

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

# The Evil In House Aludor

Revised Edition

An Adventure Scenario for MERP

FOR 6 – 8 mid-level PCs



# The Valley

**Madocwrocft**



**Erborn R.**



**Tuiddle Forest**



**Barad Dae**



**Shorcmead**  
**Donor**



Scale



5 mi.



# The Evil in House Aludor (Revised Edition)

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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 rule-book, 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, Grimswold, 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”
- Borodĭn – 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)
- Tĭrril – S: brilliant glance, “Lookbright”, “Eyebright”
- Trantĭn – S: quiet county/shire, “Stillshire”
- Zagarrĭma – Ad: Sword-man
- Zelek – Ad: ? Probably a common male name

## 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

In the heart of prosperous Harithilien, 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 [Shadow Tower](#), 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 Tírril. 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 Trantûn, a family of merchants aspiring to nobility; and House Tírril, 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 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 House Tirril’s crest of a golden plow on a green field. 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.



Bomar

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 Tranûn, 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 as a child in 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 of fighting. She carries a



Mercawen

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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1. Barad Dae 2. Twiddle Forest 3. Erborn River 4. Meadowcroft, Lands of House Tիրil 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 unscrupulous steward named 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.

2. 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 Tիրils, 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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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.

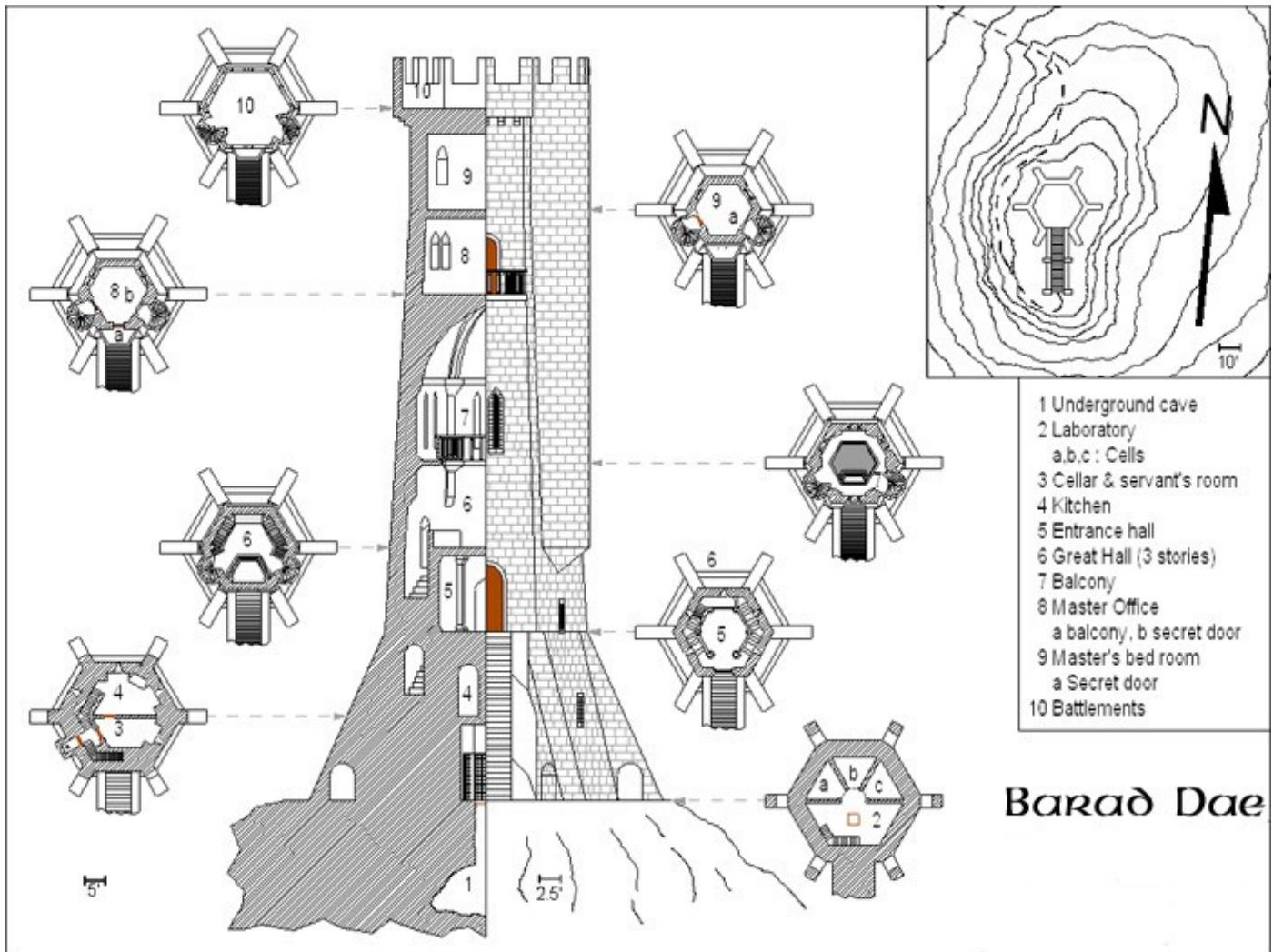
### 4.1 BARAD DAE

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



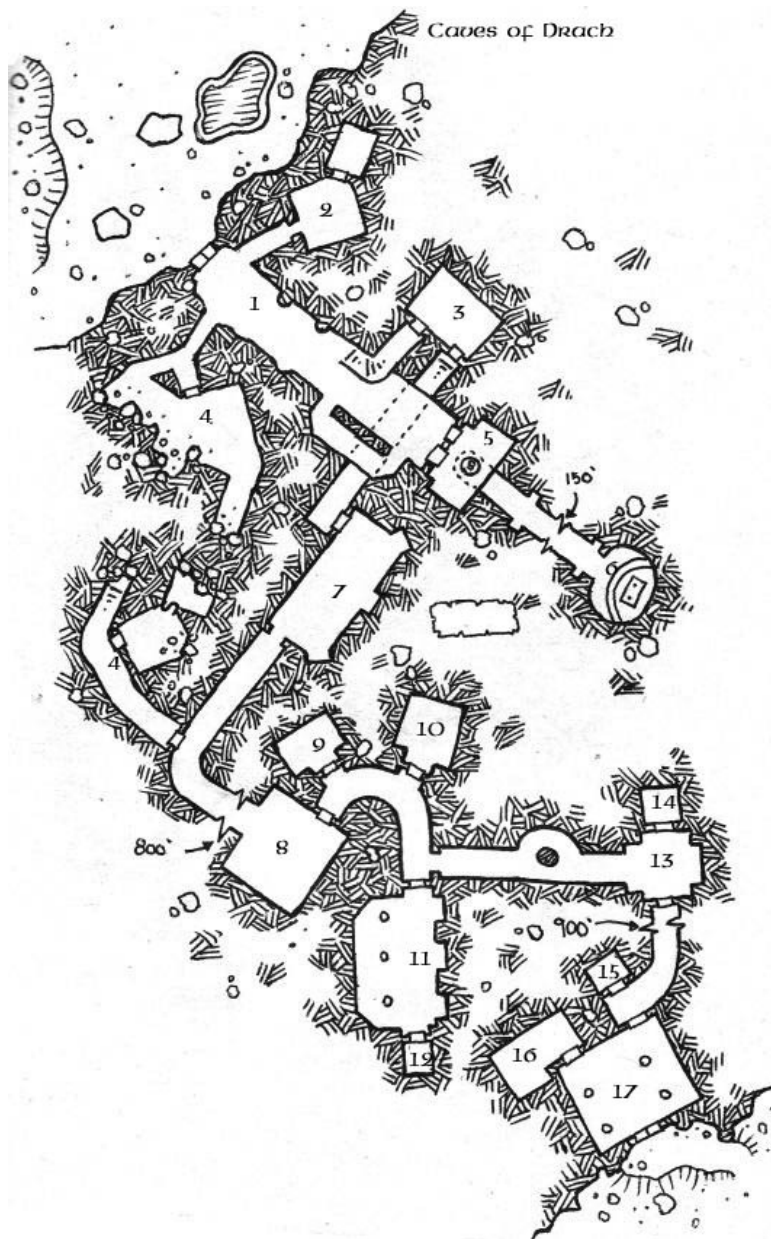
Barad Dae

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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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- 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.

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.

## 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

## 6.0 Encounters

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 Tirril 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 Tables

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
<b>House Aludor</b>								
<b>Zelek</b>	9	0	99	No	10	N/N	66qs/60da	Dúnadan, Evil Magician. An evil lord of House Aludor, trying to spread evil in the Valley. +10 <i>Zelek's Staff</i> – this metallic staff was given to him by an unknown person while he was in Minas Ithil; casts cold ball ×3/day, +3PP, casts a pale light as a torch, also allows free use of Ice Law (except Ice Bolt and Cold Ball) to 10 <sup>th</sup> level. +10 ring of protection adds to DB. <i>Tome of Dark Magic</i> – has evil magician lists to 10 <sup>th</sup> level. PP18+3. DS 85 BS 9. Knows 5 Open Essence to 5th lvl and all Magician list to 10th lvl.
<b>Grimsword</b>	9	15	113	Pl	25	Y/AL	101bs/63cb	Minor Wraith, Minion of Zelek. <b>Undead Fear</b> – creates 3 <sup>rd</sup> lvl fear aura to all those nearby; <b>Stare of Death</b> – with a stare, Grimsword is able to hold or put the individual in a trance similar to the ‘True Hold’ spell, victim must resist 3 <sup>rd</sup> lvl; <b>Cold of Heart</b> – all within 10’ suffer A cold critical; <b>Lust for Life</b> – can sense all life via scent +40 perception and touch drains 10 Constitution/rnd; <b>Immunity</b> – can be harmed only by magic weapons and is immune to cold; <b>Fear of Light</b> – shuns sunlight (-50 daylight, -100 full sun) & running water; <b>User of Lies</b> – can manipulate illusions, hence the old cumalalda tree; +15 <i>Sword of Karas</i> – ancient sword, flames on command, causes additional heat critical same lvl as primary crit, sword is unholy; Grimsword possesses black plate amour and night black Mordor horse.
<b>Warduke</b>	10	10	121	Pl	30	Y/AL	111ma/121sp	Minor Wraith, Minion of Zelek. Warduke is independent-minded but likes Zelek’s evil ways. <b>Undead Fear</b> – creates 3 <sup>rd</sup> lvl fear aura to all those nearby; <b>Stare of Death</b> – with a stare, Warduke is able to hold or put the individual in a trance similar to the ‘True Hold’ spell, victim must resist 3 <sup>rd</sup> lvl; <b>Cold of Heart</b> – all within 10’ suffer A cold critical; <b>Lust for Life</b> – can sense all life via scent +40 perception and touch drains 10 Constitution/rnd; <b>Immunity</b> – can be harmed only by magic weapons and is immune to cold; <b>Fear of Light</b> – shuns sunlight (-50 daylight, -100 full sun) & running water; <b>Dream Walker</b> – is able to visit other’s dreams and create nightmares; +10 morning star
<b>Zagarrâma</b>	6	10	85	Ch	25	N/N	54ss/24cb	Haradrim, Merchant. Steward for House Aludor. Penny pincher. He is unaware of Zelek’s minions. +5 short sword, +35 Appraisal, +20 Mathematics, +10 Gondor Lore
<b>House Tirril</b>								
<b>Bomar</b>	9	5	90	Pl	20	Y/AL	80bs/70lb	Dúnadan, Warrior. Head of House Tirril. Distraught over his brother’s untimely death. +10 Sword. <i>Gauntlets of Ogre</i> – family heirloom, adds a +10 to the wearer’s strength and ignores all criticals affecting the arms, it acts as +10 DB (bonuses not added to stats).
<b>Miatta</b>	8	15	78	No	10	N/N	53ma/48da	Dúnadan, Animist. Acting Head of House Tirril. Cares for others. <i>Erin's Ring</i> – this unusual ring has a small compartment which, when closed, creates a mirena berry (heals ten hits when eaten), the ring will produce a berry every time it is closed, as long as the last berry has been consumed, it also functions as a ×2 PP for Channeling Spells. Possesses numerous herbs. PP48 (24×2). DS 65 BS 8. Knows 5 Open and Closed Channeling lists to 5th level and all Animist list to 8th level. +35 First Aid, +30 Cookery, +20 Herb Lore.
<b>Blyde</b>	7	5	79	Ch	15	Y/N	68bs/55cb	Rural Man, Tracker. Resides at Meadowcroft, Cousin to Miatta and Bomar. Acts as the Warden of Meadowcroft. Takes care of the horses. Sword, chain armor, and crossbow. Is still energetic despite his age.

**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
<b>House Axordil</b>								
<b>Mercawen</b>	9	5	73	SI	20	N/N	72ma/59lb	Dúnadan, Cleric. Mistress of Shortmead. In love with Bomar and friends with Miatta  +5 Mace. PP36. DS 75 BS 9. Knows 5 Closed Channeling lists to 5th level and all Cleric list to 10th level. First Aid +25, +10 Herb Lore, +10 Poison Lore, +20 Gondor Lore.
<b>Krassat</b>	11	0	62	No	10	N/N	53bs/Special	Dúnadan. Scholar. Eldest member of House Axordil. A scientist.  <b>Unbeliever</b> – due to his belief in science, Krassat obtains a +10 RR to Essence and Channeling attacks. If the need is urgent, Krassat uses fireworks. The ‘flying dragon firework’ flies at a distance of 50’ and bursts into three or four bursts which results, if aimed at an individual, in three or four +30 firebolts. +30 Chemistry, +40 Physics, +30 History of Gondor, +30 Mathematics.
<b>Twiddle Forest</b>								
<b>Nissa</b>	45	50	170	SI	70	N/N	150bs/170sb	Maia (Earth-Spirit). Mistress of Twiddle Forest. Fun loving and innocent.  Powers: <b>Song-Weaving</b> – Nissa loves to sing and as such she can use her voice to create any sound within the range of any mammal found in Twiddle Forest and, while singing, she can communicate with any animal within a mile. <b>Silence of Mind</b> – Nissa can make no noise when moving in the forest. <b>Love of Nature</b> – Nissa can tame any wild beast and calm the heart of any sentient tree/plant. <b>Ward of Twiddle</b> – Nissa’s presence extends out to form a presence-wall over Twiddle Forest. Within the forest, Nissa can sense any being or beast whenever she concentrates. <b>Mistress of Healing</b> – Nissa can heal the ills of any plant within 45’, she can also use Healer Base list without expending power points. The healing spells are at twice the normal duration and heals at twice the speed. Also when using herbs, the herbs heals at thrice the speed. <b>Strength of Form</b> – Due to Nissa’s essence, she is treated as a Large Creature. Nissa draws her power from Twiddle Forest and within the confines of the forest she gains additional strength, she is immune to heat and cold attacks. <b>Lore</b> – she can look at any plant and ascertain its nature and origin. Items- <i>Silver Sword</i> – this long sword is of slaying wargs and werewolves, it is made of Mithril, and is +30 OB and provides an additional electric critical. <i>Nissa Headband</i> – the silver headband is made of shining Mithril and provides the wearer 100% protection from head criticals, it also protects the wearer from magical attacks (+30 RR against Essence, Channeling and Mentalism), and finally it provides a constant “Aura” spell over the wearer. PP270. DS 150 BS 55. Knows All Open and Closed Channeling lists to 50th level and all Animist, Ranger and Cleric list to 50th level. Acrobatics +100, Dancing +90, First Aid, +120, Foraging +80, Singing +80, Star-Gazing +90, Trickery +70, Weather-Watching +85.
<b>Wawono</b>	20	15	238	RI	30	N/N	70LBa/60LGr	Awakened Tree, Ancient Tree. Oldest living thing in the forest.  <b>Multiple Attacks</b> – Wawono can attack several individual simultaneously without penalty. <b>Fear of Fire</b> – Wawono has a fear of fire. <b>Mystical Mists</b> – Wawono has the innate ability to cast within 30’ different types of incantations, 1) feelings of despair (6 <sup>th</sup> lvl) and 2) sleepiness (7 <sup>th</sup> lvl). <b>Toughness</b> – Wawono does not get stunned, and all missiles attacks are at ½ hits.
<b>Cracker</b>	9	5	129	SI	40	N/N	100LBa×2/No	A foul sprite that detests Man. It was Cracker that caused the Disappearance. Is considering Zelek’s proposals.  <b>Strength of Form</b> – all attacks are resolved on Large Critical table. <b>Magic Imbued</b> – all spells are double the duration and range, +30 RR to magical attacks. <b>Multiple Attacks</b> – Cracker is so quick that he is able to strike two opponents at once. <b>Merge</b> – Cracker has the ability to merge with trees, thus making him invisible in forest. <b>Toughness</b> – Cracker does not get stunned, and all missiles attacks are at ½ hits. PP36. DS 90 BS 9. Knows All Open and Closed Channeling lists to 10th level. Acrobatics +30, Dancing +20, Foraging +20, Star-Gazing +10, Trickery +35, Trap Building +20, Perception +20.

**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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