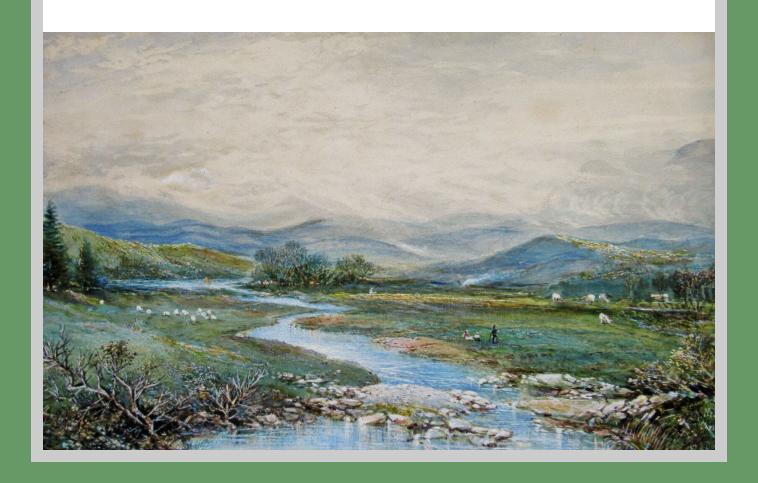
Based on J.R.R. Tolkien's MIDDLE-EARTHTM as detailed in THE HOBBITTM and THE LORD OF THE RINGSTM

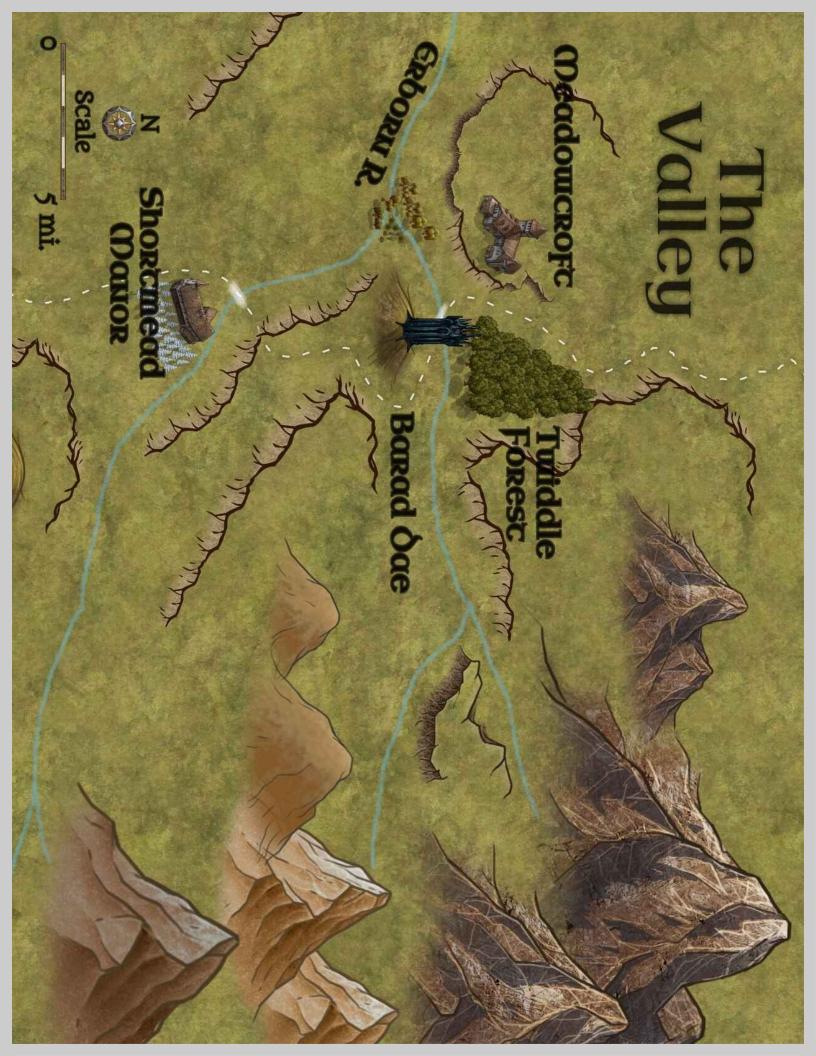
The Cvil house Mudor

Revised Edicion

An Adventure Scenario For COERD

For 6 – 8 mid-level DCs





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The Evil in Douse Aludor (Revised Edicion)

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Credits

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The New Notion Club Archives - Arda Role-playing Wiki was consulted.

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1.0 Introduction

"This is my second attempt to writ[e] a MERP adventure. The first, called Forod[r]ith, was published by Guild Companion several years ago. There are not a lot of adventures set in Gondor although almost one third of *The Lord of the Rings* is set in Gondor. In order to rectify that, here is an adventure set in eastern Gondor along the [...] Shadow Mountains. Enjoy!" - Daniel M Myers

This revised edition is mostly editorial and structural in nature, but also attempts to bring it into concordance with other tertiary sources (such as the ICE "MERP cannon", Lindëfirion, etc.), and to adjust the nomenclature to conform to the Tolkien lexicon. Most of the original text remains, reformatted and standardized. Some additional material has been extrapolated and/or expanded. - VJS

1.1 LEGAL DISCLAIMER

The Evil In House Aludor Revised Edition is a non-commercial, fan-created adventure scenario designed for the Middle-earth Role Playing (MERP) game by Iron Crown Enterprises (now long out-of-print). This document is intended for the personal, private use of role-playing game (RPG) players and game-masters (GMs), as an aid for their study and role-playing enjoyment. All references to the works of J.R.R. Tolkien are the property of Middle-earth Enterprises (M-eE) and/or the Tolkien Estate; additionally, MERP and all references to that game system are the property of Iron Crown Enterprises (ICE). All other material is the property of the authors, and may not be offered for sale, nor altered, without permission. Please note that M-eE has been extremely aggressive against any perceived infringement of their intellectual property rights.

1.2 SETTING AND REQUIREMENTS

This adventure scenario assumes that the reader is familiar with the works of J.R.R. Tolkien and the MERP game system. The GM must have access to the MERP rulebook, and may wish for the relevant maps/modules for the adventure area chosen; recommended titles:

- #8302 *Minas Ithil* Middle-earth City (details on the politics, nobility, and personalities of Ithilien)
- #2020 *Southern Gondor: The People* (background on Gondorians including Harithilien)
- #2021 Southern Gondor: The Land (color area map)
- #3400 Sea-lords of Gondor (color area map)

It also assumes the default date of 1640 T.A. set by ICE, however, almost any Third Age date between ca. 1640 and ca. 2000 should work fine. The physical setting is in southern Ithilien (S: Moon-land) of Gondor, among the western slopes and foothills of the Mountains of Shadow (Ephel Dúath) – although almost any rural location should suffice. Some rural areas in Dor Rhúnen, Calenardhon (including the Westmarch), Cardolan, Rhudaur, or Arthedain might work well too, with appropriate modifications. The antagonists described herein are primarily Dúnedain of Gondor, with access to significant resources, so these points should be considered when choosing details. It is also assumed that the party is aligned on the side of the Free Peoples (or at least not opposed to them), and against Darkness.

The difficulty level is set for mid-level PCs (6-8 PCs with 30-40 combined levels), but can be adjusted for higher- or lower-level parties; suggestions: for lower level of play, reduce by 1-2 the levels of Zelek, Grimsword, and Warduke, and/or have a Ranger (such as Blyde) assist the party; for higher level, simply increase by 1-2 the levels of the three main antagonists, and/or add four more guards, and add 8-12 goblin Scouts at Drach. A party focused on combat capabilities will probably do best.

1.3 DEFINITIONS/TERMS

Ad = Adunaic; S = Sindarin; Q = Quenya

- Aludor S: Wholesome Land, "Goodland"
- Angon S: Iron-Stone
- Artaxë Q: High/Royal Nail
- Axordil Q: bones-friend, "Bonesly", "Bonesmate"
- Barad Dae S: Tower [of] Shadow
- Bomar S: At Home, "Hamfast"
- Borodîn S: Faithful [and] Quiet
- Edroch S: Out of [the] Horse
- Erborn S: [the] Hot One
- Krassat Ad: Red One
- Mercawen Q: Wild Woman
- Miatta Q: Of [the] Father (cf: Antipater)
- Naros S: Fire-fort
- Nissa Q: Lady
- Pargil S: Star-Fist
- Teleros S: The Teler (Sea-elf)
- Tîrril S: brilliant glance, "Lookbright", "Eyebright"
- Trantîn S: quiet county/shire, "Stillshire"
- Zagarrâma Ad: Sword-man
- Zelek Ad: ? Probably a common male name

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2.0 The Tale

The black knight barred the road ahead. He certainly looked threatening in black plate armor with sword and shield. And his eyes glowed red like two points of light.

"I am Grimsword and I say you cannot pass. Is there anyone among you that would contest arms with me? Choose your champion! Quickly now!" he said.

The companions all looked at Grog.

"Me?" said the Dwarf.

2.1 THE DARKNESS THAT RESIDES IN HOUSE ALUDOR

<u>In the heart of prosperous Harithilien</u>, a province in Gondor, folks lock their doors at night, afraid of the unseen lurking in the dark. There is talk of a dark knight, some say undead, haunting the roads at night and challenging men to duels. And then there is an evil resting in <u>Shadow Tower</u>, a fortification supposedly meant to protect the local folks. There are other strange things going on as well, but folks do not talk of such things, not so close to Mordor.

2.2 SETTING

In Harithilien there is a valley running up against the Mountains of Shadow, some fifty leagues south of Minas Ithil, where the folks farm the rich soil of the land. The land is owned by the House of Aludor, one of the oldest noble families in Minas Ithil. The land was entrusted to House Aludor, for some brave deed long forgotten, for the dual purposes of boosting Gondor's southern defenses and to keep a careful watch on Mordor.

A lone tower stands watch over the bountiful land. The tower is made of a dark obsidian rock said to have come from the same stone as Orthanc and is nearly indestructible. It was constructed, according to legend, by Giants, friends of House Aludor, in payment for some deed long ago. Because of its appearance, the locals call it Shadow Tower, or Barad Dae in Sindarin.

The area was once a sleepy farming area, until a few years ago when strange and evil things started to happen. Many blamed the new lord of Barad Dae, Zelek. He is a recluse and mutters to himself about demons and wild things that make the night their home. Folks are afraid that he might have fallen under some evil spell from the dark lands beyond the Mountains of Shadow.

And there are other things that disturb the night. A dark knight is said to wander at night challenging all who cross his path. The latest victim is a knight named Edroch from the House of Tîrril. Against the wishes of his elder brother he sought the dark knight and has not returned. He is presumably dead, a victim of the dark knight.

2.3 LAND

The area is simply called the Valley by the locals. The Erborn river, flush with trout and other fish, runs through it, providing water and food to its inhabitants. The Valley is far from any of Gondor's major towns or cities, and for most Gondorians the area is a picturesque rural setting with wide green meadows and farms dotted here and there. The cragged black mountains of Mordor filling the backdrop is the only blotch on an otherwise Shire-like land. Due to the deep rich soil, the area produces a variety of agricultural goods such as dairy, wheat and fruits. The area is after all considered the bread basket of Gondor.

House Aludor is one of the major noble Houses of Ithilien, and owns a sizable chunk of land. There are three other minor noble families with holdings in the Valley. They are: House Axordil, an ancient noble family that can trace their heritage to the Second Age; House Trantîn, a family of merchants aspiring to nobility; and House Tîrril, a relatively recent addition to the noble class.



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3.0 The Characters

3.1 HOUSE ALUDOR

According to ICE #8302 Minas Ithil:

"House Aludor also suffered greatly during the plague. The direct patrilineal line, which had been unbroken since the fourth century of the Third Age, died out. A new heir, a distant nephew from Pelargir, has assumed the title. Angon is young and ambitious, and with control of one of Ithilien's most powerful families under his belt, he seems destined for a bright future. In actuality, the ruthless lord has allied himself with the Spider Cult in order to further his personal power. Little by little, he is falling under the influence of the Dark Priests. His crest is a white eagle rending a green dragon on a red field."

While Lord Angon resides in Minas Ithil and does not enter into our tale, his uncle Zelek does....



Zelek helped his nephew Zelek Angon, through nefarious schemes, to become the current head of House Aludor. In return, Angon granted Zelek lordship of Barad Dae, a position that Zelek coveted. He prefers to be holed up in a study, beside a lit candle in a skull, with a big tome of dark magic on his lap to flip through, not walking through the busy streets of Minas Ithil and marveling at the eccentricities of its citizens. Barad Dae will afford him the all the time he wants to study unmolested.

Zelek appears as a wizened man with a shiny bald head and a great flowing white beard. Although he looks old (he is over 100 years old) he moves with the grace of a cat. He dresses in dark gloomy colors, which match his cool demeanor. His eyes shine with calculating intelligence. He is always seen carrying a staff, which he uses as a walking stick when he ventures in the foothills of the Mountains of Shadow. What he does there has drawn considerable speculation among the locals. There are rumors swirling about Zelek and the tower. Not too long ago, Pargil, the previous lord, allowed folks to spend the night at the tower,

and he hosted an annual summer festival at night that attracted folks ten leagues out. The recent plague and Zelek changed all that. In fact, many folks say the Valley has changed only since his arrival, and they shy away from the tower as if the land was cursed.

The locals are right: Zelek has gone mad with evil. Through necromantic rituals, Zelek has conjured two wraiths to serve his evil bidding. He has sought out the goblins of Drach and discontented fairies living nearby. He means to gather all evil to him. His nephew knows Zelek uses magic, but underestimates the hold darkness has taken. Besides his nephew, the only person who visits him is his steward, who provides a wealth of information on local activity.

Zelek calls his wraiths Grimsword and Warduke. The wraiths appear as black armored knights. Red shining dots for eyes distinguishes them as the undead knights that they are. Zelek allows them to roam the countryside at night, killing at will. They hate all life except for their master. In the dead of night Grimsword waits underneath a magically appearing dead culumalda tree for any unlucky wanderer to pass by. The tree, decorated with





mementos of the vanquished, contains Edroch's shield, which shows <u>House Tîrril's crest of a golden plow on a green field</u>. He challenges to the death any poor fool who happens to approach. The locals call Grimsword the Black Knight, and many refuse to wander at night in fear of him. Edroch's death has come as a pleasant surprise to Zelek, and he has sent his other wraith Warduke to visit Bomar in his sleep in hopes to drive him mad. Warduke appears

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much like Grimsword: like a tall knight in black armor. Unlike Grimsword, he has retained a portion of his former memories and is more independent-minded as a result. He seeks to one day be free of Zelek and to devise his own demonic schemes against the Free Peoples.

3.2 House Tîrril

The Tîrrils can trace their family lineage to the Kin-strife when the Tîrrils were farmers. They sided with Eldacar in the war. Teleros, head of the family at the time, volunteered along with his eight sons to act as the rearguard during a retreat. Their brave actions cost them their lives but they managed to delay the enemy and saved Eldacar's army. As a reward for their valiant efforts, the king awarded Teleros' youngest surviving child, a daughter named Tîrril, a title and the present holdings of Meadowcroft. It is one of the few noble families that allow the family lineage to pass to either male or female members of the family.



The current head of the family is a middle-aged man with military experience named Bomar. With dashing good looks and a quick wit, Bomar is now distraught over the death of his younger brother, Edroch. Dark rings form under his otherwise bright green eyes, and his skin is patchy like dry milk from lack of sun. Terrible nightmares keep him from sleeping comfortably at night. He mutters something about

red glowing eyes and a tree of death. Miatta, his cousin, cares for him as best as she can, but suspects that some dark magic is at work. She is considering wandering into Twiddle Forest to see if the fairy folk can help. It was Miatta's grandfather Borodîn who wanted to clear some of the forest-land for a summer manor, only to suffer along with his family and workmen.

While Bomar is invalid, Miatta has been working hard on managing the family affairs and taking care of the locals. She acts as the local healer. Her friend Mercawen visits to help out in any way. Rufus from the House Trantîn, a would-be knight, visits although Miatta finds his visits

irritating. Rufus has not lifted a sword in his life but is a fairly astute merchant and good man.

The Tîrrils make a living by selling horses and cheese products from goats. They own several hundred heads of steeds and goats. They own arguably the best horses in Gondor. Rumor has it that a *nimrech* (Elven horse) bloodline runs through the herd. The bloodline runs especially strong in their best stallion, Artaxë, a silvery dappled gray steed. But Artaxë has gone missing and is seen from time to time wandering in the mist of the forest in the early morning.

3.3 House Axordil

The ancient House of Axordil has seen better days. Veantur, the current Lord, is away with the Gondorian army, serving as commander at the Tower of Cirith Ungol. His cousin Mercawen, now lady over Shortmead Manor however, is in the process of reversing House Axordil's fortunes. Her sales of Shortmead is rejuvenating the family fortunes. Veantur granted control of Shortmead Manor to Mercawen a few years ago when Veantur's brother Astor died in a mysterious manner. Little does House Axordil know that Zelek had a hand in Astor's untimely death. Astor's sword, an heirloom from the Second Age, adorns Grimsword's culumalda tree.

Mercawen grew up a child Shortmead Manor and knows every farmer within ten leagues by name. Short, even for a Dúnadan, with grey eyes, her body is not slender like most lady's should be, but hardened with muscles. She has served in the King's Army, with Bomar, as a healer, and has done her fair share fighting. She carries a



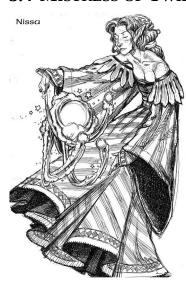
mace whenever she ventures in public. Locals contend that she might be the most skilled fighter in the Valley. She visits Meadowcroft at least once a week. She, like Miatta, suspects dark magic is at play. But unlike Miatta she suspects Zelek. She hates to see the former dashing lord, Bomar, teetering into madness, and has sworn an oath to

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cure Bomar of his affliction. The fact remains Mercawen loves Bomar and would do anything to save him including venturing into Twiddle Forest with Miatta. She slips out at night in search of the Black Knight on her steed, Acorn. She finds Rufus annoying.

Living with Mercawen is her great uncle and the oldest member of House Axordil, Krassat. At 168 years old, Krassat is a grouchy old man. He was once lord of Shortmead but has since retired, leaving its affairs to Mercawen. House Axordil has a long history of dabbling in science and Krassat, like his son Veantur, is no exception. Krassat appears as a bookworm professor always conducting some sort of wacky experiment. His white hair is always frazzled and sticking up all over the place. He has a laboratory in the barn that would make any high school science teacher envious. He was the one that perfected Shortmead years ago, and he provides fireworks at the annual fall festival. Folks call him a wizard but he considers himself a scholar. He often travels to Minas Ithil to check out its grand libraries.

3.4 MISTRESS OF TWIDDLE FOREST



The locals call her Nissa. She loves to sing on a cool summer night when the moon is bright, or prance along the edges of the forest picking spring flowers. Nissa is an earth spirit like Tom Bombadil, though not as old nor as powerful. She appears as a beautiful slender woman childish features. Her hair is ebony and her skin pale like the moon. Wild flowers and ribbons adorn her long braided hair. Her

eyes are pitch-black like an ungulate but shine with intelligence. She wears ethereal long skirts and flowy dresses accessorized with beads, ribbons and flowers that give her a romantic and whimsical look. She is the Mistress of Twiddle Forest. All obey her and she tends to the needs of her subjects, whether they be sentient trees or fairy folk without a care of the outside world.

Recently, she has sensed the presence of evil and it has sickened the forest. Some of her companions have ventured

outside the forest, attracted to the evil like a moth to light. They have always hated the tall men from across the ocean for taking their homes, and they see the new evil festering as a chance for vengeance. Nissa has done her best to protect them from Zelek but is worried and does not know what to do. She has asked for Artaxë to seek help. She doesn't understand that Artaxë being a horse cannot readily talk to the men from over the seas.

There is another who lives in Twiddle Forest who is worthy of mention and that is Wawono, a tree and the oldest living thing in the forest. Wawono is so old she remembers when the elves used to climb her limbs, but it was long ago before the Great Shadow came into Mordor. Unlike other sentient trees, Wawono still enjoys a good climb on her branches and is on friendly terms with the local squirrels. Located in the very heart of the forest, Wawono is a giant black pine who holds sway with the other trees in the vicinity. She is very friendly with Nissa, who climbs her branches to be closer to the stars and moon.

3.5 GOBLINS OF DRACH

The goblins of Drach are a mischievous lot. They like nothing more than to spoil farmers' milk, ruin crops and steal a couple of goats, and if they are lucky take a horse or two. The current chief of this mixed ragtag group of undeserving goblins is Granbash. He is a cockeyed albino goblin with wisps of long black hair for a beard. He stands no more than four feet tall with large pointed ears, but don't let his small size fool you. Every inch of him is as tenacious and mean-spirited as an angry badger. What is more, he is clever as a fox and he knows how to use his short sword with deadly effect.

His second in command is an old geezer named Tangash. He is so old that he remembers the days of the great war (Kinstrife) among the men over the seas. His body and limbs are gnarled like an old black pine tree and as dark as coal. His eyes are a cloudy reddish color and he is missing some fangs. He provides the group with wisdom. He has met Nissa and the other fairies in his lifetime.



He has advised the group to eat Zelek should the opportunity arise because "no good ever comes from wizard's magic".

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Tangash has a great-granddaughter who is the spiritual leader and healer of the group. Her name is Flagish. She is pretty good at nursing the wounded and has been known to throw a good curse or two to gain the respect of the warriors. She is young, bright-eyed, and by goblin standards quite pretty. She is long-limbed and can climb any surface with ease. She considers Zelek an opportunity to expand the group's dominion over men.

The final person worthy of recognition isn't a goblin but a kobold. Scrawny and smaller than his fellow goblins, with dark complexion and big elephant-like ears, Olp acts as the chief mining specialist. He spends his time mostly in the mines. There are times when the need to do something bad courses through his body, and he peers out from the caves into the realm of man to do some mischief. His kind is more magically inclined than the goblins at Drach and are permitted in Twiddle Forest. While dark-hearted, Olp and his kind worship the bounties of nature and are therefore tolerated in the forest. Zelek has promised Olp tools and tomes of magic to help him with his digging in return for his help with the goblins and fairies.

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1. Barad Dae 2. Twiddle Forest 3. Erborn River 4. Meadowcroft, Lands of House Tîrril 5. Shortmead Manor, home of House Axordil 6. Caves of Drach

4.0 Locations of Note

The below is a gazetteer of the Valley. The numbers correspond with the map above.

- 1. Barad Dae also called Shadow Tower, located in the far northeastern corner of House Aludor's lands and visible from afar. According to legends, Giants built the tower long ago. The black tower pokes up like a single black finger from the valley floor. Its black obsidian stone contrasts with the greenery all around it. There is good reason why locals shun the tower nowadays. Folks believe that the new lord, Zelek from the House Aludor, has gone mad. He has shut himself in, conducting nefarious rituals that have resulted in the raising of the dead. The lands around the tower are managed by House Aludor, but Zelek is far too interested in other pursuits and has left management with an named unscrupulous steward Zagarrâma. Zagarrâma is a short middle-aged man with black hair and a pointed beard. He is not an evil man just greedy to a fault. He has been ruthless in squeezing every last ounce of profit from House Aludor's farms and goat herds, and as a result House Aludor has benefited greatly. If he wasn't a
- Haradron, House Aludor might consider marrying him to one of their available young daughters. It comes as no surprise that the locals call him Moneybags: he is often seen counting coins.
- Twiddle Forest Twiddle Forest represents the last remnant of forest that once covered the land before the coming of the 'men from beyond the seas'. The forest is called Twiddle Forest by the locals because the sense of time seems to lag in the forest. There are tales of folks traveling through it only to mysteriously fall asleep to dream of fairies and walking trees. They wake days later always on the edge of the forest as if they were carried there. Elves for whatever reason do not pass through the forest. There is something that resides in it that is older than Elves. Those who live near the forest hear giggles and laughter from within the dark forest. The Tîrrils, led by Bomar, own land to the north and west of the forest, but they dare not venture in it, nor will they cut it down. Borodîn, Miatta's grandfather, tried to clear some of the forest, but he vanished in the night along with several workmen. Cries of pain were heard for several nights emitting from the forest. Ever since, the event has been referred to as the Disappearance, and it is still discussed in local

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- taverns even a hundred years later. The Tîrrils prefer not to talk about it.
- 3. Erborn River This river forms the northern boundary of House Aludor lands. Both forks arise from hot springs in the Ephel Dúath (hence the name). The stream contains lots of trout, bass, and sun fish. The locals use flat-beds to carry their wares downstream to the Great River. Upstream as it reaches the foothills of the Mountains of Shadow, the river becomes non-navigable and forks into two. At this junction there is a large mass of willow trees, reeds and lily pads. The water is murky and stagnant. The air is thick with an unwelcoming feeling of hatred for all twolegged things. Many years ago, a member of House Tîrril, ignoring the advice of locals, began to clear the land around the fork to create a summer manor. He fancied the location a great summer cottage away from the busy and chaotic life of Minas Ithil. He brought his family and servants and for several weeks all seemed fine. None of the locals ever visited as they feared the place. One night during the honey moon, the work camp disappeared along with the workers as well, replaced by a swath of great willow trees and vegetation as if the camp was never there.
- Meadowcroft, Lands of House Tîrril Farms dot the countryside like some sort of bucolic Thomas Kinkade setting. Meadowcroft Manor sits on a ridge overlooking Twiddle Forest to the east and the Erborn valley to the south. House Tîrril ascended to nobility for being loyal during the Kin-strife and was granted the present lands. Although not as prosperous as some of the older nobility, they have done well enough. The current lord is Bomar, a tall lean man, who spent his early vears serving in the King's army. He is distraught over the loss of his younger brother Edroch. His cousin, Miatta, watches over the estate now with great business acumen, to the surprise of many of the locals. She cares for the folks that work for her House. She is the only midwife and one of the best healers in ten leagues, having trained in Minas Ithil. Tall, dark and slender, with delicate fingers and sparkling gray eyes, many consider her to be the prettiest woman this side of Anduin. She is single and still young for a Dúnadan, fortysomething years of age. She is also good friends

- with Mercawen. The two grew up together. They are often seen together riding to House Tîrril's stables in the east. The family's crest is a golden plow on a green field.
- 5. Shortmead Manor, home of House Axordil -Located just south of the ford where the local minor north-south road crosses the south fork of the Erborn, Shortmead Manor stands in the midst of a great pear orchard. The stone manor is named after a sweet alcoholic beverage made from the orchards and served at their annual fall festival. House Axordil makes a nice profit exporting the beverage to Minas Ithil and Minas Anor. The manor is small for such an ancient and prestigious House. During the Kin-strife, half of House Axordil aligned with the Usurper while the other half stayed faithful to the King. This resulted in not only splitting the family but also its vast fortunes. After the Kin-strife, a good portion of the family fled to Umbar, taking with them a chunk of the family's fortune. The remaining faithful had to sell their many properties to pay off the resulting war debts. Shortmead Manor is run by Mercawen, a cousin to Veantur, the current head of the family who is stationed at Cirith Ungol.
- 6. Caves of Drach Hidden in this rugged land of crags, nooks, and deep ravines are caves that according to legend are so deep that they lead to the Underdeeps. The caves exist, although finding them could be difficult due to the rough mountainous terrain. Goblins and Kobolds, calling themselves Sons of Drach, after an ancient warchief, have lived in the caves since the fall of Sauron in the Second Age. They have remained hidden, careful not to attract too much attention from the Big People. They commit petty larceny in the dead of night, mostly stealing goats, foodstuffs, and especially horses. Some of the locals put out foodstuffs in the fields to placate the goblins. They love horse meat and have stolen several horses from House Tîrril's stables. Bomar is trying to take the thieves down. He does not realize that goblins are taking his horses. The goblins know better than to tread into Twiddle Forest. They know what lies there, and that they are unwanted. Zelek has visited them on numerous occasions seeking to subdue them into his service. The goblins have not yet decided whether to eat him or trust him.

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The countryside is dotted with small farms. A good portion of the farms work for one of the noble houses listed. There are two locations of interest for adventurers.

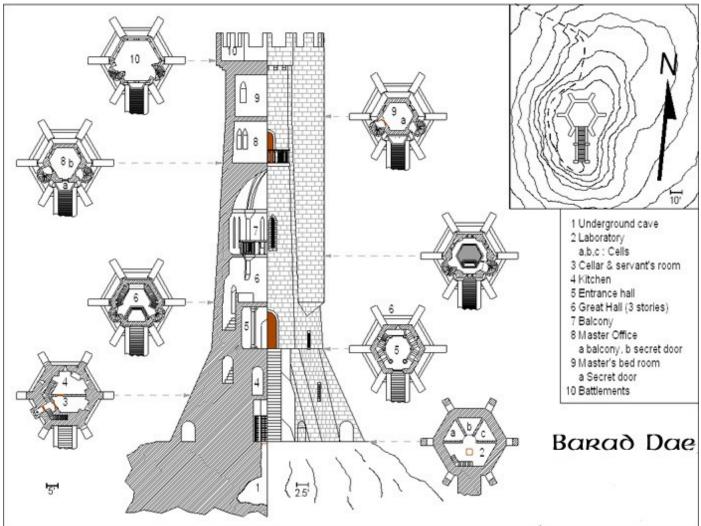
4.1 BARAD DAE

The first is the creepy Barad Dae. The tower sits on a small hill overlooking the Valley. Zelek doesn't have any guards posted — and why should he, when you have two wraiths under your command. Here is the tower.

- 1. Underground Cave
- 2. Laboratory Victor Frankenstein would envy(a) (b) (c) Cells
- 3. Cellar and servants' quarters; postern door to exterior

- 4. Kitchen
- 5. Entrance Hall
- 6. Great Hall rises 3 stories
- 7. Balcony (Great Hall storey 2)
- 8. Master Office
 - (a) Balcony
 - (b) Secret door to 9a
- 9. Master Bedroom
 - (a) Secret door to 8b
- 10. Roof/battlements

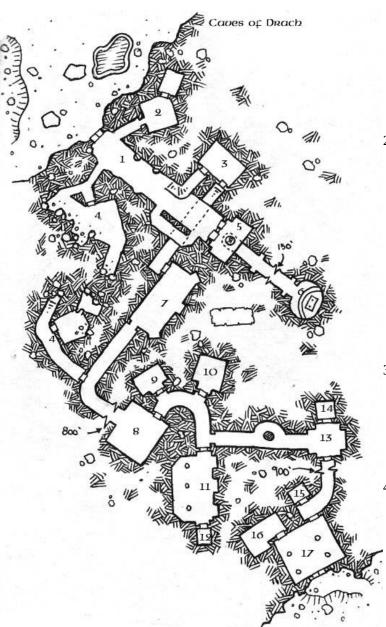
Barad Dae



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4.2 CAVES OF DRACH

Due to enchantment, the cave's entrance is hidden from the naked eye (Extremely Hard -20 to find) in the rugged mountain terrain. The entrance appears as a huge boulder, but all of this is just an illusion. A good tracker will be able to know that a trail deadlines into the rock (Hard -10 to detect), which might give some pause to the tracker as to why a trail ends abruptly.



The cave complex has been chiseled with great skill. Even a dwarf would be impressed. The floors (should refuse be removed) are flat and even the walls are smooth. A few torches litter each chamber providing some light. Because of the magical entrance, there are no guards posted guarding the entrance.

- 1. The Grand Hall the entrance is covered under an illusion of a large boulder. The goblins 'walk through' the boulder to get inside. The Grand Hall functions as the official meeting place in the complex. If it were not for the general uncleanliness of the place there are all sorts of junk, old bones, discarded weapons, refuse and other stinking things a dwarf might be impressed with the craftsmanship of the Hall. The goblins of Drach take pride in their dwellings, including the amount of junk the hall possesses. The hall serves as a gathering place for important functions.
- 2. Sleeping quarters this room contains a multitude of bunk beds where the male goblins rest during the day. There is a door at the back to the room where Granbash sleeps. He keeps his treasure chest here, which contains diamonds and other gemstones worth 300 gp along with a bunch of other useless scraps that a goblin would find interesting. In addition, if one rummages through the chest, there is a gold ring with a single sapphire. This is called the *Ring of Naros* which belonged to a sea-elf long ago. The ring has the power to control the wind once a day for one hour, and to provide an accurate twenty four hour weather forecast once a day.
- 3. Mixer This room is called the Mixer because it is located between the cave complex's upper and lower levels. There are usually a couple of goblins mixed in with kobolds in the room. In the far corner there is a pile of junk taken from their numerous 'raids'. There is nothing worth keeping from the rubbish.
- 4. The Mines Kobolds live and mine here. Olp lives in the lower level in a secret room (it is Hard to find). He has chest with a multitude of coins (335 gp worth). He also has a magical sword made from Gondor in the earlier part of the Third Age. It is +15 OB and weights one half the normal weight. There is kraken-beak armor that protects as plate but encumbers as rigid leather armor. It has a +20 bonus. The items are man-size. There is a short

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- sword that is of elven make. It glows in the presence of trolls and is +10 OB.
- 5. Drach's Sanctum Flagish sleeps here in the corner on a straw bed. Frescoes decorate this hall room. They depict the history of the goblins of Drach. The center piece is a battle scene from the War of the Last Alliance where Drach led the goblins to battle against the elves. The frescoes are all grotesque cubix paintings. There is a man-hole cover in the center of the room. It leads to the Temple.
- 6. Temple At the end of the downward-sloped tunnel is the temple which functions as the spiritual center and hospital. Flagish holds mass once a month. Flagish keeps an array of herbs and poisons in a cabinet on the back wall. The goblins and kobolds hold sacred the Dark Lord and Nature, although a corrupt version of nature.
- 7. Forges Here the goblins take whatever ore they get from kobolds and craft tools and weapons. The room has an array of anvils and smithing tools. There are three forges. Occasionally raunchy singing is heard above the clinking of metal on metal. Gaar is the head smith, a muscular goblin with short limbs and a small head. He keeps a warhammer that he made which functions a +10 to OB and is half the normal weight.
- 8. Sleeping Room This room functions as a sleeping room for females and children. Flagish visits to attend their needs.
- 9. Booty Station Booty station is where the goblins drop off their booty from their night of mischief. The booty is collected for tithe for the dark one, a wandering Black Númenórean representing the Dark Lord. There are several chests here. Two chests contain 350 gp each. The other contains an assortment of magical items, from magical combs that untangle knots to singing harps. There is an Emerald Ring +2 Essence adder and a Platinum Ring that acts as ×2 Channeling multiplier.
- 10. Pantry Foodstuff is stored here, including live animals. Unlike the booty station, two guards are stationed here to prevent stealing.
- 11. Mess Hall and Kitchen A foul odor fills the room. A wispy-looking one-eyed female goblin named Klagish rules the kitchen like a fascist dictator. She is old, almost as old as Tangash. She

- keeps a black cat as a ratter. A huge kettle, sitting to the side of the room between two pillars, enjoys her constant attention. Should anyone other than Klagish touch the kettle, the kettle will scream out like a child taken from its mother. In front of the kettle is a long mess table where the goblins of Drach munch.
- 12. Tangash's Room Tangash moved into this room when he fell in love with Klagish. They constantly bicker, which leads to wrestling matches between the two. Klagish always wins. They share a straw bed and their room is tidy. Klagish hates a messy room. There is a chest here that contains Klagish's favorite forks and spoons. She uses them on special occasions when horse meat is served. There is a large ebon crystal bowl tucked in the corner. The bowl is magical. When human meat is placed in the bowl and is consumed, it provides the consumer with +10 bonus to OB and all RR rolls for four hours. The goblins haven't had human meat in a hundred years. Klagish is waiting for the day to use the bowl.
- 13. Armory During the Kin-strife, a group of Dúnedain fleeing the destruction of war ventured into the foothills and discovered the cave. They set about attacking it. They got to the forge and prevented the goblins from getting their weapons. They were able to starve the invaders to death. Since then, the goblins have placed their armory away from the forge. There are on racks a multitude of spears, short swords, shields and armor, all hobbit- or small dwarf-size (although they are grotesquely fashioned and no hobbit or dwarf in their right mind would claim them). The goblins do keep a smaller stash of weapons at the forge. There is an iron statue of a muscular bald man. No one knows where it came from. Perhaps it was a gift from Mordor given to them several hundred years ago. Whatever the case, the statue is a golem and acts as the cave's guardian. The leaders of Drach activate it with a password. Passwords that they do not share with the others. The golem will not leave the cave complex. It will only obey simple commands from the one who spoke the password.
- 14. Armory Shields and small armor suits adorn this room. The goblins of Drach have not marched to war in generations and some of the armor has

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- rusted. The goblins do not have a battle-standard, preferring instead to operate in anonymity.
- 15. Prison Room This small earth hole of a room is unlike the others in that it is not carved from stone. The room is a natural cave and functions as prison cell and used, when there isn't a prisoner, as a lavatory. There is a large hole in the floor, large enough for a grown man to fall through. The goblins say the hole is bottomless and occasionally hear faint crying and sobbing sounds from its depths.
- 16. Stable Any captured animal is brought here unless ready to be cooked which then goes to the pantry. This makeshift stable contains several stacks of hay. It is kept under careful watched by two guards at all times. There are several goats at any given time located here.
- 17. The Back Door This is the goblins of Drach's escape exit into Mordor. They venture here at times but the land is desolate and there is not much loot to retrieve.

5.0 The Adventure

5.1 TASKS

The information herein is meant to assist the Game Master (GM) with running an adventure to rid the Valley of Lord Zelek and his minions. The goblins of Drach are a tangential but convenient target for adventurers. Also along the way, the PCs may become involved in the effort to diagnose and cure Bomar of his affliction. All this can lead to further adventures or intrigue in Minas Ithil or across southern Gondor.

5.2 STARTING THE PLAYERS

How the adventure begins is entirely up to the GM. Perhaps the Player Characters (PCs) are rival lords to House Aludor; or Mistress Miatta seeks their help in Minas Ithil. Or they may simply be traveling through the area and encounter Grimsword or Edroch, and so become involved in local affairs.

5.3 AIDS

Should the PCs need help they can enlist Mercawen or Miatta, or go into Twiddle Forest to seek help or seek haven from Nissa. However, both Mercawen and Miatta are very busy with their families' businesses, and will not be able to get personally involved – unless and until they see proof of a more serious problem. The most that they normally will do is to assist with an excursion into Twiddle forest, but they both will try to control the party, and they both have their own agendas: the immediate concern of both is the health of Bomar, and they will focus all efforts towards his cure. Nissa too has an agenda, which may or may not be helpful to the PCs.

Blyde, a ranger and servant of House Tîrril, may also be recruited (or assigned) to assist the party. But under no circumstances will he duel Grimsword.

5.4 OBSTACLES

A number of hostile or potentially hostile parties await those who become involved in local affairs. A few are random, but the primary challenge is from Zelek and his minions, especially the wraiths. Zelek will actively and vigorously oppose anyone who he perceives as a threat to himself, his servants, or his allies. Remember however that he wishes to keep his affairs totally secret, and will (continue to) practice a high degree of discretion, working mainly through his minions, and insulating himself from suspicion (and danger) as much as possible.

5.5 REWARDS

The rewards during this adventure consist primarily of whatever items and cash that the PCs can loot or steal from their enemies — which in this case are a considerable amount. No bounties are offered, but either House Tîrril or House Axordil may grant boons — if requested. However, the gratitude and goodwill of House Tîrril, House Axordil, and Nissa are probably worth more than physical rewards, not to mention the gratitude and goodwill of the local populace and the higher authorities of Ithilien and Gondor.

5.6 AFTERWARD

Whatever the case may be, remember: House Aludor is a powerful, wealthy, and vengeful family. Angon, Zelek's ambitious and ruthless nephew, will not take kindly to his uncle's demise by a ragtag group of adventurers, and will surely seek vengeance.

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6.0 Cncounters

While pastoral and rural, the area is civilized and relatively peaceful and politically stable. Most of the encounters in this adventure are tied to specific sites, but there are a few "random" encounters.

6.1 ... IN THE GENERAL AREA

Encounters with the wraith Grimsword can occur when traveling at night on any road in the area, with encounters more likely nearer to Barad Dae. The wraith will be encountered only individually, and will challenge any one PC to a duel. Grimsword will insist on a "fair fight": any attempt to "gang up" on the wraith will simply result in it's immediate disappearance, but Grimsword will reappear moments later to renew the challenge; however, to this end, equipping and "buffing up" of the party's champion with items and/or spells will be tolerated, as long as it's quick. If victorious, the wraith will remove one item from his victim (preferably a magical weapon or shield) and then disappear with a cry of victory. A PC who defeats Grimsword in single combat may then select one (and only one) item from the culumalda tree before it too disappears. Among those items are Astor's sword and Edroch's shield - which the heirs of those worthies will recognize and want restored to their family.

The wraith Warduke will only be encountered if the PCs attend to Bomar's bedside during the night, in which case it will flee any serious confrontation, since it's mission is to harass Bomar; or if Zelek specifically orders it to harass the PCs (or anyone else for that matter).

Finally, the ghost of Edroch may be encountered on the roads at night, wandering aimlessly, seeking help to avenge his death. He will assess the intentions of anyone he meets, and attempt to recruit any willing listeners to his cause. However, he has nothing to offer as reward other than gratitude.

6.2 ...IN TWIDDLE FOREST

Nissa may be encountered anywhere in Twiddle Forest, at any time. In fact, she can sense the presence of any intruders (the PCs), and will seek them out. She will assess their intentions, and react accordingly. Remember that her primary concern is the health and welfare of the forest and it's denizens.

The horse Artaxë may also be encountered in the forest at any time or place. Capturing and returning him to House Tîrril will bring considerable goodwill – and perhaps a reward.

Wawono is located in the center of the forest, and will only be encountered there.

Finally, there is another nature spirit, a foul sprite called Cracker, who may also be encountered at any time or place in the forest — though unlike Nissa he cannot divine the presence of outsiders. He will however certainly molest any stranger(s) that he meets.

6.3 ...AT MEADOWCROFT

Should the PCs become involved in the mysterious case of Bomar and his affliction, they may decide to attend his bedside during the night – in which case they will meet Warduke. Although the wraith will flee any serious confrontation, the very discovery of his presence and it's affect on Bomar will be a revelation – although that in itself will not reveal the wraith's origin.

6.4 ...AT BARAD DAE

Anyone calling at Barad Dae will be summarily dismissed with the admonition that "Lord Zelek is indisposed and cannot be disturbed." Theoretically, Bomar, Miatta, or Mercawen could demand an audience, but they would have to be convinced that Zelek is involved in nefarious affairs — and if so they won't confront him alone on his home turf, they will request the party to accompany them.

There are a number of servants at Barad Dae, all normal locals who are ignorant of Lord Zelek's business. Visitors will be met first by a butler. The steward Zagarrâma may also be present, and if so will run interference for Zelek if necessary.

During daytime, the wraiths will be idling in the underground cave, in the dark. Zelek may summon them (by a mere word) to defend him, but they will suffer penalties in even ordinary indoor daylight conditions.

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7.0 Cables

This section provides MERP game stats for the characters mentioned.

TABLE 7.1: The Valley's NPCs

Name	Lvl	MM	Hits	AT	DB	Sh/Gr	Melee/Missile OB	Notes
House Aluc	dor							
pale light as a to	orch, also	o allows	free use of	Ice Lav	v (except	Ice Bolt an	nd Cold Ball) to 10 th le	Dúnadan, Evil Magician. An evil lord of House Aludor, trying to spread evil in the Valley. n Minas Ithil; casts cold ball ×3/day, +3PP, casts a vel. +10 ring of protection adds to DB. <i>Tome of</i> nee to 5th lvl and all Magician list to 10th lvl.
trance similar to all life via scen- cold; Fear of L	the 'Tro t +40 per ight – sh +15 <i>Swo</i>	ue Hold' ception nuns sun ord of Ka	spell, viction and touch of the light (-50 couras – ancies	im must drains 10 laylight, ent sword	resist 3 rd 0 Constit -100 full d, flames	lvl; Cold oution/rnd; I sun) & rur on commar	of Heart – all within 10 mmunity – can be had ning water; User of Land, causes additional heart.	Minor Wraith, Minion of Zelek. imsword is able to hold or put the individual in a 0' suffer A cold critical; Lust for Life – can sense rmed only by magic weapons and is immune to ies – can manipulate illusions, hence the old eat critical same lvl as primary crit, sword is
trance similar to all life via scen	the 'Tr t +40 per ight – sh	ue Hold' ception nuns sun	spell, victi	im must drains 10	resist 3 rd 0 Constit	lvl; Cold o ution/rnd; I	of Heart – all within 1 mmunity – can be had	Minor Wraith, Minion of Zelek. Warduke is independent-minded but likes Zelek's evil ways. Induke is able to hold or put the individual in a 0' suffer A cold critical; Lust for Life – can sense timed only by magic weapons and is immune to walker – is able to visit other's dreams and create
Zagarrâma +5 short sword.	6 +25 An	10	85	Ch	25	N/N	54ss/24cb	Haradrim, Merchant. Steward for House Aludor. Penny pincher. He is unaware of Zelek's minions.
House Tîrr		praisai,	20 Mathe	matics,	TO GOIR	ioi Loic		
Bomar	9	5 f Ogwa	90 family hai	Pl	20	Y/AL	80bs/70lb	Dúnadan, Warrior. Head of House Tîrril. Distraught over his brother's untimely death. ores all criticals affecting the arms, it acts as +10
DB (bonuses no				1100111, a	iuus a +1	o to the wea	arer's strength and ign	tores an efficient affecting the arms, it acts as +10
produce a berry	every ti erous her	me it is obs. PP48	closed, as 1 3 (24×2). D	ong as tl S 65 BS	he last be	erry has bee	n consumed, it also fu	Dúnadan, Animist. Acting Head of House Tîrril. Cares for others. na berry (heals ten hits when eaten), the ring will nctions as a ×2 PP for Channeling Spells. g lists to 5th level and all Animist list to 8th level.
Blyde Sword, chain as	7	5	79	Ch	15 e despite	Y/N his age.	68bs/55cb	Rural Man, Tracker. Resides at Meadowcroft, Cousin to Miatta and Bomar. Acts as the Warden of Meadowcroft. Takes care of the horses.

Codes: Lvl = Level; MM = Movement & Maneuver Bonus (in AT); AT = Armor Type; Sh = Shield(+bonus); Gr = Greaves (N = None; A = Arm, L = Leg); DB = Defensive Bonus (includes Shield); OB = Offensive Bonus; PP = Power Points (Chan = Channeling, Ess = Essence); DS = Directed Spells; BS = Base Spells.

Weapons Codes: da = dagger; bs = broadsword; cb = crossbow; ja = javelin; lb = longbow; ma = mace; qs = quarter staff; sb = short bow; sc = scimitar; sp = spear; ss = short sword; wh = war-hammer.

Creature OB Codes: L = Large; Ba = bash; Gr = grapple.

Armor Types: No = No armor; SL = Soft Leather; RL = Rigid Leather; Ch = Chain Mail; Pl = Plate Armor.

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Name	Lvl	MM	Hits	AT	DB	Sh/Gr	Melee/Missile OB	Notes
House Axo	ordil							
Mercawen	9	5	73	Sl	20	N/N	72ma/59lb	Dúnadan, Cleric. Mistress of Shortmead. In love with Bomar and friends with Miatta
+5 Mace. PP36 Poison Lore, +			ows 5 Clo	sed Cha	nneling li	sts to 5th le	evel and all Cleric list	to 10th level. First Aid +25, +10 Herb Lore, +10
Krassat	11	0	62	No	10	N/N	53bs/Special	Dúnadan. Scholar. Eldest member of House Axordil. A scientist.
fireworks. The	'flying di	agon fir	ework' flie	es at a di	stance of	50' and bu		ng attacks. If the need is urgent, Krassat uses bursts which results, if aimed at an individual, in natics.
Twiddle F	orest							
Nissa	45	50	170	Sl	70	N/N	150bs/170sb	Maia (Earth-Spirit). Mistress of Twiddle Forest. Fun loving and innocent.
speed. Strengt the confines of its nature and oprovides an ad protection from finally it provides	th of Form the forest origin. Iten ditional element head cri- des a const t, Ranger	n – Due t she gai ms- Silve ectric cr ticals, it stant "Au and Cler	to Nissa's ns addition er Sword — ritical. Nissa also protectura" spell oric list to 50	essence nal streng this lon to Headington Headington to Headington Headington to Headington Headington to Headington Headington to Headington Headington to Headington Headington to Headington Headington Headington Headington Headington to Headington Headington Headington Headington Headington Headington to Headington Headingto	, she is tro gth, she is g sword i band – th yearer from wearer. P	eated as a I is immune to sof slaying e silver hear magical P270. DS 1	Large Creature. Nissa of the object of the o	when using herbs, the herbs heals at thrice the draws her power from Twiddle Forest and within s. Lore – she can look at any plant and ascertain es, it is made of Mithril, and is +30 OB and hing Mithril and provides the wearer 100% ast Essence, Channeling and Mentalism), and Open and Closed Channeling lists to 50th level d, +120, Foraging +80, Singing +80, Star-Gazing Awakened Tree, Ancient Tree. Oldest living
								thing in the forest.
Mists – Wawo	no has the	innate a	ability to ca	ast withi	in 30' diff	ferent types		ear of Fire – Wawono has a fear of fire. Mystical elings of despair (6 th lvl) and 2) sleepiness (7 th
Cracker	9	5	129	Sl	40	N/N	100LBa×2/No	A foul sprite that detests Man. It was Cracker that caused the Disappearance. Is considering Zelek's proposals.
magical attack	s. Multiples, thus managed and the managed and	le Attac aking hi Open ar	ks – Crack m invisible d Closed (er is so e in fore Channel	quick that st. Tough	t he is able mess – Cra	to strike two opponenticker does not get stun	lls are double the duration and range, +30 RR to ts at once. Merge – Cracker has the ability to med, and all missiles attacks are at ½ hits. PP36. noing +20, Foraging +20, Star-Gazing +10,

Codes: Lvl = Level; MM = Movement & Maneuver Bonus (in AT); AT = Armor Type; Sh = Shield(+bonus); Gr = Greaves (N = None; A = Arm, L = Leg); DB = Defensive Bonus (includes Shield); OB = Offensive Bonus; PP = Power Points (Chan = Channeling, Ess = Essence); DS = Directed Spells; BS = Base Spells.

Weapons Codes: da = dagger; bs = broadsword; cb = crossbow; ja = javelin; lb = longbow; ma = mace; qs = quarter staff; sb = short bow; sc = scimitar; sp = spear; ss = short sword; wh = war-hammer.

Creature OB Codes: L = Large; Ba = bash; Gr = grapple.

Armor Types: No = No armor; SL = Soft Leather; RL = Rigid Leather; Ch = Chain Mail; Pl = Plate Armor.

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Edap ppadypap agp pap, sarap sarap adapped as dangped and post app adapped by sarapped apped post apped by sarapped apped paps and a mater apped sarapped apped paps apped apped paps and a mater apped sarapped apped paps and a mater apped sarapped apped appe

Granbash 7 15 73 Ch 20 Y/N 72ss/59sb Goblin, Warrior. Chief of Drach. Sneak: +20 to Stalk/Hide rolls. +5 Short Sword. Tracking +25, Trickery +20, Interrogation +20. Fangash 11 0 62 SL 10 N/N 63ss/No Goblin. Warrior. Oldest resident in the caves and second in command. +10 Mace of Breaking Bones – The ball of the mace is shaped like a broken ebon skull with hollow eyes, any E critical has a 30% chance of breaking bones. PP11. DS 3. Knows Sound/Light Ways to 10th level. Goblin Lore +30, Poison Lore +20, History of Gondor +30. Flagish 9 10 70 SL 25 N/N 50da/17sb Gobliness, Animist. Drach Cleric and Healer. Golar's Pendant – a huge sapphire with a chain of very strong but crudely forge iron links. It is a +3 PP for Channeling, adds +15 to all magic RR, and allows use of 'Curses' spell list as if 10 levels above Flagish's own level. +10 dagger laced with poison. PP18+3. DS 70 BS 9. Knows All Open and Closed Channeling lists to 10th level and all Animist. Dancing +20, First Aid, +35, Foraging +20, Singing +10, Trickery +20. Olip 6 15 58 RL 30 N/N 70wh/60cb Kobold, Chief Miner. Guts: +10 Poison RR, +25 Disease RR and +10 Morale. Nose: Olp can smell the minerals hidden in the walls like someone smelling a baking apple pie. +10 Trusty Old Pick that doubles the speed to dig. PP12. DS – BS –. Knows the following lists, Earth Law to 6th Ivl, Rune Mastery the Ivl, and Spell Wall to 5th Ivl. Gaar 5 5 129 SL 40 N/N 100wh/No Goblin, Warrior. Chief Smith. Big Goblin. +10 war-hammer that doubles as a forging tool. Gloves of Gaar – shabby dark leather gloves with Black Speech runes on it, provides mmunity to all heat, +10 to smithing activities and hardens the fists as if they were mace. Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore.	Name	Lvl	MM	Hits	AT	DB	Sh/Gr	Melee/Missile OB	Notes		
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Olp 6 15 58 RL 30 N/N 70wh/60cb Kobold, Chief Miner. Guts: +10 Poison RR, +25 Disease RR and +10 Morale. Nose: Olp can smell the minerals hidden in the walls like someone smelling a baking apple pie. +10 Trusty Old Pick that doubles the speed to dig. PP12. DS – BS –. Knows the following lists, Earth Law to 6th Ivl, Rune Mastery the Ivl, and Spell Wall to 5th Ivl. Gaar 5 5 129 SL 40 N/N 100wh/No Goblin, Warrior. Chief Smith. Big Goblin. Hower-hammer that doubles as a forging tool. Gloves of Gaar – shabby dark leather gloves with Black Speech runes on it, provides mmunity to all heat, +10 to smithing activities and hardens the fists as if they were mace. Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.											
Guts: +10 Poison RR, +25 Disease RR and +10 Morale. Nose: Olp can smell the minerals hidden in the walls like someone smelling a baking apple pie. +10 Trusty Old Pick that doubles the speed to dig. PP12. DS – BS –. Knows the following lists, Earth Law to 6th Ivl, Rune Mastery 5th Ivl, and Spell Wall to 5th Ivl. Gaar 5 5 129 SL 40 N/N 100wh/No Goblin, Warrior. Chief Smith. Big Goblin. However, and the same of the speed runes of the speed runes on it, provides must be all heat, +10 to smithing activities and hardens the fists as if they were mace. Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.	All Open and C	Closed Cl	nanneling	g lists to 10	0th level	and all A	nimist. Da	ncing +20, First Aid, +	+35, Foraging +20, Singing +10, Trickery +20.		
apple pie. +10 <i>Trusty Old Pick</i> that doubles the speed to dig. PP12. DS – BS –. Knows the following lists, Earth Law to 6 th lvl, Rune Mastery Sth lvl, and Spell Wall to 5 th lvl. Gaar 5 5 129 SL 40 N/N 100wh/No Goblin, Warrior. Chief Smith. Big Goblin. H10 war-hammer that doubles as a forging tool. <i>Gloves of Gaar</i> – shabby dark leather gloves with Black Speech runes on it, provides mmunity to all heat, +10 to smithing activities and hardens the fists as if they were mace. Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.	Olp	6	15	58	RL	30	N/N	70wh/60cb	Kobold, Chief Miner.		
Gaar 5 5 129 SL 40 N/N 100wh/No Goblin, Warrior. Chief Smith. Big Goblin. +10 war-hammer that doubles as a forging tool. Gloves of Gaar – shabby dark leather gloves with Black Speech runes on it, provides mmunity to all heat, +10 to smithing activities and hardens the fists as if they were mace. Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.											
Gaar 5 5 129 SL 40 N/N 100wh/No Goblin, Warrior. Chief Smith. Big Goblin. +10 war-hammer that doubles as a forging tool. Gloves of Gaar — shabby dark leather gloves with Black Speech runes on it, provides mmunity to all heat, +10 to smithing activities and hardens the fists as if they were mace. Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.	apple pie. +10	Trusty O	<i>ld Pick</i> tl	hat double	s the spe	ed to dig.	. PP12. DS	– BS –. Knows the fo	llowing lists, Earth Law to 6 th lvl, Rune Mastery		
+10 war-hammer that doubles as a forging tool. Gloves of Gaar – shabby dark leather gloves with Black Speech runes on it, provides mmunity to all heat, +10 to smithing activities and hardens the fists as if they were mace. Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.	6 th lvl, and Spel	ll Wall to	5 th lvl.								
mmunity to all heat, +10 to smithing activities and hardens the fists as if they were mace. Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.	Gaar	5	5	129	SL	40	N/N	100wh/No	Goblin, Warrior. Chief Smith. Big Goblin.		
Klagish 5 0 73 SL 20 N/N 72da/50da One-eyed Gobliness, Cook. In love with old Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.	+10 war-hamm	er that de	oubles as	a forging	tool. Glo	oves of G	aar – shabb	by dark leather gloves	with Black Speech runes on it, provides		
Tangash. Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 P1 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: SI; Crit: L.	immunity to all	heat, +1	0 to smit	thing activ	ities and	hardens	the fists as	if they were mace.			
Book of foul and filthy recipes: +10 to cooking. Cooking +20, First Aid +15, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore. Golem 15 10 190 P1 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.	Klagish	5	0	73	SL	20	N/N	72da/50da	One-eyed Gobliness, Cook. In love with old		
Golem 15 10 190 Pl 40 N/N 110LBa/No Construct. Activated by password, obeys that person. Size: L; Speed: Sl; Crit: L.									Tangash.		
person. Size: L; Speed: Sl; Crit: L.	Book of foul an	d filthy r	ecipes: +	-10 to cool	king. Co	oking +20	0, First Aid	+15, +10 Herb Lore,	+10 Poison Lore, +20 Gondor Lore.		
	Golem	15	10	190	P1	40	N/N	110LBa/No	Construct. Activated by password, obeys that		
Construct: Ignores bleeding, stuns and criticals; immune to mind-altering effects.									person. Size: L; Speed: Ŝl; Crit: L.		
	Construct: Ign	ores blee	eding, stu	ins and cri	ticals; in	nmune to	mind-alter	ing effects.			

TABLE 7.2: The Valley's Minor NPCs

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Name	Lvl	MM	Hits	AT	DB	Sh/Gr	Melee/Missile OB	Notes		
The Valley										
Farmer Tom	3	0	49	No	10	N/N	55bs/60lb	Dúnadan, Independent Farmer. A friend of the Tîrrils. Has seven sons all strong body.		
+5 broadsword.	Knows	Nissa.								
Edroch's Ghost	7	15 3 rd lyl fea	99	Ch	40	Y/AL	100bs/63cb	Ghost. Edroch, brother of Bomar, wanders the Valley at night seeking someone to help him avenge his death. Appears as a shimmering white knight. and bleeding results. Lust for Life – Even if		
with magic wear							s his touch drains 5 CC	onstitution/rnd. Immunity – can be harmed only		
Rufus	4	10	57	Ch	30	Y/N	60bs/37sp	Dúnadan, Warrior. Would-be Knight from House Trantîn, a wealthy merchant family from Minas Ithil.		
	+10 Sword – shining pretty sword, especially made for him by dwarves, fumbles only on rolls 01-02. Appraisal +20, Mathematics +15, Gondor Lore +10.									

TABLE 7.3: The Valley's Military Table

Name/#	Lvl	MM	Hits	AT	DB	Sh/Gr	Melee/Missile OB	Notes
Goblins of Dra	ch							
Elites/5	5	10	80	RL	30	N/N	70sp/60sb	Goblins, bodyguards.
Warriors/20	5	15	70	SL	35	N/N	60bs/70sb	Long-snout goblins.
Green/50	3	10	55	SL	25	Y+5/N	65sp/50sb	A few have +5 spears
Kobolds/20	2	10	45	SL	20	Y+5/N	55sp/45sb	Inexperienced soldiers, mostly miners

The End

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