

#8113



middle-earth™ Adventure

the necromancer's lieutenant™



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

THE NECROMANCER'S LIEUTENANT™

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1.0 GUIDELINES

The *Middle-earth Ready-to-Run Series* is designed for Gamemasters who want adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation.

The Necromancer's Lieutenant has six parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pregenerated characters for the players (which can be used as non-player characters if so desired). Section 3.0 details the hazards common to travel through the woodlands.

The fourth part consists of Sections 4.0, 5.0, 6.0, and 7.0, the adventures. Each adventure stands on its own, although a theme unites the stories. They can be set anywhere in Middle-earth where the story seems appropriate. The fifth part, Section 8.0, describes some of the treasures that play a relevant role in the adventure scenarios. The sixth part consists of Section 9.0, the Encounter, Beast, Herb, and NPC tables, as well as other tables to aid the GM

1.1 HANDLING PLAY

Each adventure is geared for a different difficulty level. The one found in Section 4.0 is challenging for 1st or 2nd level characters, or inexperienced players. Section 5.0's adventure is aimed at 2nd or 3rd level adventurers, while the adventures in Sections 6.0 and 7.0 are designed for 4th or 6th level characters.

The adventures are divided into six standard parts: (1) the tale, which describes how to start in terms of the setting, the background, and the plot; (2) the Non-player Characters. NPCs, a person-by-person description of the prominent non-player characters; (3) the primary layouts and area maps: descriptions of the major adventure sites, with numbered diagrams and floorplans; (4) the task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers; (5) encounters, which cover typical or probable meetings between the adventurers and the NPCs; and (6) Gamemaster notes, which provide tips on how best to conduct challenging portions of the scenario.

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

1.2 ADAPTING THIS MODULE

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

1.21 CONVERTING HITS AND BONUSSES

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

Hits: The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Dungeons and Dragons*), double the number of hits your characters take or halve the hit values found in this module.

1.22 CONVERSION CHART

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

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

2.0 PLAYER CHARACTERS

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

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

Codes: See the NPC stats for an explanation of the basic codes.

The following is a list of other codes and abbreviations which might be ambiguous.

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

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

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

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

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

PLAYER CHARACTER CHART

Name	PC1	PC2	PC3	PC4	PCS	PC6	PC7	PCS	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16	PC17	PC18
Race	Silvan Elf	Sinda Elf	Hobbit	Hobbit	Beorning	Dunadan	Woodman	Noldo Elf	Half-elf	Woodman	Dwarf	Half-elf	Beorning	Dunadan	Rohir	Sinda Elf	Silvan Elf	Woodman
Ht/Wt	6'5"/170	6'2"/170	3'8"/80	2'10"/70	6'6"/230	6'4"/210	5'11" 17190	6'10"/190	6'3"/190	5'4"/130	4'2"/140	6'4"/200	6'2"/215	6'5"/220	5'10"/160	6'7"/180	5'11"/165	6'2"/180
Eyes	Amber Green	Sea Green	Dk. Blue	Brown	Dk. Brown	Hazel	Green	Misty Blue	Blue-gray	Blue-green	Brown	Misty Gray	Black	Gray	Sky Blue	Steel Blue	Turquoise	Blue
Hair	Dk. Blond	hairy	Dk. Brown	Coal Black	Straw Blond	Black	Dk. Blond	Honey	Dk. Chestnut	Sunny	Red Gold	Black	Dk.Red	Dk. Brown	Dk. Blond	Rale Gold	Sandy Brown	Dk. Blond
Profession	Warrior	Warrior	Warrior	Scout	Scout	Scout	Ranger	Ranger	Ranger	Animist	Animist	Animist	Bard	Bard	Bard	Mage	Mage	Mage
Level	1	3	5	1	3	5	1	3	5	!	3	5	1	3	5	1	3	5
Hits	37	51	84	53	26	68	31	59	57	25	72	41	27	56	54	25	32	55
AT(DB)	Ch/14(40).	Ch/14(25)	Ch/14(30)	SL/5(40)	Ch/14(20)	RL/9(15)	Ch/14(30)	Ch/14(45)	Ch/14(40)	No/1(5)	RL/9(25)	RL/9(25)	No/1(10)	RL/9(5)	RL/9(35)	No/1(10)	No/1(15)	No/1(10)
Shield	Y	Y	Y	Y	N	N	Y	Y	Y	N	Y	Y	N	N	Y	N	N	N
Power Points	X	3	X	X	X	X	1	3	10	2	3	20	1	3	10	2	4	10
BaseSpellOB	X	0	X	X	X	X	0	0	0	2	6	10	1	3	5	2	6	10
STrength	90	92	91	47	77	93	70	52	58	75	91	65	42	95	60	62	50	59
AGility	95	62	7X	42	90	90	69	68	72	78	49	98	94	54	93	6.1	86	77
Constitution	64	52	66	42	46	25	90	90	93	51	92	68	72	95	65	62	48	56
IntelliGence	35	91	88	90	89	73	33	47	63	98	62	36	77	83	92	96	90	90
InTuition	55	37	60	36	91	68	84	77	88	90	%	95	34	56	49	64	85	89
PResence	75	57	50	31	30	89	43	91	88	43	50	91	96	90	97	90	68	91
APpearance	76	48	50	87	23	90	56	98	86	63	57	89	98	66	87	72	74	53
NA Move M	30	15	25	25	15	15	5	20	10	20	15	40	15	5	20	15	20	20
SL MoveM	10	-5	20	10	-5	4	-10	15	10	0	-10	15	-5	-15	0	-5	0	0
RL Move M	-5	5	-10	-10	-20	5	-30	-15	0	-20	-15	15	-20	-20	-10	-20	-15	-20
CH Move M	-20	-5	-20	-60	-10	-20	-30	-30	-5	-30	-30	-35	-40	-20	-30	-45	-45	-40
1HE OB	38	59	40	-9	X	63	17	X	45	X	35	30	X	48	40	5	10	15
1HC OB	X	X	10	X	X	X	X	26	X	20	X	X	X	X	x	X	x	X
2H OB	X	X	X	X	38	30	X	X	30	X	X	X	16	33	X	X	x	x
Thrown OB	33	34	80	41	28	X	12	26	X	20	5	X	21	X	40	X	X	20
Missile OB	53	59	93	51	28	50	12	41	50	15	X	50	X	13	55	20	30	20
Polearm OB	X	X	X	X	28	25	12	X	X	20	X	X	16	33	15	X	X	10
Climb	36	23	60	31	33	35	18	34	45	21	18	45	21	13	30	30	25	30
Ride	16	28	X	X	18	45	13	34	70	X	28	30	X	23	66	15	20	10
Swim	36	28	33	21	28	30	8	39	25	11	23	40	21	13	35	25	30	20
Track	41	13	13	16	33	30	28	39	35	31	8	30	X	X	20	20	25	20
Ambush	16	10	30	5	20	50	5	15	25	X	5	10	X	X	X	X	X	X
Stalk/Hide	5	40	49	.17	63	40	33	56	65	20	0	35	36	11	X	35	25	30
Pick Lock	30	X	5	17	26	30	X	X	X	X	10	X	11	8	X	X	X	X
Disarm Trap	X	10	0	12	36	10	X	X	10	15	20	20	1	X	X	X	X	X
Read Rune	5	10	X	X	X	10	X	10	5	36	13	15	X	28	53	27	46	65
Use Item	X	10	X	X	X	5	X	15	X	21	23	35	6	18	15	17	36	50
Dir. Spell	X	X	X	X	X	X	X	20	X	12	11	55	11	18	25	23	39	55
Perception	30	20	15	28	49	35	27	46	40	16	23	25	6	28	10	20	35	10
2ndary Skill	X	Fletch10	Forage20	WealhW10	X	Trick20	X	WealhW10	Cook15	X	LeathW15	Fletch30	X	Dance20	PubSp20	Signal20	StarGaze25	Music20
2ndary Skill	X	X	Smith 15	X	X	Cook25	X	X	Diving30	X	X	Forage35	X	X	Music25	X	X	StarGaze35
Language	Que 2	Que5	Kud5	Kud 5	Atl5	Adu4	Sin4	Adu5	Sin5	Nah 5	Khu5	Sin 5	Wes 5	Que 5	Roh 5	Que 5	Que5	Nah5
Language	Sin 5	Sin 5	Wes5	Wes 5	Wai 5	Sin4	Nah 5	Que5	Wes 5	Wo 5	Sin 5	Wes 5	Sin5	Wes5	Dun3	Sin5	Sin5	Sin2
Language	Sil 5	Sil5	Nah3	Sin3	Wes 5	Wes5	Wes3	Sin5	Que3	Sin3	Wes5	Que3	Que 5	Nah 5	Sin 5	Sil5	SJ5	Wo 2
Language	Wes 4	Wes5	—	—	Nah3	Kud 2	—	Wes 5	Nah 3	—	Nah3	Nah3	Adu5	Roh 5	Que 5	Wes5	Wes 5	Adu2
Language	Nah3	Adu5	—	—	Kud2	Khu 2	—	Nah5	Adu2	—	—	Adu 2	Khu 5	Sin4	Khu 5	Adu4	Adu 2	Khu2
Language	—	—	—	—	—	—	—	—	—	—	—	—	Atl5	Adu 5	—	—	—	—
Language	—	—	—	—	—	—	—	—	—	—	—	—	Wai5	—	—	—	—	—
Spell List	—	SurfW	—	—	—	—	MovW	SurfW	MovW	Purif	Protect	SurfW	Lore	ConSong	SoundC	SpMast	FireL	FireL
Spell List	—	—	—	—	—	—	—	NatW	NatLor	—	NatLore	PlMast	—	—	SpW	—	WaterL	Illus
Spell Lift	—	—	—	—	—	—	—	—	SurfW	—	SurfW	AnimMast	—	—	SpMast	—	EarthL	LightL
SpellList	—	—	—	—	—	—	—	—	—	—	SpellDef	Creations	—	—	ConSong	—	LightL	SpWay
Spell List	—	—	—	—	—	—	—	—	—	—	—	SpellDef	—	—	—	—	IceL	LoftyBr

3.0 ADVENTURING IN SOUTHERN MIRKWOOD

Mirkwood is increasing in evil. In the range of living human memory, travel through the southern woodlands has become more and more hazardous. Few recall the time when the area carried the happier title of "Greenwood the Great."

3.1 DANGER AMONG THE TREES

Spiders form a major hazard. Giant Spiders block whole areas of the forest with their thick, sticky ropes of web. Ennerlings, white spiders the size of a man's fist, defend their nests with a poison that robs strength and leaves hapless travellers at the wood's mercy.

Those who manage to avoid arthropods are not out of danger. Bears, wolves, and wildcats roam the region, looking for an easy meal. Such warm-blooded predators have learned to live in uneasy truce with the spiders, attacking wanderers who are dazed by the ennerlings or who have become forced off the path by webs.

Few Mannish bandits and brigands dare to make their home in the dark wood, but the Orcs of Dol Guldur enjoy harassing travellers. A typical Orc patrol numbers ten, one of whom is the leader. These Orcs are armed with bows and scimitars, and attack small parties on sight. (See Master Military Table.)

Not all of the dangers of the forest are obvious, or even animate. The deadly milk-white trumpet is one of the greatest hazards of Mirkwood. When it blooms in midsummer, the forcefully ejected pollen causes nausea and blindness, and sometimes even madness, in those who come too near.

More insidious and possibly more dangerous is the moss Din Fuinen, which forms a cool, soft bed in the woods. If a dazed or exhausted adventurer succumbs to the lure of this tempting resting place, a hidden hazard awaits. The pressure of a reclining individual causes the moss to exude an oil which steals memory. When the unfortunate victim awakes, he wanders through the wood, forgetting home, path, and purpose. Even if he lives to regain his memory (in one to one hundred days), by the time he remembers his task he will be lost beyond hope.

3.2 LOST AND FOUND

Mirkwood is dark and oppressive. The trees of the Taur-e-Ndaedelos crowd close together and grow to immense size. Little light penetrates to the forest floor through the tangled and interwoven branches.

Paths abound, but most are faint and confusing. A few receive enough traffic to make them easy to follow. Beware, for traffic now is primarily composed of Orcs and other predators. Most animal predators, and certainly Orcs, know that prey tends to follow a clear path rather than trying to force a new one. If travellers do follow a clear trail without an encounter with a bear or wolf or worse, they may find that the track leads to an Orcish stronghold or the lair of a Fell Beast.

Several of the dangers of the wood can result in PCs being diverted from their path and possibly being separated from each other. Once adventurers are lost in the Great Wood, they are likely to wander hopelessly for months, if they live that long. "Good" paths (versus ones patrolled by Orcs) are infrequent, faint, and difficult to find or follow.

Lost travellers, if they are lucky, may be able to orient by magic to find a way out of the wood. The clever (and light) might climb an especially large and strong tree to get their bearings: Dol Guldur makes a useful, if dangerous, landmark. Most will wander aimlessly until someone or something finds them. Unfortunately, if they find a path again, it will twist and turn, often losing itself in a tangle of underbrush.

It is rumored that some bushes and trees block or divert paths intentionally, being possessed of a limited mobility and their own evil purposes.

3.3 FORAGING IN MIRKWOOD

The characters may need to forage in Mirkwood for any of several reasons. They may be lost in the forest for long enough to deplete their supplies, lose track of their possessions while dazed, or their supplies may be stolen. They may drop items to distract and slow pursuers, or to reduce encumbrance to outrun them.

Edible food and potable water can both be found in the Great Wood. The catch is that they are rare and difficult to obtain. A party should always carry more food and water than it expects to need.

Game in Mirkwood is scarce and wary, and frequently inedible. The spiders are poisonous and the squirrels taste like tough rat meat marinated in brine. What game survives the corruption of the former Greenwood has often been harvested by the Wood-men and Orcs.

Furry oak acorns are available and easy to gather if the season is right. The season is from late fall until something else harvests them, such as the evasive and disquieting black squirrels. Chap beech nuts are also edible, but the poisoned needles on their husks present an obstacle. They make a tantalizing trap for a hungry person. Only a Ranger or Wood-man is likely to be able to safely prepare and consume any of the other plants of Mirkwood.

Drinkable water is difficult to find. Rain falls often, but it catches on the sooty leaves and runs along the fissured trunks to the ground. As is true in most forests, water that touches the dirt is immediately caught and held in the soil. Standing water is rare. Gathering and transporting rainwater would be a time-consuming problem.

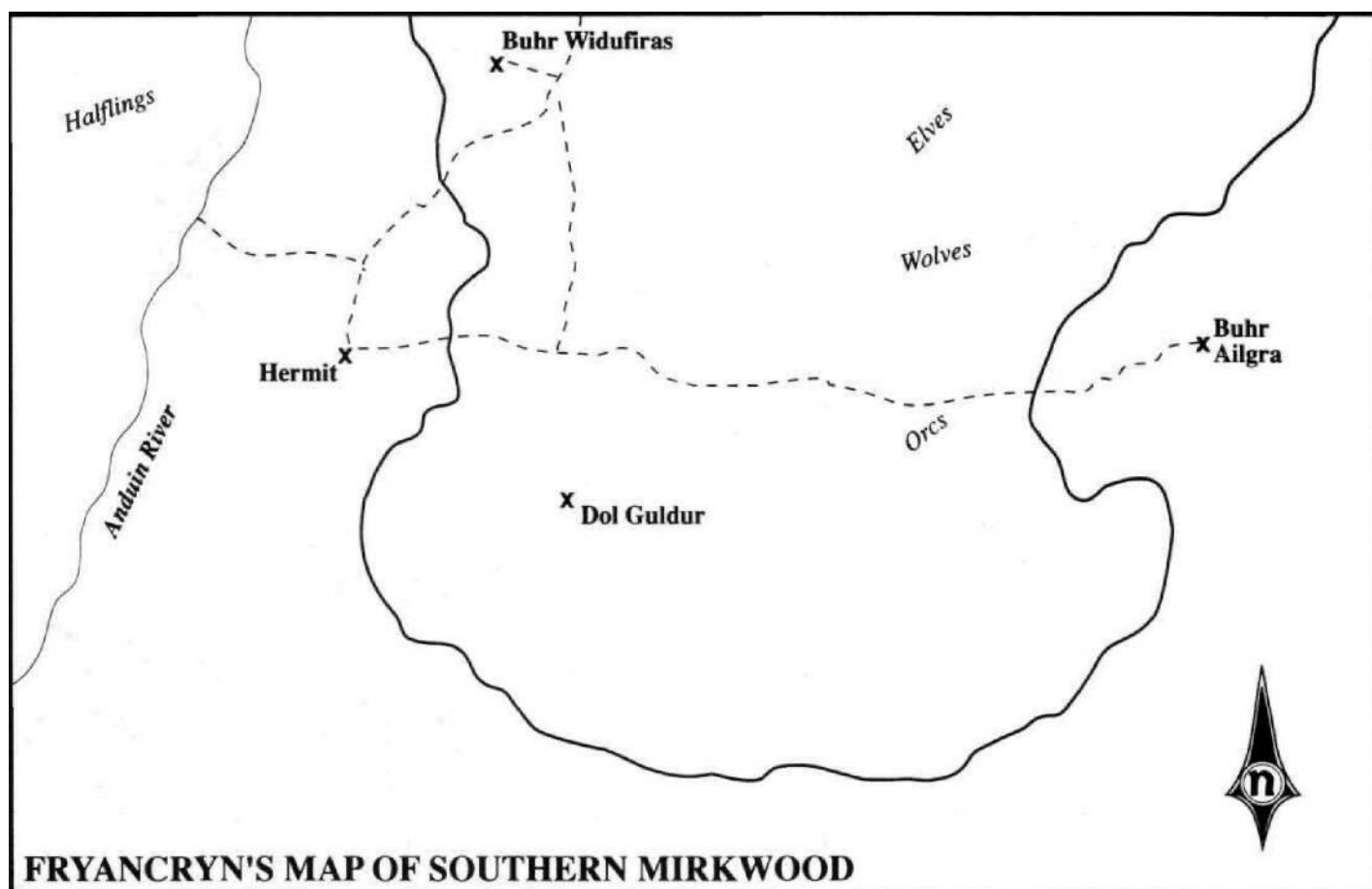
Occasional springs do exist, but they are rarely potable. Nor do they occur frequently enough to sustain a party unless the members can store a fair amount of water — at least a gallon per person per day. Much more water is needed to sustain beasts of burden.

The infrequent rivers may be poisoned or cursed. The Gulduin, for example, causes forgetfulness and sleep on contact with its waters. Local streams and springs have often been tampered with by Orcs, although most water near their holds is merely stagnant and dirty. (Make a RR against a Level 3 intestinal disease. Failure causes vomiting and fever for one day per 10% failure. All actions are at 50% during this period.) Common Orc tricks include planting deadly milk-white trumpet seeds near streams, choking springs with refuse, and polluting other bodies of water.

The few streams and springs that still run clean are often the homes of beasts who prey on creatures which drink at their banks.

Each Man in a band of adventurers needs one gallon of water per day. Each Dwarf or Halfling needs three quarters of a gallon per day, and each Elf needs half a gallon of water per day. (One cubic foot of water, as in the Mage Water Law *Condensation* spell, is equal to seven gallons.)

If a Ranger casts Nature's Way *Water Finding*, there is a chance (01-20) of finding a water source flowing at 1/2 to 5 gallons per hour. This water is potable only some (01-50) of the time, and there is a chance (01-30) that it is watched by some predator. (Roll on the Encounter Table, until a suitable predator is obtained.)



4.0 A MATTER OF TRADE

4.1 BARD'S TALES AT THE WUMBAHUD

A band of travellers are sitting in the Wumbahud, the only inn in Buhr Ailgra. The room is small, dark, and smoky. The meat is stringy and the bread coarse, served on trenchers none too clean.

Barahdell the Bard sings and plays, once again, of wonders lost in the Great Wood, and of treasures awaiting the brave in the Misty Mountains. He sings well, but seems to be in a rut concerning his subject matter. Unfortunately, all paths to the wonders of which he tells seem to involve a journey through Mirkwood.

A tall, dark-haired Northman approaches the travellers' table. He introduces himself as Fryancryn the Merchant. His lively amber eyes meet those of each member of the party as he proposes a contract.

Fryancryn is hauling a load of fine iron weapons and grain to Woodmen-town, which is located most of the way across Mirkwood. The dangers of the wood have grown in recent years. He finds it prudent to hire escorts. The strangers look like the best prospects in town.

So far his pack-train consists of himself, his drover Gulstaff, and six pack mules. He can pay adventurers 30sp each for escorting his goods and party safely to Buhr Widufiras (Rh. "Woodmen-town"). Fryancryn will also supply rations.

His caravan leaves at first light. He is in a hurry to sell his grain in Buhr Widufiras before the arrival there of the grain crop from Talath Harroch, in about three weeks. Before setting out in the morning, Fryancryn shows his newly hired guards an old, battered map of the paths they must take. (If the party needs supplies, prices in Buhr Ailgra can be found in Section 9.0.)

4.2 THE NPCS

BARAHDPELL THE BARD

Barahdell is thin and restless, with dark hair and eyes and a resonant speaking voice. He is skilled with sword and bow, as well as with voice and lute.

An Arnorian by birth, Barahdell was raised as the favored first son of a prosperous merchant. Luxury and indulgent servants filled his early days.

Petitioners wishing to curry favor with his father often tried to surpass each other in giving the lad generous gifts. Once, when Barahdell was four, one favor-seeker bestowed on him a pony with a red leather bridle. Not to be outdone, a second gave him a riding suit of sky-blue kidskin, with silver trim and a matching whip. A third then bestowed on the child a blue pony cart with silver mountings and bright red wheels.

Amazingly, Barahdell did not become demanding or ill-tempered from such spoiling. Neither did he learn much self-discipline. He found it impossible to sit still and learn from his tutors, except for his favorite subjects, music and weapons training.

Starting at an early age, he began slipping away from his tutors and younger sisters, running on chubby little legs straight to the servants' hall or the kitchen. There, whoever could best spare the time plied little Barahdell with sweet cakes, and played games with him or told him tales.

Even when his wandering took him further afield, his sunny nature and his family name kept him out of trouble. All the folk of the neighborhood knew that taking Barahdell safely back home would lead to a small reward, at least cakes and ale and a silver piece.

One time only, someone tried to abduct the lad and hold out for greater gain, Barahdell managed to escape; the abductors mysteriously vanished along with their households; and their friends disappeared for months at a time, to emerge scarred and tight-lipped.

His parents tried to train Barahdell to assist in running the family estate, but to no avail. At the age of twelve, he took to the open road, and has been making his own way ever since.

Of course, his family tracked him down and tried to persuade him to return. When he refused to come back, they disowned him, a fact that seems to amuse him.

Singing for his meals, and fighting when he must, he has wandered from Arthedain to the Lonely Mountain, from Cardolan to Khazad-dûm. Barahdell goes where opportunity beckons — or where the wind blows. Wherever he goes, he finds at least a song,

(The GM may wish to send Barahdell along with the party if they are weak. Barahdell has been in Buhr Ailgra much longer than he would like. He is eager to leave. He is a seasoned fighter, and his singing is good, so he should be a welcome companion.)

FRYANCRYN THE MERCHANT

Tall, dark of hair, with startlingly vivid amber eyes, Fryancryn cuts a dashing figure in his swirling cherry-red cloak. On closer examination, this gold-embroidered garment is travel-stained and worn, but Fryancryn wears it with the flair and confidence of a prince.

He is of Northman descent. Most Northmen tend to be parochial, but Fryancryn has acquired a cosmopolitan viewpoint in his travels. He loves to talk, and will cheerily discuss almost anything. He will minimize the possible dangers of the journey to Buhr Widufiras until the party has gone some distance along their path.

Fryancryn is an itinerant trader. He moves from place to place, seeing what is cheap at one place and can be carried someplace else at a profit. He enjoys haggling, but most of all he loves to travel and meet a variety of people.

Often the profits of the trading barely cover the costs of the journey. It hardly matters to Fryancryn, as long as he can buy another cargo and set out for a new place.

If a mule dies, or if Fryancryn is robbed, he works a little harder until he is solvent again. If he makes an unexpectedly rich profit, he spends it on entertaining or gaudy clothes. If he finds himself with extra money, he may hire extra escorts, more for companionship than as guards.

Rumor has it, among those who think him handsome, that he loves an Elven princess of unearthly beauty, whose parents would never permit their marriage. According to this tale, his constant travels are to distract himself from his ill-starred love, or perhaps as elaborate cover-ups for clandestine meetings at far-flung, exotic locations.

The truth is much more prosaic. He was engaged to a girl of ordinary Northman stock. She was eager to settle down, but he couldn't resist the lure of the road and of new things to see. She married another, a fanner tied to his land. That was long ago, and both are content. If they chance to meet on the street, she shudders a little at his wildness, and he at her provincialism.

He has travelled all over Mirkwood and the surrounding territories, even going as far as the city of Minas Tirith. He hated the city, and quickly left it. He felt too crowded, and detested the noise and smells.

In more rural places, he is warm and confident. He has an endless fund of amusing anecdotes, and is an excellent source of information on legends, cultures, and travel.



GULSTAFF THE DROVER

Gulstaff is about forty years of age. He is short, with curly brown hair, odd green eyes with brown centers, and a consistently sullen expression.

A slow, bullnecked man, Gulstaff retains a hunched posture, eyes downcast, as if expecting a blow at any moment. Nevertheless, he is strong and well able to defend himself. In battle, he will try first to protect any beasts of burden,

Gulstaff's parents died of plague when he was four. The town had many orphans that year. Most were brighter, cleverer, or more winsome than he. Young Gulstaff was lucky to be taken on as an apprentice ostler at the local inn, which was always short-handed. The help kept running away or dying.

Gulstaff lived. The few wits he possessed were dulled a little more each year by the constant rain of blows on his head. Even if he could have conceived of a different life, he could not have mustered the brains or initiative to pursue it.

With each passing year, he grew more to resemble as well as to care for the mules he tended. His few words were saved to fuss over his animal comrades, sympathizing with the abuse they took and doctoring their hurts.

Eight years ago, Fryancryn found Gulstaff working at the inn that was the only home he could remember: the Tarnished Penny. Fryancryn needed a drover, preferably one who would listen to him talk, and he admired Gulstaff's empathy with the pack train,

Gulstaff in turn liked Fryancryn's sturdy mules. They struck a deal. Fryancryn bought Gulstaff's favorite mule from the inn, and left town. Gulstaff followed late that night, sneaking over the stockades to evade the punishment he would receive if he tried to leave openly. At best, beatings and interrogations, inevitably followed by a night locked in the chilly cellar so that he would "come to his senses" would have been his lot.

As previously agreed, Gulstaff found Fryancryn waiting for him by the roadside a few miles north. They have been devoted companions ever since, each seeing in the other qualities he does not have himself.

WINDLORE

Windlore is a scout employed by the Woodmen of Buhr Widufiras as part of their defense system. He is dark haired, with smoky green eyes. Of average build, he has lived in Buhr Widufiras all his life and is intimately familiar with the surrounding area.

Windlore grew up in the middle of a crowd. He was bom the twelfth of fifteen children. After his mother's death in the last childbirth, his father worked long hours, both to forget his loss and to bring enough food into the household from his small wood-working business to support all the growing bodies.

The woodworking shop was in front of the two small rooms used for cooking and sleeping. The older children ran the household with absolute tyranny. Windlore was ordered to perform not only chores and errands, but to do pointless and sometimes humiliating tasks. Protests brought swift punishment. Complaining to his tired father was of no use. He was either ignored or beaten.

Windlore learned early to survive through stealth. He loves to be off by himself, with no companion within sight or earshot. In town, he stays with one of his surviving sisters. He does not stay long.

When not frantic with the urgency of his message, Windlore is quiet but helpful. He will gladly tell adventurers who free him from Zurtak all that he knows of Orcs, the Men-burzum, and his home town. He will ask that they make all haste to get him and his message to Waulfa, the Althyn of Buhr Widufiras (see Section 5.1) in time to save the Eärgil, a Dûnadan artifact of central importance to the Free Peoples of Rhovanion.

ZURTAK

As Lord of the Orcs of the Flame, an Orc captain, and personal assistant to Skauril, Zurtak is extremely proud. Being an Orc, he is also cruel. But mostly Zurtak is afraid. He is afraid of Skauril (see Section 6.2), he is afraid of the Wood-men, he is afraid of the Elves, and he is very afraid of the Necromancer.

In the breeding pens of Angmar, he was always the smallest of his age-group, and was beaten within an inch of death many times. Zurtak became expert at excuses, almost glib for an Orc. He continues the policy of ruthlessness that he was raised under. He has good reason to know that none will show mercy to him.

Even when things are going well, Zurtak is sure that they are about to get worse. He accepts no material reward for displaying the viscousness so prized among his fellows, so has been promoted instead. He was recently promoted to his present position.

Zurtak is very good at his work. His job is slaying travellers in Mirkwood without being seen, and following any other orders from Skauril. If a particularly large or fierce party of merchants gets through the wood, well Zurtak can't do everything now, can he?

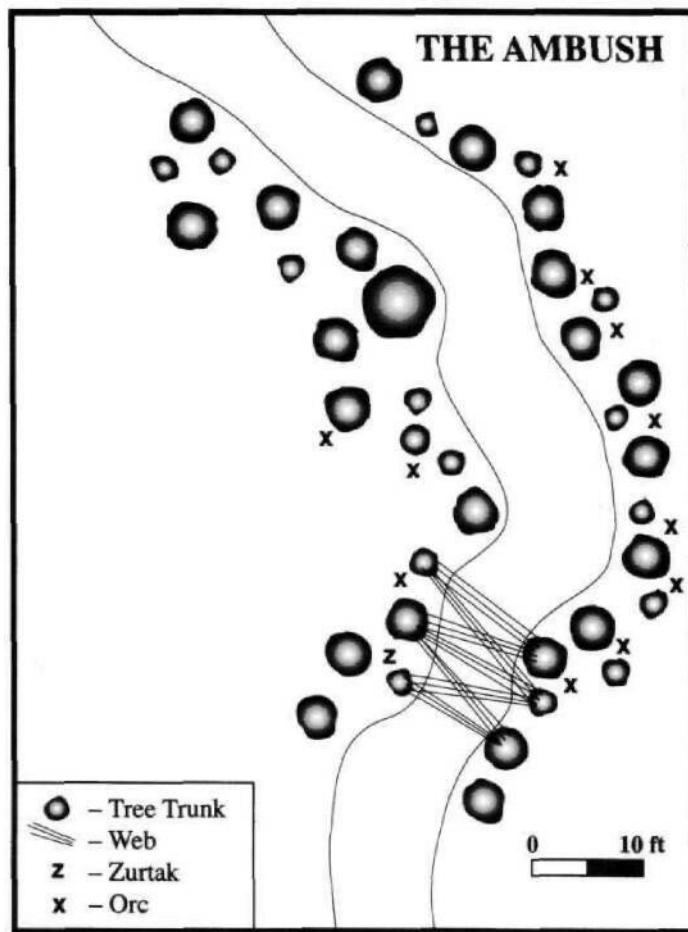
4.3 THE SETTING

Two sites within Mirkwood are pertinent to the adventure. The first is a point along the path most frequented by travellers. The second is a Woodman's forest holding overrun by the Orcs.

THE AMBUSH

Near Brugath Thraim, Zurtak and eleven of his Orcs have set an ambush for the caravan.

As Fryancryn's caravan rounds a bend in the path, the leaders will see the way blocked by giant webs (actually constructed of rope) flanked by thick brush. The PCs may approach to examine the webs, prepare to cut their way through, or look for a way to go around the webs.



When the party is preoccupied by the blocked path and balking mules, the Orcs will emerge from behind the brush piles to attack.

Two Orcs will cut to the back of the mule train, grab two sacks of loot, and run for Brugath Thraim. Even if the remaining Orcs are killed, Fryancryn will want the goods back, especially if one of the sacks held the food!

Zurtak's Orcs prefer to take prisoners rather than killing the PCs, as this earns them a higher bounty. If things are going badly for them, they will retreat to Brugath Thraim.

BRUGATH THRAIM

Brugath Thraim was the home of a Woodman and his family until they "disappeared" at the hands of Zurtak's Orcs under the direction of Skauril.

1. **Well.** The water is thirty feet down, brackish but drinkable.
2. **Rose-tree hedge.** Zurtak's Orcs are encouraging a tangle of rose-trees to grow around the house for added security.
3. **Entrance.** A ramp leads down to the door of the house. The door is partially below ground level, a common Woodman custom.
4. **Main House.** Three Orcs will be waiting in this room, in addition to any who have retreated from the ambush.

If survivors of the ambush have raised the alarm, all three Orcs, plus any survivors of the ambush, will have their weapons ready and trained on the door. (The two Orcs who stole sacks from the back of the mule train will not raise the alarm, as they want to keep the loot for themselves.) Four stools and 14 bedrolls will form a makeshift barricade.

If no Orcs raised the alarm, the three Orcs will be relaxing about the room on the stools and on some of the bedrolls. The other bedrolls will be piled in a corner.

A large iron cauldron hangs on an iron tripod over a cooking pit. Utensils hang from ceiling hooks. A smoke hole opens in the roof peak against the far wall. The Orcs have painted the walls with a lidless eye, a flame (Skauril's personal symbol), and scenes of destruction. Each Orc carries 2-20 tp.

5. Bedroom. These are the quarters of Zurtak, leader of the Orcs of the Flame. His room holds a bed, a clay chamber pot, and a wooden trunk. The trunk contains a spare cloak and shield, a small pouch of jerked meat, a hand ax, a tinder box, and a skin of cheap wine.

6. Storage. A variety of equipment lies in heaps about the room. Among rags, bits of rope, candle stubs, and nails, are 8 spears, 3 shields, 4 wooden bowls, 2 iron knives, 6 Orcish cloaks, 40 pounds of jerked meat, a barrel of water, and a barrel of cheap Orcish ale.

If the two Orcs managed to steal goods from the caravan, the sacks can be found in this room under a tangle of frayed rope.

A waxed, waterproof iron box lies in the bottom of the water barrel. It is locked (Hard, -10) and trapped (Very Hard, -20) to fire a small dart coated with Dynallca.

The box contains 30gp, a 100 gp ruby, a potion of *Heal 10*, and a potion of *Protection II*. (The box and its contents were all here before the Orcs took over. They avoid drinking water, so they have not touched the barrel or discovered the items. If they had found the box, they would have sent it to Skauril, as they do with all treasure they find.)

7. Prisoner. Moaning comes from an area thirty feet from the entrance to the complex. Windlore, a Woodman Scout, lies chained by his neck to a ring at the bottom of this fifteen-foot deep earthen pit. The locks on the chain are Very Hard (-20) to pick. Zurtak carries the key with him.

The pit is U-shaped. If the captive kicks at the dirt, dirt will shower down on him, adding to his misery but not to his chances of escape. Windlore is being held here before being sent to Skauril for questioning, and has not eaten or drunk in three days.

If released, at first he will but babble of danger and precious artifacts. With food and water he will be coherent in an hour or two, but unable to walk. He will urge the party to leave him to go warn the elders of Buhr Widufiras of an urgent mission. (See Section 5.0.)

Windlore will be able to walk for short distances in 4-8 hours, but will be of little use in a fight or as a scout until he recovers. This will take about a day with rest, food, and water. He will still be weak then, but can act as a guide and introduce the adventurers to the elders of Buhr Widufiras.

He was carrying a message to Buhr Widufiras involving the Eärgil when he was waylaid by Zurtak's Orcs. More information on this message can be found in the next adventure. Section 5.0.

4.4 THE TASK

A successful conclusion to the adventure involves bringing Fryancryn, Gulstaff, and their goods safely to Buhr Widufiras. This will involve fighting wolves, successfully dealing with an ambush, and not getting lost.

With a little luck, or nudging, the adventurers should be clever or curious enough to pursue any of Zurtak's Orcs which survive their ambush back to their hideout. If no Orcs survive, the PCs may still discover the trail back to Brugath Thraim, and shed a little light on Mirkwood.

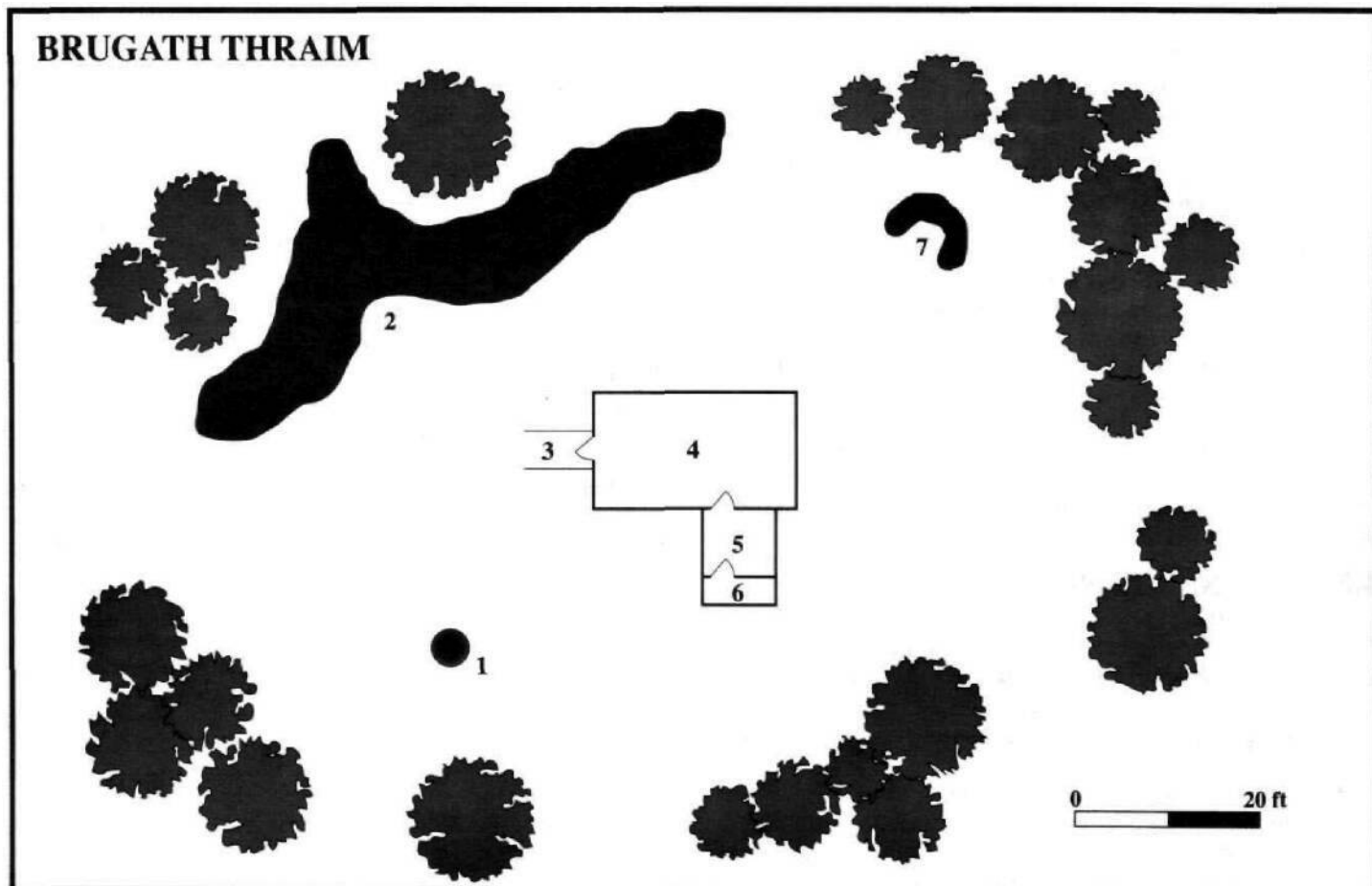
STARTING THE PLAYERS

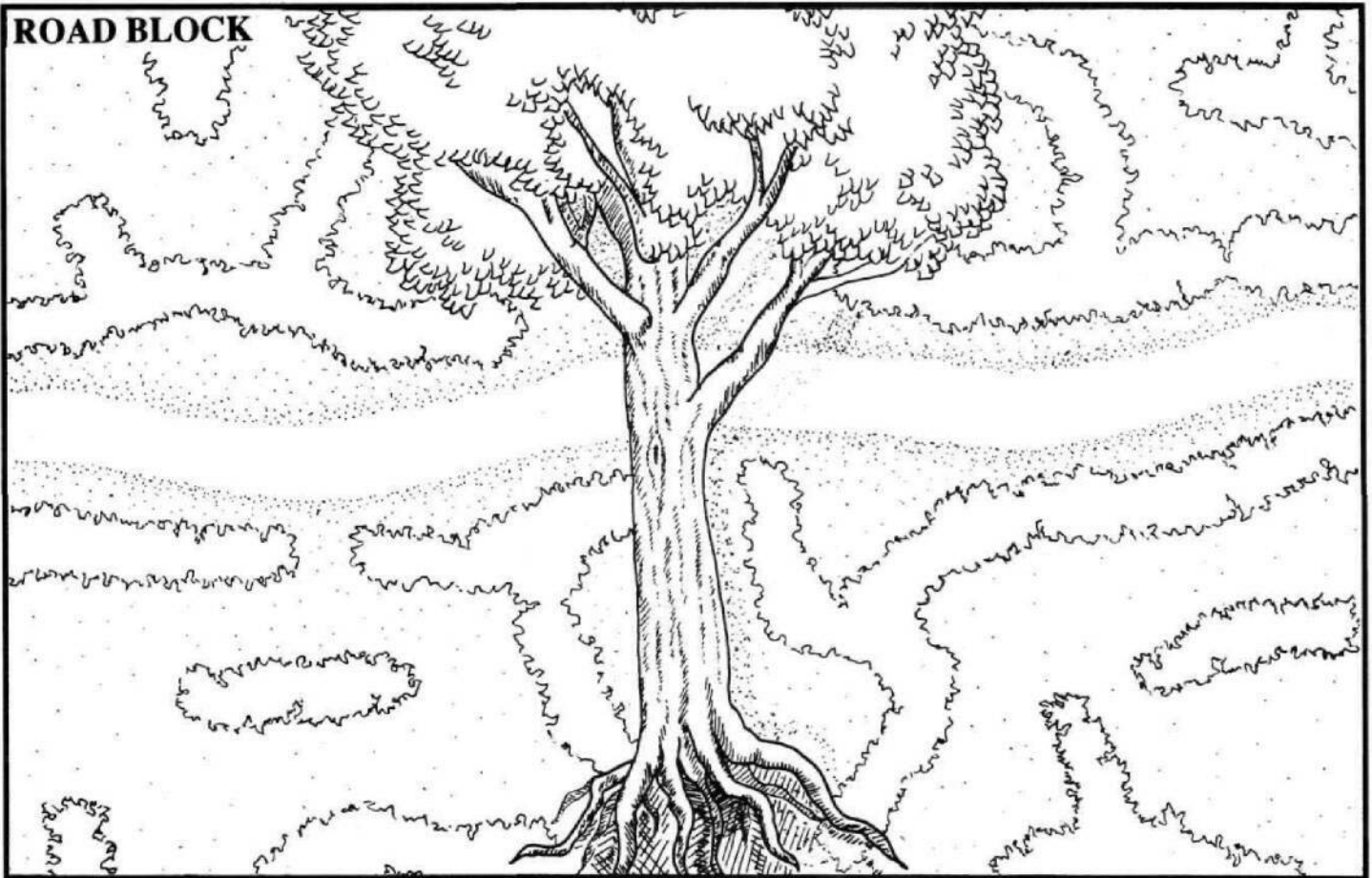
Between the lack of excitement in Buhr Ailgra and the stirring songs of Barahdell, the other side of Mirkwood should seem fairly enticing. Lure the PCs with Fryancryn, his map, and his money, and the adventurers should be champing at the bit.

One of Fryancryn's mules will carry three weeks of rations for the party. The players will be expected to supply anything else they need.

AIDS

Fryancryn's map and Gulstaff's strength can help the party considerably. Barahdell is well traveled and, if the conversation turns to Mirkwood, he will warn the travellers of spiders, both giant and ennerling. If the party is particularly weak, Barahdell may join them.





OBSTACLES

The major obstacles of this adventure are the vengeful Orcs of Brugath Thraim. The adventurers must first test their ingenuity against an Orc-obstructed path, then confront a carefully prepared ambush. Locating and exploring the Orcs' home base should keep a low-level party entertained.

Add a wolf attack to keep things lively, and a few of the other ever-present dangers of Mirkwood detailed in section 3.0 above.

If the journey is going too smoothly, a patrol from Dol Guldur can spice things up. Such a patrol is sure to attack if the party is using large fires or damp wood for cooking or for night-watch, or if they choose to bum through the roadblock in the rose-tree hedge. (See Section 4.5.)

REWARDS

Between the goods available in Brugath Thraim and the money that Fryancryn is paying, the PCs will do very well. Non-monetary benefits include the friendship of the Woodmen of Buhr Widufiras for saving Windlore, as well as the goodwill and helpful information possessed Fryancryn and Barahdell.

4.5 ENCOUNTERS

ROSE-TREES

One and a half days into the journey, the path is blocked by a large deadfall. To either side are dense hedgerows of rose-trees, in which the roots and crown of the larger tree are tangled. The adventurers will need to create an opening if they wish to stay on the path.

The tree is six feet in diameter and rests with its trunk one foot above the road. The roots lie twenty feet to the north of the path, and the crown spreads out as far as fifty feet to the south.

At least four to five hours with saws or axes will be needed to cut through the trunk. Remember that if a saw is used the tree will sag downward as it is cut, closing the gap and tending to trap the saw. If an axe is available the cut will not tend to close, but a large wedge of wood must be removed.

If saws and axes are not available, the task will take five times as long. Swords and daggers used for hacking a tree are likely to chip or break, and will certainly be dulled to the point of uselessness within thirty minutes; time spent to resharpen weapons would be in addition to any needed to clear the path. Blunt weapons will be almost useless for chopping wood or slicing through spiny brush.

The mules can be used for pulling blocks of wood, but they must be unloaded first. They can pull aside a 2- or 3-foot cut section of log. They cannot pull the entire tangled deadfall loose. Of course, the party cannot leave the mules behind if they are to deliver the merchant's goods.

As it crashed over, the deadfall broke through any of the tree limbs directly over the path that would have been strong enough to support the hoisted weight of a mule.

If the characters have no axes or saws and decide to bum through the log, it will take only seven or eight hours and they need not damage their weapons. The large column of smoke will attract the attention of one or more Orc patrols. Both Skauril's Orcs and those of Dol Guldur watch the wood for signs of prey, which they think of as invaders.

An earthen ramp would be almost impossible to construct here, as the tree roots make digging laborious. A wooden ramp would require both proper tools and carpentry skill. Even so, the ramp would probably take more time to build than cutting the tree, especially if the party must fell the trees for the ramp!

A "felled" tree will still be held upright by its intertwined neighbors, and require a (Very Hard, -20) maneuver by an experienced lumberjack to free it.

Going around the rose-tree/deadfall barrier instead of cutting through it will take at least two days. The thorny thickets form a bewildering, winding maze, and prevent recrossing the path for a mile or more. A (Very Hard, -20) perception roll is needed to notice that the PCs have recovered the path. Otherwise they will struggle across and beyond it without noticing the faint track. If the adventurers do not become hopelessly lost, they will eventually cross the tracks of their own mules and realize their mistake. However, this does not end their circling, merely draws it to their attention.

(The dead tree was felled by the Orcs of Zurtak, who girdled the tree and pulled it down when it had died. If the adventurers clear the path instead of trying to go around, a Perception roll (Routine, +30) will reveal that the obstacle is the work of Orcs or Men.)

WOLVES

Two days into the journey, the PCs will have a chance to notice that they are being followed (a Sheer Folly, -50, Perception roll.) The pursuers are two wolves, a mated pair supporting cubs in a nearby cave. The wolves will attack at night, but can be driven off with torches.

Their lair holds three cubs and a scattering of leaves and bones. It has nothing of real value.

THE AMBUSH

Zurtak's Orcs know that the caravan is coming. They will be ready to attack. If the Orcs lose half their number without downing at least one party member, they will retreat to Brugath Thraim and set up defenses there. Certainly at least one Orc will try to run, as Orcs are not noted for their bravery. These Orcs would raise the alarm.

The two Orcs who took advantage of the diversion of the ambush to grab goods from the last mule, will flee to Brugath Thraim. They will not raise an alarm — they will try to hide their loot in the complex rather than turning it over to Zurtak.

BRUGATH THRAIM

If the PCs eliminate or capture all the Orcs at the ambush (other than the two thieves), the Orcs at the forest holding will be completely unsuspecting. Otherwise they will have set some crude defenses. With bows aimed at the door, they will be ranged behind what cover they can quickly manage.

The Orcs are now cornered and fighting to kill, but they will not stop to finish off an unconscious foe.

4.6 GAMEMASTER NOTES

Zurtak and his band are the major opposition in this adventure. Not exceptionally bright or brave, the Orc-captain and his troops will retreat if their ambush turns into a fair fight, or if half of the Orcs are felled without significant losses to their enemies. Magic will weaken their morale, and they will react to a rapidly changing situation with confusion.

The defense of Brugath Thraim will be hardly better executed than the ambush. The Orcs will try to take cover and surprise the adventurers, but will not have thought to set traps or to plan an emergency exit. They will certainly not show any knowledge of advanced tactics.

If the PCs do not pursue Zurtak, Waulfa will offer to hire them to find Windlore when they arrive at Buhr Widufiras. The search for Windlore will lead them right back to Zurtak's encampment.

5.0 THE TABLES TURNED —AMBUSHING THE ORCS

5.1 A TALE OF TRAFFIC ON THE MEN-BURZUM

Windlore, a scout from Buhr Widufiras, may have been rescued from the dungeon of Brugath Thraim by the PCs in the previous adventure. If not, he (or a replacement Scout named Wemetree, if Windlore was killed) stumbles into the square of Buhr Widufiras, bearing this alarming tale ...

He had stopped for his mid-day meal while patrolling the Men-burzum trail, when a single Orc loped by. Having good reason to hate the foul Orcs, he slew the filthy creature. While disposing of the body, he found a message that the Orc was carrying from Angmar to Dol Guldur.

The message notified agents of the Necromancer that a mighty Dúndan artifact, the Eärgil, had been captured by the Witch-king. It was immediately being sent by slave-caravan to Dol Guldur. (The Eärgil is a star-shaped medallion usable only by those of pure Dúnedain blood. It acts as a x3 PP multiplier, gives +50 DB, +30 to Perception, indicates the direction of true North, provides *Calm Water* three hours per day, *Summons* a 30 knot wind three hours per day, and *Holds* any water creature within a 100 yard radius. The Eärgil is more fully described in Section 8.0.)

Dropping all caution, Windlore raced for Buhr Widufiras to tell Waulfa of the Eärgil's peril, but was waylaid by Skauril's Orcs.

Depending on whether or not the PCs played the previous adventure, either he was captured by Orcs, then released by the PCs (the first adventure), or he escaped unharmed through his woodcraft and cunning.

Either way, he lost precious time — and the scroll. There is no longer time to seek aid beyond Buhr Widufiras. The slave caravan will pass by almost as soon as an interception point can be reached.

In Buhr Widufiras, Windlore discovers that no able-bodied people are available. What few persons could be spared are out looking for him and a young carpenter's apprentice named Clemendan who has also disappeared. Thus, it is up to the PCs to save the Eärgil. Windlore will offer what help he can, but he has not recovered enough after his ordeal to accompany the party.

The Orc caravan will pass by tomorrow evening. The characters must leave by morning if they are to keep the Eärgil from falling into the hands of the Necromancer.

(A weak party can be supplemented by one or two Woodmen who happen to return in time to go with the PCs. Treat these NPCs as ordinary men-at-arms.)

5.2 THE NPCs

ARCULAGLAR

Arculaglar (accent on the long "u") is a most attractive fellow. He is tall and slender, with red-gold hair and keen blue eyes. An Elf of Thranduil's kingdom, he was captured by an Orc patrol from Dol Guldur. He was a dashing figure at court, and his skills at oratory added to the respect that his people had for him. An Elf of many talents, Arculaglar is skilled at acting, singing, poesy, dance, swimming, cookery, and the harp.

He is unfortunately now a prisoner, and his skills help him not at all. He has no interest in weapons or magic. He considers fighters to be too sweaty, and wizards, too serious. He has always most delighted in walking under the trees, often with a pretty Elven maiden, and seeing what the wood has to offer.

Khamûl the Easterling is counting on this important member of Thranduil's court to give him much information. He is especially eager to learn the size of the garrison and the structure of the defenses, things to which Arculaglar has never paid any attention.

BRAIG THE BEORNING

A stocky fellow, blonder than most Beornings, Braig possesses unfailing optimism. In a life with many setbacks, the latest being chained as a slave in an Orcish dungeon, Braig is sure that things will improve. When they do, he will be prepared.

He was raised as a middle child in a large, cheerful family. He left at an early age to make his own way. His family was proud when he left to seek his fortune in the wilds; this has always been the way of his ancestors.

At fifteen, when he had a few extra silver pieces, Braig sought the services of a noted seer. He is serenely confident that he will achieve the end foredestined for him — a healthy old age, enriched by honors of friends, descendants, and wealth.

The fact that so far, at fifty, none of this is in evidence bothers him not at all. He has always been a hard worker, and will be ready when his opportunity presents itself.

BULKUPAR

A fighting Uruk-hai, commander of a tribute train sent from Angmar to Dol Guldur, Bulkupar is brighter than most of his fellows. He is squat and vicious, with a cruel cunning, a prime example of a rising young Uruk. His caravan will be well-organized and prepared for attack.

Being selected as commander of a tribute train is actually a disappointment for Bulkupar. It is intended as a reprimand to him, a break in his chain of ever-increasing responsibilities. In his last assignment, he was a bit slow in committing a friend's squad to a suicide mission. This dull duty is a reminder to him to be more decisive in the future.

Bulkupar knows what happens to Orcs who fail the Witch-king. He has heard much about the Necromancer. He has strong inducement to see that the Eärgil gets safely to Dol Guldur.

Bulkupar does not realize that he carries only half of the Eärgil (see Section 8.0.) The essential backing for the medallion he wears has been removed, and was sent by separate messenger to Skauril four days earlier. It now rests in the Conjuror's parlor.

SCODERATH

A farmer by birth, a thief by trade, Scoderath was born in a small Gramuz settlement along the Anduin. Blond and blue-eyed. Scoderath stands only five foot six, with a thin frame not built for the stress of the fields.

Noticing that his otherwise unpromising son was clever with his hands, his father apprenticed Scoderath to a leather worker, where long hours and meager rewards taught him to despise honest work. At nineteen he left town to follow a merchant caravan and "see the world." Among the Gondorians settled in Talath Harroch, he learned the skills necessary for a life of dishonesty.

At First working as a free agent for the Gondorian army, Scoderath began to view his skills as a way to easy wealth. He went into the Great Wood to "outwit the stupid Orcs and bring back some loot." Instead he ended up in a dungeon, where he is being held until he can be offered a job with the Necromancer's minions in the Nan Anduin.

Scoderath is jaunty and curious. He will gladly join a party if it seems interesting, but will just as readily turn them over to the Necromancer for profit, or steal the Eärgil if given an opportunity.

SCUTSPARG

Scutsparg is a firm believer in brute force. Captain of a watch post on the flanks of Dol Guldur, he is large and ferocious, but not very bright or cunning. He leads his troops through fear, and usually from behind.



Realizing that being large gives him a brute force advantage, he values size highly. He collects extra-large furniture and other over-sized possessions. He often daydreams of enlarging and embellishing the hidden entrance to his outpost. Maybe something tasteful in thirty-foot red columns.

The post near Dol Guldur was given Scutsparg as a reward for bravery and at his special request. His youth was marred by constant teasing by all the Orcs of his tribe. They fancied that he looked more like a Man than like an Orc, and reminded him of the resemblance often and cuttingly. Although he has been beaten enough to no longer resemble Men, he enjoys taking out his resentment on them.

Scutsparg will be easily swayed by Bulkupar's intimidation. The longer the party gives the Orcs to prepare a fitting reception, the better defended the post will be.

WAULFA

Waulfa, a wise veteran of many seasons, holds the position of Althyn of Buhr Widufiras and the Sairtheod Clan. He is a man of few words, not especially eager to speak for anyone. As the longest survivor in a dangerous area, Waulfa is in nominal charge of a clan of independent loners. He is often sought out by the Thyns of other Wood-men clans for his sound advice.

Tall and brawny after sixty years of rugged living, Waulfa stands 6'2" and weighs 270 pounds. He is an accomplished tracker and healer and a friend of Thranduil's Elves.

Although quiet of manner and dress, Waulfa throws himself into everything he does, including games and feasts. He is still one of the best axe-hurlers in Buhr Widufiras, and in his prime remained thirty years undefeated in tree wrestling.

5.3 THE SETTING

The order of Bulkupar's caravan, the route taken by the Orcs who flee with the Eärgil when the caravan is attacked, and the Orcish outpost on the flanks of Amon Lanc are presented below.

5.31 THE CARAVAN OF BULKUPAR

Bulkupar's force consists of five Uruk-hai and fifteen lesser Orcs, along with 20 Mannish slaves. Four of the lesser Orcs are Scouts and are positioned so that their skills will be of use.

The path is drawn straight in the accompanying diagram because the PCs may pick the site of their ambush, within reason. The Gamemaster should allow the characters to map the area of their ambush, including slope, bends in the path, and placement of trees. They may not use cliffs or gullies. There are none available in the area.

The caravan slaves are arranged by pairs, carrying chests slung from poles like litters. Chains run from iron collars to the chests to prevent the slaves from escaping.

The eleven lesser Orcs not acting as Scouts herd the slaves along, and are watched and pushed by the Uruk-hai, who carry whips and make sure that everyone is motivated to move quickly.

Bulkupar carries the Eärgil, and uses +15 weapons. He also carries a potion of *Plant Control*, which allows the imbiber to control any one plant for up to ten hours, although only the natural functions of the plant can be controlled. Intelligent plants, such as Ents, get a resistance roll against the 8th level effect. The other Uruk-hai are using +10 weapons, while the lesser Orcs are using normal arms. Bulkupar knows the importance of the Eärgil and will do every thing in his power to keep it out of the hands of the party.

The tribute carried by the caravan fills nine of the ten chests carried by the Mannish slaves. The tenth chest holds food and drink for the Orcs. The slaves have eaten all that they were provided, and will not be fed again until they reach Dol Guldur in two days. They will cower helplessly during battle, but all the Orcs will fight fiercely.

The contents of the ten chests is as follows:

- 3,546 tin pieces.
- 1,264 copper pieces, 598 bronze pieces, 263 silver pieces, and 47 gold pieces,
- Two +5 shields cushioned in straw.
- 20 steel long knives wrapped in cloth. One is enchanted (+20).
- 6 mountain cat hides.
- A tapestry which depicts a Númenorean palace.
- A kregora box (8"x8"x4") and a 14" marble carving of a longship, both wrapped in velvet. The box absorbs magic from anything placed within it. It is further described in Section 8.0,
- 30 sheets of vellum in four bone scroll cases, eight crystal vials full of colored inks, a small box of gold leaf, a silver-and-squirrel hair lifting brush, and a silver smoother for the gold leaf.
- Four bolts of raw silk, one of which conceals a pair of emerald earrings (one a +2 adder for Mentalism),
- Food and drink suitable only for Orcs.

5.32 THE CHASE ROUTE

Bulkupar and two other Uruk-hai will break away from the caravan if it is strongly attacked.

They will carry the Eärgil with them in an attempt to get the artifact to Dol Guldur while the PCs are busy with the rest of the caravan. Bulkupar is hoping that the battle and the slaves will slow the adventurers enough to give him at least an hour's head start.

(It is important for the GM to keep careful track of time from the point where Bulkupar and his two Uruk-hai flee the caravan. Bulkupar and his companions will only rest four hours a night, so they will be almost impossible to catch.)

The path Bulkupar will take is marked on the accompanying map with specific obstacles noted and described below.

If the PCs do not manage to intercept Bulkupar in the meantime, the chase will culminate at an Orc guardpost on the very flanks of Dol Guldur.

GIANT SPIDERS

Point A on Bulkupar's Chase Route marks the first obstacle the party encounters as they chase the fleeing Bulkupar and his two Orcs through Mirkwood. The path here seems to lead through the webs of giant spiders. No bodies appear to be caught in the webs, but three Spiders are visible.

The three Spiders will drop on any party member who gets too close or stays too long. "Too long" is about the amount of time it takes to pick up Bulkupar's tracks on the far side of the webs. (Bulkupar's companions led the Spiders on a merry chase while he marked the trail here. Creating the diversion cost them about 20 minutes; adjust the Orcs' lead time accordingly.)

MILK-WHITE TRUMPET

By point B, the path is starting to get faint. The characters will notice a clearing ahead filled with a large, healthy bush with large white blooms. The tracks seem to go straight through the stems. (This plant is a deadly milk-white trumpet, and quite dangerous. Bulkupar used a potion of plant control to get himself and his cohorts through safely. Setting this trap required only 5 extra minutes. For information on the potion, see Section 5.31.)

ENNERLINGS

At point C on the chase map, the woods ahead appear somewhat misty, as does the path among the trees. This is caused by the webs of hundreds of ennerlings.

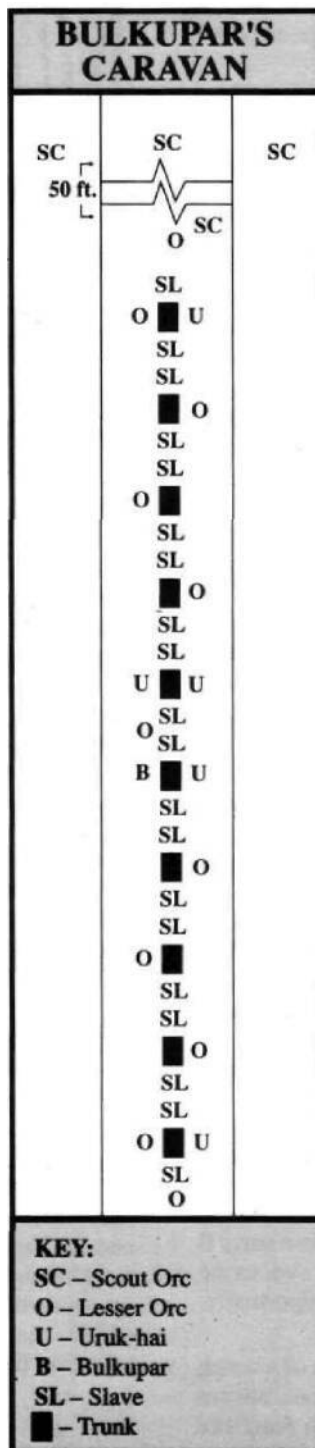
If the PCs check very carefully, they can perceive that the Orc tracks lead to the webs but not through them. This is a Routine, +30, perception roll if the PCs stop here. PCs will need to make a Very Hard, -20, Tracking roll to follow the hidden tracks around the webs and on toward Dol Guldur.

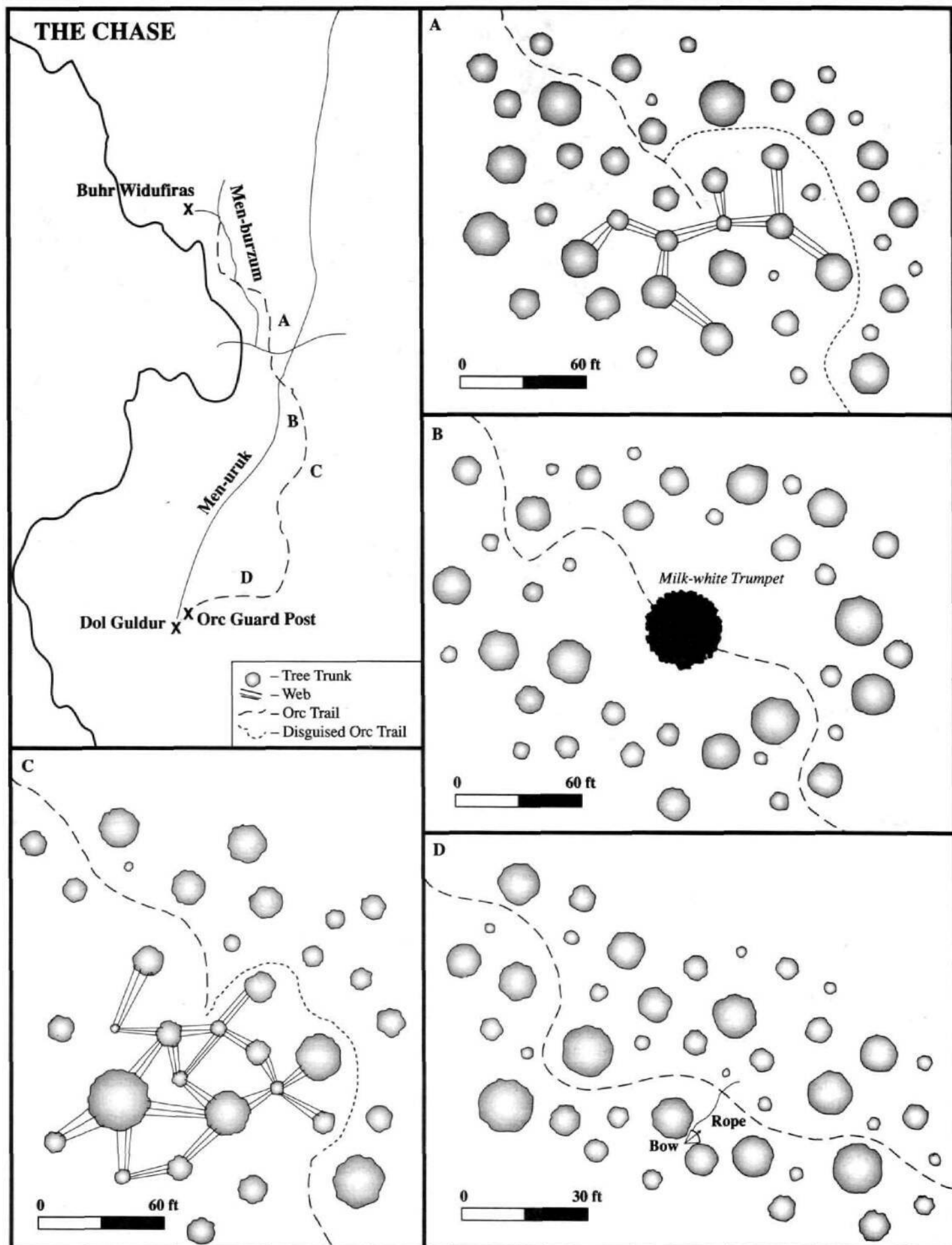
Setting a false trail and attempting to conceal the real one cost the Orcs another 40 minutes.

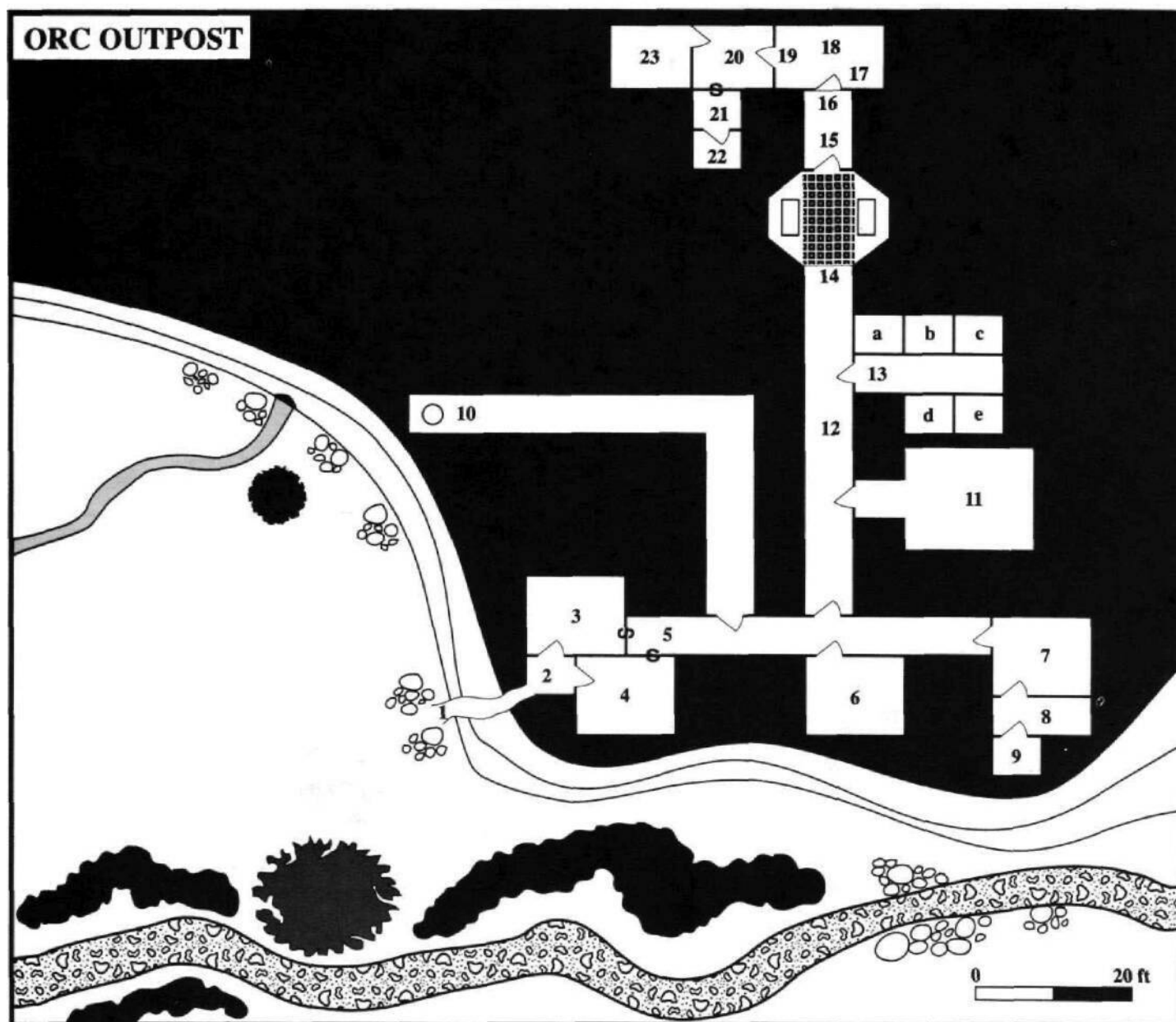
If the characters disturb the webs and are stung by the ennerlings, the chase may very well be over. Carrying or curing paralyzed characters will at least slow them down.

THE TRAP

At this point (D), Bulkupar felt secure enough to use some twine and his bow to set a trap across his path. Anyone hitting the trip wire will suffer one attack at +10 by the longbow. Bulkupar is very skilled in setting snares, so he was able to set this in only Fifteen minutes. The trap is Sheer Folly (-50) to detect, but Routine (+30) to disarm.







5.33 THE OUTPOST

1. Cave Entrance. The small, cleverly camouflaged cave opening is easy to miss. It is actually Orc work, and the entrance to a guard complex.

One Orc is posted in the shadows to watch the path. He is armed with a longbow and eight arrows, a mace, and an alarm drum. Beside him is a greasy bowl and a soup ladle.

For the first eight hours after Bulkupar's arrival, there is a chance (01-25) that this guard is asleep. After that point, the first guard is in a prison cell, and the replacement guard is much more alert.

If the guard is alerted while the PCs are farther than one hundred feet away, he will spend one round looking for the drumstick, after which he will use the ladle to sound the alarm. When the party is within a hundred feet, the Orc will dash inside the complex and yell an alarm. He will hide behind the barrel in the entry room (#2) to shoot at intruders.

2. Entry Room. This room holds a table, three chairs, a keg of water topped by a bronze ladle, and an open-topped barrel in the corner, which holds roughly a hundred spare arrows, and the missing drumstick.

3. Barracks. They house eight Orcs. Four two-tier bunk beds and eight trunks crowd the room, along with a small table and three chairs. Five Orcs are here at any given time. Two will be involved in a game of mumblety-peg (a dagger contest) and will be able to throw daggers the moment the adventurers enter. The other three are napping and will take three rounds to wake up and arm.

4. Barracks. Quarters for eight Orcs. This room is furnished identically to the adjacent barracks (#3). All three Orcs found here are sleeping.

5. Secret Door. Always locked. The door is trapped by a large bronze gong, which sounds when the door is opened. Some of the time (01-30), this warning will be ignored by the other Orcs, as it goes off all the time. The lock is Hard (-10) to pick and the trap is Extremely Hard (-30) to detect and disarm.

6. Armory. A single lock (Easy, +20) guards the weapon stores. On shelves and in chests around the room are 12 wooden shields, 18 daggers, 5 maces, 6 long bows, and 70 arrows. Two of the maces are +5 and one of the shields is +10. (These are of Gramuz make.)

7. Mess Hall. Two substantial tables are surrounded by low benches and six hungry Orcs. (Dinner is late, again.) The Orcs are armored in rigid leather and armed with knives (for eating.) They will attack as soon as the door opens and the PCs are visible.

If the party appears to be strong, the Orcs will up-end one of the tables as a shield, and stand on a bench behind it or lean around the end of it to attack.

The tables, benches, and floor are covered with scars and stains, and there are stalactites of old food on the ceiling. (The two tables are nine feet long by six feet wide, just large enough to bridge the pit elsewhere in the outpost (#12) if placed corner to corner.)

8. Kitchen. The room contains a large, heavy worktable and a massive fireplace. Assorted pots and utensils hang from hooks. Unappealing foodstuffs fill the center of the table.

Chained to the four corners of the table are the four Mannish slaves who do all the cooking for the complex. Three of the slaves are too weak to fight the Orcs, but one, a Beorning named Braig, has been practicing with the kitchen knives in case an opportunity should arise. He will be glad to help the party and is described under NPCs (Section 5.2.)

9. Pantry. Shelves and barrels hold the foodstuffs of the garrison. There is little of value to the adventurers here. The ale is sour, the cheeses are moldy, and the meat is totally unrecognizable.

10. Waste Chute. The trash chute drops 10' to a large cavern, which contains a very small, very polluted stream. The stream trickles underground for forty feet before discharging into a grove of deadly milk-white trumpet. A heavy smell of decay rises up through the chute opening.

11. Guest Chamber. This room currently houses Bulkupar and his lieutenants, one of whom will be present on guard at all times. The other Uruk is always with Bulkupar, as is the Eärgil.

Both Bulkupar and the second Uruk will be in this room half (01-50) of the time and with Scutsparg the rest of the time. Scutsparg will be found in the (01-60) Throne Room (#20) or in his (61-00) bedchamber (#23).

The room contains one large bed and two bunks. Pegs on the wall hold satchels and weapons. The only pieces of equipment found here are the few essential items which the Orcs brought with them on their flight from the caravan.

In one of the satchels is a scroll that Bulkupar was carrying to Skauril the Conjurer. The scroll is described fully in Section 6.1, The Plotting of Skauril, and provides a setup for that adventure. If Section 6.0 won't be played, the scroll need only be given to Waulfa (see NPCs) in order to thwart Skauril.

If the Eärgil is recovered, and the PCs are going on 10 play the "Skauril's Army" scenario, they can discover at this time that they have recovered only part of the Eärgil. A backing is missing that is required to activate the item. (If they are not going on to the next adventure, assume that the artifact is usable as is.)

12. Pit. A pit yawns here, 10' by 10' by 20' deep. A lever in the Hall of the Guardians (#14) causes a stone bridge to slide across the pit so that someone can cross.

The bridge will be found already in place across the pit some (01-20) of the time. Orcs tend to be careless. (Note that the pit can be bridged using the table in the mess hall (#7), if the PCs are clever enough to think of turning the table diagonally and don't drop it into the pit. Placing the table is a Sheer Folly maneuver, -50, and crossing it as a bridge is an Extremely Hard, -30, maneuver. The pit is too deep for the table to be lowered in and used as a ladder to reach the bottom.) Nothing protrudes on the far side of the pit on which to catch a grappling hook.

13. Prisons. Five identical cells hold prisoners. A lone Orc patrols the hall, armed with a mace and a dagger. He is nearing the end of his watch, and is dragging the mace behind him.

All of the rooms are carved of the natural rock, with oaken doors. The doors are locked (Hard, -10) and bolted from the outside. The walls and doors of the cells are lined with iron to prevent spell casting. Food is pushed through a slot in the bottom of the door. Waste is cleaned only between prisoners. Currently three of the cells are occupied.

A. Prison Cell. This cell holds Arculaglar (S. "Royal Gold-red Brilliance") an Elven prince from Thranduil's keep. (See NPCs. Section 5.2.) He is scheduled for an interview with Khamûl, who expects to learn much of the layout of Thranduil's kingdom. The prince is due to be moved to Dol Guldur in four days and has no fighting abilities or magical skills.

B. Prison Cell. Empty.

C. Prison Cell. A Gramuz thief by the name of Scoderath (see NPCs) sits in this cell. He is better treated than most prisoners here because he is to be offered the position of spy in the Nan Anduin after proper "conditioning."

D. Prison Cell. This cell is inhabited by Goolgoff, the hapless Orc who Bulkupar found asleep on watch at the entrance. If freed, Goolgoff will attempt to escape from the party and warn the rest of the complex. He is due to be released in two days.

14. Hall of the Guardians. Two large bronze statues of wolves flank a red tile path inlaid in the floor. The walls are carved in relief, with scenes of wolves attacking various "good" creatures.

If a non-Orc enters this room, the bronze wolves will begin to howl. If the trespasser then throws meat to the wolves, he will be allowed to cross on the red path. If an intruder does not feed the wolves, or steps off the path, the wolves will animate and attack him.

The wolves will attack until they have eaten the intruder, until they are destroyed, or until Scutsparg orders them to cease. The statistics and a detailed description of these guardians are given in Section 8.0,

15. Door. This is a stone door with a dead bolt lock (Very Hard, -20). A needle trap in the lock strikes as a dart +10 and is poisoned with Asgurash. The trap is Very Hard (-20) to detect and Extremely Hard (-30) to disarm. (See Master Herb Table, 9.0.) The trap will reset 8 times before it runs out of darts.

16. Trap. A trip wire crosses the path at this point. Triggering the wire causes a 5' x 5' section of ceiling to fall on the party. An (Extremely Hard, -30) dodge may be attempted to avoid a "C" Crush Critical. The trap does not reset.

17. Door. This door is of iron and is fastened with an iron bar. An arrow slit in the door allows the guards to fire down the corridor. The door is also trapped to shock anyone who touches it. An electrical discharge does a "B" Electricity critical.

18. Guardroom. Four elite guards are housed here. Two of the guards will be awake at any given time, unless they have been warned of the party's approach. Then all will be alert. They carry maces and bows and arrows, and are ordered to leave only when Scutsparg accompanies them.

The room holds two bunks and a table with bone dice and a deck of cards atop it. A much-used bow target hangs on the wall. A small keg of watered ale stands in the corner, topped by a small tin dipper. One wall is covered with rude sketches of female Orcs and of tortured Elves. These Orcs have a total of 46 sp and 87 cp.

19. Door. This stone door is cased in lead and locked with two (Hard, -10) locks. The first lock is trapped with a needle identical to that of another door in the complex (#15). The second lock is trapped with a Symbol of Flame, which does a "B" Heat critical to anyone attempting to tamper with the lock.

20. Throne Room. A grandiose, carved and gilded oaken throne dominates the room. It is bracketed by a large carved oaken chest and a low lounge chair covered in bear hides. The oversized furnishings crowd the room.

A small table between the throne and the lounge chair holds ale and meat. The decanter, large mug, tray, and eating knife are pewter. A tapestry on the far wall shows a naked eye overlooking a field of Orcs looting and pillaging a Mannish settlement.

The throne is inlaid with quartz and agates worth 40 gp. The trunk holds arms, armor, and some other belongings of Scutsparg. These include a +15 chain shirt, +10 shield, and a +15 Sword of Elf-slaying, as well as another big pewter mug and a pair of loaded dice. He will be armed with everything but the dice if given any warning of the adventurers' approach.

21. Secret Door. This door is made of stone and carved to resemble the wall (Very Hard to find, -20). It is also locked (Extremely Hard, -30) and trapped (Hard, -10) with a guillotine blade that strikes as an axe +50 and resets immediately.

22. Treasury. Scutsparg is not above bribery, extortion, and embezzlement, and has gathered several choice items from Orc raiding parties. The treasure trove includes 480 cp, 216 sp, 48 gp, five gallons of Dorwinian wine, three mountain cat hides, four agates (10 gp value each), 12 yards of forest-green velvet, a potion of *Invisibility*, and a gold ring (x2 multiplier for Mages).

23. Scutsparg's Bedroom. His taste for large furnishings extends to this room as well. A large bed, an oversized chest, a big round table, and two armchairs leave little room in which to move about. The chest holds old rags, a +10 sword, sword oil, and a large (of course) whetstone.

5.4 THE TASK

It is crucial that the Eärgil not fall into the nefarious clutches of the Necromancer. It must be snatched away from its current Orcish guardian. Put more realistically, the task is to defeat the caravan of Orcs, pursue the fleeing Bulkupar and his assistants through Mirkwood, and recover the Eärgil from a well-prepared Orcish guard post.

Difficult as the task is, it will be further complicated by Spiders. Bulkupar's Scouts, and deciding what to do with the twenty Mannish slaves who haven't eaten in two days and are chained by their necks to treasure trunks. They can't very well be left to guard the treasure or even fend for themselves while the party chases Bulkupar.

Another complication may result if the guard post manages to send word of the attack to Dol Guldur. The forest will be overrun with well-armed Orc patrols.

STARTING THE PLAYERS

The GM should make it plain that only the PCs can save the Eärgil. Add the possibility of plundering a tribute caravan and the thanks of Dunadan lords and the adventurers should be interested.

Waulfa may provide additional incentive by presenting the characters with food and lodging in Buhr Widufiras and a promise to heal their wounds before they set out.

Windlore can sketch a crude map of a trail to a good ambush-point, and mention expected hazards.

AIDS

The party will have very little time to resupply, although Waulfa will offer what help he can. Encourage the PCs at least to be fully healed of any injuries before setting out.

Waulfa, Windlore, and Fryancryn can all direct the party to the Men-burzum, but all have valid reasons that they cannot assist in the ambush itself. Windlore is weakened. Waulfa's first responsibility is to protect his clan, and Fryancryn makes it a policy to avoid getting caught in the middle of skirmishes.

The party can choose the site for the ambush, a major advantage. The GM should allow the PCs to draw the area of the path where they will await the caravan, including the placement of trees and shrubs (within reason).

OBSTACLES

Ambushing Bulkupar and his caravan provides a fierce challenge. The wilderness of Mirkwood should make the ensuing chase difficult. And a fully outfitted Orc garrison at the finish rounds out the surprises nicely.

REWARDS

The contents of the tribute caravan are portable as well as valuable. Party members will want to take some of the items for themselves and try to sell to others. An appropriate gift to Waulfa, the Althyn of Buhr Widufiras, would be gratefully received.

Waulfa would be delighted to show his gratitude to the party in the form of acclaim, a feast, accommodations, and possibly an escort to the PCs' next destination.

If the adventurers should ever journey to Dunadan lands, their reputation as recoverers of the Eärgil should earn them a very warm welcome. However, word of their exploits may earn the adventurers a different sort of acclaim around Angmar.

Attempting to keep the Eärgil for their own use would not benefit the characters, for only Dunadan lords can wield it safely and successfully. In fact, should they attempt to keep the Eärgil, the party would find life interesting but short. Agents of both the Necromancer and the Wise would compete to pursue them across the wildernesses of all Endor.

5.5 ENCOUNTERS

THE ORC CARAVAN

This encounter should be instigated by the characters. Windlore can direct them to an appropriate spot for an ambush. The Orcs don't know about the ambush — unless a passing crow tells them about the noisy travellers up ahead. The encounter area is fully explained in Section 5.3.

The GM needs to remember that Bulkupar and two Uruk escorts will flee with the Eärgil, and to note the lead time of the Orcs. The Orcs will stop only for four hours of rest, and will travel as fast as the average party. When the Orcs stop to set traps, an alert party can make up some time and close the gap.

THE CHASE

It is imperative that the GM keep careful track of time elapsed during this section of the adventure. Bulkupar and his Uruk-hai will rest only four hours each day. In addition, they will spend some time preparing traps, unless their pursuers are within earshot.

Remember that the short legs of Dwarves and Halflings will slow the party, as will carrying any heavy baggage or stopping to find tracks.

If the PCs choose to press on into the night, remember both the difficulty of tracking in the dark and the effects of growing fatigue on all their abilities. In any case, without the aid of magic or herbs, the adventurers will almost certainly need to rest before entering the outpost at the end of their chase.

THE OUTPOST

When the adventurers arrive here, the chase is over, but not the work. Stopping Orcs in the relatively open wood is difficult. Confronting them in an area they built to defend is nearly impossible.

If the party is careful and lucky, they will need go no further than Bulkupar's room to recover the Eärgil. Most of the really dangerous traps and encounters are beyond this point. Of course, so is the best treasure.

On the other hand, if they are thorough, no one will send word to other Orcs in the area, and no patrols will pursue the PCs for at least twenty-four hours. If they are foolhardy, the party may become permanent fixtures in the slave quarters of Dol Guldur.

THE ORC PATROL

The GM should only use this encounter if the party seems to want a little more excitement, or if they badly bungle the retrieval of the Eärgil. As the party leaves the outpost, an Orc patrol sneaks up on them from behind.

The patrol will consist of one Troll, a brace of hunting Wargs, and six lesser Orcs. The Trolls and Wargs will attack only if the party appears weak. Otherwise they will track the adventurers while one of the lesser Orcs carries word to Dol Guldur. When reinforcements arrive, they will attack in force.

5.6 GAMEMASTER NOTES

Bulkupar is crafty and well trained. He will react to changing situations quickly and efficiently, and the Orcs in his command will be well-organized. These opponents are much more dangerous than Zurtak's Orcs of the Flame; they will use available cover to maximum effect.

During the chase they will not set traps if the party is within earshot. If the adventurers approach to within bow-shot, first one and then the other of the two Uruk-hai will fight a rearguard action to cover Bulkupar's retreat.

The longer the party gives Bulkupar in the Orc garrison, the tougher the reception they will find. Guards will be progressively more alert, and traps will be more numerous.

6.0 SKAURIL'S ARMY

- ASSAULT ON THE ELVES

6.1 THE PLOTTING OF SKAURIL

The Witch-king has sent his minion Skauril three duplicate scrolls by three separate messengers. They order him to carry out an attack on Thranduil's Elves. If the characters played "The Tables Turned" (Section 5.0), they should have a copy of the scroll that Bulkupar was carrying to Skauril. This scroll reads as follows:

Skauril—My forces raid in Arthedain, keeping the eyes of the foolish Elf-friends facing my kingdom. Now must you assault Aradhrynd. Hasten. Although Thranduil's house guard numbers less than 200, he will assemble more warriors if you delay too long. Leave no later than two days past the full moon.

—• Good Blood. Angmar

The message mentions a series of attacks perpetrated by the Witch-king of Angmar into Arthedain. The Nazgûl intends that these attacks should keep the Wise busy enough to give Skauril a free hand in assaulting Thranduil. A victory over the Elf-king's people would greatly lengthen the shadows of Mirkwood.

Luckily for the Free Peoples, Bulkupar carried not only the scroll, but a map of the location of Skauril's caverns, the probable starting point of his army. With this information, the Wood-men can better warn the Elves of the direction from which to expect danger. According to the message, the army leaves the very next morning, if it hasn't already set out.

Gihellin, a Silvan Elf visiting the Woodmen, will gladly take word to Thranduil, but the Elves who form the King's army live scattered throughout the forest. It will take time to muster a sufficiently strong defense. The house guard of Aradhrynd numbers only 100, not enough to defend outlying Elven settlements and guard posts. Skauril will not be able to penetrate the Elven fortress, but he hopes to destroy many of the Elves in the surrounding area.

Waulfacan send thirty troops to aid the Elves, but the Woodmen too are scattered. They will barely arrive before Skauril's forces. If someone could slow down the army, or at least track and count the troops, the Elves would stand a better chance. For each day that Skauril is delayed, the Elves could muster more warriors. Would the adventurers scout the army and try to delay or demoralize it?

If the PCs agree to the task, the Woodmen will give them anything reasonable they request in the way of supplies and normal equipment. (They do not consider iron items or most other treasure reasonable. Both are rare and in short supply.)

The Woodmen will offer the adventurers a few healing herbs, all that they can spare. They will also give each PC an innererab filled with food, so that they will not have to stop and forage. (An innererab is an enchanted wood box constructed by the Woodmen. Measuring only 12"x8"x6", these boxes will keep herbs fresh for months, or store enough food to feed one Man for a month. The innererab are further described in Section 8.0.)

Gihellin will address willing PCs as "Elf-friends," and offer them his magic dagger. An old family heirloom originally forged in Gondolin, the enchanted blade glows with a cold blue light when near creatures of Darkness. (It is also described in Section 8.0.)

While the adventurers prepare to depart, the Woodmen will gather the goods they have requested. Gihellin will draw a map that marks what he and the Woodmen know of the trails and terrain between the Orcs and Aradhrynd, along with the information from Bulkupar's map, (One line marks a path the Elf feels Skauril will have to use to move a large force through Mirkwood.) No one knows how Skauril plans to cross the enchanted river Gulduin.

6.2 THE NPCS

GARDAGD

Gardagd was born of a Gramuz family in the East Bight. His father contracted a wasting disease when Gardagd was only ten, so he, his mother, and his four sisters tended the farm and their ailing sire. The family was often short of food, and Gardagd would hunt in the eaves of Mirkwood to add meat to the table.

Upon returning from one such hunting trip, Gardagd saw a column of smoke rising across the plains. Hastening, he came to the smoldering ruins of his home. His father was dead, his mother and sisters carried off.

Cursing the Easterlings for their cruelty, the Gondorians for their absence, and the world for forcing him to hunt while his father died, he returned to the forest. Living in Mirkwood, he soon learned that Men were easier prey than beasts. Their silver allowed him to buy food and supplies, so he hunted among the farms near the wood.

Once he tried to hunt an agent of Skauril, noticing an exceptionally fat purse, and was thus brought before the Conjurer. Skauril saw potential in Gardagd and immediately enrolled the self-trained Angering in his company of rogues. Gardagd has thus far kept his hatred of Easterlings to himself, but he will not hesitate to kill Skauril if given an easy target.

GIHELLIN

The young Elf warrior Gihellin was raised in the woods north of Aradhrynd. As with many of the Sindar, Gihellin is footloose, pursuing frequent journeys through the Taur-e-Ndaedelos, Gihellin enjoys the company of Men as well as that of Elves, and is therefore used as a courier by Thranduil. It was in this capacity that he arrived in Buhr Widufiras, bearing a message to Waulfa. Gihellin has extensive knowledge of woodland paths. He will make a swift courier back to Aradhrynd.

NATAK

Always one of the largest of his brood in Dol Guldur, Natak never learned subtlety. He was not as clever as his age-mates, but Natak has learned to use strength and terror to command his troops. Orcs under his command gladly leap to the front to attack — it keeps them further away from Natak.

To emphasize his strength, Natak wears plate armor and greaves, with a helmet carved in the image of a Homed Drake. He fights with a great black (+15) two-handed sword with a bloodstone pommel. Natak has named the sword "Reaver." and it is of Dwarf-slaying.

PENEMITH

Penemith serves as Skauril's assistant and as a leader of his bandits. A Gondorian who thought the thieving life would be easier than an honest job, Penemith is lazy and cruel.

His earliest memories are of being a gutter-rat in Minas Amor, living by his wits off the meager scraps of a society where little was wasted. He barely survived until he was "adopted" by a girl scarcely older than himself, but already an experienced cat-burglar. She found Penemith's big, crystal-blue eyes in his pinched, dirty face irresistible. He picked up some useful and devious tricks from her.

Although he is city-trained, Penemith finds the pace and punishments of the city rather too harsh for his liking. Being lazy, he prefers the smaller risks and smaller rewards of more rural areas. Lacking bravery as well, Penemith prefers to gang up on small parties, with the odds heavily in his favor.

Penemith stands 5'8" (with pasty skin. His hair is chestnut brown, and his eyes are still a clear blue. Indolent and greedy, the rogue drives his men hard and his slaves harder.

SKAURIL THE CONJURER

Skauril is an unswerving servant of Dol Guldur and a trusted lieutenant of the feared Nazgûl, Khamûl the Easterling. An Easterling himself, Skauril is dark of hair and tall for his race. His temper is short. He is brave, but not to the point of foolishness.

He bears no love for the West. Gondorian soldiers destroyed his village when he was a boy. Skauril was the sole survivor. He escaped only by hiding in the village oven. It had cooled somewhat from the weekly baking, but the scars he took on his feet and knees will last all his life, a continuing reminder of deeper scars within.

After killing everyone they could find, the Gondorians finished their looting, burning, and carousing, and left. Scavengers found Skauril, unconscious. In return for the promised gratitude of a distant "rich" uncle, they bandaged him and carried him to his relative's encampment.

His uncle was angry at the prospect of another mouth to feed, and a wounded child at that. At first, he refused to accept the smelly, infected bundle. It soon became clear that the indignant "rescuers" were not going to leave without some compensation for their efforts. He grudgingly paid the scavengers a small "reward" to forestall bloodshed. They stomped off, muttering at having taken so much trouble for nothing.

For the rest of Skauril's brief childhood, his uncle missed no chance to remind the boy of his debt for the reward, for shelter, and for each bite to go into his mouth. Skauril left as soon as he had grown large enough to lie his way into an apprenticeship.

His training as a Conjuror gave him an outlet for his rage. An agent of Khamûl offered him a chance for revenge. He rose through the net of spies the Nazgûl spread throughout the region, and was given command of Orcs, Men, and ordered to a task. Skauril is sworn to remove all vestiges of light and mirth from Mirkwood.

Skauril is well suited to this goal. He knows the value of an iron will and a closed mouth. Sly and careful, when possible he makes his attacks look like the work of bandits or wolves. He has succeeded in cutting traffic through the Great Wood by half. Khamûl is very pleased.



4. The River Gulduin. The trail being used by Skauril crosses the enchanted river. The Gulduin is eight yards wide, presenting a formidable obstacle. A stand of furry oak provides material for a bridge, but Skauril's small force of carpenters with hand tools will take two days to complete the task. The bridge would be crude, of whole logs roped together, and the army would cross slowly even after it was in place. The Animist with the group will cast *Limbwalking* on the Scouts, so they may begin patrolling the far bank immediately.

5. Aradhrynd. The Halls of the Elven-king is the capital of the Thranduil's kingdom, and the point at which the Elves muster and from which they set out. Skauril will not be able to breach the gates of Aradhrynd regardless of the outcome at the Gulduin. He knows this, and is hoping only to drive out the Elves between the Gulduin and the ~~Forest~~ River.

6. Buhr Widufiras. The Woodman settlement is the starting point for the Elf courier Gihellin and the PCs. It is a small community, and Skauril plans to destroy it at his leisure after he deals with the Elves. It is not detailed here, but a list of available goods and prices is given in Section 9.0.

THE DEPLOYMENT OF SKAURIL'S ARMY

Skauril's main force is divided into five types of units. These consist of bridge building, road clearing, scouting, and foraging units, as well as infantry and elite warriors. An adjacent schematic depicts the traveling pattern of the bridge crew. Two other diagrams show the main army on the march and the same force at rest.

Orcs have more stamina than Men, so they handle most of the camp chores and the night watches, leaving the Men to divide their time between sleeping and marching.

1. Bridge Crew. Skauril has sent a group of twenty Men on horseback to race to the Gulduin, secure the far bank, and build a bridge for his army to cross the river.

Gardagd, a Ranger, leads the group, supported by a 4th level Evil Animist and four 3rd level Scouts. The rest of the group consists of fourteen 1st level Warriors.

6.3 THE SETTING

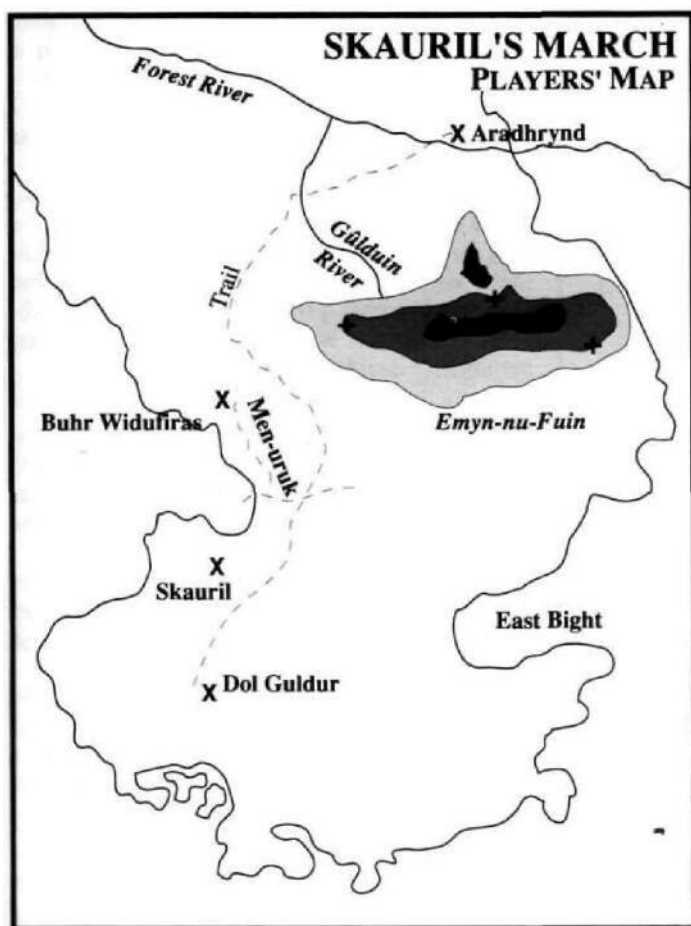
THE PATH TO ARADHRYND

Skauril's army will be moving from southeast of Buhr Widufiras to the Gulduin River. Thranduil's troops will also march to the Gulduin to try to prevent a river crossing. The map and the timeline in the adjacent layout. The Army's Route, show the anticipated movement of the Elves and Skauril's main forces, if the PCs have no delaying effect. Some unusual features along the path are noted and described below.

1. Skauril's Lair. This is the starting point for Skauril's army. The complex is completely described in Section 7.0.

2. Rose-trees. A hedge of Rose-trees marks an old Elven boundary, running perpendicular to the path. Skauril's forces will be forced to stay on the path here, although if ambushed he will use magic to send troops through or around the hedge to outflank the attackers. *Leaving* and *Leaping* spells would both be effective at passing the boundary without using the trail.

3. Spiders. Eight Giant Spiders spin their webs here. Hungry and aggressive, they pose a threat to the PCs and foraging parties alike. If the Spiders can be controlled in some way, they might slow or disrupt Skauril's army. This would be a tricky feat. The Spiders may be controlled by magic, or lured by clever PCs. Attempting to lure the beasts could result in the party being caught between the army and the Spiders. Remember that the Spiders are descendants of Ungoliant, and therefore not creatures of Morgoth. They will not cause Gihellin's dagger to glow.



Gardagd wears chain armor and carries a two-handed sword. His saddlebags hold three water skins, a collection of fine woodworking tools, 150' of rope, and six days worth of cram, a condensed trail food made by the Northmen. His weapons and armor are +10, and his bow also acts as a +3 spell adder for Rangers.

The Animist trusts his magic, and so only carries two days worth of food and one water skin. He does wear chain mail, and carries a flail and shield. He also bears a *Rod of Heat Ten* with twelve charges, and a blue spinel bracelet that serves as a x2 PP multiplier.

The four Scouts wear soft leather armor with no greaves or helms, and each carries a longbow, thirty arrows, a dagger, and a war axe. Each also bears a horn, two water skins, and thirteen days worth of dried rations, mostly cram.

The 1st level Warriors are in rigid leather armor, and fight with crossbows and great axes. Their saddle bags hold thirteen days worth of cram, twenty spare crossbow bolts, a dagger, and three water skins. Spread among the fourteen horses are eight hammers, six saws, seven hatchets, five drawknives, and two bags of twenty iron spikes each.

2. Road Clearing Crews. The road clearing crews cut brush, widening the path from three to seven feet. This was the original width of the path. The work does not require the removal of any large trees or allow any more light to penetrate to the forest floor. The brush is left piled just off the path for the use of the rest of the army for cooking and watch-fires.

Each road crew eliminated will slow the army's pace by 1/2 mile per day. Skauril will replace the first five road crews removed by the PCs at equal strength. If these are removed, he will use double-strength crews. If three of the double-strength crews are defeated, the main army will just push forward without trying to clear the road, although this will slow them by five miles per day.

These ten units are each composed of one Man, two Wargs, and ten Orcs. The Man is a 4th level Warrior, and the overseer of his crew. Each overseer has a +10 chain shirt, a +5 two-handed sword, a long bow, thirty arrows, and two daggers. They also carry two water skins and four day's worth of cram.

The Orcs are all 3rd level, wear rigid leather armor, and carry hatchets. Each Orc has four hatchets and a sharpening stone, one waterskin, and five days worth of cram. The Orcs will gladly throw their axes at foes, and would love a chance to fight instead of work.

The Wargs stay at the side of the Warrior and attack on his command. They will howl at the approach of any unfamiliar scent. This is a +50 Perception roll to notice PCs approaching from upwind.

3. Scouting Parties. These eight groups travel in front of and to either side of the infantry. Each group is led by an Uruk Warrior, and includes four Wargs and four tracking Orcs. Tracking Orcs are specially bred for tracking and scouting. Their skills are described on the Master Military Table in Section 9.0.

All five Orcs wear soft leather armor and carry horns, short swords, and a set of six throwing knives. The commanders' weapons are +5 and their armor is +10. Each Orc also carries two water skins and two days of cram.

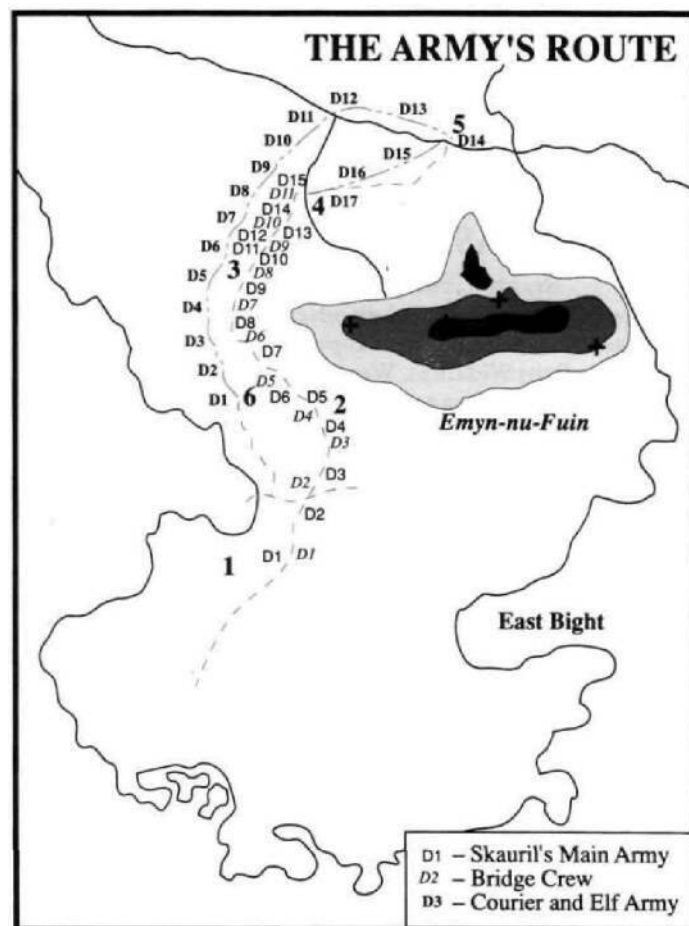
Each scouting party moves in a loose group spread in a line thirty feet wide, with the Uruk in the center and a Warg paired to each tracking Orc.

4. Foraging Parties. An army the size of Skauril's, on foot, can't carry enough food and water for a twelve day march and still move fast enough to surprise the Elves. Although there are enough spell casters to provide water for the army, Orcs do not work or fight well if hungry, and Men are likely to desert before they will travel with hungry Orcs.

Therefore, Skauril has eight parties foraging to either side of the army to gather food and water. Each party consists of four Men, six Orcs, and two Wargs.

The Men are in charge of the group, which is led by a 5th level Ranger. The other Men include a 3rd level Animist and two 3rd level Scouts. Five of the Orcs are normal 3rd level Warriors and one is a specially bred tracking Orc. The Wargs are an excellent adjunct to the powers of the Ranger and Animist, flushing quarry into the waiting arms of the Orcs.

The entire group wears soft leather armor. The Scouts and the Ranger carry short swords, long bows, and thirty arrows each. The Ranger carries a horn and a x2 PP multiplier, in addition to water skins, sacks, and food. The Animists use +2 spell adders.



The Orcs each carry a broadsword and two spears. The normal Orcs each carry a full water skin, three days of cram, six empty water skins, and eight large sacks, also empty.

These groups are spread out on either side of the main army, ranging up to ten miles to each side. If there is more food or water than the foragers can carry, the tracking Orc brings word to the main army. The Rangers and Animists use their *Water Finding* and *Food Finding* spells to locate supplies for the army.

Skauril must keep supplying his army, and will replace up to eight of these groups before attempting short rations and magic to feed his troops. Each day that the army goes on short rations, its morale will drop by five points.

5. Infantry and Elite Warriors. Skauril's main force marches two abreast down the forest path, single file if the road is not cleared ahead of them. In the lead are 350 Orcs led by ten Uruk-hai, commanded by the Uruk Natak. Then march Skauril and his retinue of Animists, Mages, Rangers, and Scouts. Last come 150 Mannish warriors led by Penemith and five 3rd level sergeants. All of these troops and their magic and weapons are described in the Master Military Table in Section 9.0. Skauril's, Penemith's, and Natak's equipment is more fully described in the Master NPC Table.

Each Orc carries three water skins and eight day's worth of cram, while the Men only carry two water skins and three days worth of cram. This will be redistributed as it is eaten, so that the Men always carry some food.

If the main body of the army is attacked by traps or snipers, morale will begin to go down. Lowered morale for various losses to the main army are shown in the table in Section 9.0. These morale losses improve the Elves' chances of defeating Skauril's forces. This is further explained in Section 6.6, Gamemaster Notes.

When the army sets up camp for the night, Skauril surrounds the area with dozens of patrols of five Orcs each, which constantly move through the woods up to five hundred feet from the fires. The arrangement of the camp and the location of these patrols is shown in the adjacent diagram.

6.4 THE TASK

STARTING THE PLAYERS

If the PCs played the previous adventure, they found the scroll addressed to Skauril among Bulkupar's possessions. If they show the scroll in Buhr Widufiras, Waulfa will become agitated, saying with alarm that the Elves need help. He will beseech the adventurers to try to find out the composition of the army and its path, and then to rush ahead to inform the Wood Elves.

Gihellin will add his pleas, asking the PCs if they could also delay the Orcs while they are close to the army. He will say that for each day they can slow the army, many more Elves and Woodmen can be ready to meet Skauril.

If the PCs did not play the previous adventure, a Woodman Scout found the scroll, and Buhr Widufiras seeks the party's aid against Skauril. Or perhaps the party obtained the scroll during a random encounter with an Orc patrol.

The aids offered by Gihellin and the Woodmen should prove to be an enticing reward. Not every adventurer walks around with a dagger forged in Gondolin.

AIDS

The Woodmen are willing to give the characters some equipment to help them slow down Skauril. Chief among these items are the inereneraban, which will be given to each party member so that they need not forage for food.

THE BRIDGE CREW		
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KEY: S – Scout on Horseback W – Warrior on Horseback G – Gardagd on Horseback A – Animist on Horseback		

The healing herbs offered are also valuable. The Woodmen can spare three doses of Carefree Mustard, four Kelventari berries, six Mirennas, and two doses of Tulavar. They will freely donate small amounts of normal items such as rope, net, candles, sacks, shovels, and axes.

Only five crossbows are available in town. There are no caltrops, and other items of iron are very rare, and too valuable to be spared. Gihellin will contribute a dagger forged in Gondolin that glows when within 200' of the creatures of Morgoth.

If the party is weak, one or more Woodman Scouts may decide to accompany them.

OBSTACLES

Of foremost importance, the PCs must survive the dangers of Mirkwood. They will not need to find their own food thanks to the inereneraban supplied by the Woodmen, but obtaining water may be a problem.

Getting lost is a hazard if the party strays from the trail. A variety of dangerous beasts wander the woods. These will not bother a group the size of Skauril's, but the PCs may not be so lucky.

Then there is the difficulty of finding Skauril's army, travelling beneath the dense canopy of trees. Once the PCs find the army, they face the prospect of estimating its size and slowing it down, the most difficult portion of the adventure.

REWARDS

The inereneraban, herbs, and an Elven dagger have already been mentioned above. If the party is successful in delaying Skauril's army, Thranduil will give them emerald rings to signify their status as Elf-friends. These rings bear no enchantment, but are quite valuable.

Anything the characters manage to grab on the march will be further reward, and Thranduil will offer them some of the spoils of the battle of the Gulduin.

6.5 ENCOUNTERS

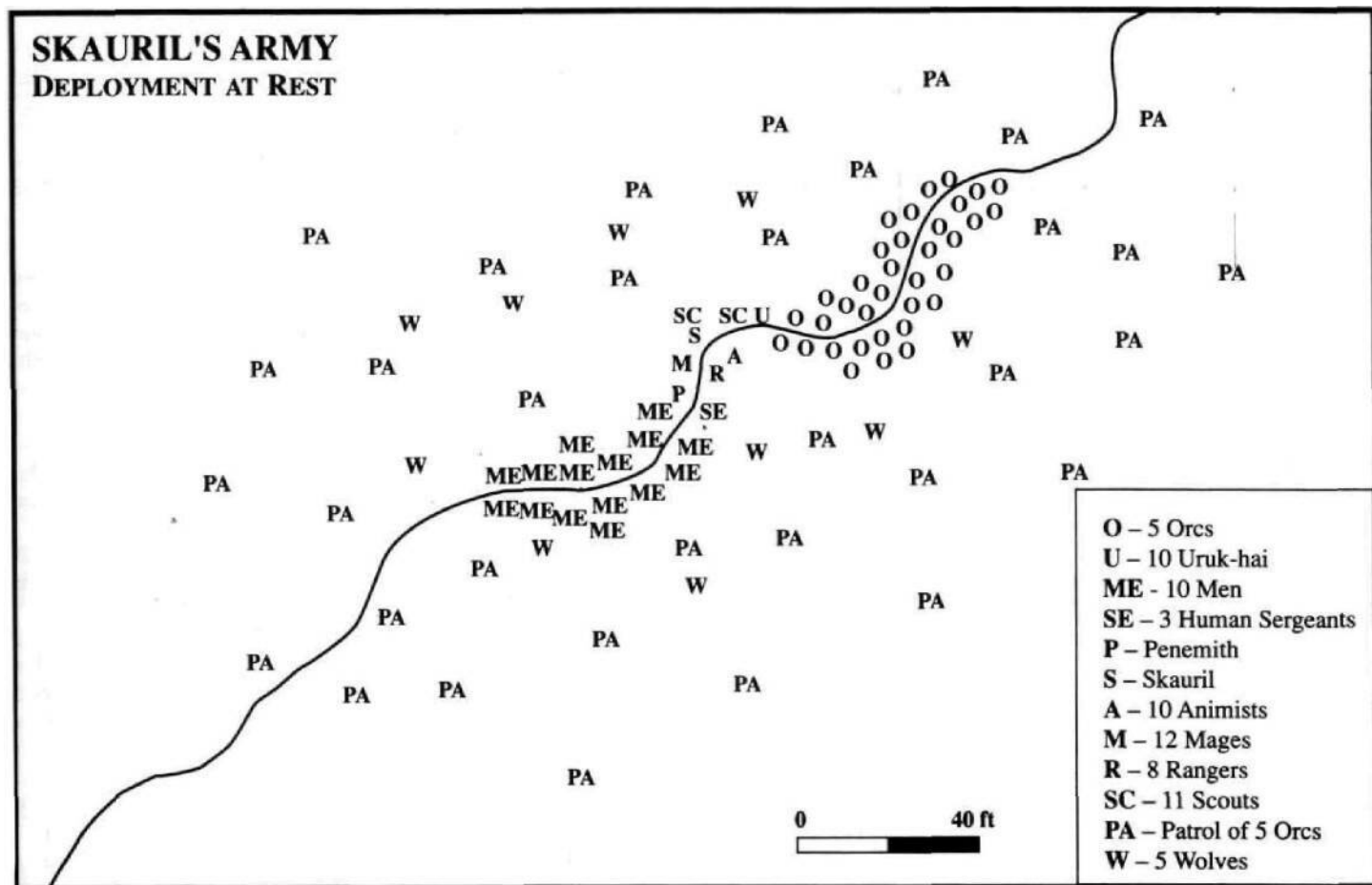
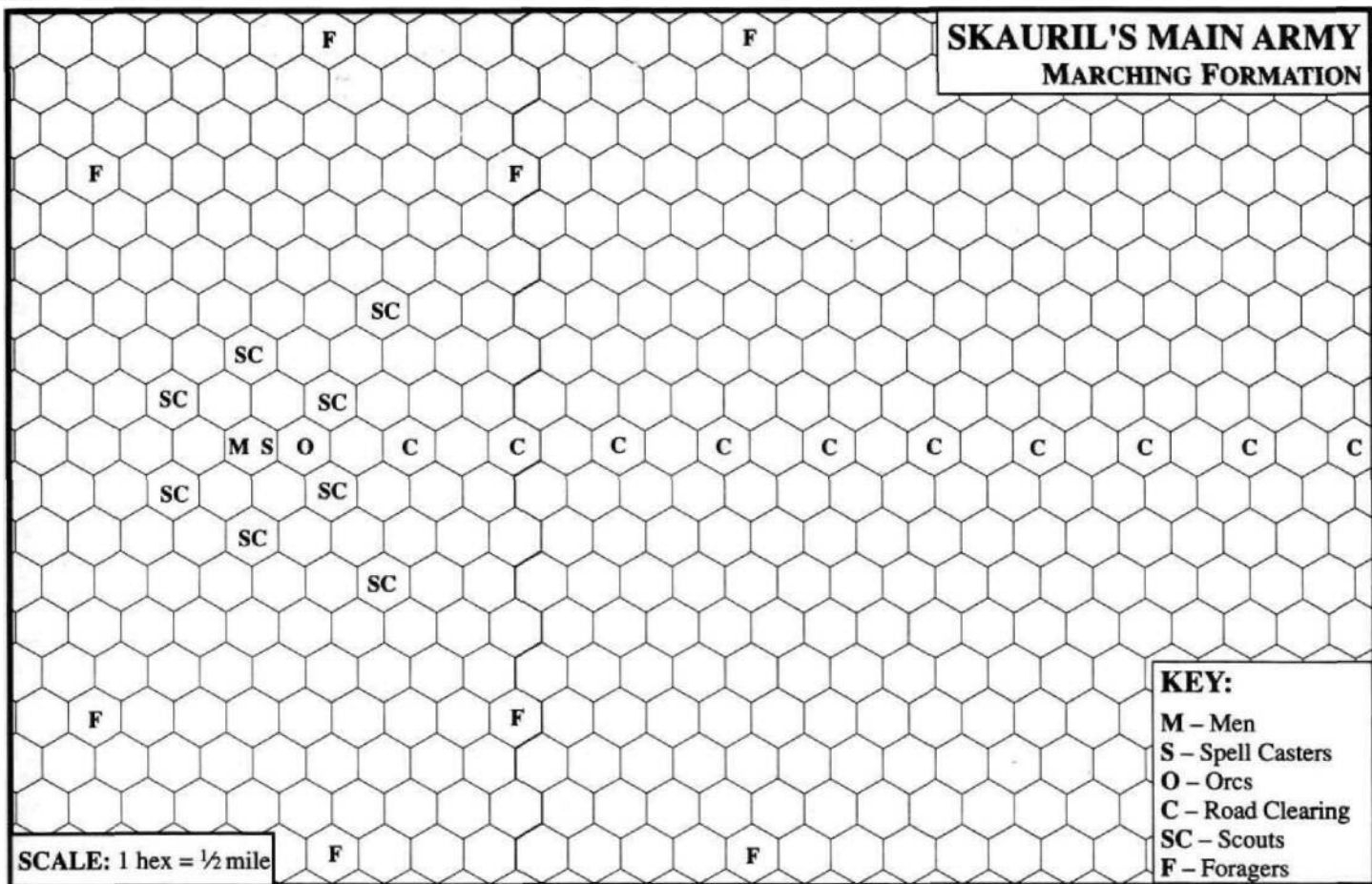
LOCATING THE ARMY

The characters should have access to a map drawn by Gihellin and the Woodmen (Skauril's March, Players' Map). This will give them a general idea of Skauril's route. Knowing Skauril's starting date, and how long he expects to take to reach the Elven kingdom, gives the PCs an excellent indication of his speed.

Based on the dates in Bulkupar's scroll, the Woodmen will assume that Skauril is using a trail, as that is the only way to make such speed. They will also assume that his force is made up entirely of Orcs, for an army of Men on foot could not sustain such a pace.

The trail, beaten down by the passage of over five hundred Men and Orcs, is Routine (+30) to perceive. Any PC within a quarter mile of the main group, the road crews, or the bridge crew will hear them on an Easy (+0) Perception roll.

Characters above the tree tops at dawn or dusk, and within three miles of the main camp, can spot campfire smoke on an Easy (+0) Perception roll. Chance encounters with foraging groups, use of *Path Tales* and *Nature's Awareness*, or the ability to talk to animals will also facilitate locating Skauril's troops.



THE BRIDGE CREW

This group is mounted on horses and travelling in single file. Although they are led and followed by 3rd level Scouts, the crew's travelling speed prevents the Scouts from using their Trap Detection skill efficiently. The Scouts must make an Extremely Hard (-30) maneuver to detect any concealed trap or ambush. If the bridge crew is impeded by traps more than twice, the Ranger and the Animist will lead the party, using Nature's Lore *Trap Detection* as long as possible. Then the Scouts will lead at walking pace, detecting traps as they go, using their Detect Traps skill.

If they are ambushed even once, the Ranger will use Nature's Lore *Nature's Awareness* to avoid a second occurrence. If the crew takes 75% losses, or 50% losses in a single combat without killing or capturing their assailants, they will flee. The Warriors and Scouts will run in the opposite direction from the attack and attempt to desert, while the Ranger and the Animist will attempt to warn Skauril of the presence of the PCs and the loss of their crew.

ROAD CREWS

These units, which consist of ten Orcs, one Man, and two Wargs, are not very well-organized, and will not be alert for traps or ambushes. However, the Wargs' keen senses will help to counter this deficiency. The beasts will smell anything coming from upwind long before it arrives. They also have keen hearing, which results in a subtraction (-30) to Stalk, Hide, and Ambush skills used by foes within a 100 yard radius. Road crews move so slowly that ambushers lying in wait may develop cramps before their targets approach. The Orcs are not bright or well organized. They are also not much valued by their Mannish leader. He will wait until two or three Orcs have been eliminated by traps before he sends one Orc ahead to scout or to trigger traps.

The Orcs will not retreat from a combat unless they are heavily overmatched. The Warg and the Man are not so foolhardy, and will retreat after losing half the Orcs.

Note that the lack of true distance weapons among the Orcs will have very little affect on combat, since there is a maximum clear range of only 10-20 feet in the woods to either side of the path.

SCOUTING PARTIES

The purpose of these units is to locate traps and ambushes. They will be alert and organized. Led by an Uruk, and composed of four Tracking Orcs and four Wargs, these groups are formidable. Their Wargs will make ambushes less successful than with other groups, and their shifting path through the trees limits the effectiveness of traps.

They are unlikely to enter a pitched battle, and will sound their horns if attacked and unable to retreat. They will dispatch a tracking Orc to report to Skauril at the first sign of trouble. Tracks, campfires, and other signs of the PCs will all be noted and reported.

These groups are more likely to ambush the party than to be ambushed by it. If a Scout group does detect the adventurers, they will most likely track them while calling in another Scout group and some Mage OF Animist support. The outcome of such a battle will effect the morale of Skauril's army.

FORAGING PARTIES

As with the scouting patrols, the foraging units, composed of one Ranger, one Animist, two Scouts, six Orcs, and two Wargs, will be watchful and alert. They may be using *Nature's Awareness* when the characters cross their path.

These units are not organized for combat, and will avoid hostilities if at all possible. However, the presence of Wargs and spell casters, backed up by Orc Warriors and Mannish Scouts, make them formidable fighting units.

The Wargs, Rangers, and Scouts make the units very hard to surprise. The Scouts and their wandering path make it difficult to set traps in their way.

The foraging units are probably the toughest of all the satellite units the party may face. Unlike the scouting units, the foraging parties will not track or attack the adventurers. Rather they will report to Skauril, and let other units deal with the PCs.

SKAURIL'S MAIN FORCE

Only exceptionally powerful and foolhardy characters would attack Skauril's main force directly. However, there are several things PCs can do to weaken and demoralize the army.

If the adventurers do all they can to thwart the outlying parties, they will be draining the main army. By the time they encounter the main force, most of Skauril's spell casters will be using most of their power points merely to produce food and water for the army, and to detect traps. Traps set on the trail will be effective in catching a few Orcs. After the PCs have successfully deployed three or more traps against the army, Skauril will send Scouts ahead to try to detect others, though this will cut movement by a half mile per day. The Scouts will be travelling quickly enough that they will suffer a penalty (-20) to their Trap Detection rolls.

The Orcs are numerous and disorganized enough that *Change of Kind spells* may allow adventurers to penetrate the camp. If they are detected, Skauril will increase night patrols by ten percent. He will do this three times, then instruct the Rangers and Animists to take turns using *Nature's Awareness* to guard the main camp at night. *Plant Facade* or *Invisibility* may allow the PCs to watch the army pass by, so that they may report its organization to the Elves. *Long Ear* might allow the party to learn more of Skauril's plans.

If Skauril takes losses to his main force three times, through snipers or raids, he will attempt to use magic to locate the perpetrators and attack them directly, probably with overwhelming force. By this point, the characters will be close to the Gulduin. Discretion should prove the better part of valor. They should hasten away to give their information to the Elves.

SPIDERS

These eight Spiders can be a threat or a boon to the PCs. Hungry and aggressive, they will attack all who cross the path. This includes Orcs as well as adventurers. If the Spiders are sufficiently aggravated, they will chase their opponents all the way to Skauril's army. This is a dangerous gambit, as the PCs may end up caught between Spiders and Orcs. A *Leaving* spell could be very effective here. The Spiders have no treasure.

THE RIVER GULDUIN

The trail Skauril is using intersects the Gulduin on the very border of Thranduil's kingdom. No means of crossing is visible. Any who touch or drink from its waters fall into a deep sleep, and may never awaken. As the river is deep, the crossing is difficult, and can be fatal. Thranduil has elected to attempt to stop Skauril at the river crossing, hoping to use this obstacle to his advantage. Skauril's original plan is to have his bridge crew build a bridge here, and patrol the far bank for any sign of the Elves while the whole army crosses the crude bridge. Thus he hopes to gain a free crossing, and completely surprise the Elves.

If Skauril finds abridge in place, he will cross immediately. If he then encounters Elves, as he will as soon as they fire on the Orcs crossing the river, he will pull his troops back into the wood, leaving bowmen and Mages to defend the bridge. After a few hours of consultation. Skauril will decide to outflank his enemies. He will use *Leaving*, *Limbwalking*, *Levitate*, and similar spells, to send as much of his force as possible across the river 100 yards to either side of the bridge. As battle is joined, the rest of the army will charge across the bridge, accepting some losses as inevitable.

If Skauril finds no bridge ready, he will delay his army one day while he orders one constructed. If necessary, he will use *Invisibility* spells and the cover of darkness to fell trees over the river and string ropes across.

Once Skauril's forces establish a beachhead, a long battle will follow, as both armies quickly become disorganized in the wood. If the PCs have joined with the Elves, the Gamemaster may have them fight a detachment of Orcs for excitement. If the Gamemaster and the players so wish, this battle can be fought using any appropriate miniatures rules. Otherwise the outcome can be determined based on table in Section 9.0

The Elves have a definite advantage in woodland combat, and a terrain advantage such that the Orcs will almost certainly be forced to retreat. Skauril will use his Necklace of Deployment to escape with his bodyguard if strongly threatened, or if his forces have taken more than sixty percent losses without equal damage to the Elves. (The Necklace of Deployment is a silver necklace which bears an amber medallion in the form of a compass rose. It allows the wearer to cast *Leaving* on five creatures at the same time, sending them in up to six different directions.) Skauril will leave his army in the field, even abandoning his bodyguard, if need be, to buy time for his escape.

Once Skauril has fled, his army will become further disorganized and demoralized, and will quickly be routed by the Elves. If miniatures rules are not used, determine the results of the combat on the table in Section 9.0, and assume Skauril was able to escape. If the adventure in Section 7.0 will not be played, Skauril should be captured or killed in this battle.

6.6 GAMEMASTERNOTES

Skauril is crafty and tactically experienced. His force will be organized and well-disciplined. It will react quickly to threats and changing situations.

However, a large part of the army is composed of Orcs, who are fond of the direct approach to combat, tending to do impulsive things like rush 100 yards along an open path to attack archers.

Skauril does not value Orcs highly, and may use suicide squads to flush the adventurers, heedless of losses. In the interest of speed he will be willing to lose individual Orcs to traps and ambushes so that he need not slow down, or waste the magic he so badly needs to provide food.

7.0 THE FUGITIVE

7.1 SKAURIL'S ESCAPE

At the end of the battle of the Gulduin, Thranduil will approach the adventurers, name them Elf-friends and give each an emerald ring. Then he will discuss the outcome of the battle. The Orcs and Men have been scattered, and most Elves are pursuing stragglers.

Unfortunately, Skauril appears to have escaped. His evil is strong: he must not be given another chance to assemble an army against the Elves.

The characters have a map which leads to Skauril's lair. Would they be willing to pursue him, and finish the task they have begun? Skauril has been plundering Southern Mirkwood for years. There should be much treasure in his lair. And what of the magic that allowed him to escape? Some say they saw him touch an amulet before he fled. Would that not be a great prize?

7.2 THE NPCS

CLEMENDAN

Clemendan is fourteen, apprenticed to a carpenter in Buhr Widufiras. Mischance landed him in Skauril's dungeons. His master had gone into the woods with him to clear a brush trail along which logs could later be dragged. The boss had doubled over with stomach cramps, and hurried back to town, intending to let Clemendan keep working and come back for him later.



The sick man rapidly worsened. Not knowing that his master was by now hallucinating with fever, Clemendan worked on until nightfall. As dusk deepened, and he started thinking about retracing his steps while he could still guess at the way, he heard the chilling sounds of wolf howls. They came from the direction in which he knew that Buhr Widufiras lay. Panicked, he tried to circle around to the town, but flat dark found him in a maze of rose-tree brambles. The wolves did not pick up his traces, but neither did he find a trail he knew.

When at last, hungry and thirsty, he found a well-marked path, he walked right into the arms of an Orc patrol. The Orcs were ecstatic at finding an unarmed Woodman. Clemendan was born into a lesser Woodman clan. He was apprenticed in Buhr Widufiras only a year ago. He is generally familiar with the types of hazards to be found in these woods, but not with the specific locations of any. Clemendan is an appealing fellow, quick with tongue and hand, but not very experienced. He fancies himself a daring adventurer, but if he is handed a weapon, he is more likely to get into trouble than out of it.

JASALA

The consort of Skauril was raised as an Easterling princess. Following the customs of her people, Jasala studied dance, music, and seduction, and then was married young. The liaison was designed to bolster the shakiest important political alliance in the area. A generous dowry traveled with her.

When her elderly husband died, his most ruthless son forced Jasala to marry him to strengthen his claim to the title. He was not a gentle or considerate man. Unable to return home for reasons of politics and self-respect, Jasala was stranded, a friendless foreigner in a hostile land. She taught herself the caution, intrigue, and dagger skills necessary for continued survival.

Proud and haughty, a master of the knife in the back, she killed her former consort and took half his treasury before fleeing with Skauril. She has grown fond of the Conjuror and will fight to defend him. If the odds are strongly against her, she understands well the strategic retreat. She will await an opportunity to properly punish her enemies. She feels that revenge is a dish best served cold.

7.3 THE SETTING

SKAURIL'S CAVERNS

Skauril has built his lair in secret caves in the eaves of Mirk wood. The way to its entrance lies over stone to deter tracking, and is guarded by rose-trees and Din Fuinen. A great black bear dwells in the outer cave.

1. Bear Cave. The cave looks completely natural. An especially large black bear lives inside. The beast is surly but actually fairly tame. It will only attack if provoked or threatened — for example, by a stranger intruding into its den. The floor of the cave is littered with leaves, twigs, and bones. Skauril has added some Mannish and Elvish bones to heighten the impression of a dangerous bear, thus persuading intruders not to look beyond for further caverns.

2. Guardpost. This secret door is locked (Very Hard, -20) and has a small concealed eye hole so that the two Mannish guards can watch the bear cave. The guards are armed with crossbows and swords, and wear rigid leather armor. These two guards will not be among those attacking Thranduil, and so will be here even if all the attacking bandits are killed in the raid. The small room holds 20 spare crossbow bolts, a small cask of water with two mugs, and a large brass gong for warning the rest of the complex of intruders.

3. Armory. The armory is hidden by a secret door. Hard (-10) to find, locked (Extremely Hard, -30), and trapped (Light, +10) with a loose block of stone that does a +30 mace attack to anyone immediately in front of the door whenever the lock is tampered with. The armory holds racks and trunks for Man-sized armor and weaponry. Skauril's garrison have their own equipment with them or in their barracks—this is all spare weaponry. Armor racks lining the right wall store two suits of chain armor, four of rigid leather, and three of soft leather. A shelf behind them holds greaves for the chain and rigid leather. The left wall has two large trunks. One contains seven maces, the other six short swords. A smaller chest holds twelve daggers. The swords and daggers all have leather scabbards. A shelf above has baldrics for four of the swords, sharpening stones, and six vials of sword oil. The back wall is lined with pegs. From them hang four shortbows, three light crossbows, six quivers of twenty arrows, and three quivers of ten bolts.

4. Door. The door to the main complex is concealed (Extremely Hard, -30), locked (Sheer Folly, -50), and trapped (Very Hard, -20), with six darts coated with Nimnaur poison. The trap will only be sprung by someone attempting to pick or force the lock. The trap can be sprung three times before running out of darts.

5. Barracks. The room is furnished to hold sixty Mannish troops in double bunks. Only ten individuals will be left in the caverns during the attack on the Elves, including the two at the guardpost (#2), but any surviving the attack will return here and warn the complex. These troops are outfitted in rigid leather armor with both arm and leg greaves. They carry light crossbows, swords, and maces. A satchel hangs from a peg at the side of each bunk, for a total of sixty satchels. They hold other equipment and personal possessions. A thorough search reveals sixteen spare tunics, two cloaks, thirteen combs, ten sets of cards, eighteen dice, six sets of rune stones made from pear wood, twenty daggers, twenty-five sharpening stones, twenty vials of sword oil, assorted rags, six pounds of dry rations, and other goods. The walls are decorated only with graffiti and the remains of old game scores from poker and dice. One wall holds a knife target, which will be in use when the characters arrive.

6. Barracks. The chamber provides quarters for fifty Mannish Warriors. It is very similar to the adjacent barracks (#5), containing bunk beds and satchels.

7. Barrack. Fifty Men are quartered here. The room is very similar to the other barracks (#5 and #6), with two-tier bunk beds, satchels, and similar personal items.

8. Bath. The room holds four tubs and sixteen chamber pots, all brass. The pots are emptied twice daily by slaves. The waste, along with kitchen garbage, is carted to a stream nearby.

9. Store Room. Obviously the coarse work of Orcs, this room is of rough-hewn stone, the back left wall entirely concealed by a winter's worth of wood stacked to the ceiling. The remaining walls are lined with stone shelves and tables, left when the stone around them was carved away. The goods stored here are all non-magical and non-military. There are eighteen cords of firewood, six bolts of cloth in shades of brown and green, three barrels of water, two barrels of ale, two dozen assorted hides, nine cloaks, two hundred feet of rope, three grindstones, and sundry other, less valuable items.

10. Kitchen. A huge stone fireplace and bread oven fills the far wall of the room. Oak work tables support a large variety of cauldrons and pans, while smaller pots, knives, spoons, and other utensils hang on hooks hammered into the walls.

11. Servants' Quarters. The twelve wretched individuals who live here are all slaves. They do the cooking and cleaning for the complex, as well as being the butt of Penemith's wrath and cruel humor. They are allowed to roam freely through much of the caverns, as they are more afraid of the wood than they are of Skauril. None have any possessions of value, nor will they be of any use in combat, as they will prefer to cower here until Skauril is dead. One acts as a straw boss, but is primarily interested in staying out of Skauril's sight.

12. Pantry. A locked oaken door, (Light+10), secures the pantry. Shelves and lockers fill it, holding three weeks of provisions for the complex. Much of the provender is local, although some spices and dried fruits come from further afield.

13. Guest Room. This room is reserved for visitors from Dol Guldur or any of the Necromancer's other holds. A large oaken bed with a down mattress and quilt dominate the space. At the foot of the bed stands a large pine chest with a lock and key. Against the wall sit a table and two chairs. A hanging of the lidless eye completes the furnishings and obscures an empty niche in the wall. Upon the table sits a bronze candlestick, quill, ink, and three sheets of parchment. The chest holds a spare quill and an incense burner in the shape of a bronze Mumakil with silver tusks; it is currently stocked with a blend especially good for driving out vermin, and is worth six gold pieces.

14. Door. This door is locked (Very Hard, -20), and doubly trapped with an alarm (Sheer Folly, -50) and a pair of portculi (Absurd, -70) which drop out of the ceiling (at the points marked on the map).

15. Prison. Each cell is entered via a steel-reinforced oaken door with a Very Hard (-30) lock. The doors are barred from the outside with oaken boards. Each cell is bare stone with four sets of shackles bolted to the walls. Prisoners are standardly shackled at ankle and wrist. (If the PCs are clumsy and are jailed here, they will not be put into the same cell.) The individual cells are filled as follows:

A. Prison Cell. Currently unoccupied,

B. Prison Cell. Holds the skeleton of a Dwarf clothed in rags.

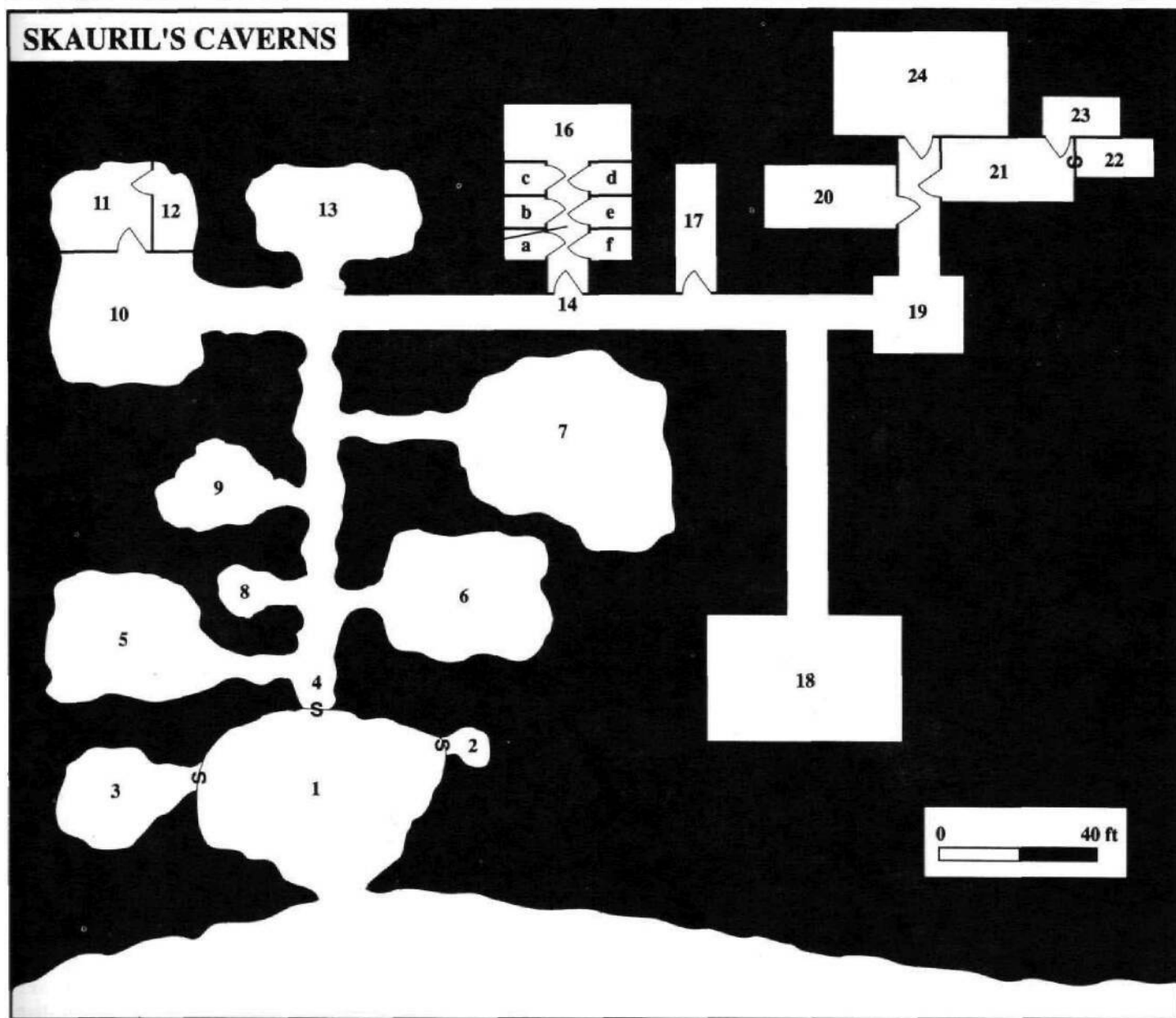
C. Prison Cell. Currently unoccupied.

D. Prison Cell. Skauril has placed within an animated Mannish skeleton which is not shackled and will attack anyone who opens the door. The skeleton wears a chain shin and wields a +5 scimitar.

E. Prison Cell. Clemendan, a young Woodman captured by Skauril's Orcs when he fled wolves into unfamiliar territory, languishes within. As with most of Skauril's captives, Clemendan is to be questioned and then sent to Khamûl for final disposition.

F. Prison Cell. Currently unoccupied.

16. Torture Chamber. This is where Skauril "questions" his prisoners. Although he prefers the use of *Truth* spells and the work of spies, Skauril realizes that sometimes strength of will or dearth of time requires other means of gaining information. The room is well-fitted with a rack, branding irons, whips, shackles, and other tools of persuasion. The room is rarely used, and will be unoccupied when the PCs arrive.



17. Wine Cellar. The wine cellar is locked (Very Hard, -20.) Only Skauril has the key. The shelves lining the walls hold about sixty bottles of wine of varying vintages. (No more than eight are of Dorwinion origin.) The fourth bottle from the right on the top shelf is labelled as one of the finest wines of the West, but is actually filled with a poison made by blending the wine with the sap of the deadly milk-white trumpet, and has the effects of that plant.

18. Barracks. The chamber provides quarters for Rangers, Animists, and Mages. Similar to the previously mentioned barracks (#5), the furniture here is of better construction and more decorative. There are four tables and nineteen stools in the room as well. Normal equipment includes quills, ink, parchment, lock picks, and other items in addition to those found in the other barracks. The Mages and Rangers are stationed here temporarily, before being deployed in the Nan Anduin, and so have little equipment with them.

19. Meeting Room. Here Skauril confers with visitors, spies from the wood, Penemith, and Zurtak. The walls are decorated with frescoes of burning homes, trees, and soldiers. A large stone table dominates the room, and is surrounded by six intricately carved red granite chairs. A many-branched oil lamp directly above the table illuminates faces while

throwing the lower part of the room into darkness. Skauril's chair, although it appears like any of the others, is different. One of the coils of flame carved on the right arm is actually a trigger, which opens pits beneath the other chairs and drops them into cells 30' beneath the hall. (Any PC falling into a pit takes one "B" Crush critical.) The chairs are secured to the trapdoors so that they will not fall into the pits and break. Skauril will certainly attempt to parley with particularly powerful parties.

20. Library. Shelves crammed with tomes and scrolls line one wall of this room. The floor is carpeted with a grey wool rug on which sits a wooden desk and chair. Against the left wall are a small table and two cushioned armchairs. The tomes are mostly of general knowledge in the field of Essence, rituals of the Dark Religion, and Easterling folk tales. There are spell lists of *Earth Law*, *Wind Law*, and *Lofty Bridge*, each to 10th level. Papers in the desk indicate that Skauril serves Khamûl the Easterling, that he plans to attack Thranduil, and that the attack is planned to coincide with a series of attacks on Arthedain by the Witch-king of Angmar. The small table holds an onyx and agate chess board with black and white marble pieces. The set is valued at 100 gp. Although the pieces are not the standard variety, the next move is obvious: onyx Wizard takes white Elf.

21. Bedroom. This is a very elegantly appointed chamber. The large wooden bed is draped and curtained in silks of black and gold. A wardrobe of polished hickory holds fine garments of velvet and wool. The beechwood chest at the foot of the bed has brass fittings, and contains wool blankets and a small ivory box. In the velvet-lined box lie a gold ring and a silver necklace. The gold ring allows the wearer to cast a *Shield* spell three times per day at the level of the wearer. The silver chain is a *Necklace of Deployment*, which allows the wearer to cast 1-5 *Long Door* spells once per day. The five targets can be sent in up to five different directions. Both of these items will be with Skauril if he is found at the Gulduin, or if he knows of the PCs' approach.

22. Treasury. This door is secret, (Sheer Folly, -50), locked (Absurd, -70), and trapped (Sheer Folly, -50) to drop a pair of 10'x10'x10' stone blocks on the inside and outside of the door. These blocks will seal the small chamber, and deliver a "D" Crush critical to anyone standing next to the door. The alcove beyond holds three chests, all locked (Absurd, -70), and trapped (Sheer Folly, -50) with a scythe blade which attacks as a +50 sword and immediately resets. The right chest holds 1000cp, 500sp, and 200 gp. The middle chest contains 3 Rewk nodules, 4 doses Thurl, one dose Bursthelas, two doses Dagnather, and four doses Berterin, which Skauril will use if he or Penemith escape with injuries. The left chest holds a +15 dagger, boots (+10 to Stalk and Hide maneuvers), gloves (+15 to Climbing), and a +20 shield.

23. Bath. A large bronze tub and chamberpot sit on the floor near a small fireplace. The walls of the room are painted in scenes of desert steppes.

24. Parlor. The parlor overflows with dozens of velvet cushions and pillows. A low table holds a jug of wine and a plate of cheese and dried fruit. Another low table is strewn with the remains of a card game consisting of hand-painted tiles depicting Mumakil, archers, Orcs, and Trolls. Hiding behind curtains at the back of the room, Jasala, the consort of Skauril, wears the Eärgil's backing in a linen pouch around her neck. She also is an Easterling, and will not hesitate to knife a captor in the back if she feels mistreated, (i.e., does not get everything for which she asks),

7.4 THE TASK

STARTING THE PLAYERS

If the PCs played the previous adventure, "Skauril's Army: Assault on the Elves." Thranduil will tell them of Skauril's escape, after he proclaims them Elf-friends. He will ask them to track down the rogue and defeat him. If they did not take part in the battle of the Gulduin, Thranduil may offer to hire them to stop Skauril, or perhaps they stumble across his cavern while wandering through Mirkwood.

AIDS

If the adventurers agree to clean out Skauril's caverns, Thranduil will provide herbs and encouragement. But he dares not send his troops, lest this was only the first of a series of attacks. He has just heard reports of Orcs gathering in the North, and plans to send couriers there immediately. (This is in fact true, but the Orcs are not mustering for an attack on Aradhrynd.)

OBSTACLES

The adventurers must travel to Skauril's caverns and end his menace to Southern Mirkwood. This requires either capturing or killing the Conjuror. Skauril will fight like a caged weasel or talk as sweet as Beijabar honey if he thinks it will enable him to beat the PCs. Having worked for Khamûl for many years, he knows the Easterling's treatment of failure. He can retreat no further; his defeat at the Gulduin will be hard enough to explain. Skauril will use everything to his advantage, and now the battle is on his turf.

REWARDS

Skauril is a powerful spell caster. He has amassed considerable wealth and magic in his lair. All this will belong to the PCs if the Mage is captured or killed. As an added incentive, the Elves will write songs celebrating the skill and bravery of the party. This may prove to be more of a bane than a boon, as notoriety can bring trouble and envy.

7.5 ENCOUNTERS

THE CAVES

Skauril's lair is defended by the bear and 10 guards. Numerous traps lie waiting, and Skauril along with other survivors of the assault on Aradhrynd will flee here. Some troops are likely to arrive after the PCs have entered the caverns, adding to the confusion (and allowing the Gamemaster to balance the opposition against the adventuring party's strength).

If the PCs do not immediately follow Skauril back to his cavern, he may have time to get reinforcements from Dol Guldur. More survivors of the battle of the Gulduin may straggle in. The Mage may set additional traps and guards, in anticipation of Elven pursuers.

7.6 GAMEMASTER NOTES

Skauril does not accept defeat. He will make his way as quickly as possible to his caverns and prepare a reception for his pursuers. Knowing something of the strength of the PCs, and fearing Elven magics. Skauril will almost certainly attempt to parley with the adventurers in his meeting room. He will offer drugged food and wine. If necessary he will even fake a surrender.

Skauril is playing his last ace. He knows what happens to those who flee the wrath of Khamûl, and he will do anything he can to defeat the adventurers. If Skauril must go down, he will go down fighting.

8.0 ITEMS OF NOTE

THE EÄRGIL

The Eärgil is a mithril medallion in the shape of a five-pointed star, in likeness of the stars of heaven and the sea creatures which echo them. The main part of the ornament is fitted into a round white laen backing, essential to the full power of the medallion. The parts are always separated and sent by two different messengers when there is any chance of loss. Persons lacking Dûnadan lineage are unable to use any of the powers of the Eärgil. They will lose five points of form their Constitution stat if they touch the medallion, rather than the chain on which Bulkupar has been keeping it.

Pure Dûnedain of less than 15th level receive the benefits of a x3 PP multiplier. But in the hands of a Dûnadan Lord of 15th level, the Eärgil shows its true powers. Still a x3 PP multiplier, the item also has other functions.

The qualified wearer will always know the direction of true north, gains +50 to his defensive bonus, can *Calm Water* for three hours per day, may summon a 30 knot wind for up to three hours once per day, can *Hold* any water creature within a 100 yard radius, gains +30 to all Perception rolls, and remains unaffected by all unbalancing criticals.

KREGORA BOX

This small (8"x8"x4") box is composed of the metal kregora. An enchanted alloy, kregora absorbs magical power. Thus a magic item placed in the box will cease to function for one day for each hour it is left in the box. The alloy also prevents magic, including scrying and detection spells, from affecting any item placed in the box.

GUARDIANS OF THE PATH

Magical bronze statues of ferocious wolves, these guardians are set to guard a well-defined path. The powerful figures were formed in a corruption of the enchantments that create the Pukel-men of the Woses. Whereas the Woses will their spirits into the stone forms of an inanimate Pukel-man, the Guardians hold the tortured spirits of Wargs bound in bodies of bronze.

Further enchantments restrict the wolves, allowing them to satisfy their blood lust only under conditions set in their creation.

Also akin to the Watch-stones of Moria and Cirith Ungol, the Guardians have amber eyes that are able to see invisible creatures as well as those camouflaged by darkness. Food thrown to these beasts is devoured when no one is in the room.

INERENERABAN

Appearing as simple oaken boxes, these constructions of the Woodmen are no larger than 12"x8"x6", and only rarely are decorated with inlaid woods.

However, the inereneraban are far from simple devices. They hold compartments within compartments in a bewildering array. Items placed inside the box may escape detection by thieves.

The boxes display magical powers as they are carefully crafted by expert Woodmen. Food placed within an inerenerab will

remain fresh for one month, as do roots, herbs, and poisons. And if one fills all the compartments with bread or fruits, the food gains the power to nourish a Man for four weeks without needing replenishment.

All of these powers work for the bearer if the box is obtained in good will from the maker or his legitimate successor. However if the inerenerab is taken through evil means, it will act as merely a simple, compartmented box.

DAGGER OF GONDOLIN

Gihellin possesses an enchanted dagger (+20) forged of Ithilnaur with gold inlay in the form of flames running along the blade. The hilt is of steel cast in imitation of a stag horn. The dagger was forged in Gondolin. It detects creatures of Morgoth, glowing with a cold blue flame when such monsters are within 200 feet.

9.0 TABLES

9.1 MASTER BEAST TABLE

Creature	Lvl	# Enc	Size/ Crit	Speed	Hits	AT(DB)	Primary/2ndary/ Tertiary Attack
Active Tree	25	1	L/LA	—/MD	400	Pl/20(0)	HGr20/HCr10
Bird, Large	2	1-100	M	VF/FA	20	No/1(30)	Pi30/CI20
Bird, Medium	1	2-40	S	FA/FA	10	No/1(20)	SPi10
Bird, Small	0	1-10	S	FA/FA	5	No/1(10)	TPi5
Bear	5	1-5	M	MF/MF	150	SL/4(20)	LGr50/LCI50/MBa30
Crebain	2	1-100	S	FA/FA	10	No/1(50)	SPi25
Ennerlings	0	1-100	S	IN/VF	5	No/1(10)	TSi10/Poison
Fell Beast	20	1-2	L/LA	VF/BF	240	RL/12(50)	HCl90/LGr90/LBa90
Guardian	8	1-5	M	VF/MF	160	Pl/20(40)	LBi75/LCI50
Horse	3	5-50	L	FA/FA	140	SL/3(30)	LRa45
Milk-white Trumpet	3	1-10	—	—/—	30	No/1(0)	Poison
Mule	2	1-10	M	MF/FA	90	SL/3(30)	MRa30
Orc, Greater	5	1-5	M	MD/MD	85	Ch/16(40)	We75
Orc, Lesser	2	2-40	M	MD/MD	60	RL/10(30)	We60
Orc, Scout	3	1-5	M	MD/MD	35	SL/5(25)	We35
Skeleton	7	1	M	MD/MF	100	No/1(30)	We50/MBa60/ConDrm
Snow Lion	8	1-5	L/LA	VF/FA	130	SL/3(60)	LCI60/LBa80/LBi70
Spider, Giant	5	1-10	L	FA/FA	40	SL/4(40)	LSt20/LGr20/Poison
Squirrel	0	1-20	S	MD/VF	5	No/1(30)	Tt5
Troll, Scout	9	1-5	L/LA	MD/MD	140	RL/11(35)	LCI150/HBa80/LCr90
Uruk	5	2-20	M	MD/MD	85	Pl/20(50)	We90
Warg	8	4-20	L	VF/BF	180	SL/4(60)	LBi75/LCI60/Both50
Wildcat	5	1-5	M	VF/VF	100	SL/3(40)	MCI40/MBa60/MBi60
Wolf	3	2-40	M	FA/FA	110	SL/3(30)	LBi60/MCI30

NOTE: For a full description of all the creatures listed here see ICE's *Creatures of Middle Earth*.

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

Crit: When a creature takes a Critical result, resolve it on the Critical Strike Table indicated by this stat: no code=normal tables, La=Large Creature Table. SL=Super Large Table (Large Table with a -10 mod for MERP), I=normal table with severity reduced by one (e.g. "E" becomes a "D", "D" becomes a "C", etc.; ignore "A" results), II=normal table with severity reduced by two (e.g. "E" becomes a "C", "D" becomes an "A", ignore "A" and "B" results).

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

AT (Armor Type): The two-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 equivalent to the RM armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T=Tiny, S=Small, M=Medium, L=Large, and H=Huge.

The last two letters indicate the type of attack: Pi=Pincher/Beak, Ba=Bash, Bi=Bite, Cl=Claw, Cr=Crush, Gr=Grapple, Ho=Horn, TS=Trample/Stomp, St=Stinger, and we=Weapon. Weapon codes follow: cb=composite bow, wh=whip, th=two-handed sword, da=dagger, ro=rock (use a S, M or L Cr attack, 50' range if no other range is given). These codes may differ slightly from the MERP or RM codes.

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

9.2 MASTER NPC TABLE

Name	Lvl	Hits	AT(DB)	Sh	Melee OB	Missile OB	Notes
Arculaglar	3	21	No/1(0)	N	-25da	-10sb	Sinda Scout/Thief. Noble of Thranduil's kingdom. Co61, Ag79, SD82, Me90, Re80, St69, Qu89, Pr93, Em75, In68.
Barahdell	2	27	No/1(20)	N	40ls	35lb	Arnorian Bard. Wanderer. +10 long sword, +5 long bow. Co78, Ag98, SD80, Me96, Re61, St79, Qu90, Pr90, Em88, In96. Lute 40, Recorder 40, Singing 47.
Braig	1	37	No/1(10)	N	20da	30da	Beorning Scout/Thief. Wanderer and kitchen slave. No possessions. Co92, Ag90, SD88, Me43, Re75, St90, Qu66, Pr59, Em74, In55. Cook 25.
Bulkupar	10	120	Pl/20(70)	Y(15)	110bs	90lb	Uruk Warrior/Fighter. +15 magic armor and weapons, potion of plant control, Eärgil — main piece. Co98, Ag97, SD71, Me79, Re81, St100, Qu96, Pr90, Em55, In79. Trap Building 49.
Clemendan	1	19	No/1(0)	N	20ha	n/a	Woodman Scout/Thief. Apprentice carpenter. Co82, Ag92, SD30, Me91, Re50, St79, Qu87, Pr60, Em78, In92.
Fryancryn	3	19	SL/5(10)	N	60da	40sb	Northman Scout/Rogue. Merchant. +15 dagger. Co69, Ag90, SD87, Me94, Re100, St90, Qu83, Pr79, Em99, In83. Trading 87.
Gardagd	5	68	Ch/13(25)	N	60th	70lb	Gramuz Ranger. In service of Skauril. +10 chain shirt, +10 two-handed sword, +10 long bow which also acts as a +2 spell adder for Rangers. Co95, Ag84, SD75, Me55, Re62, St90, Qu86, Pr64, Em82, In87. 5 PP. Nature's Lore, Path Mastery, Nature's Ways, Moving Ways, Wood Working 35.
Gihellin	3	47	SL/5(20)	N	45ls	60lb	Silvan Elf Warrior/Fighter. Courier from Aradhrynd. +10 Leather Jerkin, +5 long sword. Co94, Ag80, SD27, Me100, Re58, St85, Qu81, Pr57, Em41, In72. Navigation 15
Gulstaff	1	17	SL/6(5)	N	15cl	15ro	Rural Man Scout/Thief. Drover for Fryancryn. Co68, Ag42, SD58, Me90, Re37, St60, Qu38, Pr35, Em93, In90. Animal Handling 45, Animal Healing 15.
Jasala	4	22	No/1(20)	N	35St	n/a	Easterling Bard (Princess). +10 non-magic stiletto, Eärgil backing, Silver necklace +15 to public speaking. Co68, Ag90, SD73, Me91, Re57, St44, Qu76, Pr92, Em92, In54. Dance 40, Lyre 35, Seduction 50, Acting 40.
Natak	5	76	Pl/20(20)	N	90th	50lb	Uruk Warrior/Fighter. Commander of Skauril's Orcs at the battle of the Gulduin. +10 Plate armor with Horned Drake helm, "Reaver" +15 two-handed sword of slaying Dwarves. Co96, Ag85, SD71, Me74, Re78, St93, Qu81, Pr91, Em65, In80
Penemith	8	92	Ch/13(50)	Y(5)	110ba	75lb	Gondorian Scout/Rogue. +10 chain shirt, +15 long bow, cards +10 gambling. Co94, Ag90, SD61, Me81, Re72, St90, Qu92, Pr60, Em59, In90; Fire law (5), Unbarring wys(5)
Scoderath	3	30	SL/7(25)	N	30da	30da	Gramuz Scout/Thief. No possessions. Co81, Ag90, SD70, Me47, Re58, St76, Qu90, Pr47, Em61, In83. Pick Locks 40, Gambling 25, Trickery 30.
Scutsparg	7	110	Ch/13(60)	Y(10)	90bs	50sp	Greater Orc Warrior/Fighter. Commander. +15 chain shirt, +10 sword of Slaying Elves, loaded dice. Co90, Ag100, SD43, Me84, Re62, St90, Qu97, Pr48, Em52, In93. Subdue 70, Frenzy 47.
Skauril	10	35	No/2(0)	N	20us	15sb	Easterling Mage. Lieutenant to Khamûl the Easterling. Necklace of Deployment, Ring of Shielding. Co86, Ag81, SD79, Me97, Re98, St74, Qu72, Pr63, Em100, In87. Spell lists (to 10th lvl): Fire law, Water law, Wind law, Light law, Earth law, Ice law, Lofty Bridge, Living Change, Spirit Mastery, Spell Ways, Unbarring Ways. Directed Spells: Water Bolt 40, Fire Bolt 50.
Waulfa	18	125	Pl/17(30)	N	140bs	120lb	Woodman Warrior/Fighter. Althyn of the Sairtheod. SD86, Co84, Ag89, Me85, Re83, St95, Qu91, Pr88, In93, Em85.
Windlore	3	38	SL/5(20)	N	40ss	35lb	Woodman Scout/Thief. No belongings. Co39(73), Ag74(90), SD85, Me44(70), Re49(62), St55(84), Qu70(90), Pr40(79), Em53(77), In67(77).
Zurtak	7	95	Ch/14(60)	Y(10)	90ba	50lb	Greater Orc Warrior/Fighter. Commander of the Orcs of the Flame. High steel weapons and armor. Co97, Ag92, SD52, Me73, Re75, St93, Qu88, Pr80, Em30, In41.

* — Armor or weapon is magical or specially made. Bonus is included in the DB or OB.

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

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

DB (Defensive Bonus): Note defensive bonuses include stats and shield. The DB of normal shields is 25. 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.

OBs (Offensive Bonuses): Weapon abbreviations follow OBs: ba-battle axe, bs-broadsword, cl-club, da-dagger, fa-falchion, fl-flail, ha-hand axe, hb-halberd, ja-javelin, ma-mace, mg-main gauche, ml-mounted lance, ms-morning star, pa-pole arm, qs-quarterstaff, ra-rapier, sc-scimitar, sp-spear, ss-short sword, th-two handed sword, wh-war hammer, wp-whip, wm-war mattock, bo-bola, cb-composite bow, lcb-light crossbow, hcb-heavy crossbow, lb-long bow, ks-kragashsard, kn-kragrif, ro-rock (as club except base range = 15), sb-short bow, sl-sling, ts-throwing star. Animal and unarmed attacks are abbreviated using code from the Master Beast Table. Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile OBs include the bonus for the combatant's best weapon in that category.

NOTE: Weapons in () are the most common weapon of that type used, but are not commonly carried (e.g., a first level Lesser Orc Kragashi does not normally carry a short bow, but will use one if it becomes available).

9.3 MASTER MILITARY TABLE

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Sh	Melee OB	Missile OB	Notes
ORC PATROL — DOL GULDUR									
Leader	Greater Orc	1	5	85	13(40)	Y10	75sc	50sb	All weapons are steel.
Warrior	Lesser Orc	9	2	60	10(30)	Y	60sc	40sb	All weapons are iron.
ORCS OF THE FLAME — BRUGATH THRAIM									
Leader (Zurtak)	Greater Orc	1	7	95	14(60)	Y10	90ba	50lb	High steel weapons.
Warrior	Lesser Orc	14	2	60	10(30)	Y	60sc	40sp	Iron weapons.
BULKUPAR'S CARAVAN — ANGMAR									
Leader(Bulkupar)	Uruk	1	10	120	20(70)	Y15	110bs	90lb	+15 magic armor & weapons.
Assistants	Uruk	5	5	85	18(50)	Y10	75bs	50lb	High steel armor & weapons.
Warriors	Lesser Orc	11	2	60	17(30)	Y	60sc	40sp	Iron weapons.
Scouts	Lesser Orc	4	3	35	5(25)	N	35sc	30sl	Iron weapons.
ORC OUTPOST — DoL GULDUR									
Leader (Scutsparg)	Greater Orc	1	7	110	13(60)	Y10	90bs	50sp	+15 magic armor, +10 sword of Elf-slaying.
Bodyguard	Greater Orc	4	5	85	13(30)	Y	75ma	50lb	Low steel weapons.
Warrior	Lesser Orc	16	2	60	10(30)	Y	60ma	40sb	Iron weapons.
Guardian	Construct	2	8	160	20(40)	N	75LBi	—	
SKAURIL'S ARMY — SOUTHERN MIRKWOOD									
Main Army									
Penemith	Common Man	1	8	90	13(50)	Y5	110ba	75lb	+10 chain shirt; +15 long bow.
Sergeant	Common Man	3	5	70	12(40)	Y	80ba	50lb	Iron weapons.
Bandit	Common Man	150	3	30	10(20)	N	30ls	30sl	Iron weapons, low morale.
Natak	Uruk	1	5	76	20(20)	N	90th	50lb	+10 plate; +15 Sword of Dwarf-slaying.
Sergeants	Uruk	10	4	60	20(10)	N	70sc	45lb	High steel weapons.
Orc Warriors	Lesser Orc	350	3	45	9(35)	Y	60sc	40sp	Low steel weapons.
Skauril	Common Man	1	10	35	2(0)	N	20us	15sb	Described in NPCs; spell user.
Animists	Common Man	10	4	40	2(10)	N	30sp	20sb	x2 PP multipliers.
Rangers	Common Man	8	5	45	9(20)	N	50ls	50lb	+1 spell adders.
Scouts	Common Man	22	3	40	4(20)	N	65da	50da	+30 Detect Traps.
Mages	Common Man	12	4	20	1(20)	N	20ss	10da	+3 spell adders.
Bridge Crew									
Gardagd	Common Man	1	5	68	13(25)	N	60th	70lb	Described in NPCs.
Animist	Common Man	1	4	40	2(10)	N	30sp	40sp	x2 PP multiplier.
Scouts	Common Man	4	3	40	5(20)	N	65ba	20sb	+30 Detect Traps
Warriors	Common Man	14	1	25	9(10)	N	35ba	40sb	Steel weapons.
Road Crews (Ten Units)									
Overseer/Warrior	Common Man	1	4	70	13(35)	N	75th	40lb	Steel weapons.
Orcs	Lesser Orc	10	3	45	9(35)	N	65ba	20ha	Low discipline, high morale.
Wargs	Warg	2	3	110	3(30)	N	65LBi	—	
Scouting Units (Eight Units)									
Leader	Uruk	1	5	85	9(50)	Y	75sc	50lb	High steel weapons.
Tracking Orcs	Lesser Orc	4	3	60	10(30)	N	60sc	40da	Steel weapons.
Wargs	Warg	4	4	110	3(30)	N	65LBi	—	
Foraging Parties (Eight Units)									
Ranger	Common Man	1	5	60	9(20)	N	50sp	50lb	x2 PP multiplier.
Animist	Common Man	1	3	30	2(10)	N	25sp	15sp	+2 spell adder.
Scouts	Common Man	2	3	40	5(20)	N	45sp	40sp	+30 Detect Traps; +30 Ambush.
Orc Warrior	Lesser Orc	5	3	45	9(35)	Y	50sc	35sb	High morale.
Tracking Orc	Lesser Orc	1	2	30	10(30)	N	30sc	40da	+40 Stalk & Hide; +30 Track.
Wargs	Warg	2	4	110	3(30)	N	65LBi	—	
ORC SCOUT PARTY — DOL GULDUR									
Scout	Troll	1	9	140	11(35)	N	150LC1	—	Will only attack weak parties.
Wargs	Warg	2	8	180	4(60)	N	75Bi	—	Will only obey Troll.
Runners	Lesser Orc	6	2	60	10(30)	Y	60sc	40sb	Iron weapons, low morale.

Notes: ba=battle axe, bs=broad sword da=dagger, ha=hand axe, lb=long bow, ls=long sword, ma=mace, sb=short bow, sc=scimitar, sl=sling, sp=spear, ss=short sword, th=two handed sword, us=usriev (an Easterling weapon)

9.4 MASTER HERB TABLE

FOOD SOURCES				
Name	Codes	Form	Preparation	
Furry Oak	m-D-2	Acorns	Eat raw or cooked, keep well; 10 acorns= 1 meal	
Chap Beech	m-D-3	Nuts	Roast to cook and remove poisonous spines. 25 nuts--- 1 meal	
HEALING HERBS				
Name	Code	Source/Prep.	Cost	Effect
Arlan	c-M-2	leaf/apply	13sp	AF1 Heals 4-9 points
Berterin	m-D-3	moss/brew	19gp	AF20 Preserves organic material up to body size for 1 day.
Bursthelas	t-S-7	stalk/brew	110gp	AF22 Repairs shattered bones and joints.
Care-free Mustard	m-C-8	seed/poultice	10gp	Heal superficial wounds in one hour.
Dagnather	s-S-5	spine/brew	28gp	AF12 Heals Cartilage Damage
Kelventari	t-T-3	berry/apply	19gp	Heal first and second degree burns, 1-10 hits.
Lichen Gloriosa	m-D-7	lichen/pick	10gp	Sharpens swords to even cut stone, must be used fresh.
Mirennia	c-M-3	berry/ingest	10gp	Heal 10 hits
Rewk	t-D-3	nodule/brew	9sp	AP1 Heals 2-20 hits
Thurl	t-D-1	clove/brew	1sp	AF1 Heals 1-4 hits
Tulaxar	c-S-4	leaf/brew	75gp	Stops all bleeding in 1-10 rounds.
HAZARDS				
Name	Code	Source	Affliction	Appearance
Asgurash	c-T-7	Snake	lvl 7 poison; madness	bright red
Din Fuinen	m-D-5	Moss oil	lvl 8 poison; amnesia	green
Milk white Trumpet	m~D-8	Pollen	lvl 4 poison; nausea	white
Rose-trees	m-D-6	Spines	bleeding	brown
Spider, Ennerling	—	Spider	lvl 2 poison; paralysis	white
Spider, Large	—	Spider	lvl 2 poison; slow liquification	milk-white

9.5 RESULTS OF THE BATTLE OF THE GÛLDUIN

Calculate the results of the battle using the following formula and then look up the result on the table below. (Total Levels of Skauril's Main Army + Morale of Skauril's Army) — (Total levels of Elves + Total levels of Woodmen) = Combat Score.

Combat Score	Results
550+	Absolute Victory for Skauril; all Elves between the Forest River and the Gûlduin killed.
450 to 549	Thrاندuil's forces delay the crossing of the Gûlduin long enough for most Elves to evacuate north of the Forest River.
350 to 449	Most of the Elven settlements between the Forest River and the Gûlduin destroyed before Skauril is driven off.
250 to 349	Several Elven tree forts burned and heavy Elven losses before Skauril is driven off.
150 to 249	Large Elven losses, but Skauril's army is driven back over the Gûlduin.
0 to 149	Roughly equal losses of Elves and Orcs, ending in stalemate at the Gûlduin; Skauril's forces withdraw after taking fifty percent losses. They will be back.
-1 to -150	Gûlduin frontier held, although many Elves die. Orc stragglers trouble the area for weeks.
-151 to -250	Skauril's forces driven off and remnants hunted over the next several days.
-251 to -350	Penemith escapes with a loyal bodyguard, but all other evil Men are slain, as are all Orcs.
-351 to -450	Token losses to Elves as all of Skauril's forces are destroyed in the attempted river crossing.

9.6 PRICES IN BUHR AILGRA AND BUHR WIDUFIRAS

Item	Buhr Ailgra price	Buhr Widufiras price
Battle-axe	13sp	1sp
Broadsword	10sp	15sp
Club, wood	1cp	1tp
Composite bow	35sp	40sp
Crossbow	30sp	35sp
Dagger	3sp	5sp
Flail	15sp	17sp
Halberd	12sp	14sp
Hand axe	5sp	4sp
Longbow	10sp	5sp
Mace	6sp	7sp
Net	6sp	5sp
Quarterstaff	5cp	2cp
Shortbow	6sp	5sp
Short sword	7sp	10sp
Sling	9bp	9bp
Spear	23bp	27bp
Hammer	15sp	10sp, wood
Greaves, leather	2sp	2sp
Greaves, metal	5sp	8sp
Helm, leather	2sp	2sp
Helm, metal	5sp	8sp
Soft leather armor	3sp	3sp
Rigid leather armor	9sp	8sp
Chain armor	40sp	100sp
Plate armor	70sp	200sp
Shield, wood and leather	6sp	3sp
Beer, pt	2tp	2tp
Cider, pt	1tp	1tp
Mead, pt	5tp	4tp
Wine, pt, local	6tp	5tp
Wine, pt, Dorwinion	3sp	12sp
Light meal	7tp	5tp
Normal Meal	2cp	15tp
Rations	7cp	5cp
Trail Rations	2bp	9cp
Lodging	5cp	3cp
Stable	4tp	1cp
Boots	1sp	1sp
Cloak	17bp	15bp
Arrows, 20	4bp	6bp
Backpack	2bp	2bp
Bedroll	2bp	2bp
Crossbow bolts, 20	14bp	18bp
Flint and steel	1bp	2bp
Lantern	15bp	25bp
Oil flask	6bp	5bp
Stakes, wood	7tp	3tp
Stakes, iron	3bp	7bp
Quiver	1bp	1bp
Rope	35cp	30cp
Scabbard	3bp	2bp
Torch	2tp	1tp
Water skin	1cp	1cp
Charcoal, 4 hours	27bp	19bp
Chisel	1sp	15bp
Grappling hook	12bp	17bp
Nails, one pound	1bp	8bp
Paper, 5 sheets	3sp	2sp
Saw	2sp	3sp
Spade	2sp	2sp
Tinderbox	2cp	2cp
Wedge	3cp	1bp
Whistle	35bp	3sp

9.7 ENCOUNTER TABLE

Encounter	East-West Trail	Around Dol Guldur	Skauril's March
Chance (%)	20%	40%	30%
Distance (miles)	2	3	2
Time (hours)	6	3	1
Active Tree	01	01-02	01
Bird, Large	02-07	03-07	02-07
Bird, Medium	08-15	08-14	08-15
Bird, Small	16-26	15-23	16-28
Bear	27-30	24-27	29-34
Crebain	31-35	28-34	35-38
Ennerlings	36-39	35-40	39-41
Fell Beast	40	41	42
Milk-white Trumpet	41-45	42-48	43-46
Orc Patrol	46-49	49-55	47-48
Snow Lion	50	56	49
Spider, Large	51-53	57-58	50-53
Squirrel, Black	54-63	59-70	54-63
Troll	64	71-72	64
Wargs	65-67	73-77	65-67
Wild Cat	68-69	78	68-69
Wolf	70-76	79-85	70-76
Din Fuinen	77-81	86-90	77-80
Rose-trees	82-85	91-93	81-84
Elves	86-87	94	85-87
Woodmen	88-92	95-96	88-92
Rain	93	97	93
Mists	94-97	98-00	94-97
Arlan	98	—	98
Lichen Gloriosa	99	—	99
Rewk	00	—	00

Use of the Encounter Table and Codes:

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

9.8 MORALE TABLE

Skauril's Force has a beginning Morale of 300, which is modified according to the following table. The force's Morale can become negative, but at -100 or lower the force will start to take desertions of 1% per day.

If bridge crew is destroyed	-10
For each day without road clearing crews	-5
For each day without foraging parties	-5
For each successful raid or trap affecting the main force	-10
For each Orc killed	-1
For each normal Man killed	-2
For each elite Warrior killed	-3
For each Warg killed	-1
For each Uruk killed	-2
For each leader killed (NPC)	-5
For each PC killed	+5
For each PC captured	+10

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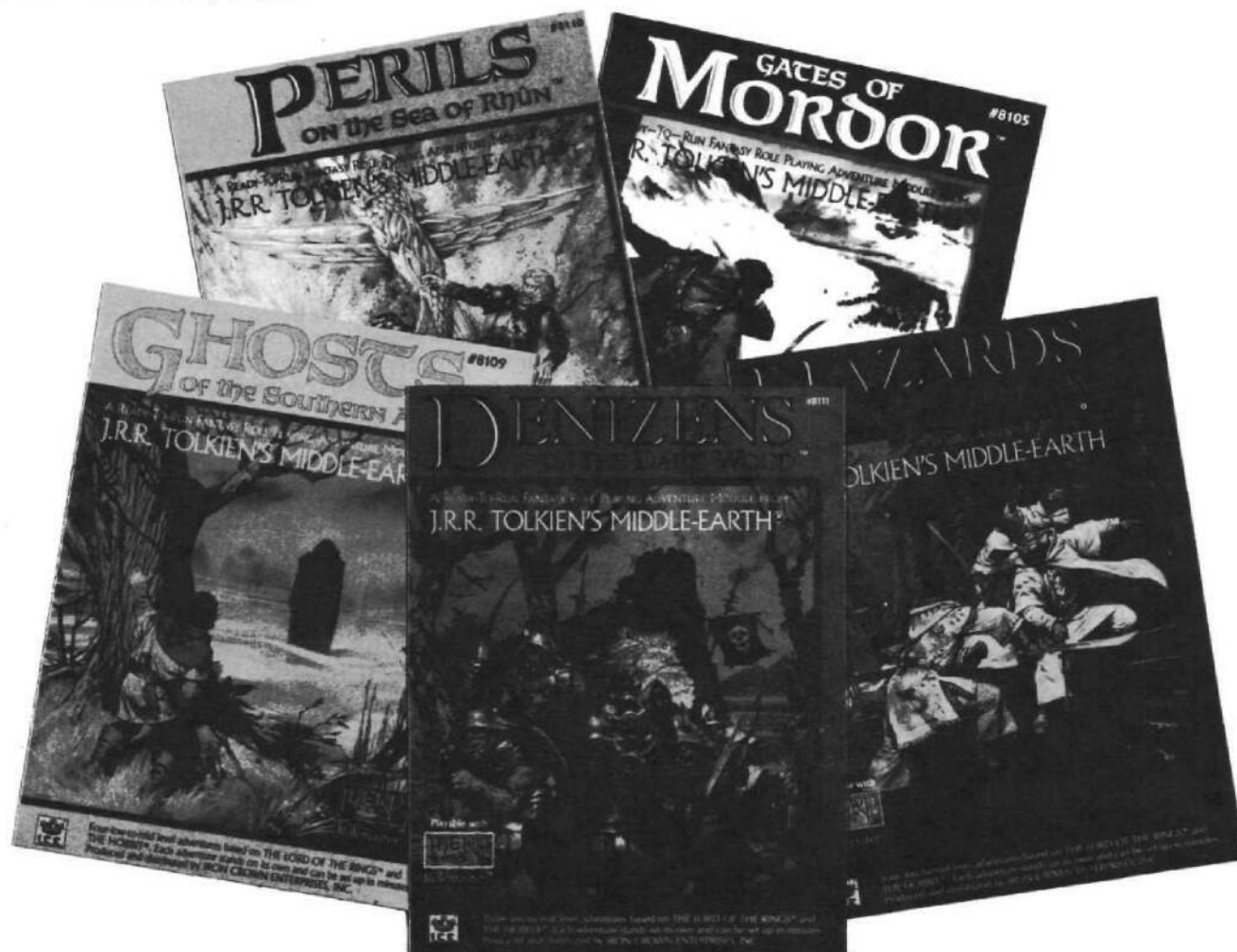
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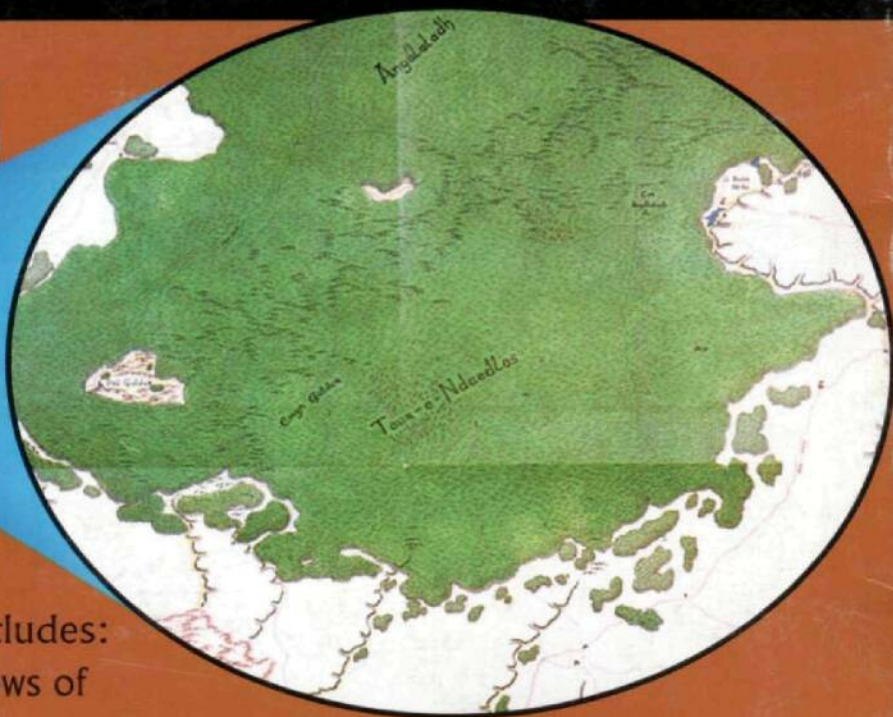
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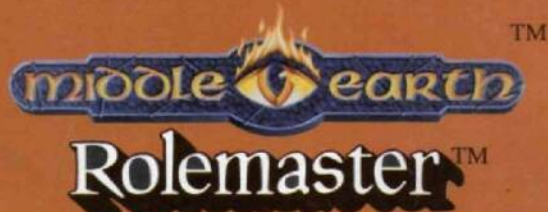


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