very valuable and there is little trade in the commodity. Before the War with the Witch-king, the Dwarves occasionally sent some to Tharbad for use as coin, but the production in Moria has never been unusually significant. Most of Moria's Paer is used for Water-troughs and basins, or in the production of the more durable Evyth. It is too soft and malleable for Dwarven tastes. All the Dwarves I met saw little beauty or use in the metal.

Tasarang: (S. "Willow-iron"; W. "Shalk") At first, I thought Tasarang was white Ogamur, but I quickly realized my error when I first handled the stuff. Although it bends easily and has tremendous spring, it doesn't stretch. Tasarang is also extremely light, even lighter than Galnin, like wood or pumice. Because its ore is as white as chalk, weighs little, and is found below limestone intrusions, it is called "Shalk" in the Common Tongue. I saw some of the ore in the mines of the westernmost Fifth Deep and understand the comparison. The tremendous heat and cold used make the metal change its texture, yet it only enhances the white hue. Actually, more than one fellow I spoke with thinks it glows.

Stone

Prince Eldacil's memoirs only begin to detail the many metals of Moria. The full array is beyond reasonable description, and a chronicler only has so much time.

The task of outlining the variety of Moria's stone-wealth is even more oppressive. Limestone, quartz, and granite are the most prevalent; however, there are considerable quantities of other rock. Moria is also the domain of hundreds of age-old sediments, compressed shales and sandstones, reformed marbles and schists, and volcanic basalts. Eldacil's journal speaks of many, but the few he favored in his mid-Lothron notes of 1410 dominate Dwarven stone-crafts.

Naurond: (S. "Fire-rock") "Nowhere is there more Fire-rock. Naurond is the stone that binds Moria. Behind every facade, beneath every floor, there is Fire-rock of some kind. Coarse granite encases the chambers near the surface, in far eastern, western, northern, or southern reaches. Shimmering grains cover this grey stone, just like the granite I found all through the Ettenmoors of Rhudaur or on the North Downs of Arthedain.

Further into the mountain home, smooth black, basalt replaces granite as the foundation stone. Here the Dwarves use polished basalt blocks for unfaced walls and structural columns, and all along the floors. This makes the rooms and halls remarkably solid, for basalt is harder and heavier than granite.

I cleaned my weapons with ground Fire-rock of a light and delicate variety. A type of pumice, it came from the famous "Domes" of the Fifth Deep. There, the Stunted-folk cut light Fire-rocks from the sides of gigantic dome-like chambers which are connected by hundreds of small tunnels, gas-passages bored and cooled before the Elder Days. Dwarves quarry these abrasive pumices for use as polishing or gentle grinding materials.

Mirond: (S. "Jewel-rock") In Cardolan, we were always impressed with the gems from the Pinnath Ceren (S. "Red Hills"), but we had never seen true wealth. Moria produces countless numbers of an endless assortment of gems and fine glasses, including many rarely seen outside the Dwarf-halls. The Dwarves call them Jewel-rocks and classify them according to a perplexing system based on strength, hardness, and color. Still, I learned that all Jewel-rocks fall into one of two principal categories: **Fenen** (S. "veils"), "hidden crystals" or what I call "Glasses"; or **Maegelenath** (S. "Sharp-stars"), "bold crystals" or common "Gemstones."

Of the Glasses, **Laen** is without doubt the most intriguing. It is as hard as a diamond, but it is smooth and without cleavage-points or flaws. Better yet, it can be molded when cooled beyond cold, for it is enchanted, like Mithril. Natural Laen is black, like the Tower of Angrenost (Isengard); however, when worked it can be colored or made clear to the eye.

Quartzes and obsidians provide most of Moria's Glasses, although there are considerable numbers of topazes and clear-glasses. On the other hand, no one Dwarven Gemstone was spoken of as preeminent. I saw equal numbers of diamonds, emeralds, rubies, amethysts, aquamarines, and the like. Since the Dwarves seem to mine it all in Moria, I was stunned. This convinced me that Khazad-dum is either the focus of Endor, or specially blessed by the Valar.

Dirielond: (S. "Gazing-rock") The Stunted-folk use Gazing-rock for decorative uses, or in places where Fire-rock is unwieldy. They yield ceremonial columns, wall-

facings, floor composites, stairs, and a number of elaborate stone chamber furnishings.

Of Gazing-rocks, the Dwarves count on two types above all, and of these, there are hard and soft forms. Those called "Block-stones" include beautiful colored marbles, and the softer "Wet-rocks," or limestone. The compressed marbles are sliced from the walls of the First and Second Deeps, while the cool, damp limestones surround most of the natural cave-chambers. Some may think the marble more spectacular, but I think Moria's multitude of limestone "roof-spikes" (stalactites) and "floor-spikes" (stalagmites) retain a unique grace and charm. The Dwarves seem to agree, for they retain the better of these formations whenever delving. Many are carved, and a substantial lot are given solemn respect. Dwarf-legends dub them "Aulë's Tears."

"Slab-stones" make up the rest of Moria's Gazing-rocks. Schist, flint, and slate are the best known and most commonly employed. When cut and polished, they make ideal floor-stones, stairs, and flat table surfaces. But my favorite examples remain in a pristine state. All through Khazad-dûm, there are waterfalls careening over natural slate staircases, their waters collecting in unaffected pools lined with sparkling mica and alternating layers of multi-hued schist.

STONE CLASSIFICATIONS -

Naurond	("Fire-rock") granite, basalt, pumice, etc.
Mirond	("Jewel-rock")
Fenen	("Glasses") Laen, quartzes, obsidians, topazes, etc.
Maegelenath	("Gemstones") diamonds, emeralds, rubies, etc.
Dirielond	("Gazing-rock")
Block-stones	marble
Wet-rocks	limestone
Slab-stones	schist, flint, slate, mica, etc.

4.2 CONSTRUCTION METHODS

A merchant from Tharbad once wrote: "Wherever the Dwarves go, they tell tales in stone." Many who have seen a Dwarf-road or a Dwarf-tunnel or even a Dwarf-wall speak of the Dwarven "language in stone," for the Naugrim build works of rock which challenge the visionary and stupify the engineer. Even the most modest of their vaults or the simplest of their stairways suggests some epic lies at its foundation.

Moria's masons are Endor's most accomplished stone-workers. Upholding a five thousand year old tradition, they embrace a special pride and call on an incredible store of examples and lore whenever they practice their craft. They also love rock. Their mastery extends to every ridge, texture, grain, or flaw; for with each piece of stone, they find a unique sense of being, a spirit at rest. Dwarven masons carve and polish and lay patterns as much according to feelings and intuition as they do in keeping with their forefathers' legacy.

Quarrying and Carting Stone

Every Dwarf-work begins with a design suited to both practical and aesthetic need. Engineers, masons, and sculptors join to consider everything from the location to the color of accents. Once the plan is selected, stone-cutters quarry the chosen rock. This they do according to type and circumstance, but most cutting still uses a standard procedure. Normally, the engineer inscribes the source-face, keeping in mind cracks or grain. A scribe then tallies the stone count and workers chisel the cut lines and corresponding wedge holes. Steel wedges are driven into the holes, splitting the rock along the cut lines. In each case, the first cut is along the bottom of a row of stones. Side cuts follow, freeing the rough piece.

Where the face permits no immediate access to the side or the rear of the rock, Dwarf-masons create an approach. Bore cuts take off the top row and slice a thin, rectangular accessway into the side to the desired depth. With wedges and rods, they follow by cleaving the back side of the blocks. This precedes any horizontal or vertical wedge-cuts which release the individual blocks.

Laborers slide the freed rough blocks onto steel stone-carts by way of a mobile ramp and restraining winch. The long solid, roller-like wheels on the heavy carts fit into, and run along, floor grooves, and are wedged whenever stability is required. When loaded, a cart bears up to 7 tons. Four Dwarves propel each one using hand-cranks, while another guides the cart using a lever which keeps the rollers on track. Since quarry corridors are wide and have circular Turning-chambers at every intersection, the Naugrim encounter little difficulty guiding blocks to the great elevators that deliver them to the proper tier.

Corridors outside the mines and quarries often retain the floor grooves for drainage purposes, but the heavy carts in such areas move freely or attach to wall grooves for control. These carts hold the great loads, but necessitate a Dwarf guide for each of the turnable rollers. In this manner, the cart negotiates tight maneuvers and troublesome junctions on its way to its final destination.

Building Philosophy

In Moria, the mere process of securing stone and carting it about becomes a wonder to behold, a marvelous sequence of events without peer in the world of building. Yet this is only the beginning. With the arrival of the rough blocks, artisans begin the delicate task of preparing the stone for placement.

The Naugrim build for eternity. Their every step is painstakingly precise and intended to achieve the maximum effect, regardless of what follows. A wall intended to stay hidden behind a facade casts a beauty rivalling those forever exposed; a purely decorative column can support weight as well as any other. It is the Dwarven way.

This fixation affects the chiseling and sculpting of loose block. Dwarf-masons trace the contours of each rock placed in position so that its successors can be carved to fit perfectly. Any two adjacent stones hug each others' surfaces as if they broke from the same boulder. There is no reliance on grout or mortar, regardless of whether it is to come.

Building Techniques

While skill, determination, tools, and hardiness make the Naugrim superb builders, so do common sense methods. They utilize simple devices to execute crucial jobs. With a keen eye and sealed glass flasks of water, they level planes. High-sided carts deliver the fine black sand used for temporarily supporting tremendous stones. Plumb-weights determine exacting vertical lines. Pots holding special "Pointing-mosses" ascertain compass directions in near-total darkness. Moria's builders rely on literally hundreds of techniques to reduce strain and enhance their already considerable abilities. And in this, Khazad-dûm is largely a testimony to intuition and cleverness.

Stonework Patterns

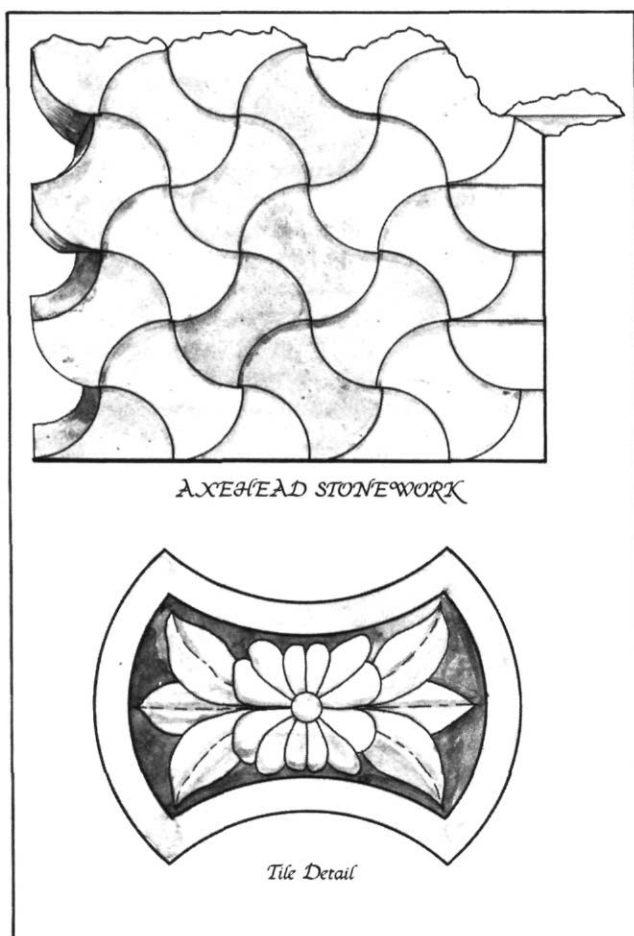
Adroit ways enable the Naugrim to concentrate more effort on the ultimate goal. It allows them to take extreme care arranging and finishing the final product. Thus, they save their energies for the most artistic undertakings.

Dwarven stonework is such art. Masons fit stones to form grand designs which appear uniform, obscuring the exacting labor essential to the custom crafting of the individual stones. Few perceive the unique and subtle junctions or their astonishing solidity. Instead, the eye fixes on the shining polished surfaces, the entrancing tints, and the ingenious patterns.

Moria is home to innumerable stonework patterns, the yield of fifty-five hundred years under the hammer. Specialized schools and traditions conceived some, while others are stages in the evolution of standard designs. Of these, four patterns are conspicuous.

Axe-head: Axe-head forms have ancient roots and date back to the days when the axe was an esteemed symbol of power and spirit. Friezes and reliefs of axe-blades adorn walls that date to the First Age. With the passing of time, however, singular pieces of art pertaining to axes were replaced by more widespread use of increasingly abstract forms. This culminated in the creation of entire walls made with "axe-head" blocks.

Most of Moria's ceremonial chambers have walls graced with the Axe-head pattern, one employing shaped blocks set at 45° angles. Each diagonal row is composed of alternating, interlocking stones, which have convex ends and concave sides, just like the blade of an axe. Outward curves on one block set into the inward bend of those to either side. The result is a series of crossing wave-like cracks. These joints are mortarless, since the design is itself solid. Reinforcing rods of steel occasionally run through internal bore-holes that join the blocks, but these are normally confined to the oddly shaped end-stones that surround doorways.



Band: The Band, or "Mannish," stone pattern is a Dwarven derivation of the common monumental stonework found in Eriador. Used mostly for corridor walls, it is simple and often unadorned. Moria's preeminent Band design involves horizontal rows arranged in a four line pattern. Three files of cube-shaped granite blocks are topped by a row of long, thin, highly polished slabs of red marble. In turn, another three rows of cube stones follow, and so on. White mortar is used to add strength and decoration, and rune-friezes are frequently inscribed into the marble bands.

Diamond: Diamond patterns are commonly found in residential halls, Spring-halls, and informal gathering rooms. Like the Band form, it involves horizontally set rows and two types of stone, but there is no mortar. Instead, each block has a groove cut into its top and a corresponding ridge protruding from the bottom. These enable the rows of stones to lock when fitted together.

Smoothed basalt or green limestone blocks compose the rows in the pattern. Besides having a "tongue" and "groove," they are cut like elongated octagons, akin to rectangles with the corners sliced off. When stacked in columns and arranged in rows, there are diamond-shaped holes where the corners would otherwise meet. The Naugrim place quartz or laen stones into these junction apertures to buttress the structure. Cut with a larger rear "diamond" face, they nestle tightly in the inwardly sloping holes and create gorgeous translucent accents. Stone-carvers use them for delicate reliefs and, on rare occasions, the rock is melted and reformed around imbedded sculptures or Light-stones.

Wing-stone: Burial crypts and spiritual chambers have walls set with Wing-stone. It is Moria's most complex stonework pattern, but for the most part it resembles the Diamond form. Wing-stones are basalt blocks with tongues and grooves and are cut with notches that accommodate smaller pieces of glassine Jewel-rock. Unlike the Diamond pattern, however, Wing-stones sit in alternating rather than stacked rows. The corner holes are seven-sided heptagons, instead of four-sided diamonds, and each block has an additional notch in the center of its upper and lower surfaces. The extra notches mesh with the corner cuts of the stones in the facing row, thereby allowing the smaller glassy "plug" stones to fit despite the alternating design.

4.3 ARCHITECTURAL THEMES

In keeping with its wealth of craft-lore, Moria displays almost every architectural style or innovation found in Middle-earth. The Naugrim deploy some in isolated instances, while others work well and become standards. Additional designs enjoy limited but important use. Given this legion of structures, only a tireless traveler encounters more than a portion of examples; but such folk occasionally stalk Moria's halls and one, Ringlin of Lórien, took time to record his impressions.

"In my months here I've seen all sorts of architecture; imaginative or mundane, ambitious or sober, relaxed or aggressive, comforting or frightening, you'll see it in Moria. Graceful rail-less stairs climb up and around thin, fluted columns toward exits in gently vaulted roofs. Massive squat pillars support oppressive ceilings, which commend no stir other than dismay. Subterranean towers and platforms and balconies punctuate the cityscape. True arches span entryways in most quarters, but pointed arches and post-lintel openings are plentiful. Airy domes cover some chambers; flat faces surround others. Wild, twisting ramps, straight sloping passages, elevators, ladder-ways, and stairways, all connect the Deeps and their many sub-levels. Swinging lanterns and inset Light-stones shine through the darkest shadows, as the flames of huge forges cast unceasing plumes of smoke through unseen holes bored through unending expanses of rock. Corbels, rib-vaults, cantilevers, they are all here. The variations and combinations are boundless. After a time, nothing surprises you...except the scale. I will never get over the feeling for Moria's endless rambling, its maze of continuously incredible sights."

Ringlin's reflections mirror the wonderment of many an adventurer, and allude to the fruitlessness of attempting to detail every feature of Khazad-dûm. Instead, one must depend on prevalent themes and the most significant examples as an avenue to architectural insight.

4.31 THE OUTER DOORS

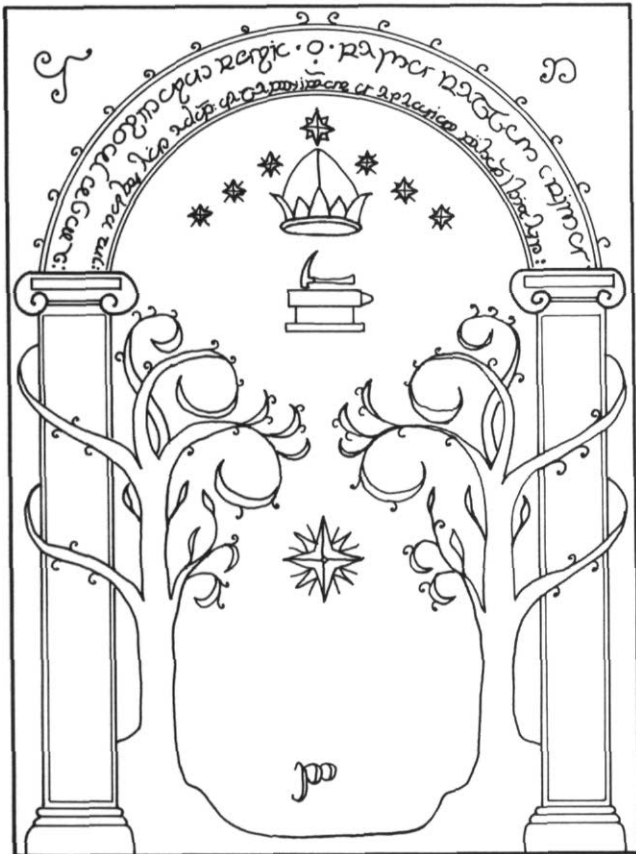
Aside from the windows above and the Under-deeps below, only two gateways bind Moria with the outer world. One looks east, the other west, and both are ancient by the standards of Men. They are also strong, so much so that when closed and defended, Khazad-dûm is essentially impregnable.

The East-gate (Great Gates)

Of the two Doors, the East-gate or "Dimrill Gate" is by far the oldest. In fact, it was hewn from a cleft that predated Durin's founding, and for about a millenium thereafter it stood as the sole entry.

The gateway itself is only seven feet wide and seven feet tall. Steeply arched, it is barred by two thick steel-reinforced basalt doors, each of which weighs over three tons. These move on adarcer rollers which rest or lock in an inward curving track. In difficult times, the sturdy gates are secured with three pivoting steel lock-beams and seven movable rods that slide out of the gateway and into corresponding holes in the door edges. Should there be a breach, seven adarcer portculli are spaced behind, at even intervals in the pointed arch ceiling of the 14' Gate-hall.

The Great Gates look east from an exposed grey granite wall that sits in a niche above the Dimrill Dale. A 21' deep, 49' foot wide porch extends out from the enruned cliff wall and fills the mountain inset. Two huge free-standing purplish-red porphyry images of Durin's head flank the doorway. Crushed red marble composite covers the alcove floor, while four 14' high hard red porphyry pillars support the overhanging grey massif that forms the low arching porch roof. Decorated with runic friezes and axe-shaped inlays, it has a striking effect, particularly from the 21' wide stairway that connects the portico with the road below.



Here is written in the Feanorian characters according to the mode of Belerianð: Ennyr Durin Aran Moria: pedo mellon a minno. Im Narvi Bain echant: Celebrimboro Eregion teithant thiw hin.

The West-gate (The Doors of Durin)

Moria's West-gate is less imposing, but by no means weaker. Constructed in S. A. 752 by Narvi, an unsurpassed Dwarf-engineer, it lies at the end of a narrow passage of stairs hewn through solid granite. Two arching enchanted stone doors guard this 6' wide, 9' tall gate. From the outside, there are no cracks, much less an inset, to betray these doors. Only the road and a polished cliff face framed by gnarled holly trees mark the entryway.

At night, however, the smooth light-grey granite wall shimmers with the subtle glow from an engraved pattern of magic ithildin. The work of the Noldor Master-smith Celebrimbór, Narvi's friend and mentor, these inlays recall the Gates' origin. They depict inscribed columns, surrounded by bare tree limbs and surmounted by an arching bands of *Fëanorian Script*. At center, near the top, is Durin's Crown and the Seven Stars overhead. Beneath that is an anvil and a sixteen-pointed blaze. But the words hold the key to the Doors' opening. Their two-part message reads:

"The Doors of Durin, Lord of Moria. (Say) Speak, friend, and enter... I, Narvi, made them. Celebrimbór of Hollin drew these signs."

As the inscription says, one need only say "friend" (S. "mellon") in order to pass. Then the Doors of Durin slowly appear. First a glimmer of light fills their expanding cracks, and then the doors magically open outward to become flush with the slick cliff wall.

The West-gate faces Eregion (Hollin) and looks down the valley of the River Sirannon. It stands watch on a grassy shelf just south of the point where the stream tumbles out of a defile in the flank of the Silvertine. The 2100' wide shelf runs along the mountainside over one half mile to either side of the Gate and is divided by the curving Dwarf-road which winds down into Eriador. Crossing north-westward through the vale, the road is graced by two paralleling rows of self-manicured hedges. It crosses the Sirannon about halfway and, upon reaching the cliff at the west end, it descends in a series of stone-reinforced switchbacks. Meanwhile, the stream curves south west ward to a point due west of the Doors of Durin. There it tumbles from the shelf into the canyon by way of a series of seven falls, the "Water-stairs." Here nature provides all the drama any adventurer entering Moria could ever desire.

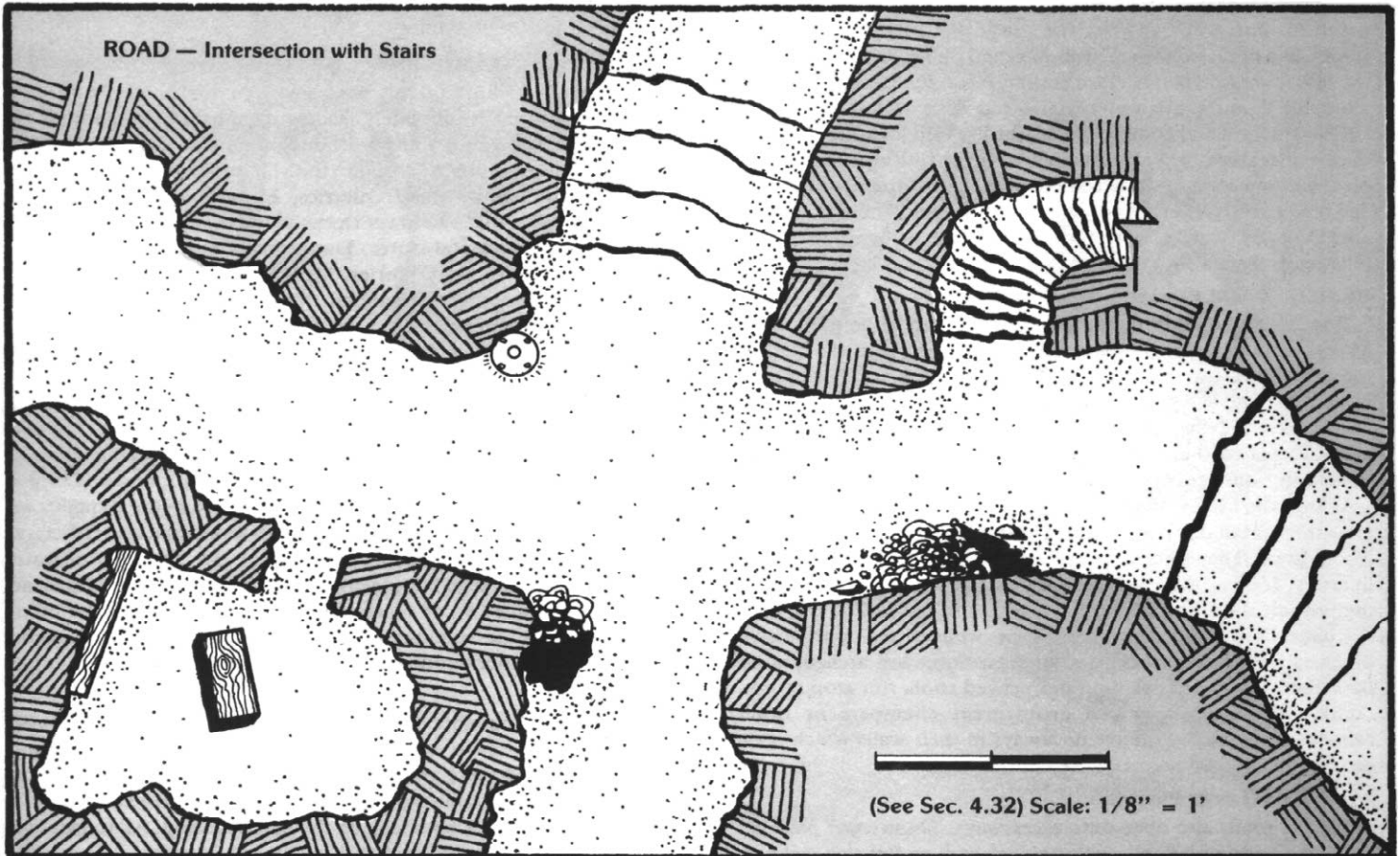
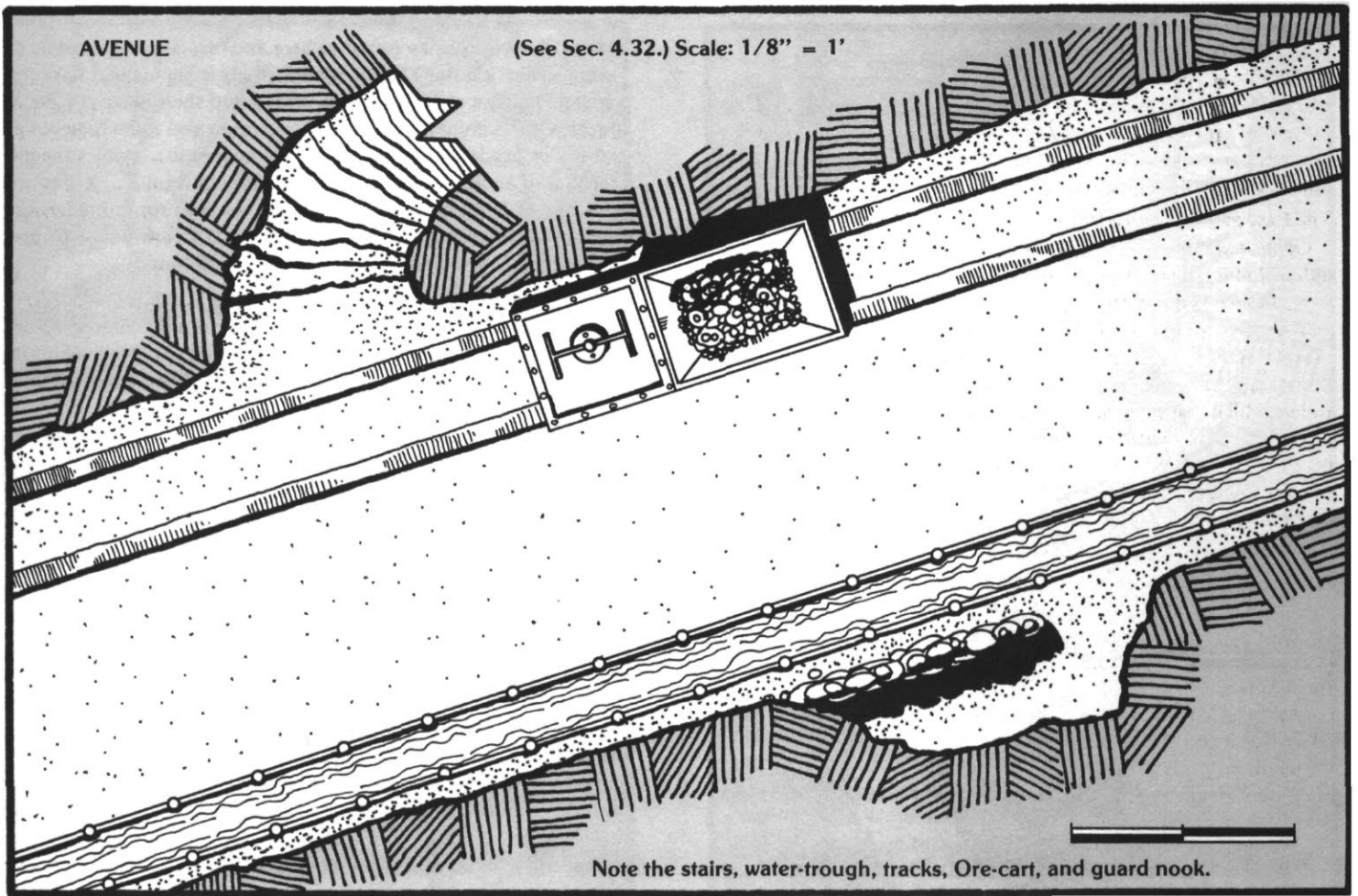
4.32 THE PASSAGES

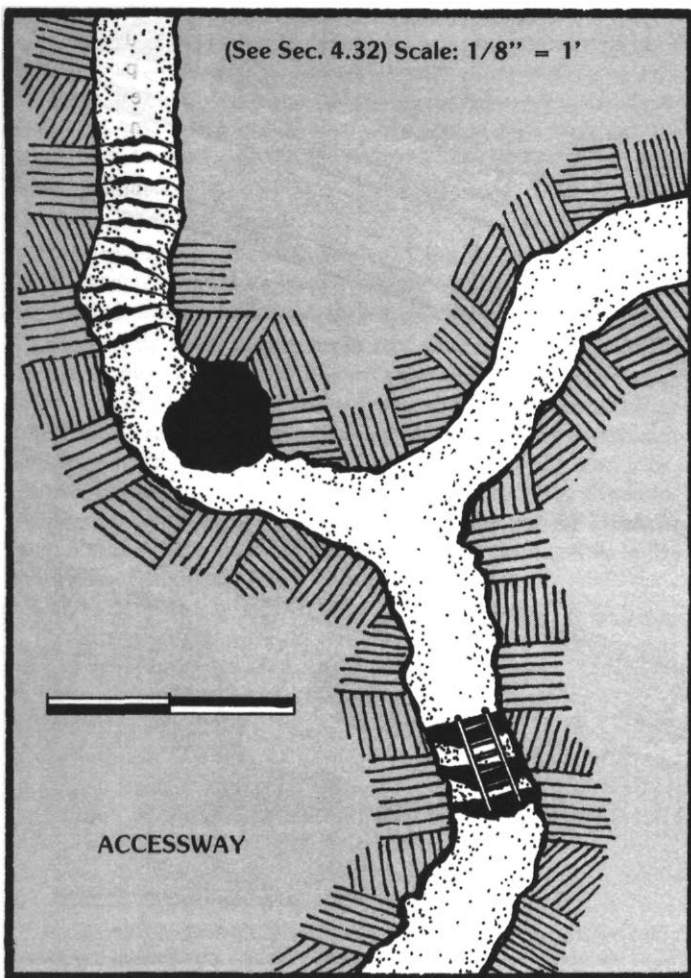
Once inside Moria, the path that forms the Dwarven Road between Eregion and Lórien becomes a hall, an underground passage beneath the Silvertine. The sole alternative to the surface road over the Redhorn Pass, it serves as Khazad-dûm's principal artery. Within the mountain, it is called Durin's Way or the Great Way. This stone thoroughfare runs forty-nine miles, up and down stairs and ramps, through elaborate chambers and grand doorways, and over arching bridges that defy belief. Durin's Way binds Moria, for all along its course side passages sprout forth to join it to the city's sprawling living and work quarters.

Like Durin's Way, some of the side passages are wide lanes. Together with the longer parallel hallways, these passages bear the bulk of traffic and provide Khazad-dûm with its network of main routes, or "avenues." Each of the Levels and Deeps has various east-west and north-south avenues, which are distinguished from lesser routes by their size, length, and decor. Two transverse avenues, one up and another down, slant from the First Level or First Deep and connect the other levels and sub-levels. Within this web of over 70 avenues, "roads" and "accessways" extend and interlace, making Moria a dynamic complex.

Avenues (Major Passages)

Moria's avenues are 21' wide and either 14' or 21' high. Arched and constructed with a "Band-pattern" of grey granite and red marble, they are as grand as most any boulevard in Endor. Powerful lanterns dangle from the peak of their ceilings. Yet, they remain





Masterful works, they run anywhere and in any manner; some are even vertical shafts. Those with extremely steep inclines have iron or steel ladders or ladder rungs bolted into their narrow wall surfaces. Others combine switchbacks, slopes, and stairs to negotiate laborious grades. This flexibility of construction enables them to reach any area of Khazad-dûm, but it also results in a frequent absence of lanterns and water spigots, or even torch-holders and well-pits. Accessways serve as repair-ducts, work-holes, or even secret path routes and wind all over Khazad-dûm.

Mineways (Mining Tunnels)

Within the Mines of Moria — the northern, southern, and western regions of Khazad-dûm — mineways form the working arteries, the heart of the labyrinth. Despite limited access to a few avenues and a host of roads and accessways, most traffic in the Mines uses the mining tunnels. These are crude thoroughfares, devoted to mine equipment like Rock-drills, Ore-carts, and sledges.

Due to their nature and purpose, mineways have rough rock walls and ceilings; their hard floors, although smooth and grooved, are unpolished and unadorned. Most have 7' ceilings and are either 7', 14', or 21' wide, but this is by no means the rule, and exceptions abound. Accouterments like lanterns and pulley-ways line some mineways; however, the majority are sporadically equipped. In fact, many are shadowy tunnels that snake into abandoned or little-used quarters.

Mineways do have a few things in common besides flat, grooved floors. At every intersection lies a round junction chamber that permits wide curves in the floor-tracks. Ore-carts and Stonecarts swing through these halls with ease, avoiding the vexatious angles found at the crossings of Moria's roads and avenues. The tunnels also have inscribed mile markers and league markers set in the walls at every one and three mile interval (respectively) from the nearest avenue or main road. An identifying number precedes the distance figure, telling the traveller his location. The Naugrim rightfully expect one to find the way on avenues or roads, but even an educated laborer can get lost in the Mines.

4.33 THE CHAMBERS

Although Khazad-dûm's passages often run for miles without interruption, most ultimately lead to chambers of some kind. (Of course, a few simply wander off into pits and dead-ends.) There are hundreds of rooms in Moria. In the Mines there are Store-halls, Excavation Chambers and Quarries, Elevator Halls, and circular Junction Rooms. The lower Deeps of the City hold Smelting-halls, Forging-halls, Metal-stores, Dungeons, Craft Chambers and the King's apartments. Armories, Muster Rooms, Guard Chambers, Reception Rooms, Ceremonial Chambers, Gathering Halls, and Kitchens dominate the central Levels and Deeps, while Watch Rooms, Spring-halls, and Treasuries concentrate in the upper Levels. Everywhere, Dwarf-lodgings, Crypts, and Store-rooms lie scattered, as do the hundreds of natural caverns which support Moria's foodstuffs, hold water, or exude enchantment.

These multitudinous chambers reflect all the styles and innovations expected of a people whose work spans thousands of constructive years. Some quarters give testimony to the thoughts and skills of long-dead artisans with short-lived fancies. Others are couched in the unyielding designs of the most conservative Naugrim architects. Nature provides its own unique creations, and a few combine two or more patterns to achieve a singular effect. Still, despite the teeming variety, Dwarven tradition dictates certain similarities among rooms with particular purposes.

Armories

Such commonality applies to Moria's War-stores, its Armories. Each of the Levels and Deeps has such a chamber for guardian Warders, and there are seven others for the Weapon-host on the Fourth Level through the Third Deep. The three Royal Armories lie beside the King's Chambers, on the Seventh Deep. All tolled, there are seventeen arms repositories in Khazad-dûm.

practical. Cart-track grooves run the length of their grey basalt floors, and occasional water-conduits and pulley-cables hang from the upper walls. The Dwarves station most guard-posts in nooks along the avenues, and water-basins and wells occupy others.

Construction and commerce breathe life into Khazad-dûm, and the avenues are home to most activity. The majority of rough stone, ores, and metals move down these arteries, for they are spacious and tend to be level or set on very gentle inclines. Those in the City are absolutely straight, while those in the Mines often wind through long, easy curves.

Roads (Standard Passages)

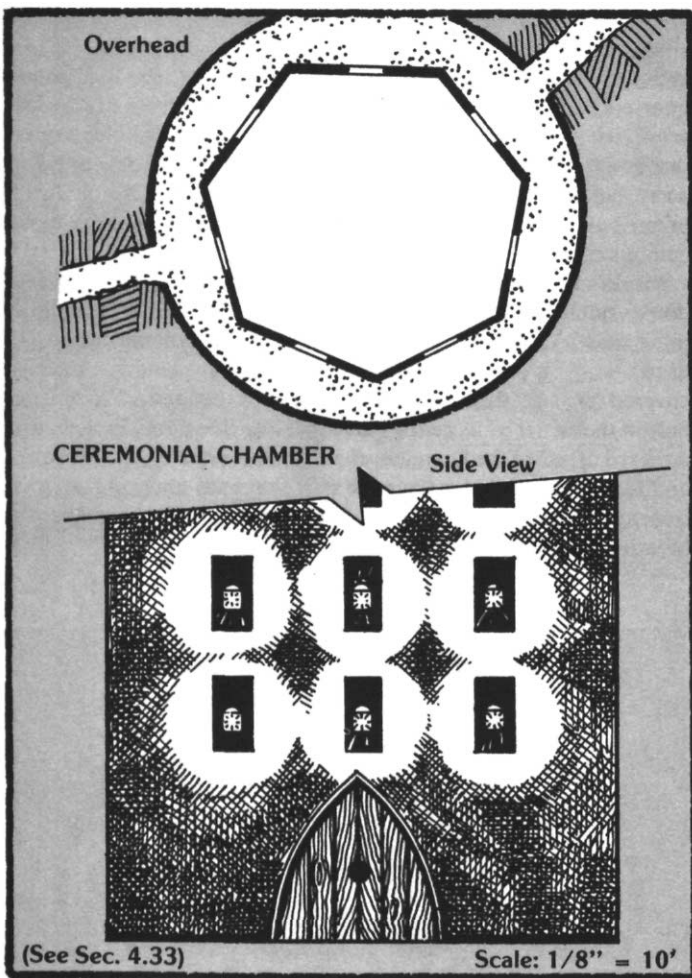
Roads, on the other hand, tend to twist and slope quite a bit. Many are long or longer than the avenues, but their courses are often circuitous, so their traffic is somewhat limited. They are half as wide and half as tall as the avenues, deterring frequent movement of heavy carts. Nonetheless, they are essential to Moria, since they allow access to the Water-passages and Spring-halls and reach remote sections far beyond the stretch of the avenues.

Within the Mines, the network of roads is particularly critical. Here there is but one real avenue, Durin's Way, which traverses the whole area. The other avenues are generally confined to City quarters, leaving the road network as the main source of communication and transportation.

Roads have Band-patterned stone walls fitted with torch-brackets and, at intersections, lanterns. Some are arched; some have flat or corbeled ceilings, and peaked roofs run atop others. Unlike the avenues, which cross great chambers or other causeways, roads often have doorways in their walls which open directly on side rooms.

Accessways (Lesser Passages)

Moria's roads also open onto accessways. These lesser passages are but 3' wide and 7' tall, with pointed-arch or flat slab ceilings.



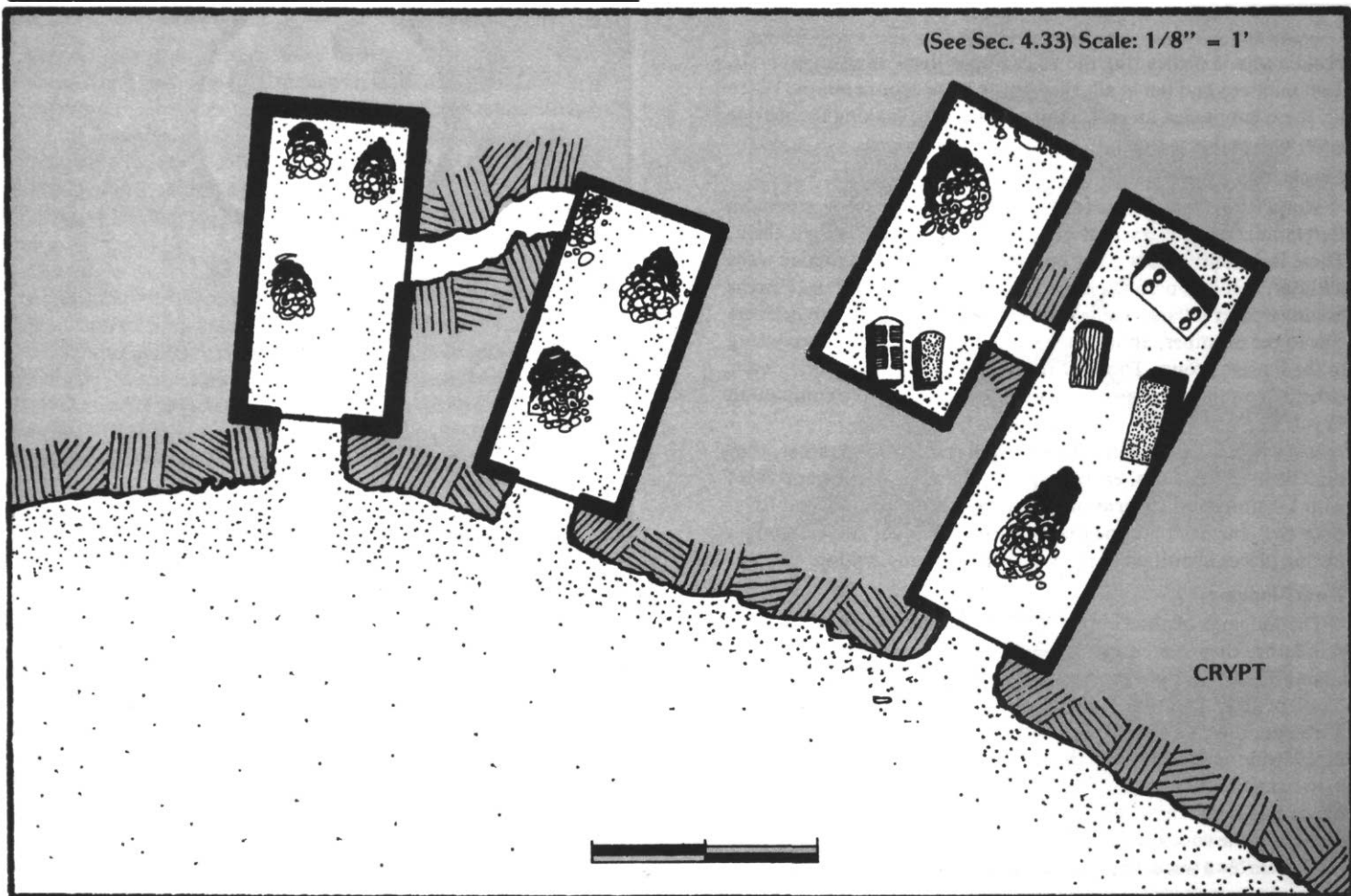
Since Dwarves take war seriously, they carefully house their battle tools. Many are bound for commerce, but every precaution is taken to accord each warrior extra armament. It is little wonder that Moria's armories are worthy of note; they rank among the best in Endor.

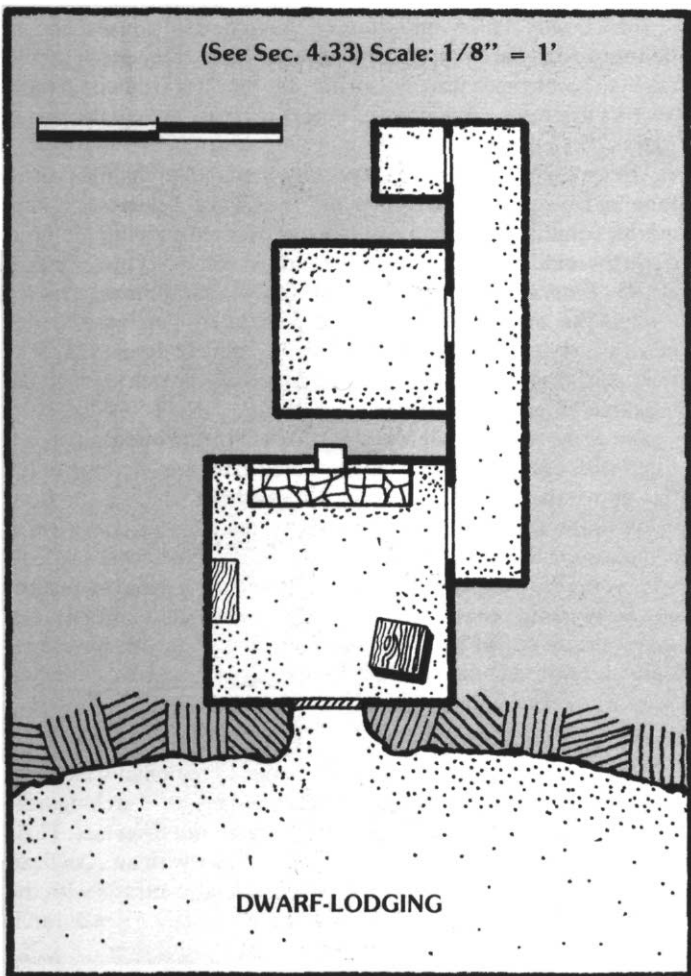
The standard Armory is a three-story heptagonal chamber with a fanning rib-vaulted roof and Wing-stone walls. Seven thick green marble columns, each supporting a ring of seven dangling lanterns, circle the middle of the room, while another still larger pier stands at center. Similarly styled, but imbedded marble pillasters march around the six 63' high walls and help to support two 7' wide balconies that encircle the area at the 21' and 42' levels. Three 7" thick steel-doored entries pierce opposite walls on each level, allowing rapid access in time of need.

The Armory's 70' wide walls and 14' diameter round pillars are fitted with open racks of weapons which extend from three to ten feet above the floor or balcony. All along the wall, on the floor below the racks, is a continuous chain of treated wood chests which contain suits of armor. Two-hand weapons, crossbows, and pole arms swing from overhung armatures; hand arms perch on pairs of upwardly slanted pegs, and quivers of crossbow bolts and sheathed daggers stick out of slots on the outer sides of the armor-chests. Here the Dwarves hoard literally thousands of superb weapons and other war-gear.

Ceremonial Chambers

Like its Armories, Khazad-dûm's seven Ceremonial Chambers are large, imposing rooms. Traditional designs have arching, rib-vaulted 210' ceilings adorned with gold filigree and silver leaf. Their seven 21' wide white marble sides rise 140'. Set with an Axe-head block pattern, each reflects a simple grace that contrasts with the roof, one manifested in the clean sweep of their plain 7' peaked arch doorway. Ten similarly austere rows of three foot deep, 3' x 21'





obsidian-lined niches ring the walls above them at even intervals. Two hundred and ten in all, they house large bronze lamps. When lit, these lamps cast an eerie umbrella of light, making the marble glow with an inner fire.

Crypts

Moria's myriad Crypts differ radically from the expansive Ceremonial Chambers that frequently lie directly above them. These low, unlit, rectangular burial rooms have Wing-stone walls and flat, 7' rough basalt ceilings. Most are 7' x 14' or 7' x 21' areas unhindered by pillars. A single, arched 3' x 4' doorway provides access to the chamber, although many are strung together according to the lineage group. Those of the latter type have one other exit, either via a tunnel or through a steel door leading to a companion Crypt.

It is written that no fallen Dwarf shall rest in earth; rather, they shall lie in stone. Thus, each Crypt is cut into hard rock and filled with 1-7 stone burial cairns or sarcophagi. Fully-dressed and fully-equipped, the dead are encased in these individual graves, somber resting places identified only by a short runic inscription.

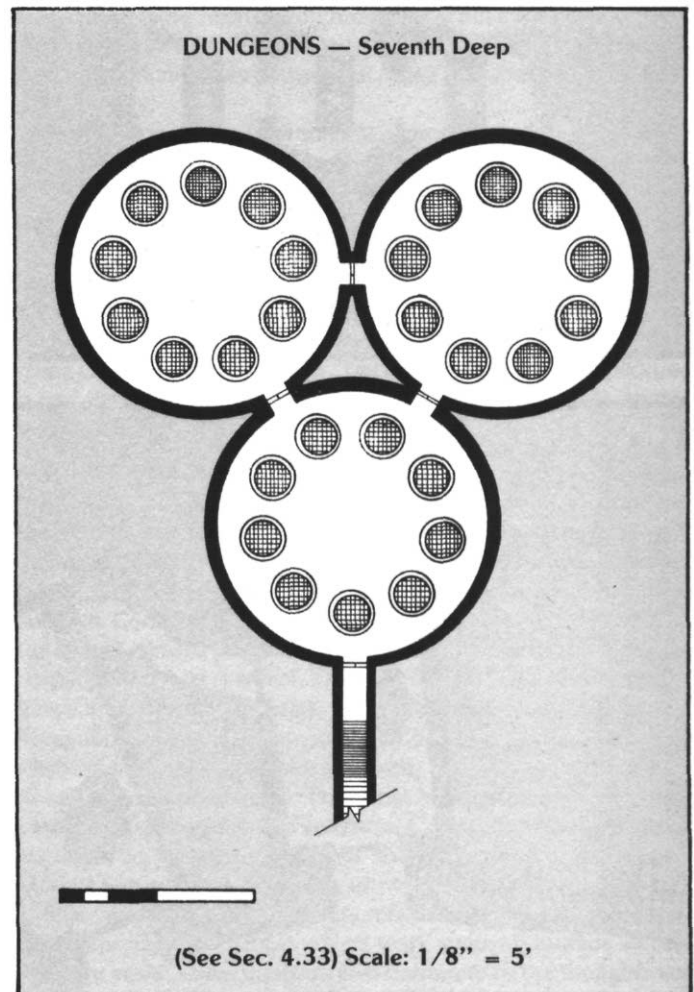
Dwarf-lodgings

The lodgings of the living are more inviting. Actually by most standards, they are comfortable or even opulent. Basic Dwarf-chambers are three-room groupings with Diamond-patterned basalt or green limestone walls. Typically, one enters through a 3' x 5' iron door, which opens onto a 10' x 10' living chamber dominated by a 7' wide wall-hearth. To the right is a narrow passage that leads to two smaller rooms, one a 7' x 7' storage area, and the other a 3' x 3' refuse and relief chamber set with a stone seat. Fur or lambswool rugs cover the cool granite or basalt floors of the main room, while torches throw a warm light on the 7' high flat ceilings and the thick, elaborate, woven wall-hangings.

Dungeons

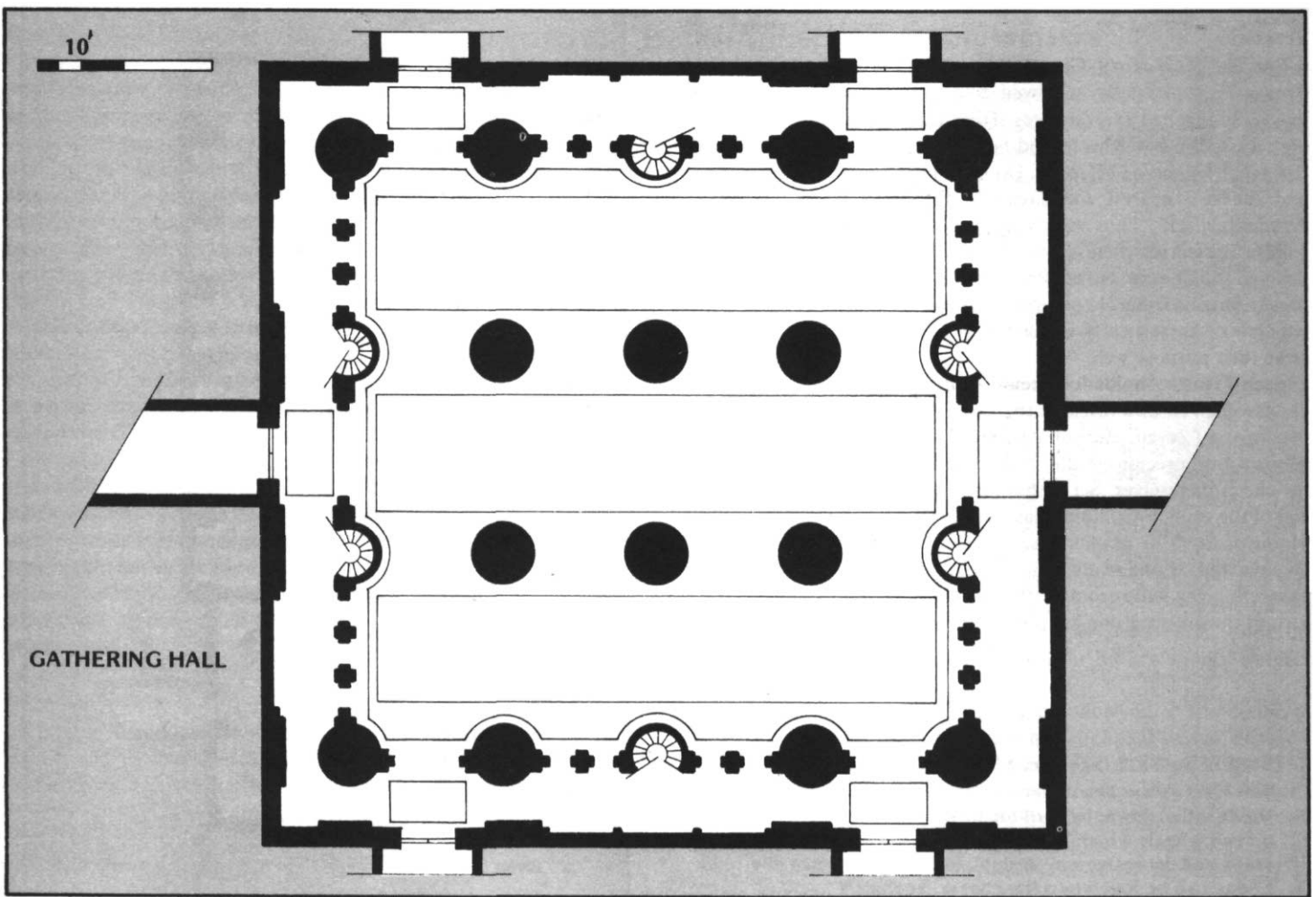
Some of the living, however, find themselves in less pleasant quarters. Captured enemies of Durin's House end up in Moria's small, secluded Dungeons where they are offered the choice to give the Dwarves aid, fight a fair but often fatal challenge, or simply rot away. Naugrim prisoners stay only briefly, since the Law of Durin prescribes banishment or temporary exile for all but the most heinous crimes.

Moria's Dungeons are divided into three steaming rough basalt dome-rooms. Forty-nine feet high and 49' wide, they contain little more than a circle of nine round pits, each 7' in diameter and 21' deep. Access is provided by a single movable steel ladder. Each is covered with a 3" thick steel grate and drains through a 7" diameter hole in the center of its gently curving, bowl-like floor. Escapes are unheard of, since the Dungeon chambers have but one 3' x 3' door, and that opens onto a steep rock stair that runs about 70' up to a treacherous passage near the Smelting-halls. A prisoner can barely breathe, much less perform agile feats of skill.



Gathering Halls

While the Dungeons are dim, rank, and occupied by festering unfortunates, Moria's Gathering Halls are grand and airy and full of vibrancy. These are huge square or rectangular chambers, often 140' high and 140' on a side, with smooth, glimmering walls of Diamond-patterned basalt and black obsidian. Their marble ceilings rise to shallow peaks and sit on two lines of massive tree-shaped or lamp-post-shaped pillars, all 14' in diameter. In turn, these are aligned with correspondingly imposing ribs in the walls. Between each rib is a series of seven stacked 14' pointed archways, each of which opens onto one of the chamber's seven surrounding galleries.

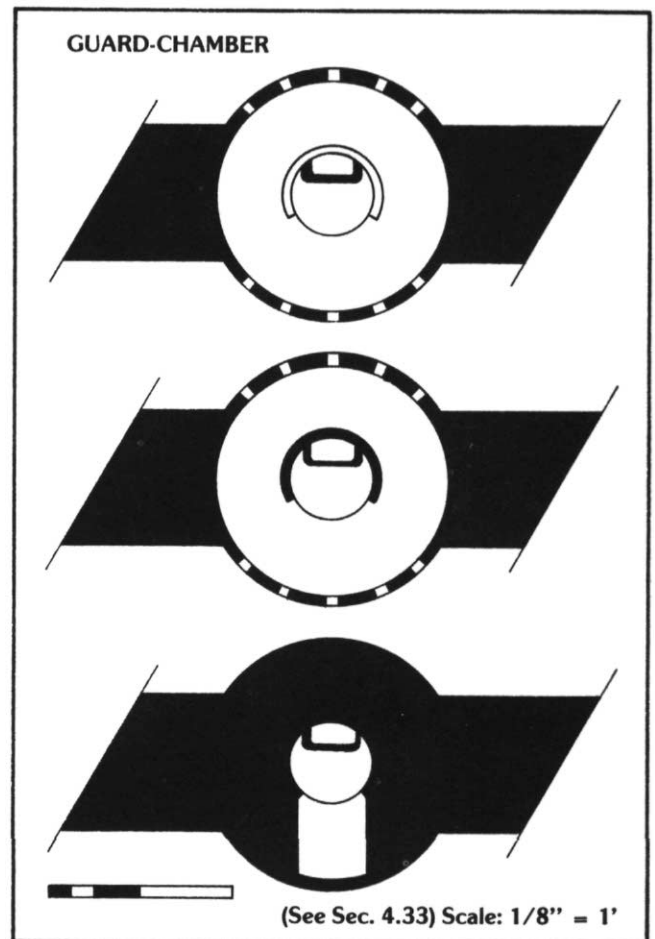


Crystal lamps hang high from each rib to illuminate the vast assembly hall and spawn a feeling of uplifting grandeur. A few possess even more emotive strength. Colossal crystal lanterns perch atop the fourteen giant "Lamp Columns" that dominate each of three Gathering Halls designed by the Master-mason Narvi. Wrapped in silver mesh and cut from laen, they cast dancing beams of light which pay homage to the days before the rising of the Sun and Moon.

Gathering-halls lie in City quarters at the intersections of avenues and major crossroads. They also lie aligned to the east-west axis. One to three magnificent doors punctuate every wall, so the chamber has at least one exit facing each of the four primary compass points. Smaller doorways lead to spiral stairways in the protruding structural ribs, thus joining the main room to its 7' wide galleries. Their size, layout, and position are ideally suited to their function and, for many hours every day, a host of Naugrim gather to talk and trade in these chambers.

Guard-chambers

Due to strategic need, one or two Guard-chambers lie in each of the Gathering-halls. This enables them to stand watch over significant junctions in the City proper. Generally, a Guard-chamber is a three-story affair, with three rooms, 6' in diameter and 7' high, all joined by a steel ladder. Dwarves position them inside steel-reinforced areas of pillars, or in jutting half-columns, where only a 3' diameter shaft connects them to the halls above and below (normally with a secret door). The Naugrim equip them with 7" x 3' slit-like windows on each level and on each side, to facilitate circumspect observations and permit covered fire. Their crossbow wells allow the guards to rain deadly steel bolts on those below. Armed with signal horns and a brass drum, one to three Warders occupy these select chambers and help secure the City's principal arteries.



(See Sec. 4.33) Scale: 1/8" = 1'

Treasuries

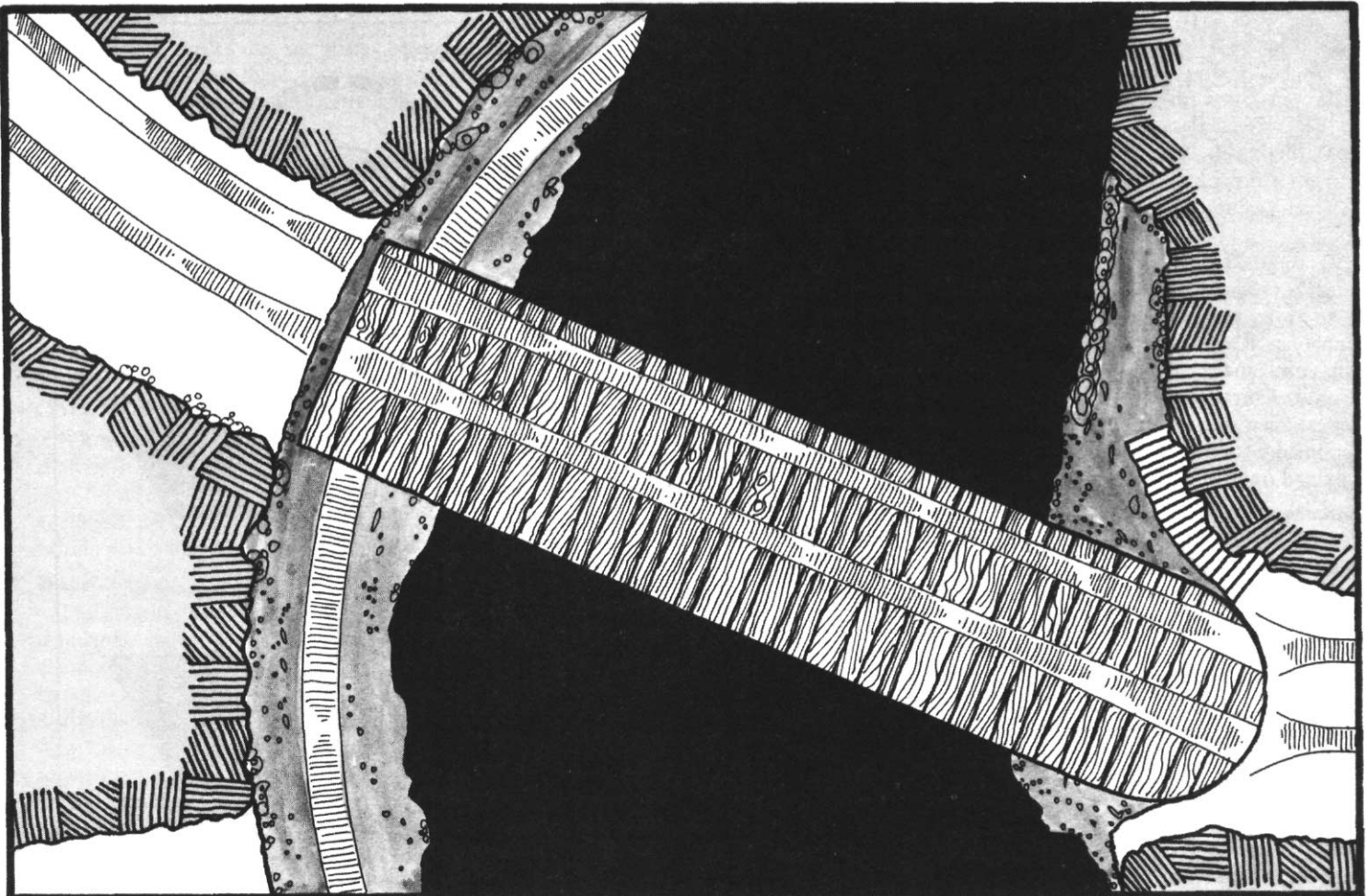
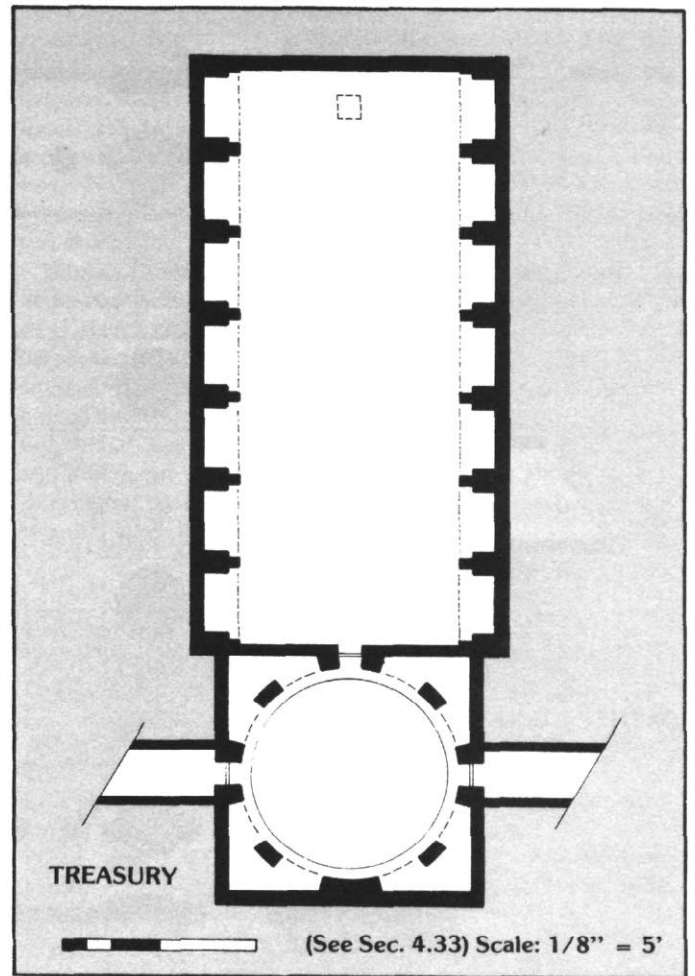
Smaller, two-story Guard-chambers shield Moria's seven Treasuries, spiritually endowed halls accessible only through magically enruned adarcer gates. These one foot thick 3' x 7' doors are recessed in basalt walls and lie off 35' diameter Waiting-halls that reach heights of 35' to 49'. Dour fat piers carry the flat ceiling, and the two nearest the Treasury accommodate the vigilant Warders.

The Treasuries themselves are 98' long barrel vaults bored through solid basalt. No columns disrupt the floorspace and only a silvery, crushed marble composite adorns the walls, belying the strength of these nearly impenetrable chambers. Practical, they serve their purpose well.

Each Treasury holds fourteen 7' long, 3' wide, 3' tall porphyry chests which fit into insets in the vault walls. They are arrayed in two rows of seven, each spaced evenly apart. Here the bulk of Moria's most precious wealth lies, although much is withheld from the chests themselves. Set within the center of the floor at the far end of the vault are ithildin inlays, readable only by the light of the Moon or Stars or Magic. They say "rise" in both Khuzdul and Quenya and, if one reads them, a concealed 3' x 3' section of the basalt flooring will sprout forth. Its side holds a lock and, with a turn of the proper Rune-key, one can view true riches.

SWIVEL BRIDGE (See Sec. 4.34)

The Mechanism lies under curved section at right; controls are just down the corridor. Its left hand section rests on two wheels which roll in a track on lower level. Note stairs and defensive wall at right. In desperate times, the bridge can be rolled into the chasm. Scale: 1/8" = V



4.34 THE CHASMS AND BRIDGES

Although many roads and accessways wind or seemingly meander though Moria, the Naugrim are fond of straight thoroughfares. Together with the unsettled nature of the Land Under the Mountains, this preference creates situations where there is no recourse other than to bridge a chasm. There are thousands of dead or active vents and fissures in Khazad-dûm. Most are narrow clefts or breaches, but others are wide, gaping pits with no apparent bottom. Many are cold and dark; some resound with the echoes of tumbling water; some glow with the warm hues of subterranean fire.

Durin's Folk harness or tame these rifts. Those that reach to the sky become air ducts, while others accommodate reservoirs, pulley-ways or cliff-cut stairways, and nearly all of them form natural moats. In fact, many of the chambers sensitive to the Dwarves are guarded by these steep cracks in Moria's immortal rocks.

Where avenues or roads cross chasms, bridges span the gaps. Usually, ladders, pulley-cables, or lines for sliding hand-rings traverse the pits that straddle accessways. Smaller gaps on these isolated trails may actually require the traveller to jump. The circumstances are many, and they demand quite a complement of resourceful responses. Of these, the three most common bridging techniques involve fixed-arch spans, draw-bridges, and steel swivel-ways.

Fixed Arches

Fixed-arch bridges join busier sections of the avenues and roads, particularly in already defended areas. They are a necessity on thoroughfares where Ore-carts, Stone-carts, or other equipment move heavy loads along groove-tracks. Typically, these are single-arch spans, since central piers are difficult to erect and natural columns are exceedingly rare. (The wildest exception is on the Redhorn Way, which uses twenty-one stalagmite-supported arches to cross the "Chamber of Teeth" on the Seventh Deep.) Those on avenues are either 14' or 21' wide granite structures, with railings of varying heights. Uniformly flat or arching imperceptibly, they rarely hinder traffic. The limestone bridges on roads frequently arch or incline more severely, however, and some actually are cut with stairs. These are 7' or 14' wide and almost never have side rails. This is also true of the rare 3' wide accessway bridges.

Draw-bridges

Draw-bridges are treated wood structures raised by iron chains which run up into well-defended Winch Towers. Some are as long as 70' and are reinforced with ribs of steel. Light and rather delicate; they can be destroyed when danger is at hand, and can span the wide, formidable chasms that serve as ideal barriers against attack. Their 35' diameter round Winch Towers stand half again as high as the bridge length and hold both open battlements and firing rooms for crossbowmen. Sometimes a number of low, single-chamber rooms, 14' in diameter and connected by ladders, lie within these structures. Of course, at least one upper level houses the substantial draw-bridge winch.

Swivel-bridges

Where the area is less vulnerable but nonetheless exposed, Dwarves often resort to swivel-bridges. Generally, these are steel-framed units with hardwood or stone roadbeds and are no wider than 14' and no longer than 63". As much as a third of their length lies encased in the stone within the innermost cliff. Here a great winch and cog-driven steel pivot mechanism anchors the span and allows it to rotate laterally. Gently sloping ramps bring the path down to the recessed level of the bridge's causeway. Swivel-bridges can support considerable weight and some even have grooves for heavy carts, but most are confined to roads that bear only modest burdens.

4.35 THE STAIRWAYS AND INCLINES

While most chasms bar movement, some tie areas together. Since they are open spaces and often quite large, they serve as tunnels or shafts and connect all the bordering quarters. In fact, the Naugrim make use of those fissures that have solid walls, hewing or affixing ladders, pulley-ways, ramps, paths, or stairways along their cliff faces.

Cliff stairs tend to join accessways or roads. Railingless and rarely more than 3' wide, they are steep and treacherous affairs employed during emergencies or by laborers on repair duty. The Naugrim prefer to use other means to move between the tiers and their many sub-levels. Stairwells, rampways, and elevators are larger and safer.

Stairwells

Moria's stairways fall into two categories. One variety simply carries sections of thoroughfares over rough grades, while the other type links levels of chambers, mine areas, or city quarters. The former conform to the size and direction of their appointed route. Commonly referred to as "steps," they embody all the usual features: water-troughs, pulley-ways, modified grooves and the like. A few have additional appointments, such as steel cog-tracks in the walls which aid the movement of heavy carts. (Brake-shoes or rods fit into the cog-tracks to control the burden against sudden slides.)

The connecting stairways tend to follow more standardized designs. Generally, they use a spiral or switchback design, depending on location. Most lie in enclosed wells, although a few wind around the outside of pillars or stand freely on their own frames. Those that join avenues measure 14' or 21' across, with 14' arched ceilings, while the flat-roofed staircases linking roads span 7' or 10' widths. The ones running between accessways are uniformly 3' wide, with rough hewn walls and ceilings.

The Naugrim employ broad, shallow steps. Even the steepest variety has stairs only 7" high. These are found in the Mines, on cliffs, or in accessway tunnels. Elsewhere, the Dwarves utilize 4" steps. Mannish folk complain of their awkward height because Men require a very broad horizontal surface in order to use them comfortably. Fortunately, Khazad-dûm's stairs are commonly 14" in breadth (from the front to the back of the step).

Inclines

Where there is level change and stairs are unnecessary or impractical, the Khazâd construct all sorts of inclines. Enclosed versions are no more than slanting passages; those without benefit of walls are true ramps. Most are 14° or 21° grades which, like Moria's stairways, are equipped according to need. Wider inclines have grooved surfaces, steel cog-tracks in the walls and floors, and recessed lantern shelves. Twenty-one foot wide varieties have a 3' wide stairway along either wall; fourteen foot wide gradients have one such set of steps.

Moria also houses steeper, narrower inclines, notably Slide Shutes and Pole Shutes. These structures are used solely for quick escapes or rapid descents of bagged goods, laborers, or warriors. Generally, the Naugrim place them in or near Guard Chambers or Barracks, although a considerable number cut through the rock of the Mines.

Spiraling downward at 35° or 42°, the Slide Chutes are magnificent but dangerous inclines. Only a pair of parallel steel side rails can slow the drop along these 3' wide polished marble troughs. Once a Dwarf starts hurling down the conduit, he will not stop until reaching a 4' x 4' x 4' bed of fleece which rests at the slope's base.

The rarer, shorter Pole Chutes have no such catch basin. These are nothing more than 49" diameter vertical shafts. Drilled through rough rock, their smooth but unfaced surfaces surround a single steel pole which runs the length of the shaft and never exceeds 35' in

length. When descending, Dwarves grasp hold and jump, using the pole to manage their fall. They then use an inset steel ladder for the return ascent. Like many of Moria's marvels, Pole Chutes are clever, practical, and exceedingly hazardous.

4.36 THE TRAPS

Regardless of the architectural theme, any site in Moria is potentially trapped. The Naugrim began constructing defense mechanisms with the laying of the Mansion's first stone and perfected their unrivaled trap skills over the ensuing millenia. As countless Dwarf-masons and engineers honed their techniques, they produced a seemingly endless parade of designs, leaving Khazad-dum with an incredible variety of tricky and often deadly devices. Of these, seven are most prevalent.

Chute Traps

Dwarves place Chute Traps in passageways close to chasms or over caverns. Essentially, they are polished granite or basalt tubes, 3-7 feet in diameter and set at a 56° angle. A staggered line of short, steel blades protrudes from the bottom surface. At the bottom of the incline, an exit opens through the side of a nearby fissure or in the ceiling of a cave below. These traps are designed to thoroughly dispose of victims, so recovery provisions are rare.

Unwary folk set off Chute Traps when they fail to use the appropriate Rune-key or Lock-rod to freeze the mechanism. Key holes and blackened iron pull levers sit in subtle, albeit widened cracks between the wall blocks, about 7' from the trapped floor area. Those unfortunate enough to stumble by the locks find a 7' long area of movable floor stones. When burdened by 70 or more pounds of weight, these blocks pivot down and into the passage walls, revealing a funnel-shaped hole which quickly directs the victim into the chute. From there, the poor fool disappears.

Dart Traps

Like Chute Traps, Dart Traps lie near, and are tied to, open areas. Dart Traps require a close air shaft with a steady flow of wind. Dwarves place light darts (poisoned with Gorfang) in individual tube housings, 1" in diameter and bored between the air duct and the trapped passage or chamber. By depressing the trapped area, a victim moves a steel plate which opens both ends of seven concealed and interconnected tubes. The rush of the sudden wind gusts drives the darts through the polished housing and into those unlucky enough to stand in their way.

Plate Traps

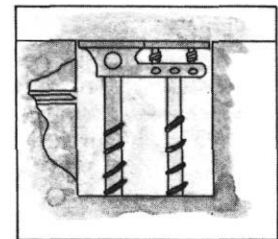
Plate Traps are less sophisticated devices which only affect floor areas. Basically, they are large stone-faced steel plates that appear like the surrounding surface. Each one has an axle rod which runs through its center and allows the plate to spin whenever unlocked. A pair of hidden pedals move support bars beneath the outer edges of the slab and stay the trap. Careful travelers might note these controls, each of which peeks from the base of the wall 7" from the trapped area.

Most Plate Traps protect passageways. These are 7' long and only slightly narrower than the floor they guard. Since their size is geared to their locale and their spin is dependent on the weight they bear, those in accessways require a lesser burden to put them in motion. Twenty-eight pounds set off an accessway plate, but it takes forty-nine to unleash one in an avenue. Chamber varieties are 7' x 7' and move with thirty-five pounds of pressure.

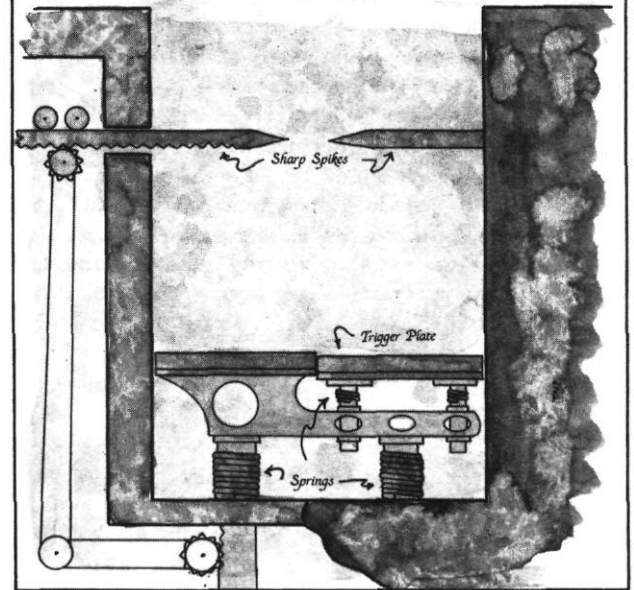
When released, a Plate Trap simply flips over and locks, with the steel underside facing upward. The turn sends the victim into a 28' deep shaft filled with seven feet of water. Rough stones in the upper portion of the pit often bruise or batter the bewildered prey and, unless someone else finds and depresses one of the pedals, he eventually drowns and wastes away (or emerges looking quite pale and amphibious).

FLOOR TRAP: Cutaway View

This common floor trap is set off when weight is placed upon the trigger plate, releasing the entire trap platform. As the platform descends, gear action propels several sharp steel spikes out from the sides of the trap chute and into the target. As the spikes penetrate and take on the weight of the victim, the platform stops falling, and its springs cause it to begin to rise. This reversal releases a counterweight, further propelling the platform back up, and retracting the spikes. The now-punctured target is raised back up, and the platform clicks into place, re-attaching the counterweight and re-arming the trap.



Inset



Spike Traps

The Naugrim also employ 7' long traps with moving spikes. Set in wall housings, these serrated steel skewers are attached to gear mechanisms. In turn, the gears are driven by movements of the trapped floor stone. As the floor drops under a weight of thirty-five or more pounds, a shaft turns a series of wheels which drive the group of spikes outward and across the trapped surface. The spikes vary in length according to the width of the trap. They either span 7', or they are as long as the passage is wide, whichever is smaller. Thus, they overlap to create a deadly array. Two to fourteen occupy every 7' x 7' wall area. (The Floor Trap illustrated here is a variation of this design.)

Steam Traps

While Spike and Pit Traps frequent the passages and chambers all over Moria, Steam Traps are confined to very specific quarters. Generally, they lie close to volcanic vents or forges, with the highest proportion in the Mines, the Royal Halls, or the lower Deeps.

Just as air vents crisscross Khazad-dum, the Dwarves maintain steam tunnels. Fed by waters drawn off Moria's elaborate aqueducts, these narrow passages are lined with iron. Their scattered boiler chambers lie beside forges or over rooms filled with molten lava. From these, they carry steam that warms the walls and floors of the city's finer halls, with the excess draining back into refuse shafts.

Dwarves also harness the vapors for their Steam Traps. Simple devices, they are nothing more than areas where pits open directly over a steam tunnel. Two spring-hinged, iron-backed floor stones (each up to 7' x 7') cover the trap. They fall open when bearing more than 70 pounds of weight and then spring back to position. Victims fall 14' into the fiery blast that fills the 7' diameter steam tunnel below.

TRAP RESULT TABLE -

Trap Type	Area of Effect	Detection Difficulty	Disarming Difficulty	Avoidance Difficulty	Effect
Chute Traps	7xCORR	Hard	Very Hard	Very Hard	Fall of 50' + (2'-200') plus 1-10 "C" Slash criticals.
Dart Traps	1 target	Ext. Hard	Light	Sheer Folly	Small sting attack + 75 plus Gorfang poison if critical achieved.
Plate Traps	7xCORR	Very Hard	Medium	Ext. Hard	Fall of 28' into 7' of water plus 1-5 "A" Crush criticals, pit is sealed.
Pit Traps	Up to 21'x21'	Very Hard	Hard	Hard	Fall of 28' plus 1-5 "D" Puncture criticals.
Spike Traps	7xCORR	Medium	Very Hard	Ext. Hard	1-5 + 100 large horn attacks.
Steam Traps	Up to 7'x7'	Hard	Hard	Hard	Fall of 14' plus a "B" Heat critical each round in the tunnel (ignore equipment damage).
Wheel Traps	49'x7'	Hard	Ext. Hard	Very Hard	If not avoided, 1-50 "E" Crush criticals (i.e. death).

Area of Effect: If the trap is set off, each character within the trap's "area of effect" must make a "maneuver to avoid" or take the "effect". CORR indicates that the width of the area of effect is the entire width of the corridor.

Detection Difficulty: This is the normal difficulty of detecting the trap (use Perception bonus).

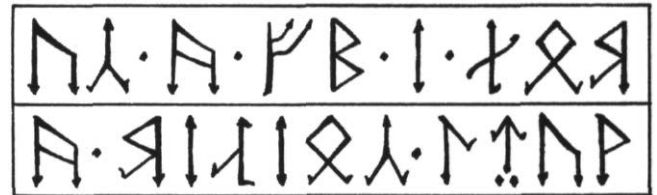
Disarming Difficulty: If a character attempts to disarm the trap, this is the normal difficulty (use Disarm Traps bonus).

Avoidance Difficulty: If a character is within the "Area of Effect" when the trap is set off, this is the normal difficulty of avoiding the effects of the trap (use whatever bonus is applicable to the maneuver being used to avoid the trap effect).

NOTE: These are suggested difficulties for physical avoidance of the trap (e.g. grabbing the edge of a pit trap, or jumping to safety). Unusual factors such as a flying character, or a character secured by a rope would modify these difficulties. Similarly the difficulty can vary dependent upon the character's situation (e.g., a character who leapt into the center of a pit trap's "area of effect" would have a higher than normal "Avoidance Difficulty").

Pit Traps

Plate Traps are modified versions of Khazad-dûm's most common trap design, the Pit Trap. Dwarves build these pits of varying lengths and widths (usually 3' x 3', 7' x 7', 14' x 14', or 21' x 21'), but most work on the same principle. When unlocked and 84 or more pounds are applied to one of the gently counterweighted floor blocks, it rotates down and into a housing in the wall or nearby sub-floor area. The victim falls into a stone pit whose sloping walls converge toward a 3' x 3' area 28' below. There, seven 3' iron spikes (arranged a ring of six with a taller center stake) await.



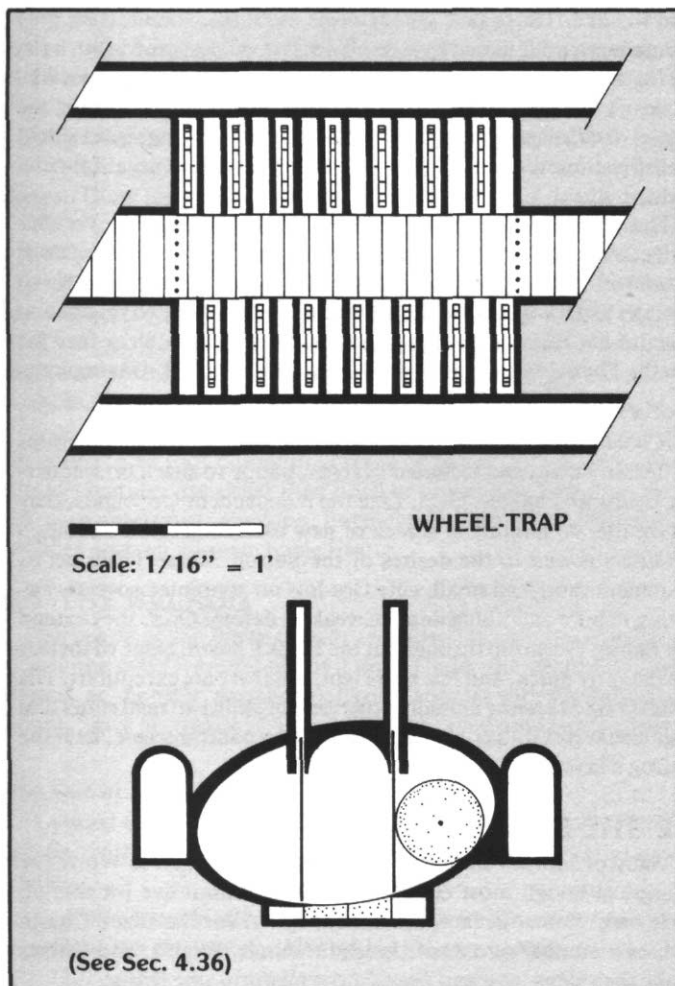
Wheel Traps

Steam Traps are clever, but Wheel Traps are ingenious. Dwarves count them as the most effective traps in Moria. They are also the rarest, most terrifying, and most complex. Constructed in specially designed corridor sections, they involve two sets of 3-ton stone wheels, each 7' in diameter. Aligned in groups of seven, the wheels sit in individual slots cut into the walls on either side of the trapped area. False facades conceal these wheel-wells, each of which faces a slightly-lower, vacant well in the opposite wall.

The stone panels also hide sliding stone blocks. These lie below the wheel housings and have outer surfaces carved to flow down and out and meet matching curves in similar stones across the hall. Called "resting blocks" by the Naugrim, the stones slide in grooves disguised as cracks in the passage floor.

When an unwitting traveler happens upon a Wheel Trap the trapped flooring (or other appointed object) moves steel rods that turn gears and set a series of huge counterweights in motion. Imbedded deep in the walls, the weights raise the facade panels and drive the two sets of opposing resting blocks out of the walls. These meet in the center of the corridor at about the same time a pair of hidden porticulli drop out of the ceiling to close the trapped area.

Almost immediately thereafter, the fourteen wheels roll out of their steel-lined wells. Rolling along the curved bed created by the resting blocks they cross in alternating pairs, sweep up into the lower wells in the opposite wall, and bounce back. Upon rolling back into the corridor they come to rest, fourteen deep and spaced every 7", atop the resting blocks and block the hallway. Somewhere in the midst of this wall of wheels is the victim, probably flattened or crushed into pulp. Extendable steel arms that attach cables to 3" pins protruding from the center of the wheels enable the Naugrim to winch the blocks back into their original position.



5.0 MORIA'S EVIL INHABITANTS

The coming of the Balrog in T. A. 1980 changed the character of Khazad-dûm. Within a year, Durin's Folk fled from its halls, leaving Moria shrouded in darkness and terror. What was once filled with lamplight, boisterous gaiety, and the sounds of a folk ever in joyful work, transformed into a place of evil. Always mysterious to the peoples of Endor, it became more so, its ancient and well-traveled Dwarf-roads abandoned.

Still, the passing years brought new inhabitants to the Land Beneath the Mountains. Orcs, Trolls, Wolves, Wargs, and other strange creatures settled in service to the Balrog. Some made their homes in remote chambers, carving out somewhat independent refuges or settlements, while others flocked to the lower Deeps where the Demon of Might founded his Court. All, however, paid homage to Durin's Bane for, from this time on, the Balrog is overlord in Moria.

5.1 THE ORCS AND TROLLS

Of the evil inhabitants, Orcs (*S. "Yrch"*) and Trolls (*S. "Tereg"*) are the most prevalent. Scattered throughout the complex, three tribes of Orcs and a host of Troll families make their home here. Their quasi-independent societies dominate large regions of the Levels and Deeps and, where they overlap, often struggle for new territory. Only the presence of the Balrog prevents open warfare.

The Orcs of the Black Chasm

Like the Dwarves, Orcs prefer living beneath the earth and are accustomed to mining and smith-craft. They are well suited to Moria. It is not surprising then that hundreds of them reside in the Deeps. Dozens of small bands roam the passages and camp in the chambers of the upper Mine and City quarters, while two whole tribes — the fiery *Durbaghâsh* and the diminutive *Snagahai* — reside in the First through the Sixth Deeps. An even stronger force of *Uruk-Ungingûrz* holds sway in the central and eastern sections of the Sixth Level.

These Orcs befriend no one and obey only power. Never at peace unless eating or fighting, they curse the Black Chasm and all who dare to walk its paths. Their war cries and drumbeats permeate the dank mists near their haunting abodes. Battles frequent the depths, where the moans of the fallen are quickly extinguished by the cannibalistic hand of the victor. Maelstroms of Uruk warriors brandishing scimitars and bizarre pikes storm the unwary, be they intruders or unfortunate brethren. Amidst the stillness of vast vacant quarters, the remains of their struggles are strewn about passages and chambers, where signs of life are rare and the echoes of Orc forging hammers cast the only sound. The Orcs of Khazad-dûm know no peace.

Durbaghûsh: Of all Moria's Orcs, the Durbaghûsh, or "Fire-rulers," are the most skilled in the arts of mining and smithcraft. Their symbol, a simple blood-red circlet centered upon or covering their shields, betrays their passion for fury and flame. They are the most obvious host among an unsubtle race.

The Fire-rulers desire to seize the Mines and Smith-halls held by the Snagahai, the weaker but more numerous tribe that resides in the westernmost reaches of the lower Deeps. Moving slowly westward, they continue to slaughter isolated groups of their enemy, collecting both food and territory in the process.

An average Orc of the Durbaghâsh stands about 4 feet tall and carries an oval shield and heavy scimitar. A few favor chain armor and a spear or falchion, but the majority travel relatively light. They rely on quick, pitiless strikes to achieve their goals. Led by the unstable, and often deranged Uruk *Maugrath*, they are given to making peculiar demands, and then launching devastating and unpredictable wars. The 5' Chieftain uses capricious anger, a few Wargs and a mail-armored, Wolf-riding bodyguard of thirty-six

elite warriors to keep his horde of two hundred and forty fighters in line. Maugrath's fondness for elaborate sacrificial ceremonies also endears him to his subjects and provides one reason why the Durbaghâsh occasionally take prisoners; however, captives serve another, more important purpose. Those that escape a fate on the dinner table or in an open fire pit are sent to placate the Balrog.

Snagahai: There are over six hundred of the Snagahai (BS. "Slave-folk") in Moria, making them the largest Orc tribe in the Lands Beneath the Mountain. Despite their numbers, they are also the weakest and least unified of the three tribes, and they suffer accordingly. Frequent but erratic raiding by the Durbaghâsh trims their numbers and keeps them on the defensive.

A number of reasons explain the Snagahai's plight. Standing only three to three and a half feet tall, their average warrior is little match for other Orcs. They are also dim-witted and given to squabbling and bloody in-fighting. These fratricidal tendencies stem from a loose tribal structure, one based on an unsteady balance between six jealous Ore-lords. *Ulzog*, the 5' tall Uruk King of the Snagahai, sired each of his younger Lords, but is unable to control them except in times when the whole tribe is endangered. His sons, notably *Gorthak* and *Shagog*, often conspire to kill Ulzog and seize control, but the Orc-king remains a master of self-preservation.

The Snagahai wear chain mail shirts and carry round, black shields emblazoned with a reddish-orange symbol, a pair of crossed scimitars. Most bear one or two of the curved swords, together with a small, stout spear or a short-bow. Fine hunters and fishermen, these Orcs excel at the use of missiles; however they remain poor in hand-to-hand fighting.

Uruk-Ungingûrz: The "Orcs Sowing Steely Death" number no more than three hundred. Nonetheless, they are the strongest Orcs in Moria, save those that serve the Balrog. They average four and a half feet in height, favor scaly breastplate armor, and wield a strange assortment of short swords, two-handed scimitars, axes, and the like. Those that carry shields use large, round, dark grey escutcheons punctuated by red spike-bosses and adorned with a circle of black steel shaped as a thin self-consuming, serpent-like drake. A rounded cut in the edge of their shields accommodates the spears or other pole arms brandished from Uruk-Ungingûrz shield walls, testimony to the tribe's remarkable ability to organize for a fight.

The great Troll-lord *Ufgamog* is responsible for this peculiar unity. Nine and a half feet tall and capable of breaking a steel door down with one fist, he is King of the Uruk Ungingûrz and master of Moria's Sixth Level. Three Trolls form his awesome bodyguard and execute his edicts; the strong but relatively lowly Orcs fear his wrath. There is no question of rule among the Uruk-Ungingûrz.

Moria's Trolls

A host of other Trolls call Moria home. Many live in small groups in distant nooks and secluded caverns, happy to snack on wandering beasts and hapless Orcs. Like the independent Orc bands, they intermittently migrate in search of new food or grander baubles.

Others attend to the desires of the Balrog. These Trolls act as lieutenants and lead small, elite Ore-lots on appointed rounds. Extracting tribute and punishing the weak or defiant Orcs, they extend the Balrog's lordship throughout the Black Chasm. None of them is particularly quick, and few are bright, but there are exceptions. The 8' tall Olog *Muranog* actually possesses an ability to read runes and organize secret forays. Adept at deceit and court intrigue, he is the Balrog's favorite.

5.2 THE BEASTS

Many of Moria's Orcs and Trolls keep beasts such as Wolves or Wargs, although most creatures in Khazad-dûm live (or die) on their own. Some, in fact, are always dying, for the Black Chasm houses a number of cursed Undead. Ghouls, Wights, and Ghosts make their dens here and prey on the misfortunate living.

Still, despite the utter darkness, the long quiet halls, the merciless Orcs and Trolls, the Undead, and the terrible Balrog, there is considerable life in Moria. Animals and plants cling to their special niches and a host of queer beasts inhabit the wilder quarters. A few are unique to these Deeps and, of these, two are most notable.

The Cave-worm

Cave-worms are denizens of the Mines, but some are lured into the City. Slimy and foul-smelling, they are detestable creatures who love damp clay and mud and slither through chasms and halls in quest of bone, their favorite delicacy. They enjoy meat, especially rotting flesh, although they consider bone shards and bone marrow even more enticing. Legends say they eat anything, even rock.

Some eat mushrooms and vines, to be sure, but the tales of their stone-eating are confused. Cave-worms bore through soft sandstones, clay, and composites using the six hard horns of their bony skulls. With a constant flow of repugnant mucus, they slide forward, sweeping the rocks back along their resilient, colorless scales.

Generally, Cave-worms grow to lengths of twenty-four to thirty-six feet. A fan-like bony ridge encircles their protruding jaws and protects their narrow eye sockets. Horns jut from the scaly hide covering this "mane," giving them an eerie appearance unlike anything in Middle-earth. They have no appendages or pigmentation and are nearly blind. (Stains from the mud and rock serve as their sole coloring.) Thus, Cave-worms rely on quick, serpentine movements, a prehensile tongue, and an agile, coiling body to seize their prey. With their circular array of three-foot white horns and jagged, six-inch fangs, they can rip steel armor apart with graceless ease. These repulsive beasts also employ sensitive senses of hearing and smell to track their meals. Leaving a thick, sticky slime trail, they trail faint odors and footfalls with artful perfection.

Water-drake

The Water-drake is another infamous Worm of Moria, one whose name bespeaks its home. They travel wide Water-passages and make havens in deep wells or Spring-holes. Their habitat and dark-blue coloring make them rarely seen predators. Silent, slippery, and elusive, Water-drakes contract and expand their long snake-like bodies to squeeze through small holes and reach unlikely nooks. These insidious ways make them exceedingly deadly foes.

Water-drakes are also cruel and sizable opponents. They present a scarily formidable target, bristling with a triple layering of scales (dark blue, with light blue underscales) and six, nimble, claw-fins. Striking with bolt-like blasts of exhaled water, they stun or maim their victims. Then they grab the limp body with great jaws full of multi-rowed four inch teeth. After crushing the prey, they swallow it whole, leaving its ultimate disposal to pungent digestive juices.

Some of these drakes resort to more aggressive means, using their twenty to forty foot bodies to grapple or batter their quarry. The sinewy creatures use either their head or tale as a vicious whip and flail with unrelenting abandon. Fortunately, they retreat if stunned or faced with an unquenchable fire.

5.3 THE BALROG

The beasts of the Black Chasm are indeed potent, yet they pale before the evil Overlord of the Lands Under the Mountain. No animal, no monster, no master of arms, equates with the Balrog of Moria. Since his release in T.A. 1980, he has remained unchallenged.

The Tale of Dwoín

A Dwarf called *Dwoín* witnessed the onslaught of Durin's Bane and fled with the survivors of Durin's Folk the next year. His tale is striking:

"We stood in the tunnel beneath the Redhom, not far from the charred remains of our brethren. King Durin (VI) called out and challenged the still darkness before us.

Then young Gwarin saw a swaying light, something akin to a far away fire, but of a strangely reddish hue. It grew, and we knew It was coming. Oh how I dreaded that moment! I longed for the comforts of my lodgings and hoped for the strength I knew we'd need.

"Suddenly, the flame flickered and all the Warders let out an anxious cry. Scarcely an instant passed, and with a roar a hot wind blew down the passage. The Mine's walls gleamed with a fiery aura and for the first time, the only time, in my life I felt the heat to be too much. What followed gives me nightmares to this day.

"As the sweltering breeze died we began to murmur and the King turned to us with his axe upraised and his voice strong and clear. And he said, 'Blades be ready—prepare yourselves, all ---- By Aulë's side we fight!—and with Aulë's blessing we shall rid ourselves of this beast!----- It will die the unending death of its master, the Black Enemy of our Fathers.'

"King Durin said nothing more. Like a curse from depths of Evil there came an explosion of fire so great that the rock shuddered and burst into flame. Our once bold Host stood back in fear. And amidst the fury of the fiery ball stood a Shadow which erupted forth with a horrible outcry. I for one could not move.

"The Demon loomed before us, threefold the height of a tall Man and of considerable girth. Fire swarmed all about it and a wing-like umbra framed its visage. It seemed to change character with the blink of an eye, shrouded at times and then clear in its awful countenance. A flaming sword the size of a two-hand blade consumed the mist about the wicked hand that held it, while a whip appeared in the other, stinging from the darkness.

"With the sweep of the crackling whip the Creature took hold of Durin and pulled him into its living inferno. Three Dwarf-lords led by Balli charged to give battle and save our King. But with runes glowing, the massive sword came down and felled all of them in a single blow, their heads rolling like coals from the licking fires.

"My party gathered our strength and rushed forward with shields held high. Yet we were too late. The Balrog tore King Durin in half and cast his remnants into our ranks. Then as a Spirit of Fire, he sent a blazing whirlwind into our companions. Dozens of Khazad-dûm's finest Warders fell like dead trees in an unstoppable gale.

"There was sudden darkness. And the Demon was gone. I kneeled and looked into the accursed void that once gave blessed wealth to our Kindred and I stared in pain for many hours-----"

The Nature of Durin's Bane

Dwoín bore witness to the power of the Balrog, a Demon of Might, a Spirit of Fire seduced by Morgoth in the Beginning Days. Born of the Thought of Eru, it is a creature from beyond the reach of time. Like the Istari (Wizards), he is a *Maia* from the Undying Lands of Aman; but like the *Maia* Sauron, he is a renegade Spirit forever tied to his hideous body.

Still, his visage is such to invoke dread in the heart of anything which stands before him, power befitting a Demon whose might exceeds that of a Dragon. His presence always commands fear. Ensnared in a changing shadow, enshrouded in magic fire, the Balrog is truly a legacy of the Black Enemy.

His abilities are also tremendous. He can fly, as he did from Thangorodrim at the end the First Age. He is a thing of terror whose coming stays those before him. He is a master of thoughts and an enchanter of souls. Bearing his fiery sword and whip, enruned weapons too large for mere Elves or Mortal Folk, he can strike with

the vengeance of two peerless warriors in the same precious moment. Immune to heat and a lover of flame, he relishes the steaming, infernal places at the earth's foundations.

The Balrog's Abode

At the bottom of the Sixth Deep, the Balrog resides in such a place. It is a complex torn from the Smith-halls of old and reworked into chambers of utter horror. Six wonderful and sprawling rooms stream into one another as if tumbling through the rock, all encircling a still-grander masterwork that is the Throne-room.

The Demon's Throne-hall is a marvel to behold. Six huge vaults compose its 120' high ceiling. Adorned with mithril and gold, their bewildering arches support a surface of clear glass that looks up into a natural fissure, one forever illuminated with dancing blue light. There, huge gas-fires fill hundreds of terraced ledges, all marching toward the roof of the great chasm, 240' above.

This twinkling but ominous scene looks down through the three foot thick canopy and casts a glow on the 600' x 300' throneroom. Below, the Balrog holds court. All around him, black laen graces the walls and forms immense, twisted columns shaped like heinous dragons. Fire spews from their mouths and engulfs the Demon's throne dais. Swirling and ever-constant, the flame invigorates the Balrog and guards him from all who might approach. Six wide pools of flowing lava also serve this purpose.

Arching red laen bridges span these pools. Each is carved in the form of a fallen lord and is representative of the tortured Free Peoples laid to rot in the pits of the Demon-king. Another set of sculptures surrounds his raised throne. Hewn from huge, dark purple gems, they are images of lesser Demons. They stand 12' in height and come to life upon command; a simple cry or a wave of the Balrog's hand stirs their dormant ire.

The throne itself is nine feet wide and thirty-six feet in height. It is shaped like a pair of dead trees, with gnarled and intertwined

branches forming the seat and back, and is cut from a single piece of milky white laen. Before it, set in a 9 foot high "stump" of the same material, is a glowing orb of polished green glass. Images of the Under-deeps swirl within its core. Both the throne and its Gazing-orb rest on the sixty foot wide, six foot high dais of red laen, a structure which rises from a (120' diameter) molten lake.

The Kingdom of the Balrog

The Balrog's lair lies near the bottom of the Deeps, but his rule extends throughout Moria. He is a foul master, given to bouts of inexplicable cruelty and enamored of elaborate sacrifices. His strange, chant-like calls and deep cries of painful anger fill his chambers with an uncertain and terrifying atmosphere.

No one in Moria questions the Balrog's lordship; however, he issues no formal law and is content to allow the beasts of the Black Chasm to feed upon themselves. The Demon only demands that the tribute be paid and that his requests be fulfilled.

One hundred and eight strong Orcs and thirty-six Trolls serve as the Balrog's host. Eighteen six-Orc bands, each led by a large Troll, compose the bulk of his army and perform most of the routine duties. In times of strife, they put down rebellions with unforgiving and efficient brutality. An elite guard of eighteen Trolls disposes of particularly troublesome problems.

This large Troll-band is led by the Black Troll *Lugronk*, who aspires to a trusted position among the Balrog's Troll-guard. Young, quick, and unusually vicious, Lugronk successfully resists frequent attacks from agents of the Guard. Most of these attempts are intended to remind the pretender of his place and originate with *Muranog*, the Troll-lord who manipulates the Guard and acts as High Lieutenant of Durin's Bane. Whatever the intrigue, however, the Demon remains content. He is comfortable knowing that nothing can assail him, and he enjoys the futile games of his minions.

THE POWERS OF THE BALROG

LEVEL:	66 (Attacks as 36th lvl)
RACE:	Maia (Fire Spirit)
SIZE:	Huge (Attackers must use Super Large Creature Critical Hit Table)
HITS:	420
ARMOR TYPE:	Plate; AT 20
DEFENSIVE BONUS:	60
MELEE BONUS:	240 Two-hand Sword, + 240 Whip (regular crit + Heat crit of one degree less intensity)
MISSILE BONUS:	120 Spear or 120 Large Crush (with Rock)
UNARMED BONUS:	180 Huge Bash; 120 Huge Grapple (regular crit + Heat crit of same severity)
SPELL BONUS:	36 (72 for any directed spells)
POWER POINTS:	196

STATS:	<u>RM</u>	<u>MERP</u>
St:	120	Co: 102
Qu:	101	Ag: 99
Em:	72	Co: 102
In:	100	SD: 96
Pr:	120	Re: 96
		Ig: 97
		In: 100
		Pr: 120
		St: 120

WEAPONRY: + 30 giant, flaming Whip of black ogamur called *Cuiviegurth* (Q. "Awakening Death"); range 36 feet; weighs 24 pounds. + 30 giant, flaming Sword (treat as 2-hander) of black eog called (and enruned as) *Calris* (Q. "Light Cleaver"); weighs 18 pounds.

SPECIAL POWERS: (1) **Flight:** The Balrog can fly up to 240 feet per round, but he takes 1-5 rounds to develop lift and take to the air. He is also a cumbersome flyer. The first round of flight he can move up to 60'; during the second round he can move up to 120'; the third round he can move up to 180'; and the fourth and following rounds he can move up to his maximum of 240'.

(2) **Immolation:** As a Fire Spirit, the Balrog can immolate at will, even in mid-round. When completely immersed (not doused) in water, however, his flames go out, leaving his slimy surface exposed. When he is not on fire, his Presence drops to 102, his Constitution drops to 100, and he does not deliver any Heat criticals.

(3) **Presence:** Anyone coming within sight of the Balrog makes a RR versus aft 18th level Fear spell. With a RR failure of 01-50, the victim flees in fear for 1-10 minutes. If the RR failure is 51 - 100, the victim is frozen in place (stunned and unable to move or parry) for 1-10 rounds. Should they fail by 101 +, they die of fright. Note that victims get a + 18 bonus if the Demon is not in flames.

(4) **Domination:** A Balrog may also direct his gaze upon any one individual (within 300') in order to dominate the poor fool. If the Balrog is not aflame, or if the victim covers his eyes and head, the attack is as an 18th level directed spell. Otherwise, the victim must make an RR versus the Demon's 36th level attack. An RR failure of 01 - 50 leaves the victim in the Balrog's control until he makes a successful RR. The victim gets an RR each round the Balrog does not concentrate on him or command him. An RR failure of 51-75 leaves the victim in a coma for 1-10 days, while a failure of 76 + kills the prey by shattering his mind and soul.

(5) **Spells:** Alternatively, the Balrog can cast spells within a 300' radius. He possesses the ability to use any up to 36th level off the *Fire Law* (**RM** or **MERP** Mage), *Detection Mastery* (**MERP** Open Channeling), *Dark Contacts* (**RM** Evil Magician), or *Detecting Ways* (**RM** Open Essence) lists.

6.0 MORIA'S LAYOUT

Although all of Khazad-dûm is often referred to as the "Mines," Moria consists of two main parts, the Mines and the City, each of which is divided into seven "Levels" and seven "Deeps." These in turn spread over a variety of sub-levels and incorporate dozens of isolated caverns and chambers, extending across wide chasms and narrow fissures.

6.1 AN OVERVIEW OF THE MINES

Vast Dwarven Mines cover most of the area. Stretching northward, southward, and westward from the City, they wind under the Redhorn Pass and cut beneath both the Redhorn and Cloudyhead. Mines also fan out into the farthest reaches of the Silvertine, and surround Durin's Way for the majority of its forty-nine miles.

As in the City, the Mines spread over fourteen tiers, seven Levels and seven Deeps. These tiers run directly into those spreading out from the more organized City quarters. The twisting Mine routes, particularly those in the upper Levels and lower Deeps, tend to ramble, however, rising and falling over considerable distances. Corridors in the lower Mines delve deep into remote, dark regions. The Mines' Sixth and Seventh Deeps lie just above the unspeakable Under-deeps, vast, unknown caverns that cut down into the very foundations of the Misty Mountains.

Counting Durin's Way, seven principal passages strike through the Mines. They run in various directions, but all join with the main avenues of the City at great Gathering Halls. These Gathering Halls mark the western, or innermost, edge of the Dwarf-city Men call "Dwarrowdelf."

6.2 AN OVERVIEW OF THE CITY

The City itself is arranged on a perfect axis. No compass could be more accurate. The East-gate looks directly east and, from there, Durin's Way runs due westward for ten miles before reaching the West Gathering Hall of the First Deep. The main roads and avenues that join or cross this central thoroughfare align perpendicularly, each stretching three and a half miles north or south. At its widest then, between the North and South Gathering Halls of the First Deep, the City is seven miles across.

The First Level and First Deep form the center of the City and compose the largest region of Moria. Tiers above and below get smaller as one ascends or descends. All of them, however, resemble one another in design. Each is dominated by east-west and north-south avenues, grand passages flanked by accompanying roads or accessways. A grid of major roads also serves as crossstreets, conforming to exact parallel and perpendicular lines. Smaller roads and accessways snake throughout the complex, joining the roads and avenues at odd angles.

Of course, Dwarrowdelf is known for its many bridges, stairways, shafts, and chasms. These sit astride or spin off halls all over the City and connect the main Levels and Deeps and their sprawling sub-levels. Together with an sizable collection of aqueducts, steam tunnels, window wells, and an unending parade of natural fissures and nooks, the Dwarf-city is one of Endor's grandest wonders.

6.3 DETERMINING LOCATIONS IN MORIA

Due to its incredible size and often inexplicable plan, a documentation of every nook and cranny in Khazad-dûm would require a collection of tomes. The features are too many and too varied to discuss individually. Instead, we describe standard room designs in Section 4.3 and provide illustrations to ease play. Unique or important areas, the "places of note," are detailed in Section 6.6 and are also diagramed.

6.3.1 USING THE ROUTE MAPS

Sections 6.4 and 6.5 contain the route maps of the Levels and Deeps. These show the avenues, roads, principal accessways, primary rooms, and key locations. Frequently used staircases and

the traverse connecting routes are also indicated.

The route maps do not show the hundreds of smaller rooms, mineways, accessways, and natural phenomena. To determine the location of these spots, one should rely on the Random Feature Table in Section 6.33. This chart allows the Gamemaster to determine what features are in or on a particular corridor or room, regardless of the region in Moria or whether the location is considered significant. The table can be used during adventure, with the GM recording the resulting features and creating an ultra detailed map of the specific area. Alternatively, the GM may wish to document these features prior to beginning the campaign or game session.

6.3.2 USING SPECIFIC LAYOUTS

This module contains specific layouts of individually important or commonly used chamber designs. Whenever a group comes upon a particular location or feature, the GM simply looks to the following alphabetical list of layout displays. If the place is listed, turn to the appropriate diagram and resolve the action or encounter. If not, the GM should employ the concepts discussed in Sections 4.2 and 4.3 and create a sketch of the location in accordance with themes basic to Moria. Trap mechanisms are described in Section 4.36 and summarized on the Trap Result Table (also in 4.36). Generally, however, the layouts of typical rooms, corridors, bridges, etc. will provide the necessary picture.

Layout	Location in Moria	Page #
SPECIFIC PLACES OF NOTE		
Balrog's Lair	Sixth Deep	62
Chamber of Records	Seventh Level	60
Chamber of Teeth	Seventh Deep	64
Cold-forges	Sixth Deep	63
Cross-section of Moria	Entire Complex	Inside front cover (color)
Dimrill Dale (Azanulbizar)	Exterior (East)	Inside back cover (color)
The Domes	Fifth Deep	61
Durin's Bridge & Second Hall	First Deep	54
Durin's Chimney & the Endless Stair	Seventh Deep to Summit	65
Eastern Entry Hall	First Level	56
The East-gate	Exterior (East)	Inside back cover (color)
King's Chambers & Armory	Seventh Deep	64
Moria and its Environs	Exterior (Region)	Inside front cover (color)
West Gate and Western Entry Hall	First Deep	56
The West-gate	Exterior (West)	Inside back cover (color)

TYPICAL ROOMS AND CORRIDORS

Layout	# in Moria	Page #
Accessways	Unknown	40
Avenues	48(E-W), 98(N-S)	39
Ceremonial Chambers	7	41
Crypts	Unknown	41
Dungeons	7	42
Dwarf-lodgings	Unknown	42
Exit Cisterns	21	33
Floor (Spike) Traps	Unknown	46
Gathering Halls	343	43
Guard Chambers	1372	43
Roads	686	39
Spring-halls	3	32
Swivel-bridges	Unknown	44
Treasuries	49	44
Wheel-traps	Unknown	47

6.4 THE CITY PLAN

The following section describes the basic plan of the seven Levels and seven Deeps of the Dwarven City, including their sub-levels. Since the summary covers such a huge area, it is impractical to attempt to elaborate on every room and passageway. Thus, only the basic themes are accorded mention. Descriptions of prominent chambers are listed according to their tier and room number in Section 6.6.

6.33 RANDOM FEATURE TABLE

STRUCTURE	CITY AVENUE	ON A CITY ROAD			ON A CITY ACCESSWAY			IN THE MINES				SPECIFIC FEATURE	
		Upper	Central	Lower	Upper	Central	Lower	Avenue	Road	Accessway	Mineway	City	Mine
Nothing	01-40	01-15	01-10	01-15	01-10	01-10	01-10	01-60	01-30	01-10	01-10	01-15	01-40
Passage bends left †					11-15	11-15	11-14			11-15	11-13		
Passage bends right †					16-20	16-20	15-18			16-20	14-16		
Passage straightens †					21-25	21-25	19-23			21-25	17-20		
Passage slopes down †					26-29	26-28	24-25			26-29	21-23		
Passage slopes up †					30-31	29-31	26-29			30-33	24-26		
Passage levels off †					32-36	32-36	30-34			34-38	27-31		
Dead-end †					37-39	37-38	35-37			39-44	32-36		
Light Shaft	41-45	16-19	11-13	16	40-41	39		60	31			16-25	41-42
Spring Pool/Well	46-50	20-21	14-15	17	42	40	38	61-63	32-35	45	37	26-35	43-45
Creek-trough	51-55	22-23	16-17	18	43	41	39	64-65	36-37		38-40	36-40	46-48
Lava pool				19-21			40-41				41-43	41-42	49-53
Guard-post	56-65	24-25	18-20	22-23				66-67	38			43-52	
Accessway **	66-85	26-40	21-35	24-38	44-58	42-56	42-56	68-77	39-48	46-55	44-48	53-67	54-68
Mineway **										56-60			
Stairwell §	86-89	41-42	36-38	39-40	59-60	57-58	57	78-80	49-50	61	49	68-73	69-70
Rampway §	90-92	43-44	39-41	41-42				81-86	51-58	62	50-55	74-77	71-76
Elevator §	93-94	45	42	43								78-80	
Slide Chute §	95-96	46	43	44	61-62	59-61	58-59	86	59	63-65	56	81-83	77-78
Pole Chute §	97-98	47	44	45	63-64	62-64	60-61	87	60	66-68	57	84-86	79-80
River ‡		48	45	46-47	65	65	62	88	61-63	69	58-60	87-89	81-85
Pit ‡		49	46	48-49	66-67	66-67	63-65		64-66	70-71	61-63	90-92	86-90
Minor Chasm ‡		50	47	50-51	68-69	68-69	66-68	89-90	67-69	72-73	64-66	93-95	91-95
Dwarf-lodgings *		51-76	48-57	52-53	70-81	70-74	69						
Crypt *		77-80	58-62	54-65	82-85	75-78	70-74			74-76			
Store-room *		81-92	63-77	66-73	86-91	79-85	75-78						
Smelting-hall *				74-76			79-80						
Forging-hall *				77-79			81-82						
Metal-hall *				80-82			83-84						
Dungeon *				83-85						77			
Craft Chamber *				86-88			85						
Minor Armory *			78-80				86						
Muster Room *			81-84				87-88						
Guard Chamber *			85-88				89-90						
Reception Room *			89-90				91						
Barrack/Mess Halls •			91-98				92-95						
Library *		93-95			92-93								
Watch Room *		96-98			94-95								
Cavern/Grotto *				89-98			86-95	91-95	70-73	78-82	67-70		
Store-hall *									74-77	83-85	71-73		
Excavation Chamber *									78-81	86-88	74-79		
Quarry *									82-83	89-90	80-83		
Large-elevator Hall *								96-99	84-86	91	84		
Junction Chamber * ±									87-98	92-96	85-99		
Special *	99-00	99-00	99-00	99-00	96-00	96-00	96-00	00	99-00	97-00	00	96-00	96-00

Use of this Chart and Codes: When in Moria, a group is either in **THE CITY** or **THE MINES**, and is on an avenue, a road, an accessway, a mineway, or at a specific feature (i.e., a room, a hall, a cavern, a lodging, etc.). If a group is in the City, it is in the "upper city" (Levels 4-7), in the "central" city (Levels 1-3 and Deeps 1-3), or in the "lower" city (Deeps 4-7). These three pieces of information determine which column of this table is used.

The Gamemaster should regularly determine the appropriate column and roll for possible features. We suggest a distance of 100' for each set of rolls in the city and 500' in the mines. Features should be generated until a "nothing" or a "direction change" (marked with a †) result is obtained. If more than one feature is obtained, the Gamemaster should distribute their locations over the length of the 100' (or 500' in the mines). Certain features will require more than one roll to generate, as specified below. If some results seem to be inappropriate, ignore them and reroll.

Special — When this result is obtained the Gamemaster can either make up and use an unusual feature or structure or use a feature not normally found in that section or he can ignore the special result and reroll. This result is included to give the Gamemaster an indication of when to inject the unusual features that show up in anything as complex as Moria.

* — These features require further rolls on the appropriate "SPECIFIC FEATURE" column until a "nothing" result is obtained.

§ — These features (minor stairwells, rampways, elevators, slide chutes, and pole chutes) usually only go up or down 1 or 2 levels. Make a roll as follows to determine how far up or down they go: 01-35, up one tier; 36-70, down one tier; 71-80 up one tier and down one tier; 81-90 up two tiers; 91-00 down two tiers. Ignore results that would result in going below the 7th Deep or above Level 7.

** — A second roll is required to determine the direction that these features (accessways and mineways) lead: 01-40, left; 41-80, right; 81-00, left and right. A roll is also required to determine the slope of each passage: 01-70, level; 71-85, slanting downward; 85-00, slanting upward.

± — Whenever a junction chamber is encountered, make a roll as follows to determine how many mineways join in the chamber: 01-35, three; 36-85, four; 86-95, five; 96-00, seven.

† - These are "direction change" results, which (along with the "nothing" result) halt the feature generation process for a given section of passage. If the passage being traversed is on the main maps, ignore these results and reroll.

‡ — Make a roll to determine the presence of bridges or aqueducts: 01-10, none; 11-70, fixed arch bridge; 71-80, aqueduct; 81-90, draw-bridge; 91-00, swivel-bridge. The presence of other features can be determined by making further rolls until a "nothing" result is obtained: 01-15, nothing; 16-35, cliff stairs up; 36-55, cliff stairs down; 56-65, path to left; 66-75, path to right; 76-85, path both ways; 86-93, pulley-way; 94-97, ramp down; 98-00, ramp up. If some results seem to be inappropriate, just ignore them and reroll.

Note: When traveling along an accessway or mineway not specifically drawn on the main maps, the route is assumed to progress in the last direction given (i.e., straight, bending, sloping, etc.) until a result indicates that the direction changes or until a feature given on the main map is reached.

Note: This chart aids a Gamemaster in determining what structures and features are in a particular passage. When using this procedure, a Gamemaster should record the random structures which he generates for a section, so that he can reuse them if his characters visit sections already explored. Remember that Moria is so huge, it could never be completely mapped in a dozen modules; thus, this table is intended as a simulation which allows a Gamemaster to handle Moria in a FRP environment.

The City Boundaries

On the east side of the First Deep, the old City covers a 7 x 10 mile area. The roads extend into the Mines, those nearest the City forming a grid of linear routes. These passages run straight for eleven miles west of the West Gathering Hall; their northerly and southerly counterparts cut true for 3 miles before winding. In these ancient quarters, only the lack of rooms distinguishes the Mines from the City.

6.41 THE CENTRAL TIERS OF THE CITY

The First Level lies immediately above the First Deep and is the lowest of Moria's seven Levels. Of all Moria, this is the most important region, for most of Durin's Way and both of the outer Gates lie on these, the oldest levels. Here, where the mountain is over forty-four miles wide, the ancient passages rise and fall, frequently merging with the halls of the First Deep. In a sense then, the First Deep and the First Level are intertwined. Their design defies any separate description, so that the route map for the Main Tiers incorporates and covers both tiers.

Three hundred feet under the First Deep, amidst frequent intrusions of purplish porphyry deposits which plug ancient volcanic chimneys, the Dwarves constructed the Second Deep. This area is designed to house standing military units and contains numerous training halls, mess chambers and residences suited to the needs of Moria's Weapon-host. It is home for two complete 343-warrior battle arrays (Azashokun). The smaller but similar Third Deep below also shelters two Azashokun, although this tier contains fewer kitchens and assembly areas.

Moria's Second Level lies about two-hundred and eighty feet above the First or Main Level. This region is also home to great Gathering Halls, Ceremonial Chambers, and the military stores, Barracks and Muster Rooms, as well as to the City's highest concentration of Kitchens. Above it lies the highest tier of the central City, the Third Level. Here the chambers mirror those below, although they are fewer and more widely spaced.

6.42 THE UPPER LEVELS OF THE CITY

The City's upper tiers, the Fourth through Seventh Levels, contain Khazad-dûm's Spring-halls, Watch Rooms, Treasuries, and Libraries. Lodgings for the Keepers of lore and enchantment are sprinkled throughout these high tiers, as are rooms constructed to store Moria's great cultural wealth. Hoards of ceremonial items and inscriptions lie in the halls of the upper Levels. The most exalted of these repositories is the Chamber of Records, the hallowed Chamber of Mazarbul. Lying beside the Twenty-first Hall of the North End of the Seventh Level, it contains the High Books of

Moria, including histories of Durin's Folk. Great light shafts illuminate this northwestern hall and light most of the western chambers from wells located in the area's ceilings.

6.43 THE LOWER DEEPS OF THE CITY

While the upper Levels enjoy a relatively high concentration of natural light and water, the Fourth through Seventh Deeps serve as domains of fire and darkness. Chambers built for smelting, forging, and craft-work abound on these lower tiers, tapping the fiery resources of the earth. Frequent lava pools and steaming chasms cut through these, the warmest of city quarters. Here the Dwarves delved dark dungeons.

Aside from the main tiers, the City's Seventh Deep is the most significant. The mineral-rich Mithril Road strikes northward from these halls and cuts under the Redhom and through the great vein of True-silver. Here lie special Royal Armories and the King's Chambers. No area is better protected, and no tier is closer to the heart of the Mountains; so, it is only natural that the Seventh Deep serve as the real and spiritual home of the Dwarf-king.

6.5 THE MINES

Despite the fact that they connect to and are constructed along the same tiers that compose the City, the Levels and Deeps in Moria's Mines exhibit wilder and more random patterns. Routes climb, twist, and tumble in frequently unpredictable ways, and occasionally one can travel for miles without seeing a hint of civilization. Intersections are spread far apart, and rooms are suitably infrequent. In addition, many of the avenues, roads, accessways, and mineways lead virtually nowhere.

The Mines still reflect life and a dynamic purpose, however, for a sense of continual toil echoes through these corridors and even touches the most remote or abandoned spots. Ore-carts, Rock-drills, Fire-wagons, Water-wheels and Ore-borers litter the passages. Together with the preponderance of Elevator Halls, Excavation Chambers, Junction Halls, Quarries, Store-halls, they betray the rugged history and grandiose feats of the First House of the Khazâd.

6.6 PLACES OF NOTE

Moria contains a countless number of awesome or enchanting spots, places of great wonder and note. A few hold special interest for the adventurer. These are listed here according their numbered route map placement and keyed to the Level or Deep where they are located. Specific layouts are provided for some of these places (those accompanied by an *). Section 6.32 contains an index of the relevant passage and chamber diagrams.

KEY FOR OVERHEAD LAYOUTS				ROUTE MAP LEGEND	
	Stonework		Loose rock		Double Door
	Portcullis		Stream		Slides Up
	Passage/Hall		Fire Hearth		Slides Sideways
	Sloping passage		Shelf		Secret Door
	Window		Water Pool		Slides Out
	Stone Door		Trail/Path		Slides Down
	Wood Door		Torch-Holder		Stair Up
	Metal Door		Trap		Stair Down
					Passage Under
					Dry creek bed
					Chest
					Well
					Table
					Stone slab
					Bed
					Earthwork
					Avenue
					Road
					Major Accessway
					Major Aqueduct

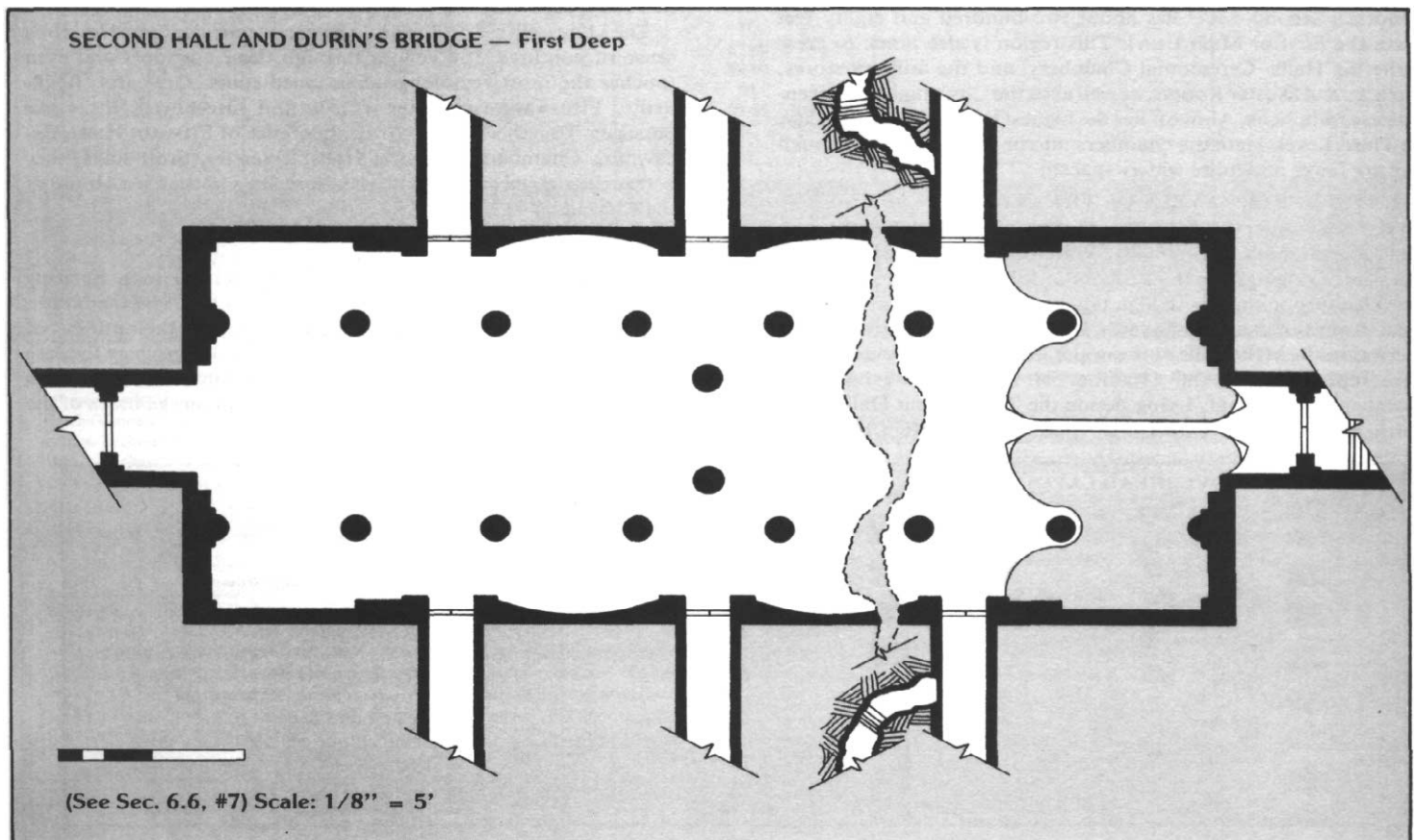
The Main Tiers (Level One and the First Deep)

- West-gate:** See the inside front and back covers, as well as Section 4.31. This 6' wide, 9' tall doorway opens onto 200 shallow stairs. These ascend to an arching passage that runs into the Western Entry Hall.
- Western Entry Hall:*** Akin to a crude Gathering Hall, this 140' x 140' chamber has three (14' high) doors cut into its eastern and western sides. Facing east, the left door looks onto a descending road, the main passage (Well Road) of the lower Mines. This traverse route eventually leads to Hwáin's Wellhall (see #51) in the Seventh Deep. The eastward door to the far right opens onto an ascending road, while the center aperture serves to frame Durin's Way, here a very narrow (3') and defensible section. On the western side of the Entry Hall, the central doorway affords access to the curving passage down to the West-gate. Both of the flanking westward doors lead to short, sloping accessways which switchback up to the naturally-lit Guard Rooms on the cliff over the West-gate. Two lines of thick, square columns divide this hall and, in the dark, one might not realize that the passage is interrupted.
- Durin's Way:** This 49 mile long avenue is the underground section of the Dwarven Road between Ereinion and Lórien.
- Inn Chambers:** A cavernous 420' x 140' complex with dozens of 7' x 14' guest rooms cut into its walls. Travelers along Durin's Way used to stay here, for it is 26 miles from the West-gate and 23 miles from the East-gate.
- Durin's Chimney:*** Stretching thousands of feet up and down into the Silvertine, this great chasm is edged by numerous stairways. Near the center, circling around a great porphyry pillar, is Moria's 21' wide **Central Steps**. This spiral stairway runs through each of the fourteen Levels and Deeps. In order to reach the staircase, one must cross a series of 70' long bridges, spans which arch between the abyss' numerous natural basalt abutments. **Durin's Stair** runs up through a concealed cleft in its northeastern "arm" (see #52).
- West Gathering Hall:** This unusual, rectangular Gathering Hall marks the western boundary of the City. From this point eastward, myriad rooms lie off the roads and avenues.
- Eastern Halls:*** These are the oldest chambers in Moria. Furthest east is the **First Hall** of the First Level, Moria's East Entry Hall. This is 70' x 70' square room with a peaked ceiling, some 70' in height. Fourteen narrow window shafts cut in its eastern wall illuminate the room. A quarter mile west, along Durin's Way and down a wide stair to the First Deep, is the **Second Hall**, or "Hall of Trees." It is named for the fourteen tree-shaped pillars that support its gently curved 77' high ceiling. This ancient review hall is 210' long and 84' wide and is dominated by the "Unending Well," a 42' wide abyss. Durin's Way crosses the pit by way of the 7' wide arch of **Durin's Bridge** and leaves the room on the west side via a 21' tall arched door. Three doors open in north wall and face three others on the south. The northeastern door leads to the Northeast Road, off of which is a secret

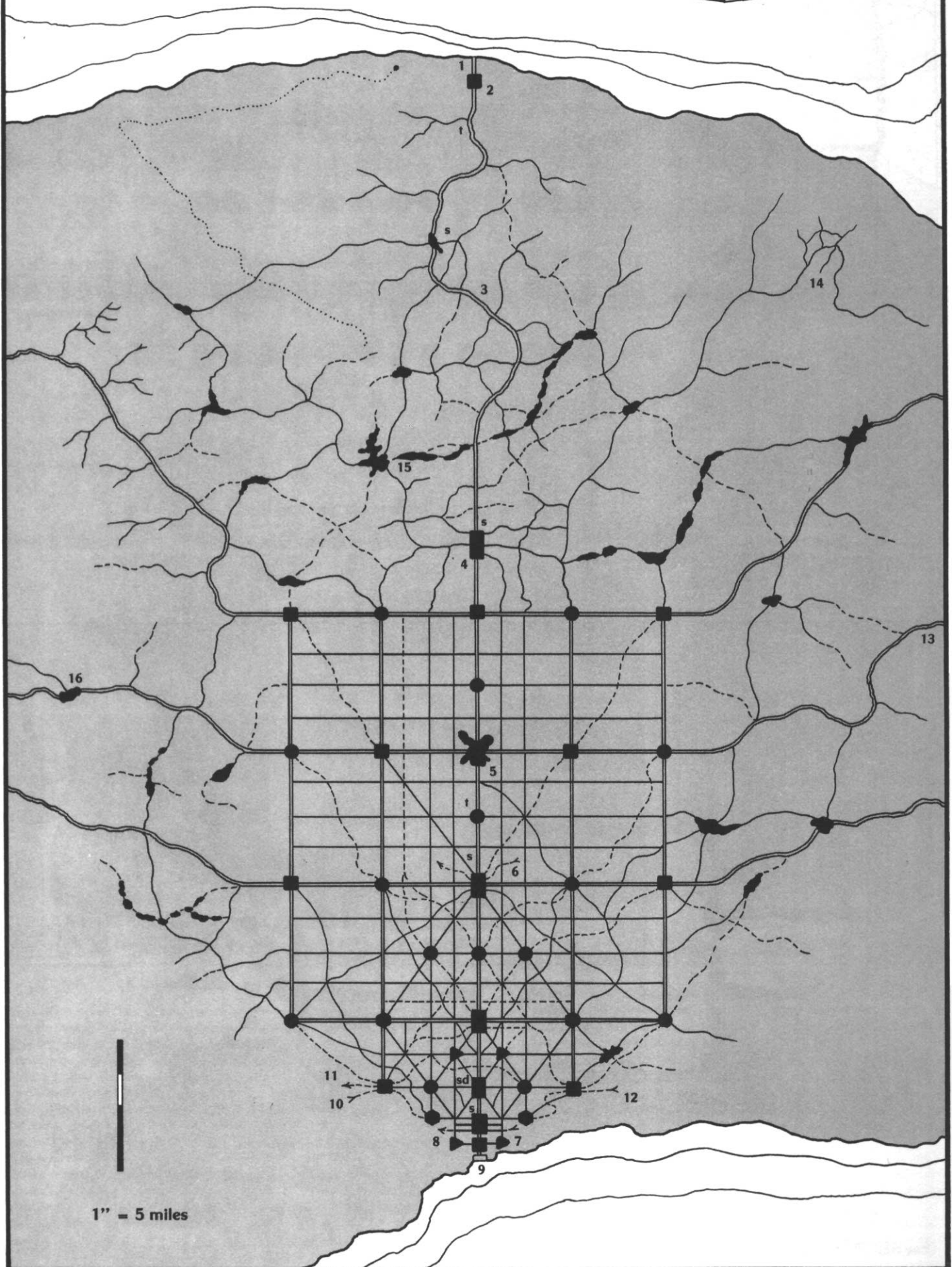
passage. This passage is a little over a mile long and makes a long ascent to the Chamber of Records on the Seventh Level. (Seven flights of stairs break its upward slope to #38).

NOTE: *Following the death of Balin in T.A. 2994, during the reign of the Balrog, a jagged 14' wide volcanic chasm cuts through the Second Hall. It is aligned from north to south and separates the chamber just west of the northeastern and southeastern doors.*

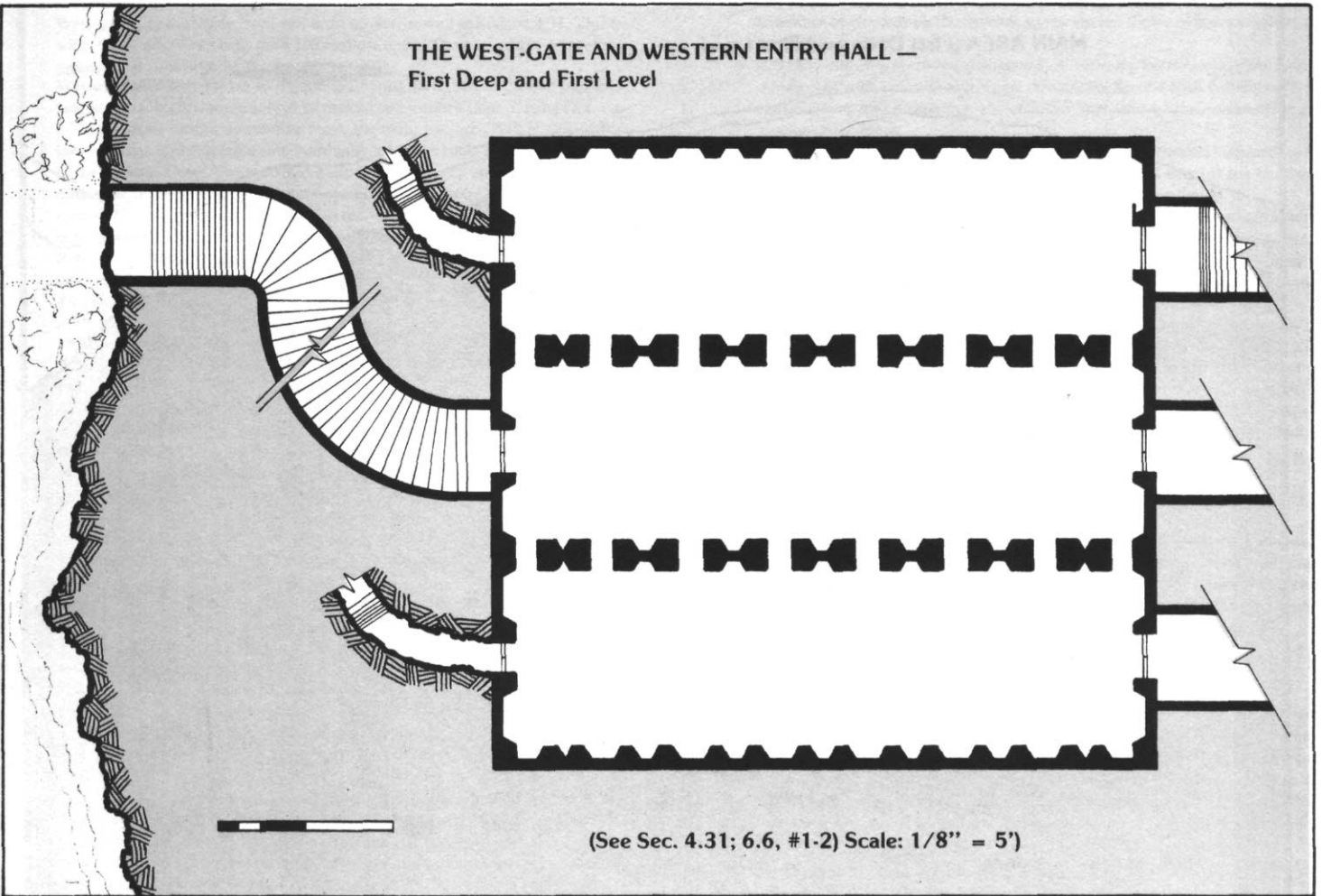
- Secret Lower Mine Entry:** The southeastern door of the Second Hall leads to the Southeast Road and an accessway similar to the secret way off the Northeast Road, only this one descends into the Mines of the lower Deeps.
- East-gate:*** (See the inside back cover.) Here, Durin's Way exits through a pair of thick stone doors which open out onto a 49' x 21' porch. Looking into Moria, west from the Gate, Durin's Way is a well-defended avenue, 21' wide and 14' high, guarded by seven adarcerc portculli (spaced every 7' feet). This 49' stretch connects the Gate to Moria's West Entry Hall.
- Secret Passage to the Second Level:** Behind a revolving 7' x 7' stone in the southeasternmost Gathering Hall is a secret entry to this narrow upwardly sloping accessway. The secret passage leads to an identical secret exit in wall of the southeastern Ceremonial Hall on the Second Level (see #24). Both concealed doors are unlocked, but Very Hard (-20) to find and trapped with Pit Traps.
- Accessway to the Lower Mines:** This accessway descends to the southeastern Smith-halls of the Sixth Deep. An elevator to the Lower Mines is set in a shaft off the Gathering Hall, opposite this accessway and #10.
- Accessway to the Second Level:** A sloping passage ascends to Chamber #26 on the Second Level.
- Redhorn Way:** This downward sloping mine avenue is the principal (traversing) north-south route in the Mines. It twists and descends for thirty-five miles, stretching to the Seventh Deep under the Redhorn Pass, before intersecting with the Mithril Road. From there, the Mithril Road cuts further beneath the heart of the Redhorn.
- Northwest Mines of the First Deep:** A great lode of Gold (Mal) lies in the walls of these mineways. Numerous Ore-borers, Rock-drills, and mining implements are stored in the side passages.
- Róim's Scar:** This is actually a great fault embracing a series of vast, interconnected, natural caverns. The caves run northeastward from the huge chamber where the High Warden Róim slew his own son in S.A. 593. (It is said that both their Ghosts haunt this place.) Numerous shafts and pits mark the floors and walls, and some of the abysses connect the caves to the Lower Mines. Pools stocked with fish and forests of mushrooms (notably *Lemsang*) abound throughout the awesome cleft.
- Natural Lava-chamber:** This hot cavern guards the great South Road and is filled with ever-erupting lakes of molten lava.



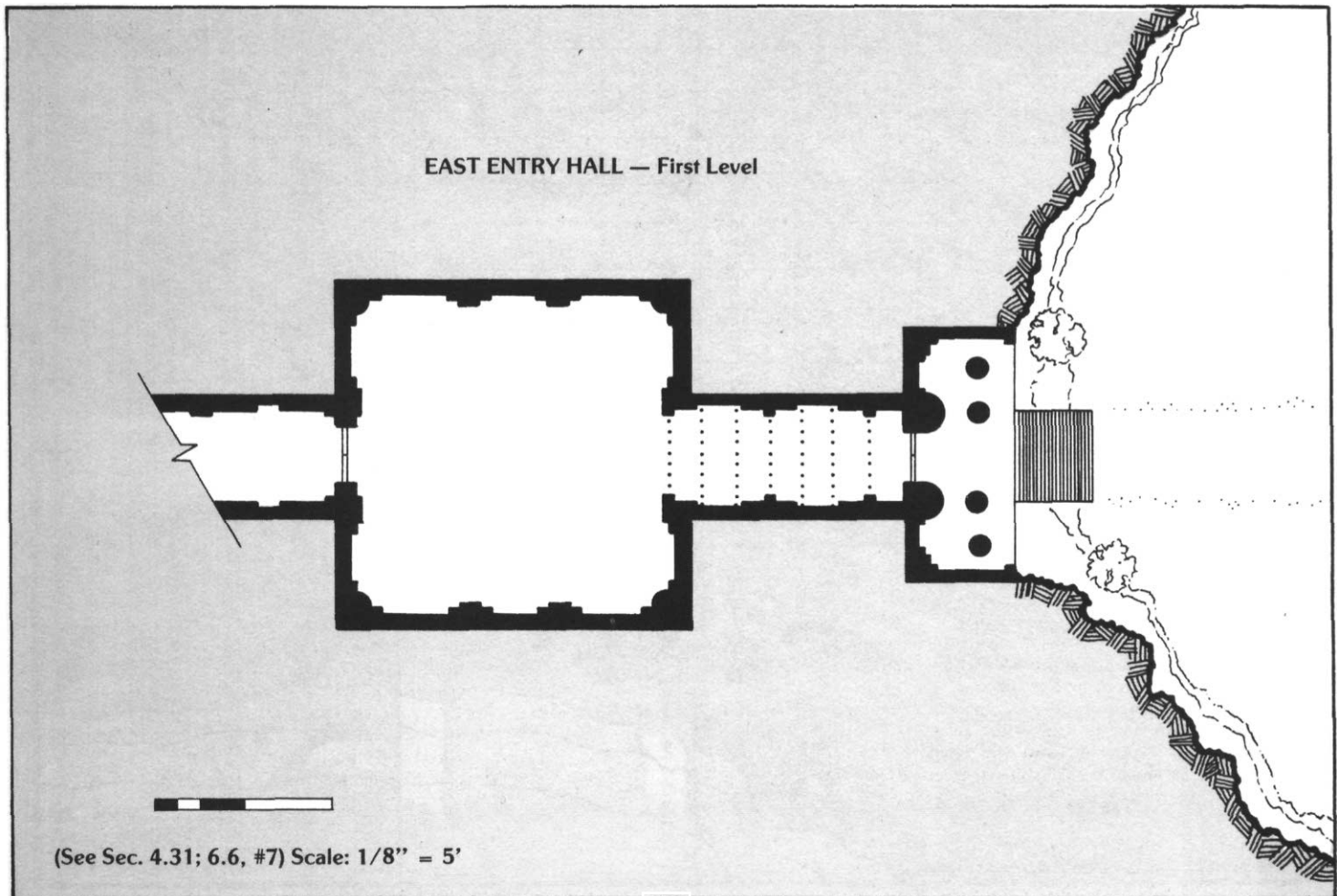
MAIN AREA (First Deep and First Level)

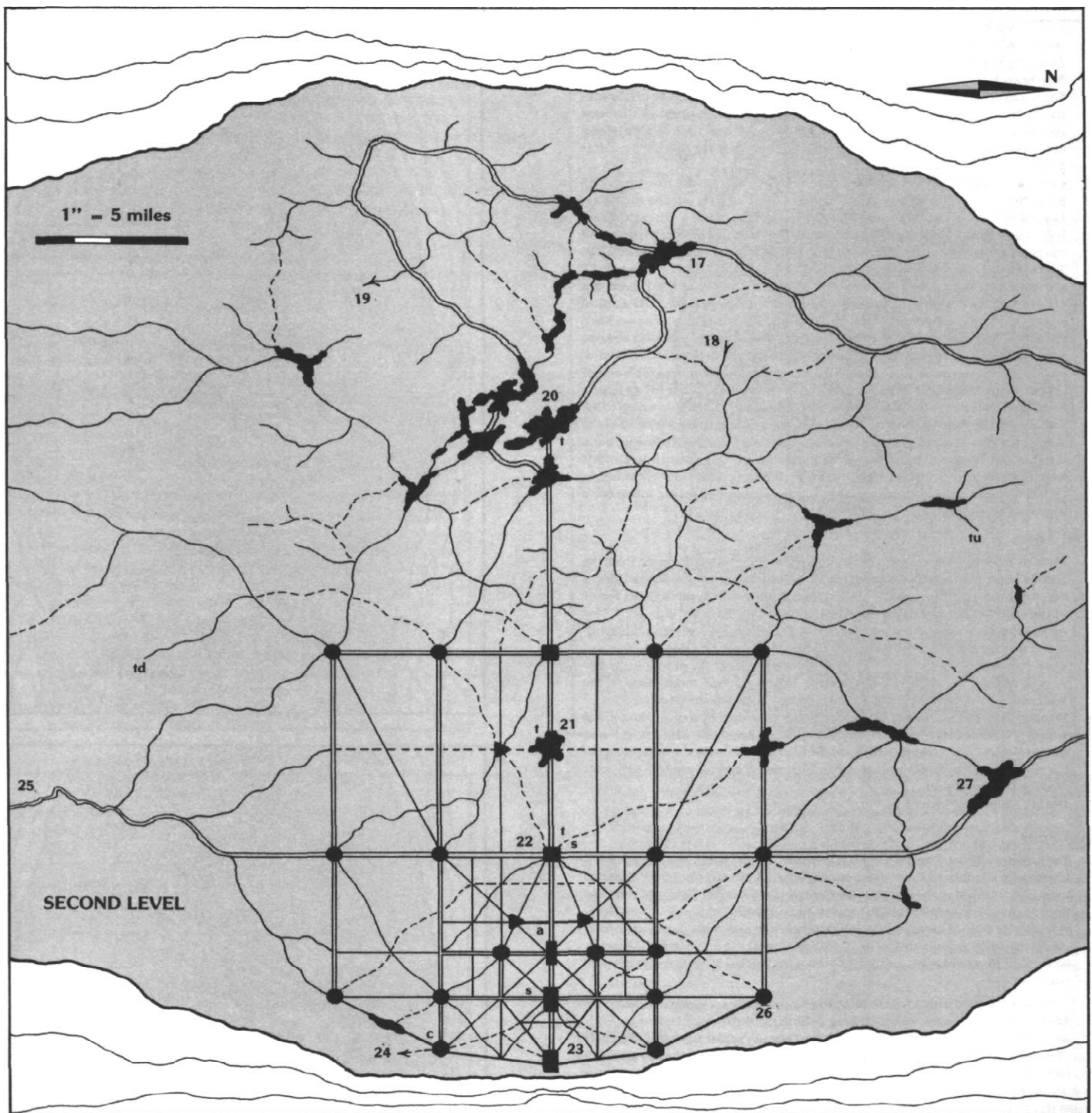


THE WEST-GATE AND WESTERN ENTRY HALL —
First Deep and First Level



EAST ENTRY HALL — First Level





Level Two

17. **Mines of Khulakal:** This gigantic granite and limestone chamber is one of the largest in Moria. Two and half miles long, three quarters of a mile wide, and three thousand feet deep, it is self-contained world. Bizarre rock formations, magnificent arches, spiraling ramp-ways, twisting tunnel arms, and offshuting mine cuts lend the room a wonderland character with maze-like qualities. Although it is now virtually barren, it was once Moria's greatest gold source. Now it serves to join the westernmost avenues of the Second Level, routes cut along exposed rock shelves and joined by nearly a hundred bridges.
18. **Halls of Green Glass:** Here the roads and accessways cut through a beryl deposit that yields a small but valuable supply of emeralds.
19. **Road to the Second and Sixth Deeps:** This sloping roadway twists through dozens of tight switchbacks on its way down to the southwestern Deeps. It provides access to the silver mines of the Second Deep and continues down to the Smelting-halls of the Sixth Deep.
20. **Mahal's Wells:** Actually, these gargantuan halls are part of the same fault series as the Mines of Khulakal. Once a major iron source, they now supply only modest amounts. Each of the six chambers have ceilings rising 100' above the Second Level. They also stretch three to four hundred feet downward and are filled

with reddish, iron-laden waters inhabited by Red Jaws and Water-drakes. The surfaces of these pools lie nearly seventy feet below the elevation of the avenues. Each is fed by a series of springs, and all are sources of underground streams that run westward toward the River Sirannon.

21. **Durin's Chimney:*** (As #5 of Level One.) This seven thousand foot deep chasm houses dozens of stairways and is crossed by a collection of 70' bridge spans which join great corbels and basalt abutments. Hidden away in the narrow north-eastern cleft is the legendary Durin's Stairway. The Central Steps, a 21' wide spiral stairway, connects all fourteen of Moria's tiers. It begins high in the Seventh Level and ends at the bottom of the Seventh Deep.
22. **Western Hall:** This Muster Hall is the westernmost City chamber and was designed as the principal assembly point for Moria's standing army, the Weapon-host. Silver filigree embellishes the twenty-eight red marble columns that support the barrel-vaulted ceiling of this Gathering Hall.
23. **Rising Room:** The Rising Room is a rectangular Gathering Hall with walls of white marble and a gilded rib-vault ceiling. An array of twenty-one window-wells pierces the eastern wall, welcoming sunlight.
24. **Accessway to the First Level:** A revolving 7' x 7' stone in the south wall of southeastern Ceremonial Chamber conceals this narrow secret passage. The ac-

cessway slopes down to the Main Level (see #10).

25. **Avenue of the Guard:** This winding way runs south to Moria's South-watch, a 28' x 28' room which looks out of the southeastern face of the Silvertine.
26. **Northeast Hold:** A circular hall, 77' in diameter, forms the focal point of the Second Level's main barracks facility. Thirty-five Dwarf-lodgings lie off the central hall, built to house members of the elite battle guard. A single 14' diameter column embraces the fan vaulting that supports the 49' high roof. Within it lies a hidden passage which winds down to Sixth Deep and up to the Seventh Level (see #12).
27. **Chamber of the Axes.** This fourteen thousand foot long cavern rises up to 300' high. Here the Northeast Avenue crosses a shallow lake via a stone causeway. Legend says that somewhere beneath these waters lies a set of three exalted axes forged by a King of Nogrod. The tale is true. Fourteen feet below the surface of the pool, along the northern face of the chamber, sits a sealed stone chest. The **Three Axes of Azaghâl** are stored here, nestled within a shroud of gold wool. All are made of Tasarang and Ithilnaur and forged of an ancient Cold. Each is a magic +20, Ore-slaying weapon which delivers an equivalent Cold Critical whenever there is a normal critical strike result. The *Long Axe* is a two-hand Battle-axe that can be thrown up to 70' without penalty. It is a reddish weapon with a gleaming silvery edge and elaborately decorated with silver inlay. Its companion, the *Night Axe*, is just as beautiful, but its Ithildin inlay is invisible except under Moon or Star-light. In such a case, the weapon will strike one to two targets when thrown, both in the same round. This Hand-axe can be thrown up to 35' without penalty, and up to 70' at -35. The third magic arm is the one-hand *Stone Axe*. It is a greyish weapon empowered and decorated like the Night-axe, but a different power born of its Ithildin glow. Rather than striking twice in a round, it enables the wielder to throw through stone unimpeded. It also allows the bearer to gaze through darkness or stone (range 35') and see any one person whose voice is audible or whose sounds are discerned.

Level Three

28. **Place of Barking:** Here, where the northern traverse avenue slopes up from the Second Level, the corridor narrows from 21' to 14' and a green granite wall blocks the passage. A virtually invisible 7' x 7' arched stone door cuts through the center of the wall, but is guarded by the 9' high green onyx "Barking Watcher." This wicked shaped Watcher-in-stone (see Sec. 3.33) will emit a deafening "barking" sound whenever a being unknown to it enters its 49' field of vision. In addition, when someone attempts to pass through the door without the proper Rune-key — and without successfully defeating the hard (-10) lock mechanism — the Watcher slides to its right along a track and bars access to the doorway.
29. **Weather Watch:** This round, 42' wide chamber is covered by a silvery dome that arches 77' above the mosaic floor. It holds enchanted astrological and meteorological instruments, which can be used to determine the movements in the sky and thereby predict the weather. A series of special window wells cuts through its domed roof.
30. **Durin's Chimney:*** (See #5.)

Level Four

31. **The Crypt of Alvis:** Down a 3' wide spiral stair, 33' beneath the Fourth Level's Ceremonial Chamber, lies a red laen sarcophagus. A cleverly hinged 14'diameter brass plate is inlaid in the center of the Ceremonial Chamber floor and serves as the entryway. It is very hard (-20) to open and is guarded by a series of carefully hidden plate traps. The sarcophagus holds the bones and precious possessions of *Alvis*, the surly advisor to Durin II. The (Greater) Ghost of Alvis' Mannish bodyguard *Rongnir* haunts and defends the crypt, but it will not leave even if provoked.

The Items buried with Alvis: — three 70gp aquamarines; — an enchanted + 10 *Mace of Waterskipping*, which (as long as both the thrower and target are each within 35' of the water) can be thrown without penalty across any water source (1' of more in depth) and can skip up to 700' to strike a target and return by skipping back the same round; and — the magic *Helm of Stone*, a full helmet forged from tasarang, inlaid with gold filigree, and shaped like the head of a Demon-ram. Up to three times a day, and with a round's concentration, the wearer can turn into bluish granite, taking on all the benefits and troubles associated with stone. All the items the wearer bears up to his "encumbrance allowance" (the "dead weight" he can carry without incurring a movement penalty) also turn to stone. In order to resume a normal state the wearer must concentrate again for one full round. While granite, the wearer cannot move or cast spells. He can, however, employ his senses, and he has no need for food or water.

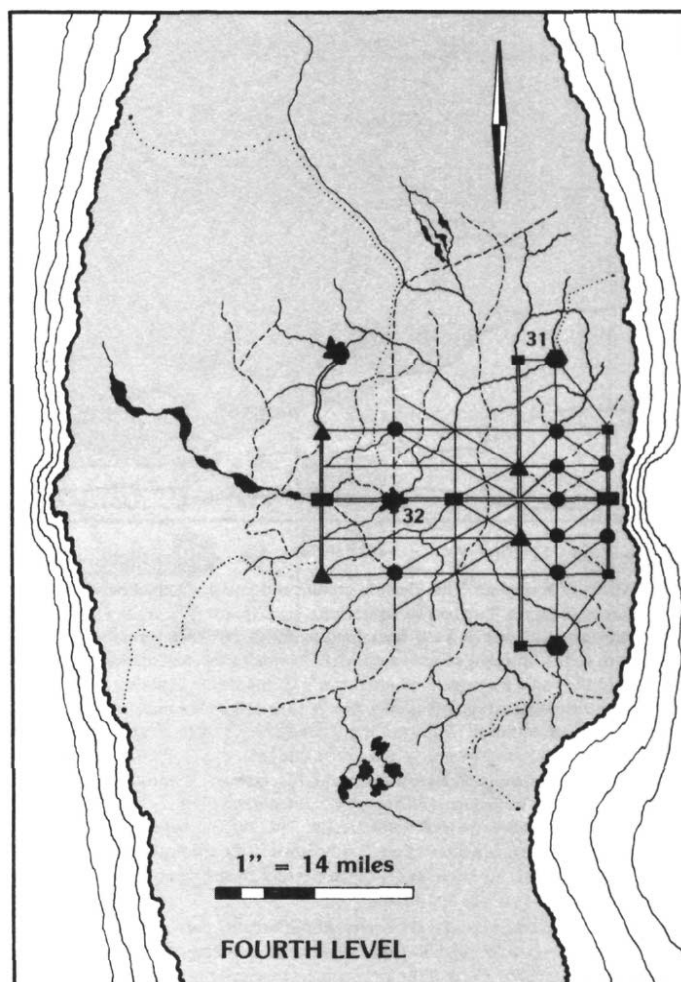
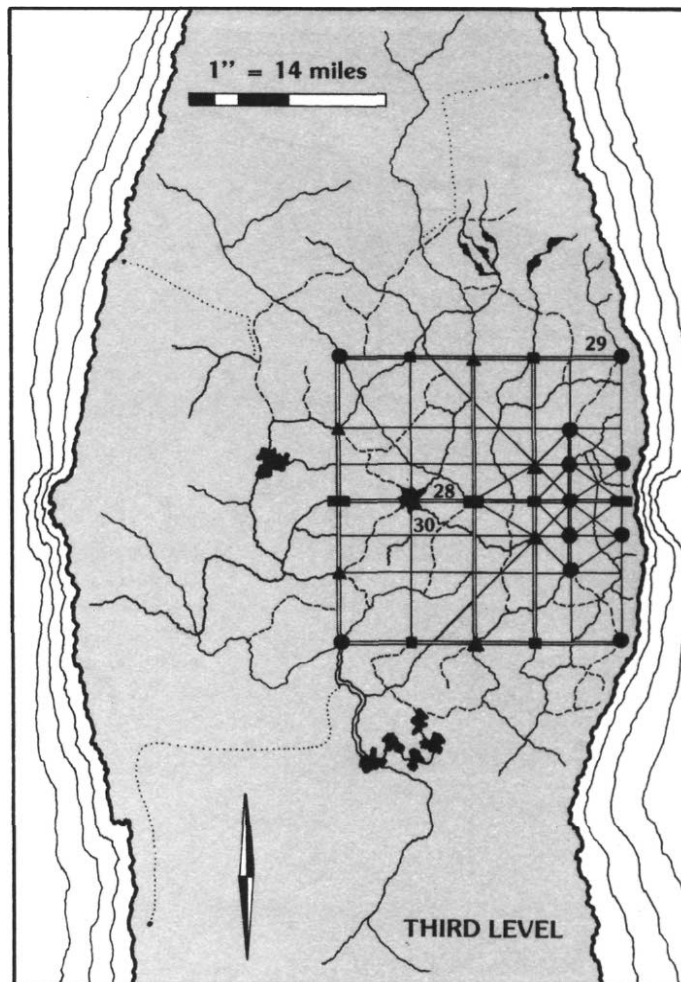
32. **Durin's Chimney.*** (See #5.)

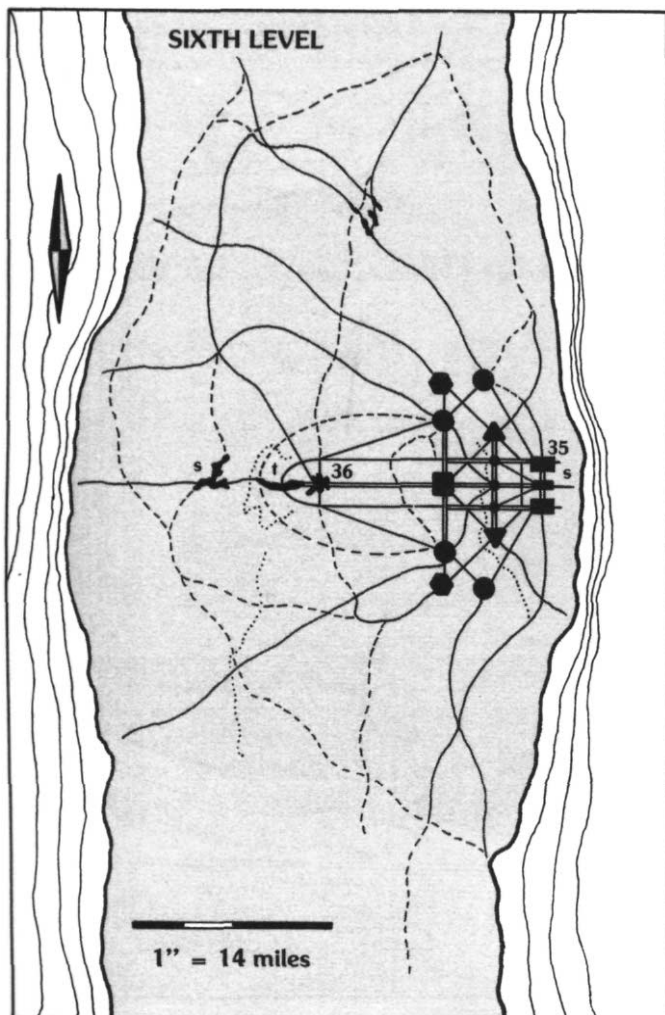
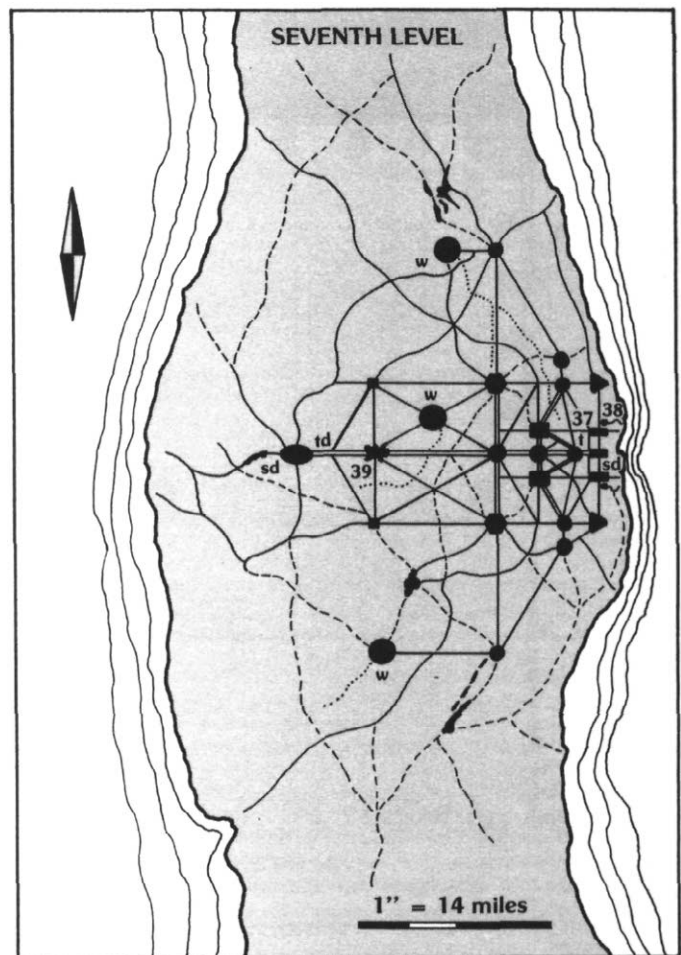
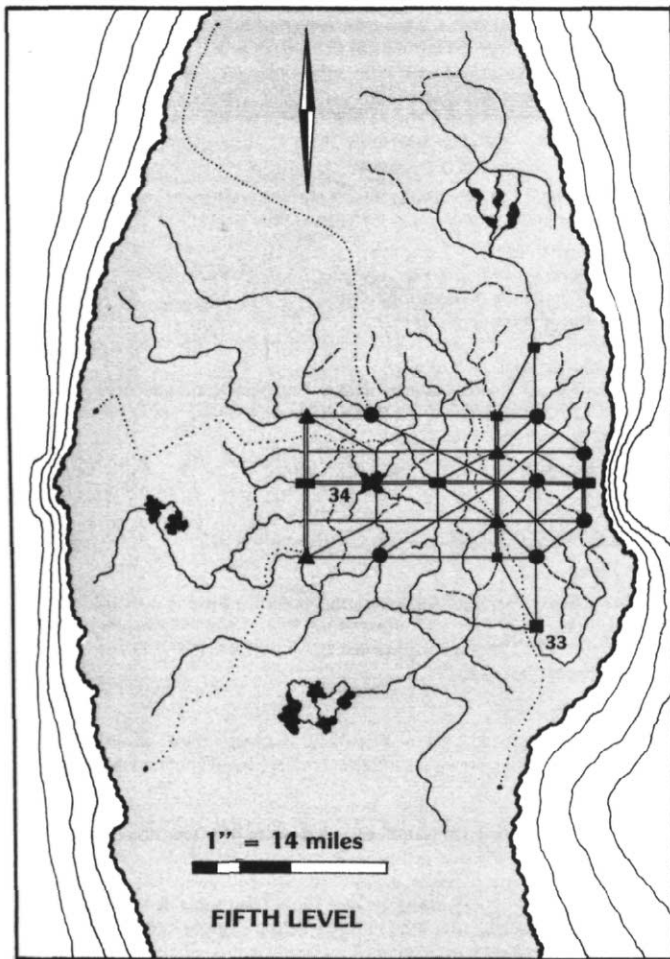
Level Five

33. **Thund's Eye.** This nearly vertical shaft intersects the road when it crosses a 7' wide arching bridge over the thundering flow of a subterranean feeder stream. The 3' x 3' shaft is the deepest (longest) light-well in Moria, reaching three thousand feet toward the northeastern face of the Silvertine. (See 4.11 for more on windows and light-wells.)
34. **Durin's Chimney.*** (See #5.)

Level Six

35. **Hall of Scribes.** Also called the Eighteenth Hall of the North End, this Ceremonial Hall lies directly beneath the Twenty-first Hall on the Seventh Level. Here the walls are covered with inscriptions carved in enchanted stone. At the





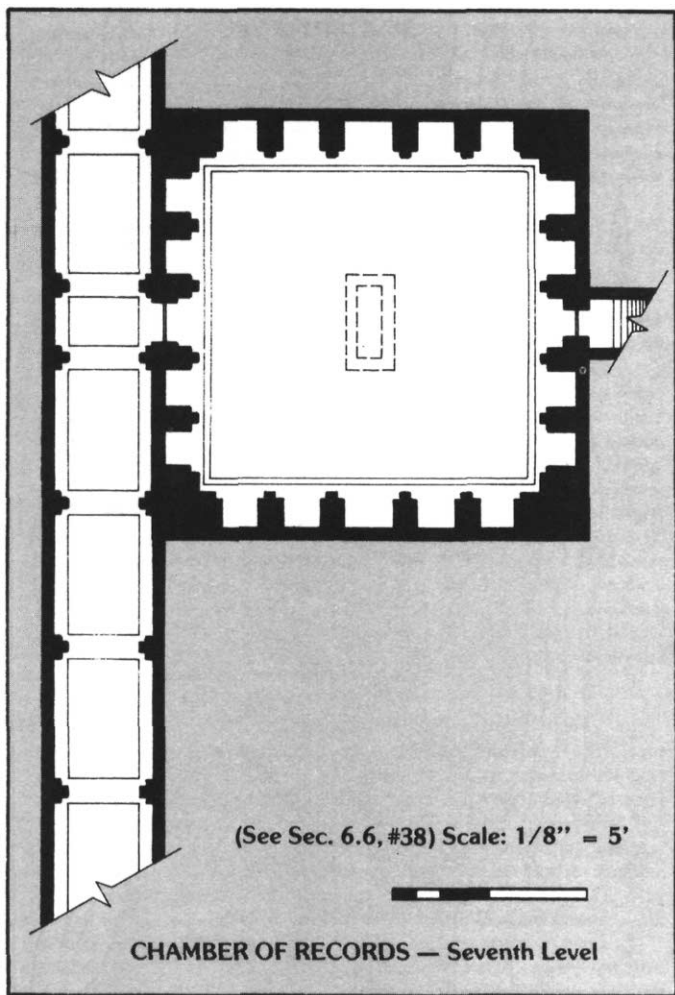
center of the room there is a pillar set in a 7' deep, 21' in diameter pool of cursed water. Three 3' wide bridges span the pool and provide access to the monument, which is a duplicate of the obelisk marking Durin's revelations beside the Mirrormere. (The original is in Dimrill Dale.) The hinged pyramidal crown of this monument can be moved to reveal the three magic (50 gp) gold *Chisels of Dvalin*. These chisels can be used but once a day to create a magic Symbol equal to the level of the wielder. In so doing, they "erase" any other inscription or Symbol they touch in the process. Note that the 3" x 3" center sections of the bridges are trapped. Spring-hinges secure them and, unless discovered (very hard, -20) and disarmed (hard, -10), they will cast burdens of thirty or more pounds into the water below. Persons entering the water must make an RR vs a 3rd level spell or fall into a coma-like sleep for 1-50 minutes and immediately sink to the bottom of the pool.

36. **Durin's Chimney.** (See #5.)

Level Seven

37. **The Lore-hall.** Also called the Twenty-first Hall of the North End, this rectangular Gathering Hall has walls covered with a composite of crushed black obsidian. The 140' room stretches 210' from east to west, and 140' from north to south. A single window pierces the center of the eastern wall, at the point where the wall meets the ceiling. Opening through the same wall is a door which leads to a spiral stairway running down to the First Level. (This stair passes the 18th Hall, the 15th Hall, the 12th Hall, the 9th Hall, and the 6th Hall, all of the North End, and opens by the Third Hall of the First Level.) A doorway in the north wall leads to a road, off of which lies the Chamber of Records (see #38). The west door opens onto a traversing road which descends all the way down to Hwain's Well-hall in the Mines of the Seventh Deep. The south door leads to a road which connects with the Twentieth Hall of the North End. The Lore Hall is one of three Gathering Halls designed by Narvi (see 4.33).

38. **Chamber of Records:*** The Chamber of Records (or "Mazarbul") is the traditional repository for Moria's most honored tomes. This hall is 42' x 42' and has a 21' high ceiling. A single slanting window shaft through the upper eastern wall casts natural light into the center of the room. The whole chamber is surrounded by raised area which runs around the walls 14" (2 steps) above the central floor. Five 42" x 42" nooks grace each wall, and the center nook of the eastern and western walls house doorways. The western door opens onto the road from the Lore Hall, which lies to the south (see #37). The east door leads to a descending passage that runs over a mile before reaching the First Deep (see #7). The other eighteen recessed areas contain chests, each traditionally filled with 5-500 gp worth of gems and jewels. Shelves above the chests support rows of hallowed records.



NOTE: During the period T.A. 2989-2994, Balin founded a new colony in Moria and became its King. For the last months of his reign he made this chamber his Throne-room, for his people were under seige. After His death in 2994 he was buried in a stone sarcophagus set at the room's center. The 2' high, 10' long stone burial cradle was capped with a 1' thick slab of white granite. Runes inscribed in the top surface say: "BALIN SON OF FUNDIN LORD OF MORIA"

(See *LotR I*, p. 415-23.) Following this era the chests lie bare of wealth, excepting that found in the Seven Books of Mazarbul. The books:

History of Balin's Folk

History of Durn's Folk in the First Age

History of Durin's Folk in the Second Age

History of Durin's Folk (T.A. 1-1981)

Book of Item Lore: Contains ten runes for each of the Bardic Item Lore spells between 1st and 10th level (100 total).

Book of Earth Law: As Item Lore book, but containing Earth Law runes.

Book of Fire Law: As the others, but for Fire Law spells. Every tenth spell works on the reader, however.

39. **Durin's Chimney:*** (See #5.)

The Second Deep

40. **Durin's Chimney:*** (See #5.)

The Third Deep

41. **Khelurin's Armory:** Here, Khelurin the armorer is buried in a grey marble sarcophagus. Many (2-20 fine +15 arms) of his ancient and stalwart weapons-creations reside here. They are surrounded by Chute Traps (See 4.33.)

42. **Durin's Chimney:*** (See #5.)

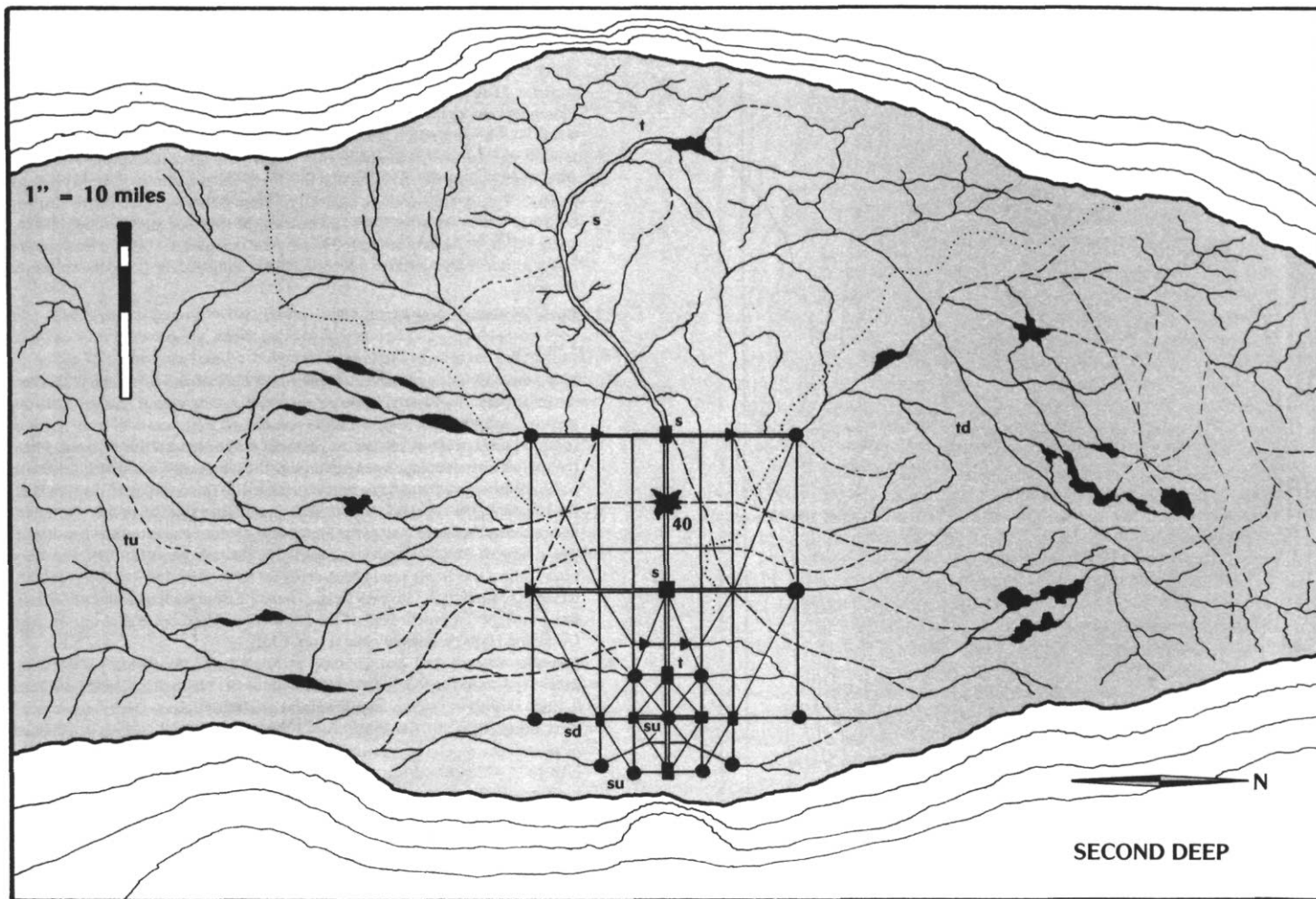
The Fourth Deep

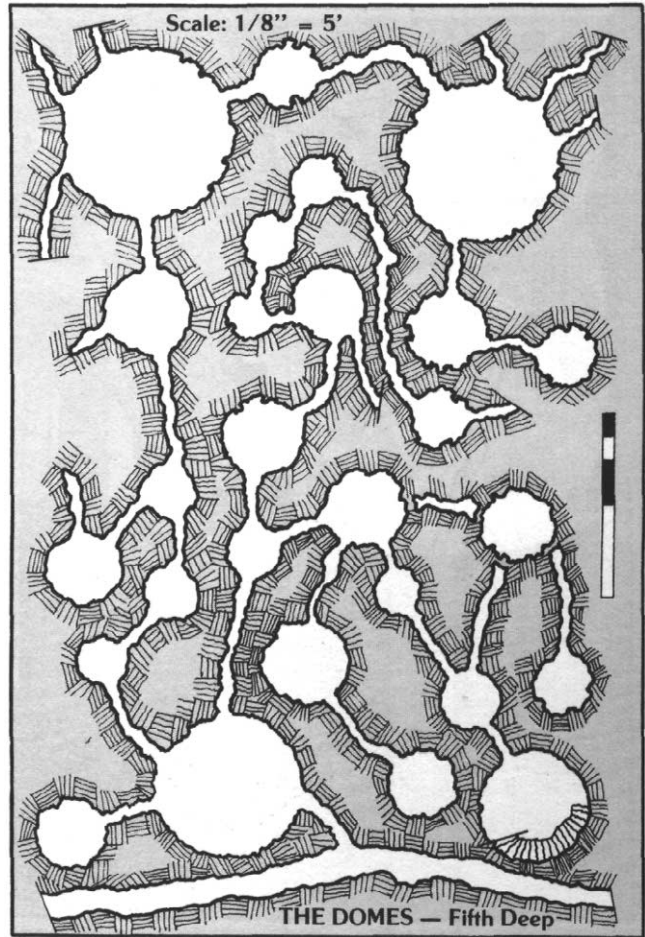
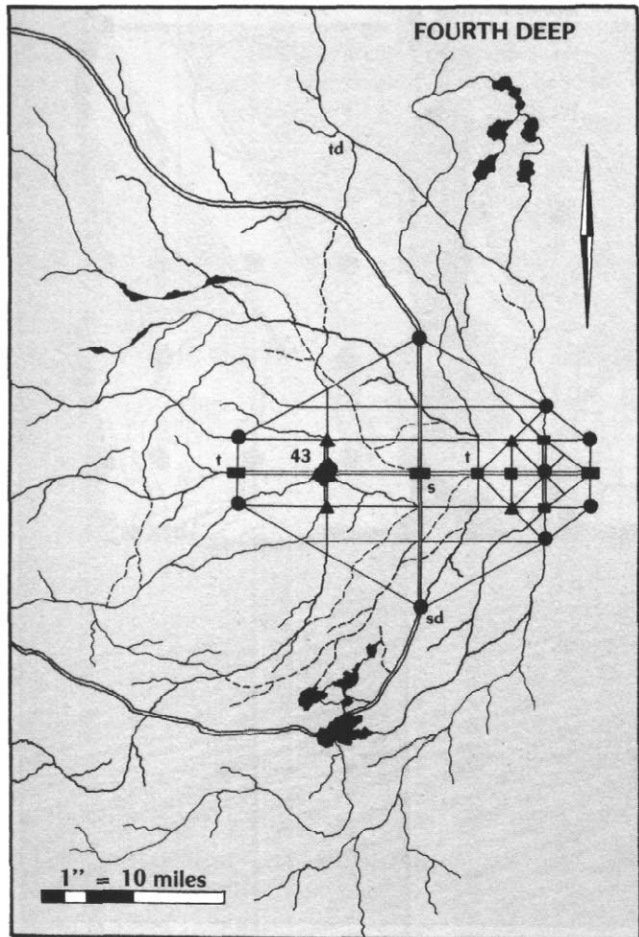
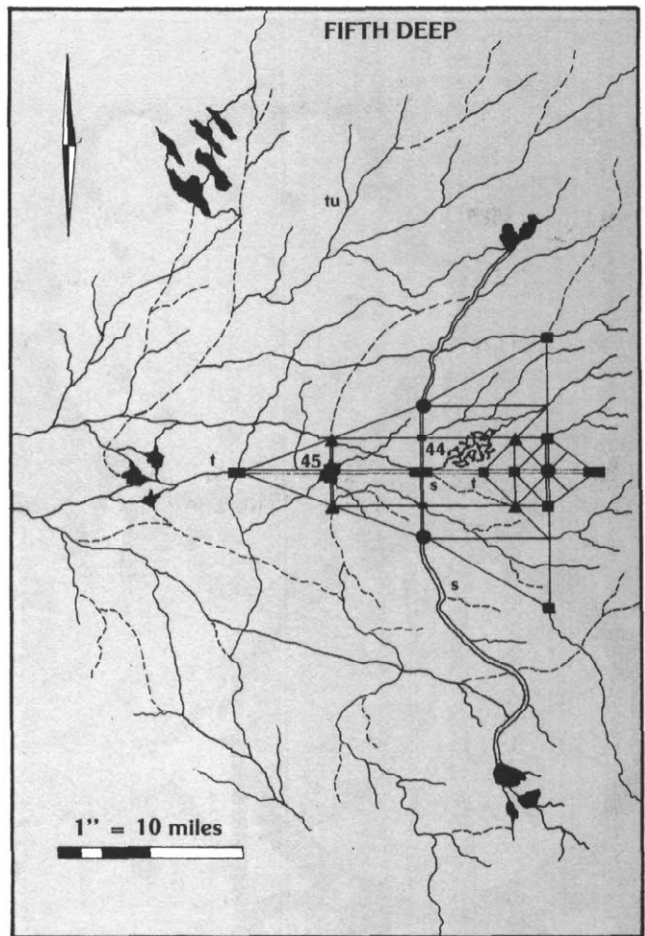
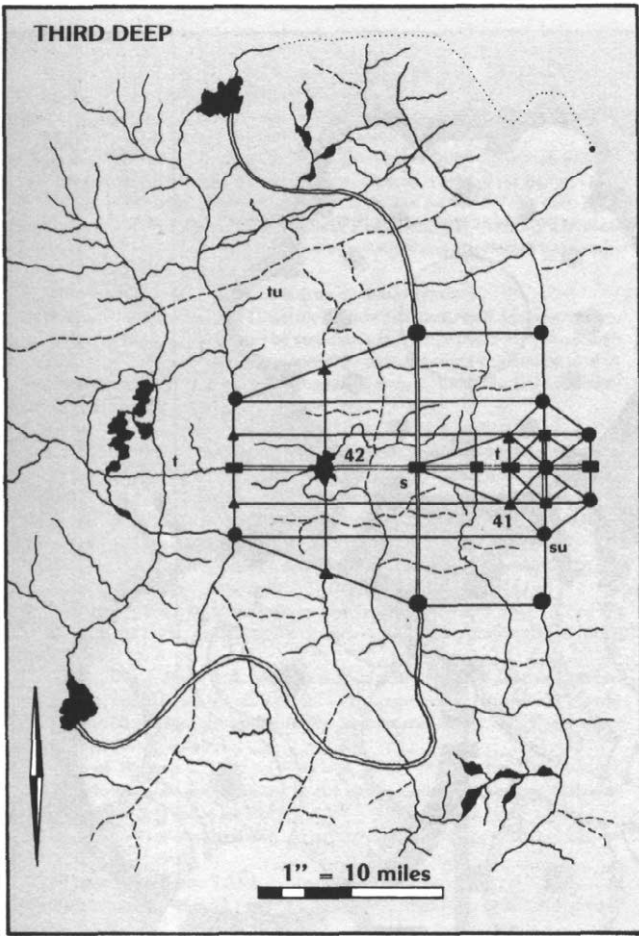
43. **Durin's Chimney:*** (See #5.) On the south side, Just below the point where the main E-W avenue intersects with the chasm, a waterfall spills out into the shaft.

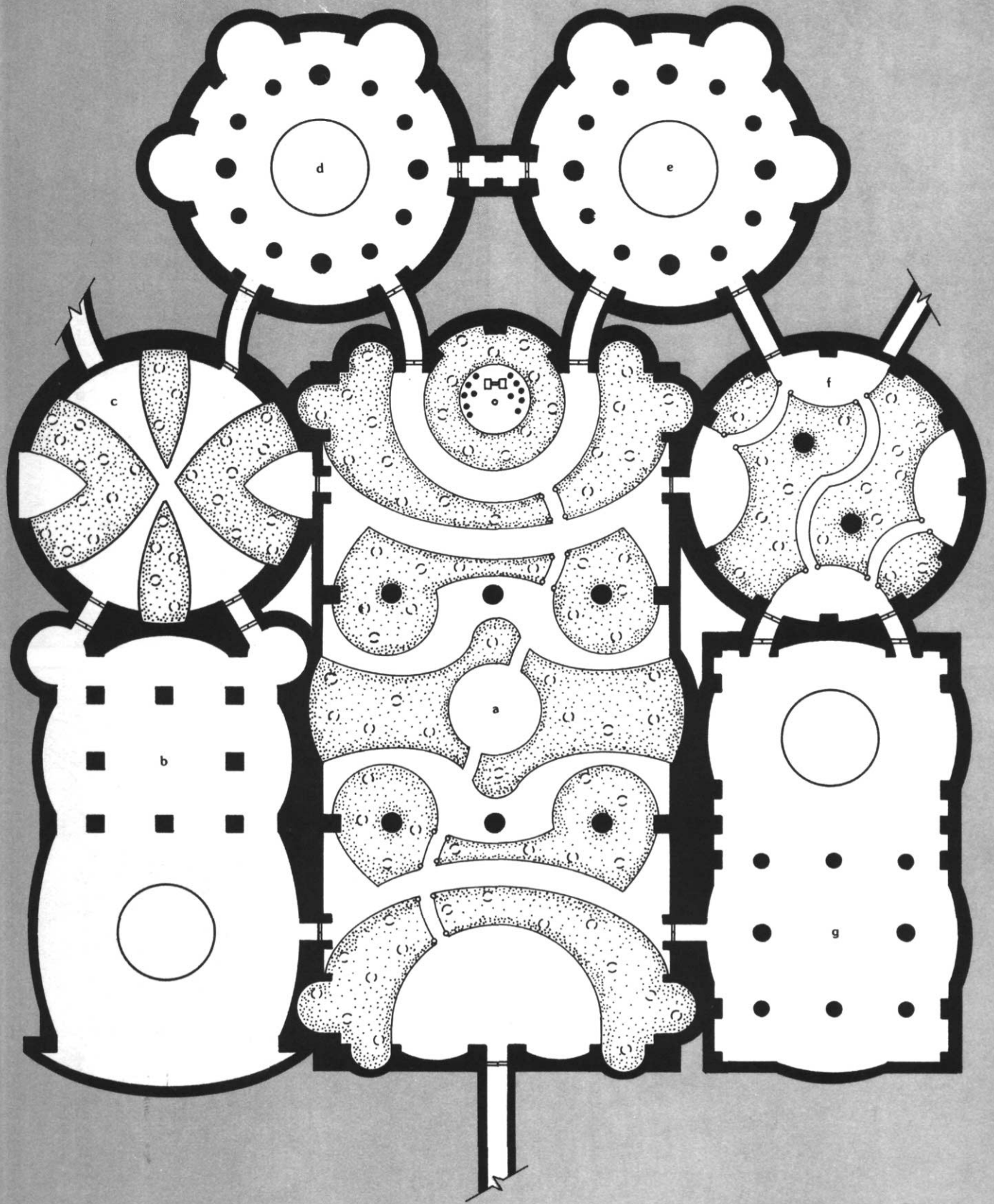
The Fifth Deep

44. **The Domes:*** (See Sec. 4.12, Naurond.) A labyrinth of black, dome-shaped chambers formed of volcanic pumice and connected by hundreds of small, twisting tunnels. Some of these ancient, tube-shaped gas-passages extend through the roof and upper sides of the Blue Chasm that looks down upon the High Smith-hall (which is, after T.A. 1981, the Balrog's Throne-room (see #46).

45. **Durin's Chimney:*** (See #5.)







(See Sec. 5.3; 6.6, #46) Scale: 1" = 120'



BALROG'S LAIR — Sixth Deep

The Sixth Deep

46. Balrog's Lair:* Prior to T.A. 1981, this set of seven chambers served as the King's Smithy, Moria's High Smith-hall (see Sec. 3.31). With the assertion of the Balrog's rule it was reformed into a royal lair. The **Throne-room** (a) is described in Sec. 5.3. Surrounding it are the six companion chambers:

(b) Hall of Mirrors - Silver backed laen walls form a shroud of mirrors, which is in turn illuminated by eight glowing square columns. Three of the Balrog's elite Troll-guard are stationed here and normally remain on the circular dais. Each round one is in the chamber, he must make a successful RR versus a 3rd level at-tack. Failure results in the victim becoming confused and disoriented by the mirrors. The victim then operates at -50.

(c) Hall of Questions - Here the Balrog questions captives.

(d) Place of the Valarauko - This is the Demon's residence hall. He never sleeps, although he does rest 3 hrs a day by meditating in a prone position on the 6' high central dais. Red laen columns surround the dais and support a domed roof of the same material. Three rounded nooks serve to hold the Balrog's most treasured items.

The treasure:

In **d1** one will find a 12' x 6' black iron chest, which is surrounded by steam traps and extremely hard (-30) to open. It contains 300 mp, 6,000 gp, and thirty-three 600 gp rubies (each containing a miniature imbedded black iron crown).

In **d2** one will find the Balrog's weapons (see 5.3) encased in an unlocked black laen case. Eighteen dart traps protect the area, and are set off by anyone who fails to place the proper Rune-key and disarm them. The lock is concealed at the end of the protruding wall to the right.

In **d3** there is a stack of 66 mithril covered skulls, each worth 300 gp. They are skulls of those lords the Balrog has personally killed since awakening in Moria (see "e").

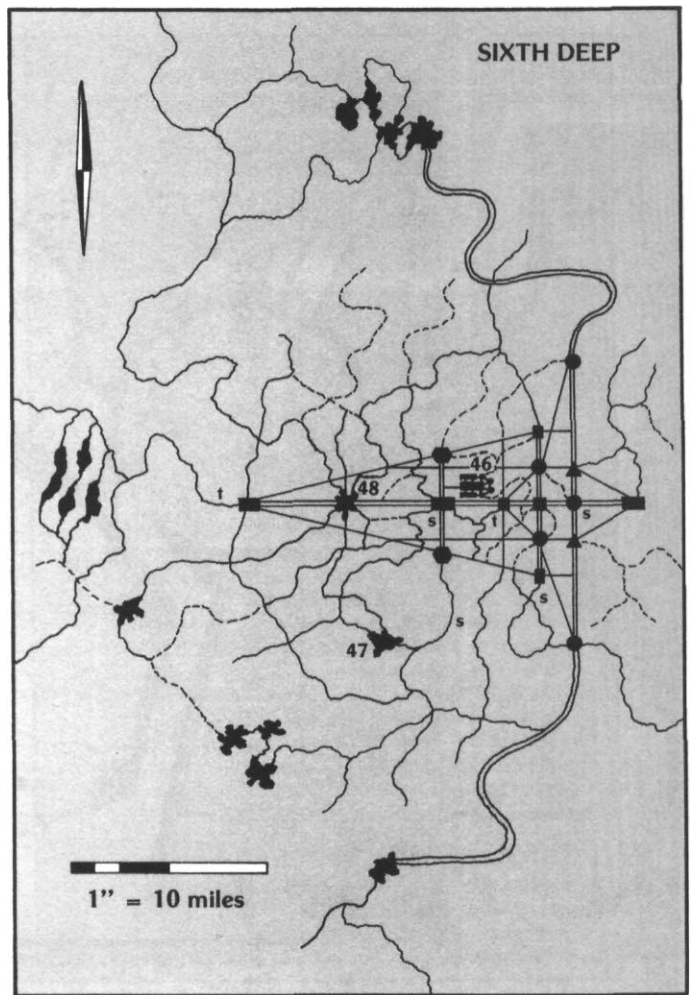
(e) Black Hold - Since T.A. 1984 the Royal Items of Durin's Line (see #49) remain here, upon the 6' high central dais. They are guarded by three Troll-guards. The items taken from the bodies of the 66 lords mentioned in "d3" above are stacked in the three nooks.

(f) Hall of Waiting - Here servants wait before entering the Throne-room. Three Troll-guards are stationed in the room, and two animated "Dragon-columns" (see 5.3) aid in the vigil.

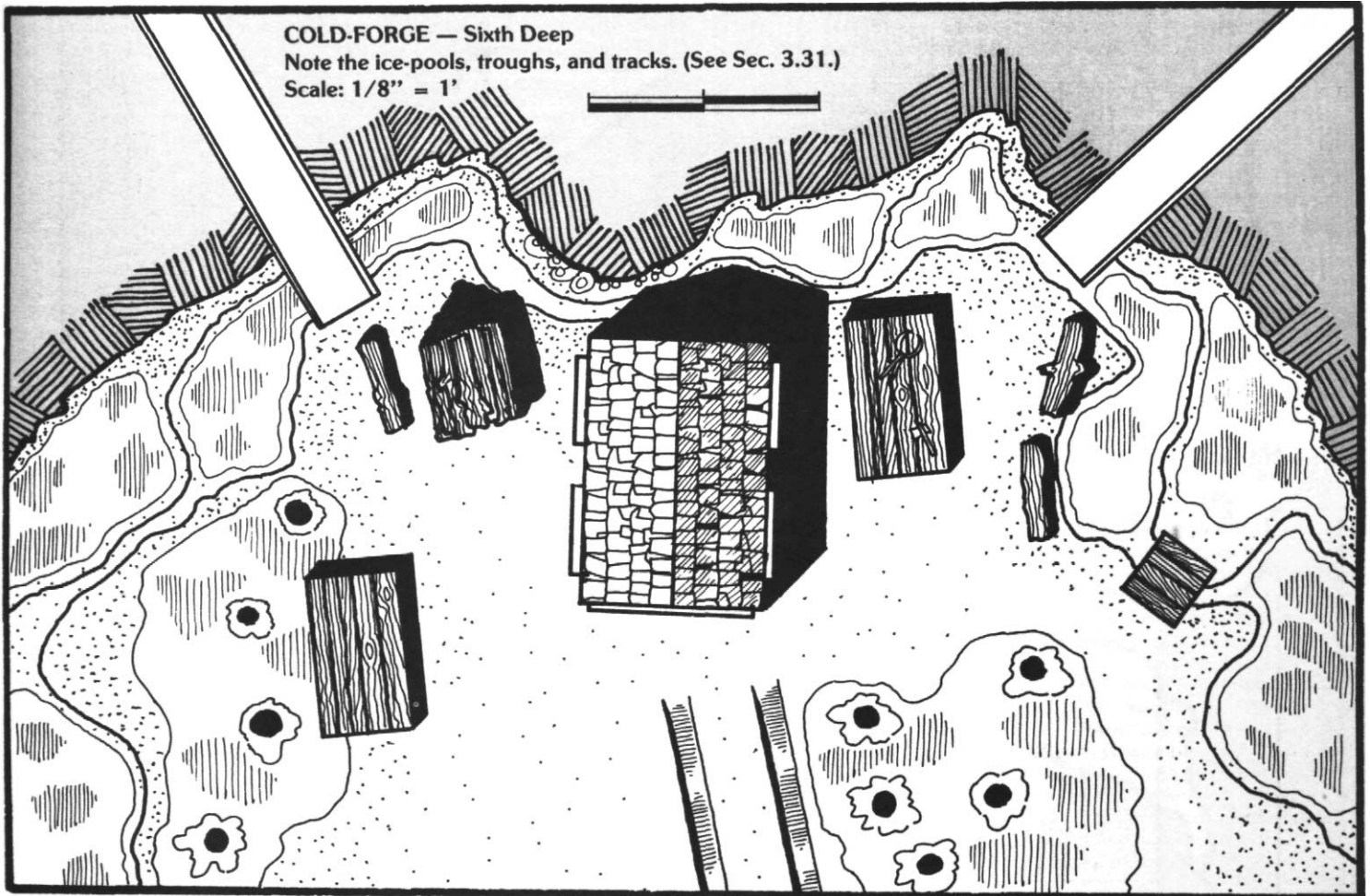
(g) Hall of the Troll-guard - This is the filthy residence hall of the 18 members of the elite Troll-guard.

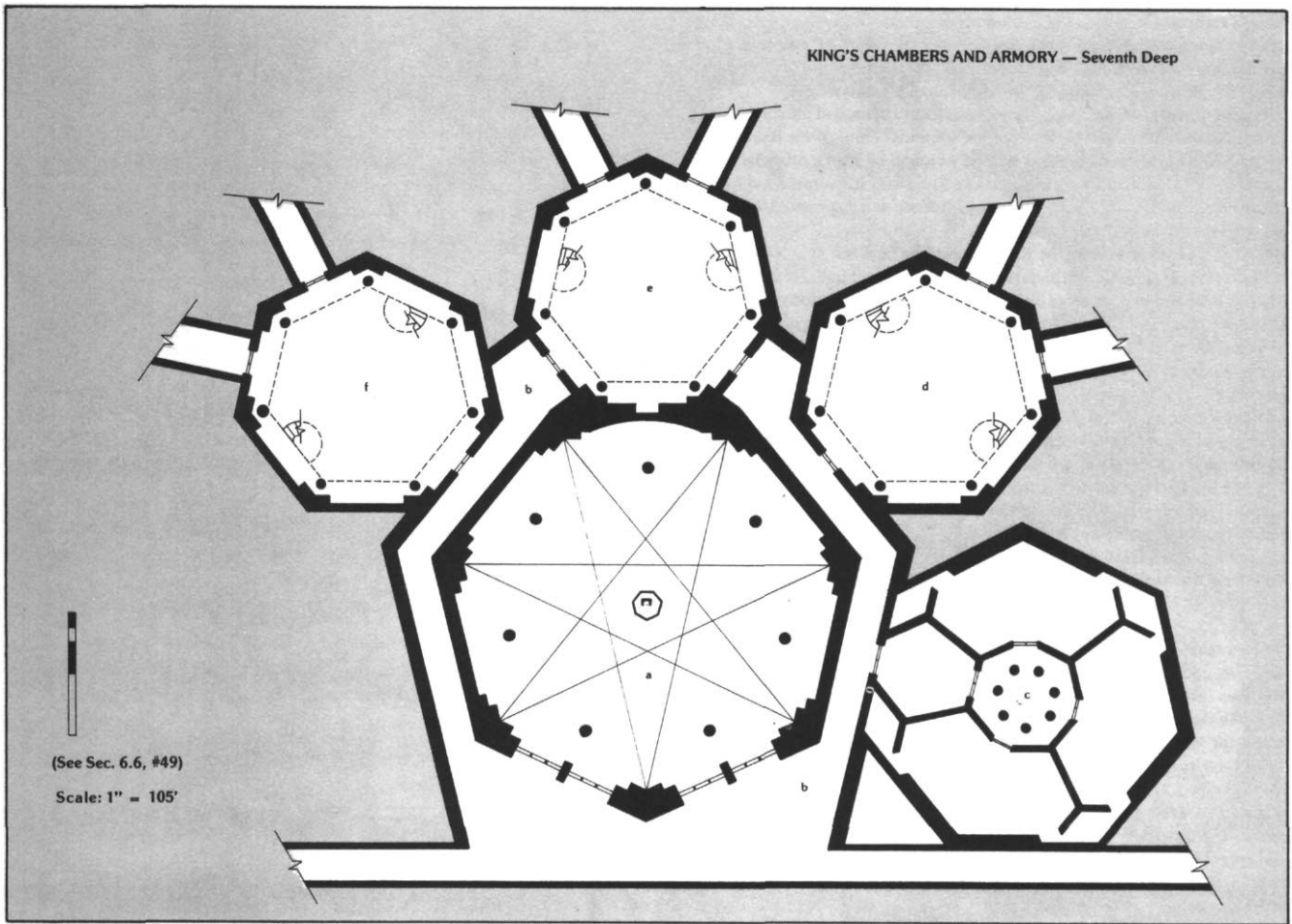
47. Cold-forges:* (See Sec. 3.31.)

48. Durin's Chimney:* (See #5.) Another waterfall springs forth here, this one in the northeast arm.



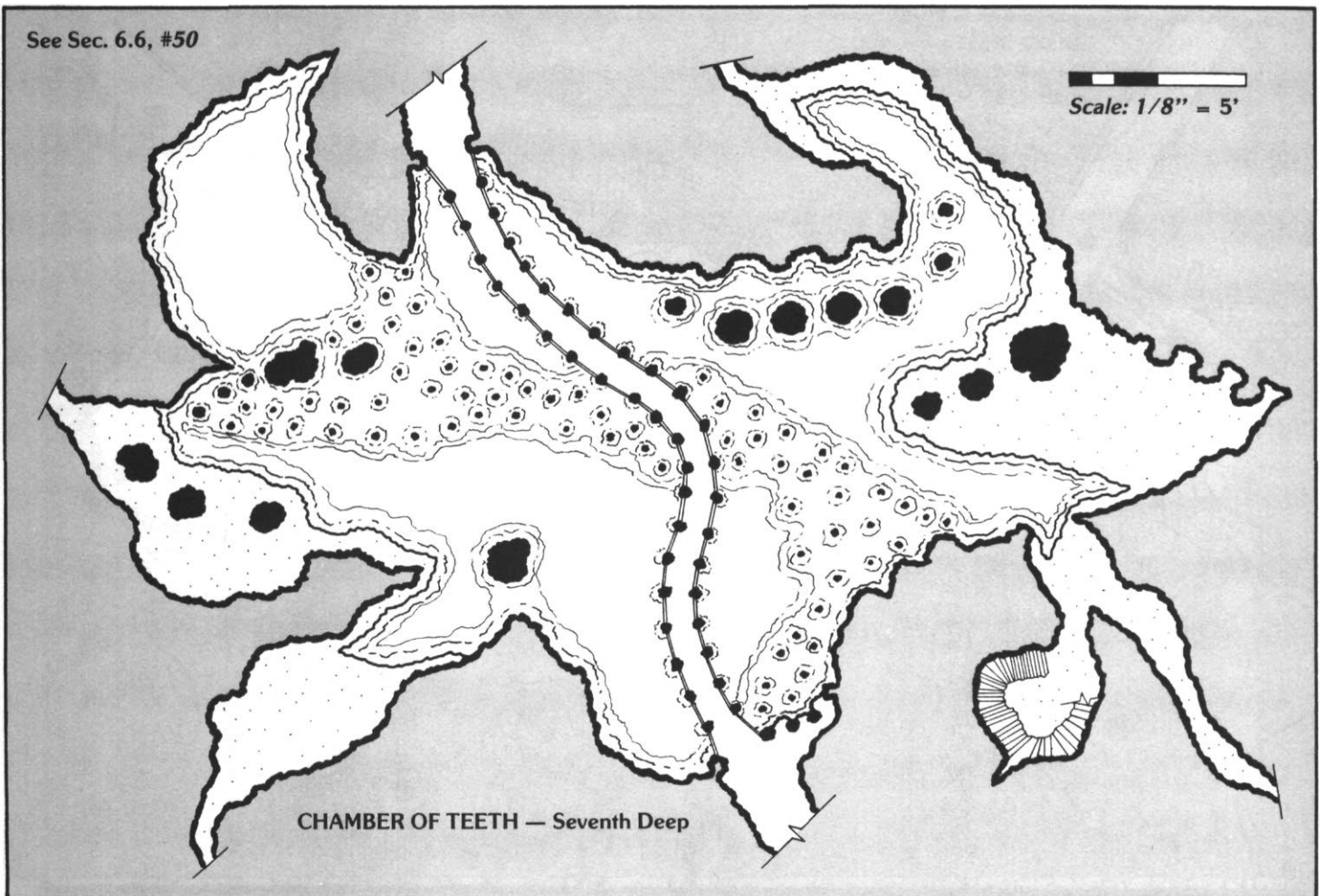
COLD-FORGE — Sixth Deep
Note the ice-pools, troughs, and tracks. (See Sec. 3.31.)
Scale: 1/8" = 1'

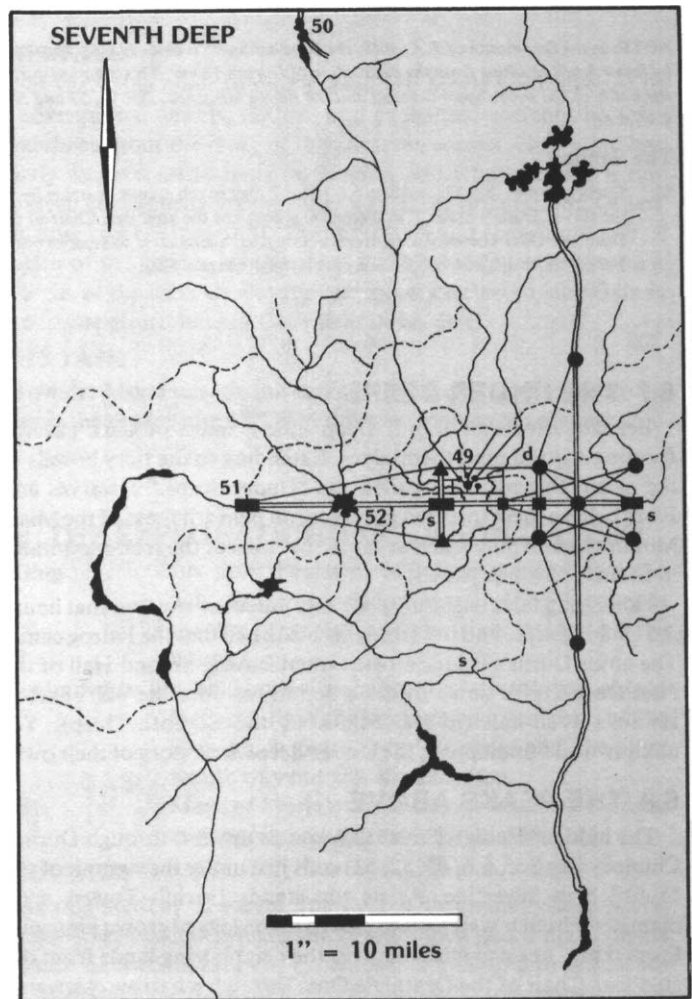
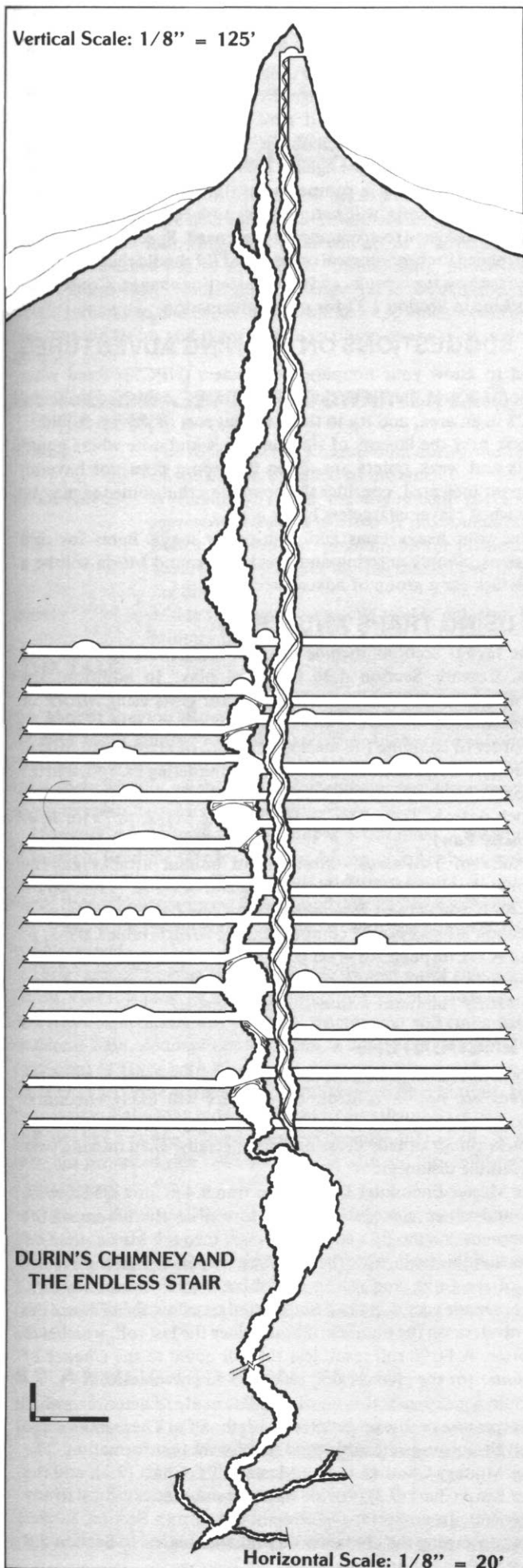




See Sec. 6.6, #50

Scale: 1/8" = 5'





The Seventh Deep

49. **King's Chambers and Armory:*** This five-room complex is composed of seven-sided chambers, each of white marble. Silver and gold filigree adorns both the walls and the fan-vaulted ceilings. The chambers:
- (a) **Throne-room** — Here presides the Dwarf-king of Khazad-dum.
 - (b) **Surrounding Hall.** This arched passage allows access to each room. It is littered with spike and plate traps.
 - (c) **King's Bedroom** — Here the King sleeps on a simple stone bed in the central sub-chamber. Chute-traps guard the doors. In the outer three sub-chambers rest the Royal Items of Durin's Line.

Among numerous jewels and 777 mp, the items include:

Hammer of Durin: a + 30 war hammer which delivers twice normal damage and can be summoned instantly by its last wielder (up to 777').

Seven Helms of the King: Shaped like various semi-mythical creatures, each provides the wearer a +15 RR bonus and a + 5 DB. They obviate all fatal Crush criticals directed at the wearer's head.

Durin's Armor: + 20 mithril plate mail (AT 20).

Durin's Shield: + 20 shield inlaid with 14 Dwarven symbols (see Sec. 3.33).
 - (d),(e),(f) **Royal Armory** - These three chambers contain numerous + 15 and + 20 weapons of unsurpassed quality.
50. **Chamber of Teeth:*** Here the sloping Redhom Way levels out on the Seventh Deep, just before it intersects the Mithril Road and heads off under the Redhom Pass. The road crosses the water on a bridge born by twenty-one stalagmite-supported arches. Numerous protruding stalagmites give the room its name.
51. **Hwain's Well-hall.** This Watch-room opens onto the passage at the bottom junction of the main traverse avenues which connect the Seventh Deep of the Mines with Moria's other tiers. Rectangular, it is a 49' x 35' guardroom which lies on the north side of the avenue, just west of the spot where three routes converge. A well built by Hwain (and connecting with the Under-deeps) lies at the center of the crudely hewn chamber.
52. **Durin's Stair and Durin's Chimney:*** Where Durin's Chimney passes through an area just below the Seventh Deep, a narrow road opens onto the northeast arm of the chasm. Here, on a ledge beneath a waterfall, is the bottom of Durin's Stair. This seemingly endless staircase spirals through a hidden cleft all the way to the summit of the Silvertine. The road forks before entering the Chimney. One fork leads up to the King's Bedroom (see #49 "c"), while the other is a rugged tunnel that cuts through the upper Under-deeps and connects (further east) with the abyss that falls from the Second Hall of the First Deep (see #7). Durin's Chimney continues downward, reaching far into the Under-deeps.

NOTE: In the first month of T.A. 3019, the "Endless Stair" is blocked at its upper end by fallen debris resulting from the destruction of Durin's Tower. This occurred during the Battle of the Peak, when Gandalf and the Balrog struggled. (See #5, 53 and Sec. 4.35, 6.8.)

The Summit

53. Durn's Tower: (See #52 and Sec. 6.8.) This 7' high rough granite chamber lies at the top of Durin's Stair. 7' in diameter, it contains the gold laen Chair of the Deathless One. The only accoutrement is a gold inlaid, silver telescope (worth 140 gp). A single, narrow window cuts through the east wall.

6.7 THE UNDER-DEEPS

Beneath Moria's Seventh Deep lurk a maze of dark caverns forming a world unto themselves. Extending to the fiery bowels of the earth, this region is called the "Under-deeps." Dwarves and Elves believe these tortured passages run beneath most of the Misty Mountains and may reach as far as the ruins of the Iron Mountains in Endor's furthest North.

Horrifying tales tell of unspeakably hideous creatures that haunt the Under-deeps, and it is from this black hell that the Balrog came. The abyss Durin's Bridge crosses when leaving Second Hall of the First Deep knives down to these depths, as does the well shaft in Hwáin's Well-hall (in the Mines of the Seventh Deep). Yet unknown and unmapped, the Under-deeps are a story of their own.

6.8 THE PEAKS ABOVE

The hidden "Endless Stair" that spirals upward through Durin's Chimney (see Sec. 6.6, #5, 52,53) ends just under the summit of the 15,499' high Silvertine. At its top stands Durin's Tower, a (7' diameter) circular watch place carved in the jagged crown pinnacle. From there, one can gaze out over the neighboring lands from the gold laen Chair of the Deathless One, through a narrow eastward-facing window. The Dimrill Dale lies far below.

Across the Dale, northeast of the Silvertine, is the 15,111' tall Cloudyhead. It is a less jagged peak, but no less beautiful; although there is no room set in its heights, Moria's passages wind under its flanks.

Khazad-dûm's corridors also bite into the great Redhom. At 16,002', it is the grandest of the Misty Mountains. Its steep spire invokes a feeling of power and commands the view for leagues. Lying north-northeast of the Silvertine and northwest of the Cloudyhead, it anchors the mountain triad. The strategic Redhom Pass nestles between it and the Silvertine, and its waters give birth to the Celebrant.

Like the Under-deeps, however, the lands among the peaks above are a tale unto themselves.

7.0 ADVENTURE GUIDELINES

This section provides some helpful Gamemaster notes related to running adventures in Moria. The GM should read over these guidelines before studying and selecting one of the adventures that follow in Section 8.0.

7.1 SELECTING AN ADVENTURE

Section 8.0 is devoted to specific adventure sites and scenarios. The principal floorplans are described in Section 6. Sprinkled throughout Section 6 are illustrations and diagrams of typical passages and chambers which fit together to form a particular section in which PC's may adventure. Use them in conjunction with the maps of the Deeps, also in Section 6.

The GM should take a look at the strength and experience of the PC's involved in the game and choose an adventure which provides a challenge, but is not too difficult.

7.2 CHOOSING A TIME PERIOD

Those GM's desiring a simple adventure may not be concerned with the particular period. They can, however, have more flexibility and add more of their own designs by choosing a time outside of the scope of any one mentioned here. One should look at these adventures as stories which characterize the place, no more. Always remember, there is no rule against changing the course of history.

If you are running a campaign set during a specific era, any adventures in Moria will naturally take place at that time. This module is designed to accommodate this need. Specific adventures are arranged in chronological order. The GM should read over each one to see how the layouts, and political setting change. Consult the Time Line in Section 2.37 for more information.

7.3 SUGGESTIONS ON RUNNING ADVENTURES

Get to know your nonplayer characters (NPC's). Read what Section 8.0 and the NPC charts have to say about the principal NPC's in an area, and try to think as that sort of person would.

Look over the layouts of the complexes and note where guard points and weak points are. Even if a room does not have an occupant indicated, consider the possibility that someone may be there when player characters break in.

Save your heavy arms and high-power magic items for dire occasions. Simply entering and sneaking around Moria will be a tough task for a group of adventurers.

7.4 USING TRAPS AND ITEMS

The layout sections include frequent references to traps and locks. Consult Section 4.36 to speed play. In addition, the following cross-references are provided for GMs using *MERP* or *Rolemaster*.

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the acting PC roll, add his appropriate bonuses, and subtract the difficulty factor assigned to the lock or trap. Then refer to *MERP* table MT-2, p. 79 (or *RM: Character Law*).

Results of Fall/Crush attacks and animal attacks can be determined using *MERP* tables CST-2 and AT-5 or AT-6, all on page 70. If you employ *Rolemaster*, see *Claw Law*.

Weapon attacks can be computed using *MERP* table CST-1, p. 72 and AT-1 through AT-4 on p. 71 (or *RM: Arms Law*).

Non-magic bonus items are only used with *Rolemaster*. When using *MERP*, all items with bonuses are magic.

7.5 ENCOUNTERS

Moria has never been lifeless. Even during the periods when the Dwarves are not in control, adventurers will likely encounter someone or something in its halls. Although Moria is a huge complex, things usually cross paths, especially when moving over considerable distances.

The Master Encounter Chart in Section 9.4 helps a GM discern when and where a meeting occurs, as well as the nature of the convergence. As the PCs stay in or travel through Moria, the GM can consult this table, note the area the group is in (e.g., the Second Deep of the City), and roll to determine if an encounter occurs. Rolls are made according to a time period based on the distance the PCs travel, or on the number of hours since the last roll, whichever is shorter. A D100 roll result less than or equal to the *Chance of Encounter* for the given region results in a confrontation.

Should a meeting occur, another roll is made to determine what sort of creature or thing is involved with the PCs. Then the GM can consult the appropriate tables and text for more information. The Master Military Chart (9.1), the Master NPC Chart (9.2), and the Master Beast Chart (9.3) provide stats and summaries critical to any engagement. In addition, the GM should turn to Section 2.2 for details concerning the character of wild animals, or to Section 5.0 for material on evil inhabitants.

Since there is also "life" in many of the Dwarves' mechanical legacies, the chart also details trap encounters. Typical trap designs are described in Section 4.36, and a few guidelines for using these devices can be found in Sections 1.38 and 7.4.

8.0 ADVENTURES IN MORIA

For those few bold individuals who dare to enter Durin's Gate and explore the great chasms and chambers of the Dwarven stronghold, the following adventures will act as a lure. Even attempting to enter Moria without an "inside man," or an inside Dwarf in this case, is ludicrous and dangerous to the extreme. You would be lucky to make it to the first chute trap, which would drop you into the Deeps and slice you like an onion in one swift, painful motion.

8.1 THE EMBASSY TO THE DWARVEN KING (TA1640)

Setting: The royal court of Khazad-dûm during the reign of King Bain, a hotbed of intrigue.

Requirements: A small, wily and racially mixed party of representatives sent to discover the soundness of Bain's rule and the possibilities for influencing the Dwarven King, or barring that, of overthrowing him.

Aids: Inside information on who wields political and military power in the Dwarven stronghold.

THE TALE

Báin is rumored to have lost control of his people. The Elves and few Men of Eregion (along with more sinister forces) would like to develop some kind of influence over the stubborn, xenophobic Khazâd, in order to seize some of their immense treasures and to calm their warlike neighbors. Unfortunately, few Dwarves have any interest in outsiders and their schemes.

However, a few Khazâd can be bought — or rented — for a price. You might heed the words of the old Mannish joke about seeking help from the Naugrim. The first rule is: *bribe a Dwarf*. (It's not so hard; they all love money.) The second rule is: *bribe a Dwarf you can trust*. Rule three, unfortunately, is: *you can't trust a Dwarf you've bribed*.

Falin, son of a noble house, has quietly sent word that he, not Durin, controls most of the Dwarven military. Falin is also greedy and short-sighted and will fund any scheme that will embarrass or undercut Bain. Aiding Falin is *Grolin*, a court jester of sorts, currently out of favor with Bain for insulting the King's wife, who (it must be said) bears an uncanny resemblance to Báin himself. If the time is ripe, Falin may indeed attempt to overthrow Bain or to control him like a puppet. Some courtiers promise aid to Falin, who in turn has promised rich rewards to those who aid him in his plot.

THE TASK

PC's must first try to meet the King, to pay their respects and to size him up as a foe or a patsy. Then they must establish contact with Falin and courtiers of influence to determine the possibilities for revolution or simpler deceit. The challenge is to maintain good relations with all until it is time to choose sides and act — and to stay alive.

8.2 A MISSION TO STEAL (TA1640)

Setting: The bewildering interior of Khazad-dûm.

Requirements: The courage and tenacity of a lion, or madness in the blood. Only well-armed, experienced fighters should even consider attempting this near-suicidal mission.

Aids: Sketches or knowledge of the Levels and Deeps of Khazad-dûm are essential. Without inside help from paid-off Dwarves, the task is impossible.

THE TALE

For years, the immeasurable wealth of Moria has beckoned to all adventurers. Jewels, mithril, and enchanted weapons lie scattered throughout the maze of the Dwarven capital. Now word has quietly reached settlements in Eregion and Rhudaur that a few Dwarven guards will look the other way, if the price is right. Others may have to be disposed of. The traitorous and rapacious *Gain*, a captain of the guards, will sponsor the mission but insists upon a 90% cut of the loot. One cautionary note: doublecrossing *Gáin* is akin to slapping a hungry Cave Bear in his den.

THE TASK

To enter Moria unseen and escape with all the loot the group can carry is the charge given PC's in this most dangerous scenario.

8.3 THE EXPLORATION EXPEDITION (TA 3000)

Setting: Just after the slaying of Balin at the East-gate, the only open entrance into Moria. (The Watcher in the Water has dammed the river, sealing off the West-gate.)

Requirements: A bold, experienced party of adventurers able to face and fight the demons and denizens of the deep which guard Balin's treasure and the other wealth of what was Khazad-dûm.

Aids: Maps of Moria's tunnel complexes, magic items, and more panache than a fire-drake.

THE TALE

Uninhabited by Dwarves for over a thousand years, Moria houses other residents: fearsome beasts which guard the immense treasure of the Khazâd. An expedition is mounted to search for treasure which can be readily found and easily transported to the surface — jewels, rings, small magic items and weapons. Leaders of the expedition claim to have detailed maps of the whereabouts of both great treasures and the creatures guarding them. The journey is funded by the aged and infirm Dwarf *Tili*, who is eager to learn the status of ancient Dwarven treasures and heirlooms before he dies.

THE TASK

To enter Moria, seize all the valuables the group can gather, and escape with their lives.

8.4 THE SEARCH FOR BALIN (TA 3000)

Setting: The Seventh Level of Moria, in the Chamber of Mazarbul.

Requirements: An experienced, high-level party eager to preempt the Fellowship and sack Balin's tomb.

Aids: Detailed maps of the levels of Moria, and in particular, of the Seventh Deep.

THE TALE

Moria's Chamber of Records lies on the Seventh Level of the Dwarven complex, near the twenty-first Hall of the North End. Here ancient lore of the Dwarves rested for centuries before the rise of the Balrog in TA 1980 sent them fleeing. Later in the Age, Orcs tore apart the Chamber, destroying records and smashing sculptures. Still later, in TA 2989, Balin son of Fundin made a throne room of the Chamber. Thus, items of great worth still rest here.

THE TASK

To enter the Chamber — without disturbing those who guard it — and recover records of Balin's fate, and to get out with whatever booty and records the party cares to seize and carry.

8.5 QUEST FOR DURIN'S LEGACY (TA 3020)

Setting: The Seventh Deep of Moria just after the War of the Ring.

Requirements: An ambitious party of experienced plunderers capable of carrying a heavy load of magic items and weapons a great distance in the dark.

Aids: Maps of Moria, sacks for booty, and tons of luck.

THE TALE

*For Durin's Line is hearty and long,
His descendants are bold, fierce and strong
Warriors whose might gives them the right
To sing a robust victory song!*

*Durin's Crown of Seven Stars will shine
Long as the Khazâd can fight and mine!
Treasure and terror loom in Khazad-dum
Where one day Dwarves will prosper in kind.*

*Seven Kindred, Seven Stars,
Dwarves will take what once was ours!
Glories past and wealth to last
Us through the Age of nearing wars!*

Much of the wealth of Durin the Deathless — his great Axe, for example — remain hidden within the Deeps of the Black Chasm. Enchanted weapons, magic items and rare jewelry of all kinds still rest in the hushed shadows of Moria's lower depths. Only last year, the Fellowship entered Moria, where Gandalf the Wizard battled an awesome Balrog whose "relatives" may lurk nearby.

THE TASK

To recover as much of Durin's legacy of treasures and weapons as possible and to flee with them to the safety of the East-gate and beyond.

8.6 THE CLOSING OF THE UNDERDEEPS (FA 100)

Setting: A deserted Moria at the opening of the Fourth Age. Specifically, the end of a mithril vein under Redhorn.

Requirements: A high-level party of righteous adventurers.

Aids: A detailed map of the interior of Moria. Experienced miners would be a big help.

THE TALE

For all anyone knows, a relative of the ferocious Balrog lurking beneath Moria still lives. With the victory of the Fellowship over the forces of Darkness at the end of the Third Age, some hearty folk took heart and resolved to go to Moria. Rumors of a large, magically-enruned, round Stone of Closing made long ago by Durin's folk and rolled into position near the Balrog's lair have reached the ears of Elves and men in Eregion. Confronting those who choose to investigate the rumors are puzzling Dwarven runes some interpret as clues to immense treasure. Others suggest the runes are warnings. Only a few will investigate, and fewer still will live to tell their tales.

THE TASK

To seal off the chasm where the Balrog waits with the enruned Stone and to overcome the other demons stirring in the dark. Then the successful adventurers can claim the prizes due those who dare to risk so much with so little chance of success.

9.0 CHARTS

9.1 MASTER MILITARY CHART

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
DURBAGHĀSH (First and Second Deeps)											
Bodyguard/36	Lesser Orc	4	75	Ch/15	30	Y	A/L	80sc	60sp	5	Wolf-riders.
(Wolf mounts)	Great Wolf	3	90	SL/3	30	N		65Lbi		30	Very fast; if ridden, fast.
Hvy. Warriors/50	Lesser Orc	3	50	Ch/16	25	Y	A/L	60fa	20sp	-5	Some use spears in melee.
Adult War./90	Lesser Orc	3	45	No/3	35	Y		65sc	20sp	5	Use oval shields.
Young War./100	Lesser Orc	2	35	No/3	35	Y		50sc	20sb	5	Use oval shields.
Wargs/10	Warg	5	150	SL/4	30	N		80Lbi	LC160	30	Very fast and vicious.
SNAGAHAI (First and Second Deeps)											
Orc-Jords/6	Lesser Orc	5	70	Ch/14	35	Y	A/L	80sc	80sb	10	Also see Master NPC Chart.
Guard/50	Lesser Orc	3	50	Ch/14	30	Y	A/L	60sc	50sb	5	Also use spears.
Adult War./250	Lesser Orc	2	40	Ch/13	30	Y		45sc	50sb	0	Also use spears.
Young War./300	Lesser Orc	1	30	Ch/13	25	Y		35sc	40sb	-5	Also use spears.
URUK-UNGINGŪRZ (Sixth Level)											
Bodyguard/3	Cave-troll	10	140	RL/11	25	N	(A/L)	120ba	100HC1	5	Use Large Creature Criticals.
Guard/50	Mixed Uruk-hai	6	85	PI/18	15	N	A/L	90th	85sb	10	Take ears as trophies.
Adult War./200	Mixed Uruk-hai	4	70	PI/17	35	Y		75ss	75ha	5	Some use ha's or 2-H sc's.
Young War./50	Mixed Uruk-hai	2	55	PI/17	30	Y		60ss	65sb	5	Some use ha's or 2-H sc's.
BALROG'S TROOPS											
Elite Guard/18	Olog-hai	15	180	RL/11	35	N	(A/L)	185th	120Rock	10	Use Large Creature Criticals.
Trolls/18	Olog-hai	12	160	RL/11	30	N	(A/L)	160ba	100Rock	5	Use Large Creature Criticals.
Elite War./108	Uruk-hai	8	110	PI/19	40	Y	A/L	105bs	90cb	15	Use a variety of weapons.
THE DWARVEN MANSION WATCH											
Lord Warden/1	Khazâd	21	165	PI/20*	77	Y20	(A/L)	200wh*	120ha*	15	Mithril equipment.
High Mystic/1	Khazâd	21	160	PI/20*	77	Y20	(A/L)	185wh*	110ha*	15	Dwarven Symbols on shield.
Old Mystic/7	Khazâd	18	155	PI/20*	77	Y20	(A/L)	177wh*	100ha*	10	Dwarven Symbols on shield.
Mystic Warders/49	Khazâd	14	145	PI/20*	77	Y20	(A/L)	165wh*	90ha*	10	Dwarven Symbols on shield.
Warden/1	Khazâd	18	160	PI/20*	77	Y20	(A/L)	177ma*	110hcb	10	Mithril equipment (+ 20).
Deep-warden/7	Khazâd	14	155	PI/20*	77	Y20	(A/L)	160ma*	95hcb	10	Mithril equipment (+ 20).
Guard-warden/49	Khazâd	10	120	PI/20*	60	Y15	(A/L)	140ma*	85hcb	10	Adarcerc equipment (+ 15).
Guards/343	Khazâd	7	105	Ch/16*	55	Y15	(A/L)	110ma*	75hcb	5	Adarcerc equipment (+ 15).

THE DWARVEN WEAPON-HOST

Weapon-lord/ 1	Khazâd	21	165	PI/20*	77	Y20	(A/L)	190wh*	110ha*	15	Mithril equipment (+ 20).
Unit-lord/3	Khazâd	18	155	PI/20*	77	Y20	(A/L)	170wh*	90ha*	15	Mithril equipment (+ 20).
Attack-lord/21	Khazâd	14	150	PI/20*	77	Y20	(A/L)	150wh*	80ha*	10	Mithril equipment (+ 20).
Lot-herd/147	Khazâd	10	125	PI/20*	60	Y15	(A/L)	130wh*	70ha*	10	Adarcerc equipment (+ 15).
Guard-herd/441	Khazâd	6	95	PI/19*	55	Y15	(A/L)	100wh*	65ha	5	Commands 21 battle-guards.
Axe-herd/441	Khazâd	5	80	Ch/16	50	Y15	(A/L)	90ha	60ha	5	Commands 21 axemen.
Bow-herd/ 147	Khazâd	4	77	Ch/13	25	N	L	80wh	70hcb	10	Commands 7 archers.
Battle-guard/3087	Khazâd	4	70	PI/ 19	45	Y10	(A/L)	80wh	50ha	5	Some use maces or mattocks.
Axemen/3087	Khazâd	3	60	Ch/16	40	Y10	(A/L)	60ha	50ha	0	Some use 2-H war-axes.
Archers/1029	Khazâd	2	45	Ch/13	20	N	L	45sp	50hcb	5	Some use long battle-axes.
Levy/entire tribe	Khazâd	1	30	Ch/16	35	Y5	(A/L)	35wh	25ha	0	Weapons and armor vary.

* — Armor or weapon is magical or specially made.

Codes: The statistics given describe each type of combatant. Some of the codes are self-explanatory: **Race**, **Lvl** (level), **Hits**, **Sh** (Shield), and **Mov M** (Movement and Maneuver bonus). For descriptions of the more complex statistics see The Master NPC Chart, 9.2.

Note: Uruk-hai and Olog-hai can operate freely in daylight. Lesser Orcs and Trolls fight with a subtraction of -100 in true daylight and -25 in magical or enchanted daylight; normal artificial light will not bother them. Hungry Orcs may eat the enemy and/or their own dead. Stone Trolls turn to stone in real or magical daylight.

Note: Unless indicated otherwise, Dwarven equipment is at least steel (+ 5 or + 10).

Note: The Dwarven forces occupy Moria prior to TA 1981, while the other forces occupy it after that.

TABLE 9.2 MASTER NPC CHART

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
BALROG	66/36	420	PI/20	60	N	(A/L)	240th&wp	120sp&LCr	50	See Section 5.3 for a complete description.
ORCS -										
Maugrath	9	130	Ch/16*	25	N	A/L	120th*	100sp*	10	Uruk chief of the Durbaghâsh. + 15 Adarcerc equipment.
Ulzog	7	100	Ch/14	30	Y	A/L	100sc	90sb	5	Uruk King of the Snagahai.
Gorthak	6	80	Ch/14	35	Y	A/L	90sc	70sc	10	Ulzog's son.
Shagog	5	75	Ch/13	35	Y		80sc	90sb	10	Ulzog's son.
TROLLS -										
Ufgamog	12	175	RL/11	55	Y	(A/L)	150ba*	100ro	0	Cave-Troll King of the Uruk-Ungingûrz. + 15ba Uses Large Creature Criticals.
Lugronk	15	200	RL/11	35	N	(A/L)	175hb*	120ro	5	Olog leader of the Balrog's Troll-guard. + 15hb. Uses Large Creature Criticals.
Muranog	20	220	RL/11	40	Y	(A/L)	200fl*	140ro	10	Very intelligent Olog; High Lieutenant of the Balrog. Uses runes. +20 flail. Uses Large Creature Criticals.
DWARVEN WARRIOR KINGS -										
Durin I	49	177	PI/20*	77	Y20	(A/L)	232wh*	200wh*	10	+ 20 armor and shield. + 30 war hammer (does double damage and can be summoned by wielder from a distance up to 777'). 14 Dwarven symbols on his shield (see Section 3.33).
Durin II	14	120	PI/20*	77	Y20	(A/L)	177wh*	177hcb*	5	Dwarven Bard, vain son of Durin I (known as Durin-Durin), died at a relatively young age. Only known Blonde Dwarf; Elves denied that he was a Bard, saying "you can't call that music".
Durin III	35	177	PI/20*	77	Y20	(A/L)	220wh*	190wh*	10	Same equipment as Durin I.
Bain	21	177	PI/20*	77	Y20	(A/L)	190wh*	160wh*	0	Same equipment as Durin I.
Durin VI	25	177	PI/20*	77	Y20	(A/L)	210wh*	180wh*	10	Same equipment as Durin I.
Náin I	21	150	PI/20*	77	Y20	(A/L)	200wh*	177wh*	10	+ 20 armor and shield. + 30 war hammer; returns up to 232' when thrown.
Balin	28	177	PI/20*	65	Y15	(A/L)	200wh*	177hcb*	10	+ 15 armor, war hammer and crossbow.
Thorin III	21	177	PI/20*	60	Y15	(A/L)	190wh*	177hcb*	5	+ 15 armor, war hammer and crossbow.
OTHER DWARVES -										
Falin	18	147	PI/20*	65	Y20	(A/L)	160wh*	110ha*	0	+ 20 armor and weapons.
Grolin	7	100	Ch/13*	30	N		90ma*	80ha*	15	+ 15 armor and weapons.
Gáin	10	125	PI/20*	65	Y15	(A/L)	140ma*	85hcb*	10	+ 15 armor and weapons.
Tili	7	77	Ch/13*	45	Y10	-	70ma*	70hcb*	-10	4- 10 armor and weapons.

* — Armor or weapon is magical or specially made.

Codes: The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be obtained from the main text. Some of the codes are self-explanatory: **Lvl** (level), **Hits**, **Sh** (Shield), and **Mov M** (Movement and Maneuver bonus). The more complex statistics are described below.

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

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

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

OB's (Offensive Bonuses): Weapon abbreviations follow OBs: fa-falchion, ss-short sword, bs-broadsword, sc-scimitar, th-two hand sword, ma-mace, ha-hand axe, wh-war hammer, ba-battle axe, wm-war mattock, cl-club, qs-quarter staff, da-dagger, sp-spear, mi-mounted lance, ja-javelin, pa-pole arm, sl-sling, cp-composite bow, sb-short or horse bow, lb-long bow, lcb-light cross bow, hcb-heavy crossbow, bo-bola, wp-whip, ts-throwing star, hb-halfbard, ro-Rock (Large Crush). Animal and unarmed attacks are abbreviated using code from The Master Beast Chart. Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

9.3 MASTER BEAST CHART

Type	Lvl	#/Encoun	Size	Speed	Hits	At	DB	Attack (Primary/ Secondary/Tertiary)	Notes
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/-/-	Found throughout Moria.
Chamber Bird	2	21-30	S	VF/F	11	No/1	60	50SPi/35MCI/-	Shy, but capable of ambush (+/-5 to Crit. results) when surprised. Live in damp clay caves.
Cave Bear	12	1-5	H	F/F	300	SL/8	40	85HGr/90HCl/50HCr	Use Large Creature Critical tables. Live on or near surface.
Cave-troll, Adult	12	1-2	L	M/M	175	RL/11	25	100HCl/85We/-	Use Large Creature Criticals. Usually solitary or part of small group.
Young	5	1-5	L	M/M	100	RL/11	20	60HCl/40We/-	As above, usually part of a family group.
Cave-worm	10	1	H	MF/F	160	RL/12	30	90HGr/110HHo/120HBi	Use Large Creature Criticals, grapples foes and then uses other attacks.
Cavern Wing	1	2-100	S	F/VF	8	No/1	50	50SC1/40SBi/-	Aggressive. Employ ambush tactics (+/-8 to Crit. results). Will retreat if their leader is killed.
Death Shrew		1-5	T	M/F	2	RL/11	70	45Ti/-/-	Extremely aggressive. Carry the disease called The Blue Hand (E Luincam).
Dire Wolf, Adult	4	2-20	L	VF/F	80	No/3	45	75LBi/45MCI/-	Attack in cooperative groups. Live near or on surface.
Young	2	1-20	M	VF/F	60	No/3	40	60LBi/-/-	
Echo Hawk	3	1-2	S	VF/BF	27	No/1	65	50MCI/40MPi/-	Opportunistic. Often found near Green-flower vine (Lothgalen).
Ghost, Lesser	7	1-5	M	F/F	100	No/1	30	Special/60MBa/50We	Uses Large Creature Criticals. Drains 3 CON pt/rnd (10'R).
Greater	15	1-2	M	VF/VF	165	No/1	50	Special/110We/90LBa	As above; appears as living being. Casts "Trance" spell (10'R). Drains 5 CON pt/rnd (10'R).
Ghoul, Lesser	1	any	M	M/F	25	No/1	10	25SBa/30SC1/10SBi	Stupid, animated corpse; infects wounds.
Greater	3	any	M	MF/F	50	No/1	20	40MBa/50SC1/45We	As above; Casts "Fear" spell (10'R).
Red Jaw	4	1-10	M	F/VF	90	SL/7	35	90LBi/50LGr/60LCr	Bright light-producing organs make ambush virtually impossible.
Skeleton, Lesser	7	any	M	F/F	100	No/1	30	50We/60MBa/-	Casts "Fear" (10'R); after 3 rnd, drains 2 CON pt/rnd (10'R).
Greater	10	any	M	VF/VF	135	No/1	40	95We/70LBa/-	As above, except drains 4 CON pt/rnd.
Specter	5	1-5	L	VF/VF	200	No/1	100	+ 40 Shock Bolt (range: 5')	Only affected by concussion hits; use Large Creature Criticals.
VaultShrike	1	1-5	T	VF/BF	5	No/1	60	30Bi/40Ti/ -	Piercing shriek acts as a 1st lvl attack: victim stunned 1 rd/10 RR failure. Tongues bear Shrike Poison (Gwinwin Nalaew).
Warg	5	1-10	L	F/VF	160	No/4	55	85LBi/50MCI/-	Large, intelligent, vicious wolves.
Water-drake	18	1	H	F/F	240	PI/20	40	150HBa/120HGr/180HBi	Uses Super-Large Creature Criticals. Primary attack is actually a + 120 Water Bolt (range:200').
Wight, Major	25	1	L	M/M	170	PI/19	30	150We/80LBa/-	Uses Super-Large Creature Criticals. Casts "Fear" (60'R). Paralysis and sleep, upon touch.
Lesser	15	1	L	M/M	120	Ch/16	30	110We/80LBa/-	Uses Large Creature Criticals. Casts "Fear" (30'R). Paralysis and sleep, upon touch.
Minor	10	1	L	M/M	90	RI/11	30	90We/80LBa/-	Uses Large Creature Criticals. Casts "Fear" (15'R). Paralysis and sleep, upon touch.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (level), **#Encoun** (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, and BF = Blindingly Fast.

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

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T = Tiny, S = Small, M = Medium, L = Large, 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 differ slightly from the *MERP* codes and the *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" attack or "Tertiary" attack.

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9.4 MASTER ENCOUNTER CHART			THE CITY			THE MINES			
Encounter	L7,L6,L5	L4,L3	L 2, L1, D1, D2	D3,D4	D5,D6,D7	L7,L6, L5,L4,L3	L2,L1,D1,D2	D3,D4,D5	D6,D7
Chance of Encounter	15%	10%	20%	12%	40%	10%	8%	6%	10%
Distance (in miles)	.5	1	.2	.5	.2	2	1	2	.5
Time (in hours)	4	8	2	8	4	8	4	6	8
Chute Trap *	01-05	01-07	01-07	01-10	01-10	01-03	01-05	01-07	01-05
Dart Trap »	06-20	08-22	08-15	11-15	11-15	04-10	06-15	08-12	06-08
Plate Trap *	21-25	23-30	16-20	16-25	16-25	11-13	16-19	13-19	09-14
Pit Trap	26-35	31-42	21-30	26-35	26-35	14-23	20-29	20-29	15-24
Spike Trap	36-38	43-47	31-34	36-40	36-38	24	30-32	30	25
Steam Trap *	39	48-49	37-38	41-49	39-49	25	33-34	31-40	26-40
Wheel Trap	40	50	39-40	50	50		35		
Bats	41-50	51-60	41-48	51-58	51-56	26-46	36-47	41-50	41-53
Chamber Birds	51-53	61-62	49	59	57	47-52	48-49	51-52	54
Cave Bear	—	63	50-51	60			50		
Cave-trolls	54-59	64-69	52-53	61-66	58-60	53-60	51-57	53-61	55-59
Cave-worm				67	61-63		58	62-64	60-65
Cavern Wings	60-61	70-71	54	68-69	64	61-66	59-60	65-67	66-68
Death Shrews	62-63	72-73	55	70-71	65-66	67-68	61	68-70	69-72
Dire Wolves			56-58				62		
Echo Hawks	64-65	74-75	59	72	67	69-74	63-64	71-72	73
Ghosts, Lesser	66-67	76-77	60	73-74	68	75-76	65	73	74
Greater	68	78	61	75-76	69-71	77	66	74-75	75-76
Ghouls	69-70	79-80	62	77-78	72-73	78	67	76	77
Red Jaws •	71-72	81-82	63	79	74	79-81	68-69	77-78	78-79
Skeletons, Lesser	73-74	83-84	64	80-81	75	82-83	70	79	80
Greater	75	85	67	82-83	76-78	84	71	80-81	81-82
Specters	76	86	68	84-85	79-81	85	72	82-84	83-85
Vault Shrikes	77-78	87-88	69	86-87	82	86-91	73-74	85-86	86-87
Wargs	79	89	70-72			92	75-76		
Water-drake *				88	83-85		77	87-89	88-92
Wight, Minor	80-81	90-91	73	89-90	86	93	78	90-91	93
Lesser	82-83	92-93	74	91-92	87-88	94	79	92-93	94
Major	84	94	75	93-94	89-90	95	80	94	95
Normal Orc Patrol	85-94	95-97	76-90	95-96		96-98	81-92	95-96	
Larger Orc Group	95-99	98-99	91-98	97	91	99	93-99	97	96
Balrog Orc Patrol	00	00	99-00	98-00	92-97	00	00	98-00	97-98
Elite Troll Guard					98-99				99
The Balrog					00				00

* — These encounters have a special requirement such as water, steam, a chasm, an air duct, etc. Reroll if such requirements are not present.

Note: This chart is designed to aid a Gamemaster using Moria during the post TA 1981 period. It can be used to determine the location and occurrence of encounters which are not set in a fixed place by this package or the Gamemaster. If an encounter is rolled that is inappropriate, just reroll until an appropriate one is obtained.

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

Note: Some traps will not be functional due to not being activated or maintained. For each 20 years (round down) that have passed since 1981, there is a 1% chance the trap will not take effect whenever it would normally be set off (due to disuse and no maintenance). For example, in TA 2600 (619 years, rounded down to 600 years) there would be a 30% chance that a trap would not go off. Such a trap still has a chance of going off every time that someone hits the trigger mechanism (i.e., a trap might not go off when the first person hits the trigger, but it might still go off later). The Gamemaster may also want to assign a chance that traps are not activated (i.e., not armed or primed to go off). We suggest a 10-20% chance overall.

Use of this Chart and Codes: When in Moria, a group is either in **THE CITY** or **THE MINES**. Further more, a group is on one of the seven Levels (**L7, L6, L5, L4, L3, L2, L1**) or one of the seven Deeps (**D1, D2, D3, D4, D5, D6, D7**). These two pieces of information determine which column is used in the encounter process. Every so often in **game time**, the Gamemaster should determine 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 chart or the time it takes the group to cover the **Distance** given on the chart, whichever is shorter. If an encounter roll is less than or equal to the **Chance of Encounter** given on the chart, a second roll (1-100) is made to determine the nature of the encounter.

10.0 GLOSSARY

Adarcer: A white alloy, Adarcer is extremely strong and capable of cutting iron. See section 4.12, MINERALS.

Adz: A cutting tool made up of a blade fixed at a right angle to the handle.

Aule: The great Vala who awakened the Dwarves in the First Age.

Azog: Orc chieftain who slew Thrór, heir to Durin, late in the Third Age, inspiring the Dwarven war cry, "Azog!"

Basalt: A dark, dense, igneous rock.

Crebain: Giant evil crows.

Deep: A lower tier of the city and the mines of Khazad-dûm, of which there are seven.

Frieze: An ornamental, sculptured band around a wall.

Granite: A durable, granular rock used for walls and structural support in Moria.

into keen-edged, enchanted weapons.

Level: An upper tier of Khazad-Dûm, of which there are seven.

Marble: A hard, crystalline limestone used in sculpture and architecture.

Mattock: A weapon like a pickaxe with a broad end, a favorite of the Dwarves.

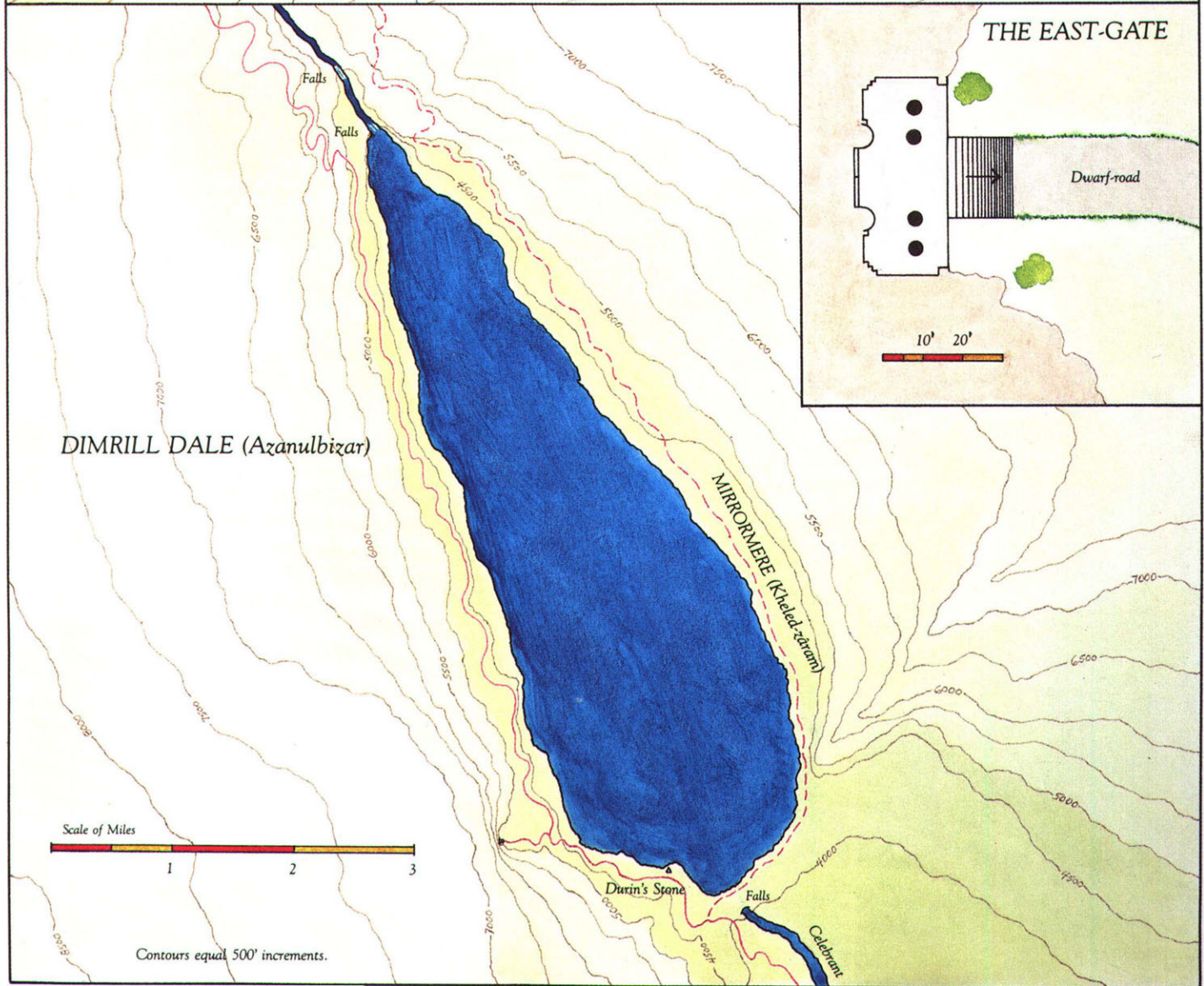
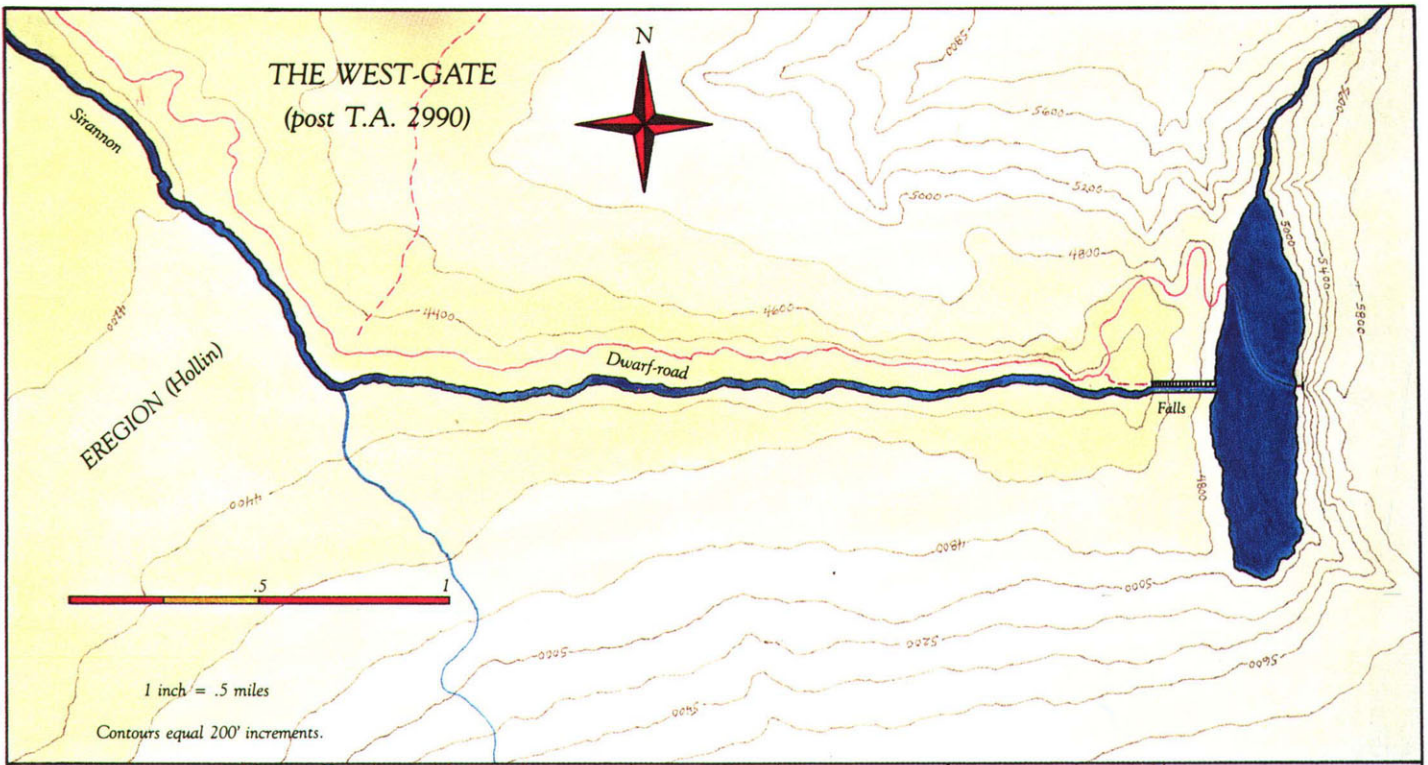
Obsidian: A dark volcanic rock resembling glass.

Porphyry: An extremely hard, purplish-red rock embedded with crystals.

Tier: The seven Levels and seven Deeps of Khazad-dûm comprise the fourteen tiers of the Dwarven complex.

Underdeep: A shadowy and mysterious region of Khazad-dûm beneath the Seventh Deep, of which there are an unknown number.

Winch: A hoisting machine which uses a crank. See section 4.34.



Deep within the bowels of the central Misty Mountains lies Moria, the "Black Chasm". Here stood *Khazad-dum* (Kh. "Dwarf-mansion") the kingdom of the noblest Lord of the Seven Tribes of Dwarves, a city sculpted from rock and embellished by the finest hall-builders of their day. Within its recesses Durin's Folk mined precious metals, and discovered

mithril, the "true-silver".

Now its chambers are dark and its builders are gone. Tales speak of a *Balrog*, a "Demon of Might" which once served the Black Enemy *Morgoth*.

Bats and wolves and deadly traps await those daring few who seek the treasures buried deep in the still, dank chambers of the Black Chasm.



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ISBN 0-915795-27-2 ICE 1000
STOCK #2900