

Based on J.R.R. Tolkien's MIDDLE-EARTH® as detailed
in THE HOBBIT® and THE LORD OF THE RINGS™.

mount gundabad™



Playable with



Rolemaster



Prowl the dark, twisting, and horror-filled passages of Mount Gundabad. A site of great strategic significance to both the Witch-king and his master, Sauron, this underground Orc city guards the pass through the northern Misty Mountains. From Gundabad's imposing Drake Gate, the Warlords and their goblin hordes march to battle against the Free Peoples.

MOUNT GUNDABAD

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Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902.

First U.S. Edition, 1989.

Stock # 3110

ISBN 1-55806-069-3

Six figures crouched at the jagged summit of the barren, stony ridge, under the poor shadow of a single twisted pine. Sunset was nigh, and the dim, uncertain light of the cloud-covered northern uplands would soon be altogether gone. Thunderclaps boomed, heralding yet another evening storm. Hardly a league distant rose the dark mass of a giant among mountains, its triple spires intermittently illuminated by flashes of lightning, yet partly obscured by black plumes of smoke.

Adaran of Fornost raised the visor of his ornate, eagle-crested helm, and permitted himself a dramatic flourish of his longsword toward the mountain. "There it is, my friends. Mount Gundabad—the goal of our quest! A hard journey is over. Now we need only dare the Pits below to destroy the engine the Orcs are forging, and save Arthedain from the Witch-king's plots."

The Knight's brave words were needed, but they were not enough. "Varda preserve us," whispered the slender, blue-cloaked Elven woman at Adaran's side, gripping her staff tightly. "Thousands of Orcs must be waiting for us in there."

"Six thousand in arms, Meliel, if the last Orc tracker I gutted told the truth," chuckled Dyrfid. The upturned ends of the swarthy Hillman scout's mustache matched his broad smile.

"We have no chance," Meliel quickly responded, her voice rising. "Already Sahric the Bard is gone in an avalanche, and Palorad of Pelargir, a noble warrior if ever there was, slain by Ghardak's Orcs in ambush. Six against six thousand... I will not go on unless all the rest demand it."

"We need your magic to prevail, Meliel," Adaran urged. "How say you all?"

"What have I to lose?" Dyrfid answered. "A hangman's noose awaits me in Rhudauf for deserting from the Witch-king's army. The choice of a death in battle or on the gibbet is an easy one."

Thóin Hardhand, leaning on the shaft of his battle-axe, spoke next. "In Gundabad are Orcs to kill, and treasures to win. What else does a fighting Dwarf need?"

"Meliel speaks perfect sense," said Hob Oddhole, nervously fingering a gold button on his vest. "But," continued the Hobbit thief with a smile, "if I had any sense, would I be here at all?"

The eyes of the entire party turned to Idwina. The grey-haired Northwoman kept silent. They all knew how she hated the Witch-king, who had enslaved her Estaravë people, but she was a healer with little liking for battle.

"I think," she said at last, "that the choice is not ours. While you disputed, Ghardak's Orcs found our trail again; they are climbing the ridge behind us even now. Look to your arms!"

The others spun about, astonished. Meliel was first to act. Light burst from the tip of her staff, as a black-feathered Orc arrow narrowly missed Adaran's head, clipping the proud eagle crest from his helm.

1.0 GUIDELINES

Fantasy role playing (FRP) 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 in which the characters are forever immortalized.

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. Campaign Modules are complete studies of 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.

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.

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



1.1 DEFINITIONS AND TERMS

These abbreviations and terms are used throughout the series.

1.1.1 ABBREVIATIONS

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 pieces(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 pieces(s)
 NPC.....Nonplayer Character
 OB.....Offensive Bonus
 PC.....Player Character
 PP.....Power Points
 R or Rad .. Radius
 Rnd.....Round (10 second period)
 RR.....Resistance Roll
 StatStatistic or Characteristic

MIDDLE-EARTH TERMS

A.....	Adûnaic
BS.....	Black Speech
Cir.....	Cirth or Certar
D.....	Dunael (Dunlending)
Du.....	Daenael (Old Dunael)
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)

1.12 DEFINITIONS

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* appear in the text proper. Here are some critical definitions relating to particularly important concepts.

Angmar — (S. "Iron Home."). Angmar is founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lies nestled in and along the icy flanks of the northern Misty Mountains (S. "Hithaeglin"), in the high plateau of northeastern Eriador. The Gundalok shelf above the northwestern Anduin vales and a network of underground strongholds (notably Mount Gundabad) cut beneath the Misty Mountains form the eastern boundary of Angmar. Armies mustered along this line of defense constantly threaten the peoples of Rhovanion to the east.

Dúnedain — (S. "Edain of the West;" sing. "Dúnadan"). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they found the "Realms in Exile," the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnadan culture in all of Endor. Many "unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar.

Eldar — (Q. "Elves"; "People of the Stars"). The Calaquendi (Q. "High Elves"), who made the Great Journey to the Undying Lands.

Fornost Erain — (S. "Northern Fortress of the Kings"). Also called the "Norbury of the Kings," Fornost originally served as the refuge and summer retreat for the Kings of Arnor. Between T.A. 250 and 850, the court gradually shifts from the royal capital at Annúminas to Fornost. This fortified city becomes the capital when Arnor is split in T.A. 861.

Forodwaith — (S. "Folk of the Northern Lands"). This term applies to the peoples of the Forochel (S. "Icy North") region of northwesternmost Middle-earth. It is sometimes loosely interpreted as meaning the "Lands of the Northern Folk," which has led many men to use the label to describe the territory north of Eriador traditionally dubbed the "Northern Waste." The Lossoth are the chief group of Forodwaith.

Free Peoples — The "good" races of Middle-earth: Elves, Dwarves, Hobbits, and Men (especially the Dúnedain); specifically those races which were in opposition to Sauron.

High Pass — The pass through the Misty Mountains east of Rivendell.

Khazad-dum — (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-dum stands as a 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-dum has since been expanded to include seven principle levels which stretch the width of the mountain range and extend under the three mountains Fanuidhol, Caradhras, and Celebdil. Early in the Second Age, the Dwarves discovered mithril here, and many from the Blue Mountains migrated to Durin's home. Khazad-dum was abandoned in T.A. 1982, two years after the release of the Balrog. As a realm, it includes the Azanulbizar and all the passages and chambers within the mountains.

Mirkwood — The great stretch of forest called by the Elves Taur-e-Ndaedlos (S. "Forest of Great Fear"). Like the "Old Forest" and "Fangorn", it is a remnant of the great forest which once covered most of northwestern Endor.

Misty Mountains — (S. "Hithaeglin"). Snow- and mist-capped mountains which run southward for 900 miles from the upper Anduin Vales to the Isen Gap (Gap of Rohan). The daunting Misty Mountains form the western boundary of both the Anduin Valley (S. Nan Anduin") and (according to some) Rhovanion.

Nenedain — The Northmen of the Anduin vales.

Northmen — Also called the Northrons. A group of tall, strong, fair, and hairy mannish folk. They are the "Middle-men", a group culturally and physically closer to the Elves than those labeled "common", but nonetheless distinct from the "High Men" or Edain. Branches of the Northmen include: the Wood-men, the Plains-men or Gramuz, the Lake-men, the Éothéod, the Beornings, and the Nenedain, and the Estaravi in Angmar.

Rhovanion — (S. "Wilderland;" lit. "Wild Place"). Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. "Ered Mithrin"), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. "Carnen"). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion.

Witch-king — The Witch-king of Angmar, also called the lord of Morgul, was the chief of the Nazgûl; he was the Lord of the Nazgûl and possessed the greatest power of independent action.

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 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 will 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		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 value for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness and 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 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, maneuvering ability, stealth, dodging ability, liveness, etc.

QUICKNESS: dexterity, speed, reactions 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.

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 normally: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks, and rangers. One departure herefrom the normal Campaign Law rules has been the optional adjustment of level bonuses - see section 1.36 for more details. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonuses (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.
- 4) **Armor Types** given are based on the following breakdown:

AT Covering Description

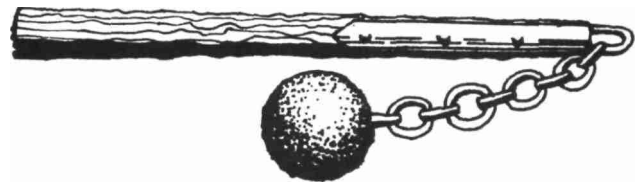
- 1 Skin (or light/normal clothing)
- 2 Robes
- 3 Light Hide (as part of body, not armor)
- 4 Heavy Hide (as part of body, not armor)
- 5 Leather Jerkin (pliable leather)
- 6 Leather Coat
- 7 Reinforce Leather coat
- 8 Reinforce Full-Length Leather coat
- 9 Leather Breastplate
- 10 Leather Breastplate 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

- 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 spelt 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 spell 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 preference indicated in the module should be followed when 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 15th level or 12th level respectively. Remember to reduce appropriate bonuses accordingly.

If readjustment back to the standard level bonuses is desired, simply scan the bonuses for the NPC in question and it should become apparent what the NPC's level bonuses are. For example, a monk with an abnormally high OB probably has a +3/level combat bonus, barring other factors. Knowing what the level bonuses are, readjustment becomes a simple process. Base Attack Roll (BAR) bonuses are included with appropriate NPCs to help with campaign play and any readjustment necessary.

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 rank is zero the bonus is -25, a reflection of basic unfamiliarity;
- (b) a bonus of +5 is awarded for skill rank one (a +30 jump);
- (c) for each skill rank between one and ten an additional +5 bonus is applied (e.g. skill rank seven yields +35);
- (d) for skill ranks eleven through twenty the additional bonus is +2 (e.g. skill rank nineteen yields +68);
- (e) for skill ranks twenty-one through thirty an additional bonus of +1 per rank is awarded (e.g. skill rank twenty-eight yields +78); and
- (f) a bonus of +1/2 is given for each skill rank above thirtieth.



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 trap can, with thought, easily be reduced to "-20" (a typical "very hard" maneuver), but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 result in success. Skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 INTRODUCTION

It is a place where the sun rarely shines. Storm clouds perpetually shroud this bleak corner of the North, mingled with the fumes of a ceaseless burning from the depths of the earth, as though to hide a great evil from the watchful eyes of the Valar. At the junction of the mighty Hithaeglin, the Misty Mountains, and the dragon-haunted slopes of the Ered Mithrin, rises a solitary triple-spired peak, brooding over the forsaken surrounding lands. It commands the crossings between civilized Eriador and wild Rhovanion, between the wind-scoured tundra of the Forodwaith and the fertile Anduin Vales. Its spires — one twisted, one cloven, one stabbing impossibly high as though to rend the very vault of the sky — could be mistaken for nothing else in Middle-earth, and its south face, carved with the dreadful visage of an open-jawed fire drake, is infamous as a portal to terror. Its accursed name is Mount Gundabad.

Over four thousand years, as Men reckon, have passed since the Orcs first came to Mount Gundabad, fleeing the ruin of Morgoth's domain. Long have they labored here, and now the colossal mountain is honeycombed with their tunnels, caverns and mines, swarming with Orcs in the thousands. Mount Gundabad is a veritable city of Orcs, a ghastly perversion of the centers of Mannish, Elven and Dwarven culture. It is the capital of the Orcs of the Mountains, their most formidable citadel, the mustering place of their enormous war hosts and the throne of their tyrannical overlord, who owes allegiance only to the Witch-king of Angmar. Mount Gundabad, though tributary to Angmar, is in truth a realm in its own right, supplying Angmar with Orcish levies for its armies and an abundance of weaponry and war engines from its huge complex of armories, smelters and forges, whose soot blackens the northern sky.

Mount Gundabad is rife with the intrigues and violence that can be met in any great city. Here, though, such things are not aberrations from the norm, frowned upon by the authorities, but an accepted fact of everyday life. High in the spires of Gundabad, the powerful Orc lords scheme in loot strewn halls, plotting to further their rivalries and ambitions; assassination and revolt are commonplace. Far below, in the hellish subterranean world known as the Pits of Gundabad, where the masses of Common Orcs toil endlessly through the brief span of their miserable lives, senseless strife prevails, and the Orcs prey upon one another when not under the eyes and whips of their evil masters.

Most peoples of the North, if they are wise and value their lives, stay far from Mount Gundabad and the death that awaits there. Yet many have no choice. Brought as captives, they labor in slavery to the Orcs in the Pits of Gundabad or the deep mines until they perish, far from light and clean air, sustained only by ever-fading memories of freedom. A handful of others dare to come here of their own will, drawn by the vast treasures the Orcs have stolen from the Free Peoples and secreted in their mountain vaults, by the hope of rescuing some unfortunate prisoner, or simply by hatred of the Orcs and the powers of Darkness that they serve. Mount Gundabad promises abundant adventure, but is not for the overcautious or faint of heart. In T.A. 1640, the power of the Orcs in the northern mountains stands unconquered — no longer, though, shall it go unchallenged.



Few there are, even among the Wise, who know the full story of Mount Gundabad. The Orcs tell little of their lore to enemies — which means everyone else in the world — and most of what they do tell is boasts or outright lies. Yet within the secret chambers of the Orcish Priests of Darkness, records have been preserved of the deeds of the goblin-folk for two Ages of Middle-earth. Here, then, is the true tale.

THE COMING OF THE ORCS

At the end of the First Age, the wrath of the avenging Valar shattered the unnumbered legions of Morgoth, and his armies of Orcs were scattered like straw in the winds of a storm. Yet not all perished. While the host of the West sought Morgoth, some of his Orcish minions fled into the East, seeking refuge far from the power of their foes. One such Orc band was captained by Morgoth's trusted general Skorg. Terrible in battle, a match even for a Noldo Elf, Skorg feared nothing less than a Balrog, and his fierce will drove his followers on for months, through the icy wastes of the Forodwaith. Yet many fell by the wayside, and it was with only forty score Orcs, counting females and imps, that Skorg approached the Ered Mithrin from the north as winter drew near. Ahead, the Orcish scouts sighted the fires of the dragons, and at last the Orcs dared to mutiny, crying out with many curses, "There is no way forward—or back! Fool, you marched us here to die in this frozen wasteland!" Skorg looked to the south, and beheld a triple-spined mountain, rising from behind a glacial lake. As he desperately sought some scheme, a bolt of lightning flashed from the sky, striking the summit of the mountain's central peak. "Look there, all you cowardly slugs!" Skorg roared. "That is an omen. The Dark Lord has not forgotten us; he gives us a sign of his power. We go no further. At this great mountain I make my throne and stronghold — and from here, in time, the Orcs will conquer all the North!"

Skorg's prophecy was remarkable not only for its grammar but for its accuracy. He had chosen well. For the lightning-struck peak was Mount Gundabad, and it proved a natural fortress. The Orcs were not the first to discover its value; already present were Dwarves of the house of Thelór, but treachery and a series of savage assaults soon expelled them from their delvings, and Mount Gundabad was then the Orcs' alone. Beneath the mountain's surface, the Orcs carved and expanded unshaped fissures and the Dwarves' rudimentary halls into an intricate and ever-growing network of tunnels and caverns. Driving mines far into the mountain's roots, they uncovered a vast lode of iron and other minerals and commenced building a complex of smelters and armories that would be rivaled in the North only by the Dwarven city of Khazad-dûm. These workings indeed gave Mount Gundabad its name, which signifies in the Orkish tongue "Forges of Might." The numbers of the Orcs swelled, and soon goblin armies over a thousand strong, well armed and equipped, surged forth from the strategic site of Mount Gundabad, at the juncture of two major passes, to loot and enslave their neighbors, and exact tribute from lesser Orcish tribes. By the time of Skorg's death, five hundred years after the Orcs came to Mount Gundabad, his subjects were easily the most powerful of the goblin tribes in the North.

A final tale is told of the passing of Skorg. As he lay dying, his powerful frame rotting of disease, the greatest of his underlings gathered around their master to pay homage — for even now, none dared to risk his displeasure. At last one ventured to ask, "Dread Lord, Master of the North, who shall reign in Gundabad after?" Skorg's piercing eyes swept the assembled goblins; all cringed before that merciless gaze. Then Skorg laughed, with all the



accumulated malice and cruelty of a lifetime of evil, and said, "Let the fittest rule." A moment later, his black spirit fled from his corrupted corpse, and the Orcs bore his remains to a secret crypt. It is said that after Skorg, not one ruler of Mount Gundabad has met with a nonviolent death.

THE RISE OF ANGMAR

Until the middle of the Third Age, the history of Mount Gundabad after the death of Skorg was one of seemingly endless petty wars among the many quarrelsome Orcish tribes of the region. Although the mountain citadel was the strongest of the Orcish domains, its foes were always more numerous, and so a rough balance prevailed and the power of the Orcs was held in check. All this changed in T.A. 1300, when the Witch-king, chief of Sauron's Nazgûl, founded his evil domain of Angmar with its capital at Cam Dûm. Angmar's lands sprawled across both sides of the Misty Mountains, encompassing the wide Angmar Vale in the west, and the high plateau known as the Gundalok Shelf in the east. But the Witch-king's own subjects were, for the most part, Men — Hillmen of Rhudaur, Rhûnnish mercenaries from the East, and the Estaravë Northmen of the upper Anduin Vales — and the Witch-king sought an instrument to harness the enormous untapped power of the Orcs of the Mountains. He found it in Mount Gundabad. Rather than assert direct control over the huge Orcish population there, a difficult, wasteful and probably futile effort, the Witch-king made alliance with the lord of Gundabad, and aided him in subduing the many rival tribes. At the Witch-king's command, all the Orcs of the Mountains acknowledged the ruler of Mount Gundabad as Ashdurbûk (B.S. "One All-Ruler"); more commonly, the overlord of the Orcs was titled the "Goblin-king." Thus Angmar gained a client state, and the Witch-king a reliable tributary monarch.

Following the cessation of inter-tribal conflict, the numbers of the Orcs of the Mountains grew explosively, beyond the capacity of their barren homelands to support them. The Witch-king easily enlisted the surplus Orcish masses for his wars against the Dúndan successor realms to Arnor in Eriador — Rhudaur, Cardolan and especially Arthedain. Although the Witch-king's first two great invasions of those states, in T.A. 1356 and T.A. 1409, were finally repulsed with terrible slaughter of Angmar's Orcs and evil or mercenary Men, Rhudaur was subdued and Cardolan devastated. Now only Arthedain retains both independence and unity, contesting the dominion of the Witch-king. After T.A. 1409, warfare between Angmar and Arthedain never wholly ceased, but settled into a pattern of bitter, ceaseless border skirmishes as both sides slowly rebuilt their strength for the inevitable final contest. That is the state of affairs in the North in T.A. 1640.



MOUNT GUNDABAD AFTER T.A. 1640

The centuries-long border war between Angmar and Arthedain finally ended in T.A. 1974, when the Witch-king, after long preparation, launched his last great offensive against the sole surviving Dúndan kingdom in late winter. His plans bore fruit, and his war-host, equipped from the armories of Mount Gundabad, swept across Eriador. Arthedain collapsed and the Witch-king occupied the Dúndan capital of Fornost Erain. But, as always, he could not keep his diverse followers united. The next year, the southern Dúndan kingdom of Gondor and the Elves of Lindon counterattacked. Defeated in the Battle of Fornost, the Witch-king's army was utterly annihilated in the pursuit, led by Gondor's mercenary Éothéod cavalry from the mid-Anduin Vales, that followed. Not a Man or an Orc of Angmar survived west of the Misty Mountains; the Witch-king fled the North, Angmar crumbled and Cam Dûm was forever abandoned.

Mount Gundabad fared better. Shielded by the mass of the Misty Mountains from the vengeful Western armies, the great factory and client state of Angmar outlived the realm that it had served. Though most of its Orc warriors had been slaughtered in the war, enough survived to begin repopulating the city. But a worse disaster befell Mount Gundabad in T.A. 1977. Learning of the fall of Angmar from returning Éothéod mercenaries, the Éothéod chieftain Frumgar led his horsemen from the mid-Anduin Vales northward to the broader lands at the headwaters of the river Anduin. Slaying or driving off the remnants of the Estaravë Northmen that had served Angmar and furnished a great part of its food stores, the Éothéod put an end to what had become one of Mount Gundabad's principal sources of provender during the Witch-king's rule. The Éothéod people took the lands of the Estaravi, and proved unrelentingly hostile to the Orcs, riding them down whenever they dared to appear on the plains below the Gundalok Shelf. As a result, for five hundred years the numbers of the Orcs grew but slowly, and their power was confined to the mountains.

By T.A. 2480, however, the balance had begun to shift. Orcs were again multiplying and establishing secret strongholds throughout the mountains, so as to bar all the passes between Eriador and the Anduin Vales. In T.A. 2510, the Orcs and the Easterling Balchoth tribes joined forces for a massive invasion of

northern Gondor. The South-kingdom's army was narrowly saved from disaster by the aid of the entire Éothéod host of 8000 cavalry, led by the chieftain Eorl. This seeming setback was in truth a boon in disguise for Mount Gundabad. For Gondor in payment now granted the Éothéod wide new lands in Calenardhon (Rohan), and the Éothéod migrated far to the south, forever abandoning their homes in the upper Anduin Vales.

Freed from the Éothéod siege, Gundabad's power grew again, reaching its summit two centuries later during the reign of the Goblin-king Azog, who re-asserted his sovereignty over all the Orc tribes of the mountains. Azog — sometimes known as the "Great," and more often as the "Foolhardy" — sought to symbolize his newfound power by shifting his court and many of his subjects from Mount Gundabad to the dark grandeur of now-deserted Khazad-dûm, the Mines of Moria. He thereby precipitated the War of the Dwarves and Orcs, striking the first blow in T.A. 2790 by slaying the crazed Dwarf-lord Thrór, who had entered Moria alone in a futile effort to reclaim the heritage of Durin's House. A Dwarven army of unprecedented strength assembled from all the Seven Houses to seek revenge, and between T.A. 2793-99 the Dwarves besieged and sacked every major Orcish stronghold in the Misty Mountains, at last prevailing in the bitterly fought subterranean battle which concluded the three-year struggle for Mount Gundabad. Fresh from this triumph, the Dwarves marched south to confront Azog's last army at Moria in T.A. 2799. The Orcs indeed fought well in this final act of the war, the Battle of Azanulbizar, driving back the first assaults of the better-armed though outnumbered Dwarves, and slaying half the Dwarf-host. But the arrival of Dwarven reserves tipped the balance, and when Azog fell, the Orcs lost heart, broke and fled. Too weak to claim the fruits of their victory, the Dwarves limped away nursing their wounds, leaving behind a flaming pyre of their slaughtered kin.

After their defeat at Azanulbizar, the surviving Orcs, led by their new king Bolg, straggled back to Mount Gundabad and began to rebuild their city. As many of their females and treasures had been saved from the Dwarven sack, recovery was all too swift, and only a century later the Orcs of Gundabad were once again a power to be feared. Bolg schemed to conquer all the lands of the North. When the wizard Gandalf slew the Great Goblin, Bolg's mightiest vassal, in T.A. 2941, and the dragon Smaug perished soon thereafter, Bolg had the dual motive of revenge and dragon-loot that he needed to bring a horde of Orcs together under his banner. A huge army from all the mountain tribes secretly mustered at Gundabad, making use of the intricate network of tunnels under the mountains, and swept down on Smaug's former lair at Erebor. They took by surprise the forces of the Elves, Dwarves and Lake-men gathered there to contest the treasure. Outnumbered and outmaneuvered by Bolg's forces, the allies were headed for certain defeat, when the Great Eagles and Beorn unexpectedly intervened. Beorn, in werebear form, slew Bolg in single combat, and the Orcs collapsed; this Battle of Five Armies cost the goblins of the North three-quarters of their strength.

Thanks to these losses, Mount Gundabad still lacked, at the time of the War of the Ring in T.A. 3019, the power it had commanded under Azog and Bolg, and its role in the war was limited to raiding the lands of the Beornings and Woodmen and the borders of Thranduil's Elven kingdom in Mirkwood. With Sauron's fall, the goblins scattered back to their mountain holds.

In the early Fourth Age, the balance of power in the North finally tipped in favor of the Men, Elves and Dwarves, whose efforts began to drive out the last remnants of the proud Orc hosts of old. An end to six thousand years of strife was at last in sight, and the moment was ripe for all manner of bold adventurers to be in at the finish.

3.0 THE LAND AND THE INHABITANTS

3.1 MOUNT GUNDABAD

Mount Gundabad is the most northerly peak of the Misty Mountains (S. Hithaeglir) and one of the highest, its central spire rising to an awesome 12,985 feet. A few leagues to the east begin the first outlying hills of the Ered Mithrin (S. "Grey Mountains"), a barrier dividing the tundra of the Forodwaith (S. "Northern Waste") from the southern lands of Rhovanion and the Anduin Vales. Mount Gundabad thus dominates the way between the two mountain chains, an easily traversed corridor known as the Den Lóke. In addition to this north-south passage, Mount Gundabad also commands the eastern end of the Angirith, a rugged route cutting through the northern Misty Mountains westward toward the Angmar Vale.

The enviable strategic position with which nature has blessed Mount Gundabad is further strengthened by two other terrain features. To the southeast of Mount Gundabad, lying between the arms formed by the Misty Mountains and the Ered Mithrin, is the Gundalok Shelf, a plateau sharply rising in a series of cliffs and terraces to a height some 400' above the Anduin Vales which it abuts. At a handful of points, narrow trails wind their way up to the Gundalok Shelf from the lowlands, positions easily defended by any force on the Shelf above. The Gundalok Shelf, although stony and less fertile than the Anduin Vales, is not without resources, and indeed is well watered. Traversing the Shelf from the steep eastern face of the Misty Mountains is the River Langwell, some ten leagues south of Mount Gundabad. The Langwell, one of the headwaters of the mighty Anduin, runs east to the edge of the Shelf, where it rushes over in a spectacular foaming cascade, a natural wonder of Middle-earth.

The second natural feature safeguarding Mount Gundabad is the icy mass of the Oglorb Glacier, pressing eastward from a spur of the Misty Mountains which forms the northern boundary of the Angmar Vale. For twenty leagues the Oglorb Glacier descends from its sources in the heart of the mountains, at last melting just north of Mount Gundabad to create the chill waters of unfathomed Lake Hyord. This broad expanse, no less than five and more often ten or more miles across, renders Mount Gundabad absolutely secure from the north and assures it a reliable water source. Although the water of Lake Hyord has an unpleasant metallic taste, it is entirely safe to drink.

Warded on its northern flank by Lake Hyord and on its western by the Misty Mountains themselves, which drop steeply on their eastern face by as much as 8000' in a mere five miles, Mount Gundabad is accessible only from the south and east. There, a series of foothills climbs gradually for several miles toward the mountain, intermingled with sharp ridges. At last, after an increasingly bleak, barren and rugged ascent, Mount Gundabad itself is reached.

The great mountain is visible from many miles distant. Clearly volcanic in origin, Mount Gundabad is formed of grey and black igneous stone, principally granite and basalt. Its dark and somber appearance is enhanced by its utter barrenness; nothing carpets the surface rock, and the face of the mountain is a tableau of jagged angles and precipices, prone to frequent rock falls and avalanches. Little snow covers the mountain's summit, despite its height, for most of the cap that would naturally exist is dissipated by the hot fumes rising from the Orcs' subterranean fires.

Although Mount Gundabad is commonly described as though it were but a single mountain, in reality it is a triple peak resting on a single base. Its height is reckoned from the towering central peak, the Great Spire. Flanking the Great Spire are the Twisted Spire to the east, and the Cloven Spire to the west, both a few thousand feet lower (9059' and 8307' respectively). These eastern and western peaks, sub-cones of the original volcanic eruption, render Mount Gundabad one of the weirdest natural features of Middle-earth. The Twisted Spire actually bends and turns back on itself, looking something like a crooked wizard's cap. And the Cloven Spire is split from its summit for some 2000', as though a Vala had struck it with a mighty axe. The effect of these three peaks in combination, so oddly dissimilar, suggests the work of a deranged mind or the senseless malice of the Dark Enemy Morgoth.

3.2 CLIMATE

Even the Wise cannot say whether the character of Orcs has been shaped by the miserable climate of Mount Gundabad, or whether the Orcs simply chose this place because its weather is as vile, savage and unpredictably treacherous as the goblins themselves. The warm air of the Anduin Vales, colliding here with the chills of the Forodwaith, together guarantee perpetually overcast and frequently stormy conditions. It is far from unusual to see lightning strike the peaks of Mount Gundabad, while booming thunder drowns the endless clangor of Orcish industry. High winds tear across the slopes of the triple peaks, rendering any attempt to scale the mountain exceptionally hazardous; sudden gusts have been known to sweep climbers from precarious handholds and plummet them to a terrible death.

A long, dismal and bitter winter is the dominant season in the Gundabad region, enduring nearly half the year, from the month of Hithui to Gwirth. Deep snows blanket the foothills and mountains, dirtied near the peaks of Gundabad by the Orcish fumes, making travel nearly impossible away from Orcish trails. Spring and fall are all too short, while the northern summer, at first welcome for its comfortable warmth, reduces much of the landscape to swamp, as the residue of winter snows melt and soak the thin soil beyond its capacity to absorb. Winter and summer mark the inexorable advance and retreat of the grinding mass of the Oglorb Glacier, a devastating force which commands Orcish awe as it demolishes mountain slopes and all lesser obstacles in its path.

3.3 FLORA

Little can be said of the plant life surrounding Mount Gundabad, for so little of it exists. Once the lower slopes of the mountain as well as the adjacent foothills were carpeted with tall pines, but in the thousands of years since the coming of the Orcs, all the lands within a few days' march of the citadel have been totally deforested. Stands of timber survive only in inverse proportion to their proximity to the Orcs' furnaces. Mount Gundabad itself is especially desolate; no longer is it even possible to guess where the tree line once lay. Today the surface flora is scant and cheerless — a scattering of solitary, twisted trees and scrub pines, bushes encrusted with sharp, barbed thorns, patches of tough "goat grass" and pallid lichen are most common. Without the plant cover, constant erosion has carried away much of the underlying thin soil. Only bare, jagged rock remains, giving the landscape an unrelieved harshness.

FUNGI OF GUNDABAD

This table details the fungi (mushrooms, slimes, etc.), whether beneficial, baneful or simply odd, that may be found beneath Mount Gundabad. They are divided into six categories: Edible, Poisonous, Phosphorescent, Hallucinogenic, Wood-like and Miscellaneous. Each species is described and assigned a percentage indicating the likelihood that it will be encountered in any place where fungi grow.

EDIBLE

Dragon's Claw— several reddish incurved arms 5-6" long atop a black stalk 2' tall. Considered a delicacy by the Orcs and usually reserved for those of high rank. Encounter — 15%.

Purple Trumpet— vase shaped with small flattish scales on top and within, wrinkled outer surface, 2'6" high, pale purple. Another choice delicacy. Encounter — 10%.

Giant Blackling— knobbish convex cap 3' wide, black, with forked gills, atop stalk 6' high. Bland but nutritious; standard Orcish stew ingredient. Encounter — 60%.

Slimy Gorkin— convex or flat cap 4' wide, stalk 2' high, brownish with grey descending gills, slimy surface. Safe to eat but poor taste. Encounter — 50%.

Sorcerer's Butter— irregular lobed mass of golden jelly, 1'6" wide, 6" high. Often added to dishes of the Uruk-hai for its sharp flavor. Encounter — 30%.

Malodorous Milkcap— small 5" wide milky white cap with concentric rings of scales, 1'6" stalk bears a ring, emits pungent foul odor. Edible in small quantities, but mildly poisonous (2nd level paralytic) if large amounts are consumed in single day. Encounter — 25%.

Bearded Fang— large 3' wide gilled white mass with dangling "beard" around stalk, tasty and nutritious. Encounter — 35%.

Warg's-blood Slime— reddish globular mass 1' high, exuding a blackish paste, the taste of which is similar to blood. Favored by the Uruk-hai and Common Orcs of high status. Encounter — 25%.

POISONOUS

Witch's Pie— brownish 1'6" wide cap, short 6" stalk, apparently edible from taste but will inflict poison attack (4th level paralytic) an hour after consumption. Encounter — 25%.

Skull Cap— pallid white 1'6" cap, smooth with black markings reminiscent of a death's head, 2' stalk with skirt-like ring, foul odor, deadly poison (6th level toxin). Encounter — 10%.

White Destroyer— 2' high white mushroom with 1' cap, flaring ragged ring around stalk, sac-like cup surrounds base. Dangerous paralytic poison (5th level), often used on Orcish weapons in distilled form. Encounter — 25%.

Deadly Akra— deep orange color with yellow veil remnants, 4" wide cap, stalk 6" high, deadly toxin (5th level). Encounter — 15%.

Shagu-bitter— pale greenish, cap 6" wide, stalk 1' high, extremely bitter taste, paralytic poison (9th level) often used on Orcish elite tracker weapons. Encounter — 10%.

Traitor's Goblet— black, urn-shaped, hairy outer surface, inner surface dull brown, 8" wide cap, no stalk. Tasteless and the deadliest of the fungi poisons found in Mount Gundabad (8th level). Encounter — 5%.

PHOSPHORESCENT

Goblin Lantern— orange to yellow-orange hue, 6-12" wide cap, short 5" stalk, sharp edged gills emit eerie greenish glow in dark. Also mildly poisonous (3rd level paralytic). Encounter — 60%.

Luminous Vrak— brownish 4"-6" wide cap and gills, stub-like, gills emit orange light in darkness. Application will halt bleeding in 5 rounds; used in Orcish healing salves. Encounter — 40%.

HALLUCINOGENIC

Black Cackler— blackish orange-splotched color, 1'6" wide cap, 2' high ringed stalk, bitter taste, causes uncontrolled laughter and foolish behavior for 4-7 hours after consumption. Encounter 20%.

Dung-reveling Psarch— brownish 8" cap, brown gills and yellowish-brown 1' high stalk. Has weak mind-altering properties when consumed (Perception -15 for a full day, but intelligence bonus increased +5). Encounter — 25%.

Other-eyes— slimy grayish-white mass, many-capped, each cap marked with single red "eye," 1' wide, renders hidden things visible to the eater for 2 hours. Encounter — 10%.

WOOD-LIKE

Great Ironstem— grayish 8' high stem and 3' wide cap, hard and rubbery, when properly treated acquires wood-like consistency. Encounter — 70%.

Banded Kalhn— pallid brownish-white, 5' high stem with 2' wide cap, runners dangle from cap to ground, exceptionally hard, emits pungent odor. Treated by Orcs for use in constructing liquor barrels. Encounter — 50%.

MISCELLANEOUS

Dry Rot— a common fungus, not unique to but especially prevalent in Mount Gundabad. Spongy mass up to 2' in width, spreading ochre crust with hairy white margin, musty odor, grayish-white runners extend up to 10' from main mass. Encounter — 30%.

Wight's Talons— black, thick, gnarled finger-like clubs, 1' high, said to grow over buried corpses. Encounter — 15%.

Slithering Retch— many-branched grape-like clusters of black heads on a yellowish mass, of indefinite size, since whenever it is split apart the separate pieces continue to grow if there is sufficient water and organic matter to permit them to do so. Only fire can check it. Encounter — 10%.

Stench o' the Pit— 3-4 curving orange arms 1'6" long rising from a 1' common stalk, very fetid and clinging odor. The Orcs often rub this fungus on slaves' clothing to make them easy to track should they escape. Encounter — 15%.

Goat's Stinkhorn— black, 3' long horn-shaped with no cap, tapered and twisting, upper part covered in greenish slime, emitting fetid odor. The Orcs believe that consuming this fungus increases their sexual potency. Encounter — 10%.

Only in one locale is vegetation still abundant — and that, remarkably enough, is deep beneath Mount Gundabad itself. A vast network of caverns well below the Orcish factories harbors a weird, lightless world of fungi, a principal source of Orcish provender. These growths have attained gigantic size and form dank subterranean forests, dimly illuminated by the eerie glow of phosphorescent species. Not all of the fungi are edible. Some, properly treated, have the hardness (and flavor) of wood. Others are more deadly, cultivated to supply the poisons with which Orcish weapons are so often coated. An herbalist of exceptional skill would be called for to distinguish the uses of Orcish fungi and safely navigate their realm — for the arcane knowledge is most carefully guarded among the Orcish priesthood.

The adjoining table describes the goblin-fungi by individual appearance and characteristics.

3.4 FAUNA

It comes as something of a surprise that a region relatively devoid of plant life can support a diverse animal population. The creatures that dwell in the shadow of Mount Gundabad, however, are lean and savage, and each has seized upon a peculiar niche in which to survive.

Two species of large hoofed mammals are prevalent in the area. The wild mountain goat delights in the jagged and broken mountainous terrain, ideally suited for its climbing skills. Its thick, shaggy fur enables it to endure the bitter winds and chill, and its sharp horns make it a match for any predators. Roaming the steepest of cliff faces and peaks, it presents a startling and majestic sight to the traveller. Males and females wander in separate herds until the mating season in late fall to early winter. The goats are hunted by the Orcs, and some have even been captured and brutally domesticated. Reindeer (*S. Losrandir*), unlike the mountain goats, do not range permanently in the mountains, but regularly migrate between the Forodwaith and the upper Anduin Vales through the Den Lôke, according to the season and the availability of vegetation. Thus, they can be found in large numbers near Mount Gundabad at most times of the year.

There is but one dominant animal predator in the Gundabad area — the accursed great wolf of the North known as the Warg. The Warg is a savage horror, a wolf breed of unusual size and intelligence. It is said that Morgoth created them in the Elder Days for his wars in the North, to serve as mounts for his Orcish hosts, and many yet serve this purpose. (Some cursed Wargs actually dissipate when slain, but this is not true of all, as the presence of Warg skulls outside Beorning lodges attests.) Male Wargs are some 8' to 11' long, including tail, while females are slightly smaller but no less ferocious. Both males and females have long, soft, dense coats of grey fur. A Warg's senses of smell, sight and hearing are all acute, and it enjoys tremendous endurance, being able to run up to 30 mph in pursuit of its prey.

The Wargs of Mount Gundabad depend heavily on hunting large game, including reindeer, mountain goats and stray travellers. Their small family groups, led by a dominant male, frequently combine into larger packs of several dozen to attack major herds of prey. In these packs, a hierarchy of male authority is established through strength and ferocity, under the command of a Warg chief. Hunting techniques display the malicious cunning of the species. Whenever possible, the Wargs prefer to ambush prey or trap it in deep snow rather than launch frontal attacks, but they are fearless and do not shun direct assaults when necessary. The Warg pack will harry the fringes of a herd, seeking to isolate and bring down weaker creatures and so wear away the strength of foes. Their repeated rushes are coordinated through a simple language of intermittent howls.



Wargs often join with Orcs on raiding expeditions, finding that this improves their chances of kills; they allow themselves to be ridden by the lighter goblins. Being notoriously fickle, however, they are quick to treat a fallen Orc rider as their foe. Wargs have no fear of men, and are particularly effective against cavalry. Charging among the terrified horses and tearing at their flanks, they have on many occasions disordered mounted formations, and in pursuit they are especially deadly.

Although Wargs are savage toward all other creatures, they are protective of their own kin. Wargs mate for life, and their pups, which mature in 2-3 years, remain with the family group. Mating occurs in winter to early spring, and the typical litter, born in late spring, may be of 4-14 pups. All family members care for the mother and young, bringing prey to the den which may be a cave, rocky crevice or overhanging bank, often stolen from a prior inhabitant. If Wargs are fierce elsewhere, they are at their most ferocious in defense of their den and pups against intruders.

Much rarer than the common Wargs are the White Wolves (*S. Drauglos*, pi. *Drauglys*), which dwell in the vicinity of the Oglorb Glacier. The White Wolves move invisibly amidst the snow and ice, upon which they have an infallible talent for maintaining their footing. Little is known of them, for few men venture into their domain. It is said that they can breathe gusts of deadly cold to render their prey helpless.

This ends the account of those creatures which dwell upon the earth. But there are two realms yet to visit — the chill waters of Lake Hyord, and the caverns beneath Mount Gundabad.

It is an unending source of astonishment that Lake Hyord should be so abundant in fish. Besides the freshwater species that teem near the surface, including trout, sturgeon and savage pike, odd catches sometimes drift up from the unfathomed depths — eyeless crustaceans, illuminated eels, and indescribable horrors which seem all jaws and needle-sharp teeth. Lake Hyord may indeed be joined to water-filled passages interlacing the rumored remains of the Underdeeps of Utumno, and certainly some of its curious inhabitants are immigrants from elsewhere. Such speculation is fueled by confirmed sightings of a kraken — or perhaps more than one — flailing its perilous tentacles at the lake's surface. No one has wished to investigate more closely.

Still more strange is the subterranean ecology of Mount Gundabad itself. Here in the mazes of caverns, a number of unusual creatures have established themselves. Packs of huge and vicious rats, originally transients from outside, have adapted to life among the leavings of the Orcs. Schools of pale blind fish are swim in waterways and pools, evidencing a connection to Lake Hyord, for the same creatures are occasionally caught from the lake's depths.

Bat colonies haunt the caves, roosting among the stalactites of those few chambers formed by water seepage rather than by lava flows. The bats unerringly navigate the twisting passages of the mountain by ultrasonic echoes to emerge for nocturnal hunting. Although most are small, only a few inches in wingspan, and are harmless insectivores, one large and particularly noxious species is found in vast numbers within the mountain: the giant vampire bat.

The giant vampire bat is a coal-black monstrosity, a foot or more in wingspan, which hunts in gigantic swarms and returns to roost among its lesser relations. It is intelligent enough to be trained, and giant vampire bats sometimes accompany Orcish war hosts in ominous clouds. They screen the sunlight which the Orcs so hate, and take their reward by fastening indiscriminately upon the wounded and slain, who afford a ready source of fresh blood, the vampire bat's dietary staple.

At least a few of the subterranean inhabitants of Mount Gundabad were denizens of the legendary Underdeeps, brought to the upper cavern world through the endless tunneling and delving of the Orcs. Some are reptile, others degenerated mammals, and still others survivals of the chaos that preceded the formation of Middle-earth. Those who know of these antediluvian troglodytes usually keep silent about their discoveries, for it is not fitting that beings of the upper world, even those corrupted by the foul hand of Morgoth, should be brought too close to primal terror.

One of the intruders from the Underdeeps, however, has come to be so well known among the Orcs that it has earned from them a name — the slign. A slign is a dark, slimy, snake-like creature,

ranging from five to twelve feet in length, and two to four feet in thickness. It is amphibious, able to propel itself in water by a broad tail, and to move on cave surfaces, even climbing to ceilings, by means of suckers on its belly and on two tentacle-like forelimbs, each two to four feet long. The most peculiar feature of the slign is its visual organ, a single eye mounted on a stalk above a wide mouth filled with dagger-sharp teeth. A slign is solitary, and may hunt in one of two ways: by remaining immersed in watery ambush, with only its eyestalk protruding above the surface, or by suspending itself on the roof of a cave, perfectly camouflaged and waiting patiently to drop on an unsuspecting victim. In either case, the slign's combined efforts at constriction, strangulation with its tentacles, and venomous bite (a 5th level poison) frequently prove fatal. Although the Orcs hate and fear the slign, they have never been able wholly to exterminate these cavern haunters.

In addition to these more common inhabitants of the Gundabad region, the bold adventurer might encounter beasts of much greater size and power. The Great Eagles control the skies over the Misty Mountains, and wheel above the higher peaks as well as above the Anduin Vales, observing the activity of the Orcs and other folk. Rarely do the Great Eagles approach Mount Gundabad closely, however; beyond the risk of thousands of Orcish bowmen, they find the reek of the Orcish furnaces most distasteful.

High up in the mountains whose snow fields form the source of the Oglorb Glacier lurks a cruel and wily Ice-drake. His silver-white scales flash like icicles in the sun, but their sharp edges glimmer blue, like the heart of the glacier itself. The worm's name is Gorlos (S. "Snow-horror"), and he sleeps in an ice-cavern twined around frozen pillars and the mound of silver and diamonds that comprise his hoard. Gorlos is an eccentric dragon and will keep nothing but those treasures whose pale glitter resembles snow and ice. Despite

this oddity, he has accumulated a respectable heap of valuables (including 80,000 sp, 30 diamonds worth 10-1000 gp each, a huge, double-handled, silver bowl, bearing the crest of Vidugavia, chain-mail forged of true-silver, and a belt of linked silver, set with pearls and diamonds). Gorlos hunts on the treacherous Oglorb and in the deep waters of Lake Hyord. He especially delights in doing battle with freshwater kraken.

The Dragons of the Ered Mithrin lair to the east. Like the Great Eagles, these creatures also keep the goblin city at a respectful distance; although its fires and soot do not trouble them, Dragons are solitary creatures. And the hordes of Orcs in Mount Gundabad are a force that even the eldest of worms hesitate to challenge. Dragon-fires, however, can often be seen from the citadel lighting the nearer peaks of the Grey Mountains, and no Dragon is averse to supplementing his diet with small parties of adventurers.



3.5 ORCS

The masters of Mount Gundabad have many names — all accursed in the tongues of other folk. This race spawned of Darkness is universally hated and feared in Middle-earth. To the Northmen of the Anduin Vales they are Goblins, to the Elves of Mirkwood and Lórien, Yrch (sing. Orch), and among themselves the Uruk; but their name in the Common Tongue, most widely used and reviled, is Orcs.

It is said that during the Elder Days, Morgoth altered and degenerated the forms of captive Elves in the fire-seared pits of his northern citadel, Utumno, to breed the race of the Orcs as his expendable laborers and warriors, in spite and mockery toward the fair Firstborn. Orcs, from the first, have been predisposed to serve powerful evil masters, although their dark hearts harbor a deep-buried resentment towards their creator and their own hideous condition, which surfaces unpredictably in rebellion and treachery at the least sign of weakness in an overlord.

Since at least the end of the First Age, Orcs have dominated the area of Mount Gundabad and the northern Misty Mountains. Few of their neighbors have amicable dealings with them. The Trolls of the region may cooperate in evil ventures, or even serve as mercenaries in an Orcish host, valued by the Orcs for their enormous strength but secretly mocked for their equally phenomenal stupidity. The Mannish servants and slaves of Angmar fight with the Orcs under the Witch-king's banners, when commanded to do so, but there is little love between the Hillmen and Estaravë Northmen, on the one hand, and the Orcs, on the other. Before the advent of the Witch-king in the North, the Hillmen and especially the Estaravi were frequently the victims of savage Orcish raids on their isolated encampments and homesteads. Even today, the Men and Orcs in the Witch-king's service cooperate poorly, and are apt to fight among themselves when no strong leader is present. Although a few wicked Dwarves have been known to aid the Orcs, far more often the Orcs and Dwarves are bitter enemies. And between the Elves and Orcs a mutual and perpetual hatred exists, stemming from the wars between those peoples in the First Age; battle is certain to ensue whenever Orc and Elf meet.

APPEARANCE, ABILITIES, AND WEAKNESSES

The Orcs are divided into two distinct breeds and castes. Common Orcs are the original stock, and by far the more numerous. Among them lives an elite race of Great Orcs, the formidable Uruk-hai, descended from superior Orcs first bred in Mordor and intermingled among the Orc tribes of the North with the original ruling caste — the heirs of Skorg and other mighty goblin warriors. The Uruk-hai are now carefully mated only with their own kind, and being stronger in both intellect and physical prowess than the Common Orcs, customarily act as tribal leaders and the bodyguards of Orcish rulers. (They do not appear in great numbers until late in the Third Age, after the rebuilding of the Dark Tower.) Uruk-hai are sometimes described as "hobgoblins" by Northmen.

All Orcs have sallow or dark skin, thick hairy hides, clawed hands, grotesque broad flat faces, yellow fangs, slanting eyes with smouldering red pupil-less irises and unkempt black hair. Their build is squat and ape-like with short crooked legs and long arms. They enjoy tremendous endurance, needing to rest but once every three days if pressed. Highly resistant to extremes of heat and cold, Orcs can function in nearly any clime, which is fortunate given that their habitations are commonly in the most desolate and uncongenial of settings.

Common Orcs stand between three and five feet tall, able to pass at a distance for a Dwarf, large Hobbit or small Elf. Possessing superior night vision, they can see under a starlit sky as do other folk in broad daylight, and even in absolute darkness they perceive

forms a short distance ahead. In full daylight, however, their vision is impaired, and they are seriously weakened and disoriented. Common Orcs' sense of smell is acute, and indeed with proper training they can track quarry by scent alone.

Uruk-hai are some five to six feet tall, nearly as large as Men and broader of build. They look slightly more human than their Common kin, although they could hardly fool anyone at close range. Their night vision, while still strong, is inferior to that of Common Orcs, and therefore they are more prone to rely on artificial illumination such as torches, particularly underground in absolute darkness. This handicap is, however, more than offset by their ability to function nearly unimpaired under the sun.

ATTITUDES AND LIFESTYLE

The life of an Orc is best summed up as "nasty, brutish, and short." Bloodthirsty, treacherous and cruel, Orcs are of the basest nature. They are rarely content save when eating, fighting, or torturing captives. Orcs mistrust one another, usually with good reason, and fight amongst themselves if no other enemies are at hand. Because of their stubborn rebelliousness, selfishness, and greed, Orcs are kept under control best by the constant demonstration of superior strength. Kindness and mercy are invariably interpreted as weakness and taken advantage of accordingly.

Although Orcs dislike work, they do not lack skills. They can tunnel and mine almost as well as Dwarves, and when under the focused will of a harsh overlord, they are capable of prodigious labors. Having no appreciation of beauty, their handiwork is typically either plain, clumsy or grossly ugly, but always serviceable and effective. Utility is paramount. Orcish smiths are especially renowned for their mastery in the crafting of weapons, war engines and torture implements. Mount Gundabad, in particular, is the center of Orcish industry and its products are regarded as the finest of all the Orcish tribes of the North. The Orcs of Gundabad are called upon for the most complex forging tasks that the Witch-king requires. Orcish healers are also deserving of recognition for their astonishingly quick results; a severely wounded soldier can be put back into action in an hour or less. At the same time, these healers are uniquely indifferent to pain or scarring, which only enhance a goblin warrior's reputation.

SOCIAL STRUCTURE

Violence and fear cement Orcish society. A goblin community, when not under the direct control of the Dark Lord, is an uneasy grouping of tribal units. In the case of an Orcish city such as Mount Gundabad, there can be numerous smaller factions and tribes within the larger society, often feuding with one another and held together only by the will of a strong leader.

While family patterns among the Orcs of Mount Gundabad are similar to those universally found in Orcish society, the huge population of the citadel city permits and indeed demands a higher level of specialization and regimented upbringing than found elsewhere. Orcs reproduce in the normal manner, but do not marry; rather, they breed. Orcish females of child-bearing age and fitness live together in secluded areas of the Orcs' lair, well guarded and accessible only to the stronger males; outsiders are never permitted to see female Orcs. Some are kept in general breeding pit "harems" for the warriors, while others become the personal possessions of Orcish lords, for so long as their masters retain power. These practices, though devoid of sentiment, do ensure the strongest offspring. Orcs can reproduce more prolifically than Elves, Dwarves, or Men, and when their breeding is spurred by the will of a powerful overlord, their numbers are limited only by the resources available to sustain their offspring. A tribe that has lost most of its warriors can replenish its strength in a few generations if the females are unharmed, although recovery will be far slower if not driven by a focused will.

Young Orcs, known as "imps," are raised jointly by the older females who are no longer suitable for mating; the imps know only their fathers. This unbalanced upbringing accentuates the masculine—oriented toward aggressiveness, combat and heavy labor—at the expense of any remnants of love or tenderness. The Orcish "imp caves," worse than the most horrid of Mannish orphanages, quickly teach young Orcs that survival is won by craftiness and brute force. From the start, the male imps are favored, commencing a lifetime pattern that reduces the female Orc to little more than a chattel. The weakest of the imps are devoured, so that they do not burden the community.

When the male Common Orc reaches the age of nine — full maturity — he is assigned to a lurg, a unit of some ten to fifteen Orcs who work and fight together, and in which the Orc can expect to remain for the rest of his life. Most Common Orcs are uncereemoniously dumped into all-purpose lurgs which can be assigned to hunting and foraging, mining, or raiding as required, and which are readily sent forth to battle. Those males who have, however, demonstrated some unusual skill in youth, are selected for more specialized lurgs, with well-defined functions such as tracking, smith-craft, forging, armoring, butchery or brewing. These lurgs are typically held in reserve within the citadel and are not risked in war save where absolutely necessary, since the training and knowledge of their members makes them difficult to replace. The highest that a common Orc can ordinarily expect to rise is the command of his lurg, or, in the case of those trained in crafts, to the status of master craftsman (B.S. Durb-artha). Female Orcs are not so rigidly regulated, since they have no real prospects of rising at all; they are placed either in the breeding pool, or on labor duties, upon reaching the age of maturity. Male and female roles are sharply distinguished; only males are trained in the use of arms and permitted to work outside the lair. Females are exclusively responsible for domestic duties such as weaving, preparing meals, mushroom-harvesting and imp-rearing.

For the Uruk-hai, upbringing differs, as these elite are expected to rule the Common Orc masses. The Uruk imps are raised collectively, but apart from the Common Orcs (whom they would otherwise slaughter), and are impressed with the sense of their superiority and the prowess of their fathers. At the age of maturity, the less intelligent of the Uruk-hai are designated as members of a hoerk, the bodyguard of an Orcish lord, while the more capable are trained as officers, priests, or healers. The offspring of the royal house—the "Seed of Skorg"—are more favored still; each knows that it is his birthright to rule, and that one day, if he is sufficiently cunning, treacherous and strong, he could mount the throne of Mount Gundabad — and hold it until challenged by one more powerful. The Seed of Skorg customarily hold the posts of greatest authority in Mount Gundabad, biding their time for a chance at absolute mastery. The lot of female Uruk-hai, although still poor compared to the male, is not so dismal as that of their Common sisters. A female Uruk can enjoy comfort and some status as the concubine of an Orcish lord, and it is not unknown — although frowned upon — for her to exercise considerable power behind the scenes.

ECONOMY

To a Man or Dwarf, who values wealth for trade, or an Elf, who treasures precious things for their inherent beauty, the economy of the Orcs seems perverse if not incomprehensible. Orcs do not labor for pay, nor for the pleasure of creating with their hands and minds, but at the compulsion of their overlords, who allot the goblins whatever victuals and goods are necessary to sustain their perpetual toil. The goblin-folk seek treasures principally for the prestige that huge piles of gold and jewels bring, demonstrating the strength and prowess of their possessor, much as a Dragon sits in cruel



FEMALE ORC

splendor on its hoarded loot. Each Orc keeps his personal wealth, from the few miserable coppers of the common trooper to the bulging coffers of the Uruk lords, by his ability to defend it with sword and claw. At the same time, an Orc seeks ever to increase his loot by plundering the hoards of both enemies and weaker goblins, to the extent that can enhance his status among his fellows. (Thus, an Uruk general would not murder a common soldier for his purse of small change, since the effort is not worth the gain.)

Because Orcs are not rewarded for their labor, they normally take care only to avoid punishment for doing shoddy work. However, Orcish craft-workers do often produce superior goods; these, typically, are "presented" to an officer or lord to gain the favor of that Orc and protection from the predations of other goblins. Orcs take great pains to safeguard their wealth, owing to the prevalent thievery in goblin communities. But they make no secret of the size of their hoards; to do so would defeat the purpose of accumulating the treasure — indeed, they often boast of their wealth.

In Mount Gundabad, wealth and well-being are a direct function of rank. Currency in Orcish possession is inevitably loot from raiding, and loot is distributed according to power; the lion's share goes to the lords and officers, and the Common Orcs get the leavings. Every Orc is entitled to a basic ration of food, clothing, and, in the case of males, arms and armor, which varies in quality and quantity with status. Other services, such as healing, are provided as needed. With whatever loot he possesses, the Orc can bribe his fellows to improve his rations or acquire a few tawdry pleasures. These, in the case of most Common Orcs, consist principally of liquor. The far greater treasures in the hands of the Uruk-hai give access to a range of luxuries — superior drink, fine garments, herbal drugs and magical arms — to name a few,

although most of the finer possessions of the Uruk-hai were stolen from ravaged villages. Peaceful trade between the Orcs and other peoples is rare, but, because Mount Gundabad is associated with the realm of Angmar and the Estaravë Northmen, an astonishing range of goods find their way into the Orcs' domain. Ivory of Umbar, rare poisons from the East, and odd weaponry from the many Mannish subjects of the Dark Lord hardly exhaust the list.

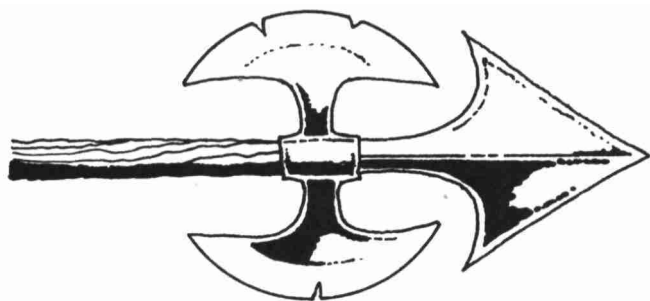
A crucial part of Mount Gundabad's economy is slave labor. At any time, thousands of captives — mostly Men, with some Dwarves and a scattering of Hobbits — labor within the mountain. They are responsible for the most dangerous and unpleasant work, such as offal removal and excavation of gaseous mine passages. Some perform a few specialized tasks that the Orcs have not mastered or do not care to learn. And slaves give even the lowest of lowly Common Orcs an opportunity to bully and dominate someone lower still. The slaves' lot is dismal. They are fed barely enough to keep them alive and working, typically go clad in rags, and are ruthlessly discarded if injured — in ways unpleasant to contemplate, as Man's flesh is an Orcish delicacy.

LANGUAGE

There is no single Orkish tongue, but a variety of mutually unintelligible dialects, all harsh-sounding, ungrammatical and rife with obscenities. For inter-tribal communication, the Orcs use Westron, the Common Tongue, in a debased form. The denizens of Mount Gundabad, as in much of the Misty Mountains, have actually adopted degenerate Westron as their native tongue. It is heavily influenced by Orkish dialect and intermingled with elements of Sauron's Black Speech. Their speech can be understood to some extent by one familiar with the Common Tongue. Only among the Uruk-hai is the Black Speech used in a relatively pure form. The Orcs write and carve inscriptions using a version of the Elvish Cirth, corrupted by their own carelessness and lack of literary skill, and referred to as "Orcish runes," albeit not of the Orcs' own devising.

RELIGION

To the Orcs, power and Darkness are alone worthy of reverence. Thus, most worship Sauron as a god, held in awe by his ability to induce utter terror. The inhabitants of Mount Gundabad have a highly developed, ancient and feared priesthood, charged with conducting rituals to placate the Dark Lord and with maintaining tribal records. The Orcish priests are invariably chosen from the Uruk-hai. Rituals consist of massed chanting, human sacrifice and burning pyres. They are always held at night and preferably during lightning storms, which contribute spectacular and fearsome effects to cow the congregation. Orcish religion, it must always be remembered, is designed for the benefit of the Orcs' masters, as yet another instrument of domination and control; any benefits it may confer on worshippers are peripheral.



LIFESPAN AND DEATH

Orcs are capable of living several hundred years, or longer. Very few attain such an age; most die before the age of fifty in battle, by murder within their own community, or as the result of mine accidents. Those that escape all these perils are still prey to disease, despite their inherently tough forms, for the filthy conditions in which they live breed every manner of illness.

The Orcs fear death, for, despite their elaborate worship of Darkness, they know not what awaits them. Most of the dead of Gundabad — the Common Orcs — are deposited with little ceremony in abandoned mine shafts or pits, and sealed in. (Occasionally, when food is short, they are rendered for the common stew.) The Uruk-hai, particularly rulers and others of high rank, are entombed with more ritual in specially prepared crypts. This custom has nothing to do with reverence for the dead, but merely further accentuates the difference between rulers and ruled. The Orcs spare little effort to recover those fallen in battle, seeing no reason to risk the living for the benefit of those that are not.

3.6 TROLLS

After the Orcs, Trolls are perhaps the most common denizens of the Gundabad region. Here they lurk in all their diverse and hideous breeds. Stone Trolls range through the foothills of the Misty and Grey Mountains, while Hill Trolls and Mountain Trolls inhabit the upper ledges and peaks. Beneath the mountains, and especially in the tunnels of Mount Gundabad, where some have made alliance with the Orcs, dwell Cave Trolls, the most hideous of all their kind. Finally, Snow Trolls haunt the Oglorb Glacier and the tundra of the Forodwaith.

The Wise believe that Morgoth bred the first Trolls (S. Tereg, sing. Torog) during the Great Darkness in mockery of Ents, perhaps drawing upon the Giant stock to do so. He gave his creatures the substance of stone, with comparable strength, hardness, endurance and intellect. Trolls are a colossal race, 9 to 11 feet high, with thick bodies and limbs, and tough hides of overlapping scales. Most are of a repulsive greenish or grey hue, but the rarest breed, the Snow Trolls, are pure white. Troll blood is black and steaming. Trollish strength is legendary, and in battle their blind ferocity terrifies opponents and often their own allies. Utterly fearless, they fight with crude stone weapons or naked claws and fangs, persisting until victorious or slain. Like Common Orcs, Trolls see at night as though it were brightest day, and possess limited vision even in absolute subterranean darkness, Cave Trolls enjoying the most acute sight. All Trolls fear sunlight, which transforms them back to lifeless stone. Aside from this vulnerability, their principal handicap is their dull-wittedness, which often leads them to be tricked by foes and shamelessly manipulated by allies. Fortunately for other folk, Trolls are never especially prolific, in large part due to the scarcity of Trollish females. Most frequently they are encountered alone or in small hunting bands.

3.7 ESTARAVË NORTHMEN

Of all the Mannish folk, those most frequently encountered near Mount Gundabad are the Estaravë Northmen. This is not the place for a full discussion of their culture, but, as the Estaravi are likely to be met by travellers on their way past, or to, Mount Gundabad, a brief description is in order. Since the Second Age, the Estaravi have inhabited the headwaters of the Anduin Valley, below the Gundalok Shelf, which marks the boundary of their lands and those controlled by the Orcs.

A pastoral folk, they dwell in isolated homesteads and garths, fortified collections of log dwellings inhabited by an extended family; they have but one town of any significance, their capital near the junction of the Langwell and Greylin rivers. The Estaravi are a fair-skinned people, mostly dark or red haired and relatively tall, with blue or green eyes. They live primarily by farming and herding.

Proximity to Mount Gundabad has made them warlike; in the days before the rise of Angmar, they were the principal targets of Orcish raids. These conflicts have now diminished, as the Estaravi are valued by the Witch-king both as a source of supply for his huge armies, and as a recruiting ground for Mannish troops. They are skilled archers, and possess some medium cavalry, although most fight on foot with swords or axes.

Of all Angmar's Mannish subjects, the Estaravi are the least accepting of the Witch-king's tyrannical domination, due to their traditionally independent lifestyle. They dare not rise openly for fear of the Orcs, who would be unleashed against them at the first sign of rebellion. Thus, they pay food tribute and furnish their levies to the host of Angmar without fail. Secretly, however, some Estaravi give aid to the foes of Angmar. Those venturing to challenge the power of Mount Gundabad, or escaping from its depths, may find refuge at an Estaravë homestead under cover of night. Yet the Witch-king has many servants in this region, and some have been corrupted to the cause of Darkness. Any prolonged stay in the Estaravë country has its perils.



4.0 POLITICS AND POWER

4.1 POPULATION

Mount Gundabad, in the middle of the Third Age circa T.A. 1640, is home to 12,600 Orcs, making it by far the largest center of Orcish population in the North. Nearly five times as densely inhabited as the next most sizable community in the Misty Mountains, Goblin-gate, it is truly a goblin city; indeed, its population is greater than such centers of Mannish culture as Fornost Erain or Dol Amroth!

Of these Orcs, the vast majority are the Common sort, numbering 5800 adult males, 3700 adult females, and 2500 imps of both sexes. The elite Uruk-hai, or Great Orcs, comprise only a small percentage of the total population: 600 all told, including 290 adult males, 185 adult females, and 125 imps.

In addition, Gundabad houses a range of other "guests," some staying by choice, some otherwise. 20 Cave Trolls serve as mercenary allies; 500 Wargs are likewise valued allies and mounts. More bestial servants include innumerable giant vampire bats and 3000 ill-tempered domestic goats or kine, typically pastured on the Gundalok Shelf or in caves beneath the mountain itself. Finally, the pits of Mount Gundabad hold 1500 captive slaves. Most of these unfortunates are Men — principally Northmen, Woodmen, and Beornings, but including a substantial contingent of Dúnedain captured in the Witch-king's wars, and the odd Hillman or Easterling, late of Angmar's army, but enslaved as a penalty for insubordination, desertion, or some other less than mortal offense. A smaller portion of the slaves are Dwarves, taken from lesser Dwarven communities in the Misty or Grey Mountains overrun by the waxing Orcish power, or from far-ranging scout parties dispatched by Khazad-dum. The remaining fraction are Hobbits seized from their dwellings by the Gladden Fields or Elves of Mirkwood held for sacrifice; of all the slaves, Elves may count on the shortest careers.

4.2 POLITICS

It is said that the Orcs have ten thousand Rules, but no Law. Force, not tradition or consensus, is the cement that binds Orcish society, and power is the manifestation of personal strength multiplied by the number of underlings an individual crows and impresses. Life is minutely regulated, yet all is subject to change with the passing of a tyrant.

In such a climate, it is hardly surprising that all politics focus upon the will and whim of Mount Gundabad's overlord, the Ashdurbûk (B.S. "One All-Ruler") or Goblin-king. The self-styled "Lord of the North" moves within three spheres of political power: as the sovereign of Mount Gundabad itself, as the acknowledged master of all the confederated, quarrelsome tribes of the Orcs of the Mountains, and as the client ruler and junior ally of Angmar and the Witch-king. Each warrants a separate analysis.

4.21 THE HIERARCHY OF THE CITADEL

Real power in Mount Gundabad is, of course, centered in the Uruk oligarchy of less than three hundred males, — more narrowly, in the Seed of Skorg, the roughly three dozen Great Orcs who trace a plausible claim of descent from the founder of Mount Gundabad and who form a barbaric, mutually antagonistic "royal house." The indiscriminate mating practices of the Orcish monarchs regularly replenish the ranks of the Seed of Skorg, although the life of a potential claimant to the Throne of the North is

doubtless the most hazardous and uncertain of any of the denizens of the Orcish capital. The succession is hereditary, yet any reasonably lusty Goblin-king will have several sons surviving at his death, as well as a contingent of more distant relations no less greedy for power. In keeping with the last words of Skorg, the passing of the Ashdurbûk triggers a struggle for the mastery of Mount Gundabad so filled with bloodletting, assassination, and base treachery as to warm the heart of the Dark Lord himself. Finally, a new Goblin-king mounts the throne and is invested by the Orcish priesthood with the symbols of sovereignty consecrated to Darkness — the Ghrazîm Banner, a blood-red pennant bearing at its center the black emblem of triple peaks and mounted on an iron staff capped by a Fell-beast skull; the diamond-encrusted mithril Ice Helm; and the great laen scimitar Thrakurghash (B.S. "Bringer of Flame"). Even then, not for a moment can he rest secure; the monarch must continually be wary of poison, the knife in the dark, and the royal relation who might play upon some weakness to assemble a faction of malcontents and confront the Goblin-king in a duel to the death.

Fortunately, the ruler of Mount Gundabad does not lack means to forestall incautious foes or secure his power. The palace chambers in the Great Spire are ceaselessly guarded by a full hoerk of Uruk soldiery, fearless and skilled warriors, commanded by a Great Orc chosen for unquestioning loyalty. Throughout the Orc city, sniffing in every corner and spying on potential foes, move the elite Trackers, the Night Noser (B.S. Burzsnûtu), whose duty, conferring high status, is to reveal to the Goblin-king the machinations of the unscrupulous and the careless complaints of the dissatisfied. The Troll mercenaries can be unleashed to smash the most defiant rebels. Nor is the monarch above turning to true users of power, drawn from Half-orcs or other vile students of sorcery, to wreak sudden and terrible destruction among his enemies.

Still, Mount Gundabad is ever seething with the schemes of the Ashdurbûk's chief minions. Among these, the two of highest rank, always chosen from the Seed of Skorg, are the Warlords. They command full warhosts of the army, and each is ensconced in a separate citadel: one in the Twisted Spire and the other in the Cloven Spire. Combined, the forces at the disposal of the Warlords match those of the Goblin-king, but rarely can these natural rivals for the succession agree on anything. The Captain of the Drake Gate, the principal portal of Mount Gundabad, frequently tips the balance in a power struggle by launching his own warhost into the fray at a critical juncture. Nor may the malign intrigues of the High Priest of Darkness, the Uruk master of the Orcish priesthood, be forgotten with impunity. He commands no troops, but his access to spells, poisons, and tribal secrets renders him a perilous foe — his support is indispensable for any successful coup. Nor can the power of the Orcish craft guilds be overlooked. Arguably the most benign faction in Orcish society, the craftworkers are relatively unwarlike, but fiercely united in defense of their privileges; should they will it, the ever-roaring forges of Mount Gundabad, the foundation of Orcish dominion in the North, might go cold, and the strength of the most dreaded Goblin-king wither.

Apart from the sneaking Trackers and the craftworkers, the masses of common Orcs count for little in the power structure of Mount Gundabad. They have no voice of their own and are shamelessly manipulated, bullied, and discarded by their overlords. Whoever prevails in the ceaseless power struggles matters little to these miserable subjects, whose only right and duty is to work, fight, and die for their masters. The contemptuous generic title by which the Uruk-hai address them — *snaga* — tells all: the Common Orc is born, lives, and perishes as a slave.



4.22 ORCISH TRIBES OF THE MOUNTAINS

The Orcs of the Misty Mountains — as well as those crawling within the Grey Mountains, the Mountains of Angmar, and the highlands of eastern Eriador — are divided into nine tribal confederacies, comprising a total of over thirty tribes. All owe some degree of allegiance to the Ashdurbûk in Mount Gundabad, enforced by the Orc hordes at the monarch's command and the less overt, but more terrifying, power of the Witch-king. To the Goblin-king, each of the tribes renders an annual tribute of plunder, ore, furs, and hides — at the Goblin-king's summons, all dispatch levies of goblin soldiery to the Muster of the North or to serve in the Witch-king's wars.

Yet the Ashdurbuk's control over any goblin tribe decreases with the distance of its lair from Mount Gundabad. Notwithstanding their nominal allegiance and grudgingly rendered tribute, some of the larger, wealthier, and better fortified Orcs, such as the Goblins of the High Pass and those of Mount Gram, actually pursue their own policies with near impunity. This defiance is tolerated by the Witch-king because it serves to keep Mount Gundabad in line; the Goblin-king must dissipate military strength to maintain his empire of fear, and as a result is less able to flout the commands from Angmar. Indeed, feuding between Orc tribes is still quite common, although the open, wasteful inter-Orcish warfare of old is usually averted.

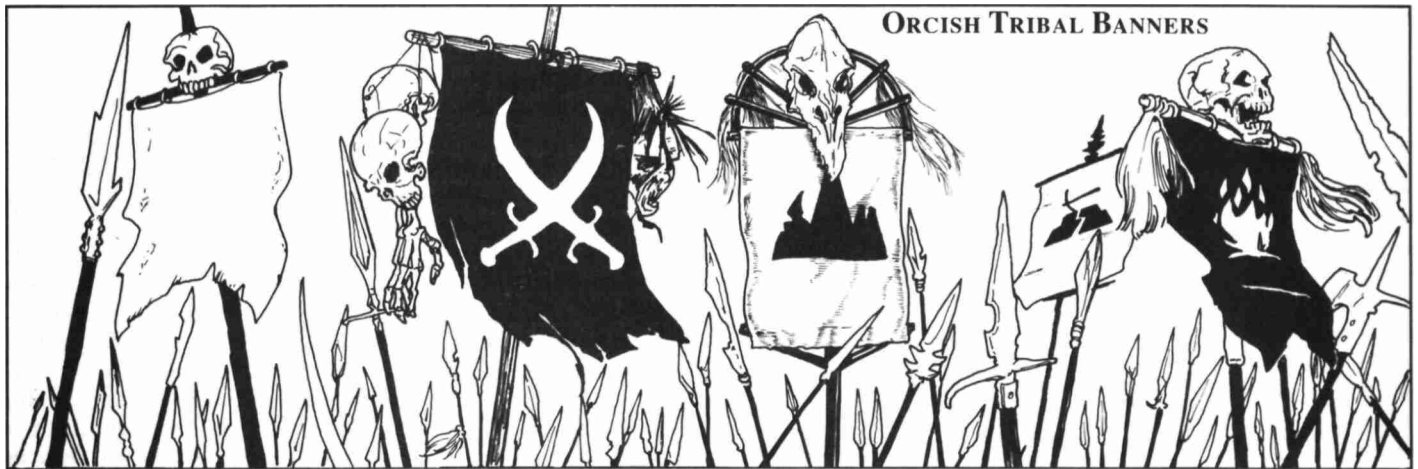
The lands subject to the Orcs are widely scattered. One-third of the goblins subservient to the Ashdurbuk dwell in western Angmar, along that land's frontier with Arthedain. And half of the Orcs of the Mountains infest the Misty Mountains with their towns, lairs, and tunnels. The remainder are scattered east of Mount Gundabad in the Grey Mountains. Potentially, the Goblin-king might gather from the full Muster of the North a colossal horde of 35,000 Orc warriors; rarely, if ever, is a force half that size assembled, and the logistics of maintaining such a quarrelsome, bloodthirsty mass for more than a few weeks are staggering. The 6000 Orcish warriors under the Goblin-king's direct authority consist of four tribes, together comprising a confederacy known as the Host of Gundabad. The tribal units, corresponding to the principal divisions of the army of Mount Gundabad, are as follows.

HUVORGHA

The original inhabitants of Mount Gundabad, survivors of the flight from Angband under the command of Skorg, this tribe takes pride in furnishing the fiercest warriors of Mount Gundabad as well as the most Uruk-hai. The guards of the Drake Gate and the border patrols of the citadel (with the best opportunities for raiding and looting) are drawn from the Huvorga. Their tribal banner is a black field bearing crossed red scimitars.

BURZATH

Drawn in to the Host of Gundabad — some would say "enslaved" — when the vast ore lodes were discovered beneath the triple peaks, the Burzath tribe supplies the greatest number of tunnelers, miners, and builders to the Orcish capital. Commanded in battle by the Warlord of the Cloven Spire, they are steadier, if less fierce, than the Huvorga and play a prominent role in sieges and rearguard actions. Their tribal banner is a pick and split rock in black centered on a red field.



KRACH-UL

Third of the tribes to join the Host of Gundabad, the Krach-ul proved their worth in the searing heat of the great forges, where they excel in the smelting and casting of metals. Derisively called "Burnthides" by other tribes, the Krach-ul have adopted the insult as a badge of honor. The Krach-ul are commanded by the Warlord of the Twisted Spire and are infamous for their sadistic and brutal behavior on the battlefield and in treatment of captives. Their tribal banner is a black field with red flames.

ILGUZ

Last of the tribes of the Host of Gundabad to submit to the Goblin-king's power, the Ilguz are at first glance seemingly the least warlike of the Orcs, the polar opposites of the savage Huvorgha. Slow to attack, fighting only at need, the Ilguz have made themselves valuable in other ways. Subtle and clever, they furnish the best of the elite Trackers, as well as the most skillful of the Orcish craftworkers; and the Goblin-king acknowledges their importance by retaining them under his personal authority. In war, the Ilguz are the finest of the Orcish scouts and archers, giving way to the more aggressive tribes when melee is imminent. Their tribal banner is a red field filled by a black serpent coiled around a Mannish figure.

These four tribes are roughly equal in size, the Burzath being largest and the Ilguz smallest. They differ from the other Orcs of the Mountains in that, as part of the Host of Gundabad confederacy, they are direct vassals of the Goblin-king rather than mere tributary subjects; all dwell in the capital itself or in its border fortresses.

The tribal banners of the four tribes in the Host of Gundabad are among their most treasured possessions, second only to the royal regalia and the Ghrazim Banner of the entire confederacy. The banners are safeguarded at all costs, and should one be lost to foes, it would constitute a lasting disgrace to the entire tribe involved. The Orcs spare no effort to recover a stolen banner.

4.23 MOUNT GUNDABAD AND ANGMAR

Relations between the Witch-king and the lord of Mount Gundabad are never openly hostile, yet always there is a tense undercurrent. The Nazgûl seeks to reduce the Orcs' domain to a more pliable client state of Angmar, while the Goblin-king presses for greater independence and status in this rogues' partnership. The political struggle, with enormous stakes, is played cautiously by both sides, for the continuance of the alliance is vital to both. Among all the lands subject to the Witch-king, the Orcish city is the greatest center of habitation, and its huge forges and armories are unsurpassed in the realm of Angmar. With Mount Gundabad firmly in

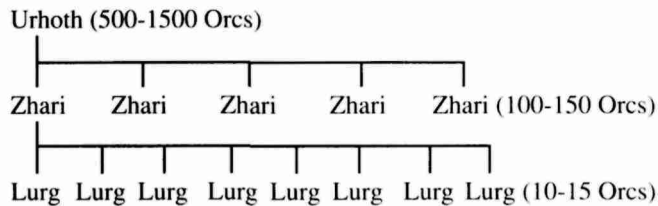
his camp, the Witch-king is assured of sufficient weaponry, war engines, and other military gear for his struggles with Arthedain. At the same time, Mount Gundabad cannot feed its hordes of laboring Orcs without provender from the Estaravë lands under the dominion of the Ringwraith.

Thus, the Ashdurbuk scrupulously sends the armament and levies that the Witch-king demands, so as not to incur the wrath of the tyrant of Angmar. At the same time, the Nazgûl leaves no doubt in the minds of the chieftains of the lesser Orcish tribes and confederacies that he supports Mount Gundabad's claims of supremacy, and thereby keeps the tribute flowing to the Ashdurbuk's coffers. Yet the Witch-king tolerates occasional displays of defiance by distant Orcish tribes, so long as rebellion is directed only at the Ashdurbuk and does not impede his own schemes. And when Mount Gundabad's forces join the hosts of Angmar, they remain under the command of their own Orcish officers and take orders only from the Witch-king, not from his lesser Mannish or Trollish generals.

Both the Witch-king and the Ashdurbuk maintain formal embassies at each other's courts, and some of the subject peoples of Angmar, particularly the Estaravi, send legates to the court of Mount Gundabad as well. Besides these overt missions, the two evil masters of the North keep watch on one another through networks of spies infiltrated into their rival's domain. In both Orcish and the Black Speech, "trust" is a word virtually synonymous with "folly," and neither thinks himself a fool.

4.3 MILITARY FORCES

To the Orcs, a race created for endless conflict and conquest, war is but the outward expression of their violent political order. Orcish society is perpetually organized for battle. Every adult male Orc is a warrior or serves the army or his tribe in some fashion. Since the basic social unit, the lurg, a grouping of some 10-15 Common Orcs under the command of a Drartul (B.S. "Sergeant"), is both a work team and the smallest military formation, the entire tribe can be mustered for battle on a few hours' notice. Larger "companies" of Orcish soldiery, known as zhari, consist of ten lurgs. They are commanded by an Uruk officer known as a Gothai (B.S. "High-master") and are capable of operating independently in battle or on campaign. Several zharis comprise the tribal host or "banner" (Or. Urhoth). Besides these forces of Common Orcs, an Orcish army commonly possesses an elite bodyguard known as a hoerk intended to safeguard the leader of the host; its ranks consist only of Uruk-hai and mercenary Trolls. The hoerk is always held in reserve until the decisive moment of a battle.



Preferred weapons among the Orcs of the Mountains include the scimitar, forged of iron or even of steel for the Uruk-hai, broad-headed heavy spears or pole arms, hammers or maces, and horn shortbows. The Uruk-hai are also known to wield handaxes or other Mannish-type arms, and typically substitute yew longbows of Mannish design for shortbows, since their greater height permits the use of the larger and more powerful weapon. Arms are often (10% chance for Common Orcs, 30% chance for Uruk-hai) smeared with some form of poison. Orcish battle poisons are more often paralytic or irritants rather than deadly agents, given the high risk of injuring one's own troops or even oneself with poison-coated weapons.

Most Orcs fight armored in metal-reinforced rigid leather, while the Common Orcs of higher status, and all Uruk-hai, are entitled to full suits of chain mail, forged of heavy links. Some Orcish lords wear plate armor. As Orcish armor is designed for the goblins' broad frames, it will be uncomfortable to non-Orcs and increase penalties for maneuvering. Iron helmets are available to all troops. Shields are typically rather poor affairs made of hide or ironbound wood, especially for Common Orcs, but may be fashioned of iron for the Uruk officers.

Orcish tactics stress the attack, and indeed Orcish commanders are markedly less skilled at defensive battle. Their assaults take advantage of the numerical superiority which the goblins normally enjoy over their foes, and are launched simultaneously in waves at specific points along an enemy line while other troops move around the enemy flanks. The advance is screened by a deadly cavalry vanguard of Orcs mounted upon Wargs, which by its harrying attacks throws enemy horsemen into confusion. Given the Common Orcs' vulnerability to sunlight, Orcs prefer to give battle at night, on overcast days, or when shielded by the clouds of giant vampire bats which frequently accompany the goblins to war. The Orcish commander normally does not fight at the forefront of his troops, but remains at the rear to direct the battle, awaiting the last possible moment to enter the fray with his hoerk. This reflects not a lack of personal bravery, but a belief that it is better to expend less valuable underlings wearing down a foe before risking elite troops, and that a general's duty is to supervise the entire conflict, which frequently is impossible if he is on the front lines. More than one lord of Men has been heard to remark grudgingly on the effectiveness of the Orcish philosophy of command — provided, of course, that one has hordes of low-grade troops to waste as sword fodder.

Goblin troops are most vulnerable in their morale: extraordinarily fierce in the first onset, pressing the assault notwithstanding enormous losses, they are easily dismayed by unexpected counterattacks. Furthermore, Orcish armies are difficult to hold together for long campaigns; dependent primarily upon foraging and looting to supply the march, they lose cohesion and disperse after a few weeks or months. Only an unusually focused will in command, coupled with the harshest discipline, can keep a large Orcish force intact.

The order of battle of the Host Gundabad, the army of the Goblin-king, is unusually precise and formal, reflecting the higher level of organization present in this Orcish realm. It is set forth in

full below. However, the full Host of Gundabad is only encountered within the citadel itself: whenever the Orcs take the field away from their lair, no more than three-quarters of the total army is present, and often considerably less. Substantial forces from each of the four tribes comprising the Gundabad confederacy must be left in reserve in the citadel, both to guard treasures, females, and slaves, and to breed new Orcs in the event that a disaster befalls the army in battle.

URHOTH HUVORGHA

Commanded by the Captain of the Drake Gate, the tribal host of the Huvorgha consists of 1300 Common Orcs and 15 Uruk officers. Each soldier belongs to one of 100 lurgs that are grouped into 10 zhari, each of which is led by an Uruk. Every lurg possesses a tracker, a Common Orc who is not a warrior, but a scout. This urthoth enjoys an unusually high proportion of cavalry, two full zhari being Warg-mounted. Scimitars are the favored weapon: every Orc has one. Spears or shortbows are secondary weapons. The five Uruk-hai who do not command a zhari are the leader's personal staff, termed "Claws." The Urthoth Huvorgha traditionally forms the center and vanguard of the Host of Gundabad, the place of honor, behind which the Ashdurbûk is stationed with his hoerk.

URHOTH BURZATH

Largest of the tribal hosts, the Urthoth Burzath is commanded by the Warlord of the Cloven Spire. It consists of 1500 Common Orcs (120 lurgs forming 12 zhari) and 18 Uruk-hai officers. Only one zhari is Warg-mounted. While scimitars are common, there is a higher preference for hammers and other battering weapons than is the case among other tribes, and bows are rarer. Six Uruk-hai, not in command of a zhari, serve as their leader's personal "Claws." The Urthoth Burzath traditionally comprises the right wing of the Host of Gundabad.

URHOTH KRACH-UI

Under the command of the Warlord of the Twisted Spire, this urthoth consists of 1400 Common Orcs (110 lurgs grouped as 11 zhari) and 17 Uruk-hai officers. One zhari is Warg-mounted. The Urthoth Krach-ul employs a variety of Orcish-style arms, which are typically of better quality than those of other tribes, as is Krach-ul armor, helms, and shields. The six Uruk-hai, not in command of a zhari, are the Warlord's personal staff of "Claws." The Urthoth Krach-ul traditionally serves as the left wing of the Host of Gundabad.

URHOTH ILGUZ

Smallest of the tribal hosts, the Urthoth Ilguz consists of only 1000 Common Orcs (80 lurgs forming 8 zhari) and 13 Uruk-hai officers. It has no commander of its own, being subject to the personal authority of the Goblin-king. None of the zharis are Warg-mounted. While the Ilguz, like all the tribal hosts, station a Common Orc tracker with each lurg, those of this urthoth are especially well regarded: it is said that an Ilguz can sniff out ascent on cold stone — and using only one nostril to boot! The Urthoth Ilguz weaponry is heavily missile-oriented: half of the Common Orcs use shortbows as their principal weapon. The five surplus Uruk-hai, not in command of a zhari, remain available to execute the orders of the Ashdurbuk, and so are considered "King's Claws." In battle, the Urthoth Ilguz screens the main army, supports charges with a hail of arrows, and performs flanking maneuvers.

Each urthoth carries its tribal banner as a standard, and the Orcs of that urthoth have their helms emblazoned with the symbol of their banner so as to be readily distinguished.

ROYAL HOERK

Commanded by the Captain of the Royal Hoerk, this force consists of a full 100 Uruk-hai. Its members are armed with scimitars and longbows. Equipped with the highest-quality steel arms and chain mail that Mount Gundabad can supply, they are a renowned fighting force and have been at the forefront of many a desperate fray in the service of their monarch. The Royal Hoerk took part in the storming of Weathertop and the annihilation of the Dúnadan army of Cardolan; later in the Third Age, they withstood the fiercest assaults of Thorin and the Dwarves of the Iron Hills, giving way only before the werebear Beorn, at the Battle of Five Armies. Sworn to guard the person of the Ashdurbûk, the Uruk-hai of the Royal Hoerk are exceptionally loyal, due to the privileges they enjoy and the dire punishments that befall cowardice or treachery. They hold the honored right to bear the symbol of the Host of Gundabad, the triple peak, emblazoned on their helms.

LESSER HOERKS

The Warlords of the Cloven and Twisted Spires each retain a small hoerk, 30 Uruk-hai strong, for their own protection; the size of these forces is deliberately restricted by the Ashdurbuk. Even in combination, they cannot challenge the Royal Hoerk head-on. Arms and armor are similar to those of the Goblin-king's bodyguard, and the helms of the soldiers are emblazoned with the symbol of the urhoth that its lord commands.

NIGHT NOSERS

This unit consists of 190 Common Orc trackers, all highly trained scouts and thieves, under the command of the Spymaster. These elite trackers are never used for general melee combat, being too valuable to waste. Instead, they are reserved for reconnaissance, ambush, and infiltration of enemy camps to assassinate opposing generals, all missions at which they excel. Night Nosers also serve as informers within the Host of Gundabad, revealing traitors and dissenters to the monarch. Elite trackers are indistinguishable from ordinary Orc trackers in their uniform of leather armor, dark cloak, and soft padded leather boots, and in their arms — scimitars, daggers, and shortbows. Each Noser, however, carries concealed a silver emblem of the triple peaks of Gundabad which identifies him as a servant of the Goblin-king. Beware — their weapons are always poison-coated!

TROLL GUARD

The Ashdurbûk's Troll Guard is an awesomely powerful force of 20 Cave Trolls led by their Chief. Rarely employed outside of Mount Gundabad, due to Trollish vulnerability to sunlight, it inspires terror in the Common Orcs and a good deal of respectful caution from even the Uruk-hai. The Trolls need no armor, only shields. They bear massive iron maces and stone throwing axes. None of the Guard respects any Orcish authority, save that of the Goblin-king himself.

SIEGE TRAIN

Most unique of the military forces of Mount Gundabad, the Siege Train is famed throughout Angmar and greatly feared by the Dúnedain in Eriador. It is always summoned by the Witch-king when he mounts a major campaign. The Siege Train consists of 360 Common Orcs, drawn in equal proportions from each of the four tribes of the Gundabad confederacy, and 5 Uruk officers. The members of each tribe are assigned particular roles. Huvorgha warriors, in recognition of their strength and fighting skill, guard the train and wield the battering rams. Burzath troops build earthen ramparts, dig trenches, and drive mines under the walls of enemy fortresses. Krach-ul soldiers construct and maintain siege towers and engines — catapults, ballistae, trebuchets, rams, and bores. Ilguz troops fire the missile engines. An Uruk officer, selected for

intellect and engineering talent, commands each tribal force; the fifth Uruk-hai is the Master of the Siege Train, possessing overall authority.

The Siege Train has access to a superb stock of Orcish-designed war engines, crafted in the armories of Mount Gundabad. The engines are stored and transported in disassembled form, on wagons or sledges drawn by draft animals that the Witch-king supplies, or that are requisitioned from the Estaravi. At need, these vehicles are drawn by the Orcs themselves. Once an enemy fortress is reached, the well-trained Orcs have all desired engines assembled and operating within a day, and within a week all but the best-defended castle will be in danger of collapse — its walls battered and undermined, and its gates sundered. Favorite Orcish tricks include the firing of flaming balls of pitch into wooden and thatch-roofed towns, the exploding of mines filled with blasting powder, and the launching of diseased animals into a besieged citadel to induce plague. Nor are the Orcs loath to propel live captives back to their friends by means of one of the larger trebuchets.

The Siege Train won its greatest victory in the taking of the supposedly impregnable Dúnadan fortress of Weathertop in T.A. 1409. Following this triumph, the train returned to Mount Gundabad, and so escaped ruin in the Witch-king's subsequent defeat at the hands of the knights of Arthedain. The Siege Train still bears, atop the staff of its battle standard — a red field with a black tower sundered in two — the skull of the Dúnadan commander of the garrison of Weathertop, a prize which the King of Arthedain would dearly like to recover.

HEALERS AND PRIESTS

A contingent of 40 Healers and 15 Priests of Darkness stand ready to serve the Host of Gundabad at any time. They do not join in combat, but remain behind the lines of battle or cloistered in the safety of the citadel. The severely wounded are dragged to the hospital tents or carted back to the mountain by less damaged comrades. The Healers and Priests are never placed in physical jeopardy. Five Healers are assigned to each Urhoth, and the remainder kept at the disposal of the Goblin-king. The Priests of Darkness are subservient to the High Priest of Mount Gundabad, and few ever actually leave their lair.

4.4 CRAFT RINGS

Among the Common Orcs of Mount Gundabad, the greatest respect is given to the members of the expert Craft Rings (B.S. Nazg-artha; sing. Nazg-arth) and especially to the Orcish master craftsmen (B.S. Durb-artha; sing. Durb-arth). The Craft Rings are guilds, charged with the training and discipline of those Orcs assigned to a specialized profession rather than to general labor and fighting. Although Nazg-artha members (B.S. Artha-hai) are part of the Host of Gundabad and thus trained in arms, they are typically the last to be sent away from the stronghold on campaign. In their absence all manufacture grinds to a halt.

The Nazg-artha are one of the unique institutions of the Orcish city that is Mount Gundabad; few other Orc lairs are populous enough to permit such focused organizations. Their name, meant to connote a closed circle of members, also recalls Sauron's One Ring — the most renowned work of evil artifice.

All of the Craft Rings are under the general authority of the Master of the Forges. In practice, though, they operate with considerable independence, and are the only means by which Common Orcs can ever flout the commands of the Goblin-king and his Uruk oligarchy. The extant Craft Rings in Mount Gundabad are as follows:

Ong-krimparal (B.S. "Ironbinders"). Responsible for all forms of metal forging, crafting of molds, and devising of metal objects and devices — save arms and armor which are reserved to other Nazg-artha. The Ong-krimparal are one of the largest bodies of craftworkers. Most of their members are Krach-ul.

Hûrghashlu (B.S. "Firemakers"). Smelting and extraction of metals from ore are the duties of this Nazg-artha, also dominated by Krach-ul.

Khangaral (B.S. "Armorsmiths"). Of all the Nazg-artha, the Khangaral must pass through the longest training and are hardest to replace; accordingly, they enjoy the highest status and are the last to be risked in battle. Most are limited in skill to the fashioning of helms, metal-reinforced leather armor, and chain mail. A handful of master craftsmen forge plate armor, working with steel alloys and mithril. The Khangaral are almost exclusively Krach-ul.

Voraklu (B.S. "Weaponmakers"). This Nazg-artha includes swordsmiths, bowyers, and all those Orcs skilled in weapon crafting. Their talents extend to working with steel alloys and mithril; one or two Durb-artha even shape laen. Voraklu are typically Krach-ul, though a significant number also come from the Huvorgha and Ilguz (who supply the bowyers). This Craft Ring adheres to a bizarre policy which ensures high quality craftsmanship. A weaponsmith must put his mark on each of his products; if the weapon breaks in battle he is whipped; should the failure lead to the death of the wielder, the smith is executed.

Brusszal (B.S. "Brewers"). Blending and brewing of liquors is the responsibility of this highly favored Nazg-arth, whose membership is comprised of Ilguz with a few Huvorgha. While the guild churns out vast quantities of cheap fiery liquor known as Skak for the Common Orcs, its members also produce some fantastically powerful brews for the elite Uruk-hai — Ogg, Goki and the infamous Tongkun. Orcish liquor is one of the few wares of this culture that can be traded for considerable profit elsewhere; a barrel of Tongkûn brings 30 gold pieces in the Easterling city of Riavod on the shores of the Sea of Rhûn.

Fakhtchal (B.S. "Butchers"). Slaughter of domestic animals, and the skinning and rendering of carcasses from both butchered animals and game, is assigned to this Craft Ring. Heavily dominated by Huvorgha, the Artha-hai's battle skills prove useful in their craft as well. Fakhtchal members, unlike most Orcs, often enjoy their work and break into croaking songs during a particularly fine slaughtering. One of the more gruesome tasks of the Fakhtchal is the preparation of injured or killed slaves for the tables of the Uruk-hai.

Mukhardar (B.S. "Stoneshapers"). The masons of Gundabad, Mukhardar members are largely drawn from the Burzath. They are the largest single Nazg-arth, since in a subterranean city their talents are constantly in demand.

Tuzantû-vob (B.S. "Foresighted Ones"). Engineering and architecture are the province of the Tûzantû-vob, whose members are largely Ilguz and Burzath. There is easily more Orcish intellect centered in the members of this Nazg-arth, the smallest of the nine, than in the entire remainder of the population of Mount Gundabad. A handful of Tuzantû-vob are perhaps Middle-earth's premier designers of labyrinths.

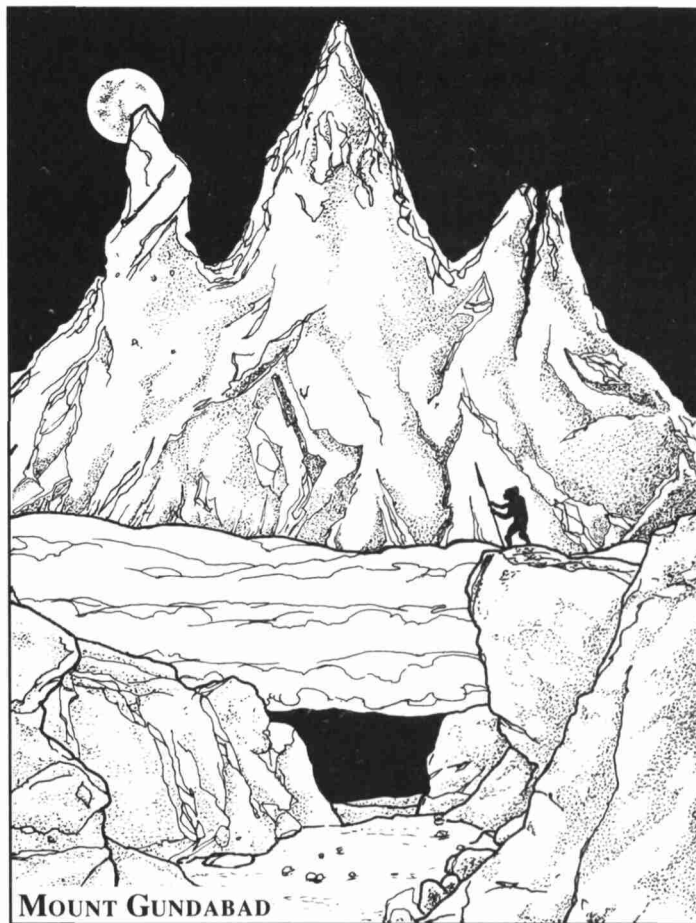
Iak-thrakal (B.S. "Painbringers"). Among the Orcs, torture has been elevated to a profession and a fine art. The members of the Iak-thrakal are mostly Ilguz, whose subtlety proves useful in the extracting of information from recalcitrant captives, or the punishment of those under the Goblin-king's displeasure.

5.0 AN OVERVIEW OF MOUNTGUNDABAD

Beneath Mount Gundabad lies a subterranean world of nearly unimaginable vastness and intricacy, the height of Orcish civilization — or the depths of Orcish barbarism as many would have it. Only those acquainted with the seemingly endless halls and passages of Khazad-dûm, or the dungeons of Barad-dûr, can truly comprehend the scope of the Orcish realm. Mount Gundabad encompasses several distinct but interconnected regions, each of which could take weeks or months to fully explore.

There are certain characteristics common to the entire complex. The mountain city-fortress should not be confused with other Orcish realms such as Goblin-gate, which was built around limestone caverns. Rather, in Mount Gundabad, the original tunnels and chambers were shaped primarily by lava flows and air pockets when the triple peaks still spouted flame and fumes of volcanic, rather than Orcish, origins. As a result, they are typically bone-dry and free of the stalactites, stalagmites, pillars, and other natural wonders that distinguish caverns created by water seepage. In Mount Gundabad there is no beauty, only a stark, dispiriting barrenness, relieved in places by the awe-inspiring scale of the Orcish workings and the brutal majesty of their colossal factories.

In the four and a half thousand years since the Orcs first claimed the mountain as their own, the tireless energy and masterful skill of goblin miners and engineering has shaped from the original lava chambers a connecting network of passages, halls, entrance shafts, dwellings and workshops. Mount Gundabad is constantly evolving, with repairs and new construction always somewhere in progress.





Orcish architecture is characterized by low passageways, difficult for any creature much taller than a Dwarf to negotiate without uncomfortable bending. The Uruk-hai run in a loping crouch, a skill acquired by long practice which does not impede them in the least. Tangled corridors repeatedly intersect, criss-cross, and double back upon themselves, thoroughly confusing any intruder not acquainted with the secret Orcish symbols carved in seemingly random patterns on the rock. These serve to guide those initiated in the mysteries. At some points, key passageways actually require the negotiation of full-scale labyrinths. An Orcish labyrinth is a wonder to behold, exemplifying the twisted minds of its creators at their best; those in Mount Gundabad are the acme of the art. Shifting walls, blind alleys, and duplicate passages guarantee thorough disorientation for hapless invaders; spies and escaping slaves traversing the labyrinths often die of starvation or utter despair. The bewildering passage schemes and mazes are central to the Orcish defensive system, robbing foes of the advantage of surprise and effectively sealing off penetrations while the goblins gather their forces for a counterattack.

As a general rule, the corridors and chambers of Mount Gundabad are well constructed, and cave-ins are rare. Orcish stonework appears rough and crude, prompting unfavorable comparisons with the highly finished and wonderfully embellished quality of the masonry and architecture in Dwarvish cities. Appearances are deceptive. Beauty aside — for which the Orcs care nothing in any case — the Orcish work is solid, stable, and admirably suited to its grim, functional role.

Mount Gundabad lacked any natural source of water within, a serious drawback for a fortress city. To remedy this defect, the Orcs undertook a massive hydraulic scheme to channel the waters of neighboring Lake Hyord. The result of this ambitious project was the "Wetways," a network of channels, cisterns, and pumping stations which run throughout the fortress furnishing potable water and sewage disposal. Many of the passages in the Wetways, half filled with water, are wide and high enough to be navigated by small craft. To transport heavy loads, the Orcs maintain a fleet of rusting iron barges which move between levels of the city via a system of water locks. One of the eeriest scenarios possible in Mount Gundabad is an encounter with one of these decrepit craft, lit by a single smoking lantern and poled by goblins along the otherwise pitch-dark waterways. Unfortunately for both the Orcs and prospective explorers, the Wetways are notoriously sligh-infested; more than one pilot has been strangled without a moment's warning. The Wetways eventually empty into a vast artificial lake within Mount Gundabad itself, kept stocked with the blind fish that are a goblin delicacy.

An overview of principal regions within Mount Gundabad is given below. A more detailed description of each of these regions may be found in Section 7.0.

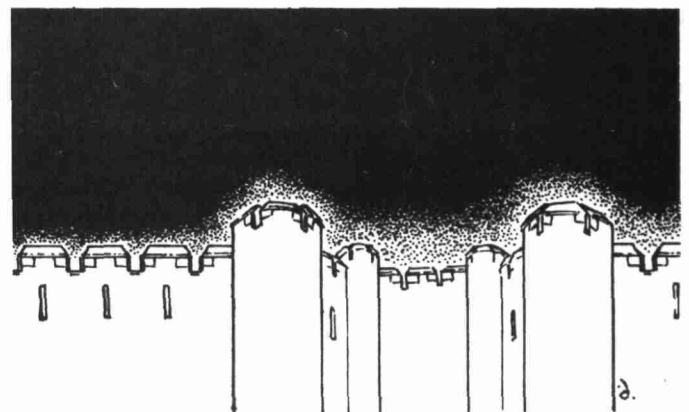
THE SPIRES

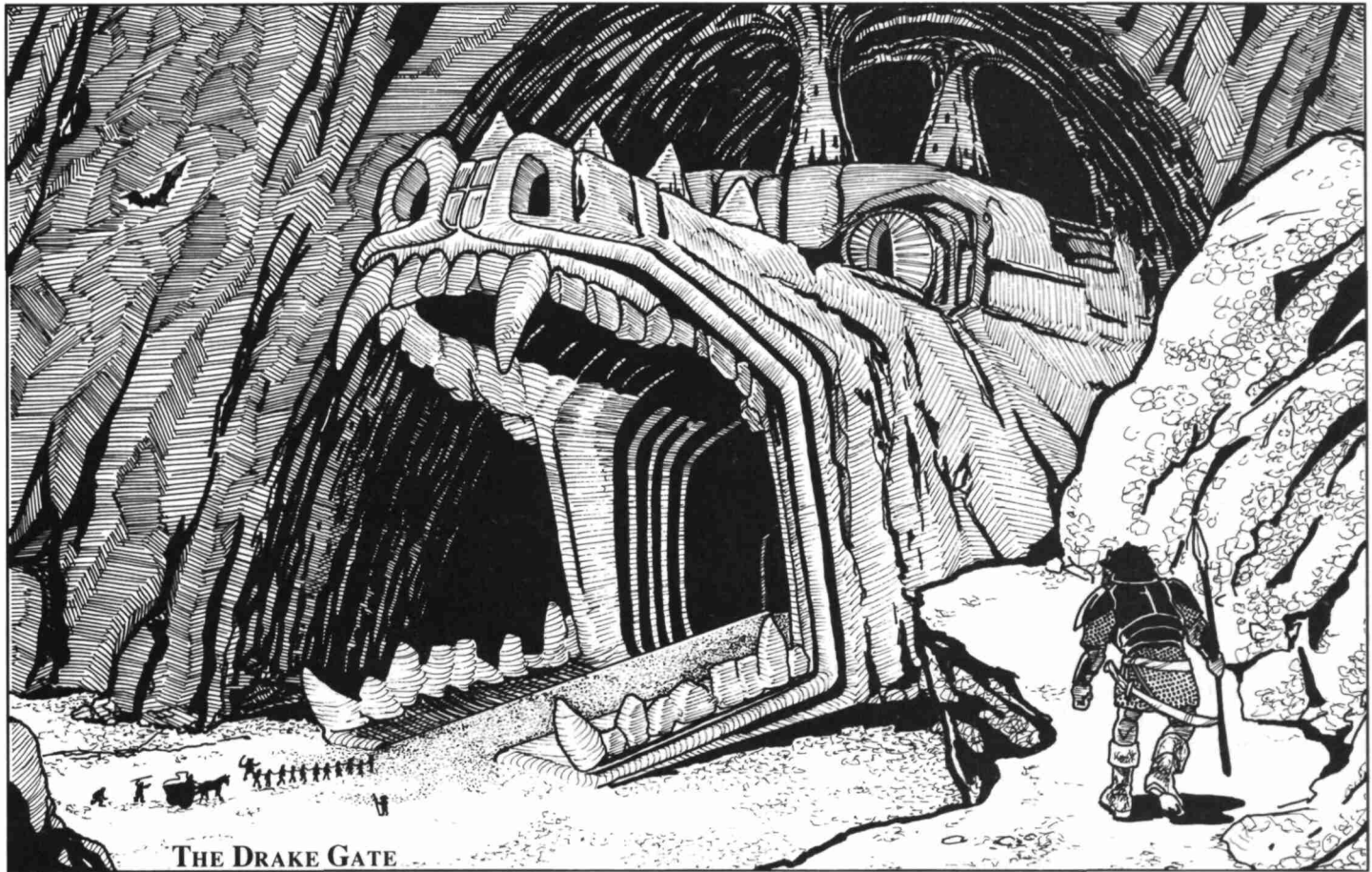
There are three distinct Spires, each housed within one of the triple peaks of Mount Gundabad — the Great, the Cloven, and the Twisted. While the Spires originally contained a handful of natural fissures and cavities, far more extensive artificial development has been accomplished by the Orcs. Monstrous, echoing halls contain the most important features of the city as well as the dwelling places of the Uruk-hai. Passages tend to be higher and chambers vaster than in the Pits below, since the scale is designed to accommodate the taller Great Orcs. The Spires are fully supplied with water from Lake Hyord, but the navigable channels of the Wetways do not reach so high. The precincts of the Uruk-hai are reached from the lower city by means of winding broad passageways and stairs, miles long and requiring hours to ascend. Dim twilight illuminates these upper chambers, a relief from the darkness common to the rest of Mount Gundabad. The Uruk-hai, with their weaker night vision and greater immunity to sunlight, prefer this environment. Light may be derived from either lanterns, torches, and firepits, or from shafts driven to the surface of the mountain and covered with a translucent stone windowpane.

The Great Spire, which consists of four Rises, harbors the palace of the Goblin-king, the principal Temple of Darkness, the barracks of the Royal Hoerk, the Troll Guard, and numerous related regions, including the royal treasury. The Twisted and Cloven Spires each possess two Rises, affording quarters for the Warlords, many other Orcs of high rank, and a few, quite unusual. Half-orcs as well. Rises in the Spires are linked by winding stairways and tunnels, as well as chutes and gaping open shafts.

THE DRAKE GATE

While Mount Gundabad has many obscure secret portals and connections to subterranean roadways linking the Misty Mountains, the Ered Mithrin, and Angmar, there is only one, indisputable principal gate. That is the Drake Gate, situated on the southern side of the mountain, from which armies issue and through which messengers, foragers, and tribute-bearers enter. Carved from the sheer face of a cliff, the stylized head of a Dragon looms in frontal view, jaws agape and prepared to spout devouring flame. Within the colossal drake's mouth is a set of triple gates, forged of steel. The dragon head, and the cliff face around it, are honeycombed with defensive works, including galleries for archers and chutes for the pouring of boiling oil, the Orcs' own dragon flame. Behind the Drake Gate lies an extensive labyrinth and an entire complex of barracks, storerooms, and other chambers, obscuring the main passages that lead into the heart of Mount Gundabad. The Gate is ceaselessly and heavily guarded by nearly a quarter of the Host of Gundabad. This portal is well known and would be the first focus of any major assault; no other entrance would permit large invading forces to reach the center of Mount Gundabad so rapidly.





THE DRAKE GATE

THE PITS

Most of the Common Orc warriors and laborers, females, imps, and slaves dwell in the enormous warrens of the Undercity, known (not fondly, particularly among the slaves) as the Pits of Gundabad. This lightless, stifling hell lies at the base of the mountain; from the Drake Gate, one descends along a broad tunnel avenue to reach the Undercity. Four Sinks, each a level of narrow, interlaced passages, broken by lurg barracks, harems, imp nurseries, vast factory caverns, storerooms, and the Orcish version of taverns, fill the bowels of the mountain. Each Sink is miles wide, and connected to the others by sloping tunnels, chutes and shafts, and most importantly by the Wetways, which wind throughout the Pits. The Wetways can be readily entered at the many docking stations for the Orc barges. Several postern gates, externally concealed as part of the mountain, provide escape routes from the Pits to the outside world as well as means of surreptitious entrance to those familiar with them.

The four Sinks are assigned, for dwelling purposes, to the four tribes of the Gundabad confederacy. The Huvorgha occupy the First and highest Sink (although many of their members are stationed at the Drake Gate), the Ilguz the Second Sink, the Krachul the Third Sink, and the Burzath the Fourth and lowest Sink. Noteworthy features of the Pits include the Orcs' huge smelting, forging, and armory complex in the Third Sink—a place of searing heat, choking smoke and ceaseless din — and the grand Arena of Gundabad in the Second Sink, used both for military training and the infamous Games of Gundabad, contests to the death between animals, monsters, and captives.

THE FUNGI CAVES

Deep below the Pits sprawls a series of caverns, irrigated by the Orcs' waterway system and overgrown with dank and ill-smelling forests of giant mushrooms. These fungi are cultivated and harvested by female Orcs and slaves, while cleared areas stable domestic kine and goats. At the center of the Fungi Caves, a sunless reservoir, fed by the waters of Lake Hyord from the upper world and stocked with blind fish, reflects the deformed growths along its silent shores. Many of the caverns are dimly illuminated by growths of phosphorescent fungi on the ceilings — glowing eerie greenish and orange hues. So vast that parts go unvisited for years, the Fungi Caves are an excellent refuge for escaped slaves or unsuccessful adventurers. There is, of course, the problem of getting out again, since no passages connect the Fungi Caves directly to the upper world.

THE MINES

Far below the Fungi Caves plunge the mine tunnels excavated by the goblins over thousands of years to reach mother lodes of iron, copper, and tin. The passages descend quite steeply, and indeed in some places become vertical shafts. Many regions are linked by a primitive system of metal tracks guiding ore carts which are hauled up to the Undercity by pulley systems manned with slave labor. In places, the Mines descend so far that they have broken through into the feared subearth realm of the Underdeeps, where even the Orcs rarely dare to venture. The goblins seek to block off these unfortunate gateways to prevent sligh and other monstrosities from invading their city. Occasionally, enemies discovered the breaches too soon, and the Orcs fled leaving the job unfinished.

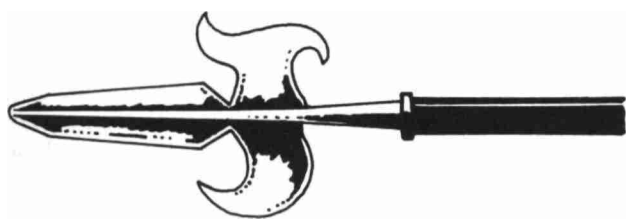
6.0 ADVENTURES IN THE GOBLIN CITY

Mount Gundabad affords one of Middle-earth's most perilous challenges to adventurers — as well as one of the most profitable and exciting opportunities. The dangers are evident. Over six thousand Orcish warriors, backed by Trolls, Wargs, monsters and an array of powerful Uruk lords, ward the city of the Goblin-king. Further, these living foes are aided by the maze-like design of the subterranean fortress, packed with traps for the unwary. No mere party of player-characters could hope to mount a frontal assault on Mount Gundabad, let alone conquer it. But there is a very real chance of success, for those as expert at stealth as at swordsmanship and spellcraft. The Host of Gundabad is dispersed among the Drake Gate, the Spires, the Pits, the Fungi Caves, and the Mines; and many parts of the city are visited but infrequently. Although the Drake Gate is well-nigh impregnable (it was forced only once in the Third Age, by a combined host of all Seven Houses of the Dwarves), there are several less known and more weakly guarded passages by which Mount Gundabad may be entered. Once inside, a small and cautious band of adventurers might hope to slip along the tunnels and reach their goal without fighting an entire urth of Orcs. The rewards to the survivors are enough to sate the gold-lust of the greediest Dwarf. Centuries of accumulated loot and tribute, arms and armor, and captured artifacts of power, beckon to the clever and brave; hundreds of slaves await rescue, and the gratitude of their kin together with the ransoms offered for their freedom should prove a powerful temptation.

The following three adventures are all set in Mount Gundabad in the year 1640 of the Third Age. With appropriate modifications (for which guidelines are provided at the end of the module), they can be used at any time in the Third and early Fourth Ages. Each is designed for player-characters of a different level of ability.

Following the adventures is a description of the principal figures in Mount Gundabad, any of whom may be encountered in the course of exploring the city. Each one is potentially a very dangerous foe and many have access to a range of useful devices, weapons, and items of power which render the individual still more formidable. The most significant of those items of power are also described in detail.

While conducting adventures in Mount Gundabad, it should be borne in mind that the Orcs are neither stupid nor incapable. They are thoroughly familiar with the city, and will take every advantage of their opponents. The Uruk-hai are especially skillful, brave and cunning, and will rarely commit gross errors. Their weaknesses, rather, are those inherent in the character of the Orcs and their society. Fearing authority, they are reluctant to take the initiative when disobedience of orders would result. Because their lives are so regulated, they can be thrown into confusion by the unexpected. The loss of a leader often results in panic. Greedy and bloodthirsty, they stop to plunder or slay enemy wounded rather than pursue fleeing opponents. Adventurers experienced in fighting the goblin folk will fare far better than raw novices in Mount Gundabad.



6.1 A MESSAGE TO THE REBELS

Setting: Mount Gundabad and its environs.

Requirements: A group of adventurers of low to moderate level (1st-6th). At least some of the party should have fought Orcs and explored smaller Orc lairs before. One or more Dwarves and Scouts will prove useful. Player-characters aligned toward the Free Peoples or neutrally disposed are most likely to undertake the mission.

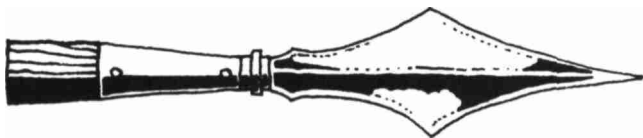
Aids: Maps of the Upper Anduin Vales will be supplied, as well as contacts in the territory of the Estaravë Northmen. They are secretly hostile to the Witch-king and will make it possible for the party to reach the vicinity of Mount Gundabad without being detected by agents of Angmar. Finally, the party will be informed of a secret portal which leads into the Pits of Mount Gundabad and is lightly guarded.

6.11 THE PLOT

King Thranduil, lord of the Wood-elves of Mirkwood, has learned from an Elf who recently escaped captivity in Mount Gundabad that a small band of rebels currently wages a struggle against the Orcs in the Pits of the goblin city. The rebels are said to be escaped slaves, numbering a few dozen, and led by a Northman warrior. Thranduil wishes to give aid and encouragement to the rebels, hoping that they will mount a general slave uprising and weaken the power of the Goblin-king. Accordingly, the Elven king is seeking reliable adventurers who will undertake to enter Mount Gundabad and deliver a message and gift to the rebel leader. The message takes the form of a sealed letter promising friendship and further aid, and seeking information on the rebels' situation and strength. Thranduil's gift is an Elvish longsword of fine quality, its silver pommel capped with a beryl; the blade possesses the magical property of detecting goblins at 100' and signaling their presence by a faint blue glow.

Adventurers might learn of Thranduil's quest while visiting the Wood-elves, or they may be contacted by an Elven messenger anywhere in the vicinity of the Anduin Vales or the Misty Mountains. If the party members are willing to undertake the mission, they will be informed of contacts who will ensure safe passage through the Estaravë country and of the secret passage into Mount Gundabad, discovered by the Elven captive in his timely escape. Thranduil will guarantee each of the surviving adventurers a reward of one hundred silver pieces (or, if they prefer, the casting of some minor spell); success will also win the good will of the Wood-elves, quite a valuable thing itself in this part of Middle-earth. Although Thranduil knows some other details about the rebels, in particular the name of their Northman leader, this information will not be supplied to the adventurers in advance. Thranduil will thereby be able to uncover any deceit by rogues tempted to make off with the sword and invent false replies from the rebels to defraud the Elf lord of the reward.

With the contacts provided by Thranduil, it will be possible to get through the Estaravë borderlands with little danger. Once upon the Gundalok Shelf, however, the party stands in the Orcs' domain and will have to evade Orc patrols until it reaches Mount Gundabad and locates the secret passage. Since the passage is partway up the mountainside, the ascent of the bare, rocky slope presents no little peril. Inside the fortress, the adventurers must seek information from slaves or hope for a random encounter with the rebels, while avoiding unnecessary battles with Orcs that would alarm the city. Fortunately, the Orcs are likely to confuse a small group of adventurers with the rebels, so that a few minor skirmishes will not produce any extraordinary search.



The rebels' base is located in a chamber in the Fungi Caves, forgotten by the Orcs and carefully concealed behind debris and giant mushrooms. Once the rebels are found, however, the mission is hardly at an end. The party will initially be faced with suspicions of being Orcish spies, particularly since the rebels' chief lieutenant, a Dwarvish woman, harbors a deep distrust of anyone connected to Thranduil (the Elf-king did not know about her!). Therefore, although the gift will be accepted, the adventurers will have to prove themselves by undertaking some "small task," such as capturing an Orc officer to be questioned or rescuing a member of the rebel band retaken by the Orcs, before they will be fully trusted. Success in the task will overcome the doubts of the rebels; and a Dwarf in the party (should there be one) will also calm the rebel lieutenant's fears. On the other hand, if the party includes several Elves, its "small task" may consist of something as momentous as seizing one of the Orcs' tribal battle standards!

If the adventurers persuade the rebels of their good faith, they will be furnished with a response to King Thranduil and guides to safely escort them out of Mount Gundabad — barring any unfortunate encounters on the way. After some precise questions about the rebels and their Orcish foes, Thranduil will gladly pay the promised reward upon the party's return with the Rebel Captain's missive.

6.12 OPERATIONS OVERVIEW

All of the standard layouts, character data, and other information about Mount Gundabad apply in this adventure. Statistics for the Orcs and their allies, and for the principal characters, are found at the end of this module in the Master Military Table and the Master NPC Table.

The rebels, at the time they are discovered by the party, will be fifty strong. Their captain is a Northman Ranger, 9th level, named Barlof. His chief lieutenant, the female Dwarf, is a 7th level scout named Dim. The rank-and-file include 30 Men of differing backgrounds (Northmen, Dúnedain, Hillmen, etc.) and 15 Dwarves, with 3 Hobbits thrown in for luck. No Elves are accepted into the rebel band, thanks to Dim, although Barlof feels pity for them (after all, they are usually sacrificed by the Orc-priests) and frequently gives Elves aid in escaping Mount Gundabad.

The rebels are not yet strong enough to mount a full-scale attack on the goblins. Instead, they operate in the Mines, the Fungi Caves, and the Pits in groups of five to ten, seeking to ambush and annihilate small detachments of Orcs, to liberate work parties of slaves, and to capture and interrogate Orcish officers (who are then dispatched with only a modicum of pain). The bands always include at least one Ranger or Scout, as the greatest threat to the rebels are the Night Nosed and they must always take care to cover their trails. Slaves, once freed, are offered the opportunity to join up with the rebels. Many do, in order to take revenge upon the Orcs or simply because it is less risky than trying to escape alone. The rebels do not dare, in view of their limited strength, to attempt to invade the Spires or open the Drake Gate. Eventually, however, Barlof and Dim hope to build a much larger force that could overthrow the Orcs or at least shake the foundations of their rule and free all the slaves. Statistics for the rebels are given at the end of the module.

6.2 THE BREAKING OF GROND

Setting: Mount Gundabad and its environs, with particular focus on the Pits of Gundabad and the Misty Mountains.

Requirements: A party of adventurers of moderate to high level (3rd-8th). Dwarves and Scouts will be especially helpful to the party in reaching its goal, and at least one Mage is absolutely essential in completing the mission. Because this quest is hostile to Mount Gundabad, the Witch-king, and (indirectly) Sauron, only characters oriented toward the Free Peoples are likely to accept it readily, although those neutrally disposed might go along for a large enough reward or because of dislike for the Orcs.

Aids: The party will be furnished with maps of routes through the Misty Mountains to Mount Gundabad, and the location of a secret portal which leads into the Pits of Mount Gundabad (this can be the same portal as in the previous adventure, or another of the several that exist). Finally, the party will be supplied with a magic scroll, containing a spell essential to the success of their quest, which must be cast by a Mage. Upon casting in the proper fashion, the scroll spell will also activate a powerful Teleport spell (Mage list, Lofty Bridge) which should return all within a 30' radius of the caster to the Dúnadan city of Fornost Erain (including, unfortunately, any nearby Orcs).



6.21 THE PLOT

Around the Orcish fires, the Priests of Darkness have long told tales of Grond, the Hammer of the Underworld wielded by Morgoth in the First Age. It is the epitome of an invincible weapon of evil. Now the Orcish smiths of Mount Gundabad, most skilled in all Angmar at the forging of war engines, have been commanded by the Goblin-king to craft a ram/drill of such power that it could shatter the hitherto unconquered walls of Fornost Erain and ensure the triumph of the Witch-king over the Dúnedain of Arthedain. The mighty ram, over a hundred feet in length, with a dragon-head of Orc-forged steel alloy, is nearly complete. Two of the three sorcerous spells needed to ensure its destructive force have been cast. The third awaits the coming of the Witch-king himself in one month's time. Until his arrival, the ram, named Grond (like the wolf-headed siege engine that will break the gates of Minas Tirith in T.A. 3019), sits in the forges of Mount Gundabad, suspended from massive chains in its wheeled and iron-roofed housing.

The King of Arthedain, who in T.A. 1640 is Argeleb II, has learned of this deadly threat to his realm from a Dúnadan Knight who recently escaped from captivity in the goblin city. Having consulted the marvelously foresighted Seers of Arthedain, Argeleb II has learned that, once the third spell is cast, Grond will be unbreakable — but until all three spells are embedded in the ram, it is vulnerable due to the imbalance of sorcerous power within. To counter the peril, the Seers have prepared a magic scroll which, when read by a Mage who is physically touching the ram, will shatter it utterly and beyond all repair.

The Mage must reach Mount Gundabad and perform this task in the month remaining before the Witch-king comes. The party will be contacted, if in Fornost Erain or Arthedain, by a King's herald and summoned before Argeleb II to hear his request (which, coming from a powerful monarch, is not easy to refuse). At a greater distance, the adventurers may hear of the King's wish from a royal messenger or possibly some powerful figure performing a favor for the King, such as Gandalf the Grey. If the party undertakes the mission, the rewards are great—500 silver pieces to each survivor or, as an alternative and for Warriors and Rangers only, grants of land and Knighthood (both of which are currently in surplus since the Great Plague of 1636 struck the Kingdom).

A capable party, relying upon the highly accurate maps supplied from the royal library of Arthedain, should be able to cross the Misty Mountains and reach Mount Gundabad with little loss, although wilderness adventures will doubtless occur on the way. Once the adventurers have located the secret entrance to Mount Gundabad and entered the Orcish city, they must explore the Pits of Gundabad and discover the Forges, without getting into so many skirmishes that they alert the entire city to their presence. The fiercest battle will come at the climax of the adventure, in the Forges, with the Orcs assigned to guard Grond. Should the party succeed in getting a Mage close enough to touch the ram and prevent him or her from being feathered with goblin-arrows before reading the scroll, there will be a tremendous explosion and Grond will be destroyed. In the instant before the catastrophe, the surviving adventurers will be safely whisked back to Fornost Erain and their justly earned rewards. The scroll cannot be used merely for escape, and will only work if the caster is touching Grond at the moment of the casting.

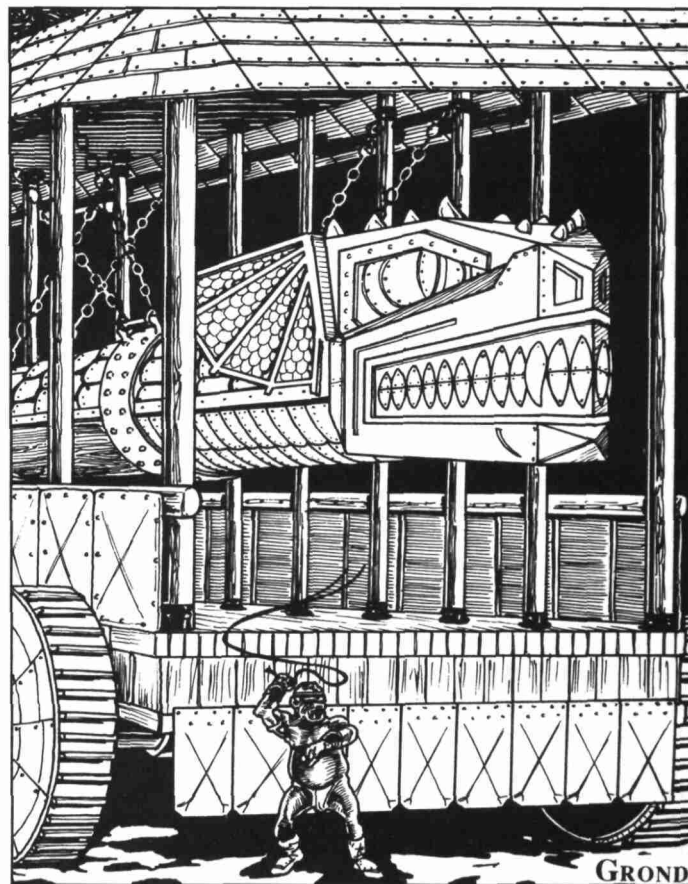
Success in this quest will earn the party the bitter enmity of the Orcs and the Witch-king; attempts at revenge are likely to follow. The breaking of Grond is a powerful blow on behalf of the Free Peoples, for the war engine was long in the forging, and cannot easily be rebuilt. In fact, no comparable machine was again created by the forces of Sauron until late in the Third Age for the siege of Minas Tirith.

6.22 OPERATIONS OVERVIEW

Standard layouts, character data, and other information about Mount Gundabad apply in this adventure. Statistics for the individual lords of Mount Gundabad and for the Orcish troops and their allies are found at the end of this module.

The principal modification to the general Mount Gundabad data is the presence of Grond itself— immobile like a sleeping dragon amidst flames, smoke and flickering red hues — in the Forges of Gundabad. In addition to the Orcish laborers and slaves normally present there, Grond is ceaselessly guarded by a detachment of 90 Orcs from the Siege Train, under the command of one of the Train's Uruk officers. These guarding Orcs are drawn in approximately equal proportions from the four components of the Train — Huvorgha fighters, Burzath sappers, Krach-ul builders, and Ilguz artillerymen. They are rotated every six hours and have been told by the Goblin-king that their lives are forfeit should any harm befall Grond while they are on duty. The troops will fight to the death to defend the ram, even if their officer is killed. The other goblins in the forges will join in the defense of Grond, but they are not personally responsible for its safety and so may retreat if suffering heavy losses. Finally, many of the slaves will come to the aid of the adventurers if they can be supplied with weapons and if the adventurers appear capable.

A layout of the Forges of Gundabad is found in the description of the Pits below. Statistics for the Siege Train goblin troops and other Orcs and slaves are given at the end of the module.



6.3 THREE KINGS IN GUNDABAD

Setting: Mount Gundabad, with particular focus on the Spires.

Requirements: This adventure should only be undertaken by characters of moderate to high level (5th-10th). Virtually anyone can participate in the mission, although Elves will be badly received in Mount Gundabad under any circumstances and a party with several Elven members will not be accepted. Which of the possible factions the adventurers elect to serve, however, will be influenced by the overall party orientation toward the Free Peoples, Sauron, or neutral self interest.

Aids: The party will receive a guide and safe conduct to the threshold of Mount Gundabad. What happens inside is quite another matter.

6.31 THE PLOT

Long-smouldering discontent in Mount Gundabad concerning the conduct of the Goblin-king, seen as increasingly dominated by his consort, has finally exploded into open warfare and rebellion. The two Warlords have each sought separately to overthrow the Goblin-king in a palace coup. Their initial efforts met with failure because their forces counterbalanced one another, and many Orcs remained loyal to the monarch out of fear and uncertainty or have declined to take sides. Thus, each of the Warlords has proclaimed himself the Ashdurbûk and fortified his Spire against assault, while the original ruler still controls the palace complex in the Great Spire and retains the loyalty of his personal hoerk of Uruk-hai and the Troll Guard. The rival rulers seek to win over the masses of Common Orcs in the Pits, but so far each can claim only a quarter of the Host of Gundabad — most of the Burzath siding with the Warlord of the Cloven Spire, the Krach-ul with the Warlord of the Twisted Spire, and the Ilguz with the true Goblin-king. The Huvorgha, under the command of the Captain of the Drake Gate, have refused to cast their lot with any faction. The Nazg-artha, at the behest of the Master of the Forges, have also refused to enter the fray, and the Orcish craftsmen, regardless of tribal affiliation, have continued their manufactures unhindered. Most surprisingly, the Night Nosed have sundered into four factions, the greatest part comprised of Ilguz holding to the Goblin-king, but the other tribal components cleaving to the commanders of their tribal urhoths and withdrawing from the palace. Other powerful figures, such as the High Priest of Darkness and the Warlock of Gundabad, are playing both ends against the middle, seeking to side with the winning faction without committing themselves too soon. None of the rival claimants has been able to muster a decisive force. The corridors of Mount Gundabad run black with Orcish blood, as goblin gangs supporting one of the three Kings seek to ambush and slaughter the partisans of the others.

Adventurers should be introduced to this adventure by overhearing Estaravë Northmen gossip about the struggle within the goblin city. Particularly enterprising PCs may require no more to send them towards danger and glory. More cautious folk may be approached by a herald from the King of Khazad-dûm, a messenger from Gandalf the Grey, or a spy for the Witch-king - depending on the party's sympathies. They will be informed of the political situation and told that one of the rival Kings — the "rightful" ruler of Mount Gundabad — needs the help of outsiders to tip the balance and make himself undisputed Lord of the North. Characters oriented toward the Free Peoples will probably prefer the Warlord of the Cloven Spire, who is the most honest (always a relative term for Orcs) of the rivals and is seeking greater independence for Mount Gundabad from Angmar, which would

SAVIGA AND THE ASHDURBÛK



weaken the power of the Witch-king. Characters governed by self-interest likely will favor the true Goblin-king, simply because the odds are with him and he can offer the fattest rewards, having immediate access to the royal treasury. Characters loyal to Sauron can be expected to align themselves with the Warlord of the Twisted Spire, who is thoroughly nasty and desires stronger ties with Angmar and a full-scale war against the Dúnedain.

The object of the quest is to lead an assault on one of the Spires and overthrow a rival King, assimilating his surviving forces; the combined armies of the victor should then have strength enough to force the last foe to submit. As a prelude to the grand assault, the characters must undertake other adventures to win over some of the undecided powers in Mount Gundabad to the cause of their King.

Rewards for a quest of this magnitude and risk are to be paid by the victorious King, and are necessarily subject to negotiation, but should be no less than 500 pieces of gold for each survivor, or the equivalent in minor magical items for which the Orcs have no use. In addition, the adventurers will have the opportunity for some private treasure-gathering on the way. Whether the adventurers actually get paid by the prevailing King depends on a number of considerations: how much they have really done for the cause, how many are left to enforce the claim, and how badly the adventurers appear to have looted the Orcs' treasures. It is entirely possible that, if only one or two party members survive, their "reward" will amount to clean straw in a quiet cell.

6.32 OPERATIONS OVERVIEW

When the adventurers announce their purpose, they will be safely admitted to Mount Gundabad by the Captain of the Drake Gate, who does not want to risk antagonizing a potential ruler. He will promptly sell the knowledge of the party's arrival to the other two factions so as to stay on good terms with all sides. The adventurers will be told how to reach the Spire controlled by their faction, which will serve as safe territory and a base for their operations. The other two Spires will normally be hostile, although it is possible to enter them on a plausible pretext, such as an offer to change sides. It is vital to bear in mind which goblin tribe predominates on each Sink of the Pits, should the adventurers enter those regions — which may be necessary for clandestine meetings with one of the neutral figures. The adventurers will generally be safe on the Sink controlled by the Common Orcs siding with their King, and in only normal danger in undeclared zones such as the Huvorgha Sink or the factories and halls of the Nazg-artha. Should they have to pass through a level controlled by a hostile tribe, they will be in constant peril. Encounters in the Mines or the Fungi Caves require a determination of the loyalty of any Common Orcs encountered. There is an equal chance that the Orcs will be friendly (provided that the party can prove who they are), neutral and aiming to avoid battle if the Orcs are at a disadvantage, or hostile and aligned with one of the rival Kings (25% each one).

Most of the standard layouts, character data, and other information about Mount Gundabad apply in this adventure. Statistics for the Orcs and their allies are found at the end of this module. The principal differences in deployment are that the Night Nосers remaining in the Great Spire number only 80; 40 have gone to each of the Warlords and are quartered in a spare hall in the appropriate spire (any available may be chosen), and the remaining 30 have transferred their allegiance to the Captain of the Drake Gate and are quartered in his territory. The Spymaster has remained in the Great Spire, but has given signs that his support can be bought. The strength of the Uruk guards at the portals to each of the Spires has been doubled, and admittance is denied to those who cannot demonstrate their allegiance to the King in power there or offer some convincing pretext for their visit.

In these circumstances, loyalties are fluctuating, and opportunities exist for intrigue with many of the principal figures in the city apart from the Kings; the Captain of the Drake Gate, the High Priest, the Master of the Forges, the Warlock, and the Spymaster might each be crucial in tipping the balance. These figures remain in their normal abodes, but can come and go in the Spires and the Pits, as none of the Kings dares to alienate them. Should the true Goblin-king be slain, his Consort will use all her persuasive powers to cut a deal with the adventurers for her own safety, having a large hidden treasure stash; she is bitterly hated by both the Warlords, and either would gladly throw her into the Arena.

This scenario potentially affords the most opportunity for battle of the three presented, but it also requires considerable diplomacy and quick thinking. Unlike the other two scenarios, the most powerful Orcish leaders are well aware of the adventurers' presence and the reason for it; their only hope of survival is to arrange matters so that they are on the winning side when the backstabbing is over. It will be necessary to adjust to rapidly shifting circumstances and to play off the rival factions — as well as to ensure, when the dust settles, that the victorious King has reason not to forget his promises.



6.4 PRINCIPAL CHARACTERS

Below are detailed the fifteen principal non-player characters dwelling in Mount Gundabad in the T.A. 1640 period. They are present for all of the adventures previously described, although their personalities and abilities are most relevant to the Three Kings in Gundabad scenario; for the Message to the Rebels scenario, however, the characters of the two rebel leaders are crucial. These characters can, for the most part, be readily used with appropriate modifications for adventures set in other times as well; only the Goblin-king need be replaced, during the periods when Azog and Bolg are in power. Nor are there ambassadors from the Witch-king or the Estaravi following the fall of Angmar.

ZALG, THE ASHDURBÛK

Zalg, Ashdurbûk of the Thirty Tribes, Overlord of Gundabad, Lord of the North, and Tyrant of the Mountains, is the Goblin-king in T.A. 1640. Eldest surviving descendent of the Seed of Skorg, he has now reigned on the Throne of the North for over one hundred and fifty years, having seized power after the failure of the Witch-king's last invasion of Arthedain. A powerful Uruk Warrior, Zalg is renowned as the most formidable Orcish fighter among all the mountain tribes. He has defeated even Trolls in single combat, and has thereby won the subservience of a number of these brutal monsters, who acknowledge no other Orcish authority. Zalg's fighting skills, however, are not the sole foundation of his power. He is a crafty and subtle ruler, who has mastered the intricate combination of diplomacy, double-dealing, and threats needed to hold the throne in Mount Gundabad. Also, he is well versed in the politics of the tributary Orcish tribes and of the Witch-king's capital, Cam Dûm. Zalg's policy is calculated to preserve his autonomy while giving the Witch-king, whom he knows to be far

stronger than himself, all that the letter of their relationship requires. At the same time, Zalg is greedy for both gold and power, and is constantly seeking to extend his control over the other Orc tribes of the mountains and to increase the flow of tribute. The Goblin-king has survived several assassination attempts and more than one rebellion.

At present, however, Zalg's authority faces a new challenge as a result of his apparently growing dependence on the counsel of his Half-orc Consort. This relationship (further explained later, in the description of the Consort) is considered most unusual and demeaning among the Orcs who, adhering to the traditional goblin perspective, regard females as no more than property and certainly of no value for their opinions. Other members of the Seed of Skorg, potential rivals for rulership in Mount Gundabad, seized upon this situation as a focus for dissatisfaction and urge that something must be done to rid the throne of the influence of the half-breed woman.

The dissenters' complaints and schemes are fueled not merely by their own self-interested fear of losing influence to the Consort, but also by disquieting legends of Orcish communities where the ordinary patriarchal order has been overturned in favor of a matriarchal leadership, after the Orc females learned that they, too, could fight and think for themselves. To many of the male Orcs of Mount Gundabad, a traditional goblin society if ever there was one, the example of the Consort poses a dire threat to their very way of life. It must be squelched before other females begin to emulate the Consort's assertiveness and poise.

Zalg rules from his palace in the Great Spire of Mount Gundabad. Physically, he is a most imposing specimen of Orchood, 6'3" tall, extraordinarily well-muscled, with arms as thick as tree limbs and legs rather less bowed than the Orcish norm. Large, protruding red eyes and long yellowed fangs enhance Zalg's terrifying countenance.

The regalia of rulership in Mount Gundabad are in Zalg's possession: the Ghrazîm Banner, the Ice Helm, and the scimitar Thrakurghash. Zalg goes to battle clad in black full plate armor, wielding his enchanted scimitar and his mighty longbow (it is said no other Orc can string it). A skillful tactician, Zalg has rarely lost a battle; indeed, his very presence on the field is often enough to intimidate lesser opponents. As Goblin-king, Zalg also has an array of special powers conferred upon him by an evil artifact, the Ulûkai of Morgoth (see the Crypt of Skorg below).

HUROG, WARLORD OF THE CLOVEN SPIRE

Hurog is the eldest surviving son of Zalg, two siblings having already perished in failed rebellions. The experiences of his older brothers have taught him caution, and he is determined that this Seed of Skorg will not be prematurely squandered. Hurog is already reckoned as a great goblin fighter. In fact, both the Witch-king and the Dúnedain consider him a better general than his sire, being more deliberate and capable of avoiding rash assaults. Although Hurog is no less crafty than the next Orc — he could hardly have survived were matters otherwise — he is surprisingly honest and straightforward in his dealings, only breaking his word once or twice a month. Hurog's unusual foresight has led him to believe that blindly following the Witch-king will ultimately lead to disaster, and he favors greater independence from Angmar. He has built around him a significant faction in the Uruk oligarchy with similar views and seeks the right moment to challenge his father for the throne.

Relatively short for an Uruk lord, Hurog is only 5'5" in height, but he is a bundle of muscle. He favors long bearskin cloaks. Rather than the traditional Orcish scimitar, he brandishes a great axe named Dwarfchopper, which he has selected due to his considerable antipathy toward the "stunted beardslings."

GRACHUK, CAPTAIN OF THE DRAKE GATE

It would be hard to find an Orc in all of Mount Gundabad more slimy and unprincipled than Grachuk. The Estaravë Northmen claim that he would sell his own mother if only he knew who she was. Not being a member of the Seed of Skorg, Grachuk is excluded from the succession, which helps to explain why both of the Warlords and the Goblin-king find it convenient to have him in charge of the main portal of Mount Gundabad and the best fighting troops. Grachuk has made a career of pretending to please all factions while outrageously enriching himself. Nonetheless, he is an effective general and never displays cowardice in battle; his forces keep the Drake Gate secure and the region around Mount Gundabad well patrolled. Grachuk's emblem, readily recognizable in any melee, is a black dragon-crested helm, which can be seen well above the fray, as the Uruk is nearly 6' tall.

OBAD, CAPTAIN OF THE ROYAL HOERK

No one ever accused Obad of being too clever, and that fault, which might disqualify him from many posts, is an asset to the commander of the Royal Hoerk, the Goblin-king's personal guard. The Ashdurbûk has heaped Obad with privileges and riches, thus buying his absolute loyalty. And in any event, the Goblin-king can rest confident that his Guard Captain is simply not intelligent enough to mount a successful palace coup. Obad is not of the Seed of Skorg — even the most dim-witted Orc would hardly be entrusted with the ruler's safety if he were in line for the throne. A skilled warrior, he is well able to fend off almost any threat to the Goblin-king's person. The Uruk is a strict disciplinarian who has the hoerk properly trained. What few know, however, is that Obad is addicted to a rare herbal drug, and through this weakness he might be suborned. The Captain resides in the Great Spire of Mount Gundabad.





BRALG, WARLORD OF THE TWISTED SPIRE

Second eldest son of the Goblin-king, Bralg is unbelievably ferocious, bloodthirsty, and insane. Nevertheless, he has been entrusted with the command of a Spire and the accompanying urhoth, as a cynical move by Zalg to counterbalance the power of Hurog, since the two sons of the Goblin-king are bitter rivals. Bralg's character, which would be thought despicable among any other people (he relishes torture and has been seen to rend living captives and devour them) and deserving of hanging or incarceration in a madhouse, is admired by many of the Orcs in Mount Gundabad as exemplifying true Orcish toughness.

Although his rash charges and unplanned assaults have more than once led him into trouble, they have also brought him unexpected victories — who could believe that he would lead a rush up a mountainside in winter? Bralg leads yet another Orcish faction which is intriguing for a major war against Arthedain in league with Angmar; he is certain it will bring great loot along with the opportunity for fighting and slaughter.

5' 10" in height, sparsely built, but sinewy, Bralg has an extraordinarily ugly and disconcerting countenance, enhanced by the loss of one eye to a Dúnadan arrow (he now wears a metal patch). Assigning him to the Twisted Spire was said to be a rude jest on the part of the Goblin-king, who declared that the peak's face could not be more weirdly shaped than that of its master. Bralg enters battle armed with a curious scimitar known as Snapper, which is equipped with a hooked blade; he enjoys sinking it into a foe's chest, twisting, and tearing it out along with several ribs.

SAVIGA, ROYAL CONSORT

Saviga has attained a position of unprecedented power and influence for an Orcish female as the acknowledged Consort of the Ashdurbûk. She is a Half-orc Bard, familiar with both grim Orcish chants and lighter Mannish melodies. She was raised outside of Mount Gundabad among the Northmen of Lake-town. Captured in a goblin raid, she became the possession of the Goblin-king himself, but was hardly content to adopt the normal subservient role to which her sisters were condemned. She and the monarch would interact on a very different basis.

On the first night that Saviga was dragged to Zalg's palatial chambers, the Goblin-king anticipated a struggle from the captive slave-woman. Her resistance would give him greater pleasure, providing the Uruk a challenge to overcome before winning his way. So it had gone with many other daughters of Men, before Zalg discarded them; he found brutalizing exotic slaves more thrilling than breeding with cowed and submissive Orc females. And the possession of women of other races enhanced his prestige. What he got from Saviga was the fight of his life. Of course, he won in the end — he always did — but he was, for once, thoroughly exhausted. The real surprise came the next morning, when Zalg arose to leer at Saviga and boast of his conquest before sending her to the Pits. She slapped him full in the face.

The Goblin-king was so utterly astounded that he did not kill Saviga as he would have instantly slain any goblin warrior who offered him such an affront. While he stood momentarily bewildered, she began a song praising both her pride and his power, interweaving in the words all the spellcraft her bardic training could muster. The monarch was too strong to be meanly ensorcelled, as Saviga guessed. But the words of the melody and the dweomer behind it led Zalg to dream of possessing Saviga fully. The very next day, she was installed in sumptuous chambers adjoining the Goblin-king's own. He came to her again, many times, yet could never fully break her will; however often Saviga submitted for an evening, she recovered at dawn to confront him with some fresh surprise or obstacle to his victory. Always the monarch wanted more. At length, he considered her to be an antagonist as worthy as any of his Uruk warriors.

Then Zalg devised the scheme of letting Saviga talk, despite his dislike of tedious female chatter. Perhaps it would tire the slave-woman and render her easier to break. Such was his arrogance that the Ashdurbuk believed he had conceived this idea entirely on his own. In fact, it was the chance Saviga had awaited and toward which all her subtle spells were aimed. Much to his astonishment, Zalg discovered that she had clever comments to make about his chief officers and could offer prescient plots for the thwarting of his foes. Saviga's dual talents as counselor and willful companion have led the Goblin-king to regard her still more highly, on a par with one of his subordinate Uruk lords rather than as a mere human captive. More importantly, the Ashdurbuk knows that he can trust Saviga far more than any goblin warrior, because the Orcs would never allow her to usurp his throne. Her survival in Mount Gundabad is wholly tied to his own. Zalg has lost none of his cunning — but Saviga understands her precarious position as well as he does.

Saviga favors her human parentage, but her distinctive Orcish features, including slanting eyes and small fangs, make her exotic-looking rather than ugly. She dresses not in the usual scratchy Orcish garb, but in Mannish-style embroidered gowns. Saviga's influence with the Goblin-king is greatly resented by the Uruk oligarchy, who curse the Consort as a half-breed foreigner that knows not her place. Were the Goblin-king to be overthrown, Saviga would not live an hour and knows it; already she has made plans and saved treasure for a quick escape.

GHARDAK, THE SPYMASTER

The most important Orc in Mount Gundabad outside of the Uruk oligarchy, Ghardak is a Common Orc Scout. He heads the force of elite Trackers, the Night Nosers, who gather information both in Mount Gundabad and in the surrounding lands. Ghardak often conducts spying missions personally in the territory of the Orcs' foes. Exceptionally discreet and secretive, Ghardak always keeps his face masked save when in disguise; no one in Mount Gundabad save the Goblin-king knows his true appearance. It is also his preference never to confront a foe head-on when a stab in the back or an ambush is possible. Ghardak is highly skillful with shortbow and throwing daggers. He is of the Ilguz tribe and dwells in the Great Spire.

ZARBAG, MASTER OF THE FORGES

A most unusual Orc, Zarbag is of the Seed of Skorg, and a fighter of considerable renown to boot; yet he eschews scheming for the throne, preferring to dedicate himself to his work. This decision is in fact highly sensible and ensures his longevity. As Master of the Forges, Zarbag is the overseer of the Pits and Mount Gundabad's chief engineer and armorer. He is a 17th Level Uruk Warrior. Zarbag's position gives him tremendous authority and influence, since the Nazg-artha and all manufacturing activity in Mount Gundabad are under his supervision. Particular pleasures of the Master of the Forges include designing war engines and torture implements, and beating disobedient slaves. Zarbag is an especially heavy-set Orc, going to fat; he walks with a rolling gait, made almost comical by a slight limp and the quivering of his belly. He dwells in the Pits near the Forges.

AKARGÛN, WARLOCK OF GUNDABAD

Orcs rarely if ever produce Mages, and so it is surprising to find a spellcaster of considerable power in Mount Gundabad. But Akargûn is no ordinary goblin. Reputedly he is the unrecognized son of the Goblin-king, sired on a captive Northman woman. At first despised by the Orcs when young, and assigned to the lowly status of common lurg soldier, Akargûn was promptly captured by the Elves of Mirkwood on his first mission. They spared him because his features strongly favored his Mannish heritage, allowing him to pass as human rather than Orc. As a prisoner of Thranduil's Elves, Akargûn discovered a latent talent for magic and surreptitiously learned several spells. Effecting his escape, the Half-orc returned to Mount Gundabad, where his newfound and ever-growing talents brought him a rank more commensurate with his birth. Akargûn is easily the most intelligent individual in Mount Gundabad. He chose to site his lair and magical laboratory in the Cloven Spire, so as to be under the protection of Hurog rather than his somewhat fickle father. The Warlock is reclusive and cultivates an air of mystery; no Orc is sure of the true extent of his powers. Akargûn and Saviga, although jealous of one another, have formed a secret alliance to escape Mount Gundabad should Bralg's faction come to power. One especially powerful device resides in the Warlock's possession — the Coiled Staff. Akargûn discovered it in the royal treasury and appropriated the magical staff, the goblins having no better use for it.



THOB, TROLL CHIEF

No denizen of Mount Gundabad, save for the Goblin-king himself, is a match for Thob in battle. This fearsome Cave Troll Warrior respects only the monarch's commands and dismisses all other Orcs as scum — "squeeze 'em and they break." Thob is frequently drunk, since he has little to do but keep his band of Cave Trolls in line and crush the occasional revolt. He looks phenomenally stupid, eyes rolling and tongue lolling out of his gaping jaws, but appearances are deceiving. When called for, Thob can display a brute cunning, astonishing to find in a Troll, and he often catches opponents off guard. The Troll's preferred weapon is a massive spiked iron mace which few Orcs can lift, let alone wield; Thob tosses it about with one hand. His den is in the Great Spire.



KARAGAT, HIGH PRIEST OF DARKNESS

Probably the eldest living Orc in Mount Gundabad, Karagat is an Uruk Animist. Ancient, foul, and withered in appearance, he is completely devoted to the powers of Darkness and evil. He maintains his seemingly interminable life (he is over a thousand years old) by means of spells and the blood of sacrifices. The Common Orcs are terrified of Karagat, whom they believe to sip the blood of living Men and Orcs. This is not far from the truth; his service to the cause of Sauron has won him a talisman which transforms him into a giant vampire bat. Karagat never leaves Mount Gundabad in his Orcish form, remaining in the Great Temple and ruling over the lesser Priests of Darkness, but it is whispered that he sometimes flies forth in bat guise seeking fresh victims.

VOISIOI, MOUTH OF THE WITCH-KING

Voisiol is a Rhûnnish Mage and the legate of Cam Dûm to Mount Gundabad, responsible for relaying the will of the Witch-king to the Ashdurbûk and reporting back to his master on significant developments in the citadel. He has complete immunity to come and go as he chooses in Mount Gundabad. Although his power is limited — there are several mages of far greater skill in Cam Dûm, not counting the Witch-king — he balances this with his cunning and complete devotion to evil. Sending a more powerful mage would, in any event, be seen by the Orcs as a challenge to Mount Gundabad's autonomy. Voisiol is an aristocrat and quite arrogant when dealing with Orcs below the rank of the highest Uruk lords, but this intimidating approach wins him respect, since Orcs expect to be abused by their superiors. The customary garb of the Mouth of the Witch-king is a black robe edged with White-wolf fur and a black skullcap similarly trimmed. Voisiol is short, but 5'6", with a lean, hawkish visage. His chambers lie in the royal palace in the Great Spire.

FYLARIC, ESTARAVĒ AMBASSADOR

Far different from Voisiol's position in Mount Gundabad is the role of the unfortunate Fylaric, a Northman Animist. The Estaravi are but one of the nations subject to the Witch-king, and Mount Gundabad ranks higher in the hierarchy of Angmar. Fylaric's thankless task is to maintain tolerable relations between the Orcs of Gundabad and the Estaravi in the upper Anduin Vales, who supply the greatest part of the goblins' imported provisions as well as foodstuffs for Angmar. Caught between the frequent wrath of the Goblin-king and the complaints of his own people at Orcish exactions, Fylaric, essentially a decent man who did not want the job, is often driven to undignified cringing and despair. He is not evil, although some of his people think so because his subservience to the goblins; however, he believes resistance to be hopeless and so tries to make the best of a bad situation. An elderly, white-haired man, who walks with a staff and dresses in the usual Northmen garb, Fylaric is stooped by the burdens forced upon him. His chambers are in the royal palace in the Great Spire.



BARLOF, REBEL CAPTAIN

Barlof is a Northman Ranger of the Estaravë people. Conscripted into the Witch-king's army as soon as he was old enough to bear arms, he soon became disgusted with the behavior he witnessed and deserted after three years in the service of Angmar. However, he was recaptured by Orcish trackers and enslaved in Mount Gundabad as penalty for his desertion. Condemned to labor in the Mines, Barlof once again escaped and sought refuge in the Fungi Caves. There, he gathered around him a band of similar escapees and formed a rebel force dedicated to taking revenge on the Goblin-king's minions. Barlof employs his rebels in a war of ambush and surprise in the Pits, Mines, and Fungi Caves. He is careful with their lives, taking no unnecessary risks and often placing himself in mortal danger to save his men; he has won their absolute loyalty and respect. Barlof is, though, more the fighter than the planner at heart, and relies heavily on the counsel of his chief lieutenant for strategy and tactics. He is tall, 6'2" in height, which can be a disadvantage in the Orc tunnels. Blond-haired, bearded, and rough-featured, he dresses in Warg skins and cuts a very impressive figure as the leader of a slave revolt. Barlof's favored arms are the battle axe and longbow.

DIRN, REBEL LIEUTENANT

Originally of Durin's Folk, Dim was raised in Khazad-dûm and is thoroughly familiar with underground life and battle. She is a Scout and from an early age was more interested in adventure than in the usual pursuits of Dwarvish women. Captured by the Orcs of Mount Gundabad during her travels, she promptly escaped and, upon meeting Barlof, helped found the rebel band. Since Dim knows subterranean ways better than any Man could, her counsel to the rebels is indispensable; she is the brains behind their operations. Dim is of normal Dwarvish height, red-haired, and attractive in a tough way. She fights with a shortsword and throwing daggers. Only one drawback mars Dirn's otherwise impressive record — she hates Elves nearly as much as she does Orcs and refuses under any circumstances to admit them to the rebel ranks, thus robbing her troops of potential magical support.



6.5 ITEMS OF POWER

Some interesting and unusual magic items may be found in Mount Gundabad in T.A. 1640 and other periods of its history. All the following have either a specific possessor or a predetermined location where they reside.

6.51 MOST POTENT ITEMS

THE ULÛKAI OF MORGOTH

At the end of the First Age, the Black Enemy faced the inexorable and inescapable vengeance of the Valar, and their judgment exiled him to the Void, barred from the Circles of the World until the end of time. Yet Morgoth had a presentiment of his doom — for was he not also in origin an exalted Vala, however fallen? Secretly, he hoped that one day he might return through the Door of Night for the final contest of the fate of Arda, if only a residue of evil survived in the world after his defeat. Thus, in the last prideful span of his reign in Angband, before the Valar struck, Morgoth crafted a truly heinous artifact, the Ulûkai.

A huge gem, multicolored and ever shifting in hue, the Ulûkai seems to pulse with a horrid life of its own. It is the very essence of evil, embodying a portion of Morgoth's own foul being, and it thereby partakes of a power beyond the comprehension of the Children of Iluvatar. So strong is the aura of Darkness it radiates that even without spellcraft its force can be vaguely perceived, while any user of power attempting to divine its true nature must save against a 10th level spell attack or be immediately drained of all power points. The function of the Ulûkai is simply to spread evil. From wherever it is concealed, darkness emanates like ever-widening ripples in a pond, engulfing the surrounding lands.

No one "controls" the Ulûkai; rather, it permits itself to be used by beings that it deems of sufficient power to serve its ends. If its possessor is not entirely evil to begin with, every month that he or she is in the vicinity of the artifact requires resisting a spell to avoid succumbing to Darkness. This spell begins at 10th level and steadily rises in increments of 2 to 50th level. It is not necessary that one actually bear the Ulûkai to make use of its powers and to be affected by its force. Once the artifact is claimed by laying hands upon it, thereafter it can only be renounced if its possessor is not yet entirely evil, and succeeds in resisting the 50th level curse that keeps the unfortunate individual in thrall, or finds a way to destroy the Ulûkai.

The powers that the Ulûkai confers on its possessor, which can be invoked as often as desired, are as follows:

Domination. By exerting a will to mastery, one can subjugate the minds of creatures of lower level whose levels are in total less than or equal to one's own. Thus, a 20th Level Uruk Warrior could overpower 20 1st level beings or one creature of 19th level. Each of the creatures so dominated will do whatever is demanded, having lost independent will. Dominated beings may attempt to resist the spell, subtracting the level of the caster from the resistance roll, to break free. If resistance fails, domination continues for so long as the possessor of the Ulûkai continues to concentrate; if he is stunned or otherwise distracted, the spell is broken.

Shadow Perception. All things and beings within the realm of shadows, illusions, and the invisible are revealed in their true forms as though in brightest day. While this power is being exerted, however, sight in the normal manner is dimmed and rendered hazy (-30 to perception).

Focused Will. Much as Morgoth and Sauron, although to a far lesser degree and varying with innate power, the possessor of the Ulûkai acquires the focused will necessary to rule over masses of evil beings and monsters, driving them to cooperate in ventures and to reproduce. This power makes it possible for an individual to rule effectively in a huge domain of Darkness such as Mount Gundabad. Using the power of focused will, one can effectively command as many evil beings as one has levels, multiplied by 1000. Where Sauron could control a force of 240,000 troops or the Witch-king 60,000, a 20th level Goblin-king can rule no more than 20,000 Orcs at one time. Focused will differs from domination in that the beings subject to the focused will retain the power of independent action and individually are capable of betraying their master; they are merely motivated in accord with the ruler's general desires and will be thrown into confusion at his death.

Power Enhancement. Any user of spells possessing the Ulûkai enjoys a x8 power point multiplier and full knowledge of all evil spells as high as his current level. Non-spell users, such as the typical Goblin-king, cannot derive this benefit, but instead acquire Mastery of Arms, the ability to wield any melee weapon as effectively as though it were the primary weapon choice, and never to fumble a stroke.

Unlife Warding. All undead beings will recognize the possessor of the Ulûkai as their superior if of lower level, or their coequal ally if of the same or higher level. They will not attack the warded being, and if of lower level can be subjected to domination.

The presence of this awesome artifact in Mount Gundabad is no accident, and indeed helps to account for the endurance of this evil realm. Skorg's escape from Angband with the Ulûkai was one of the last schemes of Morgoth, who shrewdly guessed that an Orc might be ignored by the Valar and so win through where a more powerful bearer would surely be intercepted. As the first possessor of the Ulûkai, Skorg was able to found a lasting domain of Darkness, and each Goblin-king that meets the dreadful scrutiny of Skorg's wraith also lays his hands on the gem and partakes of the powers of the Ulûkai during his reign. For thousands of years, unknown to all but the Goblin-kings of Mount Gundabad and their High Priest, the Ulûkai has lain here, while Morgoth languishes outside the Circles of the World. In a very real sense, Mount Gundabad, its Orcish denizens, and their lords exist to perpetuate the evil that the Black Enemy first spawned in Middle-earth.

Although the Ulûkai is beyond price, no one will be able to identify it as any known form of gem, and thus, should it ever be stolen, it probably will prove unsalable. As an artifact, it cannot be destroyed by any normal means. Disposing of it, should it ever be taken from the Crypt of Skorg, would be a major quest in itself.

GHRAZÎM BANNER

Symbol of the unity of the Host of Gundabad, the Ghrazîm Banner is regarded by the Orcs of the citadel as their most sacred and precious possession. The Banner is a large, blood-red silk rectangle, with an emblem of the triple peaks of Mount Gundabad in black at its center, mounted on a massive steel staff which is capped by a Fell-beast skull. Ever since the Second Age, the Ghrazîm Banner has been carried to war by the Goblin-king's guard whenever the monarch takes the field in person. It has never fallen into enemy hands. Legend says the staff was brought from Angband by Skorg himself. Wherever the Ghrazîm Banner is borne, the ferocity and courage of the Orcs is enhanced; Orcish troops within 100' add +20 to all melee attacks, and their morale will never break while the Goblin-king lives. In fact, these benefits are conferred by spells embedded in the staff, and the Banner, standing alone, has no particular value, although the Orcs do not know this. Further, the staff will provide the same advantages to an army regardless of the particular banner suspended from it. The staff also affords protection (+100) against all melee and missile attacks to the individual bearing it (equal to a Deflection spell). The Ghrazîm Banner accompanies the Ashdurbûk wherever he goes.

THRAKURGHASH

Thrakurghash (B.S. "Bringer of Flame") is a gigantic scimitar, nearly 5' in length, forged of volcanic black laen. Its hilt is wrapped in red dragonskin, and the pommel is a mithril dragon's claw tipped with a ruby. The scimitar was created by the most renowned weaponsmiths of Mount Gundabad for the Ashdurbuk during the Second Age and enchanted by mages dispatched from Mordor. Thrakurghash's laen blade, which never requires sharpening, is +25 to hit. The wielder enjoys a continuous Protection III spell (-30 elemental attack rolls, +30 resistance rolls vs. spells). Upon command, Thrakurghash will generate an Aura of Flame which inflicts a "B" heat critical upon any individual struck by the blade; this Aura may be used as frequently as desired but must be summoned before a stroke is attempted; friendly troops struck by mistake will also suffer the consequences of the Aura. Finally, Thrakurghash confers upon the wielder the benefits of the Deflections (-100 to any missile attack) and Bladeturn (-100 to any melee attack) spells, each of which may be summoned up to four times per day. This weapon radiates a very powerful magical aura and harbors a strong will of its own, oriented toward Darkness; an Orc or other servant of Darkness can wield it without difficulty, but one of the Free Peoples would find it extremely difficult to bend Thrakurghash to good purposes, and might — if not possessing a powerful will himself -- be dominated by the weapon. The scimitar always rests within reach of the Goblin-king.

6.52 POTENT ITEMS

ICE HELM

A high-peaked mithril helmet, bearing horns and studded with diamonds, the Ice Helm is the "crown" of Mount Gundabad and is worn by the Goblin-king on ceremonial occasions. Its surfaces have been darkened so as to accentuate the gems, and the helm appears to be a glossy greyish-black. Two benefits accrue to the wearer. First, all critical blows to the head are automatically negated. Second, the Ice Helm can, up to twice per day, create a Wall of Ice around the wearer. The Goblin-king cannot employ this defensive spell at the same time as he summons the Aura of Flame from the scimitar Thrakurghash, for the two cancel each other. The Ice Helm is possessed by the Ashdurbuk.

DWARFCHOPPER

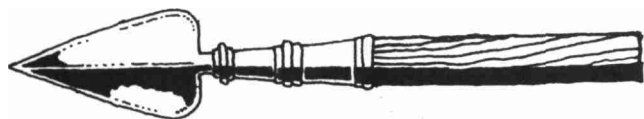
Dwarfchopper is a fearsome battle axe with a mithril blade and lebethron wood shaft. Enchanted and +20 to hit, it is "Of Slaying" Dwarves and delivers, in addition to any normal critical strike, a second critical at +10 to Dwarfish foes. The shaft of the axe is engraved with Orc-runes pronouncing curses upon the Seven Houses of the Khazad. Any Dwarf who attempts to wield it instantly suffers the "Of Slaying" effects. The weapon belongs to the Warlord of the Cloven Spire.

TALISMAN OF THE BAT

The Talisman consists of a large ruby, engraved with the image of a bat, and suspended on a black steel chain. It was fashioned in the pits of Dol Guldur, and Sauron himself had a hand in its enchanting. Once per day, for the span of nine hours, the wearer of the Talisman can transform himself into a vampire bat. Because of the Dark Lord's malign influence, the Talisman can only be worn without harm by one totally devoted to the cause of Darkness. Others will find themselves trapped in beast form. The Talisman is also a power point multiplier, x2, for any spell user class. The Talisman of the Bat is possessed by the High Priest of Darkness.

COILED STAFF

Originally the Coiled Staff was the property of a Mannish mage who perished by Orc arrows before he could put it to use. It is a metallic rod, twisted in a bizarre corkscrew shape, and capped by a small black crystalline globe — altogether 6' in length. Normally it functions as a x3 Essence power point multiplier. Twice per day, however, it can discharge from the globe a Lightning Bolt with a range of 100'. After twelve such bolts have been cast, the lightning power of the staff is exhausted and it must be placed outside in a lightning storm to be recharged. The Coiled Staff now belongs to the Warlock of Gundabad.

**6.53 MODEST ITEMS****SNAPPER**

A long scimitar with a wickedly hooked end, forged of steel alloy, Snapper is the favored weapon of the cruel Warlord Bralg. The blade is 4 1/2' long. It is +15 to hit, and with any critical strike its hook can be deemed to have penetrated the foe's flesh; a wielder with a strength of 90 or more can tear the hook loose, inflicting another "D" slash critical. Five times each day, the wielder may cast upon himself Leaping or Landing spells.

MACE OF THOB

The Mace of Thob is a colossal steel alloy weapon, 6' long, studded with nasty spikes. Enchanted and +15 to hit, it can only be effectively wielded by one with a strength of 100 or greater. Because of its massive weight, any critical hit additionally inflicts both a "C" Crush critical and a "B" Puncture critical. The Chief of the Troll Guard wields the weapon.

DRAGON HELM

Forged of steel alloy and equipped with a visor and dragon head crest, this black helm is traditionally borne by the Captain of the Drake Gate. In addition to its protective qualities, it permits the wearer to speak in the tongues of Dragons, and, three times per day, to cast a Charm Song effective only against Dragons, with a lowered resistance roll of -40 for the target.

7.0 LAYOUTS OF MOUNT GUNDABAD

Mount Gundabad is far too large to be completely mapped and described in detail. Instead, this section provides both Route Maps, which depict on a large scale the relationships between the principal regions, with main passages, primary rooms, and key locations, and Detail Maps, which afford a more precise representation of the most crucial areas: the Drake Gate and the three Spires. Although the Pits are shown in their entirety only by Route Maps, a few Detail Maps are provided for particular sections of those areas which are likely to become the focus of adventures. The Route Maps, unlike the Detail Maps, do not show the hundreds of smaller chambers, minor passages, traps, and natural phenomena. These are to be developed using the Random Features Table at the end of this module. However, for each Sink of the Pits, the frequency of smaller barracks, storerooms, taverns, and such are indicated, and the Gamemaster should bear these in mind as the levels are explored. The Fungi Caves and Mines are much more open-ended, and, as they lie below Mount Gundabad rather than within it, they can potentially extend as far and as deep as desired.

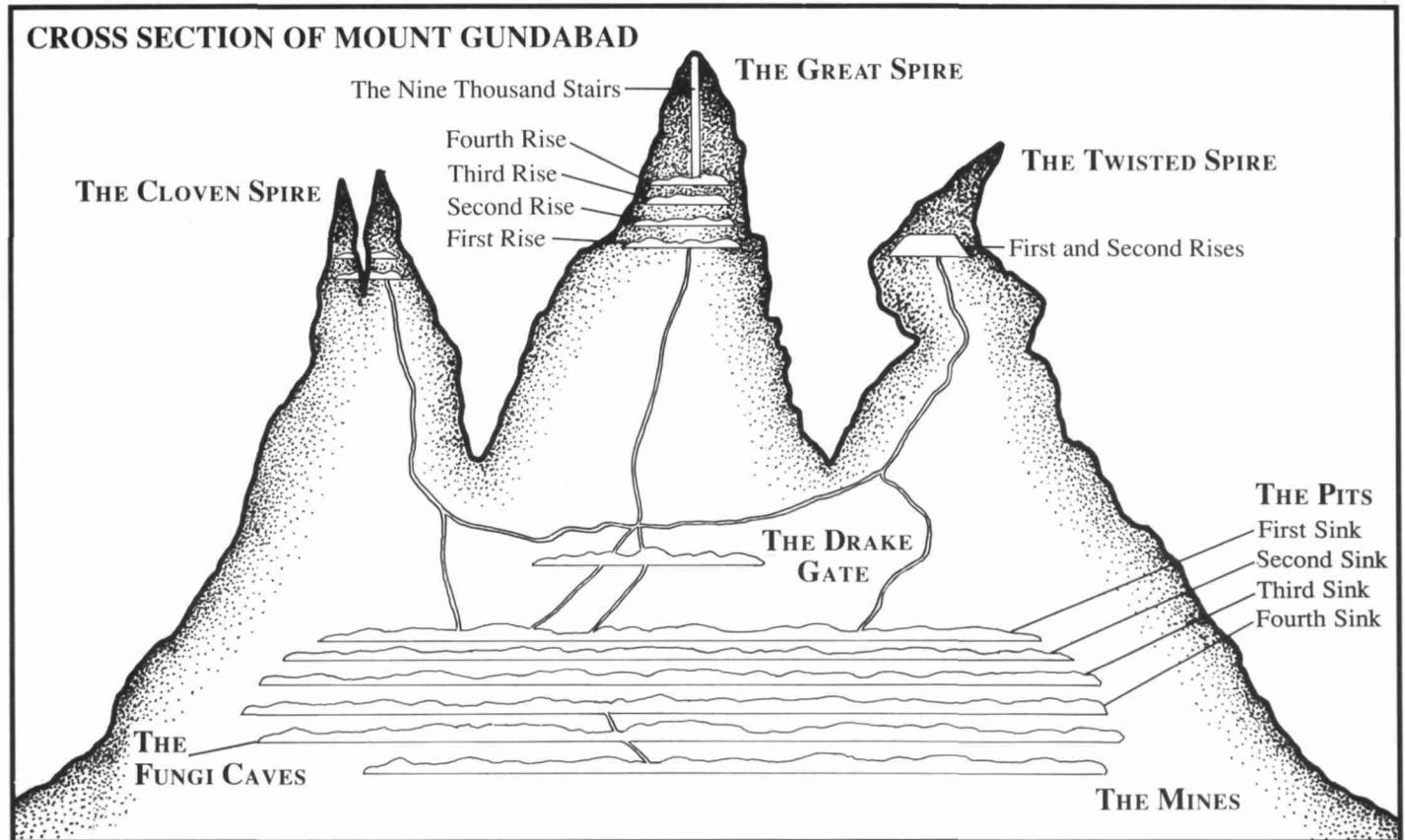
Mount Gundabad's passages vary in size. Main corridors, those shown on the Route Maps, are generally 20' wide and 15' high, although they may be as wide as 40'. The more common lesser passages are typically 10' wide and 6' high, although in places these secondary tunnels may narrow to as little as 5' wide and 4' high (only rarely in the Spires). Most minor cave areas are 10-15' high and of irregular size, unless otherwise noted. Doors are infrequently used, and usually signal that something important lies behind; unless otherwise specified, they are stone slabs, iron-bound, 6-8' high, 4' wide and 6" thick, mounted on iron pivots. Door locks are commonly of medium difficulty. Keys are held by whomever has charge of the area; the Orc lord responsible for each principal region has a complete set for his domain, and the Goblin-king holds a master set for the entire city.

Passages and caverns are unlit, save for areas currently in use, which are illuminated by weak torchlight and firepits emitting acrid smoke and casting heavy shadows. Uruk regions are better lit than those inhabited by Common Orcs; principal chambers in the Spires have light shafts, glazed with smoky glass to shield the Orcs from full sunlight.

Communications and transport present serious difficulties in so vast a city, with hundreds of miles of passageways. For short distances, Orc runners carry oral messages. Greater speed over long distances is provided by trained giant vampire bats, which carry encoded scrolls tied to their talons. Upon reaching its destination, a messenger bat is rewarded with a sip of fresh blood from stocks drawn regularly from slaves. Heavy loads of supplies are hauled on the Wetways' fleet of barges. Since the Spires are not linked directly to the Wetways, provisions are raised to them by means of deep shafts equipped with pulley mechanisms, much like those used in the Mines for bringing ore carts to the surface.

TRAPS

Orcs have a perverse fascination with mechanical devices, and their twisted, malicious minds have invented and placed ingenious traps liberally throughout Mount Gundabad. Most are designed simply to catch intruders and spies for slavery, while inflicting a measure of punitive pain. The Orcs prefer not to kill their victims outright, having worse things in mind. Trapped areas are signaled to the Orcs, who can easily circumvent them, by subtle signs and patterns carved in the rough stone walls. Those unfamiliar with the Orcish glyphs will find Mount Gundabad's traps Extremely Hard to detect; and the individual must specifically watch for the danger.



There are five common forms of traps in Mount Gundabad, described below. More unusual and sophisticated traps are explained in the areas where they are found.

CLOSING PIT

This is a shaft 20' deep, covered by a stone slab disguised as part of the surrounding floor. It is 5-10' wide, depending on the size of the corridor or chamber involved. The trap door operates on a counterweight mechanism. When 50 pounds or more weight is placed on the door, the slab drops open, the victim plummets downward and suffers appropriate falling damage on the rough stone bottom. The cover promptly recloses when relieved of the weight. From below, the trap door cannot be reopened.

MURDER PIT

A variant on the standard closing pit, this trap presents its victim with a shaft bottom lined with sharpened iron spikes, inflicting 1-4 "D" puncture criticals. The spikes are barbed, so that the victim is pinned to the floor unless he tears free, which is extremely painful and leads to another "D" puncture critical.

SHIFTING WALLS

In this trap, pressure of 50 pounds or more on a trigger stone in the floor causes a pair of 2' thick stone slabs 30' apart to roll from the passage walls, sealing in anyone within that segment of corridor. The reset mechanism is concealed outside the trap area. The Orcs check the shifting wall traps regularly, and eventual suffocation is the only alternative to surrender.

POISONED BOLTS

Relying, like the Shifting Walls, on a trigger stone activated by 50 pounds or more of weight, this trap discharges from concealed crossbows mounted in the walls 5-10 quarrels, each tipped with a paralyzing fungus poison. The poison attacks at level 5, and those who suffer its effects are comatose for 48 hours, less one hour for each point of constitution bonus.

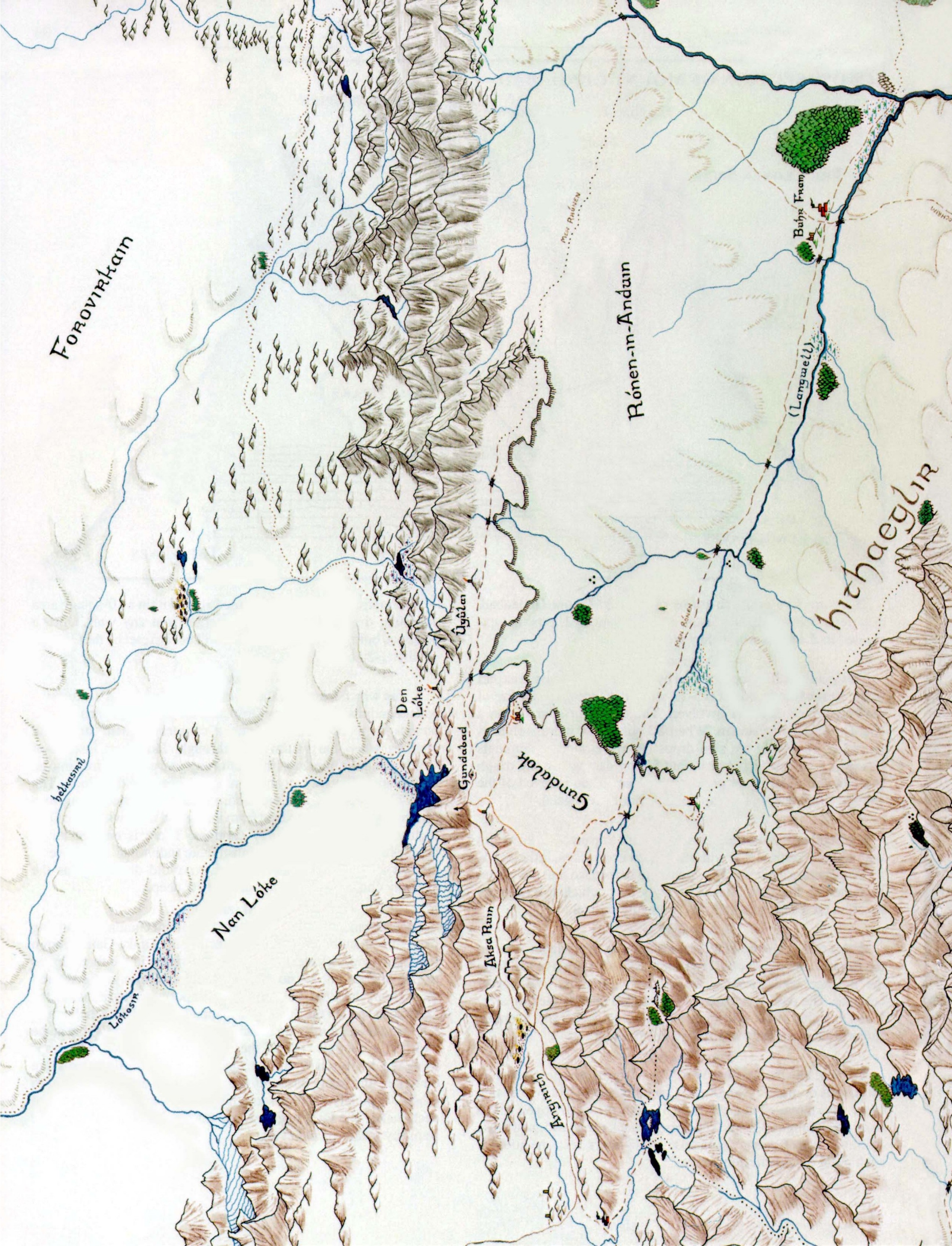
The quarrels are randomly aimed at all within a 10' square area adjoining the trigger and may emerge from any wall. Once a poisoned bolts trap is discharged, it will not be reset by the Orcs for another 1-20 hours.

WETWAY DROP

A trap which takes advantage of Mount Gundabad's extensive water conduits, the Wetway Drop, like the pit traps, opens with 50 pounds or more of pressure on a counterweighted stone and recloses when the victim falls through. However, instead of striking a hard stone floor, the victim enjoys a painless drop into an unlit minor Wetway channel running beneath the floor. The channel is sloping, and the victim is swiftly carried along to a cistern that cannot be opened from inside and from which the Orcs regularly collect their soggy captives. There is enough air to breathe at all times, but the unfortunate individual may have to discard armor, packs, and treasure to avoid drowning, as the Wetway channels are always at least 10' deep.

MAZES

Several mazes can be encountered in Mount Gundabad, ranging from the gigantic Great Maze protecting the Drake Gate through the highly sophisticated and deadly labyrinths in the three Spires to the smaller but by no means simple constructions scattered throughout the Pits. The four most important labyrinths, at the Drake Gate and in the Spires, are mapped in detail with their areas, while the lesser mazes are treated on a Random Maze Table at the end of the module. All of the mazes are sprinkled with traps designed to frustrate, hinder, and confuse. Shifting walls are common, and many passages are designed to appear identical to others. Typically, there is something nasty waiting at the heart of each maze. The Orcs negotiate the mazes, just as they avoid the traps, by means of secret signs.



Foronirhain

Rónen-in-Anduin

Buhx Fram

(Langwell)

hithaeglar

Den Lóke

Ugúlar

Gundabod

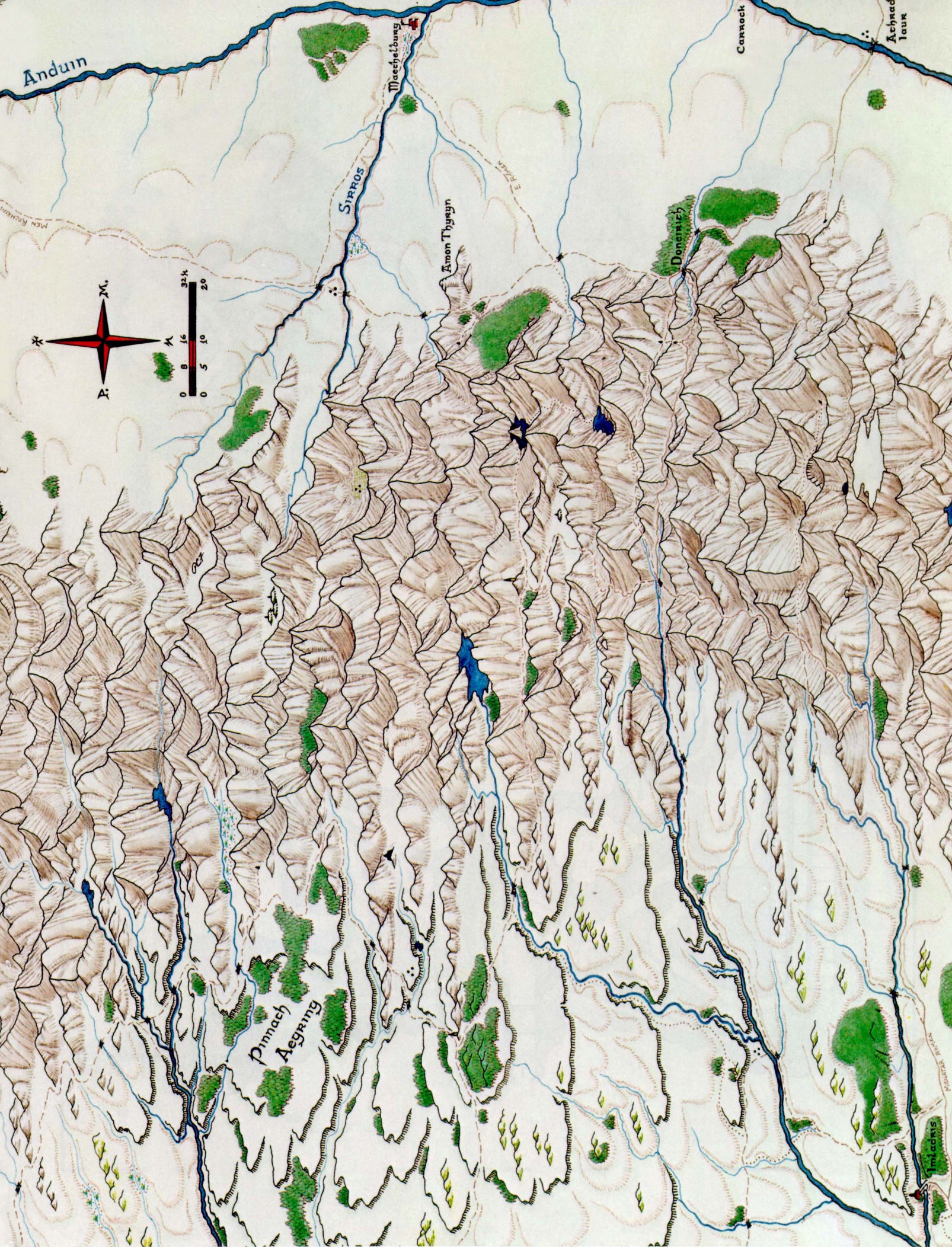
Akse Ruin

Gundabod

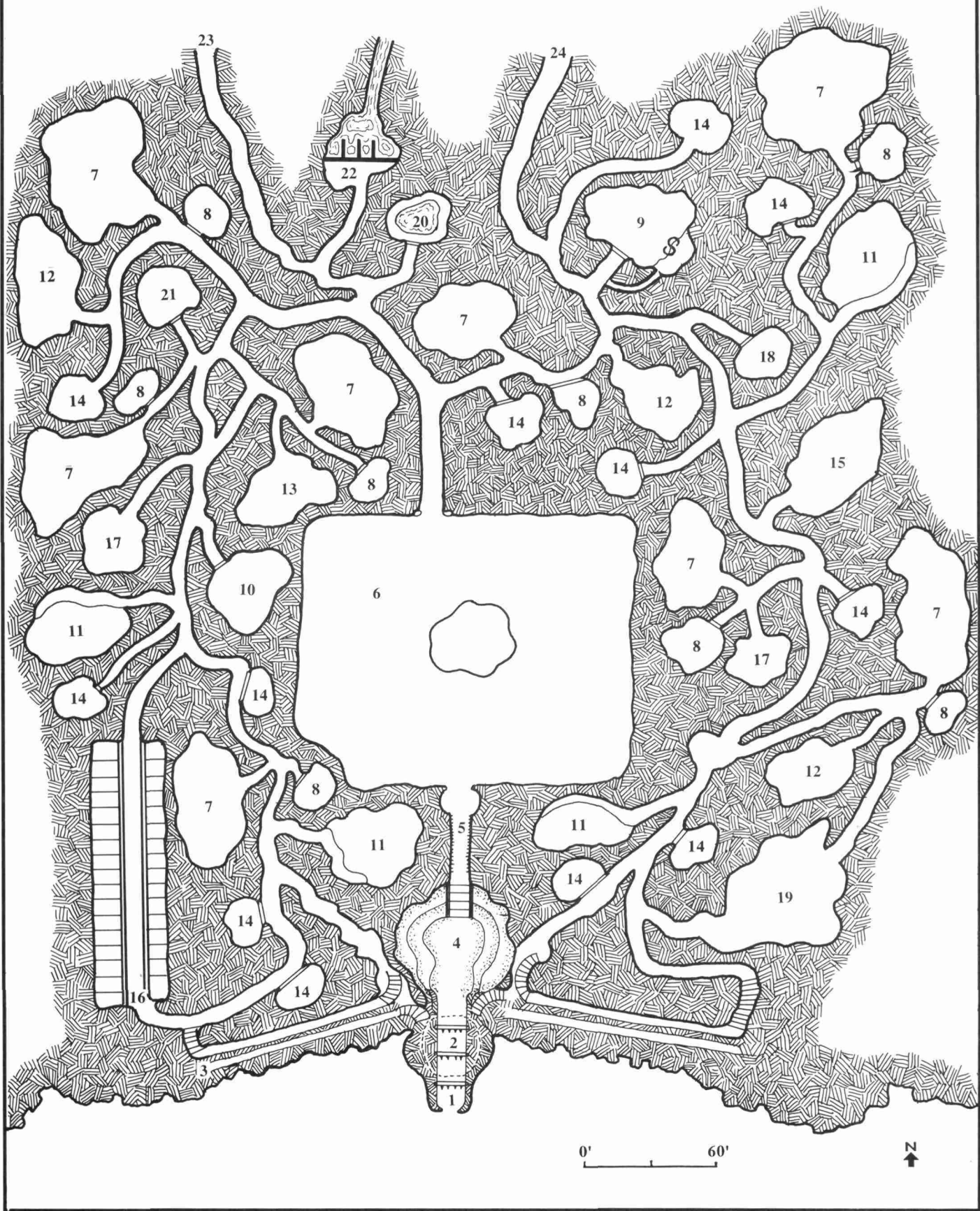
Kyritich

belhasm

Lohasik



THE DRAKE GATE



7.1 THE DRAKE GATE (DG)

DG 1. Triple Gates. To enter Mount Gundabad through the Drake Gate, one must pass through a series of three massive double steel gates, each 20' high, 16' wide and 4' thick, located within the mouth of the great carved dragon's head surrounding the portal. Iron spikes, a foot in length, protrude from the outer faces of the gates, which are far too heavy to be opened and closed by main force, and accordingly are operated by a system of chains and winches centered on pulley mechanisms. Even so, a full lurg of Common Orcs must labor together to move each half of each door. The gates are balanced on pivots mounted in the adjoining rock walls. Two steel bars slide into place to secure the portal against assault.

DG 2. Drake's Snout. Above the gates looms that portion of the sculpted dragon forming the eyes and nose. Circular stairways on either side of the gates reach the hollow chamber within, which is permanently garrisoned by a lurg of 10-15 Common Orcs, most often Krach-ul. Pots of boiling oil are kept at full heat, to be dumped through the dragon's nostrils and the murder holes in the roof of the gate passage upon attackers below. Huge red-paneled lanterns, lit at night, glare through the dragon's eyes for dramatic effect and to signal stray foraging parties.

DG 3. Galleries and Embrasures. Several tiers of passages, tunneled into the cliff face above and on either side of the gates, are accessed by stone stairways. These galleries are pierced by numerous narrow embrasures, no more than 1' wide, from which a hail of missiles can be discharged against attackers. Four lurgs of Common Orcs, totaling 40-60 troops, all armed with bows and half being skilled Ilguz archers, stand ready to defend the gates against assailants while the forces inside muster.

DG 4. Cavern of the Muster. In this vast chamber, just beyond the Triple Gates, the Captain of the Drake Gate reviews his troops before they venture forth on raids; returning parties of hunters and foragers deposit their plunder and kills against the walls. Six lurgs of Huvorgha Orcs, totaling 60-90 troops, are always stationed here to guard and operate the Triple Gates. The cavern is an arena-like tiered chamber, with a broad ramp and stairway mounting to the principal exit. Should invaders penetrate the gates, masses of Orcish bowmen would fire on them from the tiers as the foes emerged, while the best melee troops fought the enemy at an advantage on the stairs. A few granite seats and tables occupy the perimeter, alongside several barrels of the weak Orcish liquor known as Skak. Many quivers of arrows hang from hooks on the walls.

DG 5. Dragons' Way. The main passage exiting the Cavern of the Muster is lined with red porphyry dragon-head sculptures projecting from the walls — 30 all told, spaced 10' apart on opposite sides of the corridor facing one another. Ordinarily harmless, the dragon heads render this passage a deadly trap in two situations. Firstly, if a body of invaders follows the Dragons' Way from the Cavern of the Muster, the lurg of Common Orcs stationed at the far end activates a lever there, causing the dragon heads to spout a chemical "liquid fire," in a 10' radius from each head, inflicting the equivalent of a Fireball attack on every individual in range. Secondly, the dragon heads detect, and automatically discharge their flame at, individuals moving up the passage under any form of magical concealment. The only potentially safe place when the heads flame is against the wall between them, which reduces the effect of the flame attack by -30. As the trap requires 10 minutes to recharge, a swift party can be out at the far end before the snouts flame twice.

DG 6. The Great Maze. Dragons' Way empties into the Great Maze, through which the guards retreat if hard pressed. It is the most extensive of the several labyrinths in Mount Gundabad, and an invader might wander its winding tunnels and blind alleys for days; many never emerge at all. At the heart of the Great Maze lurks a Cold-drake, young as the Dragons count age, but already too large to escape from the central cavern. Numerous explores have provided dinner for the scaly beast, and it has accumulated a respectable treasure stash, amounting to 1800 gp (mostly silver and copper coins and sets of +5 or +10 Mannish and Dwarvish chainmail armor and weapons — longswords and handaxes predominate). Statistics of the Cold-drake, named Moraxar, are as follows: Level 20, speed VF, hits 360, AT Plate/20, DB 40, attack 120LBi/120LCI/120HBa/80HHo, size H. Unlike the devoured explorers, Orcs navigate the Maze quickly and avoid the Cold-drake; the Captain of the Drake Gate controls the monster when necessary with the Dragon Helm. He frequently does so to recover an especially valuable piece of treasure.

DG 7. Zhari Barracks (8). For greater efficiency, the Orcish troops stationed at the Drake Gate are quartered not in small lurg caves, as in the Undercity, but in huge barracks occupied by a full zhari of 10 lurgs (100-150 Common Orcs). Only half of the garrison is normally present in each echoing cavern, however, the others detailed on raiding, foraging, or guard duty. Of the 50-75 Orcs present, 5 are lurg leaders, 5 trackers, 10-15 experienced warriors, 20-31 full adult warriors, and 10-19 young adult (green) warriors. 40-60 female Orcs live here as well, and are regarded as the property of the leaders and older warriors. The females perform mainly domestic duties — cooking, scrubbing pots, mending uniforms, and emptying latrine buckets. 20-35 of the females are present at any time; the others labor elsewhere at their assigned tasks. Straw pallets stuffed in the corners, granite tables and benches, and a large firepit in the center of the cavern are the sole furnishings. Trash, bones, and miscellaneous offal litter the floor. Orcish warriors and trackers quartered here each possess 1-5 bp and 6-10 cp, while the leaders (Drartulu) have 6-10 sp and 12-30 bp. Five of the zhari barracks are garrisoned with the Orcs of the Huvorgha tribe, drawn from the forces under the Captain's authority in the Pits. They are the most reliable. The Burzath, Krach-ul, and Ilguz tribes each supply one of the remaining zhari. Considered to be under the Captain's command while stationed here, they keep an eye on events for their true masters.

DG 8. Officers' Caves (8). Adjoining each zhari barracks is the private den of the Uruk officer in charge. The door is marked with a bronze plate and locked. Besides the officer, 1-3 Common Orc females are present to perform domestic tasks. The officer and his retinue are likely (60% chance) to be present. Furnishings include a granite table and seats, a sandstone bed slab piled with furs, a wooden keg of red Goki with a copper tap, and an ample firepit surrounded by a bronze screen. The wealth of an Uruk officer, which he carries on his person, is 11-15 gp and 21-25 sp.

DG 9. Cavern of the Captain. A grand abode by the Orcs' reckoning, this cavern houses one of the great lords of Mount Gundabad. Accordingly, its door, marked with a silver plate and the crossed-scimitars emblem of the Huvorgha tribe, is locked (Hard (-10) to pick) and guarded outside by a full lurg of 10-15 Huvorgha Common Orcs. Inside, these opulent quarters are furnished with a wide, polished black marble table, basalt seats carved with dragon arms, a broad obsidian bed slab piled with sable furs, and impressive stocks of both premier Orcish Tongkûn and Mannish liquors in a dozen wooden kegs with silver taps. Enclosed within a bronze screen framed by four brass tripods at the corners, the central firepit blazes with colored flames. The Captain's numerous battle trophies, skulls of Mannish, Dwarven, and Elvish foes, and other memorabilia hang from chains or rest on iron shelves. Among the most famous are the enchanted eyes of the Dragon Usurarch, said to be able to see beneath the roots of mountains, now pickled in two crystalline jars. At any time, the Captain of the Drake Gate is likely to be found here (70% chance) with a retinue of 5-8 female Common Orcs and one Uruk-hai female.

Bolted to the floor and in plain view, the Captain keeps a large iron chest (with a Very Hard (-20) lock), containing treasure used to dispense petty bribes, pay Estaravë merchants, and lure unsophisticated thieves. It holds 2000 sp, 5000 bp, and 8000 cp. His more valuable treasures, as well as his arms, armor, and the Dragon Helm when not worn, lie in a small adjacent chamber concealed behind a secret door (Extremely Hard (-30) to discover and open). The Captain's genuine hoard is astonishing, reflecting his unrelenting avarice — 10,000 gp, 20,000 sp, and 30 topazes and 25 jacinths of 10-100 gp value saved for quick getaway — all locked (Very Hard) in five iron chests. The Captain also stores here a stock of fungal and herbal poisons, used to coat a weapon or conclude some quick treachery. The lock of each chest is smeared with one of these poisons, attacking at Level 8 and killing unfortunate victims instantly. Moreover, raising the lid of a chest without disarming the trap (Extremely Hard) discharges 10 darts spring-mounted on the inside of the lid, each coated with the same killing poison.

Being a prudent Orc, the Captain has a private bolthole from his lair — a secret passage exiting the treasure chamber, leading out through another secret door that can only be opened from inside the passage.

DG 10. Healers' Cave. Two of the five Uruk healers assigned to the Huvorgha tribe dwell here, providing emergency healing services for wounded warriors before they are sent to the Pits or the Great Spire for more extensive care. The cave is closed by a locked door bearing a copper plate. The Orcs are grateful, since the reek inside, produced by the compounding of Orcish medicines in bubbling iron vats over a firepit, is enough to send the worst malingerer back to the fighting line. Furnishings include a simple granite table, two sandstone bed slabs spread with lizard skins, and copper bins and wooden barrels containing a range of curative herbs and fungi. The healers are likely (80% chance) to be present, and if so there is also a chance (50%) that 1-10 Common Orc soldiers are here to have their wounds treated with stinging salves and their broken limbs bound. The healers enjoin their patients, who moan in pain and hold their noses against the stench, to "grit yer fangs and take it like an Orc."

Personal treasure of each healer is 11-20 gp and 22-40 sp. On recessed stone shelves rest 20-100 jars of a dark ointment, the universal Orcish salve. An application is guaranteed to cure 1-10 hits immediately, but it stings like fire and frequently leaves permanent scars. Two more applications on the same day have a reverse effect, causing 1-10 hits. The Orcs of Gundabad have formulated a more potent variant, which heals 2-20 hits on the first application, but may kill (20% chance) a non-Orc; it is reserved for the critical cases, and looks just like the weaker ointment. The jars holding it are identified with an Orcish rune.

DG 11. Warg Dens (4). All of the Warg cavalry of Mount Gundabad, sufficient to mount four zharis, is stationed at the Drake Gate and is stabled in these dens. A sunken chamber, the floor 10' below the level of the entrance, is reached by a sloping walkway which follows the outer wall down. Heaps of bones, picked clean, litter the packed earth. Each den is home to 100-150 Wargs and their pups. Like their riders, only 50-75 are normally present, the others being away on raids and hunts. The Wargs are not captives or dumb beasts, but mercenary allies who consent to serve as mounts in return for a steady diet of fresh meat. Occasionally, the Orcs pitch a live, screaming captive from the entrance to be rent by the Wargs and devoured; the mere threat is a potent disciplinary tool. The Wargs are at liberty to roam Mount Gundabad, and the Orcs find them most valuable in scenting hidden foes.

DG 12. Kitchens (3). In each of these greasy stinkholes, ordinary rations and feasts are prepared for the Orcish troops and their leaders. The kitchens are staffed by 21-30 female Common Orcs, drawn from the barracks chattel, and supervised by a female Uruk. Roasting spits are mounted over a huge central firepit, while the perimeter of the cavern holds bread ovens, granite worktables, and several lesser firepits over which black iron kettles bubble. Oddly-shaped utensils swing from chains and hanging racks. The contents of most of the dishes are at best unappetizing; fungus and greying meats of uncertain origin seem to be the principal ingredients of the gooey, standard-issue stew. At intervals, the kitchens present the horrible sight of a man being cooked for the tables of the Uruk lords and officers.

DG 13. Smokehouse. A slow wood fire burns in this cavern, filling the air with a perpetual and not unpleasant smoky haze. From the ceiling, on steel hooks, hang carcasses of every description — principally mountain goats, kine or reindeer, but also including the remains of Men or Elves.

DG 14. Storerooms (12). Locked doors with iron plates mark the Orcish commissaries and warehouses of supplies. Never a tidy folk, the Orcs permit the interior of their storerooms to degenerate into a chaotic mess; jumbled together are heaps of goods, including liquor barrels, piles of hides, dried rations, furs and clothing, boots, torches, coal, wood, oil, bundles of arrows and other missiles, cauldrons, chains, straw pallets, and any miscellaneous loot for which the Orcs could find no immediate use and so forgot. Nothing in the storerooms is likely to be of value, although most of the supplies are useful in a mundane sense. Only officers and the Captain of the Drake Gate hold keys to the storerooms. Ordinarily, they are locked and unlit, but occasionally (10% chance) a lurg of 10-15 Common Orcs roots around for supplies for their unit. Orcs deposit surplus plunder in the storerooms following successful raids; they can appropriate goods when needed with the permission of an officer, or by bribery or simple theft.

DG 15. Smithy. Arms and armor are not made here, but are kept in good repair, mended, and sharpened. The principal furnishings are several iron anvils and bellows, two firepits, and a broad basalt worktable littered with Orcish tools of strange but practical design. At any time, three lurgs, totaling 30-45 Orcs, clang and bang in the smithy. At least one of the lurgs is always Krach-ul.

DG 16. Cells (30). These bare 10x 10' lockups, closed by iron barred doors (with Very Hard (-20) locks), hold new captives before they are sent to slavery in the Pits. In any cell, there is a 50% chance of 1-4 captives. The cell block is guarded by a lurg of 10-15 Orcs, usually Huvorgha.

DG 17. Taverns (2). It would be hard to imagine a more grim and cheerless place than an Orcish tavern, with its surly barkeep and quarrelsome patrons. Many off-duty Orcish soldiers while away their time, getting drunk and gambling on cards, dice, or rat mazes. At any time, 20-30 Common Orcs occupy a tavern, belching, vomiting, and ready to draw swords on their companions, whom they suspect (often rightly) of having cheated by feeding fungi medicines to their rats. Behind the fieldstone bar stand 5-10 kegs of various Orcish brews, all fiery to the taste and energizing. In the till lie 10-20 sp, 30-50 bp, and 50-100 cp. The barkeep is an experienced Orc warrior, and he gets plenty of practice. Furnishings include massive granite tables, benches, and torches held by wrought-iron brackets.

DG 18. Guest Chamber. Reserved for the infrequent, genuine Mannish guest, this cavern is unusually clean by Orcish standards and is equipped with an unmarked door for privacy. It holds three large oaken bedsteads, piled with bearskins and unfortunately flea-ridden. Other furnishings include an ample firepit, a sandstone table and chairs, a copper water basin and latrine bucket (to accommodate the odd Mannish sanitary practices), and brass clothes hooks, as well as a large gilt-bordered mirror, almost certainly stolen.

DG 19. Bat Roost. A large, lightless cave, stinking of guano, swarms with giant vampire bats, which exit to the outside world through a narrow ceiling passage. Over a hundred of the dreadful beasts, trained by the Orcs to serve as messengers, hang from the ceiling vault. They leave Orcs alone, but attack other intruders viciously. Bright light tends to agitate, confuse and anger them. A stray spark might ignite the guano, causing a tremendous explosion.

DG 20. Cistern. Fed by the Wetways, the great cistern holds enough water for all the Orcs' needs; it is reasonably clean of their sewage. The cool, damp cistern chamber is entered above the water level on a 5' wide walkway encircling the room; several wooden buckets mounted on winches draw water from the tank below. Tunnels entering the cistern at a level lower than the walkway deposit here intruders caught by a Wetway Drop. Because the sides of the cistern are so smooth, it is an Absurd (-70) maneuver to climb out unaided. The water, supplied by Lake Hyord, is rather bitter and metallic to the taste, but safe to drink.

DG 21. Pump Chamber. The complex mechanism controlling the flows of the Wetways is emplaced here, behind a locked (Extremely Hard (-30)) and unmarked door. It can be manipulated to cause the Wetway tunnels to drain, or the Cistern to overflow. Anyone unfamiliar with the pump has only a 10% chance, modified by intelligence bonus, of figuring out the array of levers and pipes. Random experimentation will either do nothing (60%), achieve the desired result (10%), or induce some unintended catastrophe (30%).

DG 22. Wetway Docks. Moored, 2-4 of the rusty iron transport barges float here without any guard. A supply of long steel poles, lanterns, and copper vials of oil form a pile on the quay. Each barge holds up to six persons, or 4000 pounds weight in supplies. A water passage many miles long connects the Drake Gate region to the Pits of Gundabad. On its descent, it traverses several locks which barge pilots must know how to operate or remain trapped until discovered.

DG 23. Descending Passage. A broad 40' wide highway, this tunnel begins the trek of several miles down to the Pits of Gundabad, with a number of twists, curves, and bends. Along the way, the walker passes granite beaches, water buckets, and guardposts.

DG 24. Ascending Passage. Another 40' wide corridor, this shaft climbs, with many steep stairways along the route, for several miles to the Spires of Gundabad. Basalt benches and kegs of Skak to refresh the exhausted climber can be found on the route, as can guardposts where unauthorized visitors will be challenged.

7.2 THE GREAT SPIRE (GS)

GS 1. Descending Passage. This main corridor leads from the gates of the Great Spire, by means of circular stairways and inclines, to both the Drake Gate and the upper level of the Pits.

FIRST (LOWEST) RISE

GS 2. Gates of the Great Spire. Double doors of steel alloy, marked on the exterior with reliefs of the Triple Peaks, bar the 14' high, 12' wide gateway. The gates are 4" thick, are balanced on pivots set in the walls, and open from the inside—pulled by a team of Uruk guards using a winch and pulley mechanism. A steel alloy bar seals the portal against assault. Visitors signal their presence by striking a bronze gong outside with an iron mallet.

GS 3. Guardroom. Furnished with a few granite seats and a barrel of good Orcish Goki, this cavern is occupied by a detail of 10 Uruk guards from the Royal Hoerk.

GS 4. Royal Maze. Not the largest, but certainly the most intricate of the labyrinths in Mount Gundabad, the Royal Maze is packed with tricks and traps. A colony of twelve Giant Spiders dwells at its center. Statistics: Level 5, Speed MD/MF, Hits 45, AT SL/8, DB 30, Attack 45Pi/50SSi/poison, Size M. The spiders hide in their web on the roof of the central cavern and probably will not be noticed until it is too late. Their treasure, left by unfortunate victims, is 200 gp and 700 sp. It is necessary to pass through the maze to get from the Guardroom to the rest of the Great Spire, although there are ways around the central cavern.

GS 5. Pulley Shaft. A shaft opens in the floor, connecting to the First Sink of the Pits over a mile below. Mounted above the 10x 10' shaft sits a pulley

mechanism, operated by a winch and a long, thin steel alloy cable. The cable supports an iron platform which can bear the weight of 3 individuals, or 1500 pounds of supplies, at a time. So sophisticated is the pulley mechanism that only the strength of two persons is required to raise and lower the loaded platform. The shaft contains safety catches at regular intervals to stop the platform should the cable break; there is no outlet before the Pits, however, so that anyone on the platform would be stranded in the shaft until a new cable was attached.

GS 6. Cistern. As DG 20, except no lower tunnels open below the walkway, since there are no Wetway Drops in the Great Spire.

GS 7. Pump Room. The mechanism here is similar to DG 21, but its sole function is to raise water to the cistern from the Undercity, there being no Wetways here to drain.

GS 8. Zhari Barracks. This barracks is garrisoned by a zhari of Ilguz Common Orcs, specially honored with the responsibility of guard duties in the royal palace. The most important functions, of course, are performed not by these Orcs but by the Royal Hoerk; the Ilguz simply patrol the corridors and support the Hoerk in a fight. In most respects, the barracks is similar to DG 7. Located in the palace, it is more spacious, and the Orcs stationed here enjoy better provisions.

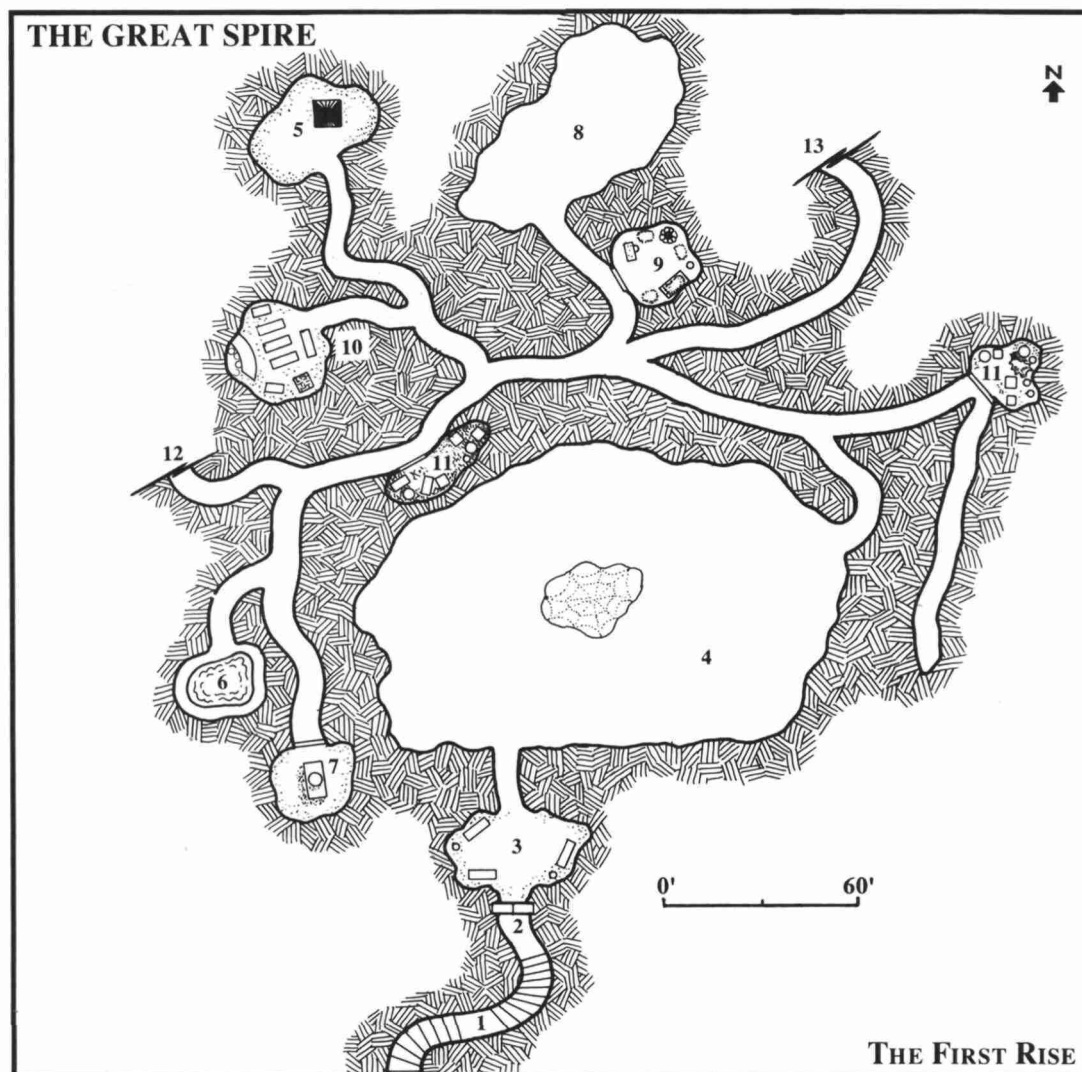
GS 9. Officer's Cave. Occupied by the Uruk officer in command of the Ilguz zhari at GS 8 and his retinue of females, this chamber is designed much as DG 8, but some crude battle scenes ornament the walls.

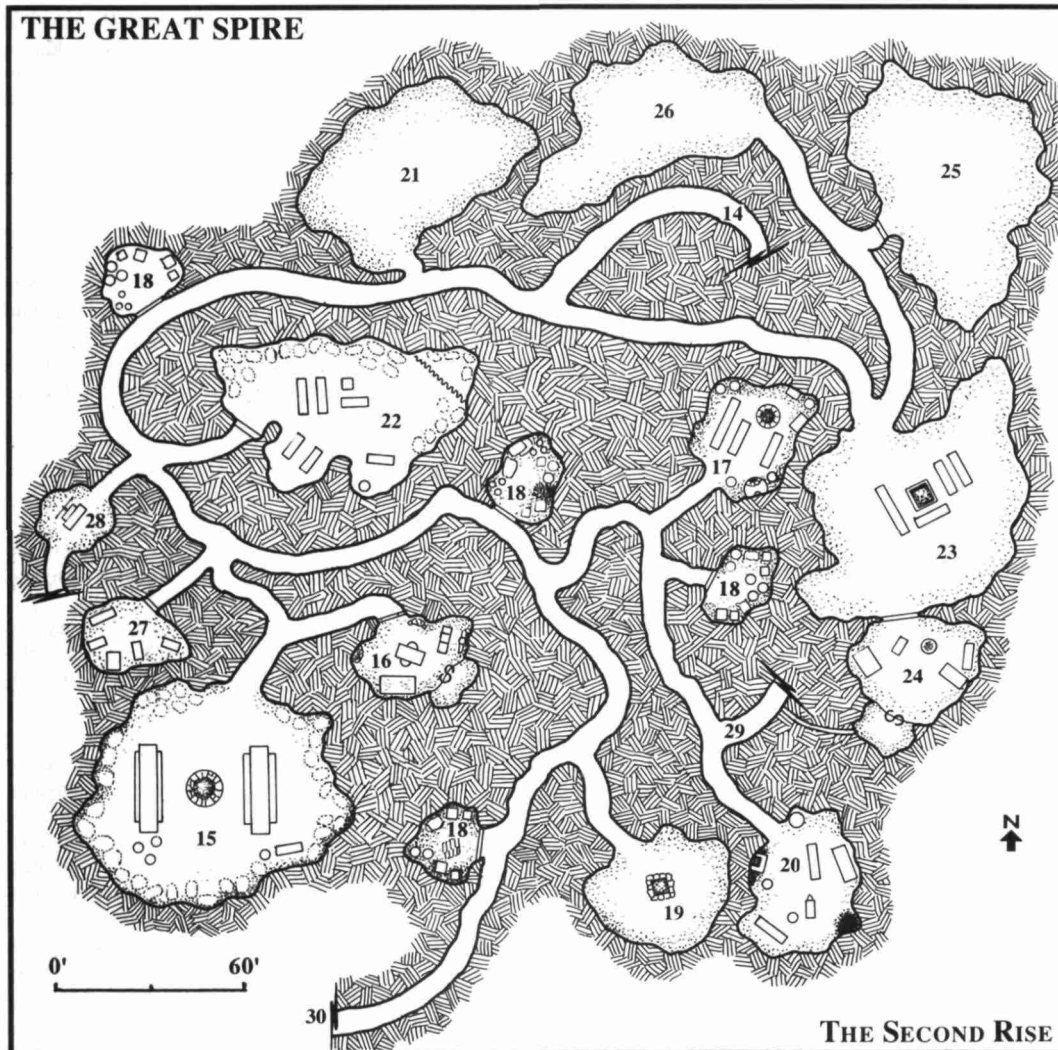
GS 10. Tavern. Patronized by the Common Orcs on duty in the palace, this establishment is like that at DG 17. Only 10-15 Orcs occupy the premises in addition to the barkeep. And the superior grades of Orcish liquors are more abundant.

GS 11. Storerooms (2).

GS 12. Chute. This is the lower end of a steeply inclined passage used to slide supplies down from the Second Rise at GS 28 above, or to haul them up by means of ropes. The chute is wide enough for a person to slide through it.

GS 13. Ascending Passage. This corridor climbs, with a few twists and bends, to the Second Rise of the Great Spire.





SECOND RISE

GS 14. Descending Passage. The corridor beginning at GS 13 comes to its terminus in the Second Rise of the palace.

GS 15. Royal Hoerk Barracks. Stationed in a sizable cavern, quite luxurious by the standards of ordinary Orcs, is the Royal Hoerk, the Goblin-king's bodyguard of 100 Uruk-hai. At any time, 40-60 of them are present, the rest being away on guard duties (Uruk-hai never labor or forage). Furnishings are similar to the zhari barracks of Common Orcs (see DG 7); however, the Uruk-hai have not only the usual straw pallets, granite tables and benches, and firepit, but also a collection of gaudy battle trophies and banners, and the mounted skulls and arms of their defeated foes. The walls of the Uruk Cavern bear bas-reliefs of legendary First Age battles, in which the Orcs always seem to have the upper hand. The barracks is well stocked with kegs of higher-grade Orcish Ogg and Goki, making a trip to the tavern needless. Forty Common Orc females also dwell here, tending to the domestic needs of the Uruk-hai. The Royal Hoerk Barracks is a violent and raucous place, as the Uruk guards' chief pleasures when off-duty are feasting and fighting. Personal treasure of the Uruk guards is 6-10 gp and 16-20 sp.

Should the Goblin-king be holding court in the Throne Hall, all of the Uruk-hai guards in the barracks attend him there, and this area is empty save for the females.

GS 16. Cavern of the Guard Captain. Relatively spartan in its furnishings, this chamber lies behind a door marked with a silver plate. It is equipped with a simple pumice bed slab, worn wolf furs, and a polished granite table surrounded by a few crude soapstone seats, along with a firepit unusually small for an Orc lord (the Captain believes in roughing it). A few battle trophies and a set of scarred wooden practice dummies for swordsmanship stand against the wall.

Oddly, a large collection of rat mazes, complete with rodents, litter the Captain's quarters. This is due to an idle jest by the Warlock of Gundabad, who remarked that the Captain would lose to a rat in a maze five times out of six. Taking the remark seriously, the Captain is trying to improve his wit, and spends hours on end studying the mazes. Now he only loses two times out of three.

There is a 60% chance that the Captain will be found here, with his retinue of 4-7 female Common Orcs and one Uruk female.

A secret closet. Very Hard (-20) to detect, contains the Captain's valuables as well as the Royal Hoerk's treasure store. The entryway is trapped, also Very Hard to detect and disarm. When the threshold of the closet is crossed, pointed metal rods spring horizontally from the walls, inflicting 1-4 "C" puncture criticals, and incidentally blocking the door, since they remain in place until disarmed

and retracted. Inside, an iron chest, locked and Hard (-10) to open, contains 1500 gp and 8000 sp belonging to the Uruk guards. The stone box next to it (also locked and Very Hard (-20) to open) secures the Captain's private stash of 2500 gp and 15000 sp. On a shelf within the closet, a locked steel box, Extremely Hard (-30) to open, holds 12 doses of the rare herb, Ionnse, each worth 500 gp. This herb, cultivated near the Sea of Rhûn, induces a state of euphoria and fearlessness lasting 24 hours. Unfortunately, each time it is used, there is a 5% chance of losing a point of intelligence, and Ionnse is extremely addictive. The Captain spends the greater part of the treasure given him by the Goblin-king on his habit. If the Goblin-king is in the Throne Hall, the Captain is also there.

GS 17. Kitchens. A relatively high quality of food in various states of preparation occupies the counters. The features of the area are much like DG 12. There is, however, a 50% chance that any meat will be Man's flesh destined for the royal table and the Uruk guards. One guard is always stationed here, ensuring that no poison goes into the royal feasts; he tastes each dish destined for the Goblin-king.

GS 18. Storerooms (4). While these general storehouses are much like that of DG 14, the quality of goods is especially high in the palace.

GS 19. Smokehouse. Like DG 13, but corpses of Men are more abundant.

GS 20. Smithy. While this cavern is designed in a fashion similar to DG 15, it is staffed by only one lurg of 10-15 Ilguz Common Orcs and 3-6 Uruk-hai who handle some of the finer work and boss around the snaga; the guards like to be sure that their own armor and weapons are treated properly.

GS 21. Bat Roost. The two hundred giant bats here inhabit a cave like DG 19; a narrow passage for the bats exits high on the mountainside.

GS 22. Great Hall of the Healers. A sizable cavern with a high, barrel-vaulted roof, this is the principal hospital of Mount Gundabad and the abode of the 20 Uruk Healers at the disposal of the Ashdurbûk. Usually 50-80 Common Orcs and 5-10 Uruk-hai recuperate here at any given time from serious wounds, diseases, and amputations. A row of straw pallets lines either of the long walls; the far end is curtained off to provide privacy for the fur-covered pumice bed slabs assigned to the Uruk-hai. Three firepits in the central aisle warm the chamber, which is well lit by oil lanterns suspended from chains.

In a side chamber, so as not to poison the patients, the Healers compound their medicines. Furnishings include two large granite tables bearing mortars and pestles, and several firepits over which bubbling dark cauldrons emit a hellish reek. A large array of herbs and fungi are stored in wooden barrels and copper or onyx bins. There is an 80% chance of finding any common herb, and a 40% chance of finding any rare herb, in sufficient quantity to treat 1-10 patients. However, 10% of the herbs have gone bad due to rot and poor storage conditions and may poison the non-Orc treated with them (2nd-8th level attack, effects vary depending on the potency of the herb in its original form). Recessed stone shelves in this chamber hold 500-1000 jars of the standard Orcish healing ointment (see DG 10), and 10-100 jars of the high-potency ointment (see DG 10).

Another side chamber holds the 20 slate bed slabs of the Healers, each spread with rat skins, and a large porphyry table and benches, together with an ample firepit. Recessed shelves contain the Orcs' medical library, carved on limestone tablets, including the formulae for the healing ointments. Personal treasure of the Healers is 11 -20 gp and 22-40 sp each. At any time, 16-20 Healers are present in the Great Hall, the others being absent, herb collecting or completing "mercy missions."

The Great Hall of the Healers has large double doors, each marked with a bronze plate and normally locked. An alarm gong outside is used to notify the Healers of the arrival of patients.

GS 23. Den of the Night Noses. Here dwells the Goblin-king's treasured force of scouts and spies. The door of this vast cave is iron, with a Very Hard (-20) lock. Of the 190 elite trackers, 80-100 will be found here at any time, the remainder being away on missions either in Mount Gundabad or in neighboring lands. This thieves' guild of Common Orcs is especially privileged and well rewarded; their lives are far superior to those of their brethren, rivaling the comfort given the Uruk oligarchy. Besides the normal straw pallets and granite tables and benches, the Night Noses enjoy a large, blazing firepit, barrels of the finest Orcish Goki and Ogg, and platters of choice delicacies, including Man's flesh. Stolen trophies are mounted on the walls, and in the center of the cavern is a pillar of pine, bearing on its four sides figures of an Elf, a Dwarf, a Man and a Hobbit; the Orcs use the pillar for target practice. Still more fascinating is the rich collection of thieves' tools, soft padded boots, dark hooded cloaks and masks, and weapons of ambush and assassination (throwing daggers, garottes, blades with hollow venom chambers in the hilts) scattered around the lair.

20-30 Common Orc females are always present to perform domestic tasks, and the elite trackers have full harem privileges. Personal treasure of each Noser is 5-10 gp, 5-30 sp, and 10-60 bp.

GS 24. Spymaster's Den. Adjoining the elite trackers' cave and protected by a steel door with a Very Hard (-20) lock, is the private lair of the Spymaster. He is 50% likely to be present with a retinue of 4-5 Common Orc females. No Common Orc in Mount Gundabad lives more luxuriously

than the Spymaster; his obsidian bed slab piled high with fresh bearskins, his polished granite table and chairs, the roaring firepit, and the marvelous hoard of first-quality thieves' tools and devices set on wall shelves and hanging from pegs (which give a +30-+50 bonus to tasks such as opening locks, disarming traps, and climbing walls) make plain his superior status. Many of the tools were designed by the Spymaster himself, and their workings will not be readily apparent to anyone else. A locked green marble bin contains the Spymaster's store of masks and disguises, with which he can readily pass as a Dwarf, Hobbit, or small Elf, assisted by certain Oils of Confusion which befuddle the sight of others for a full day when properly applied.

A secret closet, Extremely Hard (-30) to detect, contains the general wealth of the elite trackers, the Spymaster's personal fortune, and his stock of poison. The trap here is subtle, and Extremely Hard to detect and disarm; one can enter the closet without peril, but once inside, the stone door closes again and cannot be reopened within. After the chamber is sealed, a poison gas is released, attacking at 7th level effect and killing all exposed in five rounds. The only escape is to locate the other secret door, Very Hard to detect, leading through a narrow passage to a nearby corridor. The treasure is worth the risk — the locked iron chest with the Noses' loot holds 1800 gp, 10,000 sp, and 20,000 bp, while the Spymaster's own iron chest, with a Very Hard (-20) lock, holds 2000 gp, 8000 sp, 30 beryls and tourmalines worth 10-100 gp each, and a mithril necklace set with diamonds; it is valued at 5000 gp and once belonged to a Dwarven queen. The Spymaster's stock of poisons, issued as needed to the elite trackers for their missions, includes 5-20 doses of any common poison (70% chance of any given poison) and 1-6 doses of any rare poison (30% chance of any given poison). Soapstone boxes and bronze containers hold the poisons.

GS 25. Royal Harem. In this mass-breeding cavern, sealed with a door guarded by two trusted Uruk-hai from the Royal Hoerk, dwell 60 of the youngest and most attractive (by Orcish standards) Uruk females. Only the Goblin-king and other Uruk lords and officers have regular access to the pleasures of this most exclusive of Orcish bordellos, which is amply furnished with piles of rare furs, curtained alcoves, and charcoal braziers for light and heat. Uruk-hai of the Royal Hoerk are sometimes granted admittance as a reward for superior performance in battle. Occasionally an especially attractive Mannish maiden is confined in the Royal Harem to satisfy the Goblin-king's eccentric taste for challenge and diversity. At any time 1-3 Uruk-hai will be found here, and there is a 10% chance that a principal Orcish NPC will be present.

GS 26. Imp Nursery. Imagine a boarding school harboring only the worst aristocratic bullies — and that will be a tame picture compared to the royal imp nursery, where the 125 young Uruk-hai, about one-tenth of whom are full black-blooded Seed of Skorg, are raised. The imps soon learn to form a hierarchy based upon personal strength and the status of their fathers; those of royal blood cannot be touched save by adult Seed of Skorg, and each has his or her personal whipping-Orc selected from those of lesser rank. 30 Uruk females, a few of royal birth, guard the nursery and try to ensure that as many of their charges as possible survive to maturity; it is assumed, however, that the weak will be weeded out.

GS 27. Guest Chamber. Designed much as DG 18, this cave is intended for the Goblin-king's genuine Mannish guests. There are no insects. Three normal bedsteads stand in the shadow of a huge, black dyr-wood bed curtained with red draperies and appointed with silken sheets and pillows as well as the rarest sable furs; it is reserved for the Witch-king on his infrequent visits.

GS 28. Chute. The upper end of the chute at GS 12, on the first Rise, equipped with a pulley and winch mechanism for heavy loads.

GS 29. Chute. The lower end of a chute to the Third Rise of the Great Spire above; the upper end is GS 43.

GS 30. Ascending Passage. Climbing along a winding route, this corridor leads to the Third Rise of the Great Spire.

THIRD RISE

GS 31. Descending Passage. This is the upper terminus of GS 30 on the Third Rise of the palace.

GS 32. Hall of Tribute. A grand cavern, upheld by massive hexagonal basalt pillars, the Hall of Tribute is the customary locale for delegations from the lesser Orcish tribes to deposit their tribute payments and to be quartered during their stay in Mount Gundabad. The walls of the hall are lined with large iron shields bearing the emblems of each of the Thirty Tribes. The place of honor at the head of the hall, of course, goes to the four shields of the Huvorgha, Burzath, Krach-ul, and Ilguz; flanking them are the most powerful of the tributary tribes, the Uruk-Tarkhnarb of Goblin-gate and the Thrakburzum of Mount Gram (the latter are not especially numerous, but are master armorers and most rich). At the lower end of the hall hang the shields of tribes disgraced in battle or late with their tribute. The centerpiece of the chamber is a long polished granite table with matching benches on either side and a huge, ornate black marble seat at the head; above the table, suspended from chains, are two rows of smoking gold-paneled lanterns. Each year, the Ashdurbûk hosts a splendid feast for representatives of all the tribes; the platters are overflowing and liquor pours endlessly. When it is over, the Orcs are bloated, terribly drunk, and happy with their role as the Goblin-king's subjects. It is a rare celebration though, at which simmering tribal feuds do not lead to at least one violent brawl — which only increases the general Orcish merriment.

GS 33. Troll Hole. So strong a stench exudes from this high-domed cavern that visitors are likely to be stunned (100% chance less the individual's constitution). 20 Cave Trolls and their Chief lurk here; 10-15 of the Trolls are present at any time, and there is a 70% chance that the Chief will be at hand. A locked iron door seals off the Hole, as much for the benefit of the Orcs as for the Trolls. Furnishings are piles of moldy and flea-infested straw, a huge and very solidly built ironstone table, and a roaring firepit, over which hang three man-sized copper cauldrons. Kegs of Skak and Ogg, both empty and full, are strewn profusely around the lair; the Trolls play catch with some of the empties or hurl them at unwanted visitors. Heaps of bones, skulls, scraps of rotting flesh and other refuse of past meals are smeared liberally across the floor. An alarm bell, dangling from the ceiling, permits the Goblin-king to summon his Troll goons at once to the Royal Chambers on the Fourth Rise of the Great Spire. Otherwise, the captive of the day is just dumped, bound, outside while the Orcs ring a large brass "dinner bell" hanging by the door. The Cave Trolls' plunder is gathered in several sacks, hidden in a pit under some especially foul straw which is home to 10 giant rats. Trollish wealth amounts to 3000 gp, 5000 sp, and 7000 gp in hundreds of low grade gems such as zircons and agates, none worth more than 20 gp individually.

GS 34. Great Temple of Darkness. Here the oligarchy of Mount Gundabad and specially honored Common Orcs gather when the moon is dark to chant the praises of the Dark Lord in a hideous croaking litany. The Priests offer sacrifices (Elves are preferred in this role) to speed the return of the Lord of the Earth and his triumph over the cursed white-faced Eldar and the other Free Peoples — rebels, as the Orcs deem those who resist Sauron. As many as 1000 goblins can huddle in masses below the high, black pyramidal basalt altar, surrounded by flaming braziers. The Uruk Priests slit the throats of their victims and cast the bloody remains into a blazing fire at the base of the pyramid. Here a tremendous heap of charred skulls and bones has risen to loom well above a Man's head. Rituals are timed to coincide with thunderstorms. The high vaulted ceiling of the Temple, grimy with soot, has been rigged with a network of copper wires, connected to rods on the surface of Mount Gundabad. Lightning striking the rods is carried to the Temple and leaps between gaps in the wires in an awe-inspiring display. Together with the flames, beating of manskin drums, winding of trumpets, and screams of the sacrificial victims, the ritual of Darkness is enough to have the Orcs' hair standing on end and almost any outsider quaking in terror.

When worship is not in progress, the Temple is normally vacant of Orcs, but the air seems especially chill and clammy. There is a 30% chance that the casual intruder will encounter the ghost of one of the sacrifices, bound here by the evil spells of the priests. It will attack, for it seeks only to be destroyed so that its spirit may pass to the Halls of Mandos. Statistics: 7th Level Warrior, 90 hits, AT CH/14, Melee OB 95ba, hit only by enchanted weapons. Any who see a ghost must save against Fear, as the Bard spell, or flee in panic.

GS 35. Chamber of Tablets. Behind the iron door at the entry to this cavern lies the full history of Mount Gundabad, engraved in Orcish runes on thousands of limestone tablets which sit on recessed shelves in the rough walls. A polished black marble reading table rests at the center of the vaulted chamber, with a smoking silver-paneled lantern suspended upon a chain directly above. Several red porphyry chairs surround the table. There is a 20% chance that 1-3 Uruk Priests of Darkness will be here perusing old records or writing new ones. Most of the history is bombastic and extremely repetitious in style, but it is reasonably accurate, considering the Orcish propensity for lies. A full day's search among the records by one fluent in both Orcish and the Black Speech will uncover two very useful items: (1) a complete map of Mount Gundabad; and (2) the secret of the Crypt of Skorg. For those interested in military data, it is also possible to find a detailed order of battle of the Thirty Tribes of the Orcs of the mountains, for which the King of Arthedain would pay 500 gp.

GS 36. Shamans' Cave. The door to this cavern bears a bat emblem and is sealed with a Very Hard (-20) lock. Inside dwell the 15 lesser Priests of Darkness of Mount Gundabad, all Uruk-hai. Bunches of poisonous plants and herbs dangle from the ceiling, while hanging from the walls are blood-red stained ritual vestments, gruesome demonic masks that make even Orcs shudder, and jagged sacrificial knives of Orcish steel (+5), enchanted and befouled with evil runes. Amidst these hideous and bizarre decorations are some more conventional furnishings — red porphyry bearskin covered bed slabs, a long fieldstone table and seats, a large firepit, and a good stock of Ogg and Goki kegs. From 10-15 of the Priests are present at any time, save during a ritual in the temple, when all the acolytes of the High Priest attend him there. Personal treasure of the acolytes is 20-25 gp, 31-50 sp, and 60-100 bp each.

GS 37. Cavern of the High Priest. Grim and horrible are the sights that greet the visitor behind this locked door, marked with a silver plate and accessible only through the Shamans' Cave. The High Priest's private lair contains furnishings, collections of plants, ritual devices, and garb much like those of his acolytes — only, of course, more rare and costly. But here also, chained to the wall, are several captives, usually Mannish, which the High Priest is gradually draining of blood for his life-sustaining spells; already they are extremely pale and weak. A bloodstained malachite worktable displays an assortment of magical apparatus, including flasks, retorts, scales, and boxes of powders, salts, and ground herbs, from which the High Priest compounds his elixirs.

Behind the worktable is a secret closet. Extremely Hard (-30) to detect, which contains a locked iron chest holding 4000 gp and 9000 sp in temple "donations," along with a further 5000 gp worth of gems (mostly rubies and bloodstones) and jewelry (silver topaz-encrusted armbands and necklaces, and a large golden crown of Rhûnnish style set with amethysts). Failure to disarm the Extremely Hard trap in the chest lock will cause the secret door connecting to the Roost of the Great Bats (GS 38) to spring open. The giant vampire bats in the adjoining cave then pour into the closet and attack.

From the High Priest's den, a plainly visible passage extends to a balcony projecting from the sheer side of the Great Spire of Mount Gundabad. Here the evil Orcish cleric assumes vampire bat form and flies forth. The High Priest will be found in his den 60% of the time, but he is always absent during Temple rituals.

GS 38. Roost of the Great Bats. This cavern is home to 30 giant vampire bats of double normal size, with twice as many hits. They are the High Priest's special pets. In other respects, the roost is much as DG 19. A narrow passage leads to the exterior of the Great Spire.

GS 39. Chamber of the Mouth. Furnished in typical Mannish style, this cavern, protected by a door with a Very Hard (-20) lock, is the residence of the Mouth of the Witch-king. The granite walls are shot with veins of red porphyry, a reminder of Cam Dûm. Furnishings include a large black-canopied oaken bed spread with white wolfpelts, a polished obsidian table and seats, a charcoal brazier, a mahogany wardrobe, and a worktable upon which is piled the Mouth's limited stock of magical adjuncts and essences (he has more in Cam Dûm). An iron chest with a Hard (-10) lock and a poisoned needle trap (5th level killing venom), also Hard to detect and disarm, holds 500 gp and 300 sp in gems. The Mouth is 60% likely to be found here. Hidden under the bed mattress are coded reports which the Mouth is planning to send to the Witch-king; they could be sold for 200 gp to Thranduil or the King of Arthedain, if the code is broken.

GS40. Chamber of the Estarave Ambassador.

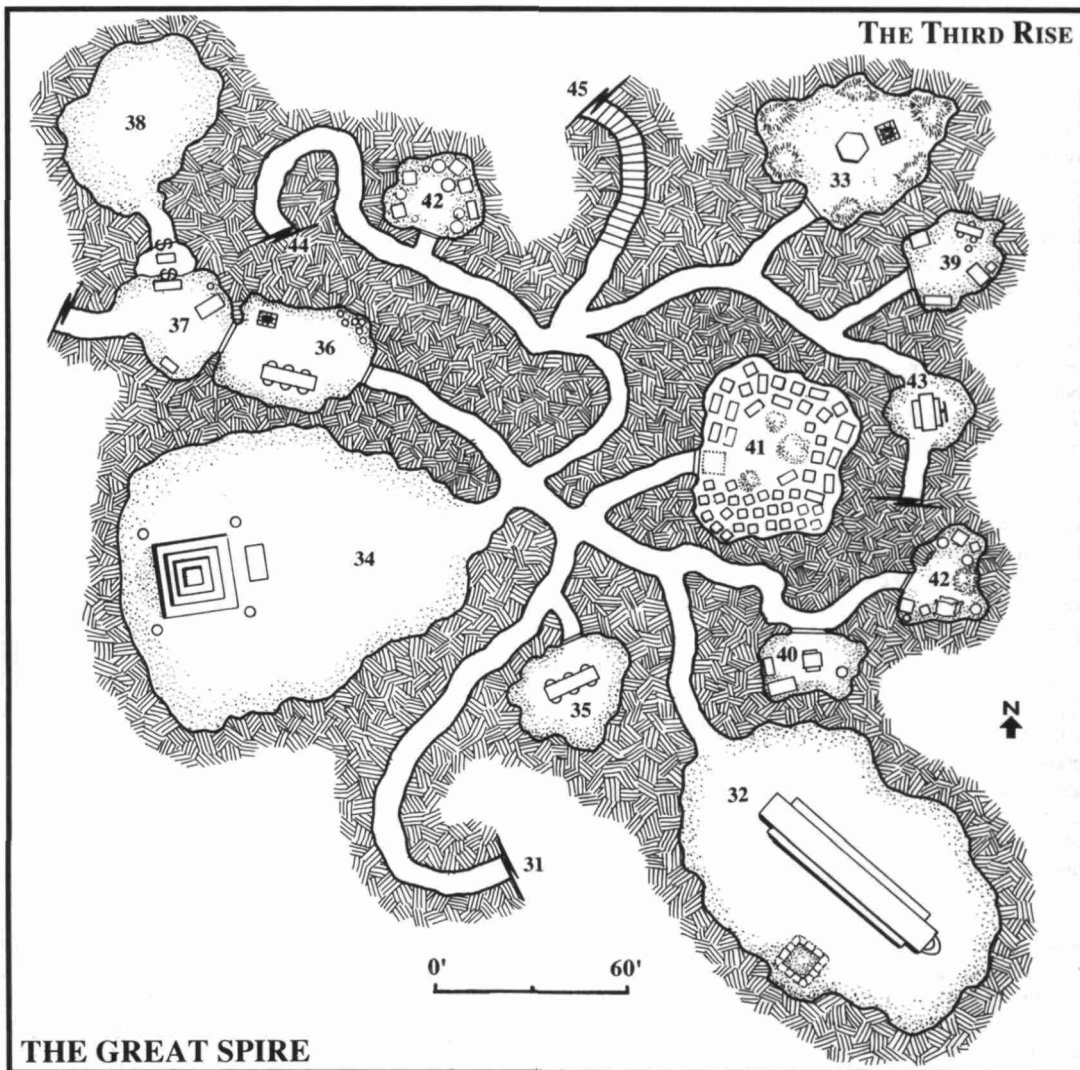
Far less palatially furnished than the Mouth's quarters, the Northman ambassador's abode has only an ordinary Mannish pine bed, a granite table and benches, a firepit, and clothes pegs projecting from the wall. The ambassador's small stock of coins, 100 gp and 500 sp, lies in a locked ironbound wood chest, hidden under his worn garments. To add to the ambassador's discomfort, the chamber has a ceiling bell, connected to the Goblin-king's quarters, with which the monarch can summon the hapless legate at all hours to berate him about anything that comes to mind (sometimes the Orc-lord rings the bell just for fun, to see the old man come running). The ambassador has been keeping notes, in a code known only to himself, regarding information he learns about the rebel slaves; this would prove quite helpful to anyone trying to contact the rebels. He is likely to be found here 60% of the time.

GS 41. Royal Treasury.

Beyond any doubt, here is the mother lode, the unattained dream of a thousand adventurers and thieves, the repository of thousands of years of accumulated goblin loot. The massive steel door of the Treasury, a full 2' thick, with a triple lock — each of which is Sheer Folly (-50) to open — is constantly guarded from without by 10 Uruk-hai of the Royal Hoerk. Just inside the door lurks a murderous warding trap,

Absurd (-70) to detect and disarm. Embedded beneath the 10'x10' square just inside the door are masses of thin, pointed steel rods mounted above springs. 50 pounds or more of pressure upon this section of floor will trigger 25% of the rods and inflict 3-6 "D" puncture criticals upon anyone within the area. Each additional individual who enters and places similar pressure on the floor will trigger the next 25% of the rods, until all are released and effectively bar the doorway, remaining in place until disarmed and retracted. The rods, deadly in themselves, are also poisoned; for each critical inflicted, the hapless victim also suffers a 5th Level poison attack which kills if successful. To those who know of the Treasury's defenses, it is no great surprise that the goblin wealth has remained in place. As an extra surprise, for those who would leap, fly, or levitate across the threshold, the Orcs have strung thin, fine wires, Extremely Hard (-30) to detect, placed at 6" intervals from 6' above the floor all the way to the top of the doorway, which will slice an airborne intruder to ribbons (4-7 "C" slash criticals). The wires, spun from a superior Orcish steel alloy, can only be cut by a weapon forged from mithril or a substance stronger still. Finally, those tempted to walk through or pierce the walls by means of spells will meet with no more success, since fragments of the magic-dispelling mineral Kregora are embedded in the inner rock surfaces of the Treasury.

The clever thief who imagines a route past all of these safeguards will find that the effort was worth his or her while. Mountains of loose coins of small value (400,000 cp and 100,000 bp) bearing the emblems of a hundred nations and kings, litter the cavern floor. Fifty locked iron chests, each Very Hard (-20) to open and equipped with a poisoned needle trap,



Very Hard to detect and disarm (5th level killing venom), hold the greater part of the Orcs' riches. Chests 1-20 each contain 5000 sp. Chests 21-40 hold 3000 gp each. Chests 41 and 42 each hold 2000 mp. Chests 43, 44, and 45 contain 8000 gp in gems each, ranging individually in value from 10-1000 gp, and including diamonds, sapphires, beryls, aquamarines, and carnelian. Chests 46 through 49 each hold 11-20 magical items, such as enchanted +5, +10, or +15 rapiers, flails, and other weapons in which the Orcs are unskilled, and Dwarvish, Mannish, or Elvish armor which does not fit the Orcs. Finally, Chest 50 keeps secure the most valued items in the Treasury: the Eyes of Skorg — two huge rubies found beneath Mount Gundabad, each worth 50,000 gp. Were anyone to steal these gems, unmistakable for their size alone, he would be pursued by Orcish assassins for the rest of his life until the gems were retaken. Strewn across the floor are heaps of ordinary weapons, armor, and other objects of some worth (but no special properties) taken in Orcish raids. Merely sorting through all this loot will take several days.

GS 42. Storerooms (2). Just as the other storerooms in the palace, these contain fine-quality goods, of the same chaotic variety as found in DG 14; much is, however, spoiled by careless storage and dry rot.

GS 43. Chute. The upper end of GS 29 on the Second Rise; equipped with pulley and winch mechanism.

GS 44. Chute. The lower end of the chute connecting to the Fourth Rise above; its upper end is GS 52.

GS 45. Ascending Passage. This winding stone stair leads up to the Fourth Rise of the Great Spire.

FOURTH RISE

GS 46. Descending Passage. This is the upper terminus of the Ascending Passage (GS 45) to the Fourth Rise.

GS 47. Trophy Hall. This long, crescent shaped hall is lit with smoking lanterns suspended from ceiling chains and by glazed shafts admitting a twilight glow from outside the mountain. It displays the Goblin-king's prizes of battle both to his subjects and to emissaries from independent tribes and powers. A savage museum, the skulls and other remains of a hundred slain foes are mounted in surprisingly imaginative yet gruesome ways. For example, the head of the Dwarf-lord Rugi, severed and stuffed, peers out from inside the gaping jaws of his most hated foe, the Fire-drake Ichashu. Swords, shields, and banners bearing the emblems of Elven and Dwarven lords and Mannish noble houses adorn the walls; the most recent acquisitions are primarily from the Dúnedain of Eriador, and many commemorate the decisive defeat of the army of Cardolan in T.A. 1409. The most valued trophy, secured to the wall with steel chains and a lock Sheer Folly (-50) to open, is the Ardagormag of King Argeleb I of Arthedain, the great longsword captured in T.A. 1356. Two Uruk guards from the Royal Hoerk always patrol this chamber.

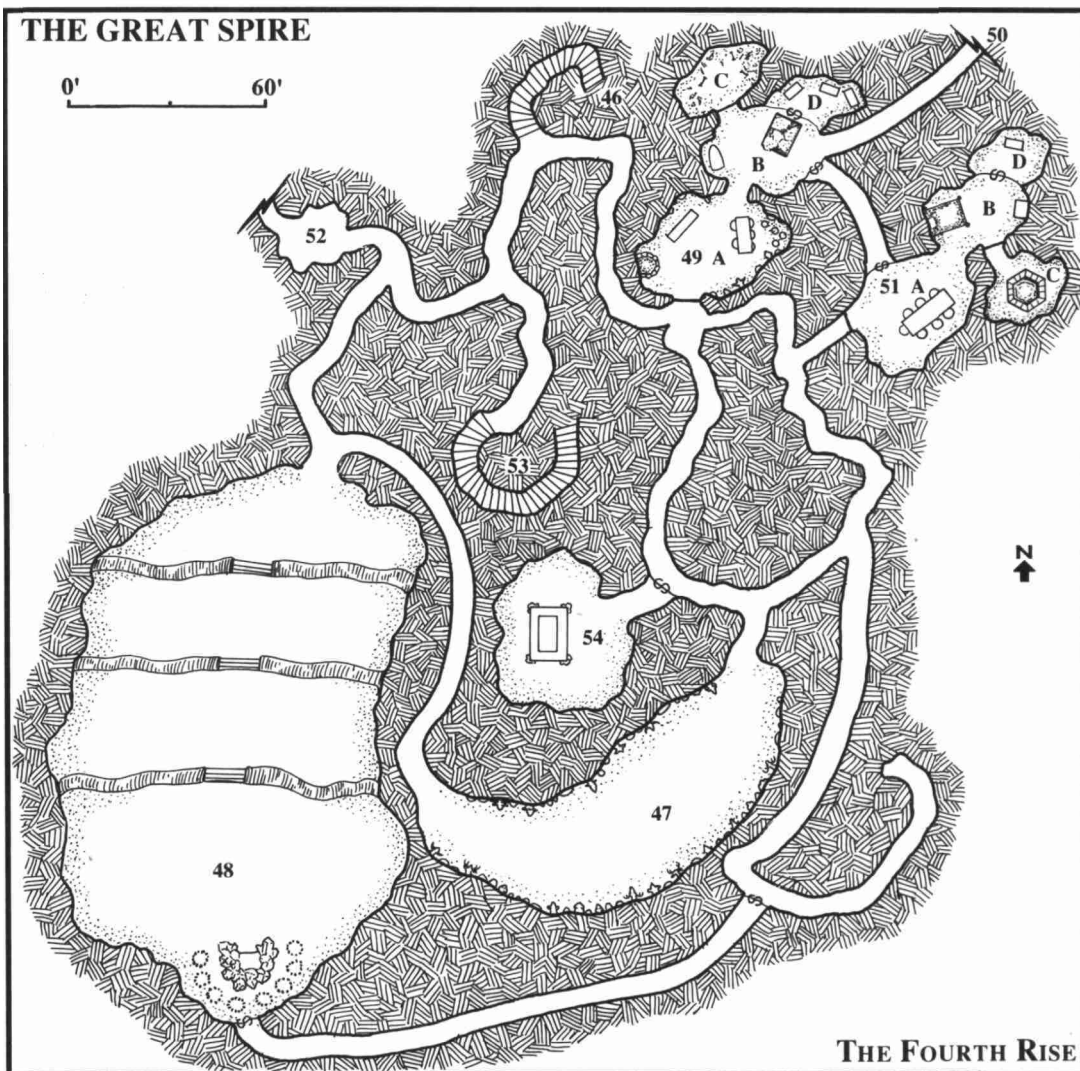
GS 48. Throne Hall. Of all the caverns and chambers in the Great Spire, the Throne Hall of the Goblin-king is the vastest and most awe-inspiring. A natural cave formed around a gigantic air bubble, this area has been shaped by the Orcs to their purposes, but its original features lend it a grandeur that Orcish art could never have designed. Huge, waving laval curtains form the walls, rising from the cavern floor to the arching vault of the ceiling over 300' above. The granite floor climbs in a series of terraces, ascended by broad steps, to a grotto of jagged basalt columns whose capitals are Troll-figures bowed under the crushing weight of stone above. Within their shadows looms an irregular cluster of blood-red quartz crystals, shaped in the form of a seat with prominent arms and a high curving back—the legendary Throne of the North. Lit by a shaft extending to the surface of the mountain, by flaming firepits on each of the terraces, and by torches mounted upon the walls, the Throne Hall, though dim by Mannish standards, is a veritable blaze of glory to the Orcs. The roaring fires are reflected and scattered in flickering patterns on the stone drapery of the walls from the crystalline throne, seeming to envelop the tyrant in a hellish inferno where he sits unharmed.

The Goblin-king is likely to be found here (30% chance) greeting ambassadors, judging subjects, inspecting captives of high rank, and presiding over the ritual torture of particularly hated foes. When he is present, 40-60 Uruk guards of the Royal Hoerk surround the throne, fully armed and commanded by their Captain. The Orc monarch wears the Ice Helm, and the Ghrazim Banner is mounted in a mithril stand at his side. 40-60 Common Orcs and 1-4 Uruk-hai officers will also be here when the ruler of Mount Gundabad is seated in state, awaiting his every command or reporting news from elsewhere. There is a 40% chance one of the other principal characters in Mount Gundabad, such as a Warlord, the High Priest, or the Warlock, attends the Ashdurbûk.

Behind the throne is a secret stone door, Extremely Hard (-30) to detect, affording a ready escape route for the Goblin-king from any surprise assault. It is not likely that this passage will be needed, however. In addition to his troops, the ruler is safeguarded by the Throne of the North itself. The peculiar crystalline structure of the massive gem negates any form of magic cast against one seated upon it. Could the Throne of the North be moved from this cavern, it would be a nearly priceless prize; its gem value alone is over 200,000 gp. To shift its position even in the slightest, though, would call for the labor of hundreds of strong Men; it weighs several tons. (Even the Dwarves, when they conquered Mount Gundabad briefly during the War of the Dwarves and Orcs, were stumped by the problem and declined to demolish the throne when one of their sages observed that it is the only beautiful thing in the Orcs' city.)

GS 49. Royal Chambers. Orcish vulgarity is writ large in the private suite inhabited by the Ashdurbûk. Behind a door marked with a mithril plate in the shape of the Triple Peaks, with an Extremely Hard (-30) lock and guarded from without by 3 Cave-trolls at all times, the Royal Chambers are home to the master of Mount Gundabad and a retinue of 5 Uruk females and 15 Common Orc females specially chosen to minister to his wishes.

There are four separate areas in the Royal Chambers. The Outer Hall (A) is furnished with a broad, polished obsidian table and huge curve-backed obsidian seats, a wide roaring firepit enveloped by a golden screen, banners and battle trophies, literally dripping from the walls, the skulls of slain foes transformed into amethyst-encrusted drinking goblets (worth 150 gp each; thirty are found here), a dozen barrels (with golden taps) of the finest Orcish Tongkûn, gold platters laden with roasted Orcish sweetmeats (usually Man's flesh), bronze charcoal braziers, miscellaneous loot stuffed in iron chests and strewn about on the floor, and straw



sleeping pallets for the Goblin-king's retinue. The walls are crudely embellished with bloody scenes from Orcish battles. Some pieces of Mannish furniture, rather abused, have been appropriated by the Ashdurbuk, including an oaken onyx-topped bar upon which his drinking goblets rest.

The Inner Chamber (B) contains the Goblin-king's bed, a huge slab of black marble, veined with white, and canopied in red and black silk hangings. Rare sable, mink, and White Wolf pelts are heaped upon it. The bedposts, also marble, are decorated with leering demonic faces. From one dangles a black dragonskin swordbelt. Within easy reach of the bed are two golden chains; one summons the trembling Estaravë Ambassador, while the other brings 10-15 Cave-trolls and the Troll Chief on the run (either will reach the Royal Chambers in no more than 15 minutes). Oddly, the Inner Chamber also contains a huge copper bathtub with a working tap. This bizarre furnishing (for an Orcish abode) is attributable to the Royal Consort, who had it stolen from a Dúnadan manor in the hopes of improving the Goblin-king's hygiene. The project did not bear fruit, and the monarch has secretly reconnected the tap to a keg of Tongkûn.

The Warg Den (C) is home to the only creature the Goblin-king fully trusts: Grum, a Warg of enormous size with blue fur. Statistics: Level 10, hits 200, AT SL/4, DB 70, attack 120B, Size L. Grum has free run of the Royal Chambers and, unlike any of the goblins, is absolutely certain to defend the Ashdurbuk to the death. The Warg Den is littered with the bones of Men, as Grum gets the scraps from the royal table.

Finally, the Secret Store (D) is the Goblin-king's private treasure vault, concealed behind a stone door Sheer Folly (-50) to detect. The Orcish ruler keeps his personal loot in three locked iron chests, Very Hard to open: the first holds 9000 gp, the second 3000 mp, and the third 12,000 gp in diamonds, sapphires, opals, turquoises, and pearls of 10-1000 gp value apiece. The Ice Helm and the Ghrazûm Banner are also stored in this chamber for safekeeping when the Goblin-king is in the Royal Chambers (Thrakurghash is always at the ruler's side). A deadly trap, Extremely Hard (-30) to detect and disarm, protects the Secret Store. 10 rounds after the Secret Store is entered, the stone door snaps closed. A concealed pump draws the air from the chamber, until it is so thin that the intruders suffocate (10 rounds more unless someone outside can reopen the door). Placing obstacles in the door jamb will not prevent its closing, for the mechanism is so strong as to crush anything weaker than a block of mithril.

There is a 50% chance that the Goblin-king will be present in the Royal Chamber, with his entire female retinue in exotic garb; when he is absent, only 1-4 of the Uruk females and 5-10 of the Common Orc females will be found here, the others being absent on domestic duties. When the Goblin-king is here, there is a 20% chance for the Royal Consort to be at hand as well. A secret passage, Very Hard (-20) to detect at either end, connects the Royal Chambers to the Chambers of the Consort.

GS 50. Goblin-king's Overlook. From the Royal Chambers, this passage leads to a balcony, projecting from a sheer cliff, high up the side of the Great Spire. The monarch goes here to gaze upon the surrounding lands and to watch for the approach of foes. The Overlook faces north, above Lake Hyord, and affords a stunning prospect of the frozen Forodwaith and the Oglob Glacier — or would, were it not for the poor visibility engendered by smoke from the Orcish furnaces. A steel door, which cannot be opened from outside, seals off the balcony from the passage.

GS 51. Chambers of the Consort. Herein dwells the feared and hated woman who is queen of Mount Gundabad in all but title. The iron door of her chambers, secured by an Extremely Hard (-30) lock, is guarded without by a Cave Troll, as the Consort wisely does not trust any Orc with her safety. Inside are four separate caverns, furnished in a style combining the best elements of the Northman culture and the most tolerable of the Orcish. The Consort is likely to be present (70% chance) with a retinue of 4-7 Mannish slave women, who are more reliable than Orcish drudges. The Dining Chamber (A) holds a large oaken table and seats, beautifully carved with domestic scenes and obviously looted from a Northman homestead. An agate bowl filled with spiced sweetmeats, and worth 200 gp, sits at the center of the table (Saviga has found in her time here that she shares the Orcish taste for Man's flesh). Light and heat are supplied by lanterns hung from the ceiling and an ample bronze-screened firepit. Straw pallets for the servants lie beside the walls. It is the Consort's custom to require one of her slaves to sample each dish brought to her, before she

will try it. An elegant mahogany bed draped with black and silver silks dominates the bedchamber (B) along with a wardrobe stuffed full of elegant gowns, golden combs set with emeralds, and a full-length mirror in a golden frame. All this is also stolen from a wealthy Northman garth. The curtained Bath (C) contains a sunken marble-faced pool which can be filled with mineral water from a copper tap; this highly un-Orcish business of regular washing, upon which the Consort insists, attracts considerable scorn among the normally filthy goblins. The slaves, however, love it; the Consort, to keep their loyalty, graciously permits them to bathe in her absence. Finally, the Treasure Closet (D) is concealed behind a secret stone door, Sheer Folly (-50) to detect. It has no trap at all, for the Consort believes that she may need quick access to her wealth and fears that any defensive mechanism might delay her. A single iron chest within, also Sheer Folly (-50) to open, contains 2000 gp, 300 mp, and 4000 gp in sapphires, topazes, citrines, and carnelian, which the Consort has received as bribes for influencing the Goblin-king on certain political matters. The chest also holds a jade figurine. This item, which the Consort bought from the Warlock, is supposed upon chanting the Orcish phrase "Thrakha Uharlok" to summon a winged Cold Drake to bear Saviga away from the King's Overlook, should her status and security disintegrate. In fact, it has only a 30% chance of success in bringing a submissive dragon; 20% of the time the monster will not appear, and 50% of the time it will come, but in a very bad temper.

A secret passage, Very Hard (-20) to detect at either end, links this suite to the Royal Chambers. Through this route the Consort is wont to surprise the Goblin-king for a midnight tryst. She can also employ it for fast escape.

GS 52. Chute. The upper end of GS 44 on the Third Rise; equipped with pulley and winch mechanism.

GS 53. The Nine Thousand Stairs. Between the denizens of Mount Gundabad and those of Khazad-dûm exists a constant architectural rivalry. When a former Goblin-king learned of the Endless Stair ascending to the peak of Zirakzigil, he insisted that his own realm should have no less. After a century of labor, his dream was fulfilled, and now the Nine Thousand Stairs extend from the uppermost chambers of the Royal Palace to the very peak of the Great Spire. To ascend this winding route is an exhausting journey of many hours; along the way are platforms where one can rest. At the top, a steel trap door, which can only be opened from within, secures the Spire. (Orcish monarchs at times have been known to lock foes outside at the top and let them freeze to death).

GS 54. The Crypt of Skorg. Greatest secret of Mount Gundabad, this hidden cavern (behind a stone door Absurd (-70) to detect) is the dread of the Goblin-king, as it has been for all of his predecessors since the founding of the Orc city. Only the Orcish monarch and the High Priest of Darkness are aware of its location; to other Orcs, it is merely a rumor of awful terror. The Crypt is lightless and contains but a single object: a huge sepulchre of black marble, upon which in silver Orcish runes, using the Black Speech, is written: Here lies Skorg, first Ashdurbuk in Mount Gundabad, once and ever the true Master of the North. At each of the four corners of the crypt, the marble is fashioned into the dreadful image of a Balrog. The lid of the tomb can only be removed by the combined strength of at least eight powerful Men or Uruk-hai. Within rests the skull of a huge goblin — Skorg himself — and a strange, multi-hued gem as large as a Great Eagle's egg, the Ulûkai of Morgoth.

Intruders will be fortunate indeed to ever make that discovery, for the spirit of Skorg, burdened as it was with innumerable crimes, never left the city it created to pass into the Void. It remains within the crypt. Each new Goblin-king is compelled by the priesthood to spend the first night of his reign in the Crypt of Skorg. The next day, either he emerges with his right to rule confirmed — or never emerges at all (not possessing the ruthless strength necessary to succeed to Skorg's mantle). Anyone other than a Goblin-king or the High Priest of Darkness who enters the Crypt of Skorg will encounter the evil spirit (it appears in 10 rounds; immediately if the sepulchre is touched) which seeks immediately to destroy intruders. The Wraith of Skorg is 30th Level, with 350 hits, AT PI/19, DB 120, Attack +220 with a great scimitar as ethereal as itself. The ghost can only be hit with enchanted weapons, and all encountering it must save at -50 or flee in terror. In no case will the Wraith pursue foes beyond the Crypt. Should it be destroyed, it can reform in one day provided that the Ulûkai of Morgoth is not removed.

7.3 THE CLOVEN SPIRE (CS)

CS1. Descending Passage. This main corridor leads from the gates of the Cloven Spire, by means of circular stairways and inclines, to both the Drake Gate and the upper Sink of the Pits, forking along the route.

FIRST (LOWEST) RISE

CS 2. Gates of the Cloven Spire. The 12' high, 10' wide gateway is sealed with double doors of steel alloy, marked on the exterior with reliefs of a bridge. 4" thick, the gates are balanced on pivots set in the walls. From inside, they can be opened by a team of Uruk guards operating a winch and pulley mechanism; a steel alloy bar secures them against assault from without. Visitors signal their presence by striking a huge Man-skin drum outside the gates with a pair of oaken mallets.

CS 3. Guardroom. Occupied by 5 Uruk guards from the personal Hoerk of the Warlord of the Cloven Spire, this chamber contains two basalt benches and a barrel of Ogg.

CS 4. The Cloven Spire Maze. A labyrinth of considerable intricacy, this network of tangled passages has at its heart a cavern empty of all but a large pile of what appears to be gold coins. In fact, they are painted tin pieces, and when more than 300 pounds is placed on the floor of the cavern, it drops open in four wedge-shaped sections and precipitates the unfortunates into a pit seething with hundreds of giant rats. The cavern can be crossed safely — provided that a party does so one person at a time. Since it is virtually impossible to kill all the rats before one is devoured, the only real hope of survival for anyone who falls in is to be rescued by someone at the top with a rope.

CS 5. Pulley Shaft.

CS 6. Cistern.

CS 7. Pump Room.

CS 8. Zhari Barracks. This barracks is garrisoned by a zhari of Burzath Orcs, who have been specially chosen from among their kin for the honor of guarding the Cloven Spire. Their principal functions are to patrol the corridors and back up the Warlord's personal Hoerk of Uruk-hai in a fight. Furnishings are similar to the other barracks. However, trash is swept away a bit more often, because the Warlord of this Spire has a great fear of plague.

CS 9. Officer's Cave. This cave is occupied by the Uruk officer in command of the Burzath in the Zhari Barracks (CS 8) and his retinue of females. Wrapped in rags behind the bed is a crystal sphere worth 5 gp; the Orc Captain mistakenly thinks that it is a seeing-stone, but has no way to find out his mistake, since he does not know how one works.

CS 10. Tavern. The watering hole of the Orc guards in the Cloven Spire has much in common with those near the Drake Gate. 10-15 Orcs will be found here in addition to the barkeep. Skak and Goki are the most abundant liquors. Mounted on one wall is a wooden target with a badly drawn face of an Elf-king used for knife-throwing practice.

CS 11. Storerooms (4). The quality of supplies is not quite so fine as in the palace but better than those at the Drake Gate (DG 14). Keys are held by officers in this area and by the Warlord.

CS 12. Chute. A steeply inclined passage, wide enough for a Man to crawl through, ascends to the Second Rise.

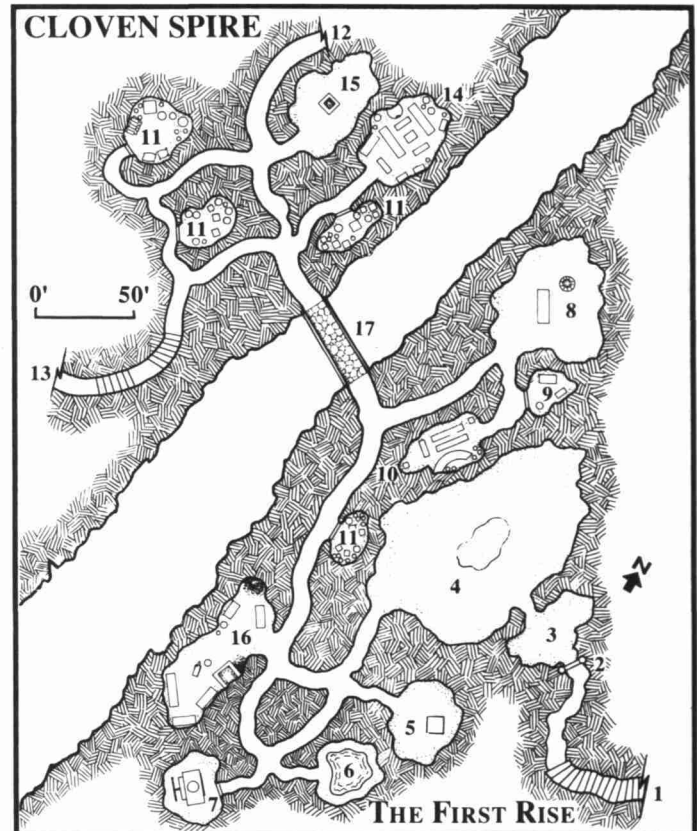
CS 13. Ascending Passage. This corridor climbs, with occasional twists and bends and short segments of stairs, to the Second Rise of the Cloven Spire.

CS 14. Kitchens. A higher quality of food than is prepared in the kitchens of the Drake Gate litters the counters here. 40% of any meat is likely to be Man's flesh destined for the table of the Warlord and his personal Hoerk.

CS 15. Smokehouse.

CS 16. Smithy. Staffed by only one lurg of 10-15 Burzath Common Orcs and 1-3 Uruk-hai who handle some of the finer work and boss the snaga Orcs.

CS 17. Bridge. Lower of the two spans connecting the halves of the Cloven Spire, this stone arch is 20' wide and possesses an iron rail to protect those crossing from being blown into the abyss by the powerful winds often present at this height. The rail is 4' high and offers a secure handhold, which is fortunate, since the drop below is thousands of feet; anyone who falls, unless he can fly, is surely dead.



SECOND RISE

CS 18. Descending Passage. This is the upper terminus of the Ascending Passage (CS 13), entering the Second Rise of the Cloven Spire.

CS 19. Hoerk Barracks. Smaller than the barracks of the Royal Hoerk, this area houses the 30 Uruk-hai of the personal Hoerk of the Warlord of the Cloven Spire. Furnishings include straw pallets, basalt tables and benches, a firepit enclosed by a brass screen, and a peculiar iron chandelier fashioned as a Kraken; each tentacle holds a greasy candle. Battered suits of Dwarvish armor hang from the walls, captured in battle. At any time, 10-15 guards will be present, and 12-15 Common Orc females also dwell here, tending to the needs of the elite troops. Personal treasure of each Uruk guard is 9-15 gp and 21-30 sp; these guards are highly competent and avaricious plunderers. When the Warlord is in his Hall, all of the Uruk-hai attend him there.

CS 20. Bat Roost. A narrow passage for the bats exits high on the side of the Cloven Spire.

CS 21. Warlord's Harem. Designed much as the Royal Harem (GS 25), but not so large, this cavern is home to 20 Uruk females of breeding age. Only the Warlord, his officers and his Hoerk troops have regular access. At any time 1-2 Uruk-hai may be found here, and there is a 10% chance for a principal Orcish NPC to be present. A vicious-looking (and smelling) guard from the Warlord's Hoerk stands outside the door to check the credentials of those entering.

CS 22. Healers' Cave. Staffed by two Uruk healers drawn from those assigned to the Burzath tribe, this establishment provides care for the Warlord's Hoerk and the other troops stationed in the Cloven Spire. The most serious cases are usually sent to the main healing hall in the Great Spire (GS 22). The features of the cave are much like DG 10; besides the two healers, who are present 80% of the time, there is a 50% chance that 1-10 Common Orc warriors and 1-2 Uruk-hai will be found here taking their medicine.

CS 23. Guest Chamber. Similar to the guest chamber near the Drake's Gate (DG 18), though less bug ridden, this cavern is used for the Warlord's Mannish guests.

CS 24. Chute. This is the upper end of the chute at CS 12, fitted with a winch and pulley mechanism for hauling up supplies.

CS 25. Cavern of the Warlock. Even the elite Uruk-hai tremble when they pass the iron portal to this chamber, emblazoned with an Orcish rune of Fear. Above the doorway is perched the stuffed body of a slign, mouth agape. It will inquire of anyone standing below, in a hissing voice: "Why do you trouble the repose of the great Warlock of Gundabad?" The proper answer, which will cause the door to swing open if the Warlock is in his cavern (if he is not, nothing happens), is any containing the phrase: "At the great Warlock's pleasure." An incorrect answer will cause all within 10' of the door to be sprayed with a jet of powerful acid from the mouth of the slign, suffering an "E" heat critical. The door is magically sealed and cannot be opened by any means short of a spell or a battering ram.

Inside, the cavern is divided into two separate areas. The Warlock's Chamber, the outer room (A), conspicuously displays the Mage's access to imported valuables; it is furnished with a copper bedstead in the Mannish style, heaped with lionskins from Harad, a polished quartz table whose legs are shaped as Dwarves on whose upraised hands rests the top, chairs of lebeethron with dragon-head arms, a large fireplace, several charcoal braziers, a purple-paneled lantern hung on a hook from the ceiling, and recessed shelves holding an impressive library of leather-bound tomes on history, politics, plants and beasts, minerals and other general subjects (each of the 450 volumes, most of which were stolen and still bear the bookplates of their original owners, is worth an average of 10 gp). Besides the Warlock, who is found here 50% of the time, two other inhabitants are always present. The Warlock's apprentice, a slave lad of Rhûnnish origins known as Dvari Hos, will be busy with domestic tasks while his master is at hand, although when left on his own he curls up on his straw pallet engrossed in one of the Warlock's books. Dvari Hos is 2nd Level, a Mage, hits 20, AT No, DB 15, attack +10 with dagger, PP 4, 3 spell lists. He is quite intelligent and quick, with a nasty mean streak. While he will pretend to want rescue if he is discovered alone, he is in fact completely loyal to the Warlock, from whom he expects to learn great magical secrets. He will betray foes to his master at the first opportunity. The other inhabitant is Yassi, the Warlock's familiar, a very large black cat with bright yellow eyes. Due to the Warlock's enchantments, Yassi can converse in Common, and will ask any intruders to "please take me away from this horrible place." At a moment when stealth is most crucial, she will yowl, turn herself invisible, and run away.

The inner room, the Warlock's Laboratory (B), is closed by another iron door, also magically sealed and warded with a Fear spell; all who fail a RR must flee in panic. The laboratory is a domed cavern, lit by candles in wall niches, which are scented with a foul-smelling herb thought useful in subduing demons. On the center of the floor is a chalked pentagram in scarlet. A copper worktable and several glass-fronted cabinets topped with laughing gargoyles overflow with apparatus for preparing magical formulae, and beakers, jars, and vials containing costly essences, salts, herbs, and fragments of rare beasts (dragon claws, kraken eyes, etc.). An iron chest bolted to the floor, with a lock Sheer Folly (-50) to open and a poisoned needle trap equally difficult to disarm (5th level killing venom), contains the Warlock's spell books and sack of treasure — 6000gp, 800 mp, and 7000gp in sapphires, bloodstones, and moonstones. The spell books, of which there are 15, each describe an Essence or Mage spell list through 10th level and are bound in black dragonskin stamped with the Mage's "Coiled Staff seal in silver; each could be sold for 500 gp to a Mannish spelluser, but no Elf will take them, even for free, due to their aura of evil.

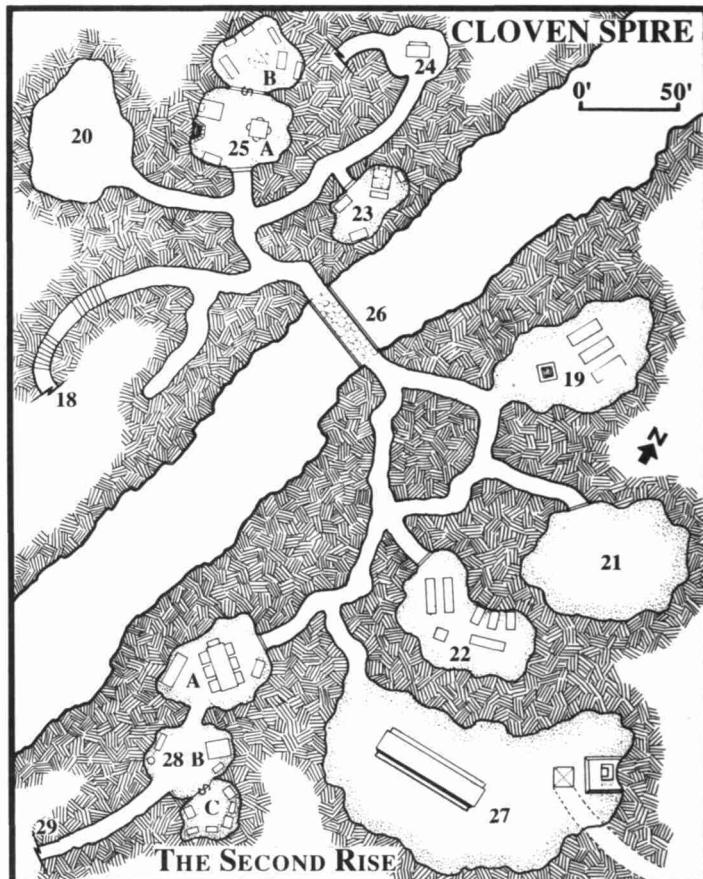
CS 26. Bridge. This arching stone bridge connects the two halves of the Second Rise in the Cloven Spire. Along either side are iron columns linked by bronze chains. There is a chance, an Extremely Hard (-30) maneuver, for one who falls from this bridge to catch the lower one, at CS 17, 80' below it.

CS 27. Darkwing Vault. Locale of wild goblin feasts, ceremonial audiences, and the review of troops, the huge cavern is surpassed in Orcish concepts of grandeur only by the Goblin-king's throne room. Massive square basalt pillars line this hall on either side, decorated with scenes commemorating the excavation and building of the Orcs' city and the defeat of the Dwarves of the House of Thelór by clever treachery, as well as some of the greatest victories of the Burzath tribe. Two rows of smoking green-paneled lanterns, suspended from iron chains, dangle above a long

polished granite table, flanked by sturdy granite seats and benches. Firepits flame between the pillars. At the far end of the hall, on a raised malachite dais, is the high seat of the Warlord — a single block of black marble, whose back is fashioned as a pair of spreading bat wings. A lever on the side of the Warlord's seat opens the floor in a 20x20' area before the dais, precipitating all thereon down a slippery chute and out the side of the Cloven Spire into space, thousands of feet above the ground. The Warlord will be found here 30% of the time, and when he is present, the high seat will be guarded by 10-15 Uruk-hai from the Warlord's Hoerk. 20-30 Common Orcs will also be in attendance, relying messages or standing by to execute their master's commands.

CS 28. Chambers of the Warlord. The entrance to this suite of caverns is blocked by a door identified with a golden plate and equipped with a lock Extremely Hard (-30) to open. Outside stand 3 Uruk-hai from the Warlord's Hoerk on guard.

The Warlord's chambers are divided into three cavernous rooms. Each is lit by charcoal braziers in which a different chemical salt, obtained from the Warlock, has been placed, thereby giving the illumination in the rooms different hues. The Blue Grotto (A) is the outermost chamber, used for feasting; its centerpiece is a polished porphyry table surrounded by high-backed ironstone seats. In niches recessed in the walls rest a dozen opal-bejewelled sardonyx goblets, worth 100 gp each, stolen from a Dwarven city, and two jade incense burners in the shape of towers, worth 1000 gp each and made in Fornost Erain. Kegs of high-grade Orcish Tongkûn are scattered across the floor, and against the walls blaze two firepits. In one corner of the chamber is a set of ninepins and a small pyramid of Dwarf skulls, used for an Orcish version of bowling. Straw pallets lie near the walls, bedding for the 7-12 Common Orc females and one Uruk female who serve the Warlord's whims; they are found here at all times. The Warlord himself is only likely to be present in his chambers 50% of the time. The Red Grotto (B) is the Warlord's bedchamber. It is furnished with a black marble bed slab, piled high with White Wolf pelts; a latrine bucket occupies one niche, for the Warlord is an unusually well-mannered goblin owing to his obsession with disease.



Finally, the Yellow Grotto (C) is the Warlord's treasure room, concealed behind a secret stone door Extremely Hard (-30) to detect. The color of this cavern was chosen, of course, to accentuate the barbaric splendor of the Warlord's golden loot. There are six iron chests, each with a Very Hard (-20) lock. Chest 1 holds 15,000 sp, Chest 2 holds 10,000 gp, Chest 3 holds 1000 mp, Chest 4 holds 9000 gp in diamonds, aquamarines, and peridots, Chest 5 holds 6000 gp in jewelry (10-15) pieces, including several golden rings set with gems, a lapis lazuli bracelet of Elvish make, a silver chain of office encrusted with pearls, and a turquoise pendant, and Chest 6 holds 8-10 minor magical items: among them +5 or +10 Dúndan greatswords, their hilts wrapped in white leather, a +10 rune-engraved Dwarvish handaxe, a set of steel alloy armor of Dwarvish make, two chalcedony talismans for warding off either critical hits or elemental attacks, and a handful of supposed good luck charms which add +10 to resistance rolls. The Yellow Grotto is protected by a trap, Extremely Hard (-30) to detect and disarm: five rounds after the first intruder enters the cavern, the three charcoal braziers found in the cavern each discharge a Fireball filling the area. The treasure, being in the iron chests, is of course unharmed, and anyone who perceives the fireballs about to burst and leaps into an open chest (if small enough to do so) will be unharmed as well.

CS 29. Warlord's Overlook. From the Chambers of the Warlord, a passage leads to a balcony projecting from the side of the Cloven Spire and looking westward toward Angmar. Entry from outside is barred by a steel door, which can be opened only from within. The view is spectacular: hardly a mile to the west rise the jagged cliffs and snowcapped peaks of the Misty Mountains; a waterfall tumbles a thousand feet from an alpine gorge into a rivulet that joins the Langwell downstream.

7.4 THE TWISTED SPIRE (TS)

Although the Twisted Spire is described as having a First and Second Rise, these reflect the elevation of the rooms only. Both are presented on a single map, for the Spire was excavated in an interlaced, weblike design, its passages both ascending or descending. Arrows indicate a climbing route and the direction in which the passage will be observed to rise.

TS 1. Descending Passage. This main corridor leads from the gates of the Twisted Spire, by means of inclined passages and winding stairways, to both the Drake Gate and the Upper Sink of the Pits, forking along the way.

FIRST (LOWEST) RISE

TS 2. Gates of the Twisted Spire. The 12' high, 10' wide gateway is sealed with double doors of steel alloy 4" thick, bearing reliefs of a spider's web on the exterior. From inside, they can be opened by a team of Uruk-hai operating a winch and pulley mechanism; a steel alloy bar secures them against assault. Visitors signal their presence by blowing a trumpet suspended on a chain outside the gates.

TS 3. Guardroom. Occupied by 5 Uruk-hai from the personal Hoerk of the Warlord of the Twisted Spire, this cave contains only two granite benches, a keg of Goki, and a flaming brass brazier.

TS 4. The Twisted Spire Maze. For sheer bafflement, it would be hard to surpass the labyrinth safeguarding the Twisted Spire, whose looping and intertwining passages are reminiscent of Shelob's webs. The only apparent exit is in fact a dead end, and those who follow it will find their return route blocked by a Sliding Wall trap. The real exit is in the central cavern; standing in the middle, one jumps up and down twice, and after 5 rounds, an iron stairway descends from a trap door in the ceiling, permitting escape from the maze. Should any overeager explorer jump more than twice, however, the floor of the cavern drops open in a 20x20' square under him, dumping him 30' into a waist-high water pit haunted by three captive sligh. The trap door recloses to keep the sligh in.

TS 5. Pulley Shaft.

TS 6. Cistern.

TS 7. Pump Room.

TS 8. Zhari Barracks. This barracks is garrisoned by a zhari of 100-150 Krach-ul Orcs, who were specifically chosen for the honor of guarding the Twisted Spire. Their principal functions are to patrol the corridors and back up the Warlord's personal Hoerk in a fight. Discipline is chaotic, and the cavern reeks of the residue of past meals and Orcish offal.

TS 9. Officer's Cave. Occupied by the Uruk officer in command of the Krach-ul zhari (TS 8) and his retinue of females, this cavern contains a soapstone table and stools, a pumice bed slab, a keg of Goki, and a firepit. There are several sets of chains and manacles piled in a corner nook; sometimes (20% chance) the Gothai interrogates prisoners here.

TS 10. Tavern. Since the Krach-ul are notoriously vicious, there is a 50% chance that a fight will be in progress here. 10-15 Orcs usually occupy the premises. The barkeep wields a huge spiked mace in a vain attempt to keep order.

TS 11. Storerooms (4). The quality of supplies is better than at the Drake Gate, but not quite so fine as in the palace. At least a quarter of the goods are spoiled. Keys are held by officers in this area and by the Warlord.

TS 12. Kitchens. Food more appetizing than the regulation slop is prepared here; half of any meat is Man's flesh, destined for the table of the Warlord and his personal Hoerk.

TS 13. Smokehouse. The corpses of Men are fairly abundant (1 per 6).

TS 14. Smithy. Staffed by only one lurg of Krach-ul Common Orcs and 1-3 Uruk-hai who handle the finer work and boss the snaga Orcs, this cavern contains equipment like that in the other smithies (see DG 15), but the tools are of especially high quality and can be used to work steel alloys. Of all the smithies in Mount Gundabad, this one does the best work.

TS 15. Bat Roost. A narrow passage exits high on the side of the Twisted Spire. Many of the bats have rabies.

SECOND RISE

TS 16. Hoerk Barracks. Of all three Uruk Hoerks in Mount Gundabad, that of the Warlord of the Twisted Spire contains the most quarrelsome and vicious troops, and it is a rare moment when no sounds of strife are heard in the barracks. The cavern is furnished with straw pallets, a basalt table and benches, and an iron-screened firepit. The Uruk-hai like to tie captured Hobbits to a pair of manacles hanging over the firepit, until the fur is singed from their toes. The barracks house 30 Uruk-hai of the Warlord's Hoerk, of whom 10-15 will be present at any time. 12-15 Common Orc females also dwell here, tending to their needs. When the Warlord is in his Hall, all of the Uruk-hai attend him there. Personal treasure of each Uruk guard is 5-10 gp and 10-15 sp (not much, compared to the loot in the hands of the other Uruk-hai, but guards like these value other rewards).

TS 17. Warlord's Harem. Designed much like the Royal Harem (GS 25), this breeding cavern is home to 25 Uruk females able to bear young. Only the Warlord and his Uruk troops have regular access. At any time, 1-2 Uruk-hai may be found here, and there is a 10% chance for a principal Orcish NPC to be present. Outside, an Uruk guard from the Warlord's Hoerk maintains watch and dreams of the pleasures behind the door.

TS 18. Healers' Cave. Kept especially busy owing to the nastiness of the Krach-ul minions of the Warlord, this hall is staffed by two Uruk healers. It affords basic care to the Warlord's Hoerk and other troops stationed in the Twisted Spire, dispatching more serious cases to the main healing hall (GS 22). The cave contains furnishings and supplies like those in the Healers' Cave at the Drake Gate (DG 10), but is distinguishable by the three copper vats that store blood used to feed the messenger bats. Besides the two healers (present 80% of the time), there is a 70% chance that 1-10 Common Orc warriors and 1-2 Uruk-hai will be found here swallowing healing potions with a grimace or undergoing minor amputations.

TS 19. Guest Chamber. This cavern is used for the Warlord's Mannish guests. It is usually filthy, and there is a hole under one of the beds through which a pack of 1-6 giant rats is likely to enter on any given night (50% chance).

TS 20. Torture Chamber. From behind the locked door sound the piercing screams and groans of captives, undergoing interrogation or simply being abused for the pleasure of the sadistic Warlord. Inside is a veritable museum of the latest in Orcish instruments of torture. 5-10 Common Orcs will be encountered here, as well as 1-10 slaves and prisoners who have displeased the Warlord in some fashion. There is a 10% chance that the Warlord himself will be present, reclining in an iron chair at the far end of the chamber, convulsed with laughter.

TS 21. Gloomscream Gallery. Unlike the Halls of the Goblin-king and the rival Warlord in the Cloven Spire, this great cavern is a place of shadows and glooms. The only light comes from the firepits partly concealed by the gigantic basalt columns marching along the walls. Upon

each side of these square pillars climbs a has relief of Elvish faces, each contorted by ever-increasing degrees of horror and pain. Polished granite tables are set in a square, with the far side open, facing a raised lapis lazuli dais. Granite benches line the outer sides of the tables, while upon the dais looms the scarcely visible high seat of the Warlord, an unadorned, massive obsidian chair. Often, all that can be seen of the Master of the Twisted Spire, when he conducts audiences or presides over feasts, is a pair of red eyes staring out of the darkness. There is a 20% chance that the Warlord is in his Hall, and when he is present, 10-15 Uruk-hai from the Warlord's Hoerk will stand guard near the dais. 20-30 Common Orcs will also be in attendance when the Warlord is present, awaiting his commands or relaying messages; often they cringe behind the pillars so as not to become too visible a target for their master's displeasure. The high seat is protected by a trap, triggered by a lever at the side of the chair; suspended in the darkness above hangs a heavy iron grid, the bottom of which is studded with spikes. When it is released, it strikes all within a 20x20' area, inflicting 1-5 "D" puncture criticals and pinning victims until it is again raised.

TS 22. Chambers of the Warlord. Outside the Warlord's private suite, 3 Uruk-hai stand guard. The door, marked with a golden plate, is locked, Extremely Hard (-30) to open. Only two rooms lie within. The striking feature of both is the disproportionality of the design and furnishings; nothing quite seems to match anything else.

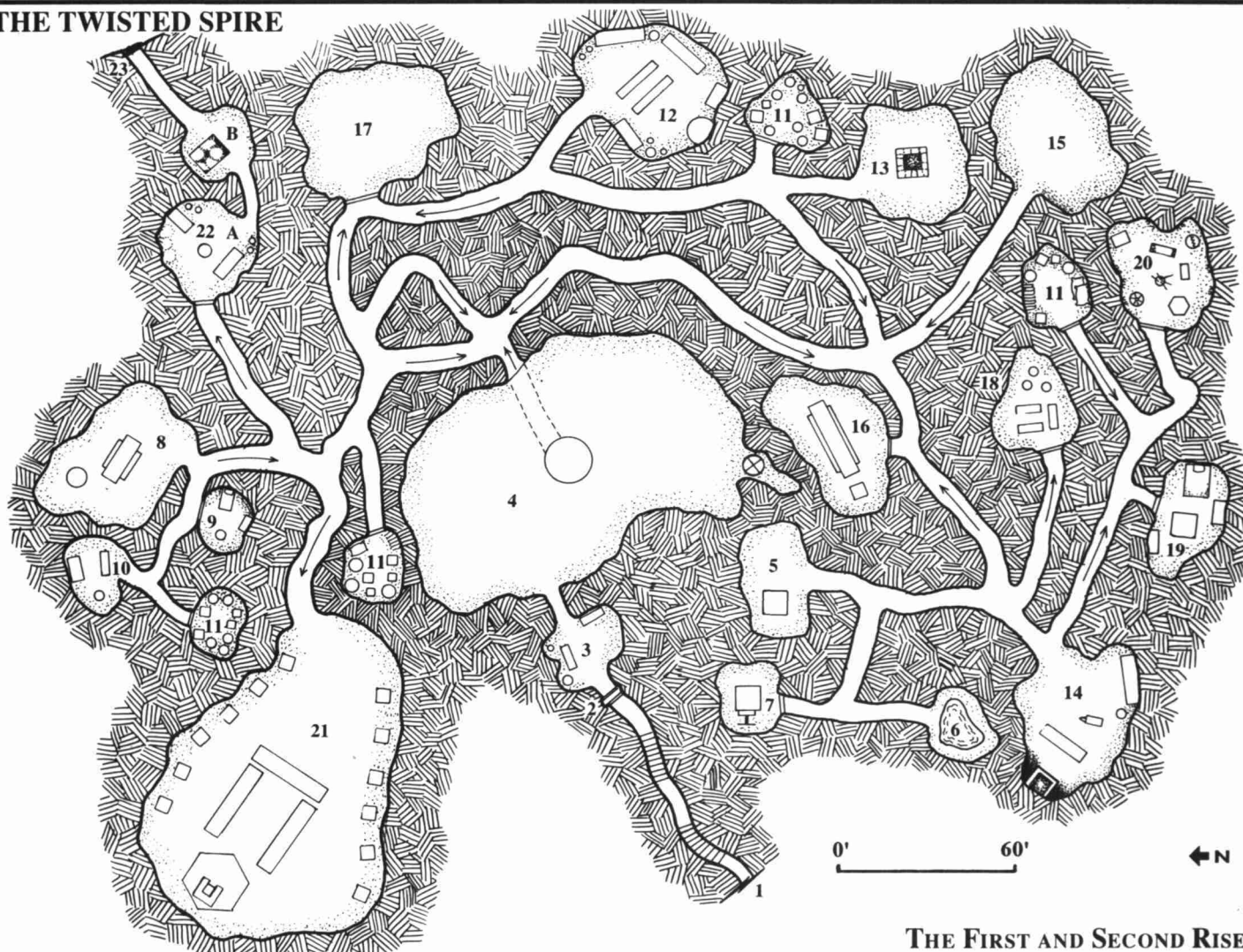
The principal chamber (A) contains a polished onyx table and pumice seats, a firepit, several kegs of top-quality Tongkūn and one silver vat (worth 300 gp) of spiced fresh blood, golden platters laden with Man's flesh, and six bejewelled drinking flagons fashioned from Elf skulls (worth 120 gp each for the beryls and silver stems) on a stone shelf. There

is a torture rack, upon which an Elven prisoner is undergoing torment. Straw pallets for the 5-10 Common Orc females and one Uruk-hai female who attend the Warlord are piled against the walls. There is a 50% chance that the Warlord is present at any time, but his retinue is always here.

The inner cavern (B) has as its sole furnishing a large obsidian bed slab piled high with sable furs and hung with black silk draperies; bedposts shaped like huge scimitars slant from the corners into the center, their tips meeting overhead. There is no separate treasure chamber. The Warlord's devious mind led him to conclude that the safest place to conceal his treasures is also the most absurdly obvious — literally, "under the bed." A secret catch, Sheer Folly (-50) to locate, permits the bed slab to be unhinged and moved aside with ease; otherwise, it would require a mumak to move it. Underneath rest five iron chests with Very Hard (-20) locks. Chest 1 contains 12,000 sp, Chest 2 contains 9000 gp, Chest 3 holds 8000 gp in garnets, aquamarines, and topazes, Chest 4 holds 7000 gp in jewelry (11-20 pieces including a splendid pearl-encrusted silver tiara, five electrum brooches, and a golden long-stemmed pipe which was once owned by a Thain of the Shire and stolen by a wicked Dwarven guest), and Chest 5 holds two +5 or +10 Gondorian knights' shortswords, a full set of Dúndan +10 chain mail, and agate talismans bearing curses which can be foisted off on former friends.

TS 23. Warlord's Overlook. Leading from the Chambers of the Warlord, this passage terminates in a balcony projecting from the side of the Twisted Spire and looking eastward toward the Grey Mountains. Entry from outside is barred by a steel door, which can only be opened from within. A brass telescope, stolen from a Dúndan mage and worth 200 gp, is mounted here, and with it one can see Dragons swooping over the distant mountains, as well as anything moving through the Den Lóke below.

THE TWISTED SPIRE



7.5 THE PITS (P)

Since the Pits are so extensive, not every location can be individually described. Rather, specific encounter areas are developed using the Random Features Table. Those of significance are subdivided into three categories: Unlimited Random, which can be found in endless quantity as often as they are rolled; Limited Random, which also appear as rolled but are no longer encountered once the quantity specified for any given level of the Pits is exhausted; and Unique, which are special areas found only once and which appear only where indicated by their numbers on the Route Map for the particular level of the Pits to which they are assigned.

UNLIMITED RANDOM FEATURES

Guardposts. These are tiny chambers adjoining corridors, furnished only with a crude fieldstone bench, a barrel of cheap goblin Skak, and a poor firepit. The garrison consists of 2-3 Common Orc warriors — one young, one of normal skill, and, if three are present, one experienced. They will demand that any strangers without an Orcish escort produce passes and explain their destination and purpose; if excuses are unsatisfactory, they will attack foes of equal or weaker strength while blowing signal horns, or retreat before a superior force to summon reinforcements, sounding their horns all the while. There is a 30% chance that any guardpost will be vacant — either the new shift is late in arriving, or the guards simply got bored and decamped to the nearest tavern.

Dungeons. 10x10' cells, each equipped with an iron door bearing a Very Hard (-20) lock and pierced by a tiny barred grill permitting guards to peer in, these chambers are commonly used to confine disobedient slaves or prisoners awaiting sacrifice. Sometimes Orc soldiers are thrown in for punishment. There is a 20% chance that a dungeon will be occupied at any given time. Manacles, at the end of chains embedded in the wall, are used to bind the prisoner. On occasion the Orcs simply forget where they have left a captive, and so there is also a 10% chance that a cell will contain a skeleton, picked clean by giant rats.

Crypts. Small rough-hewn vaulted chambers blocked off by a locked grillwork of iron bars, these tombs contain the remains of deceased Orc lords, sometimes even a former Goblin-king, in granite sarcophagi. There is a 20% chance of finding, among the goods buried with the Orc, a +5 or +10 piece of armor or weapon, typically a scimitar or suite of Orcish chain mail. Disturbing the sarcophagus, however, also runs a 10% chance of rousing the Orc's wraith, which will attack until the robbers flee or are destroyed. Wraith statistics: 10th Level Warrior, hits 120, AT CH/13, 14, or 15, DB 20, attack +110 with scimitar, spear or axe, only hit by enchanted weapons, opponents must save against Fear or flee in panic.

Minor Armories. Designed to permit forces of Common Orcs to rearm swiftly, these arsenals, sealed by a door with a Very Hard (-20) lock, typically contain 12 sets of metal-reinforced leather armor, 25 shields, 20 iron helms, 4 sets of Orcish chain mail, 30 scimitars, 30 spears, 15 axes, 25 unstrung shortbows, 500 arrows, and piles of miscellaneous military gear (packs, boots, etc.). There is a 10% chance that a lurg of 10-15 Common Orcs will be present arming itself.

Garbage Pits. These are, as the name implies, foul-smelling holes where the Orcs dump offal and junk. If anyone feels impelled to root around in the crud, there is a 10% chance for each hour spent searching of finding some item of small value or a mistakenly discarded coinpurse with 10-20 cp and 5-10 bp; there is also a 20% chance of contracting an unpleasant if not fatal disease. 50% of the time a garbage pit will be infested with 10-20 giant rats, which attack anyone disturbing their nest.

Storerooms. These are much like those found in the Spires, but the quality of goods is lower, and the organization even more lacking. It is quite common to find supplies ruined by carelessness and dry rot (40% chance).

Cisterns. Similar to those described in the Drake Gate (DG 20), these connect through tunnels to the Wetways.

Wetway Docks. Once a Wetway is entered through the Docks, explorers must roll only on the Wetways Random Features table until they encounter another Wetway Dock; at this point, they may to exit. The off-loading Dock will automatically lead into a minor passageway and the explorers thereupon return to the normal Random Features Table for the Pits. The design of the docks follows that described in the Drake Gate (DG 22).

Chutes. A chute encountered on the upper Sink of the Pits will always lead down; on the lower Sink, it will lead up (75%) or down (25%) to the Fungi Caves; and on the two middle Sinks, a chute has an equal chance of leading up (50%) or down (50%). Chutes climb steeply (35-45 degree angle of ascent or descent) and are wide enough for a man to crawl through; at the upper end is a winch and pulley mechanism used to haul supplies. Should explorers choose to follow a chute, it will automatically exit in an appropriate upper or lower end section and lead into a minor passageway on the new Sink or to the Fungi Caves.

Shafts. These are simple open 10x10' openings, in either the floor or the ceiling of a cave adjoining the corridor, which lead down perpendicularly to a similar cavern adjoining a minor passageway on another Sink of the Pits. Those on the First Sink always go down, those on the Fourth Sink go up (75%) or down (25%) to the Fungi Caves, and those on the Second and Third Sinks can lead either way (50% chance of each). To ascend or descend one will require a rope or climbing skills; the walls are fairly rough and so a reasonable quantity of handholds can be found by a climber.

LIMITED RANDOM FEATURES

Lurg Caves. Quartered in each of these is a lurg, the standard labor and combat unit of 10-15 Common Orcs, including 1 leader, 1 tracker, 2-3 experienced warriors, 3-6 full adults, and 3-4 young adults. 4-6 female Orcs dwell here as well, considered the property of the leader and old warriors, and kept busy by domestic duties such as cooking, scrubbing pots, mending clothing, and removing offal. Straw pallets in the corners, a rough granite table and benches, and a small firepit are the sole furnishings. Trash and bones litter the floor. There is a 50% chance that the inhabitants will be present. If not, they are away raiding, or on guard, patrol, and labor duties. Orc warriors each have 1-5 bp and 6-10 cp, while the leader possesses 6-10 sp and 12-30 bp. Quantity: First Sink (50); Second Sink (60); Third Sink (90); Fourth Sink (100). On the First Sink, Lurgs are Huvorgha, on the Second Sink, Ilguz, on the Third Sink, Krachul, and on the Fourth Sink, Burzath.

Slave Pits. Each of these miserable, lightless holes is "home" to 50 slaves, of whom 25 are present at any time, the others being at work on a grueling 12-hour shift. The exhausted, dispirited slaves huddle together on heaps of moldy straw. The floor of the pit, some 20' below the level of the iron door, can be reached only by climbing a ladder lowered by guards from above. The ladders are kept in nearby storerooms. Quantity: First Sink (6); Second Sink (6); Third Sink (8); Fourth Sink (8).

Officer's Caves. Each Uruk officer command over 10 lurgs in the vicinity, comprising a zhari. The door, marked with a bronze plate, is locked. Furnishings include a basalt table and seats, a pumice bed slab covered with worn furs, a keg of Ogg, and an iron-screened firepit. The officer and his retinue of 1-3 female Common Orcs are 60% likely to be present. Personal wealth of an officer is 10-13 gp and 15-20 sp. Quantity: First Sink (5); Second Sink (6); Third Sink (9); Fourth Sink (10).

Taverns. In the Pits, taverns are poor affairs, and rarely is anything but Skak available. Standing behind a stained and pitted slab of granite, a surly barkeep dispenses the fiery brew. Quarreling Common Orcs (20-30) gather around chipped granite tables to gamble on cards, dice, and rat mazes. Typically, an iron cage hangs suspended from the ceiling; it holds "house rats" for patrons who lack their own. Quantity: First Sink (2); Second Sink (2); Third Sink (3); Fourth Sink (3).

Kitchens. Orcish drudges labor here amidst grease, dried blood, and leftover slop. Very rarely, if ever, though is any Man's flesh available. In fact, the cooks often slip the flesh of dead goblins into the stew. Quantity: First Sink (2); Second Sink (2); Third Sink (3); Fourth Sink (3).

Smokehouses. Slow wood fires burn to cure and preserve the carcasses of goats, kine, and sometimes dead goblins, hung here from steel hooks. Quantity: One on each of the four Sinks; total (4).

Pump Rooms. The Pump Room mechanism on each Sink of the Pits controls the water levels of the Wetways and Cisterns thereon. Anyone unfamiliar with it has a 10% chance modified by any intelligence bonus of understanding the array of levers and pipes. Random experimentation may do nothing (60%), achieve the desired result (10%), or induce an unintended catastrophe (30%). Quantity: One on each Sink; total (4).

Bat Roosts. Swarms of giant bats dangle from the ceiling, and the stench of guano fills the air. The bats have no direct outlet to the surface, and often flap through the Pits. Quantity: Two on each Sink; total (8).

Smithies. Arms and armor are repaired here, but the quality of work is plainly inferior to that performed in the Spires or at the Drake Gate. Three Lurgs, totalling 30-45 Orcs, labor here, but none are Krach-ul. Quantity: One on each Sink except the Third (which has the Forges); total (3).

Water Locks. These chambers will only be encountered while traveling through the Wetways. They consist of a shaft cavern, 40' in diameter, with two stone doors, one at a considerable height above the other. The doors are large enough to comfortably move a barge through. When a barge enters a lock chamber, water level permitting, the stone door through which it has passed closes behind it, and the water level in the closed shaft either lowers or rises to move a barge to an adjoining level above or below. On the First Sink all locks lower the contents, and on the Fourth Sink the locks either rise higher in the Pits (75%) or descend to the Fungi Caves (25%). In the middle Sinks, Second and Third, there is a 50% chance that the lock will operate in either direction. When any given lock is encountered, there is a 50% chance that it is unavailable because the water level is too high or too low; in those circumstances, the stone door on that level is closed and remains so until someone uses the lock from the other end, or until the control lever located behind a secret stone panel, Very Hard (-20) to detect, is activated. Quantity: Four on each Sink; total (16).

Mazes. These may be encountered either on main or secondary passages, and are explored using the Random Maze Table. The labyrinth must be negotiated to continue in the same direction, and when the exit is located, it will always join with the same type of passage as that from which the maze was entered. Quantity: Three on each Level; total (12).

Healers' Cave. In the Healers' Caves on the First, Third, and Fourth Sinks, three healers are resident (with sufficient bed slabs). The Healers' Cave on the Second Sink houses all five of the healers assigned to the Ilguz tribe, for the Goblin-king, having his own much larger healing hall in the Great Spire, does not find it necessary to appropriate any of the tribal healers as have the two Warlords and the Captain of the Drake Gate. The healers in the Pits are especially rough and hasty in their work and have even been known to take bribes to murder particular patients. That is not to say that they are unable to perform their craft well at need—only that often they do not care enough to try. Quantity: One on each Sink; total (4).

Harems. Each of the Orcish mass-breeding caverns, intended for the stronger and more virile of the Common Orcs, holds about 100-110 female goblins of imp-bearing age and possessing what passes for beauty among Orcs. Only the elite trackers, lurg leaders, and experienced warriors have regular access to the squalid pleasures found here; others may be admitted as a reward for some special deed of prowess or craft. No effort is made at a romantic atmosphere since breeding among Orcs is based upon force, not love; all that the Common Orcs' harems can boast is clean straw and a warm firepit. 5-10 male Common Orcs are propagating the species here at any given time. Outside the door, a full lurg of 10-15 Common Orcs stands guard, and Uruk officers often pass by to deter any favoritism or other funny business. Within, a tyrannical female Uruk is in charge. Quantity: Three on each Sink; total (12).

Imp Nurseries. Within these huge caverns, the squalling, shrieking, screaming, and cursing of some 300-320 imps overwhelms the hapless visitor. Little goblins scurry underfoot, scratching and biting as they learn to fight and establish their status. Many never reach adulthood, and the surprise is that any do. 25 Common Orc females and 1 Uruk female are in charge of each nursery and ply whips with zeal to keep their charges under control and to impart the rudiments of an Orcish education. They remain at their post of duty continually. Quantity: Two on each Sink; total (8).

UNIQUE AREAS

FIRST (UPPER) SINK

P1. Drake Way. This passage, a major travel route in Mount Gundabad, leads gradually upward to the Drake Gate.

P2. Royal Road. Here is the lower end of the Ascending Passage (GS1) that climbs to the Great Spire.

P3. Split Way. Connecting eventually to the Ascending Passage (CS1) that rises to the Cloven Spire, this is the lower end of that major route.

P4. Winding Road. Climbing by a tangled route, this major corridor finally connects to the Ascending Passage (TS1) of the Twisted Spire.

P5. Postern Passage. Following this route upward, one reaches a stone door on the southwestern face of Mount Gundabad, disguised to appear as the mountainside and Extremely Hard (-30) to detect and open from the outside; it is Easy (+10) to find from within the mountain.

P6. Shaft to the Great Spire. The lower end of a pulley shaft (GS5), supplies are sent from this cavern by platform to the Great Spire. A long, thin cord, connected to a bell at the other end of the shaft, permits goblins in the Pits to signal to those above that a delivery is ready.

P7. Shaft to the Cloven Spire. The shaft in this cavern connects to a cavern (CS5) in the Cloven Spire.

P8. Shaft to the Twisted Spire. This shaft connects to a cavern (TS5) in the Twisted Spire.

P9. Descending Passage. A major travelled route, this leads down to the Second Sink of the Pits.

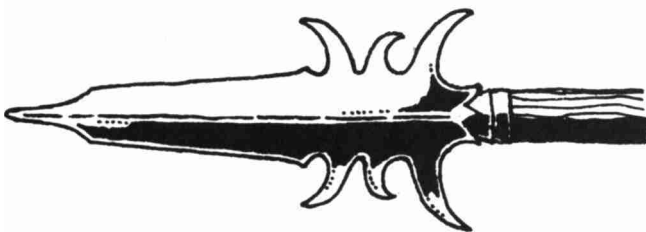
P10. Mill. Here the Orcs have harnessed a torrent of water, discharged through the cavern from the Wetways, to power a clanking and oily mechanical mill. It is used for grinding grains received from the Estaravi or taken while foraging and raiding. 50 slaves, guarded by a full lurg of 10-15 Common Orcs, sort and thresh the grain and grind it into meal. From this gritty substance, Orcish cooks in the kitchens bake a tooth-cracking hard bread carried by soldiers on the march. The loaves will keep for weeks. Known as "Glun," they are the Orcish perversion of Elven lembas.

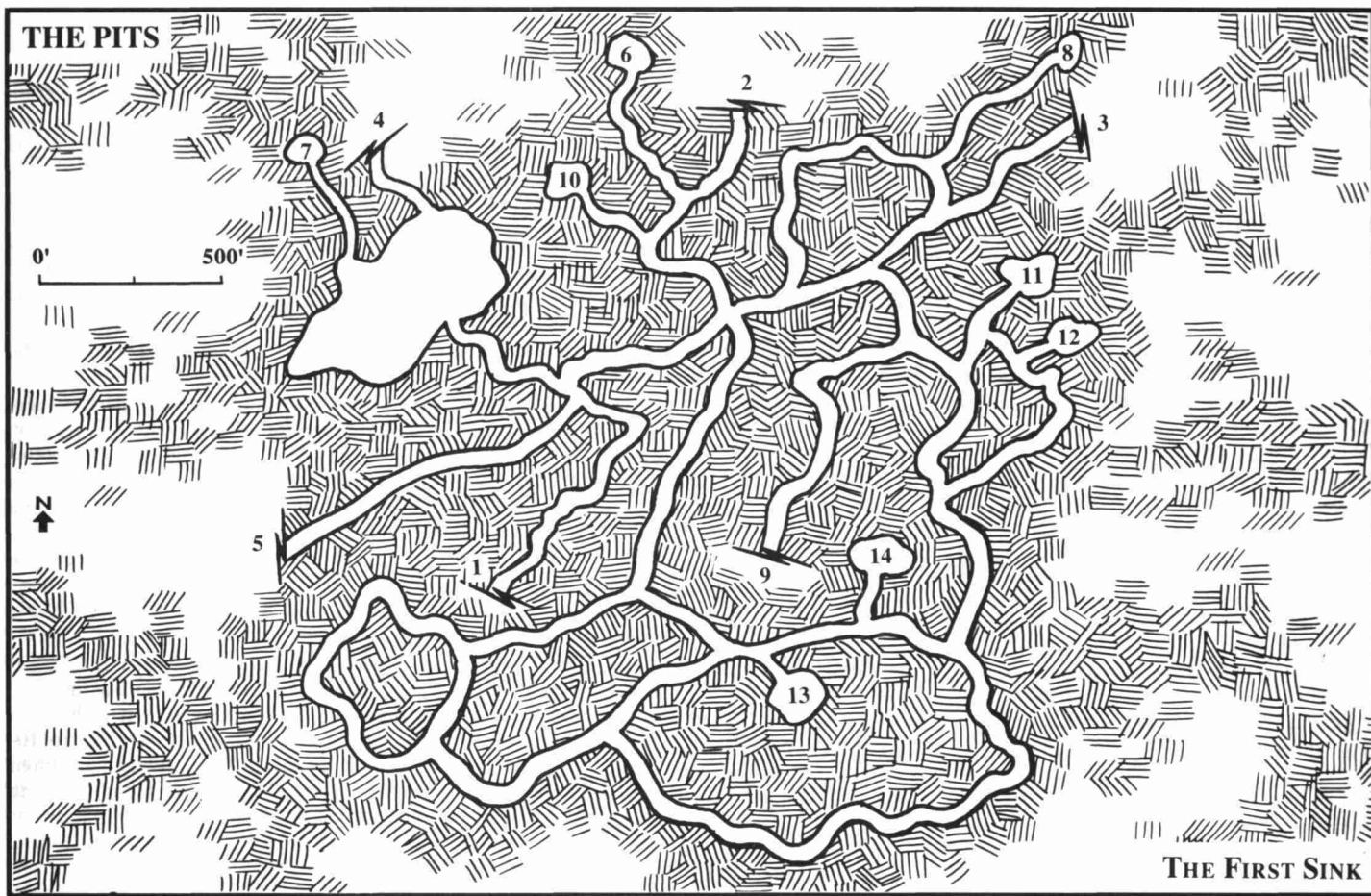
P11. Butchery. The workshop of the Fakhtchal Craft Ring, this cavern is a bloody maelstrom of hacking and flaying, as the Orcs skin and dismember carcasses of prey or slaughtered domestic goats and kine (as well as the occasional slave). 20-30 skilled Orc butchers, crimson-stained, can be found here at any time, singing croaking chants in time with the wielding of their huge hatchets and carving knives. Carcasses are kept on ice mounds until ready for the chopping block or the smokehouses.

P12. Fakhtchal Hall. Reserved for meetings of the butchers' guild, this cavern is well lit by firepits and charcoal braziers; its principal furnishing is a long red sandstone table flanked by matching benches. The master butchers sit at the head of the table during gatherings. Fakhtchal assemblies are always the excuse for a magnificent roast and heavy drinking. Engraved on the wall are diagrams of slaughter and skinning for the instruction of the younger members.

P13. Great Hall of the Huvorgha. In this long cavern, dimly lit by firepits and the guttering flames of torches in wall sconces, assemblies of the lurg leaders and Uruk officers of the Huvorgha tribe are held, presided over by the Captain of the Drake Gate. They gather to plot strategy or to honor mighty deeds of arms by individual warriors. Several granite tables and benches furnish the hall, and at one end is a raised dais for the Captain's black marble seat. At all times, save when the entire urtho marches to battle, the great banner of the Huvorgha hangs above the dais. A lurg of 10-15 Common Orcs guards it continually, and this duty is considered the highest commendation that a unit can receive; the guard changes twice each day, as the two lurgs of the Huvorgha best proven in battle rotate.

P14. Huvorgha "Claws" Cavern. Herein reside the five Uruk officers of the Huvorgha who command no zhari but administer tribal affairs. They are known as "Claws of the Urtho," or simply "Claws." The door of the cave is marked with a bronze plate and the Huvorgha emblem. Inside, furnishings are a polished obsidian table and matching seats, five pumice bed slabs heaped with furs, a large firepit, kegs of good Orcish Ogg, and recessed stone shelves containing tablets marked with records of the urtho. Among these records, one can find the order of battle of the Huvorgha as well as maps and plans for future raids. At least one "Claw" is always here, and the others are likely to be present (70%). Their personal wealth is 11-15 gp and 21-25 sp each.





SECOND SINK

P15. Ascending Passage. This principal corridor connects with that (P9) descending from the First Sink of the Pits.

P16. Descending Passage. Following this broad tunnel down leads to the Third Sink of the Pits.

P 17. Postern Passage. A long corridor upward leads to a stone door on the western face of Mount Gundabad, disguised to appear as the mountain-side and Extremely Hard (-30) to detect and open from the exterior.

P18. Clothworks. Long fieldstone worktables and benches, together with giant looms and bales of wool and goat hair, clutter this hot and noisy hall. 60-90 Common Orc females, under the supervision of 5 female Uruk-hai, work here. They sweat profusely as they labor, spinning a rough and scratchy, yet highly durable, thread, weaving the fibers into fabric, and cutting and sewing this into goblin garments.

P 19. Brewery. The door to this cavern is always shut and sealed with a Very Hard (-20) lock. Within loom the huge copper fermenting vats, pipes, and wooden tuns in which the Orcs brew and store their fiery liquors. 30-45 Orcs are hard at work. The brewers are members of the Brusszal Craft Ring and perform one of the most envied tasks in Mount Gundabad. Along the walls of the cave tower stacks of the goblin liquor kegs awaiting shipment. (The kegs, ironbound and made from the peculiar mushroom "wood" grown in the Fungi Caves, help to impart a unique flavor to the drink.) Even one swig of the cheaper grade, known as Skak, often knocks down the unwary and leaves an aftereffect of fierce, invigorating warmth. The better-quality brews — red Goki, yellow Ogg, and the black premium Tongkûn reserved for the Orcish nobles — are so powerful that they will stun any non-Orc with a constitution of less than 90.

P 20. Brusszal Hall. The goblin brewers conduct their meetings and drinking bouts around an oval polished black marble table. The cavern is well lit by firepits and charcoal braziers. A Brusszal drinking contest is a legendary affair; the goblins quaff their strongest potions from huge drinking horns of the Kine of Araw, imported from the Sea of Rhûn. When not in use, the horns hang from pegs in the wall by leather thongs, and each

is worth 10 gp. Recessed stone shelves store tablets containing the formulae for the Orcish brews, inscribed in goblin runes.

P 21. Torture Chamber. A den of horrors, this chamber is every bit as terrible as legends would have it. All of the latest instruments for pain and maiming fill bins, cabinets, and shelves, or stand ominously on the bloodstained floor. Jumbled among this stash are some particularly cruel Orcish innovations; in all of Middle-earth, no people surpasses the goblins for inquisitorial imagination. The piercing screams and dreadful groans of prisoners can be heard even from the far side of the locked door. Some victims are being interrogated, while others have simply incurred the displeasure of their masters. 20-30 especially sadistic Orcs, members of the Iak-thrakal Craft Ring, guard, watch, or torment 5-20 captives or Orcs undergoing punishment. Half of these are too close to death for rescue. There is a 5% chance that an important Orc-lord will be present, enjoying the "fun." (If the Goblin-king or a Warlord, 5 Uruk-hai guard him.)

P 22. Iak-thrakal Hall. The inquisitorial profession is an honored one among the Orcs, not despised as among the Free Peoples. Thus, the Iak-thrakal, though not the largest of the Craft Rings, have a hall every bit as grand (as Orcs see it) as their skilled brethren. Seating occupies the three tiers of a square pit sunk in the cavern floor, permitting the members of the Iak-thrakal to observe demonstrations of new torture techniques while drinking and dining. The hall is lit by firepits and charcoal braziers. Disgusting representations of torture techniques adorn the walls for the edification of the membership.

P 23. Tûzantû-vob Hall. Both workshop and meeting place for the highly skilled Tûzantû-vob, smallest of the Craft Rings, the Orcish engineers, the cavern is especially well lit by firepits and smoking lanterns suspended from ceiling hooks. It is furnished with several slate drafting tables and benches. Maps and plans, drawn on clay tablets before being transferred to the permanent limestone copies, are scattered around the room and piled on the recessed shelves. 10-15 Orcs are hard at work here at any time. Many of the Orcish engineering tools, such as squares and plumb lines, are readily understood, although some specialized ones will be posers.

Complete maps leading to any location in the Pits can be obtained from the engineers' library. As a rule, the engineers will not fight unless it's unavoidable, but they are extremely clever and full of sneaky tricks.

P 24. Great Hall of the Ilguz. Meeting place of the leaders of the Ilguz tribe and the scene of their musters and ceremonies of honor or punishment, this cavern is illuminated by a huge rectangular firepit, around which stand basalt tables and benches on three sides. The great Ilguz banner, always guarded by an honor lurg of 10-15 Common Orcs, is hung over the dais where the Goblin-king himself sits on a colossal obsidian throne when presiding over gatherings.

P 25. Ilguz "Claws" Cavern. Within this cave dwell the five Uruk "Claws" of the Ilguz tribe. Among their records is an Ilguz order of battle as well as plans for future raiding. The remarkably intelligent Ilguz Claws also have a library of 30 tomes on Mannish, Elvish, and Dwarvish tactics.

P 26. Arena of Gundabad. "May you play in the Games of Gundabad," is an old curse among the Estaravë Northmen, and here lies the origin of that saying. The Arena is an enormous domed cavern lit from overhead by the green and orange glow of phosphorescent fungi. It is the largest single space in the Pits, although the caves of the Forges have a greater combined area. Twelve tiers of granite benches are arranged in a semicircle, branching out from the royal box (A) where sits the Goblin-king and his Uruk lords. The benches can accommodate over a thousand Orcs, hooting and jeering at the spectacles below. A 20' drop separates the lowest of the spectator galleries from the floor of the arena. The galleries are reached by separate winding stairways. Opposite the royal box are the tunnels from which beasts in the Menagerie enter the floor of the arena. Just beneath the royal balcony are the iron-barred pens (B) within which Men, Dwarves, and Hobbits are confined awaiting the summons to combat.

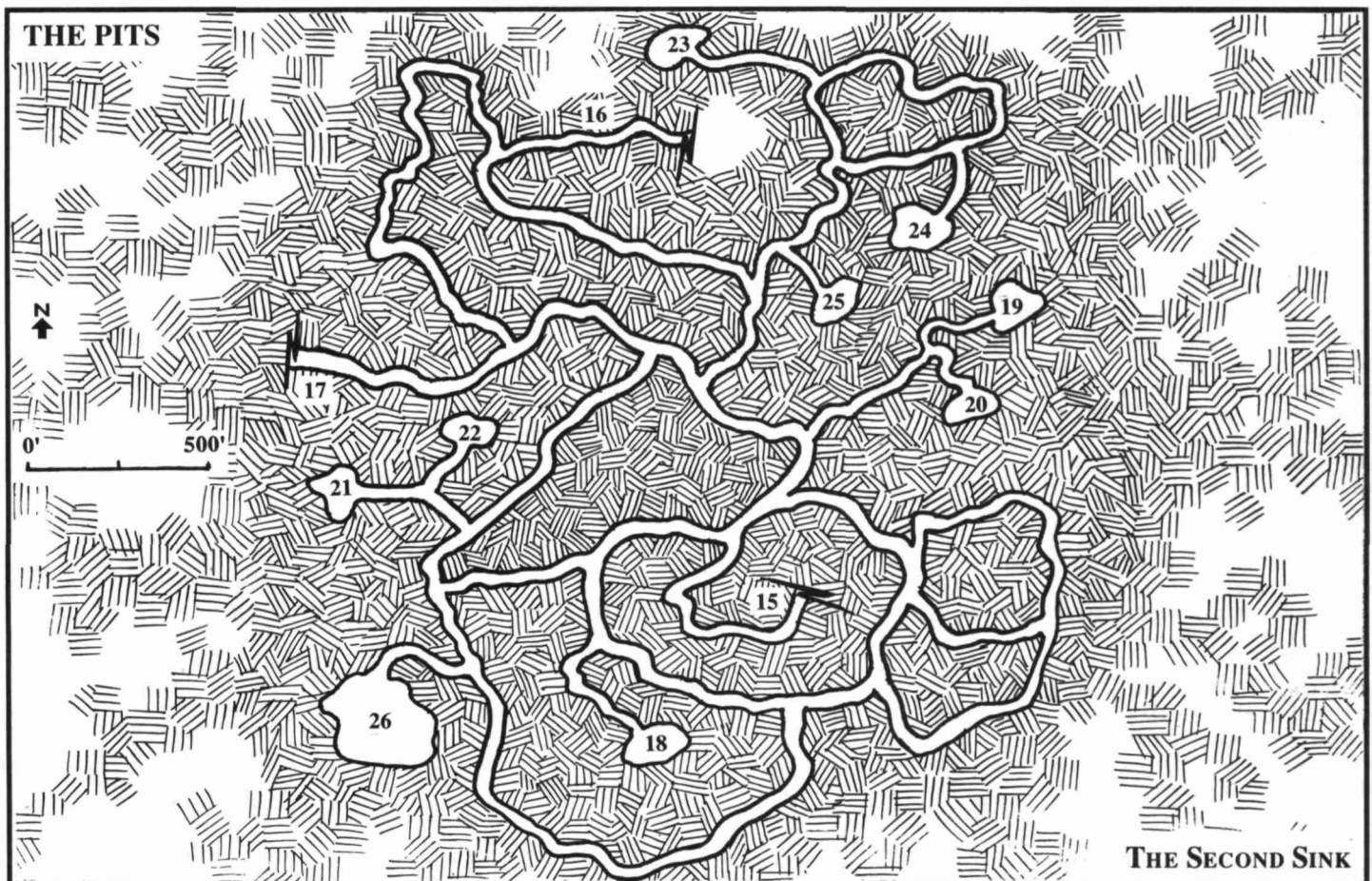
Ordinarily the Arena is fairly quiet, and its sand-strewn flagstone floor is used by two lurgs of 20-30 Common Orcs to practice mock combats and marching. There is a 10% chance, however, that the legendary Games of Gundabad are underway, and in such a case the galleries are packed with Orcs and the Goblin-king presides in his box, surrounded by 40-60 Uruk

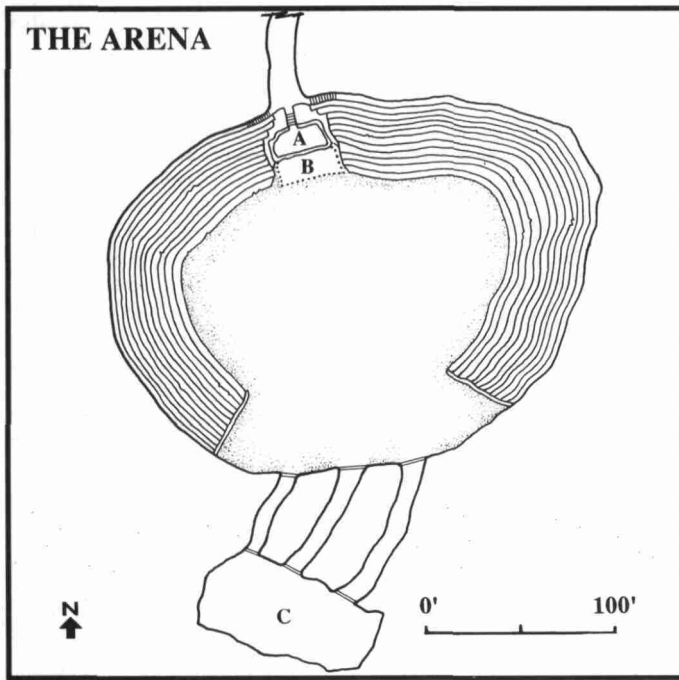
guards from the Royal Hoerk under their Captain's command. Any other Orcish NPC may also be attending the Games (roll 20% for each).

The Games of Gundabad take two principal forms. One is known as the "Day of Slaying." Captives, unarmored and given one nonmagical weapon of their own choice, are pitted against one another or the worst monsters that the Menagerie can offer, in a series of struggles lasting until all but one creature is dead. The final survivor of this grim round of battles, whether man or beast, is given the freedom to leave Mount Gundabad. Some desperate prisoners volunteer for this version of the Games in the hope of winning their liberty, despite the poor odds of survival.

The second form of the Games, the "Hunting Maze," gets no volunteers and is a much-feared threat among the slaves. For this contest, the stone floor of the Arena, laid in sections, is lifted and moved aside, revealing a colossal labyrinth filling the entire pit beneath. The walls of the maze are so high that one within cannot see over them, but the Orcs, perched above, can watch all that transpires below. As in the earlier event, an unarmored captive is given a single nonmagical weapon of choice, but his task when released from his pen is to find the opposite exit from the labyrinth. At the same time, a monster or dangerous beast from the Menagerie is let into the maze elsewhere, its nature unknown to the contestant. The Orcs bet upon whether the prisoner will escape the labyrinth, or whether he will encounter the creature first, and who will prevail if the encounter occurs. The design of the maze can be changed by shifting sections of wall; for encounters with water monsters, the pit can be partially flooded.

The Menagerie (C), at the end of the tunnels leading from the Arena, is a cavern where iron cages hold creatures of every fantastic description. The specimens include boars, bears, giant subterranean lizards and serpents, berserk Trolls, mad Wargs, White Wolves, giant spiders, sligh in a tank, and a pair of wingless Cave Drakes hatched here from eggs (they are used for maze runs with the toughest of prisoners). The creatures are kept half-starved to enhance their ferocity and are gaunt and savage. If they escape, they will kill indiscriminately both Orcs and rescuers.





THIRD SINK

P 27. Ascending Passage. This principal corridor connects with the Descending Passage (P16) on the Second Sink of the Pits.

P 28. Descending Passage. A broad tunnel route, this leads down to the Fourth Sink of the Pits.

P 29. Postern Passage. A long corridor leads upward to a stone door on the northeastern face of Mount Gundabad, disguised to appear as the mountainside and Extremely Hard (-30) to detect and open from outside.

P30. Great Hall of the Krach-ul. Here is the meeting place of the leaders of the Krach-ul tribe, where all gatherings of import are held. Heat and light derive from a lava pool smoking in the center of the cavern. The tables and benches, equally unusual, are of petrified logs. The great Krach-ul banner, guarded by a lurg of 10-15 honored Common Orcs at all times, hangs over the dais where the Warlord of the Twisted Spire sits atop a brass-coated dragon skull when presiding over tribal assemblies.

P 31. Krach-ul "Claws" Cavern. The denizens of this cave are the six Uruk "Claws" of the Krach-ul tribe. Among their records can be found a Krach-ul order of battle and plans for future raiding expeditions. The sadistic officers usually have (60% chance) a Man chained here whose fingers and toes are being cut off one at a time to season the stew.

P 32. Main Armory. The principal storeroom for weapons and armor in Mount Gundabad lies shielded behind a 1' thick iron door, double-locked and both Extremely Hard (-30) to open. The portal is always guarded from without by a lurg of 10-15 Common Orcs. Typically 500 metal-reinforced suits of leather armor, 200 sets of Orcish chain mail, 700 shields, 600 helms, 1000 scimitars, 1000 spears, 300 axes, 500 unstrung shortbows, and 60 unstrung longbows are stored here, together with 10,000 black-feathered arrows in quivers and enough miscellaneous military gear (knapsacks, iron-nailed boots, etc.) to equip a full urhoth. Also part of the Orcs' weapon hoard are Mannish, Dwarvish and Elvish arms taken from captives. These are nonmagical and are retained mainly to arm contestants in the Arena. It may be safely assumed that any type of weapon, save the rarest and most exotic, can be uncovered by rooting through the heap for an hour or two.

P 33. Ong-krimparal Hall. First of the four Craft Ring halls clustered near the Forges, the meeting place of the Ong-krimparal is furnished with a table and benches made not of stone but of heavy dark iron. Light is supplied both by firepits and by massive iron lanterns, fashioned as four dragon-faces whose mouths contain red-stained glass panels. The master craftsmen have individual seats also wrought of iron. Examples of this Craft Ring's skill virtually pour from the walls — tools, devices, fine wire mesh hangings, and trap mechanisms.

P 34. Hûrghashlu Hall. The most striking feature of the gathering place of this Craft Ring, devoted to smelting, is the enormous 30' square firepit at the center of the cavern, which is encircled by basalt tables and benches. The unscreened firepit is constantly ablaze, and it is said that the Hûrghashlu are so tough that they can walk over its hot coals unharmed — sometimes they really try it on bets.

P 35. Khangaral Hall. Of all the Craft Rings, the Khangaral enjoy the highest standards of Orcish luxury, with polished lava tables and individual chairs, copper lanterns suspended from the ceiling, and ample firepits enclosed by bronze screens furnishing their meeting hall. Examples of armor, shields, and helms crafted by the Orcish master armorers hang on the walls. Kegs of the finest Orcish Ogg and Goki are abundant.

P36. Voraklu Hall. Last of the four Craft Ring halls in the vicinity of the Forges, the Voraklu gathering place is well furnished with polished quartz tables and benches, firepits, torches in polished brass wall sconces fashioned as dragon claws, and assorted barrels of Skak, Ogg, and Goki. Scimitars, spears, axes, bows and more specialized arms fashioned by the Orcish weaponsmiths, each a masterpiece of the art (+5-+15 to hit) and bearing the mark of its creator, adorn the walls.

P37. Great Forges of Gundabad. Here is the center of Orcish industry, source of arms to the hosts of Angmar and the Thirty Tribes of the Orcs of the Mountains and foundation of Mount Gundabad's power. Save for the Dwarven workings in Khazad-dum, there is nothing to rival it in all of Middle-earth. Incessantly active with the noise of engines and the banging of hammers on anvils, and almost unbearably stifling and hot from the smelting and forging of iron and other metals, the Great Forges are the pride of the Orcs of Gundabad. Not for a minute does the labor ever end or the fires die; every twelve hours a new shift marches in as their exhausted predecessors stumble out.

The Great Forges consist of four enormous, high-ceilinged caverns arranged in a cloverleaf pattern, at the center of which is a fifth vaulted cavern and a stone tower, the Hold of the Master. A complex network of iron tracks for the movement of ore carts and finished goods runs throughout the caverns and overhead sprawls yet another intricate web of suspended iron walkways, reached by circular stairways, along which weighty objects hanging from hooks can be slid and from which work can be effectively supervised. These walkways are 10' wide, equipped with a rail, and are no less than 50' above the cavern floor.

In the Smelting Cavern (A), sluices, pipes, and vats sprawl everywhere. Furnaces dug into the stone walls and heated by subterranean laval fires smelt raw ore into molten iron and slag. Ore-laden carts constantly roll in, and slag-filled carts are pushed out, under the muscle power of yoked slaves. 45-60 Orcs are hard at work, aided by 30-40 slaves, who frequently drop from exhaustion and the hellish heat and are then removed to the Fakhtchal in the butchery.

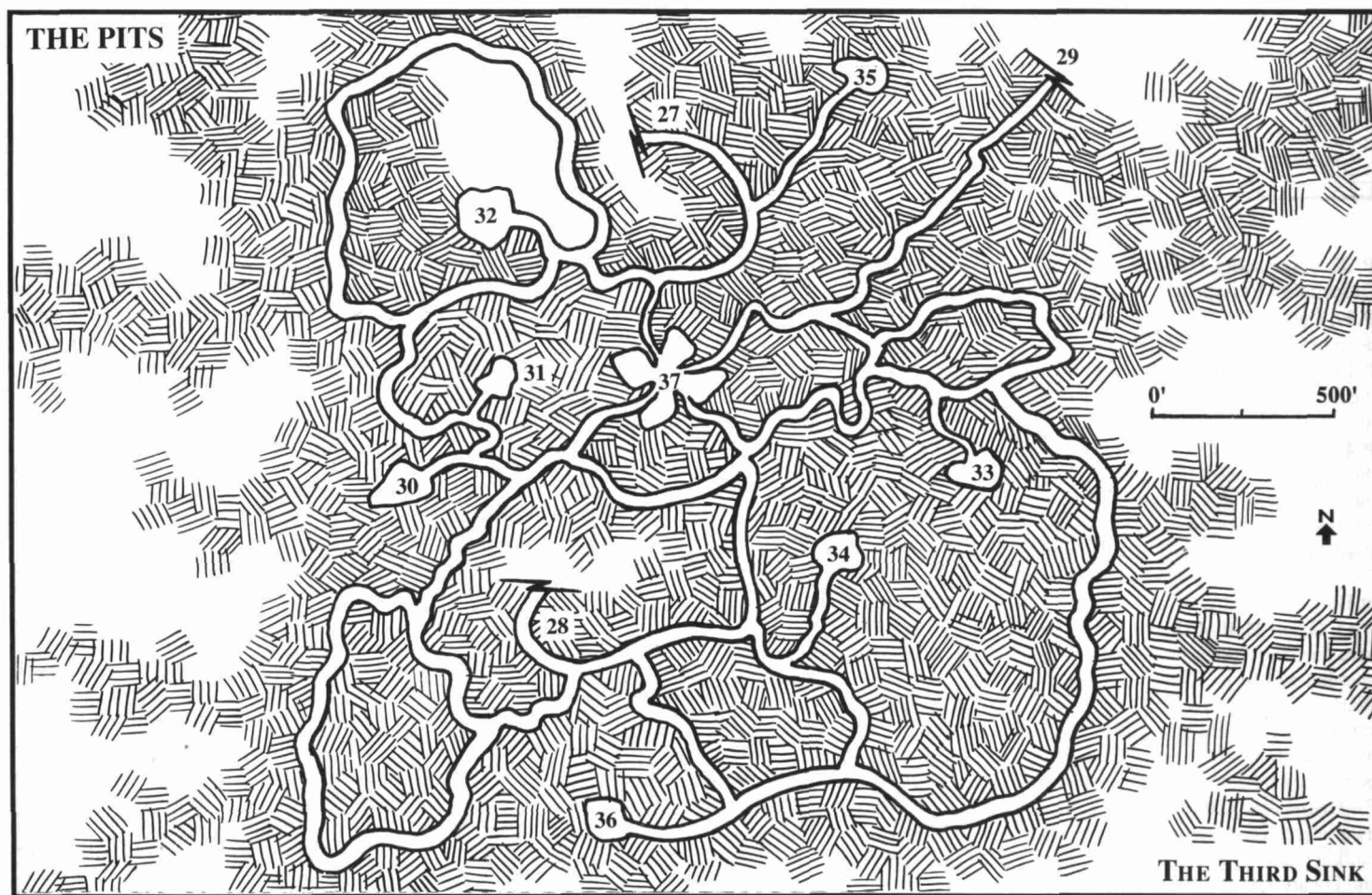
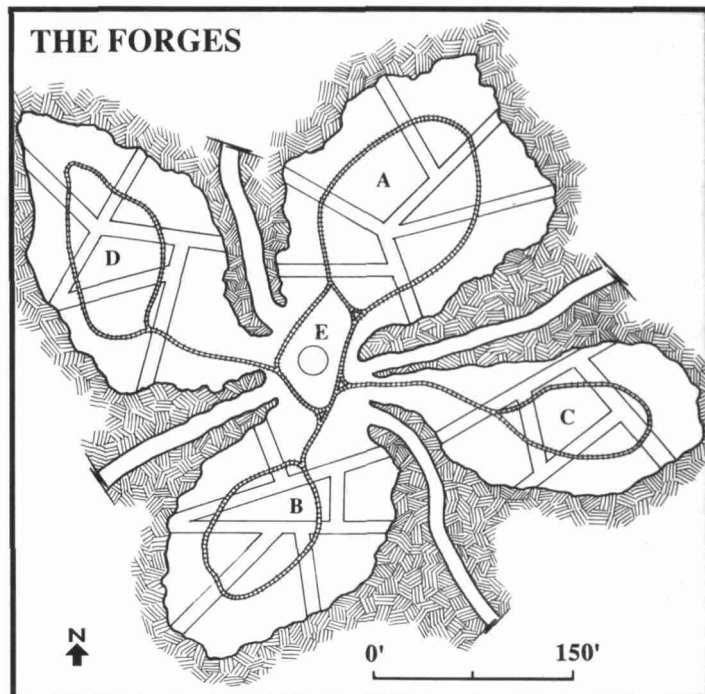
The Forging Cavern (B) is the most dramatic of the four. Showers of sparks fly in the air as liquid metal cascades from vats, some as large as a cottage, into channels cut in the stone floor and pours into its cooling molds, sending clouds of steam surging from the water cisterns. 50-75 Orcs shape, hammer, and spin metals into sheets, wire, bars, and implements. Granite worktables echo to the endless pounding of tools on anvils. 40-50 slaves perform the simpler and the more perilous tasks, filling and heating the vats and rotating the wire spools; occasionally a scream cuts through the cacophony as an exhausted slave topples into one of the giant "cauldrons of molten metal.

While the Armoring Cavern (C) is cooler than the others, its din is no less, since the Orcish armorers pound bars and sheet metal into shape for helms, breastplates, and shields. 20-30 Orcs labor in this cavern, along with 15-20 slaves, entrusted with menial tasks and with the twisting of wire loops for chain mail, a job of incredible tedium. Still, the slaves prefer this chore, since the chance of being killed is comparatively low.

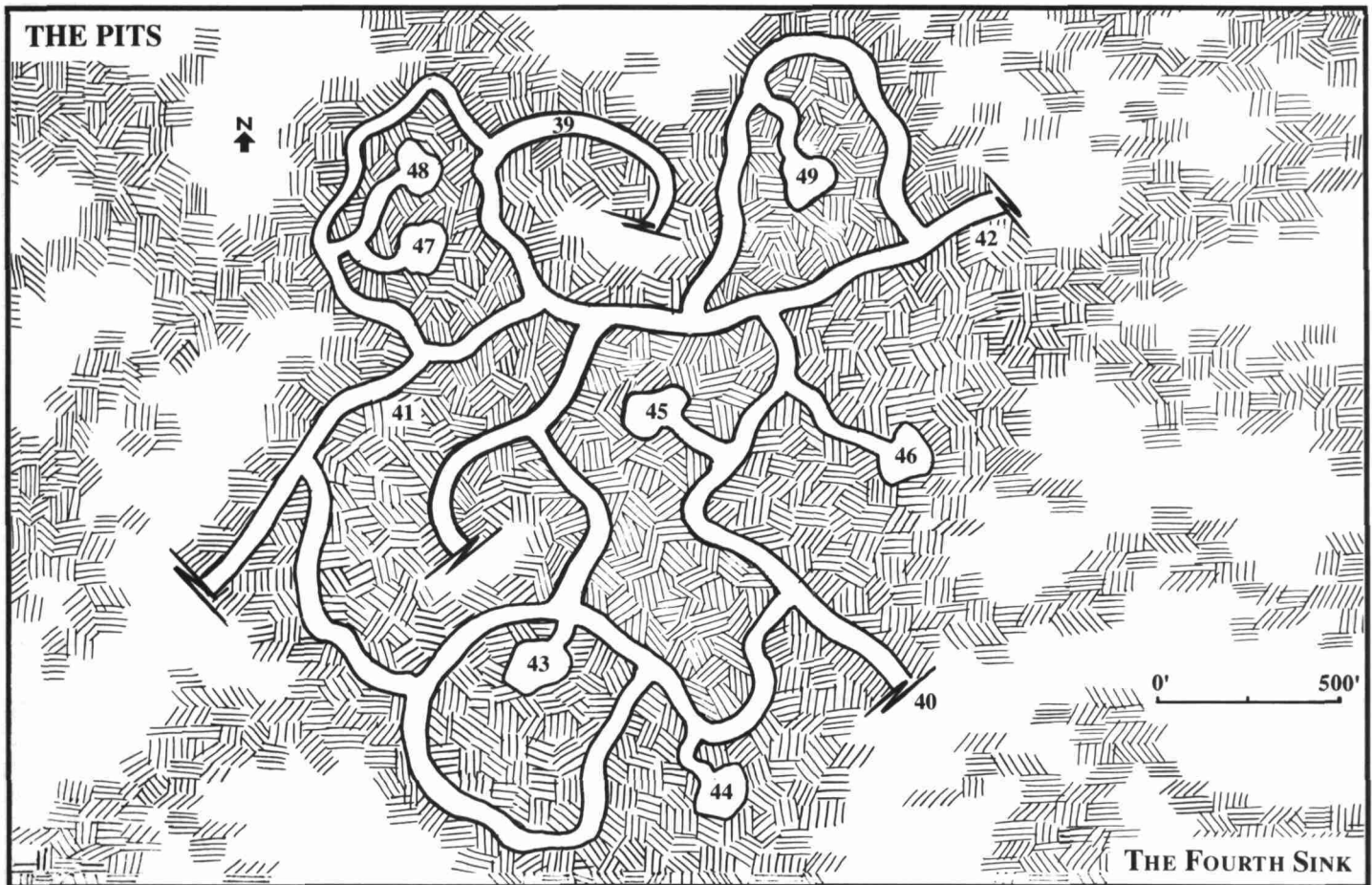
Last of the four work sites, the Weaponry Cavern (D) is equipped with granite worktables and small coal-fueled furnaces. Scimitars, spears, axes, bows and other arms are crafted on the premise. It is hot, though not as hellish as the forges or the smelters. A chill emanates from a deep alcove at one end of the cavern where the "Cold Forge" is employed to shape laen.

Helvorn wood burns with frozen flames inside a single gigantic block of ice. 30-45 Orcs work at anvils and bellows, assisted by 20-30 slaves who keep the fires stoked, bring supplies from storage bins, and cart away debris. The slaves are not permitted to handle finished weapons, and their legs are manacled.

The heart of the Great Forges, the Hold of the Master (E), is a four-story basalt tower with an iron door, Extremely Hard (-30) to force open lacking the Master's keys. Stationed in the lowest story, a lurg of 10-15 Common Orcs can sally forth to quell any slave riots in the Forges. The second story contains a polished pumice table and seats, as well as straw pallets for the 4-6 Common Orc females who serve the Master and a fireplace with a copper cooking cauldron. In the third story lies the Master's porphyry bed slab heaped with bearskins, and a large iron chest bolted to the floor, with a lock Extremely Hard (-30) to open and a poisoned needle trap (5th level killing venom) similarly difficult to detect and disarm. The chest contains 9000 sp, 7000 gp, and 3000 gp in onyx and heliotropes. Finally, the fourth level of the tower, below the peaked slate roof, is pierced with windows facing the entrance of each of the four work caverns of the Forges. The only furnishing of this room is a solid silver chair, mounted on a rotating steel base which spins to instantly face any of the windows. Here the Master perches, fixing a vigilant eye on all activity in the Great Forges. Much of the time (70% chance), the Master will be found in his tower. A chain hanging from the ceiling on the fourth level connects to a siren on the tower roof, so loud that it can be heard over the din. It signals the changing of work shifts. (During the Breaking of Grond adventure, the great ram will be found in the Forging Cavern with its force of guards.)



THE THIRD SINK



FOURTH (LOWEST) SINK

P 38. Ascending Passage. This principal corridor connects with the Descending Passage (P28) of the Third Sink of the Pits.

P 39. Descending Passage. Through this broad tunnel, the Fungi Caves deep below are reached.

P 40. Postern Passage. A long corridor leads upward to a stone door on the southeastern face of Mount Gundabad, disguised to look like the mountainside and Extremely Hard (-30) to detect and open from without.

P 41. Long Road. This is the northern end of the fabled subterranean thoroughfare which bores through the earth for hundreds of miles under the Misty Mountains, connecting many of the goblin colonies and strongholds owing allegiance to the Goblin-king.

P 42. Great East Road. The subterranean highway, running under the Grey Mountains, reaches nearly to Erebor. By this route, the goblin army of Bolg arrived undetected for the Battle of Five Armies.

P 43. Great Hall of the Burzath. Leaders of the Burzath tribe convene here for ceremonies and planning moots. Their great banner, always guarded by a lurg of 10-15 Common Orcs, hangs over the dais where the Warlord of the Cloven Spire presides over tribal gatherings in his silken-canopied pyrite throne. Four firepits lie between the dais and the long hall of the cavern where the goblins sit on porphyry benches; the dais may only be reached by a narrow 5' wide passage winding between the firepits.

P44. Burzath "Claws" Cavern. Six Uruk, "Claws" of the Burzath tribe, dwell here. Their records include a Burzath order of battle and assorted raiding plans. The "Claws" have a good library of 20 volumes on Mannish and Dwarvish fortifications, clearly stolen. A cornice of fine stonework, depicting Wargs in pursuit of prey, supports the vaulted ceiling.

P45. Tannery. Set well apart from any dwelling area, this cavern is used for the preparation and curing of hides and leather. Skins are hung from scraping beams, softened with dung, and soaked in copper vats of mild acids. The goblins care little for this task and so assign it to slaves, 30-40 of whom work here, guarded by a lurg of 10-15 Common Orcs. The tannery is well lit by torches in wall sconces.

P 46. Wood Shop. The Orcs have little mastery of woodworking, and assign to slaves the labor of preparing the few wooden objects required. Slate worktables, saws, axes and other tools are scattered throughout this chamber where rough logs are shaped into barrels, spears, and arrow shafts. Squat obsidian vats stand filled with chemicals for hardening mushroom stalks into a wood substitute. The wood shop is lit by torches in wall sconces. 30-40 slaves labor here, guarded by a lurg of 10-15 Common Orcs. Most of the slaves are Northmen, since their skill at carpentry is well known.

P 47. Stoneworks. In this noisy and dusty cavern, the Orcs fashion stone tools, furnishings, and structural elements for the engineers. Although light is provided by firepits, the haze in the air left from the smashing of rock renders visibility difficult (Perception -20). 50-75 Common Orcs of the Mukhardar Craft Ring work here, assisted by 30-40 slaves who cart away rubble and keep chisels sharp.

P 48. Mukhardar Hall. All of the furnishings and decorations in the gathering place of the Mukhardar reflect their masonry skills, from the huge polished marble table at the center of the hall to the well-proportioned porphyry benches and seats and the obsidian claw-shaped torch sconces on the walls. The hall is warmed by two large firepits. Reliefs on the wall depict aspects of masonry for the instruction of younger members.

P 49. Hall of the Siege Train. A grand domed cavern, this barracks houses the 360 Common Orcs and 5 Uruk officers who comprise the Gundabad Siege Train. At any time, half of the Common Orcs (180 individuals) will be present; there is a 50% chance for each officer and for the Master of the Siege Train to be here, determined individually. The cavern is furnished in usual Orcish style, with straw pallets, sandstone bed slabs for the officers, granite tables and benches, several large screened firepits, and kegs of Skak (for the troops) and Ogg (for the Uruk-hai). 40-60 Common Orc females tend to domestic duties. Scattered around the cavern are dozens of siege engines, as well as their sledges and carts, in varying states of disassembly. Personal treasure of the Common Orcs is 3-7 bp and 10-15 cp, while officers each possess 15-20 gp and 21-30 sp. Members of the Siege Train generally get first pick of the loot from a captured fortress.

7.6 THE FUNGI CAVES (FC)

Like the Pits, the Fungi Caves are developed randomly from the Route Map and the Random Features Table. Areas encountered therein are categorized as Unlimited Random, Limited Random, or Unique.

UNLIMITED RANDOM FEATURES

Fungi Caverns. By far the most typical encountered areas, these caves give this whole region of Mount Gundabad its name. Dimly lit by the greenish or orange glow of phosphorescent fungi on the ceiling, the caverns are filled with giant mushrooms taller than a Man, as well as many smaller species growing in clearings between the giants (see Fungus Table). Narrow trails run through the mushroom trunks, ploughing through at least a foot of ill-smelling muck. The sludge is comprised largely of the dung of thousands of Orcs and slaves, dumped here regularly to afford the fungi their unwholesome nourishment. Channels from the Wetways permeate the caverns, irrigating the fungi and aiding in preserving the dank atmosphere. In any cave, there is a chance (10%) that a party of 5-10 Common Orc females or 10-15 slaves guarded by 5 Common Orc warriors will be encountered, cultivating or harvesting fungi (50% chance each for females or slaves).

Stables. In these large domed caverns, dimly lit by phosphorescent fungi, 10-20 of the Orcs' kine or ill-tempered black goats (50% chance for either kine or goats) will be confined, grazing on smaller mushroom species and drinking from waterpools fed by the Wetways. The cavern entrances are blocked by piles of rocks, 3-4' high, to prevent the livestock from escaping.

Storehalls. Behind locked stone doors, the Orcs keep harvested mushrooms or the carcasses of livestock frozen on ice (50% chance of either), along with agricultural implements and slaughtering knives.

Guardposts. Tiny chambers adjoining corridors or opening directly off a cavern. Each is garrisoned by 2-3 Common Orcs.

Garbage Pits. Foul-smelling holes adjoining a corridor where the Orcs dump offal and junk.

Cisterns. Similar to those found in the Pits, canals and tunnels connect these to the Wetways.

Wetway Docks. Several rusty and water-logged transport barges are moored to a quay slick with fungi, mold, and slime.

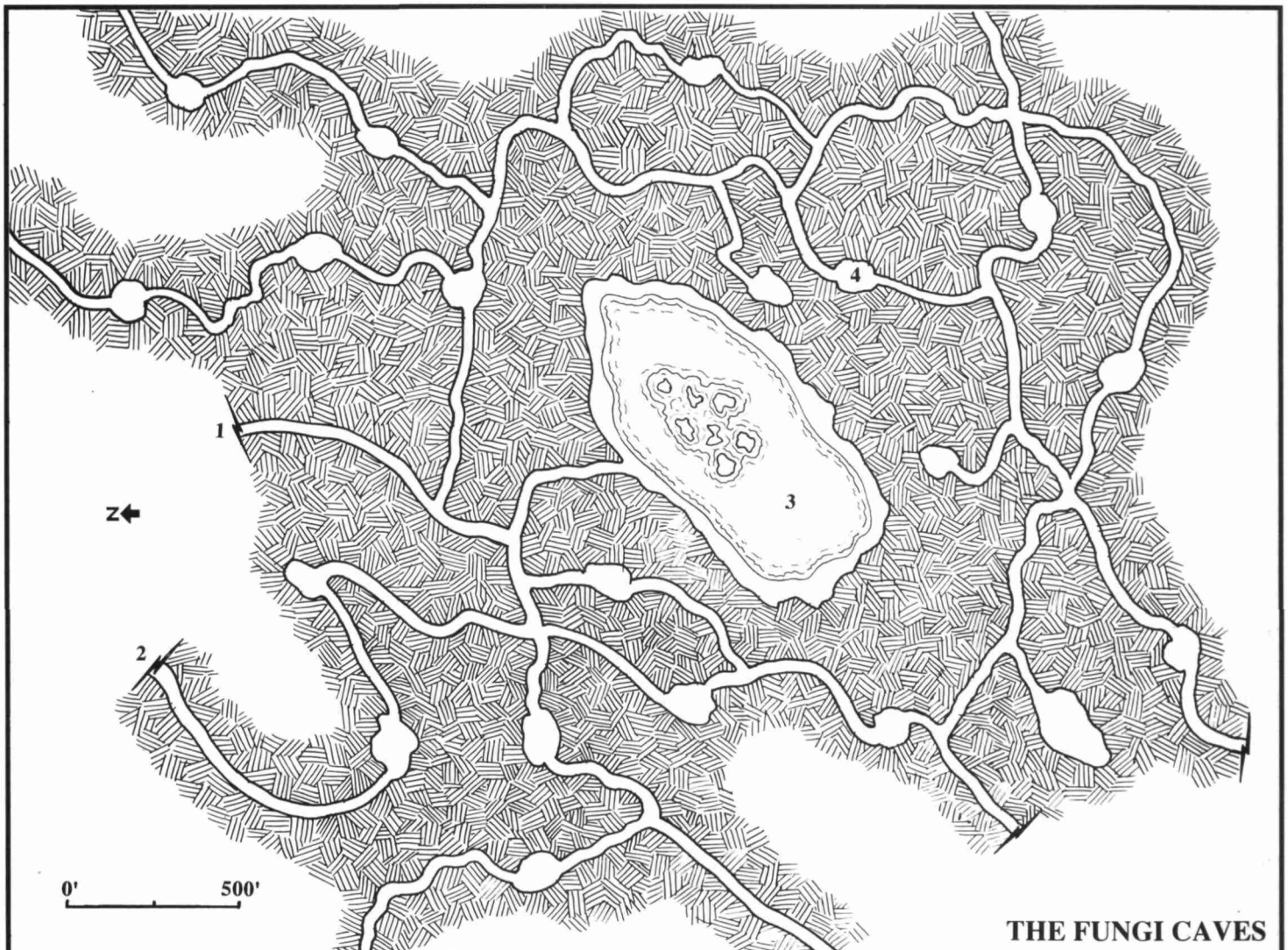
Chutes. Steeply inclined tunnels that connect different elevations in the Fungi Caves.

Shafts. Perpendicular passages that link the Fungi Caves with the Pits of Gundabad.

LIMITED RANDOM FEATURES

Water Locks. Functioning like those in the Pits generally, these do not connect separate Sinks, but permit movement between different relative elevations within the Fungi Caves themselves and to the Forth Sink of the Pits. Quantity: (8).

Pump Rooms. Each controls the water level of the Wetways within a section of the Fungi Caves. Quantity: (4).



UNIQUE AREAS

FC 1. Ascending Passage. This principal highway connects to the Descending Passage (P39) of the Fourth Sink of the Pits.

FC 2. Descending Passage. Through this wide tunnel the Mines are reached. A track runs along the floor for movement of ore carts.

FC 3. Sunless Lake. The underground reservoir of Mount Gundabad, this large lake is fed by the waters of Lake Hyord and contains some of the same creatures, as well as schools of blind fish and sligh. Gentle waves and small ripples are dimly lit by phosphorescent fungi above. At the center of the lake clusters a group of stony islands.

FC 4. Rebels' Refuge. Hidden behind a carefully constructed barrier of rubble and fungi, which looks quite impenetrable but from behind can be opened easily as it is mounted on a wooden framework, the rebels' base is a large cavern, lit by a fire at the center and torches mounted in wall niches. Bedskins are heaped against the walls. At any time, 25-30 of the total force of 50 rebels will be present, and there is a 60% chance each for their two leaders, the Captain and the Lieutenant, to be in the refuge. Behind the entrance barrier, 5 rebels are always alertly on guard; they will wind horns to signal any attack, and the entire rebel force will be ready to fight in 3 rounds. The rebels have also constructed an escape tunnel leading into a neighboring Wetway, through which they will retreat if overcome, their leaders covering the withdrawal. Logs and inflated bladders upon which to float are stored there. The end of the tunnel is covered with a stone hatch which can only be opened from inside. Some treasure, captured in rebel skirmishes with the Orcs, is hidden in sacks in a pit, Very Hard (-20) to locate, under the cavern floor; it amounts to 120 gp, 700 sp, 500 bp, and 2000 cp.



7.7 THE MINES (M)

The Mines are developed using the Route Maps and Random Features Table. There are only two types of areas encountered here: Unlimited Random and Unique. Principal passages are marked with arrows indicating direction of ascent.

UNLIMITED RANDOM FEATURES

Storehalls. These caverns hold mounds of gathered metal ores, awaiting transport to the Great Forges.

Quarries. At the mine faces, the Orcs are excavating stone or ore, and a number of ore carts will be found, as well as scattered mining implements (picks, shovels, hammers, and such). There is a 10% chance that 5-10 Orc warriors, acting as miners, and 5 slaves clearing away rubble and carting ore or stone will be present.

Guardposts. Tiny chambers adjoining corridors, the guardposts hold a granite bench and a keg of Skak. Each is garrisoned by 2-3 Common Orcs.

Chutes. Connecting elevations of the Mines, these are steeply inclined tunnels wide enough for a Man to crawl through, and equipped at their upper end with a winch and pulley. They may go up or down (50% each). Shafts. Perpendicular passages either ascending or descending (50% each), these link various elevations of the Mines.

Ore Winches. Constructed like the pulley shafts (GS 5) in the Spires, these mechanisms enable ore carts to be moved easily between elevations in the Mines; every 100' there is a 10% chance that the shaft will reach its lower end and exit into a minor passageway. There is a 30% chance that two slaves, with an Orc guard, will be present at the upper end, operating the winch. Any lower shaft end encountered has a 10% chance of being part of an Ore Winch System.

Passages to Underdeeps. These are accidental breakthroughs into the subterranean world of the Underdeeps that have not been fully blocked.

UNIQUE AREAS

M 1. Ascending Passage. This wide tunnel leads to the Descending Passage in the Fungi Caves (FC2). Along one side runs a track for ore carts.

7.8 AN ORCISH GUARD TOWER

Along the perimeter of the Gundalok Shelf, watching the trails and standing ward over the ends of the Den Lôke, are a series of citadels raised by the Orcs. Their dual mission is to give warning to the mountain-city of the approach of any large host of foes and to intercept small parties of spies and raiders. Each tower is garrisoned by two lurgs of Common Orcs, a force of 20-30 goblins. Half of these are on guard duty, in 12-hour shifts, at any time. Command of the tower is in the hands of whichever of the two Drartulu is in charge of the lurg presently on watch. This split authority often leads to strife among the tower's joint masters; the will of the bigger and sneakier Orc prevails.

Once each month, one of the two lurgs is relieved by another dispatched from Mount Gundabad. Every other month, an Uruk officer inspects the tower, sending the goblins into a frenzy of activity the instant his approach is spotted.

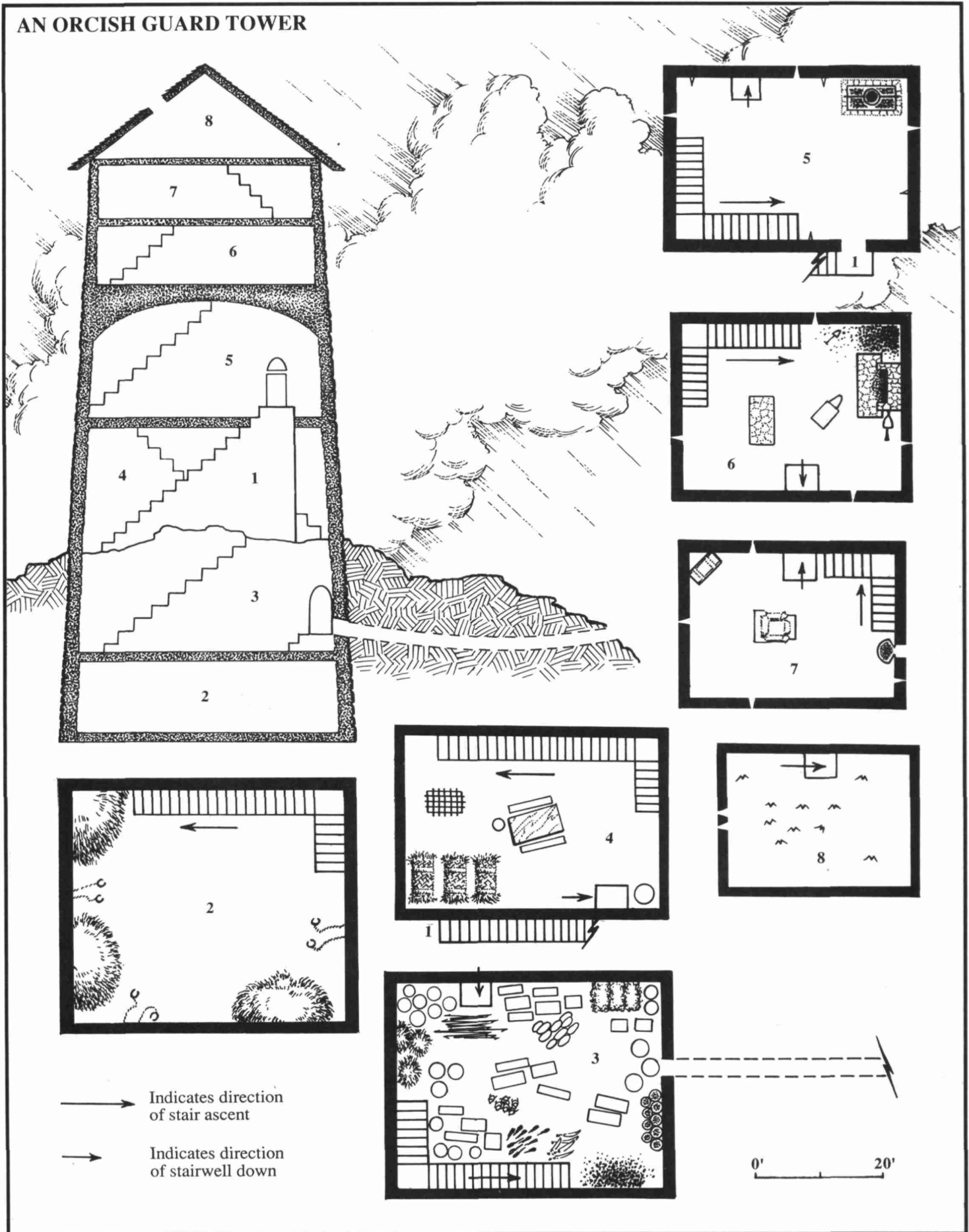
Characteristically, a Gundabad guard tower is square and massive, with walls 10' thick, constructed of crudely-hewn dark granite blocks and capped by a pyramidal slate roof. Its foreboding architecture has not a trace of beauty and little ornamentation, unless one counts the skulls mounted on spearshafts flanking the entry stair or the tattered black banner, embellished with some blood-red insignia and flapping dismally on its rooftop pole in the chill wind. Windows are but narrow slits, designed to keep out both storms and sunlight and to protect goblins discharging arrows or dropping rocks on attackers. Inside, the tower reeks of Orcs and their foul habits. Bones and refuse are strewn everywhere, mingling with the powerful fragrance of the overflowing latrine buckets that no one has yet bothered to pitch out the window. Peat or coal-fueled fires leave the air hazy with smoke. The tower's seven levels are linked by narrow winding stone stairs.

TOWER LAYOUT

T1. Entry Stair. Climbing from the rubble-strewn slope surrounding the tower, this 10' wide stairway terminates in a narrow platform outside the main gate. This ironbound 1' thick oaken door opens onto the tower's main chamber (T5). Directly above the door is a window for stones and offal to be dumped squarely on the heads of anyone trying to force the portal.

T2. Dungeon. The lowest chamber of the tower is reserved for occasional prisoners taken in raids or intercepted sneaking across the borders of the Orcs' domain. They are manacled to the damp walls here, sharing their mouldering straw with mice, until one of the lurgs is rotated back to Mount Gundabad and they can be marched under guard to a lifetime of slavery and torment. The commanding Drartul holds the keys to all the chains. There is a 40% chance that 1-3 captives, usually Men or Dwarves, will be imprisoned at any given time.

AN ORCISH GUARD TOWER



T3. Store Cellar. Scattered in disorder on the first below-ground level of the tower are the Orcs' supplies—barrels of smoked meat, tins of the hard, dry "march biscuit" known as Glun, bins of stew fungus, kegs of cheap Skak, scratchy goathair tunics, iron-nailed boots, piles of coal or stacks of peat, flasks of oil, torches, some 500 black-feathered arrows in quivers hanging from wall pegs, two dozen spears, ten hide or wooden shields, six iron helms, and five scimitars, along with other miscellaneous goods of no particular value. Behind one of the barrels, which is in fact a false front Very Hard (-20) to detect, is a narrow rock tunnel through which one can crawl. It leads to a secret entrance to the tower covered by loose stones and Extremely Hard (-30) to detect from outside (on the inside of the tunnel it is readily visible). There is a 10% chance that Dry Rot will be spreading from some corner of the cellar.

T4. Barracks. Off-duty goblin soldiers rest here on the first windowless above-ground floor of the tower, quaffing Skak, throwing dice, pulling tails off mice, and dreaming nasty dreams. Ten to fifteen Orcs, including a 5th level Drartul, 2-3 experienced 3rd level warriors, 3-6 2nd level adult warriors, and 3-4 young 1st level recruits, with a 2nd level tracker, are ordinarily present, unless an alarm has been given. In that case, 1-4 of these goblins will hurry up to the main chamber (T5) each round. The barracks' meager furnishings amount to no more than straw pallets, a roughly-hewn basalt table and benches, a keg of Skak, and a central firepit covered by an iron grate. Orc warriors have 1-5 bp and 6-10 cp each, while the Drartul has 7-12 sp and 10-20 bp in his purse.

T5. Main Chamber. Those entering the principal gate of the tower will find themselves here, on the fortress's second above-ground floor. Torches mounted in iron brackets on the walls dimly illuminate the chamber's vaulted dome, from which a straw-filled sack painted with a crudely rendered Elf-face hangs. The sack is stuck full of arrows and knives, and is used by idle Orcs for target practice. One side of the chamber holds a large firepit, over which is suspended a blackened iron cauldron, bubbling with the Orcs' daily stew. Two goblins prepare and tend the dinner, carelessly chopping up fungi and strips of meat. Just inside the door, five more Orcs, always including at least one experienced 3rd level warrior and two 2nd level full adults, stand watch, occasionally casting a rude remark toward the cooks. (Their job is regarded as woman's work by the Orcs, but no females are allowed to reside at these remote forts, so the degrading task is assigned to raw 1st level recruits.)

T6. Smithy. Only an ill-furnished workroom on the tower's third floor, with a single anvil and bellows, a coal-fired furnace, and a fieldstone worktable, this hardly compares with the mighty forges of Gundabad, but must suffice on the frontier. One to six Orcs, the residue of the lurg on duty apart from the leader and tracker, labor here repairing broken arms and worn equipment. A 1st level recruit is usually assigned the distasteful chore of mending torn garments.

T7. Drartul's Chamber. Here, on the tower's fourth floor, sits the commanding lurg leader of the fortress, in a high-backed basalt chair with wolf's-head arms. He pores over maps, receiving reports from raiders and scouts, or tortures a captive for information and fun. On the wall of the tower facing Mount Gundabad, a large bronze fire brazier is mounted below the window; it is lit only to signal a threat to the mountain-city. The lurg's tracker is always stationed in this chamber, watching from the windows and ready to ignite the warning fire. An iron chest, with a Very Hard (-20) lock, contains 1800 cp, 500 bp, and 200 sp, the tower's loot controlled by the master of the fortress.

T8. Bat Belfry. Beneath the sloping roof of the tower's highest level, in an attic with barely enough room for an Orc to stand, roost 5-10 giant vampire bats, who are trained to bear messages to and from Mount Gundabad on scrolls tied to their talons. They are fed by the tracker on duty from the blood of captives or slain beasts. A narrow rooftop vent permits them to fly forth on their missions.

8.0 MOUNT GUNDABAD AT OTHER TIMES

8.1 T.A. 2940

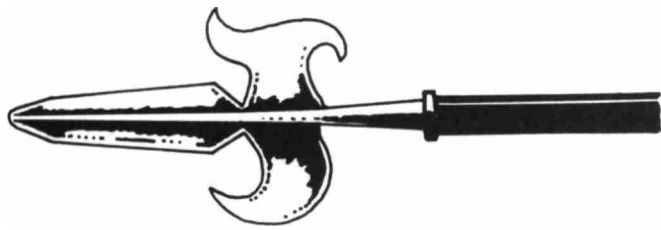
In this year, nearly a century and a half since the Dwarvish sack and only a short while before the Battle of Five Armies, Mount Gundabad is as powerful as it was during its days as a client state of Angmar. Accordingly, population figures should be regarded as the same. Although some parts of the Orcish city still bear scars of the Dwarves' invasion, for the most part Mount Gundabad has been restored to its former grandeur, and since the greater treasures were hidden from the Dwarves, they are all still found where indicated on the layouts. Treasure hoards of coins, jewelry, and gems, however, should be reduced about 20% in value. The Orcs are particularly eager to restore their diminished wealth at this time.

Mount Gundabad's remarkable recovery from the disaster to which Azog brought it is due entirely to one very formidable and strong-willed goblin — Bolg, the reigning Ashdurbûk or Goblin-king. Most of the other NPCs may be used without change from T.A. 1640, although the royal Consort should be a far less influential figure. Since Angmar has been destroyed, there will be no Mouth of the Witch-king, but a similar character may represent the Dark Lord's interest in Mount Gundabad directly. The Estaravi were also destroyed, by the Éothéod, after the Witch-king's defeat. A Mannish Ambassador of a different background may optionally be present, dispatched by one of the Easterling Rhûnnish kings in Sauron's service.

The Message to the Rebels adventure may be used without change from T.A. 1640. Similarly, the Breaking of Grond adventure may be used with certain modifications; since Arthedain no longer exists, the adventure should originate in Gondor and be supported by the Steward of that realm. The Three Kings in Gundabad adventure is no longer appropriate, since Bolg is a much stronger ruler than was Zalg, but other causes for an attempt at a palace coup might be devised as a reason for a high-level adventure. For example, since Bolg is oriented toward Sauron, one of the Warlords might be induced by Saruman, who is seeking more influence among the Orcs, to rise against him. The player characters might either work for the White Wizard for pay or be double agents actually recruited by Gandalf to serve the cause of the Free Peoples.

BOLG

Coming to the Throne of the North in T.A. 2799, after the death of his father Azog at the Battle of Azanulbizar, Bolg's first task, plotted at his refuge in the Misty Mountain Deeps, was to hold his surviving subjects together and regain his capital. His fierce will and military genius enabled him to do both, and within a few years after the catastrophic defeat at the hands of the Dwarves, a Goblin-king again reigned from the Orcs' traditional seat of power. Bolg then set himself the mission of renewing the fortunes of his realm and surpassing the height of power that Mount Gundabad had attained over a thousand years before, when the Witch-king still dwelt in the North. Amazingly, Bolg is but a hair's breadth from achieving this fantastic project. He seeks a great treasure that will cement his triumph, and has already started to consider the mountain of Dwarven loot upon which Smaug sleeps in Erebor.



Undoubtedly, Bolg is the most effective Goblin-king to have ruled in Mount Gundabad since the death of the great Skorg. A powerful Uruk Warrior, he stands an unprecedented 6'5" in height, a true giant among Orcs. His chest is as broad as an Orcish liquor keg, and the ferocity of his expression is such that even Elves have been known to quail before his gaze. Bolg is cunning, and at warcraft he has displayed a skill hardly seen in any other Orcish general; in the Battle of Five Armies he will achieve the unparalleled feat of taking Gandalf the Grey by surprise and will succeed in holding his army, collected from a dozen different goblin tribes, together in the face of terrible setbacks until the very moment of his own death at the hands of Beorn the Werebear. An inspired and aggressive leader, ever greedy for more power and wealth, Bolg is the ideal Orcish monarch. His like has rarely appeared before among the goblin folk, and will not appear again in the Third Age. Truly, he stands among the great Lords of Middle-earth, and his memory is not forgotten by the Orcs of Mount Gundabad even after his passing.

BOLG'S PRINCIPAL ITEMS

Bolg, like his predecessors, controls the great scimitar Thrakurghash, and when seated on his throne wears the Ice Helm and bears the Ghrazim Banner. However, in battle, he prefers to wield his personal weapon acquired in the days before he assumed the throne, a great +20 Maul of Shield- and Armor-slaying (see LOME III). It is this weapon, not the ceremonial Thrakurghash, that he carries (and loses with his life) at the Battle of Five Armies.

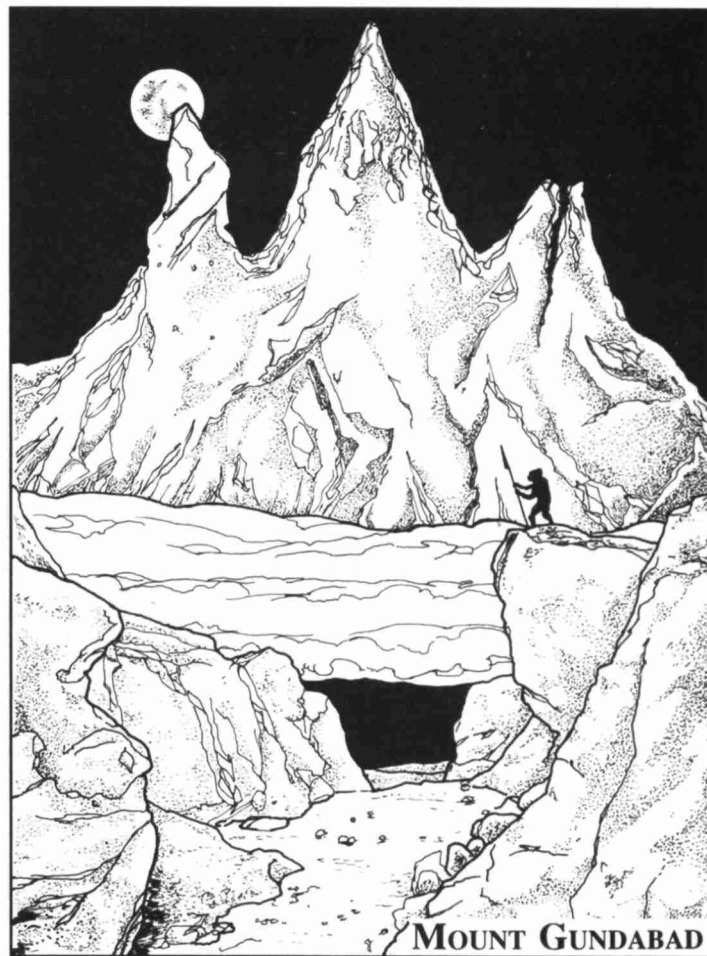
8.2 F.A. 1

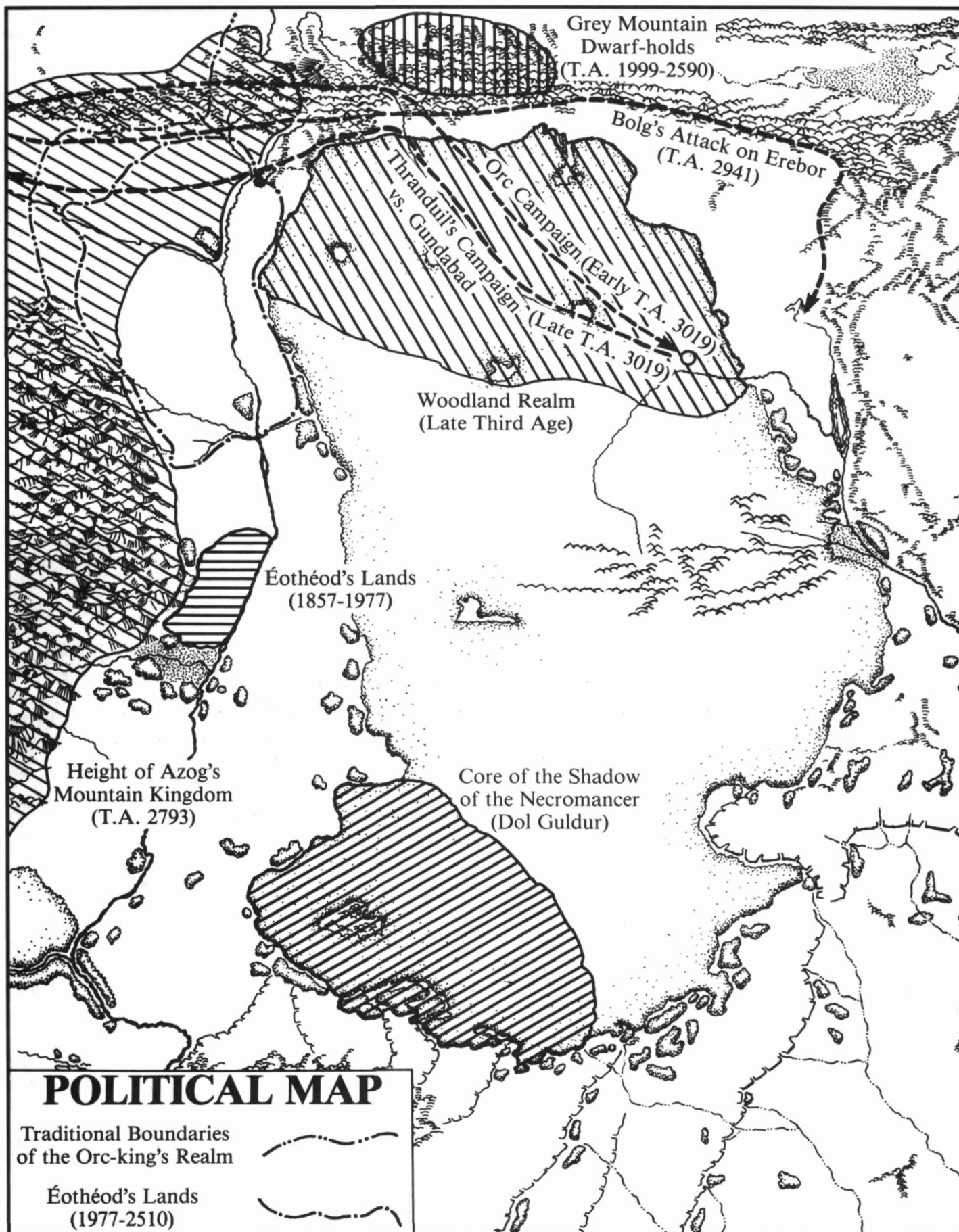
By the beginning of the Fourth Age, Mount Gundabad has fallen on hard times. The loss of three-quarters of its war host at the Battle of Five Armies was not fully repaired when Sauron, in the War of the Ring, demanded that the goblins launch simultaneous invasions into Thranduil's kingdom in Mirkwood and into the lands of the Beornings and Woodmen in the Anduin Vales. Neither campaign was a success. Sauron had conceived of these assaults as sideshows to begin with, designed only to distract the attention of his foes; upon his ruin, the Orcish hordes, which had done their savage best while the Dark Lord lived, broke and fled.

Mount Gundabad's strength in Orcish warriors is now only half of what it was in T.A. 1640, and there are correspondingly fewer imps as well, although the Orcish females are still comparatively numerous (reduced by only 20%). The city is undamaged, save from the internal disorders and rioting that followed the Dark Lord's end. Treasure hoards are still sizable, but should be reduced 30% from T.A. 1640 figures to reflect Sauron's heavy demands for tribute during his last days to finance his gigantic armies of mercenary Men.

Many of the NPCs in T.A. 1640 can still be used. There should, however, be no legates from evil powers or subservient Mannish realms, since the former have been annihilated and the latter have made their peace with Gondor and the Free Peoples. Moreover, the Goblin-king should be a far weaker figure than was Zalg or Bolg, if indeed any Orc has been able to claim Skorg's throne. A particularly intriguing scenario can be designed around the premise of a civil war between the two Warlords for the shards of power, with the remaining figures (including the Royal Consort of the last monarch) scheming for survival.

The Message to the Rebels scenario would be particularly appropriate at this time, as the rebels' power waxes following the decline of central authority in the Orcs' city. Three Kings in Gundabad also will be quite playable, should any Goblin-king be used. The Breaking of Grond scenario is no longer valid, however, since the essential precondition of the superior evil power has disappeared. There could be many other reasons for a mid-level party of adventurers to enter the Pits of Gundabad. Perhaps King Elessar of Gondor (the former Aragorn II), in alliance with the Beornings, Woodmen, Thranduil, and the Dwarves of the Iron Hills (a formidable, but not implausible, confederacy since Gimli and Legolas have made peace between their peoples), contemplates an assault on Mount Gundabad to finish off the goblin menace, and wants information on the surviving strength of the Orcs and the layout of their city, for which he has promised to reward successful spies richly.





9.0 TABLES

9.1 MASTER BEAST TABLE

Type	Lvl	#/ Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/—/—	Will not normally attack unless provoked.
Bat, G. Vampire	1	12-30	S	VF/VF	25	No/1	40	40SBI/40SCI	Causes 1-5 hits/md after a crit is achieved.
Bears:									
Black	4	1-5	M	MF/MF	150	SL/8	30	60LGr/70LCI/30MBi	Will not normally attack unless provoked.
Brown	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCI/20MBi	May charge (60LBa); mean when provoked.
Cave	12	1-5	L	MF/FA	300	SL/8	40	95HBa/90LCI/85LGr/90LBi	Normal; huge retiring creatures.
Cliff Buzzard	2	2-10	S	VF/VF	30	No/1	50	40MCI/25SPi/—	Aggressive, band together against foes.
Crow	1	5-50	S	FA/MF	20	No/1	55	10SPi/10SCI/—	Hungry; attracted to shiny things.
Deer	1	1-10	M	VF/VF	45	No/3	35	15SHo/25TTs/—	Timid; only males have horns.
Drakes:									
Cave Drake	13	1	H	FA/FA	250	PI/19	40	90HBi/50HCl/50HBa/80HHo	Use Super Large Crits.
Cold-drake	30	1	H	FA/FA	500	PI/20	50	120HBi/120HC1/120HBa/80HHo	Use Super Large Crits.
Fire-drake	35	1	H	VF/FA	450	Ch/16	50	100HBi/140HCl/110HBa/70HHo/100FBr	Use Super Large Crits.
Ice-drake	30	1	H	FA/FA	450	PI/20	55	110HBi/110HC1/110HBa/100HHo/90LBr	Use Super Large Crits.
Eagle, Golden	3	1-2	M	FA/FA	30	No/1	30	50MCI/50SPi/—	Aggressive.
Eagle, Great	20	1-5	L	VF/VF	250	RL/11	90	110HCl/80LPi/80LBa	Intelligent & good. Use Large Crits.
Elk, Great	4	1-10	L	FA/FA	110	No/3	25	55MHo/65MTs/—	Large and wily.
Giant	12	1	H	SL/MD	250	RL/11	20	80We/70LGr/100HCr/70ro	Very stupid, likes violence.
Goats, Mountain	3	3-36	M	MF/MF	60	No/4	35	50MHo/45MBa/35MTs	Only males have horns. Aggressive.
Goats, Wild	2	1-12	M	FA/MF	50	No/4	30	40MHo/30MBa/30MTs	Only males have horns. Mildly aggressive.
Hornets	1	10-100	T	VF/VF	1	No/1	40	0SSt/20MSt/poison	Encountered in swarms.
Kraken	30	1	H	MD/MD	375	RL/11	40	145HGr/145HPi/—	1-5 HGr attacks/md. Use Super Large Crits.
Lizard, Great	8	1-2	L	MF/FA	140	SL/7	30	90LBi/70MBa/—	Aggressive.
Losrandir	2	10-100	M	FA/MF	90	No/3	20	40MHo/35MTs/—	Hardy, gregarious deer.
Moose	3	1-2	L	FA/MF	180	No/4	20	55LBa/60LTs/—	Weighty beasts, but graceful.
Pit Viper	1	1-2	S	SL/VF	15	No/1	30	20SSt/poison/ —	Lvl 5 muscle poison.
Serpent, Great	6	1-3	L	VF/MD	120	SL/7	20	60LCr/45MBi/—	Huge, constrictor snake.
Slign	8	1	L	FA/FA	160	SL/4	50	90LCr/60MBi/50LGr/50LGr	Successful bite: RR vs 5th lvl poison.
Rat, Giant	1	1-20	S	FA/FA	20	SL/3	30	20SBI/20SBI/—	Body length 2-3'.
Spider, Giant	5	2-20	M	MD/MF	45	SL/8	30	45SPi/50SSt/poison	Attacks in groups.
Trolls:									
Cave	12	1-5	L	MD/MD	220	RL/11	25	100HCl/85We/80ro	Use Large Creature Crits.
Hill	10	1-5	L	SL/MD	175	RL/11	20	95LBa/85LCI/60ro	Use Large Creature Crits.
Snow	13	1-2	L	MD/MD	180	RL/11	30	105HCl/80HBa/70we/80ro	Use Large Creature Crits.
Stone	7	1-5	L	SL/MD	150	RL/11	15	80LCI/65MBi/40we/60ro	Use Large Creature Crits.
Warg	6	4-20	M	VF/VF	150	SL/4	60	75LBI/60LCI/—	Operate in packs; warn Orcs of intruders.
Wolf, Grey	3	2-12	M	FA/FA	110	SL/3	30	55LBI/30MCI/—	Will not attack groups unless provoked.
Wolf, White	8	1-20	M	VF/VF	170	SL/4	70	90LBI/80LCI/—	Aggressive; most dangerous of all wolves.
Undead:									
Ghost, Lesser	5	1	M	FA/FA	100	No/1	30	60MBa/50We/special	Drain 3 CO/md (10'R).
Ghoul, Lesser	1	1-10	M	SL/MF	25	SL/4	10	25SBI/30SCI/20SBI	Stupid; infects wounds.
Skeleton	3	1-10	M	MD/MF	55	No/1	10	40We/50MBa/—	Will attack until destroyed.
Wight, Minor	10	1	L	SL/MD	90	RL/11	30	90We(Cold)/80LBa/special	Drain 5 CO/rd (70'R). Illus. Mstry. lvl 10.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (Level), **#Enc** (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, FA = Fast, VF = Very Fast, BF = Blindly Fast.

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

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the **MERP** and **Rolemaster** codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

9.2 RANDOM FEATURES TABLE

Structure	Pits	Fungi Caves	Mines	Wetways	Specific-Features
Nothing	01-10	01-15	01-20	01-30	01-50
Passage Bends Left†	11-14	16-20	21-25	31-35	
Passage Bends Right†	15-18	21-25	26-30	36-40	
Passage Straightens†	19-23	26-30	31-35	41-45	
Passages Slopes Down†	24-25	31-32	36-40	46-47	
Passage Slopes Up†	26-27	33-34	41-45	48-49	
Passage Levels Off†	28-29	35-37	46-50	50-52	
Passage Narrows†	30-31	38-40	51-53	53-58	
Passage Broadens†	32-33	41-43	54-56	59-65	
Dead-end†	34	44	57	66	
Intersecting Passage¶	35-38	45-49	58-60	67-74	51-60
Guardpost*	39-42	50-51	61-62		
Dungeon*	43-45				
Crypt*	46-47				
Minor Armory*	48-50				
Garbage Pit*	51-54	52-56			
Storeroom*	55-59				
Cistern	60-63	57-62		75-82	61-65
Wetway Dock	64-66	63-66		83-88	66-68
Chute§	67-68	67-68	63-65		69-79
Shaft§	69-71	69-70	66-70		80-89
Junction Chamber*	72-73	71-74	71-76	89-94	90-95
Lurg Cave*	74-82				
Slave Pit*	83-84				
Officer's Cave*	85-86				
Tavern*	87-88				
Kitchen*	89				
Smokehouse*	90				
Pump Room*	91	75		95	
Bat Roost*	92				
Smithy*	93				
Water Lock				96-99	
Maze	94				
Healers' Cave	95				
Harem*	96				
Imp Nursery*	97				
Fungi Cavern*		76-87			
Stable*		88-91			
Storehall (fungi)*		92-97			
Storehall (ore)*			77-84		
Quarry*			85-93		
Ore Winch*			94-96		
Passage to Underdeeps¶			97		
Lava Pool	98	98	98		96-97
Minor Chasm¥	99	99	99		98-99
Special*	00	00	00	00	00

Use of this chart and codes: The route maps show the principal passages, rooms, and key locations. Frequently used inter-level passages and the traverse connecting routes are also indicated. The route maps do not show the smaller rooms, secondary passages, and natural phenomena. This table can be used to determine the location of such features.

When inside Mount Gundabad, a group is in one of several areas: the Sinks of the Pits, the Mines, the Fungi Caverns, the Drake Gate, or the Rises of the Cloven Spire, the Twisted Spire, and the Great Spire. Additionally, a group stands either in a passageway or in a specific feature (i.e., room, hall, cavern, etc.). These two 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 200' for each set of rolls in the Pits and Wetways and 500' in other areas. 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 covered by the roll (200' or 500'). Certain features will require more than one roll to generate, as specified below. If some results seem inappropriate, ignore them and reroll.

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

Note: There are no random features in the Spires or the Drake Gate, which are fully mapped in detail. The Sinks of the Pits, the Fungi Caverns, and the Mines are depicted by route maps and require the use of this chart. Randomly generated Wetways can be entered and exited through Wetway Docks in the Pits and the Fungi Caves.

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 that he generates for a section, so that he can reuse them if the players return to an area they have already explored. Mount Gundabad is so large, especially the Pits, Fungi Caves, and Mines, that it could never be completely mapped in a dozen modules; thus, this table is intended to be a simulation which allows a Gamemaster to handle Mount Gundabad in an FRP environment.

Special — When this result is obtained, the Gamemaster can either make up and use an unusual feature or structure or he can ignore the special result and reroll.

* — These features require further rolls on the SPECIFIC FEATURES column, utilizing these rolls to determine the details of a structure, until a "nothing" or duplicate result (treated like a "nothing") is obtained.

§ — These features (chutes and shafts) usually extend upwards or downwards for 1 or 2 levels. (In the Pits, treat the First Sink as the top level, the Second and Third Sinks as middle levels, and the Fourth Sink as the lowest level. In the Fungi Caves, a chute or shaft leads either up to the Fourth Sink — or higher — of the Pits or down to the Mines. In the Mines, an ascending chute or shaft leads to the Fungi Caves, while a descending one extends deeper into the Mines.) Make a roll as follows to determine the extent of a shaft or chute: 01-45, up one level; 46-90, down one level; 91-96, up one level and down one level; 97-98, up two levels; 99-00, down two levels. Ignore results that indicate a shaft or chute extending above the topmost Sink of the Pits.

¶ — A second roll is required to determine the direction that an "intersecting passage" leads: 01-40, left; 41-80, right; 81-00, left and right. A third roll determines the slope of each passage: 01-90, level; 91-95, slanting downward; 96-00, slanting upward. A "Passage to the Underdeeps" always slants downward for the first 1000' and does not return to any portion of the goblin city thereafter. The Gamemaster must develop features of the Underdeeps on his or her own, as that region is outside the scope of Mount Gundabad.

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

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

¥ — Make a roll to determine the presence of bridges or aqueducts: 01-20, none; 21-50, rope and plank bridge; 51-80, fixed stone arch bridge; 81-90, aqueduct; 99-00, wooden draw bridge. The presence of other features can be determined by making further rolls, utilizing those results, until a "nothing" is obtained: 01-45, nothing; 46-65, cliff stairs up; 66-85, cliff stairs down; 86-90, path to right; 91-95, path to left; 96-98, path both ways; 99, ramp down; 00, ramp up. If a result seems inappropriate, just ignore it and reroll.

9.3 RANDOM MAZE TABLE

This table is used whenever a Maze is obtained on the Random Features Table. Every 20' a new roll is made to determine the structure of the maze, until an exit is encountered. The exit will either rejoin a major passage, if the group was following one when they entered the maze, or will commence a new minor passage. If, as the result of random rolls, inconsistent features occur in the maze, simply reroll until a consistent feature results. "Special" rolls permit the Gamemaster to add anything desired, so long as it is consistent with the maze thus far developed. "Trapped Passage" results require a second roll on the Trapped Passage Features Table below. The trapped segment of passage will appear the same as the one just traversed, as though a "Nothing" had been rolled, until the trap is encountered.

An "Exit from Maze" result should be ignored until at least six other feature rolls have been made for any particular maze. A "Dead-end" result should only be used if there is at least one other open passage for explorers to follow, since every maze has an exit. And, if rolls on the table cause a developing passage to collide with previously developed random features, the new passage should pass over or under the existing features by means of short stairways or chutes.

Feature	Die Roll (01-00)
Nothing	01-10
Exit From Maze	11-15
Dead-end	16-20
Intersecting Passage	21-25
Passage Bends Left at Right Angle	26-30
Passage Bends Right at Right Angle	31-35
Passage Straightens	36-38
Passage Slopes Down	39-40
Passage Slopes Up	41-42
Passage Levels	43-45
Passage Narrows	46
Passage Broadens	47
False Dead-end (Secret Door)	48-49
Passage Divides into Two Parallels	50-54
Passage Merges with Parallel Route	55-60
Passage Doubles Back Left	61-70
Passage Doubles Back Right	71-80
Trapped Passage	81-90
Passage Blocked by Pit	91-92
Passage Blocked by Water-Filled Pit	93-94
Junction Chamber (3-6 exits)	95-98
Special	99-00
Trapped Passage Features	Die Roll (01-00)
Closing Pit Trap	01-30
Murder Pit Trap	31-45
Shifting Walls Trap	46-70
Poisoned Bolts Trap	71-85
Wetway Drop	86-95
Special Trap	96-00

9.4 MASTER ENCOUNTER TABLE

Encounter	Lake Hyord	Misty Mountains	Gundabad Pass	Gundalok Shelf	Oglorb Glacier	Forodwaith
Chance (%)	10%	15%	30%	15%	5%	10%
Distance (miles)	5	3	5	5	4	8
Time (hours)	4	6	2	4	8	4
Inanimate Dangers						
Murder Pit Trap			01			
General Trap	01-03	01	02-05	01-02	01	
Falling Rocks		02-06	06-08	03	02-06	01
Avalanche		07	09-10		07	
Hidden Chasm					08-40	
Sites/Things						
Cave/Cavern		08-13	11-15			
Mine/Quarry		14	16-17	04		02-03
Ruins	04-05	15	18-20	05-09		04-15
Settlement/Camp		16	21-22	10		16
Orc Guard Tower			23-24	11-12		
Animals						
Bat(N)	06-08	17-19	25-26	13-18		17
Giant Vampire Bat(N)	09-10	20	27	19-21		18
Black Bear	11-12	21-23	28	22		19-20
Brown Bear	13-15	24-26		23	41	21-23
Cave Bear	16	27-28	29			24
Cliff Buzzard	17-19	29-31	30-32	24-27	42	25
Crow	20-21	32-35	33-36	28-30	43	26-28
Deer	22-24	36	37	31-37		29-31
Golden Eagle	25	37-39	38	38	44	32
Great Elk	26-28	40		39		33-36
Mountain Goat	29	41-46		40	45	
Wild Goat	30-34	47-50	39-40	41-44		37
Hornet	35-37	51-52	41	45-47		38-39
Kraken	38-39					
Great Lizard	40	53		48		40
Losrandir	41-45	54	42	49-52	46	41-45
Moose	46-48			53	47	46-50
Pit Viper		55-56	43-44	54		
Great Serpent		57				51
Giant Spider			45			
Warg	49-50	58-60	46-47	55-57	48-49	52-53
Grey Wolf	51-52	61-63	48	58-59		54-57
White Wolf	53	64		60	50-72	58-60
Undead(N)	54	65	49	61	73	61-65
Men						
Estaravë Northmen (4-20)		66	50	62-63	74	66
Foreigners (2-12)	55	67	51	64-66	75	
Brigands (5-20)		68-69	52			67
Merchants (3-18)		70	53			
Angmarim soldiers (20-30)	56	71-72	54	67-72		68
Common Folk (2-20)		73		73		69
Orcs(N)						
Trackers (1-2)	57-60	74	55	74	76	70-72
Small Patrol (2-6)	61-70	75-80	56-70	75-78	77-80	73-74
Normal Patrol (6-10)	71-80	81-83	71-80	79-82		75
Mounted Warband (12-30)	81-85	84-86	81-86	83-89		76
Elite Trackers (2-6)	86-88			90	81	77-79
Officers (1-2)	89-91			91	82	
Special	92		87	92	83	
Tribute Wagons and Guards			88-91	93-94		
Drakes						
Cave Drake		87	92			80-81
Cold-drake	93	88			84	82-83
Fire-drake		89				84-85
Ice-drake	94				85-86	
Trolls(N)						
Cave Troll		90-91	93			86-87
Hill Troll		92	94			88-90
Snow Troll		93			87-98	91-93
Stone Troll	95	94-95	95	95		94-97
Other Non-Mannish Races						
Dwarves (7-12)	96	96	96	96		
Elves (6-12)	97	97	97	97		
Giants	98	98	98	98		98
Great Eagles	99	99	99	99	99	99
Other Beings†	00	00	00	00	00	00



Encounter	Anduin Vales	Spires of Gundabad	Drake Gate	The Pits	Fungi Caves	The Mines
Chance (%)	20%	35%	40%	30%	15%	6%
Distance (miles)	8	.1	.1	.2	1	2
Time(hours)	4	.5	.5	1	4	8
Inanimate Dangers						
Closing Pit Trap		01	01-02	01	01	01
Murder Pit Trap		02	03-04	02	02-03	02
Shifting Walls Trap		03	05-06	03	04	03
Poisoned Bolts Trap		04	07-08	04	05	04
Wetway Drop			09	05	06-10	
General Trap	01	05	10		11	05-08
Falling Rocks					12	09-18
Hidden Chasm					13	19-20
Sites/Things						
Cave/Cavern	02					
Mine/Quarry	03					
Ruins	04				14-15	21-24
Settlement/Camp	05-07					
Estaravë Garth	08-25					
Orc Guard Tower	26					
Animals						
Bat(N)	27-28	06-07	11-14	06	16-17	25-26
Giant Vampire Bat(N)	29	08-09	15-16	07	18-19	27-28
Black Bear	30					
Brown Bear	31					
Cave Bear	32					
Cliff Buzzard	33					
Crow	34-36					
Deer	37					
Golden Eagle	38					
Great Elk	39					
Mountain Goat					20	
Wild Goat	40				21	
Hornet	41		17-18			
Great Lizard				08	22-23	29-30
Losrandir	42					
Moose	43					
Pit Viper		10	19	09	24-25	31-32
Great Serpent	44			10	26-27	33-34
Sligh		11	20	11	28-29	35-36
Giant Rat		12	21	12	30-31	37-38
Giant Spider	45			13	32	39-40
Warg	46	13-16	22-29	14	33-34	41-42
Grey Wolf	47-48					
Undead(N)	49	17	30	15	35-38	43-48
Men						
Estaravë Northmen (4-20)	50-64	18	31-32	16-17		49
Foreigners (2-12)	65-67	19	33	18-19	39	50
Brigands (5-20)	68-69					
Merchants (3-18)	70-71		34-35	20		
Angmarim soldiers (20-30)	72-73		36	21	40	
Rebels (5-10)				22-24	41-53	51-59
Common Folk (2-20)	74-84					
Orcs(N)						
Trackers (1-2)	85	20-23	37-41	25-29	54-55	60
Small Patrol (2-6)	86	24-26	42-49	30-44	56-66	61-74
Normal Patrol (6-10)		27-28	50-58	45-59	67-73	75-78
Mounted Warband (12-30)	87		59-73	60-63	74-75	
Females and Imps (5-15)		29-32	74	64-78	76-78	
Slaves and Guards (5-12)		33-37	75	79-88	79-93	79-93
Elite Trackers (2-6)	88	38-45	76-80	89-90	94	94
Hoerk Guards (1-4)		46-65	81-85	91-92	95	95
Officers (1-2)		66-83	86-90	93-94	96	96
Special (NPCs, Priests, etc.)		84-96	91-93	95	97	97
Tribute Wagons and Guards	89		94-98			
Trolls(N)						
Cave Troll	90-91	97-99	99	96-99	98-99	98-99
Hill Troll	92-93					
Stone Troll	94-95					
Other Non-Mannish Races						
Fire-drake	96					
Dwarves (7-21)	97					
Elves (6-12)	98					
Great Eagles	99					
Other Beings†	00	00	00	00	00	00

Use of the Encounter Table and Codes:

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

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

N — These creatures are entirely or primarily nocturnal. If primarily nocturnal (e.g., orcs, certain undead, etc.), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal (e.g., certain undead, certain Trolls, etc.). Of course, if underground or inside, these restrictions do not apply.

† — Other beings are usually alone, frequently powerful, but not always evil. They might be wizards, lords, monsters, Fell-turtles, Drakes, etc. The GM may reroll or, ideally, construct an encounter with a unique group or individual, such as a figure of note from the NPC table.

mount gundabad™

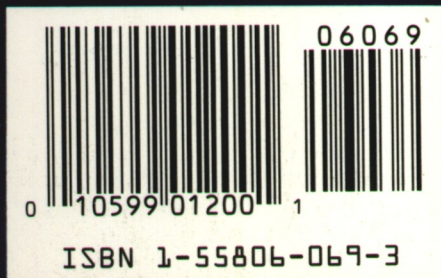
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Printed in U.S.A. #3110



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