

ERECH and the

St.# 8060

PATHS of **DEAD** the



A Fantasy Role Playing adventure module from

J.R.R. TOLKIEN'S MIDDLE-EARTH



Based on **THE HOBBIT™** and **THE LORD OF THE RINGS™**, this package details the south central vales of the White Mountains where the ghosts of the Oath-breakers haunt the land. Discover the secret of the mysterious Black Stone of Erech and explore the underground paths of the Dead. Produced and distributed by **IRON CROWN ENTERPRISES, INC.**

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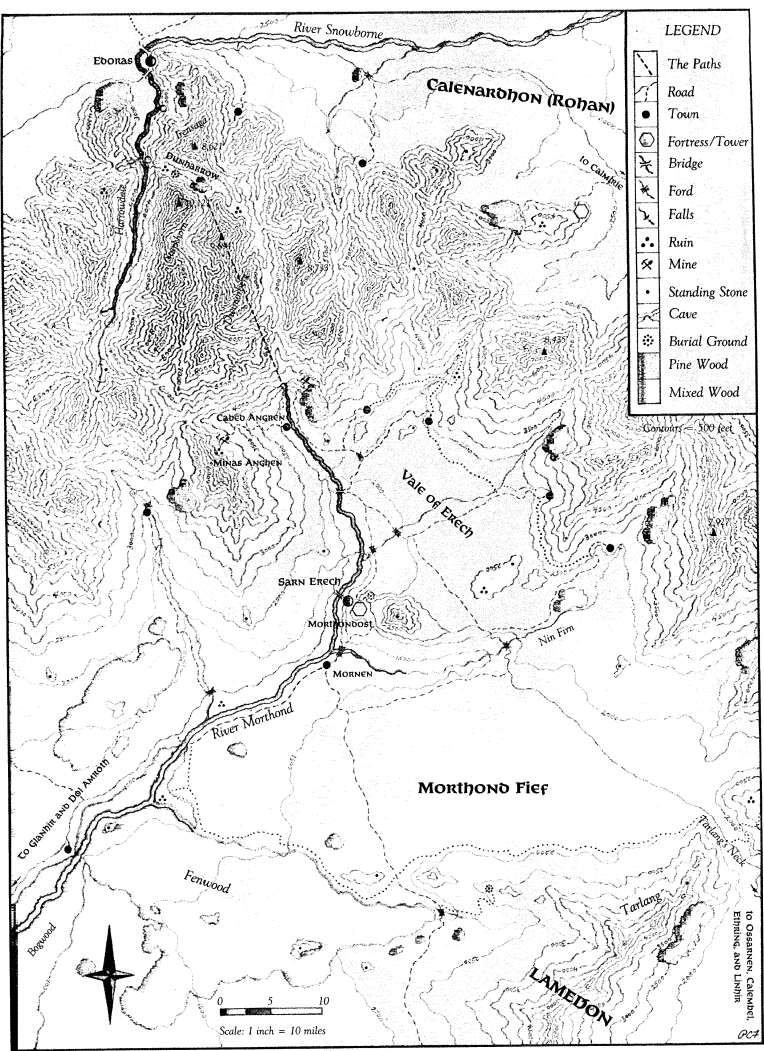


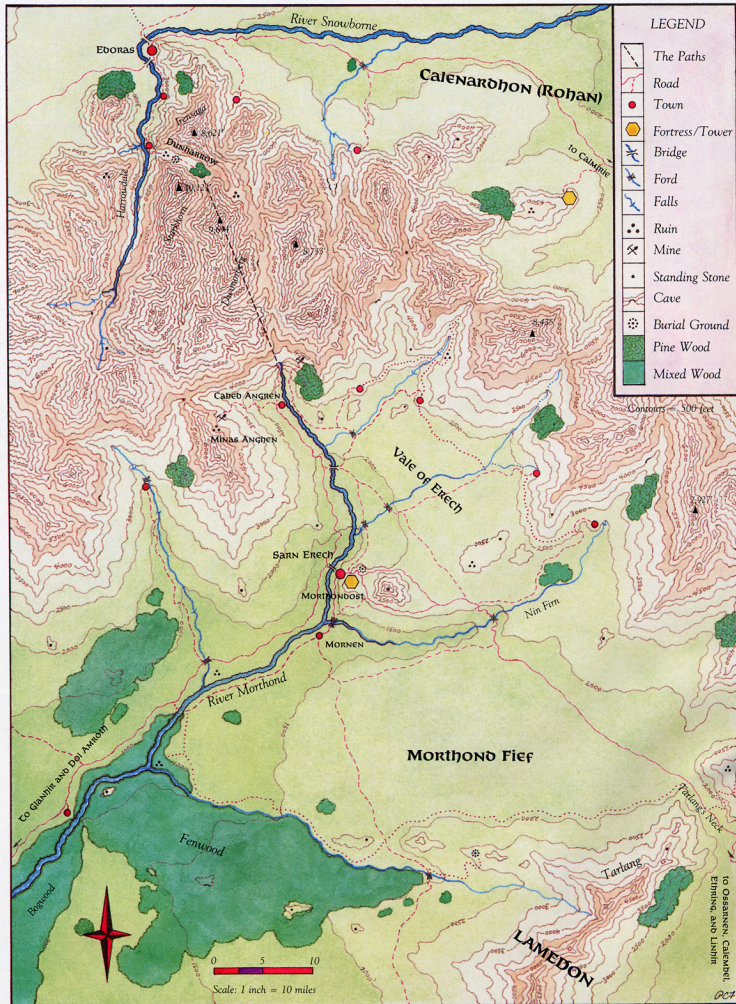
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Welcome back Kurt. (Four years in Uncle Sugar's trade school was no picnic. BLACKHAWK, SIR!)

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Meryn stared up into the narrow canyon. Although familiar, it seemed no less dramatic and forbidding that it had ten years ago, on that day she rode up from her home in Erech. A swift, cold stream spilled from the flank of the great peak above the defile. The crisp mountain waters tumbled down over a series of rocky falls and, excepting for the precarious stone roadway, filled the pass. Sheer walls guarded both creek and trail.

Then Onree spoke: "This is the Trail of the Oathbreakers — the Paths of the Dead. An Army of Undying haunts this road. It is their domain."

Disturbed by the wind and suspicious of movements in the shadows, Holf turned to the Scout: "Then the Gate of the Dead is nearby?"

"One such door..." Onree replied. "It lies by the spring at the head of this dark defile. The other gate stands beyond the black tunnel that runs to Harrowdale on the far side of the mountain. That door looks toward the land of the Riders."

Meryn added: "'Tis in the mountain that the Dead reside during the day, and it is through this canyon they march each nightfall.'" She gazed skyward. "They should be coming soon, for dusk is now settling." The War-maiden's horse stirred, nervously chafing and clearly desiring a hasty return to the grassy vale below. Meryn rubbed its forehead and, for a time, quelled its fear. But as she turned to Holf, her calm changed to a strangling emptiness. Grey shapes stirred behind the Mage. She tried to cry out, yet in her fear uttered only a whisper. "Araw be kind; we are surrounded!"

1.0 GUIDELINES

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

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

Professor Tolkien's Legacy

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

Remember that the ultimate source 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

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within sub-categories.

Game Systems	
MERP Middle-earth Role Playing	RM Rolemaster
Character Stats	
Ag Agility (<i>RM</i> and <i>MERP</i>)	Me Memory (<i>RM</i>)
Co Constitution (<i>RM</i> and <i>MERP</i>)	Pr Presence (<i>RM</i> and <i>MERP</i>)
..... <i>MERP</i>	Qu Quickness (<i>RM</i>)
Em Empathy (<i>RM</i>)	Re Reasoning (<i>RM</i>)
Ig Intelligence (<i>MERP</i>)	SD Self Discipline (<i>RM</i>)
It (In) Intuition (<i>RM</i> and <i>MERP</i>)	St Strength (<i>RM</i> and <i>MERP</i>)
Game Terms	
At Armor Type	Lvl Level (experience or spell level)
bp bronze piece(s)	MA Martial Arts
cp copper piece(s)	Mod Modifier or Modification
Crit Critical strike	mp mithril piece(s)
D Die or Dice	NPC Non-player Character
DB Defensive Bonus	OB Offensive Bonus
D100 Percentile Dice (01-100 results)	PC Player Character
FRP Fantasy Role Playing	PP Power Points
GM Gamemaster	R or Rad Radius
gp gold piece(s)	Rnd or Rd Round (10 second period)
ip iron piece(s)	RR Resistance Roll
jp jade piece(s)	Stat Statistic or Characteristic
	tp tin piece(s)
Middle-earth Terms	
A Adûnaic	Kh Khazdul (Dwarvish)
Be Bethreth (Silvan Elvish)	LoR <i>The Lord of the Rings</i>
BS Black Speech (Morbth)	Or Orkish
Cir Cirith or Certar	Q Quenya
Dn Dænael (Old Dunael)	R Rohirric
Du Dunael (Dunlending)	Rh Rohanvian
E Edain	S Sindarin
El Eldarin	SA Second Age
ES Easterling	Si Silvan Elvish
1.A First Age	TA Third Age
F.A Fourth Age	Teng Tengwar
H Hobbitish (Westron variant)	V Variag
Har Haradad (Haradrim)	W Westron (Common Speech)
Hob <i>The Hobbit</i>	Wo Wose (Drúedain)
Kd Kuduk (ancient Hobbitish)	

1.12 DEFINITIONS

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

Belfalas: (S. "Coast of the Powers") Princely chief in south-central Gondor. Ruled by the Princes of Dol Amroth, it includes the area between the Gilrain and Ringló rivers.

Calembel: (S. "Great Green") Chief city of Lamedon, it is located atop a hill overlooking the west bank of the River Ciril. There, the road from Linhir and Ethring crosses the river by way of a ford. This highway strikes westward through Tarlang's Neck to Erech.

Calenardhon: (S. "Green Province") The wide, grassy land between the Risen Ivers and Anduin. Its northern border runs along the edge of Fangorn Forest and River Limlath (Limlith), while in the south its bounds are marked by the White Mountains. In T.A. 2510 it is given to the Rohirrim, who rename it *Rohan*. *Calimrië* is the chief town in Calenardhon.

Dæna Coenti: (Dn. "People of Skill") Ancestors of the Dunlendings and (indirectly) the Drúedain (Woses) of the White Mountains. This forgotten race is the indigenous manish population in most of what is now central and western Gondor. Animistic, superstitious and industrious, they leave a wealth of stone carvings and megalithic structures in the hills and high valleys they find so sacred. They trace their lineages through the female line and revere the Earth Mistress (a manifestation of *Yavanna*) as high goddess. Their tongue, *Dænael*, is often called Old Dunael, since it spawned the Dunael speech of the Dunlendings.

Dunharrow: (R. "Dinharg"; W. "Dark Burial place" or "Dark Temple") A fortified mountain meadow looking out over the east edge of the vale of Harrowdale. This ancient refuge serves as an exalted burial field and place of worship. Three mountains — the *Starkhorn*, *Irensaga*, and *Dwimorberg* — enclose Dunharrow from the south, north, and east respectively.

A road from Edoras in Rohan skirts the River Snowbourne as it leaves Harrowdale. This route winds up a cliff in eastern Harrowdale, thereby reaching the shelf on the western side of Dunharrow. From there it crosses Dunharrow as a grand avenue flanked by a double line of standing stones. Southeast of the meadow, at the face of the Haunted Mountain (Dwimorberg), lies the Dark Door; this is the northern entry to the Paths of the Dead. It is one of two Gates of the Dead.

Dunlendings: A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Descendants of the Daen Coent, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: *Dunmen, Dunish Folk, Dunlanders, the Hillmen of the White Mountains, etc.*

Dúnedain: (S. "Edain of the West"; sing. *Dúnedan*.) 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 (Valinor). 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 and sailed east to northwestern Middle-earth. There they founded the "Realms in Exile": the kingdoms of Arnor and Gondor.

The term Dúnedain refers to the Númenóreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. *Adûnaic* is their native language.

Edoras: (R. "The Courts") Capital of Rohan, Edoras is built on an ancient hill site at the northern edge of the White Mountains. Its dikes, stockade, and wood and stone buildings are erected soon after T.A. 2510. Although fortified, it remains vulnerable. Nearby Dunharrow serves as the town's refuge.

Erech: (Du. "Frightful Place") High vale in the upper Morthond Valley of Lamedon, just south of the Paths of the Dead. It is named for the grassy, barren hill upon which lies the half-submerged, spherical (black) Stone of Erech. The town of *Sarn Erech* dominates this strategic locale, and lies due west of the pass called Tarlang's Neck.

Gondor: (S. "Stone-land") The great Dúnedain kingdom that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions: (clockwise from the north) *Calenardhon* (Rohan after T.A. 2510); *Andriem; Ithilien; Lebennin; Belfalas; Lamedon; Anfalas; and Andrast. Osgiliath* on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to *Minas Anor* (*Minas Tirith*).

Harrowdale: (W. "Disturbing Valley") Valley in the north-central White Mountains out of which flows the River Snowbourne. The northward-facing mouth of Harrowdale opens into Rohan just below Edoras. The high meadow of Dunharrow sits above Harrowdale.

Lamedon: (S. "Land of the Tongue") The region of Gondor between the rivers Ringló and Morthond, it lies north of Belfalas and south of the White Mountains. Its chief town is *Calembe* (Upon the Hill), on the River Ciril. Erech lies in northwestern Lamedon.

Lebennin: (S. "Place of Five Waters") A well-settled region of Gondor lying west of the Anduin and southeast of the White Mountains. The great port of *Pelargir* and the trade town of *Linhir* are both in Lebennin.

Morthond: (S. "Black-root") River in central Gondor which forms the border between the regions of Lamedon and Anfalas. The Morthond rises in the White Mountains, by the Paths of the Dead; thus its name. Flowing southward past Erech, it winds west of Tarlang and down to the Bay of Belfalas. Its mouth is just north of Dol Amroth. The Elf-havens and port of *Edhellond* lie in the Morthond delta.

Paths of the Dead: The underground tunnel-road (and surrounding complex) running beneath the White Mountains and connecting Dunharrow (in Calenardhon/Rohan) to the upper Morthond valley in Lamedon. It is haunted by the Dead, warriors of a cursed army cast into the Shadow-world after they broke their Oath to serve Gondor in the war against Sauron during the Second Age.

Rohan: (S. "Horse-land") Calenardhon after T.A. 2510. Called The Mark, it is a region granted to the Rohirrim (a semi-nomadic Northman race) in return for their aid against the Balchoth and their oath of loyalty to the Kings and Stewards of Gondor. Rohan's chief town is *Edoras*.

Tarlang's Neck: A wide, low pass through the long mountain ridge called Tarlang. This rugged ridge is a southern spur of the White Mountains and cuts through central Lamedon. The road through Tarlang's Neck connects Erech with Calembe.

White Mountains: (S. "*Ered Nimrais*") Snow-capped mountains which arch eastward from the Cape of Andrast and end above Minas Anor (Minas Tirith), just west of the Anduin. The Paths of Dead cross under the White Mountains between Harrowdale (on the north) and Erech (to the south). Alpine in character, the White Mountains rise to heights of well over 11,000 feet.

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

1.14 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 rules, 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.

1.2 BASIC COLOR AREA MAP KEY

- (1) 1 inch = 20 miles
- (2) Mountains = 
- (3) Hills = 
- (4) Mixed forests = 
- (5) Pine forests = 
- (6) Hedgerows, brush, and thickets = 
- (7) Primary rivers = 
- (8) Secondary rivers = 
- (9) Streams = 
- (10) Intermittent watercourses = 
- (11) Glacier and iceflows = 
- (12) Mountain snowfields and snowy regions have no coloring
- (13) Primary roads = 
- (14) Secondary roads = 
- (15) Trails/tracks = 
- (16) Bridges = 
- (17) Fords = 
- (18) Cities = 
- (19) Towns = 
- (20) Manor houses, inns, small villages = 
- (21) Citadels and huge castle complexes = 
- (22) Small castles/holds/towers/keeps, etc. = 

- (23) Monasteries = 
 (24) Observatories = 
 (25) Barrows, cairnfields, and burial caves = 
 (26) Caverns and cave entries = 
 (27) Buttes and plateaus = 
 (28) Lakes = 
 (29) Dunes = 
 (30) Extremely rough terrain = 
 (31) Deserts = 
 (32) Shoals = 
 (33) Reefs = 
 (34) Ruins = 
 (35) Swamps and marshlands = 
 (36) Jungles = 
 (37) Dry or periodic lakes = 
 (38) Steep ridge faces and downs = 
 (39) Marsh villages = 
 (40) Watchtowers = 

2.0 INTRODUCTION

*"She is the Queen of life and light, so give to Her your praise:
 Praise to Her the corn that grows Praise to Her the wind that
 blows For they have more strength than death and dark And
 last through all our days."*

— Grannen Torbet, High Priestess
 of Yavanna: "Harvest Hymn"
 ca. S.A. 2850

*"I am the Lord of Dark and Death, so give to Me your praise:
 Praise to Me My icy throne
 Praise to Me My skull windblown
 Praise to Me My crown of bone
 for they will last beyond all life
 Unto the end of days."*

— King Morthec Gruan the Doomed
 lampooning the Harvest Hymn
 five days before his death
 in T.A. 3

Below the towering heights of the Ered Nimrais, the White Mountains, lies the Morthond (Black-root) Vale, a rich land of rolling, fertile fields and rushing alpine streams. This was, long ago, the land of the Daen Coentis (Dn. "People of Skill"), the folk who later became known as the Dunlendings. Their tribes ranged these rich valley lands and farmed these fields, hunted the mountain forests, herded in the meadows, and mined the cliffs and gorges. The Daen Coentis were never very many, but they were skilled workers in stone and keen observers of the seasons and the night skies. They erected hundreds of massive stone observatories that served as both calendars and as temples to the Valar, whom they worshipped as gods.

Their peaceful existence came to an end in the middle of the Second Age, during the Dark Years of Sauron. The devout but primitive religion of the Daen Coentis made it relatively easy for the Dark Lord to subvert the worship of these people. With the passing of years the Evil One preyed upon their superstitions.

The Bonding of the Dúnedain and Daen Coentis

At the same time, Dúnedain settlers came across the sea from Númenor in ever-increasing numbers. The High Men of Westnesse were more efficient farmers and miners than the Daen Coentis, and their numbers grew rapidly. After the Downfall of Númenor, when Elendil and his heirs founded Gondor (S.A. 3320), the Dúnedain in the Morthond Valley already outnumbered the Daen Coentis.

However, relations between these two peoples remained peaceful. The King of the Daen Coentis, Merro Glastanan, swore an oath of friendship with Elendil and his heirs, declaring that the Daen Coentis and their great fortress Daen Hoarn (later called Dúnharg or Dunharow) would ever be at the disposal of Gondor. Yet already there were mutterings of discontent among the Daen Coentis; some said that the Dúnedain were taking the land of the earlier race, taking oaths of fealty, and giving nothing in return.

In those days the Paths of the Dead (Dn. "Muir Forth Maronin" or "Great Road of the Dead") were nothing but the tombs of the deceased Kings, Princes, and Nobles of the Daen Coentis. For ages their stone masons had worked at embellishing and improving this immense natural path under the mountain later called the Dwimorberg, but which they themselves called the Haven of the Lost Lords.

According to old custom, the dead were laid to rest in a sealed stone chamber for three years, after which time the bare bones were dismembered. Then the skull was bound about with an elaborate filigreed crown and placed in its own special niche in the wall of one of the tombs. Other bones were sorted by type and placed with the others of their kind from that person's ancestors: all the leg bones together, all the vertebrae together, and so on. Only modest grave offerings were made: a symbolic sword, when the King's own enchanted sword was given to his heir; a staff of plain wood, when the High Priestess' staff was given to her successor. The spirits of the dead must have approved of this treatment, for they never haunted their descendants but instead went on to their appointed resting place. So it was when King Merro swore his oath to Elendil.

The Oathbreaking

Then the influence of Sauron began to be more strongly felt. Discontent grew. The Daen Coentis looked upon their new neighbors — some said their conquerors — with distrust and jealousy. The Dúnedain lived longer. They were taller and stronger. They could grow more grain. They found more iron in the mountains, and brought in Dwarves — Dwarves! — to help them mine. The land through which the Daen Coentis could freely roam was increasingly bound with roads, fortresses, towns. The old religion, the star-watching and the worship of the Earth Mistress (Yavanna), Araw (Oromë), and the other Valar, brought no help. A great Power was arising in the East, and the Dúnedain opposed it. They said it was evil. Was it? Or was it just contrary to the Dúnedain? Offers were made by the Power to some of the Daen Coentis. The Dark One preached that Daen Coentis could throw off their yoke and become a great people once again. They could have all the land near the Ered Nimrais, north and south, not just the mountain valleys that they now held. So the Daen Coentis thought to regain their former sovereignty, and so they sowed the seeds of their own destruction.



The Last Alliance of Men and Elves formed in S.A. 3430, to overthrow the Dark Lord of Mordor. As they marched southward in 3434 an envoy, Celefarn of Imloth Melui, was sent to summon the Daen Coentis to the aid of the Alliance. When he came unto King Morthec Gruan and reminded him of his oath, sworn upon his ascent to the throne, to aid the rulers of Gondor, King Morthec laughed and said:

"Return, fool, to your foolish master, and tell him that though he risk his own life and those of his own folk in a hopeless battle, I see no need for me to do the same. For the Dúnedain have never done anything for us that we need risk our very existence for their sake."

Celefarn of Imloth Melui then replied, and his voice carried the strength of more than a mere Man, since he also spoke for every member of the Alliance, and the Power of Arda knew it:

"Although you refuse to acknowledge your oath and answer the summons of the King now, yet still you will answer that summons; when the True King calls you again, you shall answer him, and you shall wait until he calls you. Although it be until the Time of Doom, you shall await that call, and you shall have no rest until that time. And though the Kingdoms of the Alliance may live through this conflict or may instead die, yet there shall be no change at all in the fate of the Daen Coentis, for from this day they shall ever wane, and no skill of yours or theirs, King of the Skillful People, shall avert this fate."

The Princess of the Daen Coentis cried for the envoy's death, but King Morthec was already disturbed by the import of the Oath-breaking, and had no wish to further sully matters by shedding the blood of an envoy. He dismissed Celefarn, sending him away with an armed guard.

The Curse of the Oath-breakers

Morthec lived until T.A. 3, long enough to witness the Last Alliance's victory over the Dark Lord and to see the effects of Celefarn's curse take root. Princes who died were seen walking the roads of the Morthond Valley and riding ghostly horses through the forests. The iron mines of the Daen Coentis became inexplicably unproductive, although they seemingly had enough ore for years to come. Great craftsmen died, and their apprentices could not recall masters' skills. More and more women became barren. The gentle worship of the old days died out almost entirely, being replaced by a worship of fearsome demonic beings thirsting for blood sacrifices.

The noble folk of the Daen Coentis became obsessed with death, adding greatly to the hoards in the Paths of the Dead, giving the dead valuables and magical artifacts. It became a policy never to make an oath unless life itself or even more was at stake, since the alternative, if the oath were broken, was to wander after death forever. Morthec called himself "the Doomed" and died cursing the Dark Lord and the Dúnedain with equal vigor.

After his death, the decline of the Daen Coentis continued. No one ever worshipped at the greater observatories anymore, and several of the lesser ones became debased shrines to the new "gods." Those of the Daen Coentis who disapproved were hounded out of their tribes. Some fled northward; others went among the Dúnedain and adopted their ways. By the time that the last true king of the Daen Coentis, Cober the Fey, died in T.A. 679, there were perhaps 300 full-blooded Daen Coentis left in the Morthond Valley. None were of noble blood.

The Expansion of Lamedon

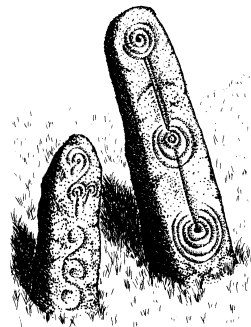
In T.A. 569 Turambar, Ninth King of Gondor, granted to Gundor, younger son of a lesser Dúnedain household, the Morthond Valley of Lamedon Province to hold as Crown Fief. Gundor, styled



Prince of Morthond, began the construction of what was to become Morthondost ("Blackroot Fortress"), seat of the Princes of Morthond. His son Thorondor and grandson Eradan also worked on the fortress, but it was not completed and named until T.A. 714. The title of Fortress-builder fell to Gildor, the fourth Prince.

Soon a town sprang up at the foot of the fortress. It was named Sarn Erech (S. "Stone of Erech"), for the ancient and mysterious spherical rock set atop neighboring Erech Hill. Other towns, Cabed Angren (S. "Iron Gorge") and Ossarnen (S. "Seven Stones") near the mines in the hills, and Mornen (S. "Black Water") in the valley, helped increase the prosperity of the region. Over the farms, towns, and roads brooded the towering White Mountains and the mournful standing stones that are all that is left of those who called themselves the Skillful people.

The Great Plague, in 1636-1637, was not as serious here as in most other places. Perhaps 5-7% of the population died. Among the victims were Thorondor III, Prince of Morthond, Lady Glorien, his wife, and Lady Aranwen, his chosen heir. Arador, twin brother of Aranwen, is now Prince. Some empty buildings still remain in Sarn Erech, but prosperity is returning to the land. Yet order proves elusive. Bandits and Ghosts roam in the mountains, old threats who seem increasingly active. Perhaps these are after-effects of the Plague; perhaps not.



3.0 THE LAND AROUND ERECH

The lands of the Fief of Morthond are not extensive, but they are varied. In the south, gentle hills and fertile vales provide a wealth of rich farmland and plenty of pastoral pastures. To the north rise the steep slopes and craggy peaks of the White Mountains. Gleaming snow-caps surmount this great massif year round. Beneath its grey granite flanks it is riddled with caverns and clefts, a wonderland of sprawling mazes and limestone chambers. The snows of this massive range give birth to countless streams and rivulets, amply watering the land below in all but the driest of years. Some of these tumults flow over the rocks and slopes, cutting steep-sided valleys; others flow through the mountain caverns, emerging unexpectedly from cliffs or gorges. One such stream is the Morthond River, which emerges cold and swift from the southern gate to the Paths of the Dead. Some say that it is this grim entrance into the world of light that gives the river its name, but others point to the dark stones that line its bed.

3.1 THE WHITE MOUNTAIN CAVERNS

The Paths of the Dead are the most spectacular of the many cavern systems beneath the Ered Nimrais. This grand, forbidding roadway beneath the mountains began as a crack in the stone that forms the backbone of the range. Water, that mildest yet most powerful of liquids, flowed through the fissure, enlarging and ornamenting it with natural pillars and filigrees of limestone. The ancient Daen Coentis and their ancestors added side passages and chambers, but the largest part of the structure is entirely natural — the work, the Skilled Folk used to say, of *Gobha (Aulë)*.

Other reasons were found for exploring the caverns of the White Mountains. These cool depths quickly yielded bountiful deposits of tin and copper, the staples of the Daen Coentis. Iron was discovered so long ago that no one can recall when Men or Dwarves began delving there. Today the largest and most productive mines are south of the Paths of the Dead, in the cleft of Cabed Angren and near the town called Ossarnen (named for the seven standing stones of the ancient Daen Coentis complex nearby), above the valley of the River Ciril to the east. Other mineral resources of the White Mountains include salt, small amounts of zinc (used in making brass), small but good red garnets, blue aquamarines, green beryl (valued by the Elves especially), and the clear blue rock crystal that is locally called *glasmain* (Dn. "blue-stone").

3.2 THE FOOTHILLS AND VALES OF MORTHOND

Just south of these rich mountain mines lie the rolling hills and high pasture that dominate eastern and northeastern Morthond. Excellent for sheep and goats, most of these foothill reaches nestle beneath the rocky heights of the White Mountains or the highland spur called *Tarlant* (S. "High Iron"). Thick forests cover rocky or remote areas and extend up into the lower reaches of the mountains, providing the shade, nuts, and roots that Wild Pigs thrive on. Spreading to the west and south, the hills flatten out into broad, fertile valleys as they near the rivers. Prosperous crops of wheat and barley carpet fields separated by stretches of wild or fallow bottomland, the latter providing excellent pasture-grass for cattle. Towns, villages, and farmsteads dot these placid vales.

Yet Morthond Vale is not a southern, Mannish version of the Shire, that peaceful and bucolic paradise where the legendary Halflings loiter and loaf and grow fat on six meals a day. Most of these rich fields have in their midst a standing stone or a cluster of standing stones, on which birds, even the rowdy and fearless jackdaw, will not alight. The descendants of the Daen Coentis are not the only folk

who put out offerings on the Feast of the Dead (the night of dark of the moon just after the autumn equinox), for many others have seen the Ghosts of the Oath-breakers and the shadows of those slain by these cursed spirits. People have been killed by the Dead: it does not occur often, but it happens far too frequently.

Morthond's lush forests are home to all sorts of beasts, not all of them "natural." Miners have broken through to huge underground chambers and disappeared; no one cared to go after them, and the new passages were sealed. Worse, since the Plague, the rich blanket of tilled fields and healthy forests seen thinner, and whatever may lurk beneath the tree boughs and rocky heights feels ever closer and more chilling. Morthond, the land around Erech, remains a haunted place.

3.3 THE CLIMATE

The valley climate of the Morthond region is one of the most pleasant in Middle-earth. Winters occasionally feature snow, but the temperature seldom reaches much below freezing. Summers are warm yet not too hot; it is rare for the temperature to climb to 90 degrees. Rain falls throughout the year, although the summer season is wettest. Thunderstorms, common in the evening after a hot day, cool the muddy fields and lend the homes the aroma of wet thatch. Often quite violent, these squalls typically bring lightning and sometimes produce hail. Over the years a few such summer hailstorms have wreaked considerable crop damage and caused injuries. Still, these calamities are rare. The advent of two in the first year of the Great Plague was considered an odd, ominous misfortune.

The White Mountains present a less moderate case. Higher elevations, of course, feature constant gales and year-round cold, with most precipitation falling as snow. At lower altitudes, the air temperature is still cool, but can be nearly as warm as that in the vales and foothills. Highland herders are quick to remove their cloaks in the midday, even while the snow still clings to the slopes beneath the summer sun.

3.4 THE FLORA

As has been mentioned, these regions are for the most part lush with vegetation. Even the mountain heights above the treeline feature tough, small herbs, flowers, and shrubs. The high meadows and hanging valleys of the White Mountains are a lovely sight in the summer, filled with clusters and patches of Anemones, called by the Elves and Mannish scholars "Sulilot" (S. "Windflower") and Mountain Clover, Primrose, Valerian, Asters, Buttercups, Mountain Rose, Rowan, and White Mountain Thistle. In these meadows are found the valuable herbs Boneset, Fleabane, Dwarves' Eyebright, the mystical White Mountain Poppy and Wight Orchid, and the poisonous Madwort. Frostheal, the marvelous salvation of many a stranded and frozen herder, lives at the edge of the everlasting snow, where the only other growing thing is the hardy Rock Lichen. (Frostheal is also called by the ancient name *Jojojopo*, for the far-away, semi-mythical tribe of the same name.)

The highest growing trees on the White Mountains are the evergreen conifers: Pines, Spruces, and Yews. Here the Spruces grow so tall and straight (about 125') that shipbuilders in need of mast-wood think nothing of the long journey up the Morthond from the baycoast. Farther down the slopes, the conifers become mixed with deciduous trees: the Oak, Maple, Sycamore, Alder, and the Wild Cherry and Wild Plum. In clearings sprout Woodruff (used for flavoring wine and ale), Sweet Sorrel, Wintergreen, Campion, Ivy, Athelas, and fragrant Lily of the Valley.

As the woodlands give way to fields and meadows, low grasses mix with Wild Crocus in the spring. With the passing of the last frost in Gwirth (April), the grasslands delight in a carnival of color. Wild Mustard, Poppies, White Lupins, Wild Barley and Rye, Healer's

Chamomile, and Woad (used by the Daen Coentis to decorate themselves for battle) dot the verdant open country, while an occasional clump of Walnut trees offers shade and food after shedding the burdens of winter.

The river banks in the valleys harbor an abundance of Willow trees. Among their roots nestle Reeds, aromatic Angelica, Pennyroyal, Water Mint, Lady's Violet, and Golden Cress and Suranite. Tall stands of Cattails and scented Rushes rise from the few calm pools formed by rare bends in the quick-flowing snow-fed streams and rivers.

3.41 ENCHANTED HERBS

The Morthond region contains a wealth of special herbs noted for their medicinal or mystical qualities. Adventurers and travelers often seek them out, for they can be of invaluable aid. Details of the habitats and uses of some of the more interesting and useful varieties can be found below.

Boneset

This is a low-growing, bushy plant of the mountains, usually found growing among rocky scree. If the root, either fresh or dried, is eaten, the rate of healing of fractures will triple. (The broken bones must be in the proper position, of course.) Multiple doses will not increase the rate of healing.

Dwarves' Eyebright

Growing in mountain meadows, both above and below the treeline, this small plant with its white-and-violet, trumpet-shaped flowers is valued by all the Free Peoples. When brewed into a tea and imbibed, Dwarves' Eyebright improves vision in dim and dark conditions (+50 sighting bonus; up to 50' infravision for Men). It will not help in total darkness, but miners and others who work in dim light find any improvement invaluable. Habitual users develop a distinct violet cast to the white of their eyes.

Fleabane

This tall, hairy plant with arrowhead-shaped leaves is found in the mountains at relatively modest elevations, never above the treeline. When crushed, it has a pungent but not altogether unpleasant scent. It may be used in two ways: either by squeezing and applying the juice, or by drying and powdering the plant and applying the powder. In either case, it repels any bloodsucking insects and related pests, including fleas, lice, and ticks. The fresh juice is somewhat more effective (95% versus 80% for the powdered form).

Frostheal (Jojojopo)

A diminutive creeping plant with small, grayish fuzzy leaves, Frostheal is found at higher elevations than any other plant. It grows at the very edge of the ever snow, the snow that never melts. Legends speak of Frostheal as an ancient gift from a traveling tribal king who was once stranded in the high snows of the Ered Nimrais before being saved by one of the Daen Coentis, although such tales are commonly scoffed at by educated folk.

Golden Cress

This fernlike stream- or riverside-dweller turns a bright reddish gold when it dries; hence the name. When made into an ointment by heating the fresh or dried herb in purified tallow for an hour, it closes and heals bleeding flesh wounds (from 1-5 hits) in 1 to 5 rounds. The wound, once closed, will not reopen.

Healer's Chamomile

This meadow plant has lacy leaves and clusters of small, daisy-like flowers, each with a very large center and very few, small petals. When brewed in hot water and swallowed, it causes a deep sleep for 2 to 12 hours. During this sleep, all healing is tripled in rate. The patient awakens ravenously hungry and often very irritable. More than two doses in 3 days will result in blurred vision, trembling, and

violent mood changes, a condition which will last for 1 to 4 days (resulting in -50 to all actions). This impaired status runs a 25% chance of becoming permanent each time another dose is ingested during the same three day period.

Sweet Sorrel

An attractive little woodland plant with trefoil leaves and white, bell-like flowers, Sweet Sorrel is a specific cure for all distresses of the lungs, throat, and connective air passages. It is used by heating the leaves in boiling water for a few moments and then inhaling the steam. Sweet Sorrel acts as an antidote to most poisonous gases and will relieve lung spasms brought on by other causes (for example, by the poison Kennesank).

White Mountain Poppy

This handsome mountain plant makes a lovely show in high meadows in the spring. The juice of the unripe seedpods is dried and powdered to make an unusual drug, which when burned and the fumes inhaled, causes a light trance. During the trance, the subject is at -100 for all actions, but his detection spells and information-gathering spells are doubled in range and effectiveness. This state will last from 5 to 50 rounds. It should be noted that attempts to cast a second spell while under the influence will be subject to the -100 penalty (i.e., spells should be cast during the 3 to 9 rounds that it takes for the drug to take effect.) A doubled dose will cause a deeper trance, like a light sleep, during which the subject is aware of all intrusive events (loud noises, pain, sharp temperature changes, being moved, etc.) but cannot move and cannot be awakened except by prolonged shaking and shouting (1-4 minutes). He is then still groggy (at -50) for 16-35 (15 + 1D20) minutes. A triple dose causes a deep sleep for 6-12 hours. The subject cannot be awakened before the drug wears off.

Sweet Sorrel will break any of these trances or sleeps in 4 to 10 rounds. Unfortunately, this drug is also highly addictive; with each use, one must make a RR versus a 1st lvl attack or become addicted (the RR modified by the Self-discipline stat). An addict is irrationally irritable and has blinding headaches (-60) whenever he does not have the drug at least once a week.

Wight Orchid

This rare, useful, and yet potentially dangerous herb is found in mountain meadows. The Wight Orchid is an innocent-looking stalk of small white blossoms which is sought after for its weird and mystical properties. It was instrumental in certain Daen Coentis rituals and is rumored to be used by the primitive Drúedain (Woses) of neighboring regions.

When the Wight Orchid root is eaten, the subject falls into a trance. His mind and soul can then "leave" his body (which appears to be in a coma) and journey where he wills it (range 10 miles/lvl). The "spirit" can pass non-magical physical barriers such as walls and doors and has its full range of senses, although it cannot affect or be affected by anything physically (e.g., it could see and feel a fur rug but could not pick it up). While in this form, the spirit is subject to any spells that would detect a presence but not to those that detect invisible things.

As the spirit travels away from the body, it must make a RR (add any Intuition bonus) versus a 1st level attack with the passage of each mile. With a RR failure of 01-25, the spirit can go no further. A failure of 26-50 results in the spirit returning immediately to its body, while a failure of 51+ means that the spirit becomes "lost" and possibly dissipated. (A body whose spirit is lost will die in 2 to 12 days.)

The spirit may be found, contacted and recovered by various Mentalist spells, but restoration can occur only so long as the body still lives. If the body dies while the spirit is still separated, the spirit will pass away.

3.42 POISONS

Dangers lurk amidst the wealth of pleasant plantlife in the White Mountains and the upper Morthond valley. The uneducated or unfortunate traveler may succumb to any number of foul poisons, many cloaked in innocuous or fair-seeming trappings. *Craeg-cerflun* (Dn. "Rock-form") is the most vile of these pretenders. However some, like the Madwort and Wolfstooth, betray their nature.

Craeg-cerflun

Craeg-cerflun is a laurel-like bush that grows in nooks and cracks on steep, rocky inclines. Its silvery bark and blue-green leaves shine year-round, while in spring and fall it bears beautiful golden flowers. Wonderful to behold, it conceals its evil ways. Its poisonous juices can be extracted by boiling its roots or leaves, although the flowers will spray the juice as a (5' rad.) mist whenever squeezed. *Craeg-cerflun* poison has accounted for many a climbing accident, since the plant peaks from cliffs all over the region. The effects vary: a RR failure of 01-25 cause the victim to fall into an unwaking sleep for 1-10 rds, while a failure of 26-50 casts the abused soul into a coma for 1-10 minutes. Should the RR failure be 51-100, 1-4 appendages (legs and arms) turn to a bluish stone in 1-10 rds. Any RR failure of 100+ results in the victim turning entirely to stone, although most such statuary is shattered after a long fall.

Madwort

An ugly, spiky plant with yellowish flowers, Madwort is found low in the mountains, often on broken, stony ground. The juice of its leaves can be boiled down into a sticky, poisonous paste that causes its victims to go mad for 11-20 rounds: running about aimlessly, babbling, attacking friend and foe alike (at -30), attempting to literally climb the walls, etc. Should one fail their RR by 26-50 this cruel poison will also inflict 1-10 rounds of sensory disturbance, leaving the victim at -50. If the victim proves especially susceptible to the poison (RR failure of 51+), the resulting brain damage will produce much more severe effects: 10 to 20 points will be lost from the victim's potential Reasoning stat.

Wolfstooth

A sinister-looking plant with limp greenish-white blossoms, thorns, and large, crinkled tooth-shaped leaves, Wolfstooth is found in deciduous woodlands. The root, when pounded into a pulp, produces a pasty poison. It causes the heart to beat irregularly, incapacitating the victim for 10 to 20 rounds. Even if only moderately affected by the poison (RR failure of 26-50), the heart is damaged, causing a drop of 15-20 points from the (temporary) Constitution. In some cases (RR failure of 51+), death will result from heart failure.

3.5 THE FAUNA

As might be expected of such a lush area, animals are plentiful. Only the loftiest mountain peaks of the White Mountains remain uninhabited. Not far below, the slopes and meadows teem with Rock Ptarmigan, Blue Hares (actually a greyish-blue), Alpine Marmots (like a fat mouse with no tail), Roe Deer, Wild Sheep and Goats, Lynx, and Brown Bears. Countless cliffs and caves are home to Bats, Golden Eagles, Swallows, Swifts, and Ravens. Brush along the mountain streams provides a nesting place for small birds such as Water Pipits and Wagtails. The forests are rich with Rabbits, Red Squirrels, Badgers, Stoats (like large Weasels), Pine Martens (even larger, and able to climb trees), Wildcats, and the ill-tempered Wild Boar. Goshawks, Sparrowhawks, and many kinds of Owls harry the branches for small prey, including Wood Pigeons, Stockdoves, Jays, Woodpeckers, Wrens, and other small birds. Forest slopes may conceal the pits of the huge King Spider, while Wolves roam everywhere.

The fields are home to many kinds of birds, including the Peregrine Falcon, Merlin, Kestrel, and other birds of prey, and their victims: Black Grouse, Partridge, Pheasants, Quail, Turtle Doves, Larks, and

so on. Here, four-footed beasts, such as Rabbits, Hares, Red Foxes, and Deer, dart between the hedgerows that criss-cross the green open-country.

Throughout the well-watered wilds of the White Mountains and Morthond Fief run crisp mountain streams and fast-flowing rivers. These are stocked with fish, from fat Minnows to Great Pike. The fish are natural food of the playful Otter, the Kingfisher bird, and the myriad types of Duck.

Some creatures of the area are worthy of more than a casual glance.

Blue Bear

Named for their fur, which is of a strange, silvery blue-grey shade, these unnatural creatures possess the mark of some age-old evil, the touch of some foul conjurer. Still, they are apparently indigenous, for there have been reports of them in the White Mountains for thousands of years. Usually solitary, but occasionally hunting in family groups (oddly enough, the males will help care for the cubs until they are nearly mature — 3 years or more), they are alert and clever carnivores. Blue Bears seem to enjoy an inborn sense enabling them to perceive all sentient things within 50' (analogous to a continually operating limited "presence" spell). They do not fear Men unless there is a large group involved, and they will sometimes attack without apparent provocation. These Bears stake out territories and may consider other large, predatory creatures, such as Men, to be intruders who must be killed or driven off.

Cliff Buzzard

This large, black-feathered bird builds its nest on mountain cliffs. There are generally several pairs nesting in any given area, unusual for generally solitary birds of prey. Cliff Buzzards own more intelligence than most avian hunters and cooperate when stalking victims. Superb tacticians, they often drive large, lone animals over cliffs and eat the shattered body. Any wounded creature, no matter how large, may be subject to their massed attack.

Cliff Hornet

Huge nests of Cliff Hornets abound in crevices and caves throughout the White Mountains, especially in the high reaches of Tarlang. They are not normally hazardous unless one blunders directly into the nest, which consists of many cells for eggs and young, built of mud that has hardened to the point where it is like fired pottery. The nest defense consists of scores of fiercely protective worker-hornets which, unlike bees, have a smooth stinger and do not die by tearing themselves apart when they try to leave a victim with a stinger embedded in his flesh. Victims suffer swelling and stiffness (-25 to all actions for 11-30 hours) from the stings, but there is a 35% chance (adjusted by Constitution stat bonus) that the unfortunate fool is allergic to the venom. Allergic reactions create an incapacitating fever and respiratory distress for 1-4 days, and 5 or more stings may cause death (RR vs each 1st lvl attack) in 1 to 10 hours.

Great Eagle

Although the Great Eagles are not considered one of the Free Peoples, these birds are as intelligent as any Man or Dwarf and embody a wisdom equal to that of many Elves. Noble and freedom-loving, they despise all creatures of evil. Great Eagles are not to be trifled with, however, even by otherwise good-hearted folk, since they are reserved and have a great deal of pride. Privately, they communicate in their own language (*Eryr-aryth*), but they have been heard to speak Westron and Sindarin. Some notable individuals speak dozens of Elvish or Mannish tongues.

Giant Marten

This fierce and irrational creature lives in thick evergreen forests. It looks like an enormous Weasel and moves very rapidly almost all the time — running through the woods, up trees and down through nooks and short tunnels. As with most beasts of its kind, the Giant

Marten needs a great deal of food to maintain this energy level, and fearlessly attacks virtually anything that appears at a disadvantage (even creatures larger than itself). Tales relate cases of Giant Martens successfully felling Bears and Wild Boars. Fortunately, they are solitary animals, except during early spring, when they are courting and mating.

Hunting Bat

Hunting Bats are cave-dwelling creatures. Large for bats (a body length of up to 1 foot with a wingspan of a 3-6 feet), these nocturnal predators eat small animals or birds instead of the insects that form the usual fare of their brethren. They are attracted by the smell of blood and pounce on a bleeding victim en masse, tearing flesh from the bone with small, razor-sharp teeth. Hardly cute, they are notorious carriers of disease.

King Spider

The giant King Spider is one of the strangest and deadliest perils of the Morthond forests. These creatures, with bodies up to 2 feet in diameter and legs up to 6 feet in length, are no doubt related to the Giant Spiders of Mirkwood. Rather than building webs, however, they build pit traps. These pits are usually on slopes in forests, between trees, and measure 8 to 10 feet deep and about 2 or 3 feet wide. King Spiders dig directly down according to the pull of gravity, rather than slanting perpendicular to the surface, so any fall is quick and unforgiving. A lid of spider silk interwoven with dead vegetation from the forest floor (very difficult to spot, -30) covers the trap. Even alert adventurers searching a likely looking slope, find it hard (-10) to discern these dangerous pitfalls.

When a victim weighing 40 lbs or more steps on the lid, it will burst like tough parchment, causing the victim to drop into the pit. The King Spider waits in a side passage, and immediately leaps upon its victim and bites it, injecting the reduction poison *Kennesank*. An RR failure of 01-50 results in paralysis, while one of 51+ proves fatal; the victim's inner organs dissolve into a delectable fluid. Should the victim die, the King Spider begins consuming it within a day. It may take a week to eat a victim the size of a grown man.

If the victim is merely paralyzed, the King Spider will save it. Mature females may lay 6 to 12 eggs on top of the victim and leave the hole, sealing it more sturdily behind her. The eggs will hatch in 2 days and the young spiders will spend 3 weeks living on the food left behind by their thoughtful mother. *Kennesank* venom may be extracted from a recently dead Spider and preserved for use by mixing it with oil.

Rock Viper

This small snake is quite inconspicuous as it sunbathes on the rocks. Diminutive, it is nonetheless quite poisonous. Rock Vipers will not attack unless threatened, but anyone climbing the cliffs of the White Mountains below the treeline is well advised to watch where he puts his hands. Their (9th lvl) respiratory venom causes rapid swelling, massive bruising, discoloration around the locus of the wound. Then the victim's heart begins to palpitate, his breathing becomes difficult, his endocrine system fails, and he dies of total system shock in 6 to 10 minutes. No way has yet been found to extract the poison for use.

4.0 THE INHABITANTS

Morthond Fief is a mystical, enchanted land, sacred to the old Dunnish and Daen Coentis cultures. Its modest but changing population includes peaceful but rugged locals, occasional travelers along the Tarlang Road, various evil intruders, and a host of Undead.

4.1 THE LOCAL FOLK

The local people of Morthond are a varying lot. Those in more settled locales are mostly of mixed Dúndain and Dunlending blood, although the aristocracy is primarily comprised of pure Dúndain. The rare concentrations of people with unsullied Dunlending heritage are confined to the less accessible highlands.

4.1.1 DAEN COENTIS (Dn. "PEOPLE OF SKILL")

The Dunlendings are the oldest folk of the region, their ancestors (the *Daen*) having arrived from somewhere to the south of Gondor in the First Age. These ancestral people were known by the Elves as the Southmen (*S. "Harnedain"*), and their descendants include several groups other than the Daen Coentis. All their descendants are collectively known to the Dúndain as "Dunlendings", a corruption of their own Daen (Dn. "People") name. This label remains a part of the true name for each of these successor peoples. Accordingly, the common Dunlendings of the White Mountains call themselves *Daen Lintis*, the "Learned People." Their predecessors in Morthond went by the name Daen Coentis.

The Daen Coentis favored mountainous areas for their settlements. Clans of several extended families, usually totaling 50-100 people, maintained a territory for hunting and so on. Unlike some of the other tribes, the Daen Coentis practiced agriculture. They hunted and herded cattle, sheep, and goats, but they relied most on their plantings of wheat and barley. Excellent smiths, the Daen Coentis clans acquired a reputation in the early Second Age for their goldwork and their excellent hunting and war spears. Their weavers created woolen cloth in bright and often clashing colors, favoring stripes and plaids, while accomplished leatherworkers worked marvels with tough Ox and Wild Pig hides. Unfortunately, they lacked political sophistication. Clans often feuded, but by the middle of the Second Age, these disputes were subject to the arbitration of a High King elected from the aristocracy.

At the noon of their days, before Sauron's influence was much felt and before the founding of Gondor, the Daen Coentis embraced a superstitious but wonderful religion based on Nature-spirits. The Dúndain scoffed at this primitive worship, but the Daen Coentis found it suitable to their circumstances, emphasizing as it did the pattern of the seasons and a respect for the ways of the land and sky. Yavanna, who was revered as the Earth-goddess and mistress of agriculture (particularly of grain) stood at the top of their pantheon. In those days, the powerful Priestesses of her cult wielded power analogous to that of the greatest Clan-chiefs, and a man proudly recounted both the Chiefs and the Priestesses in his ancestry.

As the Daen Coentis lost their prized territory, they regressed, becoming less agricultural and once more depending largely herding on hunting. The large seasonal festivals became less significant, and they began abandoning the huge standing stones and earthworks used to note the coming of the festivals.

Thus the importance of the old Cults and Priestesses faded. Under the increasing influence of Sauron, the gods of the Daen Coentis ceased to resemble the Valar who inspired them and took on the trappings of foul and callous Demons. Instead of offerings of song and first fruits, the Gods demanded blood sacrifice, and the old ways were looked upon as silly, ineffectual, and unmanly. Now these folk, whose bloodlines are diluted and who hardly remember the skills of their ancestors, may no longer be considered Daen Coentis, for only racially do they resemble that once-noble folk. Nowadays, even they call themselves Dunlendings.

4.12 DUNLENDINGS (*Dn. "DAEN LINTIS"*)

Few Dunlending clans remain in the region, and those are largely dispersed among the settlements of Gondor in the region. Most Dunish folk now have at least a smattering of Dúnedain blood, although some of the old Daen Coentis-style stone-and-thatch houses may still be found in less-accessible farm country. Morthond's Dunlendings tend to live in Dúnedain-style structures — low, but still taller than the old houses. These residences also have windows, something which only clan chiefs had in the old days.

Dunlendings still have a taste for milk products which far exceeds the norm for other Gondorian citizens. The old skills in goldwork are long forgotten, but Dunlendings are still considered good, basic smiths and their cloth is respected as being unusually tough and thick (although somewhat gaudy according to Dúnedain standards). Aside from their shorter, stockier build and swarthy skin, little but a complement of odd superstitions sets the modern Dunlendings apart from their neighbors. These Dunmen rarely swear oaths, nor will they call Ghosts by that name, preferring circumlocutions such as "old cousins" or "night visitors;" neither will they travel at night without at least one amulet against evil. At the dark of the moon, they follow the age-old practice of setting out curds, salt, and bread for the deceased.

Some pure-blooded groups reside in remote mountain vales, interacting with virtually no one. These are old-style clans, living not in the high fashion of the Daen Coentis of mid-Second Age, but according to the Dunlending customs of the early Third Age. They are superstitious, suspicious, xenophobic hunters. Some herd, though none like to betray their presence. Their signs are few. Occasionally, adventurers happen upon an abandoned cave village of the rude variety with signs of recent habitation, but hardly anyone knows the whereabouts of active Dunlending settlements. A few suspect their presence, however, for it is not always the Ghosts of departed ancestors who take the food offerings from the wayside shrines of the more modern but equally superstitious lowland Dunmen.



DUNLENDINGS

4.13 THE DÚNEDAIN

The Dúnedain (sing. Dúnedain) are the predominant folk of Morthond, but they are relative newcomers. They did not settle here in great numbers until the early Third Age. Their ancestors were the Faithful, those Dúnedain obedient to the Valar and Eru who survived the Downfall of Numenor in S.A. 3319. Many came north to Lamedon from Pelargir in the last century of the Second Age and in the early years of the Third, driving the Dunlendings northward

through the White Mountains. Settling the fertile farmlands, they built a new society. Over the years many married the indigenous Dunlendings who chose to remain, while the blood lines of others were diluted because of intermarriage with settlers from the North (Northmen) or East (Easterlings).

Still, these folk are generally tall (men 6' 2"; women 5' 7"), fair-skinned, light-eyed, and dark-haired. Blond hair does occur, but is rare, and red-heads are almost unknown. Any fair-skinned redheads in the area are probably of Northmen extraction, while a darker, swarthy auburn-haired individual is probably a Dunlending.

The Dúnedain of the Morthond region are full citizens of Gondor, and as such they are subject to the orders and laws of the Crown. (King Tarondor is currently moving the official royal residence from Osgiliath to Minas Anor.) More immediate authority is held by the Prince of Morthond, a lesser Prince who is subject to the Lord of Lamedon in Calembel. Arador now serves as master of Morthond, for his father, Thorondor III, died in the Great Plague of 1636-37.

The Prince is responsible for judging civil disputes and keeping order in the area and enforcing the laws of Gondor. He keeps a small troop of soldiers to keep the peace and protect against infrequent incursions of Dunlendings or those of the Evil Races. Since the disruption of the Plague, their chores have increased, but more ambitious young warriors still prefer to enter the army of Gondor. The highest position in Morthond is the Prince's Master of Arms, which only involves command of, at most, 50 men (currently, there are only 20 in the troop).

Morthond's Prince is also in charge of guarding and overseeing trade. Although allowed to mint copper coinage, he primarily regulates the flow of coin produced in Dol Amroth or Minas Tirith, making sure of its quality and acting as the arbiter of exchange.

The Prince, his family, and their retainers live in *Morthondost* (S. "Fortress of Black-root"), a modest citadel to which he has recently (T.A. 1550) added a fine, modern Great-house. Subject Dúnedain live in less opulent dwellings. Those of the towns live in anything ranging from the handsome townhouses of the land owners and healers to living quarters above or behind small shops. Dúnedain farmers live in large, sprawling farmhouses on estates, most of which incorporate a center courtyard.

The Dúnedain are a practical yet cultured people who engage in a great deal of trade and create fine handiworks. Not particularly religious or superstitious, they practice little ritual worship aside from elaborate funerals and restrained personal prayer. Although they respect the Valar as good and powerful beings, they do not seek to appease or flatter them; instead they direct their petitions and meditations directly to Eru. Thus, they need no clergy.

4.2 FOREIGN FOLK

Northmen

A small number of these tall, fair-haired folk have immigrated to the region, mainly as trappers and traders. Most are renowned for their baking, brewing, and horse-breaking skills, although recent demand has led many to take jobs as smiths, farriers, inn-keepers, or bouncers in taverns (because of their size and their wrestling skill).

Easterlings

These relatively small, swarthy folk are rare in the area, but a few pass through in the course of trade. Regarded as exotic and possibly dangerous, Easterlings remain the only source of silk and of certain precious herbs, essences, and oils.

Elves

The Firstborn are hardly ever seen in Morthond, but there have been some rumors of small bands of Silvan Elves in the mountain forests. Certain wandering Animists and herbalists of Dunlending ancestry claim to have received help from Elves in finding rare herbs in exchange for Elfstones (beryls), which are mined locally.

Dwarves

As it becomes increasingly obvious that little precious metal, and certainly no mithril, can be found in this region, the Dwarves travel less frequently in the central White Mountains. However, they still maintain their need for trade in high quality iron and gems, and some remain in Morthond's mining towns. Most of the Dwarves keep to themselves, but a few unusually gregarious ones frequent the larger towns, doing metalwork and maintaining trade connections for their brethren.

4.3 DARK RACES

Although Morthond Fief is a part of Lamedon Province and lies in the western heartland of Gondor, it is in many ways a wild land. Evil Peoples lurk in its untamed reaches, forever threatening the solace of the simple farmers and townfolk.

Hill-trolls (S. "Teregemyn")

These large, shambling creatures possess only a semblance of intelligence. Morgoth's mocking perversion and imitation of the Ents, Trolls are as sturdy and graceless as the rock from which they came.

Of all the varieties, Hill-trolls are hardly the largest, but they are relatively resistant to the effects of sunlight, which quickly turns other sorts of common Trolls to stone. Nevertheless, they rarely come out by day, for even if they survive the sun they are impaired (i.e., they operate at -25%).

Hill-trolls live in small family groups in caves. They are fond of shiny trinkets, not because they think that these are valuable (the only things that they value are food, things for obtaining food, or mating), but for the same reason that magpies and jacksnaws like shiny things: they dazzle the eye. Unparticular about what they eat, Hill-trolls still prefer fresh meat (from any source) and, although given to cannibalism, only occasionally dine on their own species.

Cave-trolls (S. "Grytereg")

Cave-trolls are among the ugliest of their kind. These subterranean creatures are tall, spindly, elongated travesties of form, with dangling, skinny arms like pale, rubbery cables and huge, splayed feet. Almost blind, Cave-trolls hunt very efficiently by scent and sound, moving in virtual silence. They never venture out of their caves except at night, for they have no resistance to sunlight, which immediately transforms (returns) them to stone. Enamored of toys and heavy objects, Cave-trolls play with large weapons, especially those meant by Men to be used two-handed. They are somewhat more solitary than Hill-trolls, and more cannibalistic, and tend to frequently feed themselves.

4.4 UNDEAD RACES

The Undead are an unfortunate fact of life in the Morthond region, especially in the wilds and in near the mountains, around old Daen Coentis stoneworks, and of course, along the Paths of the Dead. No other province of Gondor suffers so great a plight from these accursed creatures. But then again, no land was so holy to its ancient lords, and no other realm was burdened with so great a curse as that of the Oath-breakers.

Undead are the remnants of mortal beings whose spirits are trapped in Arda despite the passing of their bodies. All are Shadow-men, for although it is possible for Halflings or Dwarves to be Undead, it has never been reported. Trapped in Arda by their own or another binding Will (consciously or unconsciously), these pitiful, pitiless beings are always dying and yet never dead. They are bound until the desires of the Will are fulfilled, be it a need for revenge (as in the case of a murder victim, for instance), a cause of duty (e.g., a sentry killed on duty before he could be relieved by his replacement, for instance), or a quest set upon them (e.g., by a stronger, already Undead being). In this way, Ghosts can indeed produce more Ghosts.

By their very nature, Undead are very hostile to the living. Their state breeds a jealous hatred, for even the most unintelligent Undead long for life or death, gifts of living mortals. So, they enjoy exacting revenge. They cannot derive energy to exist in any normal fashion, so they take it directly from live beings.

There are many different sorts of Undead, with many different degrees of intelligence and strength. On the basis of how much of their material component remains, they can be divided into four basic categories: Ghouls, Skeletons, Wraiths, and Ghosts.

Ghouls

Ghouls are relatively unintelligent animated corpses, in either greater or lesser stages of disintegration. They may be mouldering, relatively intact bodies or bare, grinning skeletons. Because they retain much of their bodily substance, they can gain strength by eating their victims. Ghouls cannot, however, take energy from creatures not of their own original kind, nor can they strike these unless first assailed. They attack with their nails, teeth, hands, or (rarely) with weapons.

Ghouls of the most basic sort are recently Undead. Supremely stupid, they know little of subtlety or strategy, being mainly concerned with acquiring energy. There is a 25% chance of an infection taking root in any wound delivered by their filthy, rotting claws or teeth.

Greater Ghouls have been Undead a longer time than their lesser cohorts, and are more deteriorated. Still, they are somewhat preserved, due to wind-drying or the tanning action of some vegetation. Their appearance is so ghastly that all living creatures facing them must make a RR against (3rd lvl) Fear or be stunned one round. Worse, they inflict wounds that have a 50% chance of becoming infected and produce a 5% chance of death due to blood poisoning (i.e., on an roll of 01-05, the victim must roll an RR).

Skeletons

Skeletons are somewhat less grotesque than Ghouls because they have no rotting flesh; in fact, their bodies are nothing more than bone. Still, they are overall more fearsome, and all within 10 feet must make a RR versus (7th lvl) Fear or be stunned for a round. Skeletons also often utilize weapons, being slightly more intelligent than Ghouls. Should they remain within 10 feet of a person for 3 or more rounds, they drain his life energy (at a rate of 3 Co pts/rd), until the victim dies, escapes, or destroys the Skeleton.

Skeleton Lords are the remains of a being of some physical power and strength of Will (i.e., a Lord). Although dangerously intelligent, they cannot cast spells. Their presence, however, is such that all within 10 feet must make a RR against (10th lvl) Fear or flee. After 4 rounds within 10 feet of a victim, a Skeleton Lord begins draining the victim's energy at a rate of 4 Constitution points a round.

Wraiths

Wraiths are the most powerful of Morthond's Undead. Intelligent and often brilliant, they are purposeful and often magical creations. (Sauron's Ring-wraiths are an example.)

These creatures straddle the line between life and death, and although they seem to have physical bodies, they are little more than elusive Shadow-forms, partially born of energy and rarely subject to the natural laws that govern the bodies of the living. Wraiths survive by draining energy from their victims, although magically created Wraiths can derive their power from a focus, an alternate source of energy (e.g., the Nine Nazgûl-rings). They cannot use entirely normal things, but can employ enchanted items such as magic weapons which have a strong enough nonmaterial component. The simplest sort of Wraiths have the actual appearance of a dark bodily shape with glinting lights for eyes, but they can briefly shift into other, simple forms. Often fair-seeming (albeit awkwardly), they sometimes

assume such guises to fool their victims. All but the dumbest folk, though, discover these ruses rather quickly.

Wraiths often reside in or around sites of spiritual activity. Many, in fact, draw their power from the essential strength of such places. As such, they are tied to their adopted home until they acquire another means of power. There are many Dunlending Wraiths amidst the old Daen Coentis stoneworks, especially around places that in later years were used for blood sacrifices. Some of the older Undead witnessed these slayings as spectators, executioners, or unfortunate offerings.

When within 10 feet and facing a victim, a Wraith can mesmerize its prey. If successful (the victim must make a RR vs a 5th lvl atk), the Undead attack can force the victim to comply with his Will. This is typically a desire to proceed to some dark corner where the Wraith drains the victim's power (at 2 Co pts/rd until the victim perishes). If the Wraith is interrupted before the poor fool dies, the victim will remember nothing except the initial feeling of vertigo as the spell took hold.

Barrow-wights are Wraith-lords who haunt the ancient passage-graves (barrows) of the Daen Coentis and Dunlendings. They are similar in actual appearance to the lesser Wraiths, although they are better at disguising themselves. They seldom bother, relying instead on their far more powerful mind manipulations (i.e., their attack is at 15th lvl). Barrow-wights make use of spells and of such items as they could use when alive. Still, they have little in the way of personality, instead remembering things as if through a mist. (For instance, a Wraith might remember that he was a magician named Angrist, but probably not remember where he was born or whom he loved, unless they had killed him.)

Ghosts

Although generally less dangerous than Wraiths, Ghosts are in many ways the worst of the Undead, for they have no physical body of any sort and constantly search for energy to maintain their hungry incorporeal form. Actually, Lesser Ghosts cannot exist unless a living being is near enough for them to draw energy, for these beings have no reserves of any sort. They lie dormant and invisible to the eye or to any common detection spell. Once a Ghost manifests itself (that is, when it has enough energy to do so), one can detect it using any spell that discerns presence, good, evil (as applicable), etc. Strong spells that are capable of discovering particulars (e.g., race and profession) may show these creatures for what they are.

Ghosts are generally quite intelligent and retain the same sentiments that they had as living beings. But many, especially those of the lesser sort, seem unaware that they are no longer living. Some good, powerful, and wise Ghosts, however, may be persuaded to enter the next world voluntarily. Other Ghosts merely await the passage of an event or the fulfillment of an obligation; such is the travail of the Ghosts of the Dunlending Oath-breakers, soldiers readied for their final summons to serve the true King of the Reunited Kingdoms (Arnor and Gondor).

Ghosts show to a physical object rather than to a place or through a Will may be killed by destroying the given item (e.g., the Ghost of a murder victim who is "tied" to the knife that killed him). Yet any such attempt causes the Ghost to assail its attacker with a vengeance. In any case, Ghosts are complex and very hazardous to deal with, for even if you negotiate with a relatively civilized Ghost, it will unconsciously drain your life energy.

Lesser Ghosts are rather pitiful beings who are almost always convinced that they are still alive. Common murder victims are typically of this sort. Unaware of the gravity of their own tragedy, they seek vengeance against the one who "hurt" them. Although they resemble their former, living appearance, they fail to realize their curse and often forget to maintain their guise. For instance, they obviously stay

dry in the pouring rain, and may travel about lightly dressed and unshivering despite the brutal cold, all without recognizing the contradictions, or any need to appear otherwise. (Still, snow might remind them to "put on" a facade incorporating some outerwear.) It is all too easy to sympathize with these often stupid creatures, and all too foolish to forget their dangerous nature. After all, they can drain the very life (at a rate of 1 pt of Con/rd) from those within 10 feet.

Typical Ghosts are similar to their lesser cousins, but are somewhat more cognizant of their condition; they are also much better at maintaining an appropriate image. Hardly harmless, they drain 3 Constitution points from their victims every round.

Greater Ghosts are beings of immense power who are usually aware of their condition and who generally loath or despise living beings. Spiteful and ever-hungry, some of the most powerful and arrogant of these heinous creatures regard all living things as prey. Greater Ghosts also possess the ability to, given access to magical items or weaponry, wield the magical component as if it were the real thing (e.g., a Ghost-king who was buried with his flaming sword can, miles from his tomb, summon the magical component of the sword and wield it as if it were the actual weapon). This terrible power is fueled by the magic of the item and the Will of the Ghost. Many of the noble Daen Coentis cursed to wander for breaking their oaths are Ghosts of this sort.

5.0 POLITICS

Politically, Morthond (in T.A. 1640) appears to be a quiet and insignificant Fief, one safely tucked away from the currents of world events. Little seems to be happening in this region. All of Morthond's towns stand insulated from grander Gondorian affairs, apparently content to avoid the trials of more bustling places.

Recently, this parochial attitude has deepened. Young Prince Arador's disinterest in the life of his small realm has accentuated local disunity and spawned unsettling suspicions and apathy. Although the villages are supposed to bring their civil cases to the Prince of Morthond, the Prince shuns his duty, so most of the practical judicial burden rests in the hands of the various town councils and guild boards. These settlements also hold responsibility for patrolling against bandits, since the Prince's Men only police the area within 10 miles of Morthond.

Since the Plague, however, even the local authorities are hard-pressed to effectively organize large groups. Most governmental activities are suspended; trials are few and informal, and rogues infest the quiet lands near the trade roads. Evil folk inhabit the neighboring wilds; herders and farmers have abandoned use of most of their faraway holdings. People worry and many lobby for aid in the Courts of Lamedon at Calembel. If the problems continue, the King will eventually take a hand, but Minas Anor is far away, and King Tarondor struggles with problems of his own. Having only recently ascended the throne of the South-kingdom, he is not yet suited to managing a country ravaged by plague and troubled by raids on its eastern borders.

Actually, the local folk are not surprised that Prince Arador is incompetent. A vain, arrogant young man, he was never his father's first choice as heir (House Morthondost does not have a tradition of primogeniture). That honor and burden lay with his twin sister, Arawen, but she died in the Great Plague shortly after the passing of their father and mother.

Now Arador rules — but some say that the real power is wielded by his Master-at-arms, Ragnor, a skilled warrior of mixed and undistinguished lines. Arador spends most of his time hunting in the

mountains or biding hours with his attractive but feather-brained wife, Malfinwe. The recent birth of his son Turgon III has done nothing to make him any less irresponsible.

Fortunately for Arador, no great enemies assail him or his fief. The long-dead Daen Coentis manifest themselves only in rumor, or as Ghosts who haunt the hills, caves, and springs during the black of night. Centuries have passed since the Dunlendings migrated northward, assimilated, or took to hiding in the mountains. No foreigners reside anywhere nearby, and the piracy of the Corsairs of Umbar has yet to reach up the River Morthond. All of the surrounding territories belong to Gondor which, despite being stung by the Plague that claimed its Royal House only four years ago, remains the mightiest power in western Middle-earth. Although the Morthond Fief is rich, neighboring Lords dare not usurp Arador's grant without petitioning the King. So, until King Tarondor takes notice of his wayward subject Lord, Arador seems safe.

This state of affairs may not last, however. Many suspect that Arador ended up as heir only because his three living siblings were abroad in other provinces when the Plague struck. Too young to oppose his initial claim, the eldest two are now of age. It is likely that the now-dead Thorondor had intended one of them as heir if Aranwen died, but no one has dared asked to see the will. The higher-ranking folk of the area — large land-owners and craft-masters (such as healers and seers) — are increasingly upset with the incidence of robbery in the countryside. Worse yet, Arador's drunken guards (nearly bandits themselves) regularly tear up taverns and inns, and even enjoy a habit of manhandling respectable women.

NOTE: Many a teetering sot finds himself deposited in a heap after a well-placed kick or jab, compliments of a local lass. After surviving the Plague and its associated hardships, few in Sarn Erech lack a streak of fundamental grit.

6.0 SITES OF INTEREST

Morthond is blessed with plentiful fresh water, good grass, and dozens of enchanted holy sites. Surrounded by mountains on the north and east and by rivers to the west and south, it is a strategic bastion that guards both Tarlang's Neck and the great passes of the central White Mountains. No land is more sacred in the myths and rhymes of the Daen Coentis and their Dunlending descendants, and few fiefs are as valuable to the well-being of western Gondor. Morthond comprises all of northwestern Lamedon Province.

Sarn Erech

The largest town in Morthond is Sarn Erech. Named for the Erech Stone — the holiest of Daen Coentis sites and high symbol of Dunlending worship — it contains some 250 mostly Mannish souls. Sarn Erech lies on the eastern bank of the River Morthond, west of the Hill of Erech and on the western edge of the Vale of Erech. It is the center of commerce and culture for Morthond, and indeed all of western Lamedon. Here farmers, miners, herders, and traders come to sell their goods, heal their illnesses and wounds, and buy those things that they cannot make themselves. Located on a major river, and astride the Tarlang Road, Sarn Erech features five inns, four taverns, over twenty varied shops, three Healers, an Astrologer, a Seer, an Alchemist, and a Magician.

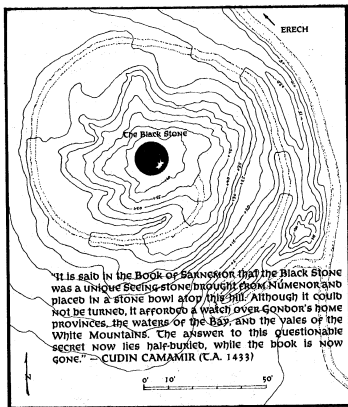
Morthondost

Looming over Sarn Erech is the fortress of Morthondost, the oldest Dúnedain construction in the area. Gundor, first Prince of Morthond, began the castle in T.A. 570, although it was not completed until T.A. 714. In that year, Gundor's great-grandson, Gildor Fortress-Builder finished the Outer Ward and a sophisticated entry complex.

The New House was added less than a century ago. Morthondost's impressive moated structure has 10 towers; one must pass through four gates before reaching the House Ward. This is the home of Arador, the current Prince of Morthond, who, if local gossip can be believed, is the worst Prince ever to live in the fortress.

The Hill of Erech

A great grassy hill rises from the empty rolling fields three miles southeast of Sarn Erech. This is the Hill of Erech, the most commanding point in the vale of the same name. Revered by the Daen Coentis and Dunlendings, it is now a haunted height; thus its name, the "Frightful Place." Atop the Hill is the half-buried Stone of Erech, a black glassine globe commonly believed to be one of the Holy Stones used by the Daen Coentis. Locals believe that the Stone fell from the sky as a sign that this spot was the center of the world, but the learned know better; for the Erech Stone is a laen orb borne from Númenor and erected by Isildur in S.A. 3320. By this Stone, the Daen swore allegiance to Gondor, and it is here that the Army of the Dead shall gather when summoned to right their Oath-breaking. For now, however, Ghosts come to the Hill every night, guarding its spiral path and the secret of the Erech Stone.



THE HILL OF ERECH

Minas Anghen

Up in the foothills to the north of Sarn Erech — above the road that winds up the Morthond Valley to the Paths and near the little mining town of Cabed Angren — is the complex called *Minas Anghen* (S. "Long-Eye Tower"). This ancient stone water-tower once formed part of a chain of signal stations running east toward Gondor's capital. Minas Anghen was abandoned after the mysterious disappearance of its garrison in T.A. 1448. Later, it was the home of the eccentric old Seer Niniel and, for all one can tell, she may still live there. Of pure Dúnedain blood, she passed many years without contact with the outside world. As old as she was, the Dúnedain have been known to live longer.

Ossarnen

The town of Ossarnen (S. "Seven Stones") sits near the eastern borders of the Fief, on the mountain that is the source of the River Ciril. To its south is the Daen Coentis religious center for which it was named. Ossarnen's older Durlending name is *Setmainin*, which means the same thing, but the Durnish term is now applied only to the place of worship.

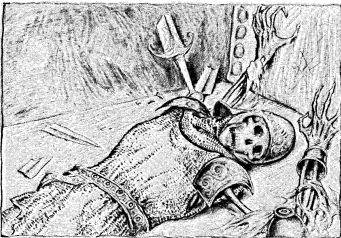
Setmainin is an eerie complex tucked in a mountain meadow, with a low, artificially constructed mound at its center. Faced with large blocks of stone and thousands of cobbles, this man-made hillock is an imposing work. The way into the mound is a doorway of stone, open, through which no one has passed for many years. Around the mound are the Seven Stones, standing monoliths six times the height of a man. Although scrub and small trees grow elsewhere throughout the meadow, only grass grows within the circle of stones.

The Paths of the Dead

Few places incite as much fear or spawn as many legends as the Paths of the Dead. This ancient subterranean road joins the hallowed Vale of Erech to the high refuge and burial grounds of the Daen Coentis. No one knows what the interior looks like, but there are rumors of Ghosts, pillars of fire and ice, and living stones.

Its southern entrance peeks from a deep cleft north of Cabed Angren, in the shadow of the spire called the Dwimorberg. The gate is difficult to find, even though all know that it serves as a spring for the River Morthond. Here the Black-root flows out of the White Mountains as a small, brisk, icy cold stream. The South-gate seems not so much an entrance as a bleeding gash in the rock.

The Path's northern gate is much easier to find, and more impressive, though no less gloomy and foreboding. Located in the high, fortified meadow of Dunharrow in Harrowdale, it opens out from the north side of the Dwimorberg. As one travels eastward through Dunharrow, a double row of irregular rock pillars leads through the wood called the Dimholt. The black pillars are so far apart and the trees of the wood have grown so thick that it seems the tall stones are irregularly placed and far fewer than their actual numbers. The wood-choked road, once a broad avenue to carry the funeral biers of Daen Kings, ends in a single huge stone pillar, moss grown and black between the green garb. The Dark Door looms several hundred yards beyond, bracketed by thick, rough stone columns. The Door is always open, but no one enters, and no one is ever seen to leave.



7.0 ADVENTURE GUIDELINES

This section provides some helpful Gamemaster notes which relate to running adventures in the Morthond area, particularly around Erech and the Paths of the Dead. The GM should read over these guidelines before studying and selecting one of the adventures in Sections 8.0 through 9.0.

7.1 SELECTING AN ADVENTURE

Sections 8.0-9.0 are devoted to specific adventure sites and organized according to locale. The principal floorplans and NPCs are described, as are a number of sample plot lines. All are accompanied by a story and suggested adventure, although a GM might opt for a different course of action. In order to provide flexibility, a list of adventure alternatives is provided at the end of each section. A difficulty factor has been assigned to each plot.

Gauging An Adventure's Difficulties

The GM should take a look at the strength and experience of the PCs involved in the game and choose an adventure which provides a challenge, but is not too difficult. As a simple note, the adventures generally get harder as the text progresses (i.e., Section 8.0's are, on the whole, easier than Section 9.0's).

Starting Adventures

Actually, Section 8.0 covers safer, more settled areas from which to start an adventure or campaign. In these areas, PCs can buy and sell goods and solicit aid and information. The players might wish to begin their travels from one of the points described in Section 8.0.

7.2 CHOOSING A TIME PERIOD

The provided adventures are arranged in chronological order. They permit a ready-to-use sampling of sites, cultures, plots, and characters. Alter them if you desire. Look at these adventures as stories which characterize the place and illustrate the region, no more. Always remember, there is no rule against changing the course of history.

Those GM's desiring a simple adventure may not be concerned with the particular period of the temporal setting. They can, however, enjoy more flexibility and add more of their own designs by choosing a time outside of the scope of those mentioned here.

If you are running a campaign set during a specific era, any adventures around Morthond Fief will naturally take place at that time. This module is designed to accommodate this need and, though the individuals and plots may change with time, the physical layouts evolve slowly. Simply note when a structure was built and occupied, making appropriate modifications for the subsequent alteration or ruin of the place. Should you run a campaign set in a time preceding the erection of a given structure, account for any changes made to the natural lay of the site, and record any earlier structures set at that location.

7.3 SUGGESTIONS ON RUNNING ADVENTURES

Once you're acquainted with the general background material found in Sections 2.0 through 6.0, look over the statistical summaries outlined on the tables in Section 10.0. Section 10.1 (Master Beast Table) digests information on dangerous animals and Section 10.3 covers local military operations and capabilities.

Then, get to know the nonplayer characters (NPC's). Read what Sections 8.0-9.0 and the Master NPC Table (Section 10.2) have to say about the principal NPC's in an area, and try to think as that sort of person would.

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

7.4 ENCOUNTERS

The Morthond region is rich in fauna and inhabitants, and intrigue awaits anyone wandering through the area for any significant period. It is hard to tell when or where the PCs might encounter locals, bandits, beasts, or even invaders.

We suggest the GM determine the possibility of an encounter regularly.

Specific Random Encounters

Section 10.4 contains a Master Encounter Table which outlines rendezvous specific to certain areas or sites in the Morthond region. The Gamemaster can determine the PCs' location, find the appropriate column, and roll for possible encounters once during each period specified in that column. The period is either the time given on the chart or the time it takes for the PCs to cover the specified distance, whichever is shorter.

If an encounter roll is less than or equal to the given % chance of encounter, a second roll is made to ascertain the nature of the rendezvous. Once this is determined, refer to either the Master Beast Table (Section 10.1) or the Master Military Table (Section 10.3).

Other Random Encounters

Unless otherwise specified (e.g., you need or wish to use the Master Encounter Table), this procedure should be employed once every 4 hours if the PCs are moving, and once every 12 hours if the group is resting. If you use *MERP*, use the encounter guidelines in Section 5.24 (p. 50) and on Table ST-10 (p. 51). *Rolemaster* encounter rules are provided in *Campaign Law* in Section 3.34.

7.5 USING TRAPS, WEAPONS, AND SPELLS

The layout sections include frequent references to traps and locks. To speed play, the following cross-references are provided for GMs using *MERP* or *Rolemaster*:

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the acting PC roll, add his appropriate bonuses, and subtract the difficulty factor assigned to the lock or trap. Then refer to the *MERP* table MT-2, p. 79 (or *RM: Character Law*, Sec. 15.32).

Results of Fall/Crush attacks and animal attacks can be determined using *MERP* tables CST-2 and AT-5 or AT-6, all at p. 70 (or *RM: Claw Law*).

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

The nature of spells and spell attacks can be determined using *MERP* Sec. 7.1, p. 58-69 (or *RM: Spell Law*).

8.0 ADVENTURES IN THE VALE OF ERECH

The Vale of Erech runs east from the upper Morthond Valley, between the Morthond and the stream called *Nin Firn* (S. "Waters of the Dead"). The vale is the heartland of Morthond Fief; the majority of the Prince's subjects make their home here. Within its bounds lie the town of Sarn Erech, the fortress of Morthondost, and the great holy-hill which gave the vale its name.

Adventurers typically begin their local journeys in the Vale of Erech. Sarn Erech provides relatively safe lodgings and access to trade and information and the great fortress serves as a pacifying symbol of Gondor's power. Civilized and linked to virtually all the area's roads and waterways, the town serves as an ideal embarkation point for those who dare to unlock the mysteries of Morthond.

8.1 JOURNEYING INTO THE VALE

Travelling the trade road from Linhir, westward through the pass called Tarlang's Neck, the traveller sees the rounded hill called Erech rise before him. Treeless and wild, it dominates the surrounding vale and commands nearby routes into the White Mountains. No castle crowns its flanks and no Men watch from its summit for the Hill is — as its name says — the "Frightful Place". Topped with a black stone sphere greater in diameter than the height of a man but half sunk into the springy turf, Erech is an eerie holy landmark. The traveller will shy away from the Hill and its Stone, for as he approaches it, his skin will chill and his hair will stand on end. A few have actually touched the Erech Stone, but they claimed to have been burned and scarred by its enchanted surface. But enough of such rumors; it is late afternoon, and the traveller must hurry, for local gossip says that Prince Arador of Morthond no longer keeps up his patrols. Many travellers have been robbed along this very stretch of road.

As he rounds the Hill of Erech, the traveller sees a farmstead to the south. Soon the waters of the River Morthond can be seen to the west in the valley below, and the fortress of Morthondost above it on its low, man-made hill. Although the citadel is not set in a particularly defensible spot, it guards an ancient ford across the Morthond. In addition, old Gundor had no enemies to fear when he built it. (Some say he was simply attracted by the idea of being so near the notorious Stone.) Westward, the fortress blocks sight of the town of Sarn Erech, but as the traveller circles Morthondost the riverside town springs into view. Here the road passes alongside Morthondost's old burial ground, a cemetery marked by the new white stone sepulchres for the old Prince, his wife, and eldest daughter.

Sarn Erech looks lively as evening approaches, with rivermen, traders, and townsfolk heading for the taverns and farmers gathering their carts for the trip home. Nestled on the gentle hillside between Morthondost and the River Morthond, the somewhat rude town appears to straggle down from the fortress to the river's edge, where a mill with a water wheel is located. A guard at the toll gate across the road takes a copper from the solitary traveller, but had he had a wagon, the charge would have trebled.

8.2 THE TALE

Gundor, First Prince of Morthond, was a dreamer and a scholar. He planned the fortress of Morthondost as both a home and a defense, according to his own whims. It is well known that the fortress has not one, but two sally ports from which a besieged garrison could escape or outflank their attackers. It is also rumored that the structure has numerous secret passages and rooms, but few know the truth, and they refuse to unveil the secrets.

When the Great Plague struck the area, Morthondost was a bustling, friendly place, brisk and efficient. Prince Thorondor III loved to entertain. Visiting nobles were assured of a good feed and plentiful entertainment, for Thorondor was always willing to indulge musicians, jugglers, tumblers, and players. He was also kind to the common folk, generously supporting the Travellers' and Founding Homes in town and providing 50 gp every year to the Harvest Festival.

At that time Morthondost had its own Bard, Seer, and Healer, the latter a cousin of the famous physician Talfannan who now operates in Sarn Erech. Peace reigned, since Thorondor conscientiously ordered soldiers to patrol the area for bandits and ne'er-do-wells. Justice was the rule for those jailed in the citadel; the Prince's considerable sense of fun demanded lenient punishments for those who had not seriously harmed others.

The one thing that bothered Thorondor was the thought of who would succeed him as Prince of Morthond. His eldest son, Arador, was as frivolous as his father, but the boy was also selfish, stupid, and arrogant. Thorondor preferred his daughter Aranwen, twin sister

of Arador, although she was a little too serious for his taste. She was studying to be a Seer and was a keen student of local lore, especially the history and legends of the Daen Coentis. Aranwen's old nurse, Sudha, was of relatively pure Daen Coentis blood and used to help teach her charge legends in the Dumlending tongue. Aeghan, the fortress' Seer and Aranwen's more formal tutor, considered her quite promising. He taught her mathematics, helped hone her keen management skills, and developed an abiding hatred for her twin. So too did Aranwen, and the feeling proved mutual. Fiercely jealous of his father's favor, Arador considered Aranwen a spoiled princess.

Thorondor produced three other children, but they were so much younger that they were no competition to the twins. Besides, shortly before the Plague struck, their parents sent them to the homes of other nobles for their education. Two other young nobles, a boy and a girl, came to Morthondost in exchange.

Then came the Plague. Thorondor and his wife Glorien accepted local victims into the Great Hall of Morthondost, which temporarily became a hospital. Unfortunately, the princely couple caught the illness and died. Aranwen followed in her parents' footsteps, helping to nurse the sick. It was no surprise to anyone that she also contracted the Plague. Her twin typically held himself aloof from all this, unable to understand why anyone would risk his life nursing sick peasants and merchants, and so escaped the plight of his sister. When Aranwen became ill, however, Arador suddenly became very concerned with her health. Some said that this showed that all the previous dislike was only natural sibling rivalry. Others, such as Aeghen and Egalmoth the Healer, were not so sure.

Then Egalmoth himself became ill. The hospital operation was thrown into disarray. Other Healers in town, already overworked with victims, could not spare anyone for full-time duty at the hospital. Arador seemed to have turned over a new leaf, working with the nurses on some of the victims, albeit cautiously. His special concerns surrounded his sister and her aides: Egalmoth, Aeghen (who became ill soon thereafter), and the old nurse, Sudha.

Then Egalmoth died. Talfannan, the town's chief Healer and Egalmoth's cousin, was mystified, for just a few hours before his kinsman was rallying. Circumstances continued to get worse. Aeghen and Sudha were both gravely ill and, although they recovered, Aeghen's constitution irreparably suffered. (Even now he is a bedridden invalid at the town-home of his brother Celefarn.) Sudha, on the other hand, seems to have advanced to an early senility, muttering to herself about visions from afar (which, since she is not a Seer, is considered shockingly weird behavior).

Aranwen never recovered. According to her brother, the news of her old nurse's collapse killed her. She was buried quietly the next evening in the fortress burial ground, with only her brother, Ragnor (Morthondost's Master-at-Arms), and a couple of guards present.

Arador, the new Prince, was devastated for a suitable time. Then he married the young noblewoman who had come to live with his family before the Plague. (Her brother died in T.A. 1636.) A graceful girl, Malfinwë is a beautiful blonde who can play the lute, sing, do fancy embroidery, and ride like a Northman. Despite these considerable skills, she remains exceptionally empty-headed and proved an easy dupe for Arador's plottings. Malfinwë was fond of Aranwen and Arador's apparent grief over his deceased twin's provoked the visiting Lady to fall in love with him. Now they have a son, 2-year-old Turgon and there is, of course, a new nurse; old Sudha is now incompetent and has retired to her sister Derra's tavern (the Golden Tankard).

Arador, as all in the region know, is careless and self-centered. His contributions to the Travellers' Home and the Founding Home are minimal and princely gifts no longer enrich the Harvest Festival. Few travelling entertainers find work at the Morthondost and little merriment graces the fortress halls. Arador maintains that he is still too

disordered with grief to entertain properly, so few nobles come to visit. Even his in-laws from the House of the Blue Swan have only visited once since the wedding. However, the townsfolk doubt that grief is his problem. Certainly he looks cheerful enough when riding out to hunt, his major passion. Already, the fortress servants gossip about his lost interest in Malfinwë and claim he is pursuing barmaids.

Rumors also speak of his disdain for governmental duties. His Master-at-Arms, Ragnor, seems to actually run the fortress. It is most peculiar, say the townsfolk, that though the Prince has presided over the festivals in the usual state robes, he was only wearing the Lesser Coronet, and he was not carrying *Angian*, the Sword of the Princes of Morthond. Few believe that a young man who has ignored the acts of generosity that his father held most dear is holding back from assuming these symbols of authority because of respect for the dead. Also, it is doubtful that a man as flamboyant as Arador is avoiding these trappings out of modesty. Some whisper that it is far more likely that the Prince has lost (or sold) them. After all, how could someone lose a longsword with a Crystal pommel as big as a crabapple and Mithril runes on the blade? Who could mislay a crown of Gold and Mithril studded with Glasmain and Diamonds, or a Silver and Ivory sceptre? What sort of man could negligently part with the gold Ring of Flame, a spectacular heirloom (and symbol of trade alliances with the Dwarves) set with red Rubies and orange Padmarashah?

Then there is the constant insistence of Sudha, Aranwen's old nurse, that she receives visions that her "little girl" is not dead, but is trapped underground. Many hold that Sudha's wits are obviously quite clouded, that she is perhaps simply insane. But those who frequent the Golden Tankard remark that she is still quick enough to make change accurately, detect a false copper from a real one, or catch a trooper who was surreptitiously filching the meager tips from the tapman's bowl on the bar.

Another question surrounds Talfannan's description of the case of Egalmoth's illness. Talfannan is the finest Healer within 100 miles and she rarely makes a mistaken diagnosis, even when tired or grief-stricken. To this day she still claims that her cousin was well on the road to recovery when he died.

What does it all mean? Could Aranwen's passing, the death of Egalmoth, and the collapse of Aeghen (who would have detected any foul play) all have been arranged? Why, with his father dead four years, has Arador not assumed the symbols of the Prince of Morthond's authority? Many folk in Sarn Erech embrace peculiar suspicions, but no one seems to have either the time or the ability to prove, or disprove, anything. Yet certainly there are those who would pay handsomely to see the mysteries solved and Arador brought down — could the proper investigators be found to do the job.

8.3 THE TOWN OF SARN ERECH

Sarn Erech is not a walled town. By the time that the first merchants and shopkeepers had settled in the shadow of the fortress Morthondost (ca. T.A. 700), an occasional renegade bear or backwoods bandit were the only likely threats to settlers in the area. At this time, the toll gate, installed mainly to pay for upkeep of the road, is the only barrier to be seen. A stone bridge brings a cross road, known locally as Castle Road, across the Morthond River. This road crosses the trade road (locally called the River Road) and runs more or less straight up the slope to the fortress gates. This is the oldest road of the town. Near the fortress is an open marketplace, the Market Square, a desirable location for shops. On the other side of Castle Road from Market square is the one enclave of wealth in the town itself, a section of private homes and professionals' homes and offices arranged around a paved square planted with flowers around a central fountain. This area is called Garden Square, and a common expression in town for anyone who is overly particular is "as

pickly as a Garden Square swank?" Most of the town, however, is given over to small, slightly untidy shops, inns, and taverns along narrow lanes that are dusty when it's dry and muddy when it's not. Still, there is plenty of merchandise for sale, for the surrounding land is rich and prosperous. Any traveller should find a stop in town worth his while.

NOTE: See the color town map for the location of buildings in Sarn Erech. The quality of the inns, taverns, businesses, and professionals described below is rated as follows: * Poor; ** Fair; *** Good; **** Very Good. @ Cheap; @@ Moderate; @@@ Expensive; @@@@ Very Expensive).

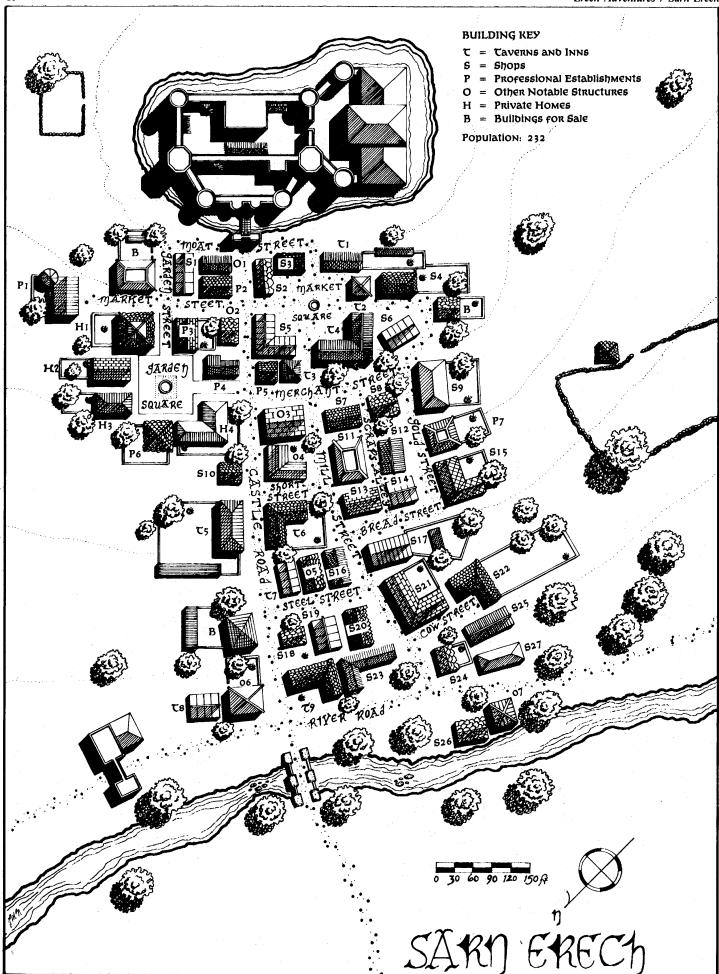
8.31 TAVERNS AND INNS

1. **Crown and Castle Inn.** **@. This OK inn is fairly clean and reasonably priced. The owner is pompous about its proximity to the fortress. Actually, this is a liability, for Arador's troopers come here to drink and cause trouble.
2. **Five Fools Tavern.** **@. This somewhat pricey place has the best wine and beer in town. Cori, the bouncer, is rough on roughnecks, even Arador's.
3. **Golden Tankard Tavern.** **@@. A good place for gossip.
4. **White Rose Inn.** **@.
5. **Seven Stars Inn.** **@@. The best and cleanest place in town.
6. **Barley Sheaf Inn.** *@@. An over-priced dive.
7. **Thirsty Toad Tavern.** *@. An honest dive, with spectacular brawls almost a regular feature. The owners, two Dunlending brothers, break up the fights themselves.
8. **Dancing Dragon Tavern.** **@. Enter this fleabag at your own risk, but it sure is cheap.

8.32 SHOPS

1. **Tauron's: Jeweler and Goldsmith.** **@@.
2. **Eradan's: Dry Goods.** **@@@. Cloth, rope, lanterns, canvas, tents, at rip-off prices.
3. **Beregon's: Herbalist.** **@@. He has in stock the following: 6 Boneset, 12 Frostheal, 28 Healer's Chamomile, 1 Athelas (which he will be reluctant to sell), 20 Golden Cress, 15 Sweet Sorrel, 2 Fleabane, 18 Dwarves' Eyebright, 32 Mirena, 2 Tyr Fira (in a locked chest, -20 to open), 14 Suranie, 19 Burthelas, 88 Thurl, 10 Arpsusar, and the following imported herbs (followed by price per dose and effect): 3 Siriena (80 gp; preservation of organic material up to the size of a body for up to 1 week); 2 Klagul (30 gp; allows sight like an Elf's for 6 hours); 2 Kelventari (25 gp; heals first and second-degree burns and 1-10 hits resulting from heat); 10 Febfendu (100 gp; restores hearing); and 1 Deglik (110 gp; 1 day's lifekeeping). He also has the following poisons: 5 Kennesank, 2 Wolfstooth, 4 White Mountain Poppy, and 3 Karfar (180 gp; kills in 2-12 rounds, lvl. 7). Those are in the locked chest and he will not sell them to anyone he does not know well.
4. **Balian and Aral: Confectioner and Baker.** ***@@@. This husband and wife team produce delectable pastries and sweets.
5. **Dunger's: Grocer.** **@. Flour, oatmeal, fruit, fruit, condiments, etc.
6. **Gundor: Jeweler and Alchemist.** **@@. Gundor is better at making magic items than you might think to find in such a remote town. In stock he has a tunic (Men's sz. medium) that allows the wearer to cast a protection spell on himself once a day, three rings of landing (once per day), a cloak pin that casts a shield spell once a day, a headband that casts projected light once a day (from a crystal set over the forehead). He can make small items like this to order, also, if the customer can provide the spell-casting. The items listed cost 20 gp. Custom items cost 25 gp.
7. **Lindor's: Potter/Glassblower.** **@@. He's better at pottery than at glass.
8. **Thebo and Iska: Weaver and Dyer.** **@@.
9. **Frumgar's: Gold-/silversmith.** **@@.





10. **Hurin's**. *@@. He is not very dependable, and charges too much. However, from time to time he had good supplies of items that Beregond rarely has. Figure that his prices for locally grown herbs are 5% too high. In stock: 6 Boneseeds, 3 Frostheal, 5 Healer's Chamomile, 2 Athelas, 7 Golden Cress, 5 Fleabane, 2 Dwarves' Eyebright, 17 Mirena, 1 Tyr-Fira, 4 Suranile, 3 Burstshelas, 94 Thurl, 7 Arpsusar, 3 Wight Orchid, 5 Kennesacn, 4 Wolfstooth, 2 Kilmakar (100 gp; protect from natural heat and flame for 1-10 hours), 9 Arkasu (20 gp; heals 2-12 hits, doubles rate of healing for major wounds); 6 Siran (95 gp; restoration of 1 organ, with side effect of a loathsome skin disease; presence is reduced to 10% of normal), 6 Tarnas (250 gp; repairs damage to one organ); 9 Gefnu (120 gp; heals 100 hits); 2 Klytun (lvl. 5 poison; causes 1-10 day coma; 65 gp); 3 Jitsu (50 gp; lvl 5 poison; causes 1-50 hits). Hurin does not worry about selling poison.

11. **Thoron: Carpenter & Cabinetmaker**. *@@. Thoron is also a pretty good guitar and lute maker.

12. **Duros: Cobbler**. **@.

13. **Wulf and Gunnild: Brewers and Vintners**. **@. Beer and wine wholesale.

14. **Ardo: Tailor**. *@.

15. **Beleg: Mason & Builder**. *@.

16. **Angdring: Armorer**. *@. He has for sale the following: two longswords, 18 sp each; one morningstar, 16 sp; two battle axes, 14 sp each; eight daggers, 2 sp each; one leather breastplate, large Mannish (male) size, 4 sp; one normal shield, 5 sp; one +5 nonmagical longsword, 9 gp; two +5 nonmagical shields, 3 gp each; two +10 nonmagical daggers, 10 gp each. He can also repair items for 20% of the cost of a new item.

17. **Giltur and Ivorwen: Bakers**. **@@. Bread, rolls, journeybread, honeycakes.

18. **Tauron: Smith and Farrier**. *@. He rarely lames any horses, but that's about all you can say good for him.

19. **Ferin: Armorer and Swordsmith**. ***@@@. He is a Dwarf, and knows his work well. For sale are four broadswords at 12 sp each; one composite bow at 18 sp; ten daggers at 4 sp each; two hand axes at 6 sp each; two longswords at 20 sp each; three throwing daggers, will return if he does not strike anything, 60 gp the set; one +10 nonmagical longsword at 90 gp; one +5 nonmagical longsword with a turquoiseommel-knob and filigree on the blade, 100 gp; two full helms, 10 sp each; three normal shields, 6 sp each; one target shield, 4 sp; one set chain mail for medium sized Mannish male, 4 gp; two chain shirts for medium and small Mannish males, 1 gp each. He will only do plate armor to order, saying that it won't fit properly otherwise. He will repair weapons at 25% the cost of replacement and will make weapons to order. He knows how to work leather, including Dragon-skin.

20. **Hithril and Roswen: Hardware**. **@@. Tools, nails, rope, locks, etc.

21. **Gulk and Cee: Dairy**. ***@@@. Absolutely fresh cow's, goat's, or sheep's milk, fine cheeses, butter salted or sweet, curds, whey, eggs.

22. **Malthon and Emella: Butcher/Slaughterer**. **@@@. Decent but overpriced beef, mutton, pork, sausages.

23. **Gram and Tala: Stables**. **@@. Board or buy horses, saddlery, harness, feed.

24. **Flindur: Smith/Farrier**. **@@. Better than Tauron.

25. **Torac: Tanner/Leathergoods**. *@. Pretty shoddy work.

26. **Ingold: Miller**. **@@. Flour, meal, cracks grain.

27. **Hurin: Carter and Wheelwright/Cooper**. **@.

8.33 PROFESSIONAL ESTABLISHMENTS

1. **Gillen and Hiron: Astrologer and Scribe**. **@@. Predictions made, letters written, documents copied (and, rarely, signatures forged).

2. **Baranon: Magician and dealer in Magic Goods**. **@@. Spells cast, runes written, rune paper for sale, magic items bought and sold. In stock: ring of firebolts, 600 gp or trade; Wand of Magic Lock, 12 gp; necklace, 15% chance of resisting neck grips, 200 gp or trade; rod of water bolt (as if thrown by a 5th-lvl caster); 50 gp; bracelets that increase static manipulative maneuvers by +10; 400 gp or trade. Ring of Invisibility 1, once per day: 25 gp.

3. **Kern: Healer**. *@. Not very good but affordable.

4. **Celefran: Seer**. *@@. Overcharges.

5. **Malbeth: Lay Healer**. **@@.

6. **Talfannan and Aravin: Healer and Bard**. ***@/ **@@. The best Healer in town. Her husband, however, is only a moderately good bard. He's a better Loremaster than he is a musician.

7. **Croggan: Alchemist/Magic Goods**. **@. Magic items made, bought, and sold. In stock: a +15 magic longsword, 900 gp or trade; rod of stun cloud, new, fully charged, 35 gp; wand of Jolts I, new, fully charged, 15 gp; blue leather Boots of Landing for an extra large Mannish male, 600 gp or trade; lamp, needs no oil to light, 200 gp or trade; flaming +15 longsword, 1000 gp or trade; ring, gold with 2 carat diamond, glows within 1000 feet of evil, 700 gp or trade.

8.34 OTHER NOTABLE STRUCTURES

1. **Jeweler, Goldsmiths, and Gem Sellers Guildhall**.

2. **Merchants Guildhall**.

3. **Travellers' home**. *@. Clean but hard beds, dull but safe food, quiet. Founded by a grant from Findulus of the Golden Hand, Princess of Morthond (1226-1280) and continued by the Princes to this day.

4. **Foundling Home**. Home to 10 orphans, ages 1 to 14, and their two caretakers. Founded by a grant in the will of Carthorin, Prince of Morthond (1081-1176) and still maintained by the Princes to this day. At age 14, the orphans are hired out to employers who want them. They may be apprenticed earlier, at the age of 12, if the potential master has an unblemished reputation.

5. **Armors and Smiths Guild Hall**.

6. **Silken Slipper Brothel**. **@@. Trazen is the madam's name. The bouncer, Hasso, is mean as a snake and twice as likely to strike.

7. **Town Granary**.

8.35 PRIVATE HOMES

1. **Gorlin**. He is a food and grain merchant. He supplies food for many of the inns and taverns, as well as to the other private homes and some of the food for Morthondost.

2. **Burahir**. He handles sale of all the wool from local farmers and shepherds, as well as the sale of imported cloth and clothing.

3. **Brego**. He handles iron, steel, mining in general (equipment and labor).

4. **Forlong**. He is the big local landowner. He owns the Golden Tankard Tavern, the Five Fools Tavern, the Seven Stars Inn, two outlying farms, and three empty buildings in town.

8.36 BUILDINGS FOR SALE

Travellers hoping to purchase a place in Sarn Erech may wish to look into buying one of the three buildings offered for sale by Forlong.

NOTE: If the adventurers seem to at any point have more money than they know what to do with, they may wish to buy a private base of operations in town. Such a refuge may be safer and more convenient than rented lodgings, particularly if traps or other defenses are added.

The Town House

This lovely, fully-furnished residence features a walled garden in back and a secure vault for valuables on the lower level. It is available for a mere 300 gp (or maybe 200 gp, if one insists!)

1. **Entry hall**. Flagstoned floor, small tables in corners.

2. **Great Hall**. Marble floor with wool rugs, red leather settees, and carved chairs. A door leads to the garden colonnade.

3. **Dining room**. Marble floor, golden oak table that seats 8, red wool cushions on chairs.

4. **Pantry**. Two full sets of dishes, utensils, platters, etc.

5. **Kitchen**. Counters, oven, hearth, utensils, pots, etc.

6. **Upper hall**. Wooden floor.

7-9. **Bedchambers**. Each has a bed, rugs, oaken chest with lock (medium, -0), and armchair.

10. **Office**. Desk, chair, bookcases. Desk has secret compartment (very hard, -20 to find) in back of one drawer. Forlong does not know about it.

11-12. **Master Suite**. The outer room is furnished as a sitting room with settees covered in green leather and a rocking chair. The inner room has a double bed and two locked (hard, -10) chests (empty).

13. **Hall**. Wooden floor.

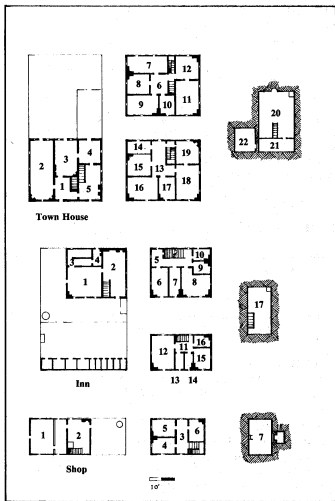
14. **Access to attic**. The attic has a floor area as big as the entire house floor, but a very low ceiling. Hidden behind a joist is a +15 falchion. Otherwise, just lots of dust.

15-19. These were meant as servants' quarters, so the furniture (beds and chests) is very plain and a little shabby, but with some work they could be pretty nice.

20. **Scullery/Storeroom**. Wooden sinks, fireplace with kettle for heating water, soap tubs, etc. Shelves for stores. Stairs come from kitchen.

21. **Vault or wine cellar**. Door is very hard (-20) to unlock and could be improved with a trap, if desired.

22. **Secret room**. Furlong does not know about this. Door is extremely hard (-30) to spot and very hard (-20) to open. It contains two chests (very hard, -20 to unlock) filled with 200 gp worth of rough, uncut beryls and aquamarines.



The Inn

This pleasant and homey inn used to be called the Miner's Rest. Located advantageously on Castle Way near the River Road, it is sure to be well-patronized if the right owner can be found. It features a large fenced yard with a well, stables for 9 horses (4 loose boxes, 5 narrow stalls) with hayloft and ostler's room over, henhouse and vegetable patches. Virtually anyone's to rename and run for only 150-200 gp.

1. **Taproom.** Has 2 tables seating 8 each and a bar with ample room for bottles and small casks.
2. **Kitchen.** Hearth and stairs to cellar.
3. **Hallway.**
4. **Private room.** Has table for 2 (4, if you push it), hearth, and shuttered window.
5. **Hallway.**
- 6-7. **Semiprivate rooms.** Has beds for 3 each.
8. **Common room.** Has cots for 8.
- 9-10. **Private rooms.**
11. **Upper hallway.**
- 12-16. **Rooms for innkeeper's quarters and offices.**
17. **Cellar.** Cistern and racks for barrels and bottles.

The Shop

This modest yet pleasing establishment is conveniently located one block from Market Square. It features a small yard with a well in the back and is available for 175-225 gp.

1. **Shop room.** Features a glass-topped counter and shelves for goods. Could be redone as a bar, if desired.

2. **Kitchen.** Hearth, stairs to upper level, hatch to ladder to lower level.

3. Upper hall.

4-6. Rooms for use as bedrooms or offices.

7. **Generous cellar.** Forlorn does not know about the secret vault. It is extremely hard (-30) to detect, and its door is very hard (-20) to open. The vault contains two small gold ingots (50 gp each) and a pouch filled with cut but unset gemstones (a large star ruby at 75 gp, 5 sapphires at 20 gp each, 10 small diamonds at 5 gp each, 2 beryls at 10 gp each).

8.4 NPCs IN THE VALE OF ERECH

Although somewhat parochial and conservative in outlook, the people of Erech are exposed to outsiders and unusual ways. After all, they are citizens of Gondor, and they happen to reside along the main trade route through Lamedon Province.

8.41 PROMINENT TOWNFOLK

Everyone in town knows that the most important folk are the members of the Council of Elders. The Council settles all minor disputes within the town itself and refers the more important cases to the Prince. Lately, these folk have become even more prominent, for Prince Arador does not care about his duties as a civil judge and invariably sends these cases back to the Council. The Council always consists of an odd number of members, in order to avoid ties when voting. There were nine before the Plague but now there are only seven.

Talfannan the Healer

Talfannan is head of the Council by right of age and reputation. She is an impressively tall woman of pure Dúadan blood and late middle age (78 years old), with hair that has only recently turned iron-grey. Her family was one of the first to settle in the area, and has always served as the Healers of the Prince and his family. It is still traditional for the Prince's Healer to come from this family. (Thus, Talfannan's second cousin and childhood friend Egalmoth returned from Ethring to serve in that capacity.)

Talfannan despises Prince Arador and would instigate proceedings against him if she had enough backing. Her local support is fairly weak, however, for Talfannan has a reputation for being cold and imperious, although everyone agrees that she is brilliant and scrupulously fair. She and her cheerful, absent-minded husband, *Arawir*, make an odd couple. He is a scholar of history, a Bard who is far more interested in the details of the work of the Daen Coentis master jeweller Shego Mar (who died in S.A. 2872) than in tunes suited to the lute. Talfannan and Arawir live with two old servants and one of their grandchildren, Eldien. Eldien is studying to be a Healer and works with his grandmother in a modest house on Garden Square.

Baranor the Mage

Baranor is a pompous and vain man who likes to collect unusual items, be they enchanted or simply commonplace. His collection of old Daen Coentis cloisonné work is rumored to be spectacular. However, no one ever sees any of it, except for a presumably magical belt buckle which he always wears. He is rather hasty and easily swayed by flattery. His subdued sympathies for Arador are natural; Baranor, after all, has a similar personality. A tall, handsome man with bright green eyes, his black hair is greying at the temples. Baranor betrays his preoccupation with aging, yet he remains devoted to his wife and their two sons, one of whom is studying magic with his father. The family lives in a modest house on Castle Road, directly below the fortress.

Gorlim the Merchant

Gorlim is the second-richest man in Sarn Erech. He lives with his wife and four children in a fine house on Garden Square. Supplying food for the many inns and taverns of the town, as well as to the



Talfannan and Tauron

wealthier folk who can order food-goods in bulk rather than buying it at market, he runs a steady and lucrative business. Gorlim is a stalwart and jovial fellow, stout and middle-aged and given to a good drink in a noisy tavern. Many a lesser townsman can count him as a friend. He is something of a gambler, being fond of dice, but he knows when to quit and never plays when drunk. Much as his wife deplores it, Gorlim favors the Dancing Dragon for his drinking bouts, shunning the more reputable Five Fools because it is owned by his principal economic rival Forlong. His judgment is considered sound and his business sense shrewd, but he has a long memory for slights and holds many grudges, such as that against Forlong. He finds Arador obnoxious and irresponsible.

Forlong the Land-Owner

Forlong is the wealthiest man in Sarn Erech. Most of his fortune is derived from shrewd land and business investments. As mentioned, he owns two taverns, an inn, two farms, and three town buildings whose owners died in the Plague. He has managed to sell the other buildings he acquired during the horrible, death-bringing years of 1636-37. The three remaining vacant buildings are all for sale (see 8.36): a townhouse, an inn, and a shop complete with second story living-quarters. Forlong always seeks a good profit, drives a hard bargain, charges his tenants rather high rates, and is unsympathetic to hard-luck stories. Annoyed by Arador's sloppy management of the patrols (which is causing prices in town to rise as certain imported goods become more scarce), he is predictably angry about the young Prince's proclamations of grief and excuses that his emotional state have led to the disorder. Forlong, his timid wife *Ninaer*, three children, and several servants live in the most elaborate house in town, a mansion on Garden Square.

Damrod the Innkeeper

Owner of the White Rose, Damrod is the largest independent innkeeper in Sarn Erech. (The Seven Stars is as large, but it is not owned by its innkeeper.) His wife and two children reside in and run the inn, which is on Market Square. Damrod is a timid but intelligent man, a cautious investor who bought the White Rose (then the *Bluestone*) when its owner's widow sold out and moved back to Dol Amroth after the Plague killed her husband and eldest son. A member of the Council only 2 years, he tends to cautiously vote with the majority whenever possible; otherwise, he votes with Forlong. Damrod's awe of nobility, however, makes it hard for him blame Prince Arador for neglecting his duties; after all, considering how hard it is to run an inn, it must be awfully hard to keep track of an entire Fief.

Cea the Dairywoman

Cea and her husband Guik own and operate the dairy that is one of the most prosperous concerns in Sarn Erech. Both are Dunlendings, devout in their own way. Guik is a taciturn man who handles most of the physical chores: overseeing and helping with the milking and butter-churning, checking the milk and eggs offered by the local farmers for freshness and quality, and making the tasty cheese (using his own recipe). Cea manages the books and does the bargaining and selling.

Cea recently had a baby, but that hardly slows her down. She is an incurable gossip and rather nosy. On the days that the dairy is shut, as well as on the late afternoons, she often takes the baby on her hip and heads off for the Golden Tankard. This inn is a local hub of gossip run by her husband's third cousin *Derra* (Dunlendings keep good track of their family ties, even in these sad days). There she buys a pint, talks, and listens, relying on her keen intuition and a nose for trouble.

Cea maintains that old Sudha is no more senile than Arador and that "yonder rock-brained, stone-hearted swank" (as she calls the Prince after a pint or two) probably did away with his sister, aye, and maybe his parents too! (All Dunlendings think that the *Dúnedain* have no sense of family.) Forlong and Damrod frequently curse her as a big-mouthed cat; but she notices double-dealing merchants from out of town more often than any other Council person and, being clever with money, she remains a member of that "august" body. Ragnor, the Prince's Master-at-Arms, calls her "that young Dunlending Witch" and dislikes her intently.

Tauron the Jeweller

Tauron may actually be (so rumor runs) one of the town's richest men, but you would not know it to look at him or at his house. With his wife and child, he resides above his simple shop on Garden Street, just out of Garden Square. His talents are modest, and so is his style of living. Some say, however, that he is also of noble blood, the bastard son of some Lord of Linhir. He certainly seems to have an accurate idea of the noble point of view, and his insights and predictions about Arador's actions prove useful to the Council. Otherwise, Tauron generally behaves in a mild and unassuming fashion. He rarely puts forth ideas or argues with the more flamboyant Baranor and Cea, and he never contradicts Forlong or Talfannan.

8.42 OTHER INTERESTING TOWNFOLK

Imkel the Animist

Imkel, a wandering Dunlending Animist of the old sort, often comes into Sarn Erech for a mug of beer and some human company. A good hand at healing and at locating healing herbs, she is welcomed by all the local Healers, and Herbalists are always glad to see her. She also knows a good deal about happenings in the countryside. Her favored hangout is the Golden Tankard, whose hostess, *Derra*, is her distant cousin.

The Dwarven Armors

Frerin the Armorer and his apprentice *Zafor* are the only Dwarves living in the town, although Dwarvish merchants and miners occasionally come to town to trade and shop (the wealthy favor the Seven Stars; the others frequent the Crown and Castle). Knowledgeable in their trade, they respect masters of any honest and hard profession and scorn anyone trying to get through life on borrowed prestige, particularly those who ascribe to the status of "Craftsman." Both Frerin and Zafor drink at the Seven Stars, where they might cross paths with others of their kind, although they are at ease with Men.

Derra and Sudha, Hostesses

Derra, hostess at the Golden Tankard, hears a good deal of gossip at her popular tavern. She knows that Talfannan has a personal stake

(revenge for her cousin Egalmoth's death) in seeing Arador put down. *Sudha*, her sister, who now lives with her at the tavern, will be able to give the floorplan of the fortress to any trusting soul who genuinely wants to rescue her charge. This floorplan will include the escape passageway (see 8.44 at #s 4.5).

Aeghen the Seer

Aeghen, the disabled Seer from the fortress, could possibly be convinced to throw a few spells if he had any reliable evidence that something fishy was going on. However, if pushed to expend more than half his power (PPs), he will collapse (for 2-4 days). Unfortunately, he is aware of this plight, as he has only tried to throw the simplest of spells since his illness. Aeghen lives with his brother *Celefarn*.

Pesc

Pesc is only 14 years old, but he is already wiser to the ways of the town than some twice his age. An orphan at the Foundling Home, his caretakers have been unable to place him with an employer because his major talents seem to be getting into places where he does not belong and acquiring things that are not his to take. Given the nature of Sarn Erech, he is bored most of the time. (Pesc may be considered a 2nd lvl Scout/thief.)

8.43 PROMINENT FORTRESS FOLK

Arador, Prince of Morthond

Tall and strong, dark-haired and fair of skin, grey-eyed and graceful, Morthond's Prince is cunning but not particularly bright. He leads a cloistered and outwardly grief-stricken life, one colored by the controversies surrounding his rise to power.

Only Arador knows the whole truth. His parents died of the Plague, but he killed Egalmoth and tried to murder *Sudha* and Aeghen with small doses of *Kennesank*. Arador did not kill his sister; instead, he drugged her, substituted a dummy in her shroud, and imprisoned his dear twin in a secret room below the Great House of Morthond.

Ragnor knows of the fate of Princess Aranwen, but he does not know where she is imprisoned. The only person who has been into the secret room (see 8.54, #4) besides the false Prince is *Egwar*, the half-wit scullion who brings her food at 2 a.m. each day.

Some unsolved mysteries, however, even haunt Prince Arador. Never intended as heir, he was kept from many of the fortress' secrets, such as the two vaults hidden beneath the citadel. These vaults house the legacy of the House of Morthond, so the sword, crown, scepter, and ring of his line are still missing. Arador hopes to extract the answers from his sister, but Aranwen is very stubborn. Reluctant to let anyone else see the true Heir, Arador has only recently resolved to hire some enchanter to probe Aranwen's mind.

Unfortunately for Arador, the only Seers in town are hostile to his cause. Aranwen's old tutor Aeghen (who was poisoned and disabled by the Prince himself), and Aeghen's brother *Celefarn* remain his enemies. Although Arador and Ragnor intend to do away with whomever they hire for this task, some unwitting outsider would be preferable; after all, his absence would not be noticed.

Tauron the Jeweller serves as Arador's ear in town. He has standing orders to keep an eye out for any likely practitioners of mind-sifting who might like to work for a fat fee (which the Prince never intends to fork over). A sneaking coward with a fanatical fear of the Undead, Arador is everything that people say he is; but make no mistake, he can be a deadly opponent.

Princess Aranwen, True Heir of Morthond

If Aranwen's willpower and her hatred of her brother were not so strong, she would have gone mad long ago. For four years, she has seen nothing but the inside of a small stone cell, eaten nothing but table scraps, and seen no one but her dear brother and the poor half-wit *Egwar* who brings her her food. Dark and attractive, she

is not quite beautiful; rather she is alluring, and possessed of a spirit and figure undaunted by the long days in captivity.

Aranwen is a Seer. Never a very powerful Seer before the Plague, she spent most of her considerable spare time (when her brother is not trying to intimidate her) exercising her body and practicing with the shortsword. Her mental exercises revolved around reading and trying to tap the minds of those closest to her, her old nurse *Sudha* and her tutor Aeghen. Even in her confinement, Aranwen remains bound to both still reaches out to these two friends. Due to her low level of experience and depressed position, this plea only works on occasion, and then only as a manifestation of Aranwen's visions and dreams. *Sudha* believes that they are real visions born from her living (albeit missing) Princess, but Aeghen thinks that it is a side-effect of his own delirium.

Although shackled and ill-fed, Aranwen is in good physical shape and still remembers the entire layout of the fortress — including its hidden passages and chambers. Arador's suspicions are correct, for she knows how to get into Lower Morthondost's secret vaults.

Ragnor, the Master-at-Arms

Tough, cool, and seasoned, Ragnor is Arador's closest companion and confidant, as well as Morthondost's Master-at-Arms. Despite a strong body, quick mind, and keen common sense, he is a homely, middle-aged fellow who has never sought to rule. Still, he leads where others would bring harm. Arador thinks that Ragnor is his good friend, but actually Ragnor despises his Prince. He perceives Arador as a marshmallow and a ferret-brain, but since there is no way that a mongrel commoner could be Prince, Ragnor does not challenge his liege. The best he can hope for is already his, since he is the true master of the fortress. He is well aware of how much the townspeople hate the men of Morthondost, but he rationalizes his standing. Ragnor sees the folk of Sarn Erech as cowardly fools. He scoffs at their grumblings and presumes that they will not try to contest Arador's lordship.

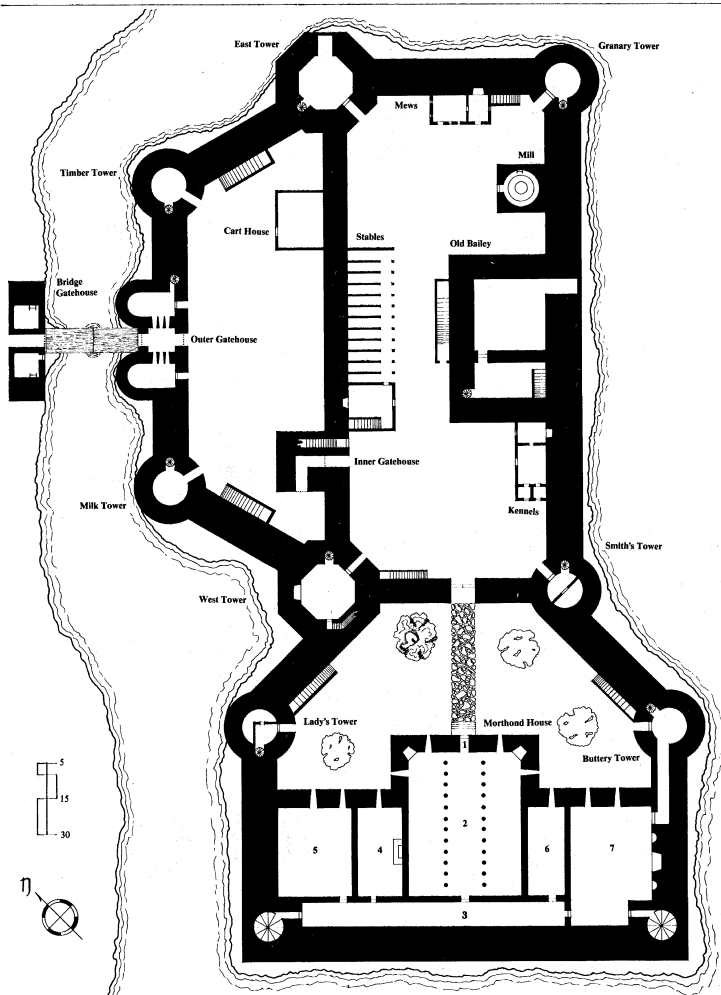
Ragnor possesses the keys to the Lesser Vault (see 8.54, #7) which still contains a modest fortune. Knowing the principal secret way out of the fortress, he has insured himself an escape route and a means of support, should the King's Law reach out to sanction Arador. In such a case, Ragnor will simply take the money and run.

Imlach and Ebbo

Imlach and Ebbo are part-Dunish thugs who happen to be Sergeants of Arador's unsavory guard. Unrestrained and undisciplined, they consistently fail to keep a rein on their soldiers, or anything assigned to their care. Both are as likely as any of their Men to be found dead drunk in a tavern, particularly the Dancing Dragon. Ragnor despises these two rogues almost as much as he dislikes the Prince, but he can take comfort knowing that neither has the standing or the wits to usurp his position.



RAGNOR, IMLACH, AND EBBO



8.5 THE FORTRESS OF MORTHONDOST

Morthondost's walls are 25 feet tall, and they average 15 feet thick. The octagonal East and West Towers are 45 feet tall, while the other six towers are 35 feet in height. Its moat is 25 feet deep at the deepest point and, since the privies do not drain into it, the water is relatively clean. Trout from the River Morthond once died in the moat because its water is rather stagnant, but now it is well-stocked with imported Carp, Perch, and Pike, which are reproducing quite nicely and provide the Prince of Morthond and his family with plenty of fresh fish.

8.51 THE EXTERIOR PLAN

The following buildings are keyed to the accompanying exterior scheme. Detailed descriptions of the structure and interior layout of each fortress feature are included in Sections 8.52 and 8.53.

1. Bridge Gatehouse.
2. Outer Gatehouse.
3. Timber Tower.
4. East Tower.
5. Granary Tower.
6. Smith's Tower.
7. Buttery Tower.
8. Lady's Tower.
9. West Tower.
10. Milk Tower.
11. Inner Gatehouse.
12. Cart House.
13. Stables.
14. Mews.
15. Mill.
16. Old Bailey.
17. Kennels.
18. Morthond House.

8.52 THE INTERIOR LAYOUT OF MORTHONDOST

The parenthetical numbers (#) refer to locations found in Section 8.51 and displayed on the exterior scheme.

(1) THE BRIDGE GATEHOUSE

Level I. The western section accommodates the entrance to the structure, a sturdy iron-reinforced door of oak (extremely hard, -30 to open) facing the moat and the castle proper. The central portion is a gateway that can be blocked by a single portcullis (-40 to open). A ladder leads upward to the second level. The eastern area, reached only by a ladder from the second level, contains a cistern and some dried food supplies (in case the guard on duty is trapped here for a while).

Level II. This level serves as protection against intruders passing below. Here the guards maintain a cauldron full of hot water and a brazier to heat it. The floor is permeated with "murder holes" and machicolations to allow the boiling water to be poured down upon anyone attempting to break through the gate. It also contains the mechanisms for the outermost drawbridge and for the portcullis. Windows look north and south. A privy chamber is cut into the wall; its wooden toilet seat covers the waste shaft. Ladders lead down to the first level and up to the roof. One guard is nearly always (90%) on duty in the main room.

Roof. One reaches the roof via a hatch at the top of a ladder from Level II. The walkway is surrounded by a crenellated wall. From these apertures, six (40 lb.) + 25, stand-mounted heavy crossbows command the drawbridges, as well as the ground below the gatehouse.

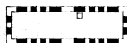
(2) THE OUTER GATEHOUSE

Level I. Iron-bound oaken doors (very hard, -20 to open) separate the eastern and western sections of the outer gatehouse from the outer yard of the fortress. The central portion serves as the gateway into the fortress. A drawbridge doubles as the gate and lowers to rest on a stone pier halfway between the Outer Gatehouse and the Bridge Gatehouse. Arrow slits open from the outer portions into this gateway, which can be blocked by a portcullis at either end (extremely hard, -30 to open). A spiral stairway in the eastern section leads to Level II.

Level II. A brazier and kettle arrangement, with murder holes (as in the Bridge Gatehouse) dominate the room, along with the mechanisms for the portcullis and the other half of the drawbridge. A small chamber with a bed, fireplace, and privy chamber allows this structure to be used as a porter's lodge, although it is not used as such these days. There is usually (70%) one guard on duty here. An open stairway leads to a hatch in the roof.

Roof. This level is surrounded by a crenellated wall. From here, guards have access to the front walls and can walk to the two front towers (the Timber and Milk Towers; #s 3 and 10). Four (40 lb.) + 25, stand-mounted crossbows are set in the outer crenellations and cover the drawbridge and adjoining walls.

Level III

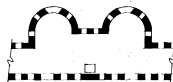


Level II

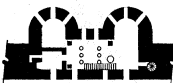


BRIDGE GATEHOUSE

Level III



Level II



OUTER GATEHOUSE

(3) THE TIMBER TOWER

Level I. The windowless ground level serves as a woodstore, containing both building timber and firewood. A spiral stairway leads upward.

Level II. This low-ceilinged level holds an apartment, currently empty, which used to be used for guests.

Level III. The two gardener/groundskeepers live in this apartment.

Roof. Accessible via a hatch and surrounded by a crenellated wall, the roof offers a view of the area around the tower. A guard normally (75%) stands vigil here.

Level II



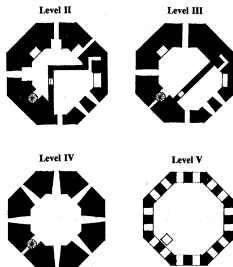
Level III



Level IV



ROUND TOWERS (Standard Plan)



EAST TOWER

(4) THE EAST TOWER

Level I. The ground floor contains the mechanisms and structure for the castle's auxiliary drawbridge. The drawbridge permits access to a narrow, well-protected sally port. The bridge, once unfolded and extended, can bear one mounted horseman or three armored warriors. A spiral stairway leads upward to Level II and down to the fortress' main well (see 8.54 at #14).

Level II. The outer sections contain firing galleries with arrow slits for the defense of the fortress. The inner chamber can be used in more peaceful times as a guest room. Currently, it is empty.

Level III (Healer's Quarters). This was the Healer's Quarters and workshop. It has been stripped almost bare, except for a bed and a large oaken table on which Egalmoth used to compound healing potions and carve splints. There is a small secret compartment under one of the 3'x3' carved tiles surrounding the bedroom hearth. It contains Egalmoth's diary, including the information that some Kennesank was missing from his locked chest shortly before he became ill. It also holds a mithril ring, inset with a small sapphire, that allows a Healer to use 10 extra PP per day (but only for healing spells).

Level IV (Potion Chamber). Here the Healer dried herbs and had distillation apparatus for potions. It is now empty of everything but drying racks on wall and ceiling.

Roof. As on the Timber Tower, a guard is usually (75%) stationed here as a lookout.

(5) THE GRANARY TOWER

Level I. The ground floor houses sacks and wheelbarrows for the grain. A spiral stairway leads upward to Level II.

Level II. Grain bins.

Level III. Grain bins.

Roof. Akin to that of the Timber Tower.



GRANARY TOWER

(6) THE SMITH'S TOWER

Level I (Smithy and Forge). The room at the back has supplies and materials. A spiral staircase leads upward.

Level II. Quarters for the Smith and his family.

Level III. Smith's quarters.

Roof. As that of the Timber Tower.

(7) THE BUTTERY TOWER

Level I (The Buttery). Here the butter is made every other day and cheeses and eggs are stored. This level also serves as the servants' entrance to Morthond Great House. A spiral stairway leads upward.

Level II. The head cook's quarters.

Level III. Quarters of the three lesser cooks.

Roof. As that of the Timber Tower.

(8) THE LADY'S TOWER

Level I. Garden tools and supplies are stored in the back room. A spiral stairway leads upward.

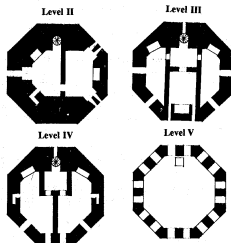
Level II (Princely Quarters). This level used to house the quarters of the Prince and his Lady, but now it is another (albeit well-appointed) unused guest room.

Level III. Here lay the quarters of the house servants, including Arador's valet.

Roof. As that of the Timber Tower.

(9) WEST TOWER

Level I (Guard's Great Hall). This level holds the Guards' Mess Hall/Great Hall. The garrison eats and relaxes here. Graffiti covers the huge oaken tables and sturdy stools and benches, the scrawled work of those guards who can write or have a passion to draw. A spiral stairway leads upward. Across the room lies a locked (very hard, -20) and iron-bound doorway, which leads to a curved downward stairway.



WEST TOWER

Level II (Commander's Quarters). Here Ragnor resides. The outer room contains two leather-covered settees and his great carved chair with tasseled cushions of blue wool. A blue bearskin adorns the floor. The inner room holds his bed, which is covered with a down quilt and has one pillow. His desk and two locked 3'x3'x4' chests are also in this room. The desk drawers are full of lists of troopers, their pay, supply orders for the fortress, and so on. The official seal ring of the Prince of Morthond, a massive item of gold set with a carved seal in alabaster, is in a red velvet bag in an unlocked drawer — along with spare quills, a penknife (silver, worth 8 sp), sticks of wax, a bag of sand for erasing errors on parchment, and so on. In the bottom drawer, behind some record books, is a small secret compartment, hard (-10) to open. It contains the keys to the locked doorway in the Guard's Great Hall below and to the Lesser Vault.

— **Chest 1:** hard (-10) to open, it contains his clothes and two heavy silver bracelets set with turquoises (worth 5 gp each). A false bottom is very hard (-20) to detect and extremely hard (-30) to remove (although one might take apart the entire iron-bound oaken chest). A small needle tipped with Kennesank shoots out when the secret compartment is opened (very hard, -20, to detect and remove). The secret compartment contains 300gp, 5 doses of Kennesank, a dose of Tyr-fira, and some forged credentials from the old Prince, Thorondor, and from a Lord in Dol Amroth.

— **Chest 2:** very hard (-20) to open, it holds a heavy blue silken cloak lined with black mink fur and embroidered with silver thread (worth 30 gp) and 40 gp.

Level III (Officers' Chambers): Officers' Quarters and Office.

Imlach has the northern room. A brown bearskin rug is on the floor. His bed is unmade and empty wine bottles lie under it. In his locked (hard, -10) chest are some clothes, a black leather belt with a silver and carnelian buckle (worth 3 gp), a small bag containing four loaded dice and two Mirena berries, and a pouch holding 75 gp.

Ebbo has the southern room. The walls of this comparatively neat chamber support 12 suspended amulets, wards against various sorts of curses and bad luck. Ten of these amulets are nonmagical and ineffective, although their material worth is about 2 sp apiece (semiprecious stones and silver). The eleventh one is +10 for RRs vs. diseases, and the twelfth one is +10 for all moving maneuvers. Ebbo is unaware of their true purpose. In his locked (hard, -10) chest are extra clothes, a gold cloisonné collar worth 40 gp, and 89 gp in a small pouch. The central room is meant as an office, but illiterate Ebbo and semi-illiterate Imlach never use it.

Level IV. Guest quarters for official envoys (e.g., the King's couriers). Arador's in-laws stay here when visiting.

Roof. Constructed like that of the Timber Tower. A guard is usually (80%) stationed here as a lookout.

Lower Level. The curving stairway connecting the area to Level I leads to a locked (extremely hard, -30) door faced entirely with iron over oak. It is trapped with a mechanism (hard, -10 to detect and remove) that will submit anyone standing in the 5' x 7' landing area at the bottom of the stairs (i.e., before the door) to one to ten +20 lb attacks (bolts shoot from the walls). (For details of the room beyond, see the subsection "Lower Morthondost" in 8.54.)

(10) THE MILK TOWER

Level I. Supplies for the fortress, including milk, are dropped off here. It is used to be an actual dairy. A spiral stairway leads upward.

Level II. Aeghen's old quarters. Now empty.

Level III. The Bard, Maeglin, used to live in the northern room. He left to return to Dol Amroth when the Plague struck. Now it and the adjoining room are both empty.

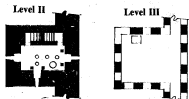
Roof. As that of the Timber Tower.

(11) THE INNER GATEHOUSE

Level I. The inner gateway can be blocked at two points by portcullis (very hard, -20 to open). The floor slopes sharply down from both ends, making it impossible for a horse to go through at faster than a slow walk; even a man must slow to no more than a brisk trot or subject himself to an extremely hard (-30) maneuver in order to avoid a fall or bash attack. A drain at the low point prevents the formation of puddles. An iron-bound oaken doorway barred by a hard (-10) lock leads from the inner yard to a stairway to Level II.

Level II. The usual arrangement of kettle, brazier, and murder holes (see I, the Bridge Gatehouse), with mechanisms for the portcullis. Another staircase leads to the roof. A guard is usually (90%) stationed here.

Roof. A crenellated wall surrounds the roof, with access to the inner wall walks. Two (50 lb) +30, stand-mounted heavy crossbows command the inner and outer yards.



INNER GATEHOUSE

(12) THE CART HOUSE

This low, wood-frame structure has eight berths (five occupied) and provides housing for two carriages and three carts. It is rarely locked; if it is, the mechanism is easy (+20) to open.

(13) THE STABLES

The stables contain stalls, feed bins, harness housing, and a saddlery. Two War-horses, two Palfreys (fine riding horses), two Cobs (all-purpose horses), two Mill-mules, and one Pony reside here. Grain for the horses is brought daily from the Granary Tower.

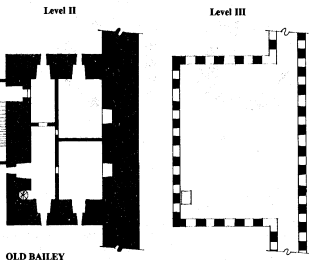
The saddlery and harness stores are kept in the room at the end (13a). Twelve stalls (nine occupied) fill the main room (13b). A hayloft and servants' quarters are located on the upper level (13c). This area provides rude accommodations for two rooms, two stableboys, and two kitchen scullions (the latter two from the main house).

(14) THE MEWS

This bird-stall contains perches for the Prince's ten various hawks and falcons, as well as a workbench for the austringer. The austringer trains and cares for the birds and makes their hoods, jesses (leg straps), and leashes. His apartment (14a) adjoins the main room (14b).

(15) THE MILL

This compact stone structure is built atop an ancient ruin and has a granite floor and a rock hollow storage basement (accessible by a 14' ladder). Here flour and meal are ground from grain stored in the Granary Tower (5). The mill-wheel is turned by two mules, who are otherwise housed in the stables (13).



OLD BAILEY

(16) THE OLD BAILEY

Level I. A spiral stairway leads down from Level II (where the entrance is located). Behind a locked (hard, -10) oaken door is an armory. It holds 5 extra chain shirts (AT 13), 2 extra full helmets, 3 extra longbows, 4 composite bows, an extra (45 lb) +25, stand-mounted heavy crossbow for the rooftops, 100 crossbow bolts, 200 arrows, and equipment for cleaning and maintaining armor and weapons.

The mechanisms and structure of another collapsible drawbridge for this, the inner sally port, are in the thick outer wall. This bridge can accommodate two armored men at a time. Behind a locked (very hard, -20) door, another stairway leads downward. (For details of this lower level, see "Lower Morthondost" in 8.54.)

Level II. Here a locked (hard, -10 to open) doorway leads to an enclosed stairway. (Actually, it is left open about 60% of the time these days.) Arrowslits in the enclosure command the inner yard. The door atop the stair can also be locked (hard, -10 to open) and barred (extremely hard, -30 to open) from the inside. It leads into a hallway with a window/arrowslit and another lockable, barable door (medium, -0 to open).

The inner hallway has doorways leading to the troopers' quarters. Each 10-man unit has its own dormitory, with the beds and chests (medium, -0 locks) arranged in an orderly manner. A unit serves nightshift or dayshift for a month at a time. Each troopers' chest contains spare clothing and between 5 and 25 sp at any given time, plus assorted dice (loaded and honest), cards, jackstraws, and cheap trinkets (1 or 2 items such as cheap cloak pins or bracelets made of bronze or copper and worth 1-2 sp).

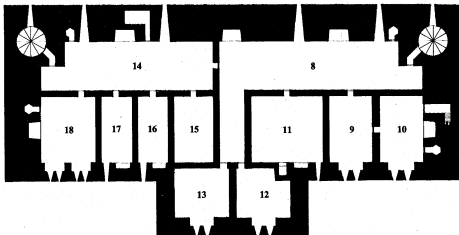
Roof. The roof has the usual crenellated walls and access to the back wall walks. Here seven (50 lb) +30, stand-mounted heavy crossbows command the inner yard and the rear of the fortress.

(17) THE KENNELS

The main area of the kennels (17a) harbors the Prince's Hunting-dogs: two Boarhounds, two Wolfhounds, four Greyhounds, and six Brachets (akin to Beagles). His four Mastiffs are used for night patrols. Morthondost's Master of Hounds lives in a small room (17b) at the end of the building, while the Dog-boy — who takes charge of most of the daily nitty-gritty details of running the kennels (cleaning, feeding, breaking up dogfights, etc.) — lives with the Hounds.

(18) MORTHOND HOUSE

See Section 8.53.



8.53 MORTHONDOST GREAT HOUSE

The Great House serves as a residence and refuge for the Prince, his family, and his closest retainers.

1. Main door. The front steps are of white marble, transported from the Misty Mountains. The front door can be barred with an iron-clad beam 6 inches thick (extremely hard, -30 to dislodge; -30 vs. breaking it with a battering ram).

2. The Great Hall. Floored with the same white marble as the front steps, the Great Hall also contains 24 ornamental, black marble pillars, all polished to an almost mirror-like shine. There are six huge black oak tables here, finely made and originally well kept, but now thick with dust. There are also 48 black oak chairs, cushioned in red wool, in a similar dusty state. The fireplaces have not seen flame since weeks before Thorðor died.

3. Access hallway. Flagstoned. A spiral stairway leads up to the second level.

4. Presence Hall. This is where the Prince should receive official visitors. A dais dominates the southern wall; upon it sits a carved wooden throne cushioned in green wool and gold silk. The floor is of white marble, and there are 4 oaken chairs with green cushions for visitors of high rank to sit on after making their official salutation to the Prince. Arador has never used the room.

5. Little Hall. Floored in flagstone with brightly colored eastern rugs to warm them, this is the dining room now used by Arador for all occasions. The table is golden oak and seats 10.

6. Pantry. The dishes and platters are stored here, as is the day's bread. The servants also arrange serving platters here.

7. Kitchen. Contains one large hearth, one small hearth, and a bread oven, as well as counters, cabinets, bowls, knives, ladles, cauldrons, kettles, etc. A door leads out to the buttery. A spiral stairway leads up to the second level and down to the lower level (see 8.54 at #1).

8. Gallery. Small windows provide some light, and two fireplaces provide warmth. Hand-some tapestries and rugs insulate the room. Chairs surround the fireplaces. The corner stairway leads on up to a lookout area on the roof.

9. Prince and Lady's Sitting Room. Golden oak tables, settees with light blue leather covers, and chairs cushioned with light blue wool fill the room. Malfinwë is present 50% of the time in the early morning or evening.

10. Prince and Lady's Bedroom. The huge bed is curtained with golden silk and covered with bleached bearskins. There are three large 3'x3'x5' locked chests.

— Chests 1 & 2: filled with Arador and Malfinwë's clothing, they are hard (-10) to unlock.

— Chest 3: very hard (-20) to unlock, it contains 350 gp, a set of six gold bracelets set with opals (25 gp each or 330 the set), a gold and mithril tiara set with topazes and rubies (400 gp), a girdle of silken threads in rainbow colors with crystal and gold beads (20 gp), a man's golden torque with ruby knobs at each end (200 gp), and a man's gold and mithril headband set with topazes and rubies, to match the tiara (450 gp).

Arador's +10 broadsword in its red leather and gold sheath studded with garnets (150 gp) usually hangs on the wall when he's at home. On the dressing table of golden oak are two small 9"x6"x12" locked caskets.

— Casket 1: hard (-10) to open, it is filled with tiny jars in colored glass. There are 12 of them. Seven contain cosmetics. The other five contain (1) six Mirena berries, (2) a Tyr-fira, (3) two Anserke, (4) two Gefnul, and (5) the tiny key that opens all of the chests in the Lesser Vault (8.44 at #7).

— Casket 2: very hard (-20) to open, it contains a pair of gold and ruby earrings (75 gp), a huge rope of pearls (400 gp), and a mithril and star sapphire ring (300 gp).

A set of shelves lines the wall against the fireplace contains a few books (illustrated histories and legends), some vases, and flasks (none worth more than a silver piece or two), as well as one cut glass flagon filled with wine and two matching glasses (2 gp for the set). The whole set of shelves swings aside to reveal a secret doorway (very hard, -20 to discover) which is hard (-10) to open and leads down to the secret exit from the fortress (see 8.44 at #5 4.5).

11. Library. Contains a pretty fabulous scholarly collection. Arador and Malfinwë, needless to say, rarely come here. Most of the books are just handsome tomes on history, legends, mathematics, architecture, healing, and so on. One, *Herbs of the White Mountains*, will add +15 to anyone's chance of finding the herbs native to that area; another, *Poisons of the Ancient Daen Coentis*, will reveal, in a footnote near the end, the long-lost secret of extracting Rok Viper venom for use.

When an innocuous volume ("*Five Princes in Angmar*") is removed from the bottom shelf of the bookcase to the left of the fireplace, the entire assembly will swing aside to reveal a secret passage (-40 to find). This passage is a vertical shaft downward, with a ladder. (See 8.54 at #4.)

12. Princesses' Chamber. This used to be Aranwen's room and her possessions are still scattered about in the state she left them, although a fine layer of dust betrays their abandonment. Her bed retains its dark red silk quilt. Her desk, her bookcase of books (most on Seeing and the lore of the Daen Coentis), and her dressing table remain undisturbed. Her jewel case is unlocked, and contains her x2 PP multiplier amulet, her sapphire earring (20 gp), and six silver bangles (5 sp each). Her shortsword in its blue leather scabbard has been rehung in its place on the wall. Her case of six +5 throwing daggers with blue enamel grips lies on a wall shelf. An unlocked 3'x4' chest still contains her clothing. There is little sign of how Arador ransacked the room three times during the year of her "death" trying to find some indication of how to reach the secret Greater Vault (see 8.54 at #10). He never found the little compartment in the sword scabbard that contains the key to the Greater Vault's inner door (Even if the scabbard is examined, it is hard, -10 to find.)

13. Princes' chamber. This was Arador's room, but now it only contains some dusty furniture: a bed, shelves, desk, and a locked (hard, -10) but empty chest.

14. Servants' hall. Contains small 1'x1' windows and a fireplace. Some worn rugs adorn the wooden floor. The small dining table (seats six). Adjoining is tiny room (14a) for two kitchen maids. The corner stairway leads on up to a lookout area on the roof (14b).

15. Store Room. Contains, clothing, bed linen, extra blankets and quilts, and fabric. All rest on shelves sprinkled with herbs (to keep out the moths).

16. Maidservants' room. Two maids live here (and occupy the room 35% of the time). It contains two beds, a dressing table, and two locked 3'x3'x4' chests. The chests hold extra clothing, some soap, and a few trinkets such as glass beads and brass bangles.

17. Housemaids' room. Same as 15, but for the two housemaids. Their possessions are even more meager.

18. Nursery. The nurse, Nimloth, and two-year old Lord Turgon III live here. There is a bed for Nimloth, a crib for Turgon, a second bed (for Turgon when he gets larger), a small table with two chairs, a rocking chair by the fire, and two unlocked 3'x3'x6' chests. The chests hold the nurse's clothes and the possessions of her charge: a highchair, as well as simple toys such as blocks, a ball, and a rocking horse.

8.54 LOWER MORTHONDOST

1. Scullery. The spiral stairway descends from the kitchen (8.53 at #7). The room contains a well for the house, 3 large wooden sinks 2'x3'x3', a fireplace with a cauldron for heating water, a small barrel of soap, a second barrel of wood ashes, and a third of sand (for scrubbing kettles and pots). Racks for dishes and dishcloths hang from the walls.

2. Store Room. Contains barrels of salt fish, beer, pickled port, beans, oil for cooking and for lamps, vinegar, dried meat and fish, pickles, root vegetables in bins, apples on shelves, dried fruit, etc.

3. Wine Cellar. The door is locked and very hard (-20) to open. Inside are casks of cheap wine and a few bottles of more expensive varieties. The ten bottles of 50 year old Red Belfalas (from near Dol Amroth) are worth 10gp apiece.

4. Secret Library. Arador is unaware of its existence. A ladder leads up through a shaft in the ceiling which connects with the regular library above (see 8.53 at #11). Fifty of the books have no titles. Most are arcane books of trivia (e.g., the names of all the descendants of Gundor and where they now live). The following are particularly valuable.

— *Grey book:* contains the complete plans for the house.

— *Orange book:* gives a complete inventory of all the goods and furniture in the house and fortress, including the magical items (it is 5 years behind, of course) and a book on evil Maiar who associated with Sauron that would be worth 200 gp to a Bard or Magician.

— *Book with cracked blue leather cover:* contains magician's runes — *Circle Aflame, Fireball, Wall of Fire, Wall of ice, Stone/Earth, Stonewall, Lightning Bolt, Stun Cloud 20; Waterwall, and Waterwall True.*

A secret door (extremely hard, -30, to find from either side) serves as the entrance from an escape passage. The passage exits the fortress and emerges 2 miles to the east, in a clump of rocks and trees near the base of the Hill of Erech (within sight of the Erech Stone). 35' further down the passage, there is another secret door which opens into the Secret Prison (#5).

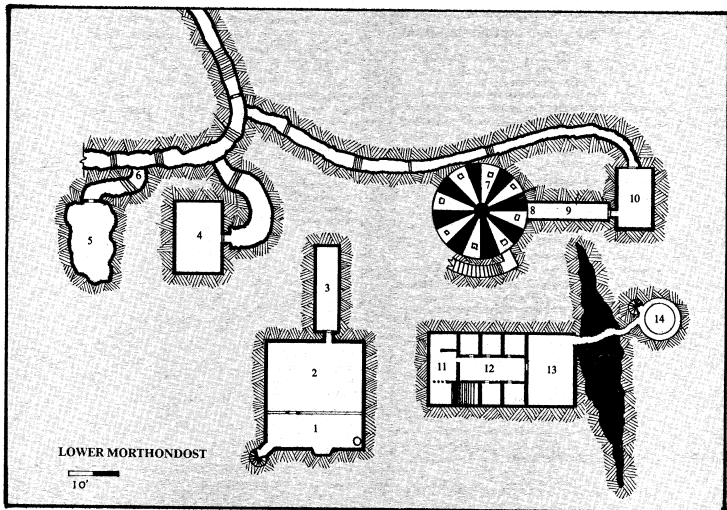
5. Secret Prison. Built in 1342 by Tauron the Lesser, now widely known to have been insane. This is now the home of **Aranwen**. The enchanted walls subtract 10 from the effectiveness of any detection spells cast within or focused on the cell.

The cell is 50' underground and 35' from the secret entrance connecting the escape passage to the secret underground library (see #4). Arador is aware of the escape passage and cell, but not the nearby secret library. The door into the cell from the main passageway is locked and extremely hard (-30) to open. It is lined with a fine network of Gregora, so that detection spells aimed through it will not work.

Arawen is chained by one ankle to a floor-ring within the cell. She cannot reach the doorway and her creature comforts consist of a pallet on the floor and chamberpot. She can move just enough to do some exercises (although if Arador was clever enough to suspect this, he would shorten the chain). The chain, ring, and the manacle around her ankle are all of +5 steel. The lock on the manacle is very hard (-20) to unlock and the chain will take about an hour to file through (if the tool is good enough to file through +5 steel).

6. Trap. The cell entry is trapped with a mechanism that drops rocks out of the ceiling. It is very hard (-20) to detect or disarm. When released, rocks tumble down across from the doorway and roll 50', to the base of the small flight of stairs in the second bend of the secret passageway. Anyone caught in the corridor must withstand four to eight (1D5+3) +30 bash attacks.

7. Lesser Vault. This is one of the last things Gundor completed before his death, and some say that it proved his senility. The vault is round, with a domed ceiling spangled with crystal stars that magically glow to provide light. The floor is paved with 16 marble wedges, alternately black and white, radiating from a center of rare blugery marble. On each of the white sections is a 3'x3'x3' iron-bound oaken chest. Each chest is extremely hard (-30) to unlock, but they are untrapped. The keyholes are quite tiny. The chests contain (clockwise from the doorway):



- **Chest 1:** 5000 gp.
- **Chest 2:** 200 mp and 4000 sp.
- **Chest 3:** a set of three matched crowns, for the Prince, his lady and his Heir; silver with topaz star garnets; these are the lesser crowns.
- **Chest 4:** a set of +20 mithril chain mail (RM AT 17 +20).
- **Chest 5:** the Helm of Morthond: 20% chance of resisting head and neck criticals, allows 180 degree vision, +15 to RRs vs. Essence spells.
- **Chest 6:** state robes for the Prince and his Lady: garnet-red velvet with ermine trim, the velvet embroidered with mithril thread, pink pearls, and wateropals (white to pale blue with a faint play of iridescent color);
- **Chest 7:** 5000 gp worth of cut but unset beryls, garnets, aquamarines, and glasmain.
- **Chest 8:** bracers of purple leather, studded with mithril and pink tourmalines (36 gp); a large clasp for cloak, made of silver, with lapis lazuli (deep opaque blue) (10gp); a child's gold and silver headband, set with topazes 360 gp; a set of 4 matching bracelets, gold and silver, set with tigers'eyes (10 gp each, 45 the set), boots of black dragonskin, giving 25% chance of resisting foot and ankle crits (100 gp); a man's ornamental collar of large plates of lapis lazuli linked with silver (300 gp).

8. Secret door. There is a secret door and passageway from the Lesser Vault to the Greater Vault, but it can only be detected by magical means or via an absurd (-70) maneuver. Opening the door (short of tunneling through the rock) requires the following steps: (1) starting at the doorway, one person of at least 75 lbs weight must walk along that black segment to the center; (2) standing on it for at least 5 seconds; (3) stepping back onto the original black segment; and (4) walking clockwise and only stepping on black segments (counting the one at the door at the first), the person must stand at least five seconds.

The entire segment will tilt slowly downward, with the end at the center remaining at the original height and the outer edge sinking sharply. An entrance to a passageway will be revealed in the space now uncovered by the sunken outer edge of the slab. The slab will stay down as long as there is a least 75 lbs weight on it. It will quickly rise up when the requisite weight is removed.

9. Hallway to Greater Vault. The doorway is extremely hard (-30) to unlock and trapped (extremely hard, -30 to detect or remove). If the trap is set off, sluces near the ceiling will quickly let in a torrent of water (one to two +30 unbalancing attacks) from a spring-fed reservoir above (refills in two weeks). The chamber will fill in 6 rounds, drowning all trapped within. It will drain in 30 minutes, possibly carrying away small valuables such as rings (20% chance). The door at the Greater Vault end cannot be opened if the slab entry (#8) is still open, nor will the trap go off.

10. Greater Vault. The secret door out leads to a long hall that eventually winds to the escape passage. From the escape passage, the secret door is foolhardy (-50) to detect. The vault contains the legacy of Morthond's Princes.

- **Sword of the Princes of Morthond:** hangs on the wall in a black leather sheath studded with mithril and diamonds in *Angian* (S: "Gift of Iron"). It is +20, with a pommel of crystal, which glows with a dark blue light within 1000' of creatures of Morgoth.

- **Crown of the Prince of Morthond:** lays on a nearby black marble table, an elaborate helmet-like item of gold and mithril filigree set with glasmain and diamonds.

- **Scepter of Morthond:** a 3' staff of ivory and silver with a sphere of onyx on its top, rests in the palm of a featureless and powerless statue.

- **Ring of Flame:** a small 3"x4"x3" ebony box sits on a black marble stand. The box is lined with blue velvet and contains the ring — gold with red rubies and orange padmarashah — which allows the wearer to throw up to 15 PPs of Magician fire spells per day.

- **Horn of Dirhael:** also rests on a black marble stand. It is a huge, many-curved goat's horn bound with silver and beryls. Blown, it summons 1-5 supporters of the user from up to 5 miles away and hears allies within earshot for 1-5 rounds (+10 to allies orientation and perception rolls).

- **Basin of Cool Sleep:** rises from the dais at the center of the vault. 4' in diameter, it is of silver and inset with jade leaves, pearl, and flower of citrine (pale yellow and transparent). Water placed into it to acts as Healer's Chamomile, but with no maximum dosage and no side effects.

11. Prison Anteroom. The doorway from the stairs is blocked by a locked (very hard, -20 to open) portcullis. This barrier may be raised by a lever behind the counter at the other end of the room. A guard is usually stationed here, with a horn to summon aid.

12. Prison Cellblock. The cells used to be filled with bandits, ne'er-to-do-wells, and drunken, rowdy guards awaiting trial. Now the only prisoner is **Grog**, the bouncer from the Dancing Dragon who was once a little too determined to make Ebbo leave before the latter was ready. He is in cell 12c.

13. Torture Chamber. Constructed by the same crazy Tauron the Lesser who constructed the cell (#5) that is now Arawn's home. Its rack, tongs, pinchers, etc. are mostly rusty with disuse, but its special feature has seen recent use. It is an iron cage on chains that can be lowered into a natural fissure that features an icy, rushing stream. It leaves no mark on its victims as long as they don't drown.

14. Main well for the fortress. It is below the East Tower (8.52 at #4) and is reached by way of the lower extension of the tower's main spiral staircase.

8.6 PRICES AND TRADE

Most of the Morthond's coinage in the area comes from the King's Mint, which has recently been moved to Minas Anor, but coinage from other Royal Mints, especially that in Dol Amroth, may also be used.

PRICE AND EXCHANGE TABLE

Exchange Rates.

Gondor uses a silver standard, based on a one quarter ounce silver piece. The lesser denominations of bronze (.25 oz) and copper (.5 oz) are the typical coins of the marketplace, while the rare half ounce gold piece is used only for the most expensive of transactions. The exchange rate follows.

- 1 gold piece (gp) = 20 sp
- 1 silver piece (sp) = 10 bp
- 1 bronze piece (bp) = 5 cp
- 1 copper piece (cp) = the price of a meal or a pint of beer (for example).

Prices in the Vale of Erech

Good/Service	Cost	Note
FOOD AND LODGING		
Beer/ale	1 cp	1 quart
Brandy/wine	1 cp	1 halfpint
Cider/mead	1 cp	1 pint
Stabling	1 cp	1 week for 1 mount, including fodder.
Poor lodging	1 cp	Communal sleeping for 7 days (minimum).
Average lodging	1 cp	Allows for separate bed or pallet. Includes light meal of bread, cheese, soup, and beer.
Good lodging	2 cp	Allows for separate room. Includes good meal of soup, meat pie, bread, beer or cider, and wine.
Week's rations	3 cp	18 lbs. Usual spoilage.
Trait rations	5 cp	14 lbs. 1 week's. Preserved.
Greatbread	35 sp	4 lbs. 1 week's. Preserved.
ACCESSORIES		
Arrows (20)	48 cp	3.5 lbs.
Backpack	18 cp	2.5 lbs. 1 cu. capacity (maximum of 30 lbs).
Bedroll	14 cp	5.5 lbs. Wool blankets & oiled canvas groundcloth
Boots	7 bp	3.5 lbs.
Coat	11 cp	7 lbs. Wool.
Clothing	9 bp	9 lbs. Cotton pants and shirt, wool cloak and hood.
Crossbow bolts (20)	2 sp	3 lbs.
Lantern	22 cp	1.5 lbs. 10 ft radius light. 6 hrs of oil.
Lockpick kit	1 sp	25 lbs. +10 to picking locks. Hard to buy.
Rope	41 cp	6 lbs. 50 ft. long; breaks on 01-02 roll (no modification).
Tent	17 bp	8 lbs. Sleeps two.
Waterski.	1 cp	.5 lb. Holds 1 quart.
TRANSPORT		
Light horse	45 sp	Moves 5-30 mph; carries up to 200 lbs.
Medium horse	50 sp	Moves 5-25 mph; carries up to 300 lbs.
Heavy horse	70 sp	Moves 5-20 mph; carries up to 400 lbs.
Mule	40 sp	Moves 5-25 mph; carries up to 300 lbs. Stubborn, tough.
Wagon	5 gp	8 X 5 ft.; 2-10 mph. Carries up to 1500 lbs. Requires a heavy horse or two light horses.

8.7 THE RESCUE OF ARANWEN (AN ADVENTURE)

8.7.1 THE TASK

Obviously, the foremost adventure set in the Vale of Erech calls for the discovery of the truth about Prince Arador's dastardly deeds and the rescue of Princess Aranwen from captivity in the underparts of her own house. Thrifty adventurers might dwell on the treasures in the vaults of Lower Morthondost.

Clues

Plenty of clues are available in the town. Rumors abound, and old Sudha, now a hostess at the Golden Tankard, quietly speaks of her visions of the imprisoned Princess. Talfannan the Healer suspects that Arador had a hand in her cousin Egalmoth's death. The disabled Aeghan and his brother Celefarn have more than one story to tell, although they believe Aranwen to be dead. Drunken soldiers are the norm among the Prince's garrison and, although generally stupid, a few might relay clues in the course of their nightly ravings. Kea, the local gossip, and the wily Pesk both listen to these yarns, and know much of the subtle ways of Sarn Erech and the citadel of Morthondost.

Aids

Keep in mind that a dummy was buried in Aranwen's sepulcher; perhaps a midnight trip to the fortress burial ground might be in order, to prove (or disprove) Sudha's claim that Aranwen is still alive (and this could lead to an encounter with some low-level undead). The search might be magical, employing the careful aid of Aeghen's diminished powers (his brother Celefarn is a conservative, cautious type who would be unlikely to help unless heavily bribed). Alternatively, a physical search based on information from Sudha might offer adventurers an entry into the fortress, say via the escape passage.

Rewards

The compensation for such an undertaking includes loot extracted from the fortress, magic items taken from the vaults of Lower Morthondost, or an appointment of service under the rescued and reestablished Princess. Aranwen will surely reward those who help her, while the King of Gondor will rejoice in the restoration of peace in western Lamedon.

Strategically, the town is a good adventure base, but not as safe as it could be. With Arador's drunken troopers tearing the place up regularly, adventurers can place little security or trust in Sarn Erech. These problems, coupled with the prospect of possible future help from Aranwen or Talfannan (who would be a handy lady for often-injured adventurers to know), make the fall of Prince Arador a rich reward in itself.

Hazards

Hazards along the way are legion. Adventurers might be roughed up by Arador's troopers, especially if they have not been subtle in questioning the townsfolk. Arador learns of much through Tauron, his flunky in town; some places (e.g., the Dancing Dragon) are notoriously unreliable venues. (It also helps to avoid being in the Dancing Dragon at the wrong time, say when a bar fight breaks out.)

Careless adventurers might be subject to arrest for "inciting unrest" if Arador or Ragnor learns of their interest in the Prince's affairs. In that case, they will be fined 10gp and imprisoned in the fortress prison and possibly sentenced to hang on the gibbet that is set up as needed in the outer yard of the fortress. (As everyone knows, the pieces are stored in the cart house when not in use.)

8.7.2 STARTING THE PLAYERS

Added impetus for finding Aranwen can be supplied by having one adventurer be one of the younger children of Thorondor, those who were sent away to be educated. All of these offspring liked their

older sister (Aranwen) more than her nasty twin brother. Besides, if Arador did kill her, one of these younger siblings is actually the true heir! (Which one? A rough draft of the real will can be found in one of the books in the secret library.) Remember, however, an adventurer with a Fief to rule doesn't have much time to adventure, and many a greedy contender might still opt to let Aranwen have the office.

Various Starting Backgrounds

Other possible backgrounds could include Talfannan's grandchild, a youngster who is studying to be a Healer. After all, Talfannan is right in believing that old Egalmoth was done in. Another character might be Baranor's apprentice magician son, or an apprentice of Gillen, Malbeth, or Kroggan. A young Dwarf from the mines might come to town for Frerin, perhaps as a guard for some valuable materials that the Armorer is making (e.g., a spectacular weapon on order for some noble Dwarf in the Misty Mountains). A young Animist from a Dunlending hill tribe might come into town with Imkel and become interested in the lively life of the "big city". A young Warrior or Scout embroiled in some minor legal trouble in one of Gondor's larger towns (Minas Anor, Pelargir, Linhir, Dol Amroth, Calembel, etc.) might take a job as a caravan guard. Merchants constantly bring in finished goods to exchange here for raw materials, and such a soul might decide to stay in this out-of-the-way spot to "cool off". These are but a few suggestions.

9.0 ADVENTURE IN THE PATHS OF THE DEAD

Setting: The subterranean reaches of the Paths of the Dead, the haunted delving beneath the White Mountains.

Requirements: An experienced or medium level party possessed of skill in working with traps and secret doors, particularly in dark, confined places. Some knowledge of the Undead, especially Ghosts, is suggested.

Aids: The folk of Sarn Erech, although afraid of the Ghosts of the Oath-breakers and the curse of the Paths, nonetheless know of the route to the South Gate. Tales of Dunharrow and the North Gate (Dark Door) are common among learned Dunlendings everywhere. As for maps, they are rare (if they exist at all). Still, the wandering Imkel the Animist and the eccentric Seer Niniel know much of the Paths and can relate stories of their nature. (Imkel frequents the Golden Tankard when in Sarn Erech, while Niniel is confined to the lone tower of Minas Anghen; see 8.42 and 6.0 respectively.)

9.1 THE TALE OF THE TOMBS

As told, the Paths of the Dead were once the site of relatively simple burials of the Kings, Princes, and other Nobles of the Daen Coentis. Priestesses and their servants placed the stone funerary urns and (later) sarcophagi within rock rooms, set in the walls off the hallowed underground corridor. During the Dark Years of the late Second Age, however, the rites changed and concern for the safety of the burial chambers grew. As the fear of death and undeath — existence as living Dead — began to eat at the minds of the Daen Coentis leadership, they persuaded their remaining master craftsmen to turn their still considerable talents to the protection of the ancient tombs.

The skill of building Mendaen and Menharag — Men and beasts of living stone — was already ageless. Soon, these master craftsmen forged new wardens, creating Hurnceenn, Hurnspire, and Hurndaen: Spiders, Gargoyles, and Men of animate iron. It is unknown whether they also made the powerful Colbran, or whether they somehow summoned these Spirits of enchanted light from somewhere outside of Arda, but all these magical creatures became known as Tomb Guardians. The Daen also constructed elaborate traps, so the spirits of the dead Kings (and their hoards) could rest in peace.

9.2 THE TASK

Despite the terrors associated with Curse of the Oath-breakers and the doom of those who seek to enter the Paths, Prince Arador wishes to know more of the place. In particular, he hopes to acquire a map of the Paths of the Dead and locate the treasures buried with the ancient Daen Lords. The Kings of Gondor, however, frown upon vassals who would dare disturb the sacred Tombs. Royal Seers point to the ancient prophecy of Malbeth, as related by the envoy Celefarn in S.A. 3434 (see 2.0), noting that only the True King can enter the Dark Corridors.

Still, Arador hopes to despoil the Tombs. He seeks dupes for the mission to explore it, offering 200 gp for an accurate map. This reward is no mean sum, and those who recover treasure from the Tombs will reputedly receive half of all the coin and gems (not heirlooms, of course). The Prince intends to honor his word is another matter.

Tauron of Sarn Erech is aware of the offer and has been told to watch out for adventurers likely to suit the Prince's needs. Strength, skill, a stout heart, a quiet mouth, and a bit of foolhardiness are all that he seeks.

9.3 REACHING THE TOMBS

Although almost all in Morthond know of the Paths of the Dead — those ill-omened tombs of long-dead (and Undead) Daen Coentis Kings and nobles — few ever venture anywhere near them.

The northern approach, with its avenue of stones and grim doorway, is perhaps the better known, especially since it is set in the fortified highland valley called Dunharrow (*Dn. "Daen Harno"* = "People's Protection"). It can only be reached by treading up the canyon of Harrowdale in the northern White Mountains, where the waters of the River Snowborne rise. Dunharrow looks down on Harrowdale from the eastern cliffs. Now, Dunharrow is little more than a collection of standing stones, barrows, and ancient foundations; everything of value and much of the loose stone was stripped away by the degenerate descendants of its noble builders. Amidst the ruins grows the Dimholt, a thick, gloomy pine-wood that covers the western section of vale. The approach to the northern gate cuts through the trees. (See 6.4 and 9.4.)

The southern entrance is in the deep cleft of the young Morthond River above the iron mines of Cabed Angren. It seems to be a innocuous natural gash in the rock, carved by the rushing stream, but folk accustomed to the ways of stone and water in caverns (such as Dwarves or miners) realize that its extremely sharp-edges allude to other handiwork. A chill wind always seems to whisper in this cleft.

9.4 TOMB GUARDIANS (PÜKEL-CREATURES)

The stone Pükel-men of the White Mountains are but one form of enchanted stone guardians, the only noticeable legacy of a skill prized by the Daen Coentis. Weathered or spiritless, many no longer function, and those that do leave little or no sign of their rare activity. So, the citizens of Gondor ignore their threat, citing the tales of "moving stones" as figments of rumor and superstition.

The animate Pükel-men remain as objects of curiosity, while within the Paths rest other manifestations of the same bizarre and fascinating craft. These creatures, enchanted wardens, are dormant until activated by trespassers. Only the Daen folk — Daen Coentis and Dunlendings seeking to worship their buried ancestors — may pass their bailiwick unhindered, but these simple people are now too scared to enter the Paths. (Of course the True King, those with him, and the ghostly Oath-breakers will not stir their ire.)

While at rest, these Pükel-creatures remain innocent lumps of stone or iron, featureless except for vague form. Their nature is very hard (-20) to detect even in well-lit places. Their power, like that of the Ghosts who also guard this place, is formidable. Those bold enough to shirk the warnings about the fate of trespassers (especially tomb-robbing intruders) do not live to tell of their being; or, if they do, they are branded as insane or as peculiar story-tellers. After all, the prophecies of Malbeth the Seer rarely prove false.

NOTE: *Pükel-creatures are unaffected by bleeding or temperature criticals, although their bodies bear the scars of "cuts" and "burns." All other critical strikes are treated as one severity level lower than usual (e.g., an E result = D crit). Otherwise, they fight as living beasts. Tied to a specific place, they usually cannot leave a set radius from their point of vigil (rad. = 200' x lvl), but some have been known to depart from their appointed territory while tracking an enemy (maximum of 12 hrs). Pükel-creatures are active only for brief periods (1 hr/lvl), returning to their place of rest when sleep calls. As they assume repose once again, they may form a differing position.*

9.41 PÜKEL-MEN

Pükel-men guard most exalted Daen Coentis sites. They can be found throughout the White Mountains and are the most numerous and well-known of animated stones. (This is, of course, relative.) Basically animated 2'5" high stone statues, they appear to be crouched Men, like twisted Woses. Pükel-men are often armed (usually with a club or hand-axe) and will awaken to defend their territory whenever it is harmed. Cunning and stealthy (+75 Tracking, Stalking, and Hiding), they enjoy a good ambush and take great pains to remain unseen and undiscovered. Pükel-men are affected by erosion and the force of hands, like all their kind; they can weather away. Whenever they lose recognizable features, their spirits depart. (Other Pükel-creatures retain their spirits until they completely lose form.)

9.42 MENSARAG

Until an intruder enters their sanctified area, Menharag appear to be large boulders or blocks. Then they uncoil, becoming beasts roughly like large, heavyset lizards. They are about 5' long, with prehensile tails of nearly the same length. long as their bodies. Capable of rapid movement and adroit when climbing walls, they attack with sharp claws, teeth, and their grappling tails. If "killed," they fall into piles of rubble, which, if left undisturbed and unseparated for 20 years or so, will gradually reform into their original, functional shape.

9.43 MENDAEN

Mendaen look like rough pillars of stone. Activated in the same manner as the Menharag, they then take the form of 10' tall, heavyset men. They attack with their hammerlike fists and their crushing grasp. Like the Menharag, they will rise again if destroyed but left lying undisturbed.

9.44 HURNCENNEC

Hurcennec look like lumps of iron ore. When aroused, they they become large Spiders, with 2' bodies and 7' long legs. Adept at climbing wells and ceilings, they strike with their pincerlike mouths and the sharp, slashing spines on their legs. They commonly drop upon their victims (add +10 to this attack for each 10' of height from which the hurcennec dropped), as missiles hurled by machines. When destroyed, they break into pieces that will take 50 years to reconstitute.

9.45 HURNSPIRE

Like stalactites hanging from the ceiling, Hurnspire are insidious and deadly. Capable of strangling passersby, they reach out to grab intruders. When struck, they release from their mooring and fly down in the form of a lizard-like bird, slashing with their talons and the claws set into their wing-elbows. Some rely on their beaks or fly directly into their foes, like living ballista bolts. When destroyed, they reform in the manner of Hurcennec.

9.46 HURNDAEN

Hurdaen appear as iron pillars until awakened. They then become heavyset iron men 12' tall. Essentially golems (like Mendaen), they attack with their awesome fists and crushing arms. They reform in 50 years after being vanquished, as do all the creatures of living iron.

9.47 COLBRAN

Called by their makers "living lightning," Colbran are unseen until they wake. While dormant, they inhabit stone or metal, making it glow with a light which bespeaks of their spirit. When active, they transform their housing into 10' tall attenuated Men, who wear a blue-white color so bright that it is difficult to gaze upon (hence their high DB).

Colbran are the strongest of the "Pükel-creatures" and possess many weapons. Some choose to melee with their mighty fists, which deliver electrical criticals with every regular critical. Others stand aloof, casting balls of lightning (as fireballs, but with electrical criticals) or lightning bolts. Darkness spells have no effect on the light of a Colbran, although the natural Utterdarkness of other enchanted beings (e.g., Shadow-creatures) can quash their brightness.

There is a 25% chance (modified by weapon bonus) that any unenhanced weapon (enhancement can be either magical or non-magical) will shatter when striking a Colbran (thus causing one to ten +0 sling attacks within 30' radius).

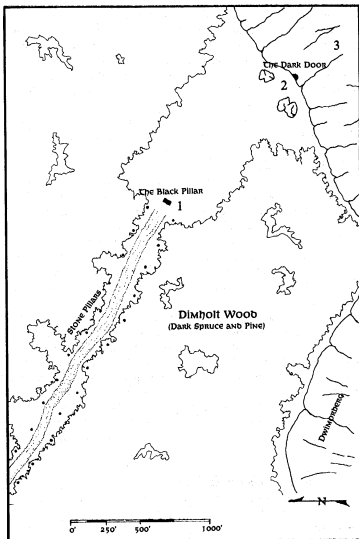
9.5 THE LAYOUT OF THE PATHS

The Paths of the Dead run for twenty-one miles beneath the great peak of the Dwimorberg in the White Mountains. They stretch between Dunharrow in the north and the source of the River Morthond to the south. Essentially a single 30' wide, 14' high passageway, the main route follows a relatively level course connecting a series of ancient natural fissures. Various tombs and ceremonial chambers interrupt or connect with this granite tunnel.

The descriptions below are ordered from north to south.

Area I (Dunharrow)

1. The Black Pillar. A double row of irregularly shaped stone pillars leads to the Gate of the Dead called the Dark Door (see #2), but they are so widely spaced and so choked by trees (spruce and pine of the Dimholt wood) that one can hardly tell that they are laid out in a regular pattern. The single Black Pillar, marking the end of the avenue but still 400 yards before the door, marks the beginning of the Realm of the Dead Kings. A (5th lvl) Symbol of Fear is etched into the Black Pillar and serves a ward and a warning. (Its 1200' rad extends only in an arc between the pillar and the door.) Those who fail their RR by 01-25 feel uneasy (and operate at -25); failure of 26-50 means that one will not pass beyond the Pillar; those failing by 51-75 flee for #r ds = failure #; those failing by 76-100 are petrified for 1-100 rounds and then flee; failure of 100+ results



in death (RR bonuses based on Presence and/or Self Discipline). This pillar is so overgrown that no one may note it, but its effect are still felt by those who pass by it.

Area II (North)

2. The Dark Door. This serves as the north gate into the Paths of the Dead. Lying on the northern side of the White Mountains, in the fortified High-vale of Dunharrow, the Dark Door is set into the sheer face of the Dwimorberg.

3. The Northern Entry Corridor. Beyond the Dark Door stretches a long, relatively even corridor. Strong drafts circle the hall and once an intruder is 500' beyond the door, he finds that any exposed light source being used is operating at only half its usual effectiveness. Mist clouds the darkness and those with night-vision and other means of seeing in dim conditions (e.g., a lantern) find their visual range halved. At this point, the Undead in the area may become aware of any intruders, although Undead wandering abroad (i.e., outside the main corridor) will not be summoned yet.

Area III

4. The Tombs of the Eldest. Three miles into northern Dwimorberg, the Paths widen from thirty to ninety feet. There the corridor passes through a five hundred foot long chamber. Before the doorway, there are two white pillars. Unless the True King of the Reunited Kingdom (i.e., Aragorn II) leads the way, these two glassy laen pillars will begin to glow brightly as intruders come within 90' and will burn brighter as one comes closer, until the light is blinding (30' rad). Within 10' of the doorway, they give off an unearthly, paralyzing Cold, accompanied by a 4th lvl Fear Spell (see #1 for RR results vs. Fear). Those failing to resist the Cold receive a critical strike (as a Cold Ball crit): RR failure of 1-10 = A crit; 11-20 = B crit; 21-50 = C crit; 51-75 = E; 76-100 = E + A crits; 101+ = E + C crits. Should one shroud the Symbols of Cold set into the pillars at the 7' height, no further Cold attacks occur, but touching the Symbols results in a 10th lvl attack.

5. Four Elder Tombs. There are two Tombs on each side of the chamber. In each of the Tombs, there are no "native" Ghosts, as these are the oldest burial places and those left here departed for the Otherworld millennia ago. However, other Ghosts of levels 7 and 15 may appear to avenge this affront to their ancestors. There are also 8 Mensharag and 6 Mendaen in this area.

The 7'x3' black basalt doors of the tombs themselves are inscribed with a pattern of interwoven "rope-art" and are guarded by a single 4' high stone Pükel-man. No symbols or writing betrays their occupants or makers. Should one touch a door, its Pükel-guardian will awaken. The doors themselves swing up on counterweights, but are nonetheless extremely hard (-30) to open.

Within each tomb is a counterweighted trap which is tied to the door and very hard (-20) to detect. As one passes through a 3' deep aperture and steps on the 3'x3' floor area beyond, the floor rapidly depresses 3', the door swings shut, and a 3'x3' column of stone slides down out of the 7' high ceiling. The column drops to meet with the depressed floor panel, and anyone left on the panel receives a +100 Large Fall/Crush attack. Leaping off the panel before being crushed is a very hard (-20) maneuver (though any % maneuver result is subtracted from the attack). Opening the trap and door from the inside is extremely hard (-30).

The tombs are bluish basalt chambers hewn out of a single rock, with standard interior dimensions (7' wide, 14' deep, and 7' in height). They each contain three laen burial urns. The largest (4' high and 200 lbs) only holds the wrapped bones of the King, separated by type. The second largest urn (3') contains the segregated bones of the King's family, while the third urn protects various symbolic offerings, as per the old way of burial. There is no treasure per se.

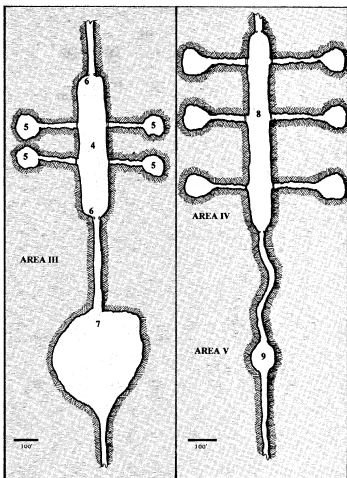
6. Laen Pillars. On the south side of the chamber, two more laen pillars (see #4) stand. They work like the pair on the north side, but will only operate on those entering their range from the south. Similarly, those on the north end only guard against intruders coming from that direction. The corridor beyond narrows to 30' once again, but is otherwise ordinary (albeit unpleasant).

Area III

7. Chamber of the Moon. This rough 360' x 360', tear-shaped chamber once housed a Holy Tree.

NOTE: These trees, of which there were few, were shaped of stone and animated through enchantments. As such, they grew, like crystals forming in the pattern and manner of a real tree. Testaments to the Earth Goddess and her (Vala) servants, they were considered most sacred. A living Holy Tree still grows in the Daen Coentis sanctuary at Ossanen, in eastern Morthond northwest of Calembeil.

This tree was dedicated to Nienna, the Vala who weeps for all sorrow in the world; its purpose was to help mourners get over their grief and learn wisdom from it. It is now dead and withered. Above it, there used to be a glowing, magical, moonlike glassine light in the ceiling, but it is also dead. There is nothing else in this chamber.



Area IV

8. Tombs of the Outhbreakers. Pillars guard the north and south entries to this 700' long, 60' wide chamber. Like those standing watch over the Tombs of the Eldest (see #s 4,6), they are of glass, but these glow all dull red when active and burst into flame upon touch (delivering a +50 Fireball attack). Otherwise they operate as the other pillars (though they deliver Heat criticals in lieu of Cold crits).

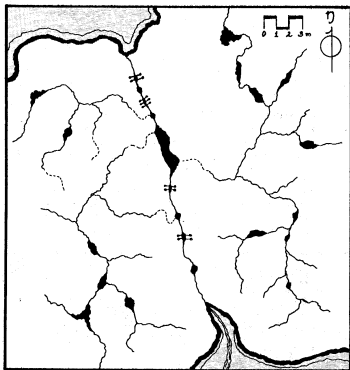
The approach of intruders into this chamber normally calls forth the most unpleasant and oldest of the Undead.

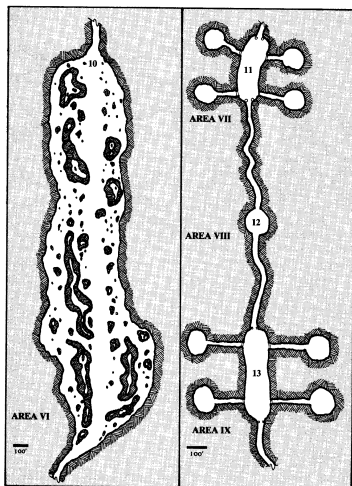
NOTE: See 11.2 for a list of Undead individuals. Alternatively, look to 11.3 or MERP Section ST-2, (p. 89) for generic Undead. These creatures normally arrive in 6-15 rounds, either one at a time, or in groups of three or four. Of course, no more than a few normally gather together, except on holy nights upon the Hill of Erech (see Section 9.0).

Twenty Hurncnecc, fifteen Hurnspire, ten Hurndaen, and five Colbran inhabit this area. Most are centered around the six communal Tombs of the Outhbreakers.

The Tomb doors are extremely hard (-30) to open. Behind them lie 200' long 3'x7' sloping passageways. These passages connect the main chamber to the Tomb halls, 100' diameter beehive-shaped rooms (70' in height). The entry to the tomb rooms themselves is barred by 10' wide, 300' deep chasms which are concealed by stones which will bear only 50 lbs of weight. The nature of the stones is very hard (-20) to discern.

Each tomb holds rectangular stone sarcophagi similar in function to the urns found in #5. Treasures are too varied and rich to list and unlikely to ever be seen by living eyes. Generally, however, each cache contains chests of silver (10-1000 gp) and gold (20-2000 gp) trinkets, jewels (10-1000 gp), one to ten +15 weapons, and one to five +20 items (of any type). There is a 50% chance that one to three powerful spell items or bonus items will also be found.





Area V

9. Chamber of Darkness. No light and no form of Dark-sight has any effect on the darkness in this chamber, which is totally impenetrable. All who enter cannot see within the room's 30'x30' area. Those seeking to feel their way along the walls will encounter a series of insinuated attacks between the 3' and 5' levels, a frieze of (4th lvl) Symbols of Madness.

Those who touch the Symbols must make a RR (only once). Failure results vary by degree: 01-25 = immobility due to alternating cackling laughter and crying (1-20 rds); 26-50 = madness (1-10 rds), causing the victim to dash wildly about, crashing into walls (yielding a self-inflicted attack Med. Crush + strength bonus); 51-75 = 1-100 rds of madness, including possible attacks on anyone the victim runs into; 76+ = a curse of insanity (random hostile action until cured).

Area VI

10. City of Sorrow. This predominantly natural cavern is 3000' long and as much as 500' in width; its ceiling occasionally reaches 100' in height. Unpopular with the Undead, it has no treasures or fine tombs. It is, however, populated with Hurncennec (35), Hurnspire (25), and Colbran (5); the Hurndaen have trouble moving rapidly on its uneven terrain. These entities watch over what was once a ceremonial mourning chamber, a gathering place for the Daen Coentis, who were permitted to cry here but once a year (at Midwinters). The chambers fantastic stone formations form mazes which parallel the straight Paths.

Area VII

11. Tombs of the Glorious. Silver pillars (resembling those at #s 4,6,8) guard the north and south entries. During an electrical storm in the mountains above, they glow as if fed with lightning. Should one pass within 30' of them while such a storm rages, or should one touch them at any time, they will be struck with a single +70 Lightning Bolt attack (treat as spell on *Light Law* list).

This area is a popular haven for the Undead, for these are the tombs of those who died during the "Golden Age" of Daen Coentis culture (mid-Second Age). No native Ghosts reside here, but a pair of Pükel-men guard each of the four 20' diameter tombs.

Access to the tombs is via a 3'x3' door which is foolhardy (-50) to unlock. The contents rest in a great 7' urn which is set in the center of the room. Segregated bones of the Lords and their families are layered atop the family treasure (each about 10-1000 gp in jewelry, one to ten +20 items, and a +30 heirloom embodying one to three Animist spell lists — to 10th level).

Special Treasures

— *Headband of Slaeg:* Of gold, inset with sapphire (700 gp); +7 PP adder (any realm); permits wearer to wield *Earth Law* spells (as and to 10th lvl) and summon and control all Pükel-creatures within a 70' radius; while worn confers knowledge of the course of any path born of Daen workmanship, once the trail is ascertained.

— *Axe of Braggar:* +35 battle-axe which, when held and upon command, will shrink to the size of a hand-axe (+35 ha); slays Dwarves and Orcs.

— *Daen Amulet:* x4 PP multiplier (any realm); permits user to speak without sound to anyone within 80' radius; allows wearer to assume stone or iron form (as a statue) with 1 rd concentration.

— *Slaem's Club:* +40 club; delivers 2x damage and 2x crits (second crit 2 lvs less than first, e.g., an E and C); slays any creature of less than 10th lvl when used underground.

Area VIII

12. Chamber of Blood. Within this chamber the Paths narrow to 7' in width. Off the Paths, the entire inner area of this 30' diameter domed cavern — floors, walls, ceiling — is covered with razor sharp shards of volcanic glass (obsidian). Pilgrims who came to worship their ancestors here used to cross movable wooden causeways to meditation niches set in the walls. These bridges have long since gone. Only the Paths are safe, and they cross some 10' above the surrounding floor. To stray may mean a fall upon the deadly surface (a +10 Fall/Crush attack, coupled with one to ten +50 dagger attacks).

Area IX

13. Tombs of the Heirs. Large, square pillars guard each entry to this 800' long complex, off of which lay four tombs from the early Third Age. Here the Paths enter through a 10' wide, 10' deep, 7' wide doorway. Should someone (or any 50 lb weight) step on the 10'x10' stone surface between the pillars, the floor will drop 3' and the two pillars will slide together, crushing the poor soul (+120 Fall/Crush attack). Given the quickness of this insidious trap (which is extremely hard, -30 to detect), it is a very hard (-20) maneuver to leap out of the way of the pillars before being sandwiched. Anyone running between them, however, will find the maneuver easy (+20). The pillars slide back into place after one round.

Native Ghosts reside here, for the Tombs are of the fathers of the Oath-breakers. In addition, 5 Mensharag, 5 Mendaen, and 2 Colbran live here. The four tombs are hard (-10) to open, but contain relatively little wealth (10-100 gp in jewels and one to three +10 items). The occupants were buried in the declining years surrounding the Oath-breaking.

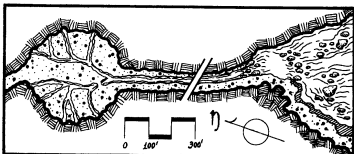
Area X

14. Chamber of Tears. This 400' diameter, domed chamber is the source of the Morthond River and contains a wealth of beautiful stone formations. Echoes abound, for the floor covers the course of fourteen spring-fed rivulets. On the east side of the room, near the south entry, the stream that will be the Morthond rises to flow along a channel in the floor.

Area XI (South)

15. South Gate. The Morthond flows out of the artificially enhanced gash in the rock east of the wide, arched open doorway. Here lays the southern end of the Paths, where the road reaches the open air and winds steeply down a long narrow ravine. Sheer cliffs rise from either side, and the Morthond tumbles southward over the rocks below. From this point it is 30 miles to the Hill of Erech.

Just outside the door a natural cluster of bluish rocks loom over the road to the west. Called the Three Sisters, they are inscribed with three (3rd lvl) Symbols of Fear. Those who pass them coming up the road from the south must resist or they will refuse to go on. (They are analogous to the Black Pillar, so see #1 for specific results.)



10.1 MASTER BEAST CHART

Type	Lvl	#/Encoun	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Animals of the Morthond Valley and Surrounding Areas (see 3.5)									
Golden Eagle	3	1-5	M	F/F	30	No/1	30	45MClaw/35SPinch	Rarely attack anything larger than a rabbit unless provoked; will eat carrion or almost-carrion (i.e. dying creatures).
Cliff Buzzard	5	3-9	M	VF/F	80	No/1	40	60LClaw/50MPinch	Semi-intelligent; will attack weak, wounded, or small humanoid if victim is alone.
Great Eagle	8	1-5	L	VF/VF	150	No/3	40	80LClaw/60LPinch	Intelligent; good; rarely attack unless extremely provoked; can carry rider
Hunting Bat	2	10-30	S	VF/VF	20	No/1	50	50SBite	"Piranhas of the air"; attracted by blood; will attack bleeding victim en masse. Carry disease.
Wolf	3	5-15	M	F/F	110	No/3	30	65LBite	Will not attack group or even tough individual unless provoked, but may be tempted by wounded individual. They cooperate in hunting.
Brown Bear	5	1-2	L	MF/MF	170	SL/8	10	70LGrasp/60LClaw/20Mite	May choose to charge (LBash + 60); mean when provoked. Mainly solitary.
Blue Bear	7	1-6	L	MF/MF	200	SL/8	25	80LGrasp/70MClaw/30MBite	Semi-intelligent; unnatural; limited sense of "Presence" (50' radius). May cooperate in hunt.
Lynx	3	1-2	M	VF/VF	70	No/3	50	40MClaw/30MBite	Cautious. Will not attack unless provoked.
Deer	2	1-12	M	VF/F	70	No/3	40	20MHorn/20MT/S	Only males have horns to use. Will flee rather than fight unless cornered.
Wild Boar	3	1	M	F/MF	120	No/4	30	40LHorn/30MBash/20MT/S	Mean-tempered and solitary. Vicious if cornered.
Wild Goat	2	1-12	M	F/MF	50	No/4	30	40MHorn/40MBash/10MT/S	Only males have horns to use. Mildly aggressive.
Giant Marten	4	1-2	M	VF/VF	75	No/3	50	60MBite/50MClaw	Crazy, mean, attack almost at random. Climb trees well. Ignore bleeding crits.
King Spider	3	1	M	M/MF	55	Ch/16	20	40MPinch	Traps victims in pits. Venom paralyzes.
Rock Viper	1	1-4	S	VF/BF	15	No/1	50	20MSting	Poisonous, attack only if provoked.
Cliff Hornet	1	10-100	T	VF/VF	1	No/1	40	0SSting	Attack in large masses. Venom in larger doses (5 or more stings) can cause death.
Hill Troll	5	1-6	L	M/M	110	No/1	20	100LBash/80LClaw/40MBite	Semi-intelligent, quarrelsome, mean. Like shiny objects. They don't like daylight but can tolerate it for brief periods of time (1-2 hours).
Cave Troll	8	1-4	L	MF/M	150	No/1	20	120HBash/90HClaw/50LBite	As above, but direct sunlight turns them to stone.
Mastiff	3	any	M	F/F	90	No/3	30	90MBite	Guard dogs, used at Morthondost. Sometimes found in the countryside as a wild dog.
Undead—see 4.4									
Ghoul	1	any	M	M/F	25	No/1	10	25SBA/30SCI/10SBI	RM Class I.
Greater Ghoul	3	any	M	MF/F	50	No/1	20	40MBA/50SCI/45We	RM Class II.
Wraith	5	any	M	F/F	70	No/1	25	50MBA/40We	RM Class II.
Lesser Ghost	5	any	M	F/VF	75	No/1	30	40MBA	RM Class II.
Skeleton	7	any	M	F/F	100	No/1	30	50We/50MBA	RM Class III.
Ghost	7	1-10	M	F/F	80	No/1	30	60MBA/30We	RM Class III.
Skeleton Lord	10	1-10	M	VF/VF	135	No/1	40	95We/70LBa	RM Class IV.
Ghost Lord	15	1-5	M	VF/VF	165	No/1	50	110We/90LBa	RM Class V.
Barrow Wight	15	1-2	M	VF/BF	165	No/1	40	110We/90LBa	RM Class V.
Tomb Guardians — (Päkel-creatures see 9.4)									
Päkel-men	5	1-3	M	F/F	150	Ch/16	25	90Ha/60MBA	
Mensharag	5	1-10	M	MF/F	80	Ch/16	30	60LCI/40MBi	
Mendaea	10	1-10	L	M/M	150	Ch/16	20	130LBa/70LC	
Hurncennec	8	1-10	M	F/F	110	PI/18	40	80MPi/60MSI/50MK	
Hurnspire	10	1-8	M	MF/F	130	PI/20	40	100LCI/80LPi/70MBA	
Hurndaen	15	1-6	L	M/M	200	PI/20	30	150HBa/90LC	
Colbran	18	1-2	L	VF/BF	200	Ch/16	70	150LBa	

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, Crf = Crush, Gr = Grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes differ slightly from the MERP codes and the ROLEMASTER codes.

10.2 MASTER NPC CHART

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov	M	Notes
Leading Undead of Area											
IN THE PATHS OF THE DEAD											
Former Gruan	25	225	No/1	135*	Y15	A/L	220ba	150lb	35		Ghost Lord Warrior/Fighter Durlending;
Morther King; helm negates 30% of head/neck crits, +15 RR vs. Essence, Nightsight; +20ba; +15 normal shield.											
Smardo Dobiac	12	135	No/1	80	Y10	A/L	115bs	70cp	30		Ghost Lord Warrior/Fighter.
Durlending; Sword of Cold +15, cold crits; Boots of Wallrunning; +10 normal shield.											
Tanray Mar Hogo	10	100	No/1	65	N	N	90fst	60sl	35		Ghost Lord Animist.
Durlending; Female; Ring of Windrunning, brooch x3 PP, -15 DB, Animal Summons III 1x/day.											
Regthian Orgaron	16	160	No/11	90*	N	N	135ha	100ha	35		Wraith Animist.
Durlending; Female; Ring of Flying 450"/rnd; +15ha; Ring -10 DB.											
Naum Guennelon	15	140	No/1	125*	N	N	90ss	130da	30		Wraith Mage/Sorcerer.
Durlending; Ring -15 DB, Fire Resistance; four +20 throw & return daggers; Amulet +4 Spell Adder.											
Sogran Erstoc	15	150	No/1	95*	Y	A/L	125wp	90cp	30		Skeleton Lord Warrior/Fighter
Durlending; +15wp, electricity crits; helm -5 DB, allows 270 degree vision.											
Torac Tan Gar	13	140	No/1	80	Y	A/L	120ha	80cp	30		Skeleton Lord Warrior/Fighter
Durlending; +20ha; Ring of Leaping, 200' lat. or 80' vert. 3x/day.											
IN DUNHARROW											
Cober the Fey	23	215	No/1	120*	Y10	A/L	210bs	140cp	35		Barrow-wight Warrior/Fighter
Durlending; Former King; greaves negate 20% of arm/leg crits; +20bs +10 RR vs. Essence; +10 normal shield.											
Ygana Torbet	21*	200	No/1	115*	N	N	195qs	100sl	35		Wraith Animist.
Durlending; Female; Former High Priestess; +15qs gives impact crits, Tiara x3 PP, +15 RR vs. Mentalism Attacks, -15 DB.											
Rovik Marvran	19	200	No/1	110*	N	A/L	200th	130lcb	30		Ghost Lord Warrior/Fighter.
Durlending; bracelets +10 vs. all spell attacks, -10 DB; +15th.											
Gov Semarg	18	190	No/1	110*	Y10	A/L	170ha	110cp	30		Ghost Lord Warrior/Fighter.
Durlending; +10ha, gives electricity crits; +10 normal shield, totally blocks all fire.											
Retha Lonn	12	110	No/1	120*	N	N	115MClaw	80sl	40		Ghost Lord Mage/Illusionist.
Durlending; Female; bracelets +15 melee, negates 15% of hand, wrist, arm crits; Amulet -20 DB, x3 PP.											
Thirrio Ogoran	10	120	No/1	70	Y10	L	100fa	80cp	35		Ghost Lord Scout/Rogue.
Durlending; Ring of Running True; +15fa, +10 normal shield.											
IN THE HILL OF ERECH											
Egalmoth	9	60	No/1	20	N	N	60qs*	35da	20		Ghost Animist/Healer
Dúnadan; +10 quarterstaff, x3pp, Boil Liquid 5x/day, Unusual Ghost, will tell adventures of his death, the misdeeds of Arador and the imprisonment of Aranwen.											
IN MINAS ANGHEN											
Niniel	12	140	No/1	65*	N	N	105qs	—	35		Ghost Lord Bard/Seer.
Lesser Dúnadan; Female; +15qs, Awareness 1000'r 3x/day; Crown x3 PP, +15 vs. Channeling, -15 DB.											
Morthondost											
Arador	5	65	Ch/14	60*	Y	N	80bs	80cp	10		Warrior/Fighter.
Lesser Dúnadan; +10 chain shirt; Ring of Longeye 1x/day.											
Ragnor	7	95	Pl/18	55*	Y5	L	105bs	105cp	15		Warrior/Fighter.
Lesser Dúnadan; +10bs; +5 normal shield; +10cp; gorget negates 30% of neck crits.											
Aranwen	4	25	No/1	10	N	N	20ss	10da	25		Bard/Seer.
Lesser Dúnadan; Female; Prisoner.											
Imlach	5	60	Pl/18	60*	Y10	L	80bs	80cp	10		Warrior/Fighter.
Mixed Man; +10 normal shield; greaves negate 15% of leg crits; pendant heals 1 pt. of bleeding/day.											
Ebbo	5	65	Pl/18	55*	Y5	L	85bs	80cp	10		Warrior/Fighter.
Durlending; +5 normal shield; +5bs.											
Malfinwe	3	22	No/1	10	N	N	10ss	10da	25		Bard
Lesser Dúnadan; Female; Lute x2pp; Boots of Riding, +10 to horse riding.											
Egwar	2	18	No/1	10	N	N	10qs	—	10		Scully Maid
Durlending; uses broom as quarterstaff; loyal to Aranwen, but afraid of Arador, not too bright.											
Sarn Erech											
Gillan	8	35	No/1	5	N	N	30qs	—	25		Animist/Astrologer.
Lesser Dúnadan; Female; crystal x2 PP; Ring of Dreams (1 dream on stated subject/night).											
Baranor	9	35	No/1	35*	N	N	30fa	—	25		Mage/Magician.
Lesser Dúnadan; +5wp, -5 DB; Rod of Firebolts; Amulet x3 PP, -15 DB; Ring, allows 10 PP of "Blood Ways"/day.											
Cera	7	45	No/1	15*	N	N	40ss	10sb	25		Animist/Healer.
Durlending; Ring -5 DB; necklace x3 PP.											
Celefarn	5	25	No/1	10	N	N	30ss	—	20		Bard/Seer.
Lesser Dúnadan; Amulet x2 PP; Headband that acts as helm.											
Malbeth	8	35	No/1	10	N	N	45ss	10sb	25		Animist/Lay Healer.
Lesser Dúnadan; Ring +5 to static maneuvers; Ring x2 PP; Rod of Bone Ways (up to 7 free PP/day).											
Talfannan	12	75	No/1	25*	N	N	60qs	15da	20		Animist/Healer.
Dúnadan; Female; orb x3 PP, -15 DB, +10qs, dances to defend; Ring allows 10 PP in "Blood Ways"/day.											
Aravir	6	40	No/1	20*	N	N	50fa	30cp	20		Bard.
Lesser Dúnadan; +5fa; gauntlet x2 PP, -10 DB.											
Croggan	8	31	No/1	20*	N	N	35ss	—	25		Mage/Alchemist.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Imkel	9	55	No/1	20*	N	N	55qs	20sb	30	Animist.
Dunlending; Female; Amulet x3 PP, -10 DB, +10 RR bonus vs. Evil Channeling; +10qs; +5sb.	3	14	No/1	10	N	N	10qs		—	Bard/Seer
Aeghan	3	14	No/1	10	N	N	10qs		—	Bard/Seer
Lesser Dunadan; passes out 2-4 days if he uses 1/2 of his pp.	2	23	No/1	10	N	N	10el	10da	20	Bard
Dunlending; hostess at Golden Tankard.	2	25	No/1	15	N	N	20qs	—	20	Warrior/Fighter
Cea	2	25	No/1	15	N	N	20qs	—	20	Warrior/Fighter
Dunlending; Female; manager of town's dairy; Lucky Silver Piece, +10 to bargaining.	3	32	No/1	20	N	N	25ss	10sb	25	Warrior/Fighter
Guik	3	32	No/1	20	N	N	25ss	10sb	25	Warrior/Fighter
Dunlending; husband of Kea; Butter Churn of Speed, makes butter twice as fast as normal.	9	34	No/1	20	N	N	35bs	35cp*	25	Mage/Alchemist
Gundor	3	34	No/1	20	N	N	35bs	35cp*	25	Mage/Alchemist
Lesser Dunadan; ring x3pp, +15cp, Jewelers Loupe, +10 to jewelry crafting and detect magic x4/day.	2	30	No/1	15	N	N	20bs*	10cp	20	Warrior/Fighter
Forlong	2	30	No/1	15	N	N	20bs*	10cp	20	Warrior/Fighter
Mixed Man; land owner; +5bs; Purse of Coins, detects counterfeit/debased coins.	2	34	No/1	15	N	N	15ss	15sb*	15	Warrior/Fighter
Gorlim	2	34	No/1	15	N	N	15ss	15sb*	15	Warrior/Fighter
Mixed Man; rival of Forlong; +5sb; Ring of Sobriety, 1/2 normal drunkenness penalties.	3	22	No/1	10	N	N	10da	—	10	Animist/Lay Healer
Sudha	3	22	No/1	10	N	N	10da	—	10	Animist/Lay Healer
Dunlending; Female; sister of Derra; somewhat "touched"/"senile".	5	75	RL/9	15	N	A/L	80ba*	70cb*	15	Armorer Mage/Alchemist
Frerin	5	75	RL/9	15	N	A/L	80ba*	70cb*	15	Armorer Mage/Alchemist
Dwarf; +20ba; +15cb; Anvil of Craft, allows the making of +5 normal items from normal material.	3	45	RL/9	10	N	A/L	60hb*	50cb*	10	Armorer Mage/Alchemist
Zafor	3	45	RL/9	10	N	A/L	60hb*	50cb*	10	Armorer Mage/Alchemist
Dwarf; apprentice to Frerin; +10hb; +10cb; cloak negates 15% of heat crits.	2	30	No/1	10	N	N	15ss*	10da	10	Warrior/Fighter
Damrod	2	30	No/1	10	N	N	15ss*	10da	10	Warrior/Fighter
Mixed Man; owner of The White Rose; +5ss.	7	31	No/1	15	N	N	20bs*	10cp	20	Bard
Tauron	7	31	No/1	15	N	N	20bs*	10cp	20	Bard
Lesser Dunadan; Jeweler; carrying x2pp; +5bs; Ring of Jewel/Metal Assessment 3x/day.	4	60	SL/6	30	N	N	75ss	60sb	20	Warriors/Fighters
Furth & Durth	4	60	SL/6	30	N	N	75ss	60sb	20	Warriors/Fighters
Dunlendings; twin brothers; owners and bouncers of the Thirsty Toad.	4	50	SL/6	30	N	N	70bs	65cb	15	Warrior/Fighter
Galf	4	50	SL/6	30	N	N	70bs	65cb	15	Warrior/Fighter
Mixed Man; Bouncer at The Barley Sheaf; +60 w/bare fist; +5bs.	3	45	SL/6	35*	N	N	60ss	50da	15	Warrior/Fighter
Canth	3	45	SL/6	35*	N	N	60ss	50da	15	Warrior/Fighter
Dunlending; Bouncer at the White Rose; +40 w/bare fist; headband -5DB.	3	43	SL/6	40*	N	N	65bs	60cp	15	Warrior/Fighter.
Galmold	3	43	SL/6	40*	N	N	65bs	60cp	15	Warrior/Fighter.
Northman; Bouncer at The Golden Tankard; +50 w/bare fist; +5bs; belt -5 DB.	4	58	SL/6	30	N	N	80bs	70cp	20	Warrior/Fighter.
Corl	4	58	SL/6	30	N	N	80bs	70cp	20	Warrior/Fighter.
Northman; Bouncer at The Five Fools; Sweeps & Throws +70; gauntlet +10 to melee combat.	4	54	SL/6	30	N	N	75bs*	70cp	15	Warrior/Fighter.
Angbor	4	54	SL/6	30	N	N	75bs*	70cp	15	Warrior/Fighter.
Lesser Dunadan; Bouncer at the Seven Stars; bare fist +60; +5bs.	3	44	RL/9	30	N	N	60ha	60sb	15	Warrior/Fighter.
Hasso	3	44	RL/9	30	N	N	60ha	60sb	15	Warrior/Fighter.
Dunlending; Bouncer at The Silken Slipper; bare fist +50; bracers negate 30% of wrist/hand crits.	4	57	Ch/13	40*	N	N	80ba	65ha*	10	Warrior/Fighter.
Gror	4	57	Ch/13	40*	N	N	80ba	65ha*	10	Warrior/Fighter.
Dwarf; Bouncer at The Dancing Dragon; Sweeps & Throws +60; Belt of Blur 3x/day; axe will return if he misses; lives in cave 1 mile west of town.	2	29	No/1	30	N	N	45ba	50sb	20	Scout/Thief
Pesc	2	29	No/1	30	N	N	45ba	50sb	20	Scout/Thief
Dunlending; precocious orphan at Foundling Home.										

Ossarnen

Darnic 18 100 Ch/16* 65* N L 60ha — 25 Wraith Animist/Cleric.
Ancient Dunlending; Amulet x3 PP, +15 vs. Mentalism; +10ha; +10 normal shield; Green Dragonskin Armor.

* — Armor or weapon is magical or specially made.

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

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

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

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

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

10.3 MASTER MILITARY CHART

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
Morthond Dost Men/20	Mixed Mannish	4	55	CH/14	30	Y	(L)	70bs	70cb	15	2 units of 10
Normal Patrol Men/10	Mixed Mannish	4	55	CH/14	30	Y	(L)	70bs	60cp	15	2 units of 5
Sarn Erech Women	Mixed Mannish	1	15	No/1	5	N	N	10cl	15sl	25	Age 14-54
Youngsters	Mixed Mannish	0	10	No/1	10	N	N	15qs	15sl	25	Ages 8-13
Elderly	Mixed Mannish	3	20	1	0	N	N	5qs	5sl	10	Ages 55+
Children	Mixed Mannish	0	5	1	5	N	N	—	—	20	Ages 2-7
Mountains Orcs	Orch Warriors	2	43	SL/5	30	Y	N	50sc	25sb	5	Bands of 6 - 18

10.4 MASTER ENCOUNTER CHART

	Sarn Erech (town)	Morthond Villages (town)	Eastern Morthond (rural)	Tarlant's Neck (pass)	Tarlant/ White Mtns. (mountains)	Foothills (rural)	Paths of the Dead (undergrd)	Dunharrow (vale and ruins)
Encounter								
Chance of Encounter	7%	5%	20%	13%	5%	10%	25%	18%
Distance (in miles)	.5	.5	10	3	6	10	.5	.5
Time (in hours)	1	1	4	2	3	4	1	1
Sites/Things								
Mine/Quarry (working)	—	—	01	01-02	01-03	01	—	—
Mine/Quarry (abnd)	—	—	02	03-04	04-05	02	01	01
Daen Coentis Site*	01	01	03-05	05-06	06	03-04	—	02
Dunnish Site*	02	02	06-09	07-09	07-08	05-07	—	03
Dunedain Site*	—	03	10-11	10-11	09	08-09	—	—
Gondorian Site*	—	04	12-14	12-13	10-11	10	—	—
Monoliths	—	—	15-18	14-16	12-13	11-14	—	04-05
Lair	—	—	19-20	17-18	14-16	15-16	02	06
Traps (in or outdoor)	—	—	21	19	17	17	03-10	07
Grave Site/Tomb	03	05-06	22-24	20-21	18-2	18-19	11-20	08-27
Animals								
Birds**	04-06	07-09	25-28	22-25	21-23	20-23	—	28-29
Great Eagle	07*	10	29-30	26-28	24-27	24-25	—	30
Cliff Buzzard	—	—	31	29-30	28-30	26-27	—	31-32
Cliff Horner	—	—	32	31-32	31-32	28-29	21	33-34
Hunting Bat	—	—	33	33-34	33-34	30-31	22-24	35-36
Wolf	—	—	34-35	35-36	35-36	32-34	25	37
Wild Mastiff	—	—	36	37	37	35-36	—	—
Brown Bear	—	—	37	38-39	38-39	37-38	—	38
Blue Bear	—	—	38	48	40	39	26	39
Deer	—	—	39-41	41-42	41-42	40-42	—	—
Sheep/Goats***	08-10	11-14	42-46	43-45	43-44	43-47	—	40
Wild Boar	—	—	47-49	46	45	48-50	—	—
Giant Marten	—	—	50	47	46	51-52	—	—
King Spider	—	—	51	48	47	53	27	41
Rock Viper	—	—	52	49	48	54-55	28	42
Other Animal +	11	15-16	53-57	50-51	49-50	56-58	29	43
Trolls								
Hill Troll	—	—	58	52	51	59-60	—	44
Cave Troll	—	—	59	53	52	61	30	45
Undead + +								
Ghoul	12	17	60	54-55	53-55	62-63	31-34	46-49
Greater Ghoul	—	—	61	56	56-57	64	35-41	50-55
Skeleton	—	—	62	57-58	58-60	65-66	42-53	56-61
Skeleton Lord	—	—	63	59	61-62	67	54-59	62-65
Lesser Ghost	13-14	18-19	64-65	60-62	63-66	68-70	60-70	66-72
Ghost	15-16	20-21	66	63-65	67-69	71-72	71-79	73-77
Ghost Lord	17	22	67	66-67	70-71	73	80-85	78-80
Wraith	18	23	68	68-69	72-73	74	86-90	81-83
Barrow Wight	—	—	69	70	74	75	91-94	84-90

	Sarn Erech (town)	Morthond Villages (town)	Eastern Morthond (rural)	Tarlant's Neck (pass)	Tarlant/ White Mtns. (mountains)	Foothills (rural)	Paths of the Dead (undergrd)	Dunharrow (vale and ruins)
Foreigners + + +								
Northern	19-21	24-25	70-71	71-72	75-76	76	—	—
Easterlings	22-23	26	72	73	77	—	—	—
Elves	24-25	27	73	74	78-79	78	—	—
Dwarves	26-27	28-29	74	75	80-82	79	95	91
Men@								
Locals	28-38	30-39	75-81	76-80	83-84	80-84	—	92
Townfolk	39-68	40-69	82-85	81-83	85	85-87	—	—
Wandering Folk	69-79	70-79	86-88	84-85	86	88-89	—	93
Brigands	80-81	80-82	89-92	86-92	87-90	90-92	96	94-95
Others								
Small Orc Patrol@@	—	83	93	93	91-93	93-94	97	96-97
Normal Orc Group@@	82	84	94	94	94-95	95	—	98
Normal Patrol@@@	83-87	85-89	95-96	95-96	96	96-97	—	—
Scouts&	88-90	90-91	97	97	97-98	98	98	99
General Folk&&	91-98	92-99	98-99	98-99	99	99	—	—
Other beings&&&	99-00	00	00	00	00	00	99-00	00

* — These encounters often require specific geographic or cultural conditions, and the GM should reroll in cases where they clearly cannot appear. They may involve unmaped and/or unoccupied locations such as ruins, thief-holds, camps, farm houses, etc. These sites are listed in order of age with Daen Centis sites being the oldest and Gondorian sites the newest. This area has not fully recovered from the Great Plague, so abandoned buildings are not uncommon. In towns, these sites may be buried and require excavation in order to fully explore.

** — Listed here were usually found - Mountains; Rock Ptarmigan, Bats, Golden Eagles, Swallows, Swifts, Ravens, etc. Forests: Goshawks, Sparrowhawks, Owls, Wood Pigeons, Stockdoves, Jays, Woodpeckers, Wrens, etc. Fields: Peregrine Falcons, Merlins, Kestrels, Black Grouse, Partridge, Pheasants, Quail, Turtle Doves, Larks, Jackdaws, etc. Streams and Rivers; Water Piptis, Kingfishers, many types of Ducks, etc. See Section 3.5 "Fauna".

*** — Ordinarily domesticated and accompanied by shepherds in settled areas. In remote areas they would be wild.

+ — May be Alpine Marmots, Roe Deer, Lynx, Rabbits, Red Squirrels, Badgers, Stoats, Pine Martens, Red Foxes, Dogs, Wildcats, etc, or the GM may reroll or, ideally, determine the type and number by referring to a general creature listing, such as *MERP* chart ST-2 (p. 88-89) or *Arms Law/Claw Law* charts 11.52 and 11.62. When referring to such a general listing, roll once to determine if the encounter is with an animal or a monster (e.g., 01-80 results in animals; 81-00 means in monsters). Then roll again and count down from the top of the chart to determine the specific type of creature. Note that some types (e.g., monsters from a non-Middle-earth mythos) may be inappropriate, and another roll can be made.

+ + — The Undeath are almost always encountered during the hours of darkness or underground/indoors. See the Master NPC Chart for specific examples of the more powerful Undeath. After Agorn raised the Army of the Dead, the number of undeath was greatly diminished. If the game date is after T.A. 3019 and undeath are encountered, roll again: 1 - 25 is an undeath encounter, 26 - 00 is no encounter or is determined by the GM.

+ + + — For a description of these folks see Section 4.2 "Foreign Folk".

@ — These people are mixed Dunedain and Dunlendings. They are broken down into groups as follows: Locals; rural folk, farmers, shepherds, trappers, etc. Usually found going about their business or traveling to town for various reasons. Townsfolk; These people are shopkeepers, workers, etc. and are ordinarily seen doing their mundane chores or traveling for business or pleasure. See the Master NPC Chart for possibilities. Wandering Folk; These outlaws are normally homeless refugees. They are running or hiding from various evils or hard times. They all have a sad story to tell. Brigands; These outlaws are thieves or bandits. They are found skulking about individually or in small groups (2 - 10) looking for easy pickings.

@@ — Orcs are not very common in this area but are sometimes encountered, usually at night. They sometimes attempt small raids on settled areas. See Master Military Chart.

@@@ — The normal patrol consists of soldiers from Sarn Erech or one of local villages keeping their normal rounds of the area. See Section 5.0 "Politics" and the Master Military Chart.

& — Scouts are single individuals on scout type missions. Possibilities are soldiers, spies, orcs, prospectors, hunters, trappers, brigands, etc.

&& — General Folk could be almost anybody but probably not someone very famous or powerful. They might include traveling merchants, unemployed soldiers, messengers, other adventurers, etc. See the Master NPC Chart for other possibilities.

&&& — Other beings are usually alone, frequently powerful and often, but not always, evil. They might be wizards, lords, monsters, etc. The GM may reroll or, ideally, construct an encounter with a unique group or individual, such as a figure of note from the Master NPC Chart.

Note: This chart is designed to aid a Gamemaster using this module during the post T.A. 1637 period (after the Great Plague). It can be used to determine the location and occurrence of encounters which are not set in a fixed place by this package or the Gamemaster. If an encounter is rolled that is inappropriate, just reroll until an appropriate one is obtained. See the Master NPC Chart, Master Military Chart and The Master Beast Chart for details on specific encounters.

Use of this Chart and Codes: The Gamemaster 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 chart or the time it takes the group to cover the **Distance** given on the chart, whichever is shorter. If an encounter roll is less than or equal to the **Chance of Encounter** given on the chart, a second roll (1-100) is made to determine the nature of the encounter.

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

Note: Some traps will not be functional due to not being activated or maintained. For each 20 years (round down) that have passed since the trap was last in use, there is a 1% chance the trap will not take effect whenever it would normally be set off (due to disuse and no maintenance). For example, if a trap had been out of use for 200 years there would be a 10% chance that a trap would not go off. There is always at least a 10% chance that a trap will work despite its age. Such a trap still has a chance of going off every time that someone hits the trigger mechanism (i.e., a trap might not go off when the first person hits the trigger, but it might still go off later). The Gamemaster may also want to assign a chance that traps are not activated (i.e., not armed or primed to go off). We suggest a 10-20% chance overall.



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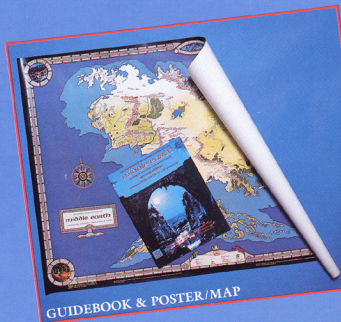


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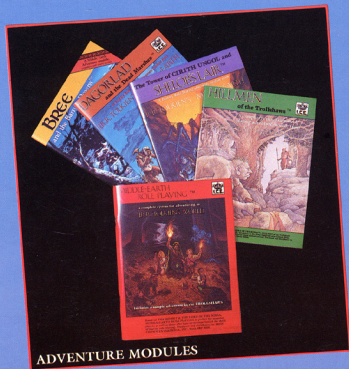
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