

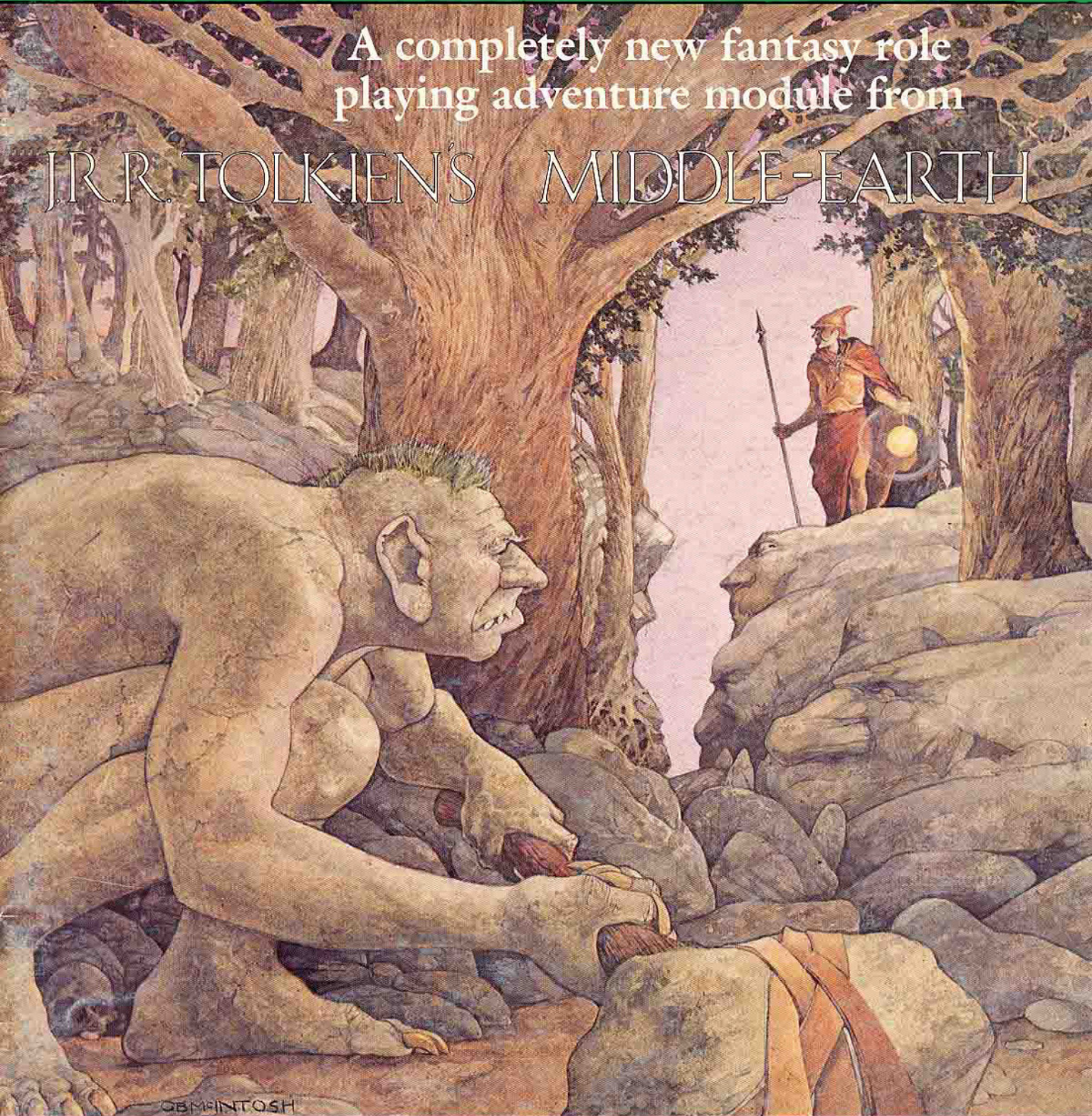
HILLMEN

of the Trollshaws™



A completely new fantasy role
playing adventure module from

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



Based on **THE HOBBIT™** and **THE LORD OF THE RINGS™**, **HILLMEN** of the Trollshaws details the lands of western RHUDAUR. Adventure in the rocky highlands near Cameth Brin, where Trolls and the ghosts of Petty-Dwarves haunt ancient caverns. Produced and distributed by **IRON CROWN ENTERPRISES, INC.** Stock #8040.

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1. Stone Bridge - This one-arch span crosses the dry moat at its southwest corner. Redstone quarried from the Fimnach Tereg is used as the building material for both the town and its bridge.
 2. Dry Moat - This ditch surrounds the hill on the west and south sides. It varies in depth from 30 to 60 feet and is between 120 and 25 feet wide.
 3. Guard Headquarters and Armory - Patrols and on-duty guard units operate out of this complex. A small armory supports emergency needs.
 4. South Square - This area serves as the principal in-town drill field.
 5. South Watchpost - A rock outcropping breaks the flow of the town's reinforced earth wall. Behind it sits a 60-foot high stone watchtower. Within it, a spiral stair descends to the Ureithel (see 6.3, #9).
 6. Entry Road - The winding roadway/stair climbs over 200 feet to the main gate on the Fimnach level (see 6.8).
 7. Main (South) Gate - Two three-story guard towers and a covered archer's turret watch over the entry way to Carneth Brin.
 8. Turret-val Tereg - This 210-foot watchtower was built in the early Third Age to guard the heights, provide for seers and stargazers, and signal Ammor's other bastions.
 9. Mithreithel Valley - The river lies some miles to the north and west of the complex.

Carneth Brin and the
Barracks-settlement of Ianoth Brin

hillmen of the trollshaws™

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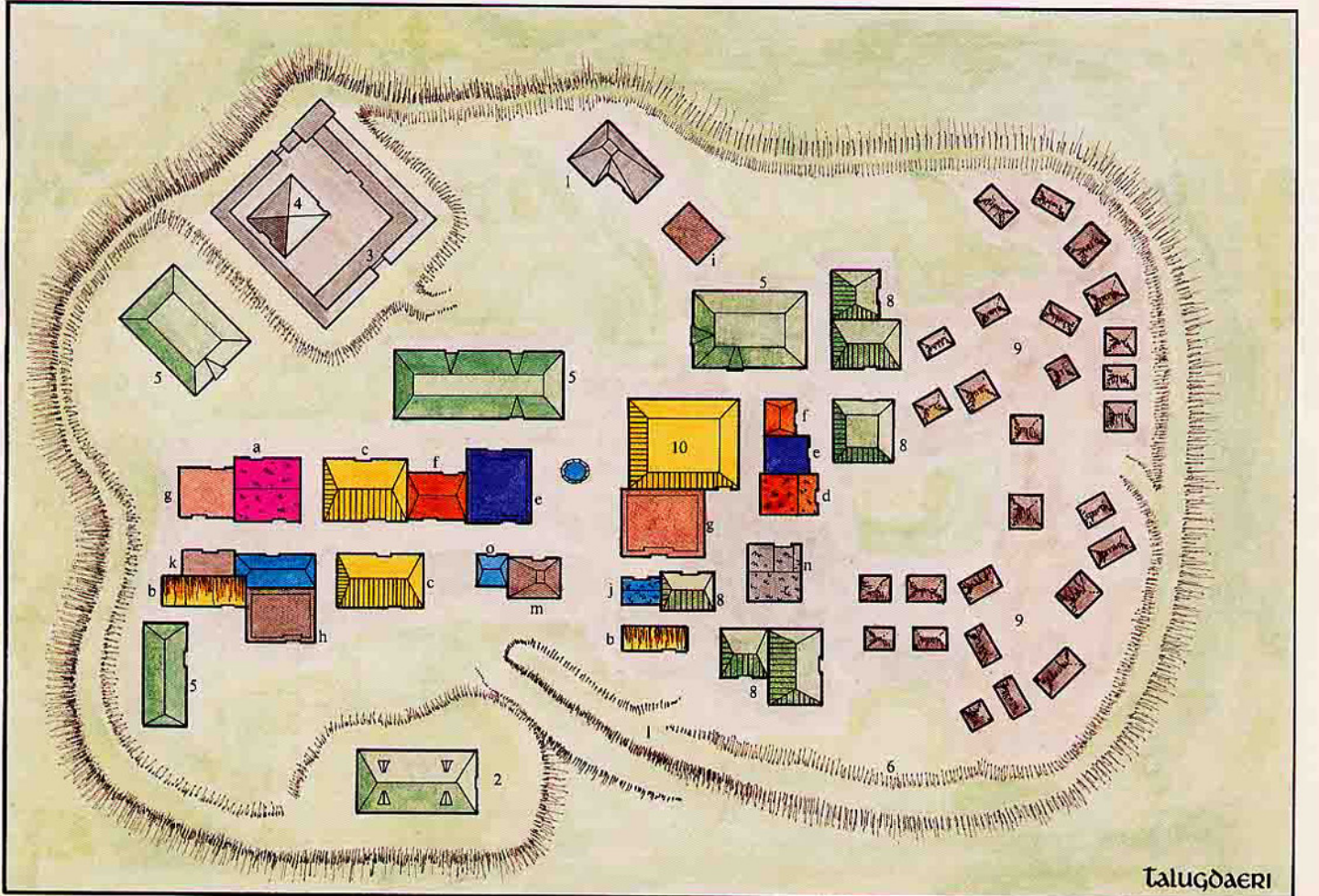
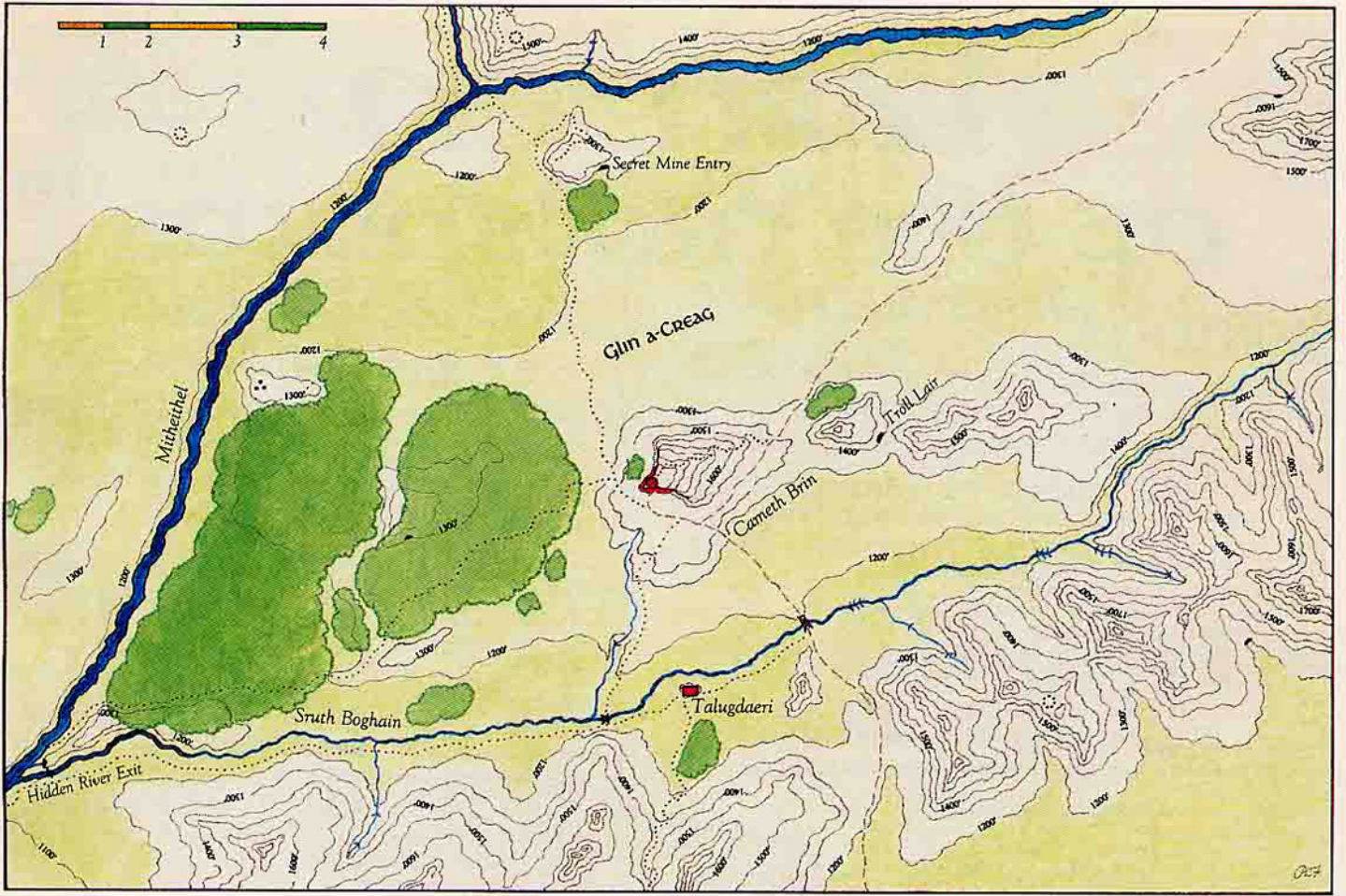
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Claith could see the shadow of the Hillman guard on the ledge below. He recalled Shaleen's description of the Twisted Hill and her somber words of caution: "You may have been born to climb, Ranger, but the craggy overhang of Cameth Brin is unlike any other cliff... Until you reach the upper cave mouths, you'll find nothing but cold wind below you." Suddenly a drum-sound, the beating of a hollow log, reached Claith's deaf ear. They were changing the guard. Using the magic of the Elven-rope, Claith swung across the dark void and miraculously took safe hold of the outcropping just above the narrow entry. He knew he had to move fast. By first light Claith had to be on his way back to the river Hoarwell. The Hillman Chief had to die or the Witch-king's plans would succeed. Almost unthinking, the Ranger slid down the crevice. Claith tested the tension, recalling what his teacher had once said: "Darkness is the assassin's friend and silence his only companion."

1.0 GUIDELINES FOR USING MERP MODULES

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

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

Professor Tolkien's Legacy

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

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

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

MERP ----- Middle-earth Role Playing
RM ----- Rolemaster

Character Stats

Ag ----- Agility (*RM* and *MERP*)
Co ----- Constitution (*RM* and *MERP*)
Em ----- Empathy (*RM*)
Ig ----- Intelligence (*MERP*)
It (In) ----- Intuition (*RM* and *MERP*)
Me ----- Memory (*RM*)
Pr ----- Presence (*RM* and *MERP*)
Qu ----- Quickness (*RM*)
Re ----- Reasoning (*RM*)
SD ----- Self Discipline (*RM*)
St ----- Strength (*RM* and *MERP*)

Game Terms

AT ----- Armor Type
bp ----- bronze piece(s)
cp ----- copper piece(s)
Crit ----- Critical strike
D ----- Die or Dice
DB ----- Defensive Bonus
FRP ----- Fantasy Role Playing
GM ----- Gamemaster
gp ----- gold piece(s)
ip ----- iron piece(s)
jp ----- jade piece(s)
Lvl ----- Level (experience or spell level)
MA ----- Martial Arts
Mod ----- Modifier or Modification
mp ----- mithril piece(s)
NPC ----- Non-player Character
OB ----- Offensive Bonus
PC ----- Player Character
PP ----- Power Points
R or Rad ----- Radius
Rnd or Rd ----- Round (10 second period)
RR ----- Resistance Roll
Stat ----- Statistic or Characteristic
tp ----- tin piece(s)

Middle-earth Terms

A ----- Adûnaic
BS ----- Black Speech
Cir ----- Cirth or Certar
Du ----- Dunlending
E ----- Edain
El ----- Eldarin
Es ----- Easterling
I.A. ----- First Age
F.A. ----- Fourth Age
H ----- Hobbitish (Westron variant)
Har ----- Haradrim
Hob ----- *The Hobbit*
Kd ----- Kuduk (ancient Hobbitish)
Kh ----- Khuzdul (Dwarvish)
LotR ----- *The Lord of the Rings*
Or ----- Orkish
Q ----- Quenya
R ----- Rohirric
Rh ----- Rhovanion
S ----- Sindarin
S.A. ----- Second Age
Si ----- Silvan Elvish
T.A. ----- Third Age
Teng ----- Tengwar
V ----- Variag
W ----- Westron (Common Speech)
Wo ----- Wose (Drúedain)

1.12 DEFINITIONS

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; instead, they are to be found in the text proper.

Arnor: (*S. "Land of the King" or "Royal Land"*). Sister land of Gondor, it was the northern Dúnedain kingdom founded by *Elendil the Tall* in S.A. 3320. Its settlers were the Faithful who fled the sinking of the island continent of Númenor. Arnor incorporated most all of Eriador but was split into the three companion kingdoms of *Arthedain*, *Cardolan*, and *Rhudaun* in T.A. 861.

Arthedain: Last Kingdom of the Dúnedain of the North. As of T.A. 1700, it is the only surviving unit left of the lost Kingdom of *Arnor*.

Dúnedain: These High Men were those Edain ("fathers of men") who settled on the island continent of Númenor, far to the west of Middle-earth. The Dúnedain conquered and/or colonized many areas along the western, southern, and eastern coasts of Endor during the Second Age, and were great lords among men. Unfortunately their great desire for power (at least among some) led to the destruction of their home island near the end of the Second Age. This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar. Those called the "Faithful" opposed the policies and hatred of Elves which led to the Downfall, and were saved when the isle sank. They later founded the kingdoms of Arnor and Gondor (in the North and South of northwestern Middle-earth). Many "unfaithful" groups survived in the various colonies of the Dúnedain established in happier times (e.g. the "Black

Númenoreans" of Umbar). The term Dúnedain refers to the Númenoreans and their descendants in Middle-earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on Elven ways. They are but one group of the Edain, a collective grouping of men with relatively advanced culture and traces of Elvish blood who had aided in the wars against Morgoth in the First Age. Trans: S. "Edain of the West." Sing. Dúndan.

Dunlendings: A rugged race of Common Men who migrated out of the White Mountains in the Second Age. Moving northward along the western flanks of the Misty Mountains, they fought and later merged with the Hillmen and Northmen of Eriador. Those tribes that founded Dunland retain their old ways, but by the late Third Age most have settled to become the majority populations of Arthedain, Cardolan, and Rhudaur. These folk are generally farmers and herders. Dunlendings have a medium or stocky build, brown hair, and tanned or ruddy complexions. Men average 5'10" and have little body hair; women stand around 5'6". Although late Third Age Dunlending highlanders are often called "hillmen," they should not be confused with the peculiar Hillman race of Rhudaur. Others call them by various names: *Dunmen*, *Dunnish Folk*, *Dunlanders*, the *Hillmen of the White Mountains*, etc. See Section 2.84.

Eriador: All the territory between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglin") and north of the River Isen.

First Age (1.A.): The first recorded Age of Middle-earth. Its beginnings date back to a period relatively soon after the dawn of time as we know it and its ending point was marked by the overthrow of Morgoth (the "Black Enemy"), Sauron's overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien's *Unfinished Tales* and *The Silmarillion*. These works are not used or described within this module, since we are focusing on the Third and Fourth Ages.

Fourth Age (F.A.): The fourth recorded age of Middle-earth, the "Age of Men." It began with the passing of the Three Rings over the sea. During the Fourth Age most of the Elves departed Middle-earth for the Undying Lands; other non-mannish races such as Dwarves and Hobbits began to seek solitude, for their ways were no longer understood by the overlords of the continent - men.

Hillmen: A race of short, dark, hardy folk who settled Rhudaur in the late First and early Second Ages. Distantly related to Dunlendings, they lived peaceably as hunters and gatherers until the coming of the Dúnedain and Dunlending tribes during the late Second Age. Over time they all but disappeared as a distinct group. See Section 2.81.

Rhudaur: (S. "Place of Roaring Red-gold"). Easternmost of the three sections of Arnor, it was an independent kingdom between T.A. 861 and 1409. Rhudaur is a rugged land set in the western foothills of the Misty Mountains, and incorporates: (1) all the territory between the rivers *Mitheithel* (W. "Hoarwell") and *Bruinen* (W. "Loudwater"); (2) *En Eredoriath*, the "Lone-lands" east of the Weather Hills; and (3) the *Ettenmoors* which lie to the north of the *Mitheithel* and south of the Misty Mountain spur that forms the border with Angmar.

Second Age (S.A.): The second recorded Age of Middle-earth. It began after the fall of Morgoth, with the founding of the Grey Havens and Lindon. The age ended in S.A. 3441, when Elendil and Gil-gilad overthrew Sauron, Isildur took the One Ring, and the Dark Lord and Nazgûl passed into the shadows.

Third Age (T.A.): The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the sea (from the Grey Havens).

Trollshaws: (S. "Pinnath Tereg"). The hilly region of Rhudaur that lies south of the rugged Coldfells, east of the river *Mitheithel*, west of the river *Bruinen*, and north of the gentle fields of the Angle (S. "En Egladil").

1.13 CONVERTING HITS AND BONUSES







































- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.14 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

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

1.2 BASIC COLOR AREA MAP KEY

- (1) 1 inch = 20 miles
- (2) Mountains = 
- (3) Hills = 
- (4) Mixed forests = 
- (5) Pine forests = 
- (6) Hedgerows, brush, and thickets = 
- (7) Primary Rivers = 
- (8) Secondary Rivers = 
- (9) Streams = 
- (10) Intermittent watercourses = 
- (11) Glaciers and iceflows = 
- (12) Mountain snowfields and snowy regions have no coloring.
- (13) Primary roads = 
- (14) Secondary roads = 
- (15) Trails/tracks = 
- (16) Bridges = 
- (17) Fords = 
- (18) Cities = 
- (19) Towns = 
- (20) Manor houses, inns, small villages = 
- (21) Citadels and huge castle complexes = 
- (22) Small castles/holds/towers/keeps etc. = 
- (23) Monasteries = 
- (24) Observatories = 
- (25) Barrows, cairnfields, and burial caves = 
- (26) Caverns and cave entries = 
- (27) Buttes and plateaus = 
- (28) Lakes = 
- (29) Dunes = 
- (30) Extremely rough terrain = 
- (31) Desert = 
- (32) Shoals = 
- (33) Reefs = 
- (34) Ruins = 
- (35) Swamps and marshlands = 
- (36) Jungle = 
- (37) Dry or periodic lakes = 
- (38) Steep ridge faces and downs = 
- (39) Marsh Villages = 
- (40) Watchtower = 

2.0 INTRODUCTION AND HISTORY

2.1 BACKGROUND INFORMATION

The ominous shadow of *Cameth Brin*, the “Twisted Hill,” looms above the oaks and elms of the Trollshaws in central *Rhudaur*. Until the Third Age, few men dared to come near this dreadful place; many would-be explorers feared the presence of evil spirits, while others were scared off by the unnatural appearance of the hill itself. *Cameth Brin* rises 830 feet above the only vale in all the Trollshaws that might otherwise be called fair. Its base is a steep but natural hill, but from this foundation erupts a tortured outcropping of naked black granite that leans impossibly far over the southern face. It looks as if a sparrow’s sneeze would send the craggy top tumbling down upon the town and the valley below. But rest assured — *Cameth Brin* will endure far worse than sneezes.

Early in the Third Age, Men gained mastery over *Cameth Brin* for a time, and they built upon it a mighty fortress dominating all the western Trollshaws, the most important region in the rugged and mostly unsettled lands of *Rhudaur*. The warped shadows of *Cameth Brin* fall heavily upon the affairs of Men in this wild and bleak country, for they have succumbed again to the powers of evil. Herein are told four tales of the Twisted Hill, stories that tell much of the unhappy history of *Rhudaur* and its peoples. The first tale concerns Hill-trolls, the second, *Miffli the Petty-Dwarf*, the original master of *Cameth Brin*, and how the *Dúnedain* of *Arnor* wrested the heights from him and his evil forces in T.A. 162. A third story tells of the desperate attempts to rescue the *Princess Alquawen* from the clutches of *King Broggha* and the Evil Elfmaiden, *Korékalwen*, in T.A. 1671. The tale is yet to be told in its final form: it narrates the recovery of the ruins of *Cameth Brin* from the foul Orcs and Trolls that abide there at the dawn of the Fourth Age.

2.2 A SHORT HISTORY OF THE REGION

The Southman ancestors of the Hillmen came to the land that they named *Rhudaur* (Hi., Du. “Place of Roaring Red-gold”) to mine its copper and grow rich and reclusive back in the mists of time. After long and bitter struggles with the Giants, Trolls, Woses, and Petty-Dwarves already there, tough and greedy Hillmen won the cold and rocky ground, and for centuries they were left undisturbed. Solitude pleased the Hillmen, for their ancestors feared and hated both the forces of Light and Darkness. They stood alone. For many years, Hillmen were content with a simple hunting and gathering life. Their only lingering problems were the Elves of *Rivendell* (whom they called the “White Fiends”) and the ghosts of the Petty-Dwarves around *Cameth Brin* (who were called the *Ta-Fa-Lisch*, or “Ghosts of the Little People”). The Hillmen soon resolved to avoid both of these races by giving them wide berth, for neither had grand territorial ambitions.

The waning years of the Second Age brought greater challenges to *Rhudaur*, struggles that would eventually lead to the downfall and destruction of the Hillmen. Far away, the High Men, or *Dúnedain*, of the isle of *Númenor* had achieved unsurpassed power and set about conquering and colonizing much of Middle-earth’s coastal territories. They came as givers of order and culture; but through pride and envy, many of them grew corrupt and followed the Dark Lord *Sauron*. *Rhudaur*, being a poor land, did not fall under the yoke of conquest: rather, many of the High Men who did not stray from the path of Light came to *Eriador* to escape the oppression of their fallen brethren. Some of these *Dúnedain* — not the best among them — settled along the borders of *Rhudaur*. Thereafter, *Dúnedain* and the Hillmen often traded, to the benefit of both peoples; however, conflict soon arose over possession of land. The semi-nomadic Hillmen kept to the Highlands for the

most part, and even in winter, rarely ventured beyond the Trollshaws. Still, they considered the Lowlands as immutably their own. The *Dúnedain* disagreed. Yet for many years there was only tension and mistrust between them, not bloodshed.

In S.A. 3319, *Sauron* swayed *Númenor*’s royalty to join him in revolt against the *Valar*, and the island was cast beneath the waves. Only the few Faithful, led by *Elendil the Tall*, escaped the Downfall into exile. The Faithful came to *Eriador* and with the colonists already there, formed the *Kingdom of Arnor*. To the south, *Elendil*’s sons founded *Gondor*.

With all good intentions, *Elendil* claimed all of *Rhudaur* as part of *Arnor*. The might and splendor of his forces was such that the Hillmen submitted without a struggle, hiding their bitterness. Soon, however, *Sauron* returned to his foul realm of *Mordor* and made war upon *Gondor*. *Elendil* and *Gil-galad*, the High King of the Elves, gathered all the Free Peoples of the North and marched to fight the cataclysmic struggle known as the War of the Last Alliance. Although victorious in the end, the Free Peoples suffered horrendous losses from which, especially in *Arnor*, they would never recover. The Hillmen had not joined the Last Alliance, but neither did they rebel for their freedom, for they felt it was without honor to make war on the old men, women and children who were left in *Arnor*. When the battered army of *Arnor* did return, the Hillfolk revolted. The Hillmen were soundly defeated in their attempts to recover the Lowlands, but they could not be beaten in the Highlands, and at last a compromise was reached. This peace informally recognized the *Dúnedain* possession of the Lowlands and the Hillmen’s freedom in the Highlands of northern and eastern *Rhudaur*, but left the vital question of the Trollshaws unresolved.

In T.A. 164, *Mong-Finn* became *Targ-Arm*, or High Chief, of the Hillmen. He was determined to free all of *Rhudaur* but realized that this could not be done without substantial assistance, that seemed nowhere available. So *Mong-Finn* dared what no other had before. He went alone into *Cameth Brin* to gain the alliance of the *Ta-Fa-Lisch*, the Ghosts of the Little People. In the end his rebellion failed, and the *Dúnedain* took possession of the ancient Petty-Dwarven halls within *Cameth Brin*. *Arnor*’s *King Eldacar* decided to expand the halls into a mighty bastion of men and thereby to control the Trollshaws and the Hillmen. Above the cliff *Eldacar*’s engineers erected a great watchtower which commanded the peak, while beneath the Twisted Hill’s overhang the *Dúnedain* established the barracks-settlement of *Tanoth Brin*. Although the work was long and difficult, *Cameth Brin* was completed in T.A. 339 and made the capitol of the province of *Rhudaur*. Soon thereafter, *Dunnish* tribes from the south began to wander into *Rhudaur*, and the *Dúnedain* of the Lowlands allowed many of them to settle on their lands.

In T.A. 861, with the death of *King Eärendur*, the *Kingdom of Arnor* was divided among his three sons, forming the Sister Kingdoms of *Arthedain*, *Cardolan*, and *Rhudaur*. The sons soon quarreled, chiefly over the possession of the great tower of *Amon Sûl* (“Weathertop”) and its potent *palantír*, or Seeing-stone. These quarrels led to internecine wars that sapped the strength of the *Dúnedain*, especially in *Rhudaur* where they were few and always outnumbered by their subject peoples. Over time, the *Dúnedain* of *Rhudaur* increasingly merged with the Hillmen, whose active support they desperately needed.

Meanwhile, *Sauron* had begun to recover from his Second Age defeat, and he now hated the *Dúnedain* above all others. Seeing that the power of *Gondor* made it unassailable, *Sauron* plotted to destroy the *Dúnedain* of the North first, and assigned his mightiest servant, the *Lord of the Nazgûl*, to the task. He came to the North as the *Witch-king* and founded the black realm of *Angmar* in the icy reaches north of *Rhudaur*. Soon *Rhudaur* was his ally, and then merely his pawn. After the great war of T.A. 1409, *Rhudaur* was reduced to a petty state almost totally controlled by the *Witch-king*. However, the rebellion of the Hillmen against this domination

(after the Great Plague) may well have saved Arthedain from destruction at that time. Arthedain would last until T.A. 1974, when it was overrun, but her late-coming allies took potent revenge, destroying Angmar and so ravaging Rhudaur that the few remaining people soon fled. For the rest of the Third Age, Rhudaur was deserted except for the endemic Trolls and occasional bands of Orcs. In the Fourth Age, Men may again come to live in Rhudaur, but first it will have to be cleansed of the dens of evil that remain.

2.3 THE LANDS OF RHUDAUR

Rhudaur is by no means a vast land, but for its size it offers a great deal of geographic diversity. Landforms range from huge hills just below the Misty Mountains, to flat expanses of plains and deep forests as tall and ancient as any in Middle-earth. Rhudaur can be roughly divided into three zones: the Highlands, the Trollshaws, and the Lowlands. The Highlands are formed by the eastern foothills of the snow-capped Misty Mountains and the mountain spur called the Giant's Hills, which form the northern and western borders of Rhudaur. The northern Highlands are divided into the *Ettenmoors* and the *Ettendales*, while those to the south and east are called the *Cold* or *Pinefells*. The Trollshaws form the central part of Rhudaur, standing between the Rivers Mitheithel and Bruinen. This area is primarily scattered woodlands with the only true forest in the south, the *Yfelwyd* (or Evil Woods). The Lowlands form the southern and eastern borders of Rhudaur. South of the Yfelwyd and between the Rivers lies the region known as the *Angle* (S. "*En Egladil*"). To the west of the River Mitheithel lies the great northern plain of Eriador called the *Oiolad* (or Endless Plain), over which Rhudaur's border has passed back and forth many times. This is a lightly settled region, so much so that the plain

just west of the Mitheithel has been branded *En Eredoriath*, the "Lone-lands."

2.31 THE HIGHLANDS

The Highlands of Rhudaur comprise an area of large hills, some rising 1500'. These hills run in irregular curved lines from the southwest to the northeast and are relatively "young"; that is, they are jagged and little-weathered by time, and hold very little topsoil. These features are particularly true of the northernmost hills, the *Ettenmoors* — and in the Hillmen tongue, the "Granite Sea". This name does not derive from the many hills but from the landscape itself, which is strewn with boulders and outcroppings of granite. These rocks range in size from that of a child's ball to a large villa, and they are often grouped in crazy jumbles through which passage is impossible for anything larger than a rabbit. To the south of the *Ettenmoors* the hills are smaller and the granite less profuse, forming the region called the *Ettendales*. The *Ettendales* hold many springs that feed the River Mitheithel; however, the region suffers from poor drainage, especially during the spring melt. In the vales between the hills lie many stagnant bogs. The Highlands immediately to the south and east are much like the *Ettendales*, except that they are well drained and are heavily wooded. Most of the trees in this area are evergreens; thus, the region is called the *Pinefells*. Some call them "Coldfells," for cool winds and waters of this locale are legend.

2.32 THE TROLLSHAWS

The Trollshaws region takes its name from the beings who favor and inhabit it, the Hill-trolls. This is hilly country, but aside from *Cameth Brin*, few hills rise over 800'. The Trollshaws are woodlands, but for the most part the trees are gathered in small dense patches with extensive open ground between them. Heavy



brush stands along the edges of these groves where the trees are thin, extending all the way in; this terrain is quite popular with wolves. Despite these dangers, the Trollshaws are the winterground for Rhudaur's herds of caribou. This is also the only region in Rhudaur where the soil can be called rich, although even here it pales beside that found in the rest of Eriador.

The only true forest in Rhudaur, the Yfelwyd, lies in the southwest corner of the Trollshaws. It is an ancient and dense pair of wooded stands which have stood beyond the memory of all thinking creatures. The Yfelwyd is not a wholesome place; a feeling of unease and latent evil creeps out even to its eaves. It is known to be the home of the Forest-trolls, who are small (for Trolls) but numerous. Huge wolves roam its fringes and some say that the trees themselves have become infested with evil and are capable of active malice. Little light penetrates through the leafy canopy of the great trees, so the Yfelwyd is always dim and gloomy. Stories speak of places within the Evil Wood never touched by the light of Sun or Moon, and here even Elves and Hillmen fear to go.

2.33 THE LOWLANDS AND THE RIVERS

The Angle and the Oiolad are quite similar; both are gently rolling countrysides with occasional stands of trees, bent and tortured by the wind. For the most part the constant wind from the northeast carries off the topsoil, so agriculture is all but impossible except in the relatively fertile areas along the riverbanks. The swift and sparkling Mitheithel (Hoarwell) is born in the snows of the Ettenmoors and the springs of the Ettendales. In spring, when the snows melt, it becomes a raging torrent, but even in the early fall it cannot be forded between the Last Bridge (S. "*Iant Methed*") and the Ettendales. The Mitheithel does freeze over in the worst cold of winter, but the force of the current under the ice makes any crossing dangerous, and few will try that trick except in desperation.

The Bruinen (Loudwater), born in the snows of the Misty Mountains, is far more sedate than her sister, whom she joins at the very apex of the Angle. The Hillmen, however, consider this river to be under the magical influence of the Elves of Rivendell and so try to avoid it.

2.34 THE ENVIRONS OF CAMETH BRIN

Cameth Brin lies about eight miles to the east of the River Mitheithel, roughly at the western border of the Trollshaws. The countryside to the south is marked by two parallel chains of small hills. Between these hills is a pretty vale about a mile and a half across. A little gully wanders down the center of the vale, which carries but a trickle of water (except in the spring or after heavy rains). A large but gloomy village, *Talugdaeri*, lies at the mouth of this vale, born after Cameth Brin was made a fortress. It is the region's sole civilian community. The foundations of the only other settlement built in the vale lie directly beneath the Twisted Hill. There Eldacar constructed the barracks-village of *Tanoth Brin*, which from T.A. 339 through 1217 brimmed with intrigue and tainted Dúnedain. To the east, the countryside is fairly flat and lightly wooded. To the north, it is much the same except that one soon comes to the River as it turns to the northeast in this part of its course. To the west lies the River and beyond, the plains of the Oiolad stretch almost uninterrupted to the border fortress of Barad Calné, seventy miles away.

Although very pleasant country by the standards of Rhudaur, the lands around Cameth Brin were long shunned by the Hillmen, who feared the awesome shadow of the bent outcropping. Even after the Dúnedain cleansed it of its ancient evil, few Hillmen would come here unless they really had to. At its height, the population of this area was made up of Dúnedain lords, their servants of lesser blood, and unfortunate Dunnish tribesmen who were little better than slaves. The relatively large proportion of High Men here was the result of Cameth Brin's political stature and, even after the power of the Dúnedain waned and corrupted Hillmen became the masters, the garrison at the Twisted Hill maintained their Dúnedain

heritage. Elsewhere in Rhudaur it was quickly forgotten or discredited.

2.4 CLIMATE

The climate in Rhudaur is decidedly cold. By far the most noticeable feature of the weather is the extremely heavy winter snowfall. There are lands in western Middle-earth that are colder than the Trollshaws, but one must travel far north to find even half as much snow. In the Highlands, the white carpet begins to form in mid-autumn and does not recede until late spring. Those learned in the lore of weather say that the heavy snows are caused by the convergence in Rhudaur of warm wet winds that come up from the sea along the *Gwathlo-Mitheithel* river valley and frigid air from the *Ice Bay of Forochel* that sweeps down unchecked between the Blue Mountains (S. "*Ered Luin*") and the Misty Mountains. This cooling of moist sea air is aided by the altitude: even the valleys of the Ettenmoors and Coldfells are 1500 or more feet above sea level. Falling snow is usually dry and flaky, except for late winter, but these qualities serve only to increase the accumulation.

Since about T.A. 1200, the inhabitants of Rhudaur have noticed that the weather is slowly but definitely getting colder. On the average, the temperature drops about 1/5 of a degree every decade. That may not seem like much, but over centuries the cumulative effect has been very noticeable. The enemies of Rhudaur claim that this is the work of Angmar's Witch-king, but even he lacks such primordial power. (However, after T.A. 2000 — when the Witch-king left the north — the temperature slowly began to warm. Unfortunately, there were no Men left in Rhudaur to notice.)

Although the snows and cold effect Rhudaur as a whole, it is appropriate to discuss the climate in terms of the three geographic zones: the Highlands, the Woodlands, and the Lowlands. As noted above, the Highlands see the heaviest and longest snowfalls; even when it does not snow, the land is afflicted with chilling rains. These lands are always cold, except for a brief period beginning in late spring called the *Maelmoigh*, or the "Great Melting". At this time, the steady cold wind from the north abates and warm air rushes up from the south. The warm air reacts with the snow-covered ground and soon a dank and impenetrable fog settles over the hills. The fog is called the *Snaghag*, or "Snow-eater". During the *Maelmoigh* all creatures that walk or fly stay close to their homes. Soon the ground is mostly uncovered, and the melted snow turns tiny rivulets and dry gulleys into frightening deluges. Adding to the threat of floods are cold and heavy rains brought by the returning north wind. These rains last but a month as summer comes to the rest of Eriador. Summer days in the Highlands are sunny and almost warm, but the nights remain very chilly. In the early days of fall, the brief warmth fades and dies.

The hilly Woodlands of Rhudaur share the snows and cold of the Highlands, but here the severity is lessened by the presence of the forest. The warm winds of spring come sooner to the Woodlands, and the melt-off of winter snows is far less dramatic. In late spring, some flooding occurs, but the chief problem is that rivers become almost impassable. There is a genuine summer here, although the nights remain cool. It may even get hot when warm air masses from the southern plains creep northwards. The coming of fall is swift but far more gradual than in the Highlands. Once winter arrives, it is severe and unyielding.

Weather in the two Lowland regions, the Oiolad and the Angle, is quite different from the rest of Rhudaur. Here, spring is warm and pleasant, and summer is hot and humid. Snowfall is heavy here only in mid-winter, and much more precipitation falls in the form of rain. Bogs form in mid-spring, and the melting snows of the north cause considerable flooding along the river banks. Fortunately, the plains of the Oiolad also see much less snow than elsewhere in the region, as the storms blow through very quickly. What does fall presents a problem because of the heavy drifting caused by the constant north wind; yet these same winds tend to keep the plains cool in the summer.

2.5 THE ECOLOGY OF RHUDAUR

The terrain of Rhudaur ranges from rank and stagnant quagmires to barren windswept hills; inviting spots are scarce. However, especially in comparison to the rest of Eriador, these lands support a large and dynamic population of plants and animals. The sparse numbers of Men have left the land wild. While the rest of Eriador presented welcome flatlands and gentle hills, Rhudaur has always been a grim place. Through changes in climate and the sweeping hand of man, most of Cardolan, Arthedain, and the rest of Eriador have been cleared of trees and somewhat tamed. Unlike the lands west and south, which were covered with one vast, virtually unbroken ancient wood until the late Second Age, this Place of Roaring-red gold remains much as it always was.

Although the lands of Rhudaur are cold and infertile, over the centuries its inhabitants adapted well, and so they continue to survive. The scanty grasses and brush provide fare for substantial numbers of grazing animals, especially Losrandir, which in turn provide food for predators, Man being not the least of these.

Open Lands

The open lands of Rhudaur are all dominated by the sparse mossy grass called *sinblas* by the Dúnedain, for its greyish hue. In the flatlands of Oiolad and the Angle, the *sinblas* is mixed with a taller grass called *heblas* and small patches of low coniferous bushes. Occasionally, there is also a tiny stand of pines or a single lonely tree. In the higher lands, the *heblas* and bushes fade out, displaced by large patches of thistles. Pines become more common, sometimes joined or supplanted by beeches. On the barren hilltops only *sinblas* can survive.

Woodlands

Most of Rhudaur is not open country but ranges from light to thick stands of trees. There are three separate types of woodland. In the northern and eastern Highlands, tall pines and yews dominate, and most are found in small but dense clusters sheltered from the biting wind. Between them, scattered almost randomly about, stand much thinner groups of generally small trees. Central Rhudaur is home to mixed woods of pine, beech, and birch. Here too, trees gather in dense clumps. Usually, expanses of open land lie between, but the edges of these woods are difficult to penetrate because of dense underbrush.

The forest called the Yfelwyd is quite different, for it is an ancient wood, dark and dangerous. The most common trees are the elm and the black oak, although there are many others. These trees have grown tall and broad, so there is little undergrowth. In addition to Forest-trolls, the known dangers of the Trollshaws include a few rotten old trees infested with evil. Unknown dangers are legion, at least according to fearful Hillman tales.

2.6 FAUNA

Predators

Aside from Man and Troll, the chief predators of Rhudaur are the Brown Bear and the Wolf, both of which are common throughout the land. Their larger cousins, the Cave Bear and the *Warg* (or War Wolf), respectively, are common in the high hills of the north and east but rarely come down to lower lands.

Bears

Bears eat plants and will scavenge other's kills when they can; however, they are quite capable of making solitary kills when stirred by hunger. Brown Bears, which Hillmen call the *Barg-dign*, or "Little Bear," often weigh 300 pounds and stand as tall as a man. Black Bears measure two to three feet taller and weigh twice as much as their brown cousins. Called *Barg-moigh*, or "Great Bear," by Hillmen, Black Bears lead a solitary existence in the many natural caves of the Highlands. It is considered unwise — even when caught in a driving rainstorm or a sudden blizzard — to attempt to share the cave of an adult Black Bear.

Wolves

Unlike Bears, Wolves always hunt in packs using tactic and cunning to take the weak and the sick among the Losrandir. The ordinary Wolf, or *Degmurg*, stands about the same size as a large dog and hunts in packs of a dozen. Wargs, or *Degmoig*, weigh about 140 pounds, fear no man, and are ridden like horses by Orcs — after a suitable breaking-in period. Wargs have their own language and are easily as intelligent as most of their riders, and just as malevolent. They come in two varieties: common Wargs are simply huge Wolves; but a true Warg, the *Deg-lic* or "Ghost Wolf," is a much rarer sight than his brethren. A Ghost Wolf resembles other Wargs in every way except that it is Undead; when it dies, its body dissipates.

The Chatmoig

The high hills are also home to the extremely rare *Chatmoig*, a large grey Cat with huge forequarters and great fangs. The *Chatmoig* is the only natural creature feared by the Hillmen. Some clans revere the Great Cat, which provides the core of many Hillmen hunting myths. Few if any Dúnedain have ever seen a *Chatmoig*, which can grow to be 6' high at the shoulder.

Rare Large Predators

Giants and Ghosts are said to roam the Highlands of Rhudaur, guarding long-lost treasures and surviving on whatever — or whomever — they can find. Great Eagles have been spotted in the skies above the mountains.

The Gaich

The primary small predator in Rhudaur is a large fox called the *Gaich*, or changer; its pelt is black in summer and white in winter. Scavenging and cleaning up after the *Gaich* is the chief work of the many flocks of Crows and Gorcrows (*Crebain*) that abound in almost every part of central and eastern Rhudaur.

Other Creatures

A wide variety of small creatures will be found in these lands; Hillmen recognize 28 varieties of Rabbits. Mice and Rats and Porcupines abound. However, the Beaver and the River Mink are nearly extinct. The Dúnedain treasure their fine pelts and pay well for them. These creatures were never common, and soon the Hillmen caught all but a few. Aside from Crows, birds are not as common in Rhudaur as in the rest of Eriador. However, there are a great many Blue-headed Ducks along the banks of the rivers and in the bogs of the Ettendales. The bogs are also the home of bizarre creatures called *Frunts*: black salamanders with red feathery gills, they seem to spend most of their time buried deep in the mud. The Hillmen consider them to be a terrible omen and try to avoid them, but others have reported that their flesh is most tasty. Bats are common, and there are several varieties of snakes, one of which is quite dangerous. This is the Shaking Asp, a common small grey snake with potent venom. Its only virtue is that it wears rings of heavy loose scales about their head that give off a distinctive noise when the serpent writhes in surprise or prepares to strike.

Losrandir and Caru

Losrandir (*Hi. "Feithan"*) stand little more than 4' high at the shoulder and with the exceptions of their thick fur and small mossy antlers look much like the lesser deer of the West. Losrandir migrate to the highlands in the spring, gathering in great herds that crowd an acre of ground. They bear their calves in the late spring. Later, as the heavy snows begin, they retreat to the woodlands in groups of about twelve.

Losrandir have very sharp hooves for breaking through the snow to find food in winter. These hooves are their prime defense; both buck and doe rear up and use them with skill. Doe antlers remain rather soft year-round, while buck antlers harden enough to be useful only in the early winter, which is rutting season. Losrandir generally eat only *sinblas*, the grey grass of Rhudaur, surviving on this scant fare. In particularly hard winters, Losrandir eat brush and the bark of trees.

As a rule, stronger bucks patrol the edge of the herd to ward off predators. In smaller groups, Losrandir rely on their quickness and stamina in the deep snows; they can make brief, impressive bursts of speed. If need be, bucks will sortie out to attack, and as a last resort, Losrandir will form a close cluster defended on all sides by flashing hooves. These tactics work well enough against Wolves and Bears but are of no use against determined Men.

Smaller herds of *Caru* (Hi., Du. "Elk") also roam the Highlands, traveling and surviving much as the Losrandir.

2.7 FLORA

The Hillmen of Rhudaur possess great skills in the ways of the woods and the Dúnedain have a great store of lore; however, neither group concerns itself greatly with the plants of the Trollshaws. It is likely that many plants with useful potential for good or evil purposes have not yet been discovered in this largely unpopulated region.

The Blue Pine is the most common of the evergreen trees of Rhudaur and, aside from its needles' bluish hue, is notable for its large cones, which carry especially large seeds. These seeds are called pine nuts and are a very important supplement to the diet of the Hillmen. Pine nuts are acidic in taste, although this is much abated by careful roasting; few besides Hillmen would eat them raw.

The *Lawrim* is a lichen often found on exposed pieces of granite, especially in the Ettenmoors. (The Hillmen lately liken lichen to lightly-licked lighted litmus lumps.) It is dull orange in color, a rare shade which ought to serve as a warning of its dangerous nature. When in contact with bare skin, Lawrim will within two days cause a very hot and itchy rash that, if untreated, will rapidly spread and

cause numbness (activity -25) in the afflicted area. One cure is to bathe in water in which pine needles have been boiled. Hillmen learned that Lawrim when squeezed and boiled also makes an effective if oily poison. This poison causes shock when absorbed through the skin, bringing on brief agony (activity -20) and then paralysis (activity -01 to -100) which wears off in a few (1-10) hours. The Hillmen use this as poison for hunting in uttermost need, although they do not consider its use as honorable.

The *Sha* is a water lily found in the bogs of the Ettendales. Sha flowers are quite useful. When dried and powdered, Sha will give the user several rounds of powerful infravision, though at a high cost: one to five days of severe diarrhea will follow. (While he can see 300' in all but utter darkness for 10-50 rounds, he pays with an affliction which reduces him to -25 until he recovers.)

The *Faghiu* is a tiny blue-white flower of surpassing beauty found only on the highest granite hills of the east. It is said that the juice of the full-blooming petals makes a very effective love potion. These tales are true: those smitten will not harm the one that gives them the gift of the drink for 1-100 days. Instead, victims tend to faithfully serve their newly beloved in any way short of endangering their own lives. Those enamored of one of the opposite sex may go so far as to lust after their new love.

The *White-Berried Yew* is a common shrub in the woods of Rhudaur. When ripe, eating its berries can cause a swift (1-10 rounds) and painless death. In past days it was so used by those dishonored to commit suicide. If not ripe, the ingested berries only cause vomiting.

Hiam Moss is a fungus that afflicts the many beech trees of Rhudaur. When prepared by knowledgeable herbalists, it acts as a mood elevator and can sustain one an entire day without other

TABLE 2.6 BEASTS AND MONSTERS OF RHUDAUR

Type	Lvl	#/Encoun	Size	Speed**	Hits	At	DB	Attack (Primary/Secondary/Tertiary)	Notes
Tree Bats	1	1-50	T	VF	5	No/1	60	25SBI/20SCI	Found throughout the region.
Black Bears	5	1-5	M	FA	150	SL/4	30	60LGr/70LCl	Found throughout the region.
Cave Bears	12	1	H	VF	300	SL/8	40	85HGr/90HCl	Use Large Critical tables. Found in highlands.
Chatmoig	18	1	H	BF	180	No/3	65	130HCl/100LBI	Use Large Critical tables. Found in the Mountains.
Crow	1	1-10	S	FA	6	No/1	50	30SBI/20SCI	Found throughout the region.
Demon Wolf	10	1-24	L	FA	200	SL/4	55	100LBI/75MCI	Found throughout the region.
Fell Turtle	15	1	H	MD	275	PI/20	35	120HPI/95HBa	A giant 30' long snapping turtle, sometimes called a Faistitycelyn. Its Huge Bite does double normal concussion hit damage. Use Large Critical tables. (RM: Super-Large).
Large Giant	20	1-3	H	SL	350	RL/11	30	130HBa/110Club	Use Large Critical tables. Found in the highlands.
Lesser Giant	14	1-3	L	SL	250	RL/11	20	90LBA/75Club	Use Large Critical tables. Found in the highlands.
Giant Eagle	25	1	L	VF	280	No/3	50	120HCl/95LBI	Use Large Critical tables. Found in the highlands.
Ghosts	5	1-12	M	MD	65	No/1	40	45MCI/spell	Found throughout the region.
Great Elk	4	1-4	L	FA	200	SL/4	20	65LHo/55LBA	Found throughout the region.
Losrandir	2	1-900	M	FA	130	SL/4	15	40LTS/30MBa	Found throughout the region.
Moose	4	1-3	L	SL	240	SL/4	15	55LBA/35LTS	Found in the woods.
Cave-troll	12	1	L	MD	175	RL/11	25+30	100HCl/85Weapon+25	Use Large Critical tables. Found in the highlands.
Hill-troll	10	1-3	L	SL	150	RL/11	20	95LBA/85LCl	Use Large Critical tables. Found throughout the region.
Forest-troll	6	1-6	M	MD	100	RL/11	10	70LCl/60LBI	Found in the woods.
Stone-troll	7	1-5	L	SL	120	RL/11	15	80LBA/65LCl	Use Large Critical tables. Found throughout the region.
Young-troll	4	1-4	M	MD	80	RL/11	10	45LCl/35MCI	Found throughout the region.
Warg	5	4-20	L	VF	160	No/4	55	85LBI/50MCI	Found throughout the region.
White Hart	6	1	L	VF	210	No/3	40	75LHo/60LTS	Found in the woods.
Wight	7	1-5	M	MD	100	No/2	75	100Weapon/55MBa	Found throughout the region.
Wolf	3	2-40	M	VF	110	No/3	30	65LBI	Found throughout the region.

Codes: See *MERP ST-2*, page 89 for detailed account. Attack codes start with OB. The first letter indicates the size and severity of attack: T = tiny, S = small, M = medium, L = large, H = huge. The last two letters indicate the type of attack: Ba = bash, Bi = bite, Cl = claw, Cr = crush, Gr = grapple, Ho = horn, TS = trample/stomp, We = weapon. For example: "50SCI" = "50 OB, Small attack, Claw."

The numbers after the Armor Type listed determine the characters exact armor. The number applies to the pertinent *ROLEMASTER* armor class. "A" and "L" are used to indicate arm and leg greaves, respectively. All armored NPC's are assumed to wear helmets (unless they are very stupid).

NOTE: If a critical strike is obtained with a "slaying weapon," it is resolved normally and then a second critical is resolved on the Critical table for Large Creatures, (*MERP*, CT-10; *RM*, Arms Law 8.14). Of course, this only applies to the creatures that the weapon is supposed to "slay".

nourishment. The *Ful Hiams*, or Hillmen Berserkers, regularly use the moss to keep them alert and vigorous. Those that rely upon it, however, cannot use it more than four consecutive days, and then they must rest (-75) for a period equal to twice the time they were sustained. Many folk are allergic to Hiam Moss and there is a 5% chance that the first-time user will suffer convulsions and death when ingesting this magical herb.

Black Vines are useless and dangerous plants. This vine is found deep within the Yfelwyd, the difficulty in finding it being its only virtue. The Black Vine has a very thin stem and only a few tiny black leaves, and grows among the exposed roots of the great trees. Prolonged contact with the leaves, such as sitting or sleeping on them, causes a brief euphoria so intense that it borders on the visionary. While the victim dreams and sighs, the Black Vine grows with amazing speed around him and puts down roots, intending to smother its delirious victim. A victim is very much aware of this process but lacks the will to do anything about it. Unless aided, the poor sot will expire in 2-20 rounds.

2.8 THE PEOPLES OF THE TROLLSHAW

2.81 THE HILLMEN

Dress and Appearance

Somewhat unimposing, the Hillmen are one of the shortest Mannish races in western Middle-earth. Men range in height from 5'4" to 5'8"; women are about 3" shorter. They are, however, a stocky, strong and hearty folk, and quite hirsute. (A slight mustache is not considered unattractive on a woman.) Men often sport grand beards, but all are neatly trimmed and most shave their chins. Hillmen are of dark complexion with dark brown or black

hair and dark eyes. Both sexes dress and wear their hair alike, tied in three long braids down the sides and back. They often decorate their hair with intricately carved bone rings.

Clothing is simple and utilitarian. The *Kalth* and *Kullodo* are worn throughout the year; the latter is a short fur jacket with sleeves down to the elbows. The *Kalth* is a sort of skirt or kilt made from Losrandir hide that is wrapped just above the navel. In mid-winter Hillmen add a full-length fur cape and wear high boots, although they favor moccasins the rest of the year.

Origins

Hillmen first came to Rhudaur late in the Elder Days and remained distinct until approximately T.A. 2000. They are clearly related to the many Dunnish peoples of the West; but being long sundered from them, they feel little or no lingering kinship with those Dunlendings who migrated northward into Rhudaur.

Society

Hillmen are hunters and thus are very dependent on the Losrandir herds of Rhudaur. They gather some plants, notably Blue Pine nuts, and cultivate a few herbs, but these efforts merely supplement their hunting kills. Hillmen live in small mobile communities called *Dacaithan* or camps, that loosely follow the migrations of the Losrandir. Housing is provided by a semi-circular hide house called the *Taigh* that can be quickly dismantled and packed up. Each camp has a permanent sacred winter campsite (*Hi*. "*Maigban*") in the Trollshaws.

Classes

Hillmen society is divided into three classes: *Tiark* (sing. Tark), *Dhier* (sing. Dher), and *Dheusan* (sing. Dheus), or respectively:

HERBS AND POISONS IN THE TROLLSHAW AREA

Climate Codes:	(1) arid = a; (2) semi-arid = s; (3) hot and humid = h; (4) mild temperate = m; (5) cool temperate = t; (6) cold = c; (7) severe cold (frigid) = f; (8) everlasting cold = e
Locale Codes:	Glacier/snowfield = G; Alpine = A; Mountain = M; Heath/scrub = H; Coniferous forest = C; Deciduous/mixed forest = D; Jungle/rain forest = J; Short grass = S; Tall grass = T; Breaks/wadis = B; Waste = W; Desert = Z; Freshwater coasts & banks = F; Ocean/saltwater shores = O; Volcanic = V; Underground (caverns etc.) = U
Difficulty of Finding:	Routine (+30) = 1; Easy (+20) = 2; Light (+10) = 3; Medium (0) = 4; Hard (-10) = 5; Very Hard (-20) = 6; Extremely Hard (-30) = 7; Sheer Folly (-50) = 8; Absurd (-70) = 9
Compass Code:	Last code in sequence shows area of the Middle-earth where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-Endor.
Preparation Codes:	apply (raw or as poultice, 1-10 rnds); brew (boil, wait 20 rnds); gas (release, inhale); ingest (eat, chew, inhale, or drink); inject (as ingest, but can be administered in combat with crit result); liquid (remains effective 1 hr and can be put on a weapon or in food); paste (remains effective 1 week); powder (can be mixed into food or drink).
Effect:	Based on a dose weighing 1/2 ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

See *MERP* ST-5, p. 84-85 for more definitions and details.

NAME	CODES	FORM/PREP	COST	EFFECT
Herbs				
Blue Pine Nuts	c-C-2NW	Seed/ingest	1cp	Provides protein and vitamins. 5 seeds (1/2 oz.) = preserved meal.
Elendil's Basket	f-H-3N	Root/brew	8gp	Purifies water; slows effects of poison 10x. Lasts 12 hrs.
Faghiu	f-M-9NW	Flower/brew	330gp	Victim serves or loves giver of potion for 1-100 days. Victim will not harm self.
Hiam Moss	c-C-6NW	Fungus/brew	9gp	Keeps one alert and sustained for 24 hours; cannot be used more than 4 consecutive days; requires rest = 2x period of use; 5% chance of death with first use if user fails RR versus 2nd lvl attack.
Latha	c-F-4N	Stem/ingest	10sp	RR bonus +10 vs disease. Cures colds. Heals 1-2 hits.
Menelar	c-C-5N	Cone/brew	65gp	Cures infections.
Sha	c-H-7NW	Flower/powder	10gp	Provides 1-5 rds of infravision: user can see 300' in all but utterdarkness. 4-5 days of debilitating cramps (-25) follow 11-20 hours after use.
Ul-Naza	e-W-7N	Leaf/ingest	450gp	Antidote for any poison if taken within 1 day.
Poisons				
Black Vine Juice	c-C-9NW	Leaf/liquid	205gp	(Lvl 7) RR failure = euphoria and inactivity for 1-100 hrs.
Boiled Lawrim	f-M-7NW	Lichen/paste	25gp	(Lvl 3) RR failure = pain for 1-10 rds (victim at -20 activity); then variable paralysis (victim at -01 to -100) for 1-10 hours.
Camadarch	c-U-9NW	Mushroom/liquid	175gp	(Lvl 3) RR failure = skin turns blue over 24 hrs; then each external feature (e.g., nose or toe) must make RR or rot off in following 1-10 hrs.
Camadarch Acid	**	Mixture/apply	230gp	Liquid mixture with alcohol. No RR. 1-2 "E" Heat crits on rd 1; 1-2 "C" Heat crits on rd 3; 1-2 "A" Heat crits on rd 5.
Lawrim	f-M-7NW	Lichen/liquid	10gp	(Lvl 2) RR failure = spreading rash; victim at -25 activity for 1-5 days.
White-Berried Yew	c-C-8NW	Berry/ingest	103gp	(Lvl 2) RR failure = painless death in 1-10 rds.

**Made from several ingredients, all common to western, northwestern & mid-Endor.

Chiefs, Hunters, and Makers. Unlike most other cultures, these classes are not based on sex or blood, but rather upon ability. Hillmen use rigorous testing from an early age to determine a person's status. All children are strongly encouraged to undertake the tests necessary to become a Hunter. These consist of survival alone in the wild for the long winter and the slaying of a Wolf — unaided — in late adolescence. Those who fail or do not try this rite become Makers; it is they who perform all non-hunting tasks, from smithing to child care. Their status is low, but their role is respected and they are protected. Hunters, of course, hunt and also defend the camp. Raiding between rival camps is almost constant, a form of diversion and conditioning. All Hunters are eligible to become the new Chief; a series of trials unique to each tribe determine who will run each camp. This commonly involves the killing of a Cave Bear.

Descent and inheritance are traced through the mother; the husband joins his wife's camp. Children are the responsibility of the nearest hunter among the mother's kin, often an uncle. Female Hunters, who make up about a quarter of the total, generally postpone or avoid motherhood.

Politics

All Hillmen camps belong to one of the nine tribes (*Hi. "Ne Dreubhan"*). Hillmen dislike laws but revere customs, and no camp raids camps of the same tribe. Tribes do not have defined territories, although they have changing regional preferences. Tribes are ruled by Tiark whose power depends upon their own abilities. Each of the nine Tiark is eligible to become the new *Targ-Arm*, or High Chief, when the old one dies. In quiet times the position of *Targ-Arm* is largely honorary; however, in emergencies the authority of the *Targ-Arm* is real and respected.

Daily matters of the camp are governed by the collective wisdom of the Hunters present. It is not uncommon for the strongest or boldest individual to act as leader; still, there is no formality to such arrangements. Each camp also had a *Wegech*, a female Mage who oversees religious affairs. Among the Hillmen, this is the sole hereditary position. The *Wegech* also serves as a matriarch of sorts and, although it is seldom done, she could overturn the collective decision of all the Hunters. Only the *Tark* (Chief) has more authority.

Military

The Hillman passion for raiding greatly affects their approach to war. Formal "rules" of raiding place a high premium on stealth and woodcraft. Hillmen prefer to settle feuds by formal combat between chosen champions, but their external enemies do not believe in such methods. Always practical, the Hillmen combat these outsiders with their favorite wartime greeting: a quaint nocturnal ambush involving vastly superior numbers.

The primary weapon of the Hillmen is a very heavy spear called the *creg*. A thrown *creg* is employed by using a special hide sling in both hands and hurling it over one's head. It has a short range (25 feet) but it can pierce the strongest armor. (Treat it as +15 versus Plate or Chain armor.) Light javelins are used for hunting. Most Hillmen carry knives but use them only for cutting and carving. Since they rely upon bronze for most of their weaponry, longer blades are in short supply. Hillmen generally do not use armor but occasionally don a heavy hide coat. They do, however, swear by helms. These they decorate with carved bone and by weaving their own braided hair through selected holes. Other forms of armor are considered too heavy and cumbersome for use in the woods.

Economy

Hillmen rely upon the Losrandir for most of their daily needs. The myriad copper ("red-gold") deposits of Rhudaur are periodically visited so that bronze, necessary for arms, utensils and ornaments, can be mined. Iron and steel must be acquired from other lands. Hillmen trade dried meat, hides and furs for these and

other metals. There is no real currency, but a Losrandir hide that has been cured and stretched has a standard recognized value (approximately 5 silver pieces). Otherwise, barter is the only recourse.

Religion

Unlike the vast majority of their neighbors, Hillmen aggressively reject both the Valar and the Black Religion of Sauron. Their attitude is based on their inherent mistrust of foreign ways, coupled with some strange legends of their ancestors who claimed in ancient songs to have been "betrayed by both the Light and the Darkness". In any event, Hillmen are almost as touchy about their religious practices as are Dwarves. Like the Naugrim they practice ancestor worship, but among the Hillmen this is centered around a fearful reverence of powerful Ghosts. Lyrical chants and epic songs tell the stories of these strange beings.

Hillmen look to the high country surrounding the Trollshaws as sacred and actively cherish the rocky escarpments and unyielding hills. Every winter, Hillmen add venerated objects to hidden, deep pits in the Highlands. Although mainly used as burial sites for the copper totems that Hillmen receive at birth, the pits also hold weapons and jewelry. Ancestral Ghosts (*Hi. "Boghain"*) are said to haunt and protect the more valuable pits.

Personal totems (*Hi. "Ail-Leagan"*) are rough lumps of copper chosen for a child by the *Wegech*. They are borne until death and their loss often forces the dishonored Hillman to take his own life. This is usually the case when a totem is lost to a foe through cunning or in battle. A Hillman's only alternative is to serve the holder of his totem until it can be recovered by one of the loser's own family. If the totem's location cannot be determined, the Hillman may go to the *Wegech* for another; but in such a case, the matriarchal Mage will invariably require the performance of an awful task or quest. Most totems are worn tightly around the neck.

Language

Hillmen have their own language, called *Blarm*, or "Talk". *Blarm* is closely related to the South Coastal Tongue of the Dúnnish peoples of Gondor, notably the Dunlendings' *Dunael*. It has, however, developed in isolation for centuries, and mutual comprehension between Hillmen and Dunmen is out of the question. One knowing *Dunael*, however, can pick up the Hillman Talk two to three times as fast as a Westron (Common) speaker. Hillmen are reluctant to learn other tongues, feeling that if someone really wants to talk to them, he can learn *Blarm*.

2.82 THE DUNEDAIN OF RHUDAUR

NOTE: See MERP Section 2.2, p. 13 for more information on the Dunedain race.

Appearance

At their peak, about T.A. 900, there were never more than a few hundred pure-blooded Dúnedain in Rhudaur. These truly High Men are easily distinguished by their great height; men average about 6'5" and women about 5'10". Hair color ranges from light brown to jet black, and their eyes are usually grey or some other pale hue. They are uniformly fair and few have noticeable facial hair; nearly all are clean-shaven. Of course the High Men of Rhudaur are generally mixed-blooded "Lesser Dúnedain." Still, they generally resemble their brethren to some degree, particularly those whose lines are crossed with Northmen.

Rhudaur's Dúnedain dress in a variety of ways: wool pants and a long fur jacket are typical, although Hillmen garb has become increasingly popular over the years. Those of pure blood wear Númenorean robes on ceremonial occasions. Deep blues and blacks are the colors they chose, and silver and white are common choices for trim.

Origins

The first Dúnedain settlers came to Rhudaur about S.A. 2000. They encountered a few Eriadoran Northmen and Dunlendings, but the majority of folk were the reclusive Hillmen. The first set-

tlers were part of the wave of colonists from Númenor, bold and masterful men who felt constrained on their placid and glorious island. Only a handful came to the cold and harsh lands of Rhudaur, and they kept mainly to the Angle. Traders, Astrologers, Rangers, and Mystics, they brought wonderous culture to those who would welcome them. Some settled for good, particularly on the heights along the rivers near the Angle. The Purists, the most devout of the Faithful Númenoreans, began to flee the corruption of their culture soon afterwards, settling almost exclusively in the lands that would later become Arthedain. Some children of the Purists were not content with the dreary mysticism of their elders and some came eastwards seeking a more exciting life. They were joined by much greater numbers of lesser Dúnedain who faced considerable prejudice in their native lands. These newcomers settled mainly in the Oiolad. The Dúnedain increased in numbers very slowly, until the internecine wars of the Sister Kingdoms brought about their rapid decline midway through the Third Age.

Society

The Dúnedain settled Rhudaur in a manner quite unlike their kin to the west and south. Here the land did not reward half-hearted attempts at agriculture, and open villas stood as invitations to raiders. Rather, they built stone houses clustered about a small tower or erected forts around their great houses. When first built, these villages had an average population of about 100, but this changed after T.A. 300, for it was then that Dunnish tribes were allowed to settle in the Lowlands. Many Dunmen were eventually forced to settle in and around the villages and to farm. Some lived as virtual slaves, for the Dúnedain did not disrupt the ancient Dunlending practice of debt-servitude. Over time, these communities accommodated various mixings of Lesser Dúnedain, Northmen, Hillmen, and Dunlendings — all under the rule of a small lot of purer Dúnedain.

After T.A. 861, few Dúnedain migrated into Rhudaur; in fact, many fled westward into Arthedain, thereby weakening the High Men's hold. Wars with Cardolan (ca. 1210-20) and Angmar (ca. 1301-50) further depleted Dúnedain strength in the region, and served to depopulate many areas altogether. In T.A. 1409, Rhudaur's villages were ravaged in their final battle against the Witch-king. After that time, the few remaining Dúnedain generally kept to the forts.

Politics

The *Thengyn* (sing. Thangon) and *Requain* (sing. Roquen) — the hereditary lords and knights of the lesser Dúnedain Houses — swear a loyalty oath to one of the lords, or *Airain* (sing. Aran), of the Great Houses.

There have never been more than five Airain in Rhudaur. These five lords are responsible for a vaguely defined area around their villages, but their actual authority rarely extends beyond the sight of the castle tower. Although sworn to the service of the King of Arnor, an Aran has almost unlimited power over his lands and subordinates. Even for the early Kings of Arnor and Rhudaur, the exercise of central authority was difficult, and almost unheard of without the aid of a *palantír* (S. "Far-seer"; "Seeing-stone") or overwhelming force of arms. In fact, the last King to effectively control all the Airain was the Hillman *Rhuggha*.

The Military

The Dúnedain of Rhudaur were always too few and too scattered to use the standard Dúnedain military system, which relies upon highly trained masses of infantry. Until the Division of Arnor in T.A. 861, military practice was limited to passive defense of the villages and an occasional showy and usually ineffective punitive expedition against rebellious tribesmen. Generally, the forces were led by Dúnedain and composed of local Freeman who were supported by Serfs or Debt-slaves. The only change with time has been a lessening of numbers and an increasing absence of Dúnedain to lead them.

Economy

The economy of the early settlers was largely based on hunting the vast flocks of migratory birds that rested in the Oiolad, and in winter, the Losrandir of the Trollshaws. Far more game could be taken than could be used, so the surplus was traded to the northern Dúnedain for finished goods and luxury items. A considerable fur trade with the Hillmen arose; rivermink and beaver were hunted to extinction. The Dúnedain economy slumped badly after the early Dunnish rebellions, and this decline probably encouraged the settlement of the invading Dunnish tribes. Gradually, the economy became more mixed as farming and fishing became mainstays. The disruption of the late Third Age has done much to destroy trade and regular harvests, however.

Religion

The original settlers of Rhudaur were probably no more inclined to evil than those of Cardolan or Gondor, yet only Rhudaur became the ally of the Witch-king, and only in Rhudaur do Dúnedain openly practice the Black Religion. However, even after T.A. 1409, a few of Rhudaur's Dúnedain have continued to secretly honor the High Festivals and maintain the old ways of fallen Númenor.

Language

In daily use, most of Rhudaur's Dúnedain use the Grey-elven tongue *Sindarin*. *Adúnaic*, the tongue of Númenor, is employed on occasion, but its use has waned ever since Arnor's earliest days. Naturally, almost all Dúnedain speak Westron, and many speak Blarm as well.

2.83 NORTHMEN MERCENARIES

Cursed by many petty wars and a small population, the leaders of Rhudaur have often looked beyond their borders for sources of manpower. Only a handful of Dwarves entered the service of Rhudaur, and although many Orcs and some Trolls fought, their role was minor. The Dunlending tribesmen of *Enedwaith* (Eriador south of the Gwathlo) were paid to attack Cardolan, but there was rarely any shortage of untrained Dunmen in the army of Rhudaur. The true mercenaries were at first *Northmen* from *Rhovanion* (W. "Wilderland") and later, as Rhudaur sank into evil *Easterlings* from the lands around the *Sea of Rhûn*. From about T.A. 1100 to 1700, mercenaries would play a significant role in the history of Rhudaur.

Most of Rhovanion's Northmen actually are descendants of folk who migrated out of Eriador. They left in search of land which was being offered by the Kings of Gondor; yet, over time, opportunities became more restricted. Hearing tales of Dúnedain wars, Northmen began coming back over the Misty Mountains to seek employment. There were still Northmen in Eriador during this era, but they differed much from their eastern kin. Their ties did little to lessen initial suspicion and skepticism. At first the Rhovanion Northmen were welcomed only in Cardolan, but after their worth was shown, they were used by all three Sister Kingdoms. These Northmen came to settle as well as fight, and their hilltop cabins dotted the northern and northwestern borders of Rhudaur. Although they fought faithfully and grimly in the service of Rhudaur, after T.A. 1217 Orc allies began to slowly supplant them. This was due in part to poor Rhudaur's desperation. Orcs proved to be less expensive and independent. Between 1301 and 1409, as pressure from Angmar increased, the borderlands reverted to desolate wilderness as the Northmen were crushed or moved on. When Rhudaur could afford Mannish mercenaries in later days, they were usually savage Easterlings, for Northmen would not serve overtly evil masters.

In the dark days of the Great Plague of 1636-37, many men fell into evil ways in order to survive, and gangs of outlaws wandered every western land. These outlaws formed the core of the mercenaries used against the rebellious Hillmen in Rhudaur, although they were often joined by Easterling cavalry. The Witch-king promised the mercenaries lands in Rhudaur, and they carved out

much of the northern Trollshaws for their own. There the mercenaries raised the twin hilltop forts that they call *Caldeburg*, or the cold fortress. In the peace that ended the rebellion, the mercenaries were permitted to stay, so long as they swore fealty to King Brogha. During these days the two most prominent of these warriors are *Esgathig*, an outcast from the eastern folk called the Wainriders, and *Belechor*, the second in command and covert servant of Arthedain.

2.84 THE DUNMEN, OR DUNLENDINGS

NOTE: For more on Dunlendings, see *MERP Section 2.2, p. 13*.

Appearance

The Dunmen of Rhudaur are common men. They range from 5'7" to 5'11" in height, with women about 3" shorter. Dunmen have brown hair and eyes, and their skin is swarthy, especially by the standards of the North. Local Dunnish women wear long, baggy, wool and linen dresses. Men wear baggy shirts which hang below the waist and loose fur pants or, more often, hide. Men and women wear leather boots in the winter and shoes in the summer.

Origins

At the beginning of the Third Age, Dunmen had settled the southern White Mountains, a part of a moderately advanced society which was then near collapse. Most Dunmen were absorbed by Gondor, but others formed semi-nomadic tribes and drifted northwards. Some moved quickly into Eriador, but the majority migrated slowly, settling *Dunland* in the southwestern foothills of the Misty Mountains. By T.A. 300, even these tribesmen had reached the southern borders of Arnor and were soon making incursions into Rhudaur. In the sparsely populated Lowlands, newcomers were unopposed or not entirely unwelcome, and several large tribes were allowed to settle here.

Problems arose: Hillmen and Dunmen, although related, took an instant dislike to each other, developing an antipathy exacerbated by conflicts over possession of the Trollshaws. Dunmen also proved far less productive and more difficult to govern than Dúnedain lords had hoped, so many were forced to perform agricultural work. However, four Dunmen tribes retained their freedom, and after the Division of Arnor, their chiefs held equal status with Hillmen leaders and Dúnedain lords. As the power of the Dúnedain waned and the evil influence of Angmar grew, Dunmen were readily corrupted. Wisely the Witch-king took the Dunlending side in their constant quarrels with the Hillmen. After T.A. 1700, when the great decline of Losrandir herds began, many of these Dunnish folk abandoned Rhudaur and migrated south to Dunland. Others remained, some serving the Witch-king in his war against Arthedain (ending T.A. 1975).

Society

Rhudaur's Dunlendings rely equally on agriculture and hunting, living in mobile villages of 80-180 people called *Magtu*. Dunmen know only slash-and-burn agriculture and in the poor soil of Rhudaur, this technique is at best good for two harvests of barley and oats before the soil is exhausted and the land played out.

Dunlendings live in small sod houses which rise only 3' above the ground; the interior is excavated to a similar depth. Villages are generally surrounded by a dirt wall and led by a hereditary chief (*Du*. "*Ceann*") Hillmen call the *Magtuma*. Like the Hillmen, Dunmen trace descent and inheritance through the female line; however, the position of women in society is rather low. Women perform agricultural work; men hunt, fish and fight. Compared to the rest of Eriador, the hunting in Rhudaur is good, and an emphasis on aggressiveness is essential.

Politics

Villages are organized by tribes and based on ties of tradition and kinship. Tribes are ruled by an *Ceanaird* (*Hi*. "*Acrosma*"), or Chief, an elective position. Among tribes ruled by the Dúnedain, the *Ceanaird* soon lost even nominal influence.

Military

Dunmen do a fair amount of raiding among themselves, but most of it is rather harmless theft. Dunlendings are no match for Hillmen raiders; thus they resorted to foul measures to seek revenge. In open warfare, Rhudaur's Dunmen traditionally rely upon numbers and try to envelop their foes. Warriors use a spear and a hide shield as well as a clumsy throwing club called a *weeb*. They rarely wear armor. The Dúnedain did try to teach them to use other weapons and tactics, but these attempts proved spectacularly unsuccessful. While Dunnish tribesmen make up the bulk of the armies of Rhudaur, her generals have learned to employ them very cautiously.

Economy

Dunlendings depend equally on their crops and on hunting Caru and Losrandir for their sustenance. Taxes are paid in grain. Unlike Hillmen, Dunmen keep domestic animals, notably chickens and dogs. In Rhudaur, the most common dog breeds are poor guards and miserable hunters, so the majority end up in the stewpot. Although familiar with coins, Dunlendings generally barter for their own needs.

Worship

Dunnish folk follow a primitive Animism concerned with the spirits of the dead. One ceremony occurs with the rise of each new moon, but these rites resemble a party as much as a liturgy. Terror and tradition provide order amidst nervous superstition. Sacrifices are widespread.

Each village has its own petty deities and elaborate oral traditions. Most folk are fine speakers and enjoy acting out religious rituals, but the main tasks are left to the Shaman (*Du*. "*Mhaigh*"). He is responsible for communication with the spirit world. The Shaman is greatly feared by his fellows; however, his duties are demanding, so he rarely plays an active part in the daily affairs of the village.

Language

Dunnish tribes speak varying dialects of the same South Coastal tongue. Most rely on the prevalent *Dunael* speech, which provides a common structure and vocabulary, so communication between tribes is not too difficult. However, Dunlendings make much of tone and word-play, so a discussion of complex ideas can well lead to serious or embarrassing misunderstandings. Other than embracing *Westron*, Dunmen show very little interest in learning the other languages of Rhudaur, although they can be adept mimics and linguists. Still, few races revere oration as much as these rude peoples.

2.85 THE PETTY-DWARVES

Petty-Dwarves, called the *Ta-Fa-Nilch* (or "Little People") by the Hillmen, were a dying race before the birth of the Sun and the Moon. They were long assumed to have died out in *Beleriand* during the Elder Days, and only one, the treacherous *Mim*, is mentioned in recorded history. Therefore, very little is known of their ways.

Petty-Dwarves (*S*. "*Noegyth Nibin*") have always had a unique character, although in ancient times they were much like other Dwarves (*S*. "*Naugrim*"; *Kh*. "*Khazâd*"). It was only after their sundering that they began to diminish in stature and smith-craft. Eventually they became considerably smaller than their Dwarven brethren, and now they rarely stand more than 4' high. Their tendency to stoop and move about with peculiar stealth accentuates their smallness. Petty-Dwarves are also remarkably ugly: their gnarled limbs ill-fit their bodies, their heads are far too large and thin, and their beards are wispy and full of crumbs.

Dwarves banished them for reasons which remain unknown; if the Dwarves remember, they do not tell. As a result, Petty-Dwarves have far less skills in stone- and metal-working than do the Dwarves, but they can accomplish much given time. Instead, they are better at growing and using herbs and more knowledgeable in the ways of nature. These skills proved necessary in light of the

3.0 POLITICS AND POWER



persecutions weighed upon them; there were never more than a few Petty-Dwarves in any land, so they were inevitably preyed upon by stronger races, including the Elves whom they particularly despise. Contrary to popular belief, several groups of Petty-Dwarves did survive in dark lairs of Eriador well into the Third Age.

2.86 THE TA-FA-LISCH, THE GHOSTS OF THE PETTY-DWARVES

The lands around Cameth Brin have been shunned by the Hillmen since their arrival in Rhudaur, for fear of the Ghosts of the Little People. The strange secrets of these potent Undead were uncovered in turn by both Mong-Finn and Eldacar early in the Third Age. Each of the ten Ta-Fa-Lisch (Ghosts) seemed to be mystically linked to nuggets of the rare mineral *crospar*. *Crospar* is found only as an impurity in iron ores of the far south. Each nugget is 10" long and 4" in diameter, of a dull brown color, powdery and somewhat warm to the touch. Three of the nuggets have been cracked, and the spirits associated with them are markedly less powerful than the others. Possession of the nuggets gave Miffli control over the Undead, although this may have also been accomplished by other means. In any event, the mysteries surrounding the Ta-Fa-Lisch became a moot point when the Dúnedain destroyed the *crospar* nuggets shortly after gaining control of Cameth Brin. With the destruction of the nuggets, the Ghosts became free.

The Ten Ghost Warriors of Cameth Brin

The Undead Ta-Fa-Lisch appear as small, shade-like creatures with faintly glowing eyes and teeth. Typically they move with no sound and use cunning to reach their victim's rear. Then they strike quickly, ripping the throat in one awful, silent sweep.

Those unfortunate enough to encounter these Ghosts will discover that they can see in utter darkness and exist as part of the Shadow-world. Normal weapons cannot harm them and, due to their ethereal nature, they can only be struck during rounds when they themselves are attacking. Due to the eerie terror that surrounds them, those first viewing the Ta-Fa-Lisch must resist a 5th level Spell of Fear or flee.

Early in the Third Age, Eriador was a relatively peaceful area. However, from the splitting of Arnor in T.A. 861 until the destruction of Angmar in 1975, Eriador was the site of many great battles and events. Indeed, from the mid-fourteenth century until the demise of Angmar, it was the focus of the unending war between Sauron the Enemy and the Free Peoples of Middle-earth. After the apparent destruction of Arnor and the Dúnedain of the North, Sauron took little interest in the affairs of Eriador until it was too late. However, that epic is well known and has little direct bearing on the tales of adventure described here.

In the early years of Arnor, an occasional rebellion by the recalcitrant Hillmen of Rhudaur provided the only excitement. Less frequently Dunnish tribesmen who settled in southern and eastern Arnor after T.A. 300 raided their better-established neighbors. Throughout Middle-earth, the first millennium of the Third Age was generally a time of peace and prosperity, for it took this long for Sauron to recover from his defeat in the War of the Last Alliance. After the Division of Arnor in T.A. 861, the Sister Kingdoms of Arthedain, Cardolan, and Rhudaur quickly began to quarrel, and their quarrels turned into war. Most often Cardolan and Rhudaur were the belligerents, and being far less rich, Rhudaur had to employ increasingly questionable methods to maintain her faltering position. Thus, when the Witch-king came to the North, he found a ready ally in Rhudaur. Soon the rugged land became only his pawn in the wars that finally ruined Cardolan in 1409 and Arthedain in 1974. Rhudaur was almost devastated in these wars and was all but abandoned soon afterwards, languishing as a wilderness for the rest of the Age.

Rhudaur may be repopulated in the Fourth Age, but it will take many generations for the small country to regain any strategic importance.

4.0 PLACES OF INTEREST

The Hillmen were not great builders and, in Rhudaur, the Dúnedain undertook few grand projects like those that characterized their civilization in the rest of Eriador. Of course there are exceptions: a few protected towns and manors; the Last Bridge, which provides the only good passage across the Mitheithel between *Tharbad* and the Ettenmoors, and the only span built north of the Angle; the network of fortified Watch-towers and holds, of which the greatest is *Tir-barad Tereg* (S. "Trolls Watch-tower") atop Cameth Brin; and, of course, the vast complex which delves into the heart of the Twisted Hill itself. These sites merit special mention when speaking of the frontier land of Rhudaur.

4.1 FORTRESSES

Each of the five Great Houses of Rhudaur's Dúnedain Airain Lords felt compelled to build tall towers worthy of their status. These manors follow a standard pattern: a square tower of five or six stories was erected and set about with an overgrown village with a few outworks and an earthen rampart. *Minas Brithil* in the Angle, *Dol Gil* in the southern Oiolad, *Barad Calnë* on the central plain, and *Coron Iaur* at the edge of the Highlands in the far north all conform to this pattern. *Tir-barad Tereg* at Cameth Brin was the fifth and foremost of these modest citadels, for it was the property of the King.

Given the vast quantity of ideal defensive sites and the difficulty in movement and communication in Rhudaur, a number of lesser fortifications were built, particularly in the east and north. Some protected settlements, but most were signal towers; nearly all were

exceedingly small. Those Dúnedain who settled at Talugdaeri near Cameth Brin called their hold *Coronminas*, but it scarcely deserved the name of fort, much less that of a grand tower.

Later, as the Kingdom began to fall apart, local lords retreated to the hilltops and erected new, albeit crude, towers. During the wars of the Sister Kingdoms, each of the Airain's towers fell to siege at least once, and the repairs made would be charitably characterized if called shoddy. Only Barad Calnë performed anything resembling its original function by the middle of the Third Age.

Although Hillmen favor caves and could see no sense in reworking fortified places, they did make use of one natural fortress. At *Dunno*, they held their sacred tests to select a new Targ-Arm. Dunno is a flat topped hill 900' high lying about thirty miles to the southeast of Cameth Brin. Its slopes rise gently, but the mass of granite boulders covering the incline makes the worst of the Ettenmoors seem like a paved road in comparison. There is a strange and almost random collection of megaliths on the top of Dunno; their function is religious, for it is here that the holy *Wegechan* seek the aid of the stars, and it is among these upright stones that Ghosts of Hillmen Tairg-Arm gather on the night of each solstice.

4.2 RIVENDELL

South of the Trollshaws in a deep valley next to the River Bruinen lies *Rivendell*, "The Last Homely House East of the Sea." Throughout the Third Age, Rivendell was the abode of *Elrond Half-elven*, scion of the Heroes of the Elder Days and mighty among the Wise. Rivendell was never a great bastion, and the number of its folk was never large, yet strength does not always lie in massive walls or vast hosts. At the peak of his strength, the Witch-king never dared more than to set a watch upon Rivendell. Elrond founded Rivendell in the middle of the Second Age, as a haven for Elven refugees, and it has since remained a haven for all who flee the power of evil.

The Hillmen of Rhudaur have always feuded with the Elves and feared and avoided Rivendell as a place of black trickery. Early Dúnedain colonists in Eriador allied themselves with the Elves, but in the days of Arnor, Men and Elves grew apart. When Elrond would not aid Rhudaur in its first wars with her Sisters, the King banned his people from traveling to Rivendell and so far as he dared, harassed those trading with the Elves. While the Sister Kingdoms existed, Rivendell played little part in their conflicts (save at uttermost need), although afterwards the Elves were more active in protecting the scattered peoples of Eriador from the random evils that remained in the North.

At the end of the Third Age, Master Elrond and most of his people departed Middle-earth. The sons of Elrond, *Elladan* and *Elrohir*, are known to have remained behind, pursuing their bitter feud with the remaining Orcs. However, the state of affairs at Rivendell in the dawning years of the Fourth Age is known to only a very few of the wise and powerful.

5.0 ADVENTURE GUIDELINES

This section provides some helpful Gamemaster notes related to running adventures in the Trollshaws and near Cameth Brin. The GM should read over these guidelines before studying and selecting one of the adventures that follow in Sections 8.0 through 11.0.

5.1 SELECTING AN ADVENTURE

Sections 8.0-11.0 are devoted to specific adventure sites and are organized according to locale. The principal floorplans and NPC's are described, as are a number sample plot lines. All are

accompanied by a story and suggested adventure, although a GM might opt for a different course of action. To provide flexibility, a list of adventure alternatives is provided at the end of each section. A difficulty factor has been assigned to each plot.

The GM should take a look at the strength and experience of the PC's involved in the game and choose an adventure which provides a challenge, but is not too difficult. Actually, Section 7.0 covers more settled and safe areas from which to start an adventure or a campaign. In these areas, PC's can buy and sell goods and solicit aid and information. Players might wish to begin their travels from one of the points described in Section 7.0.

5.2 CHOOSING A TIME PERIOD

Those GM's desiring a simple adventure may not be concerned with the particular period. They can, however, have more flexibility and add more of their own designs by choosing a time outside of the scope of any one mentioned here. One should look at these adventures as stories which characterize the place, no more. Always remember, there is no rule against changing the course of history.

If you are running a campaign set during a specific era, any adventures around Cameth Brin will naturally take place at that time. This module is designed to accommodate this need and, though the individuals and plots may change with time, the physical layouts evolve slowly. Rhudaur changed a great deal between T.A. 100 and 2000, so the sampling of activity around Cameth Brin is temporally varied to provide a picture of the site's growth and decline. Specific adventures are arranged in chronological order, although the first one can take place at any time. The GM should read over each one to see how the fortifications, layout, and political setting changes. Then he can determine the character of Cameth Brin and its environs as of the date of the campaign.

5.3 SUGGESTIONS ON RUNNING ADVENTURES

Get to know your nonplayer characters (NPC's). Read what Sections 8.0-11.0 and the NPC charts have to say about the principal NPC's in an area, and try to think as that sort of person would. Remember, for instance, that Mong-Finn is wily and heads a well-organized band of fighters dedicated to their cause. Their morale is high, and they fight well; worse, they are ruthless, for failure will result in their deaths and in the demise of Hillman freedom.

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

Save your heavy arms and high-power magic items for dire occasions. Simply scaling, entering, and sneaking around Cameth Brin will be a tough task for a group of low-level adventurers.

5.4 USING TRAPS AND ITEMS

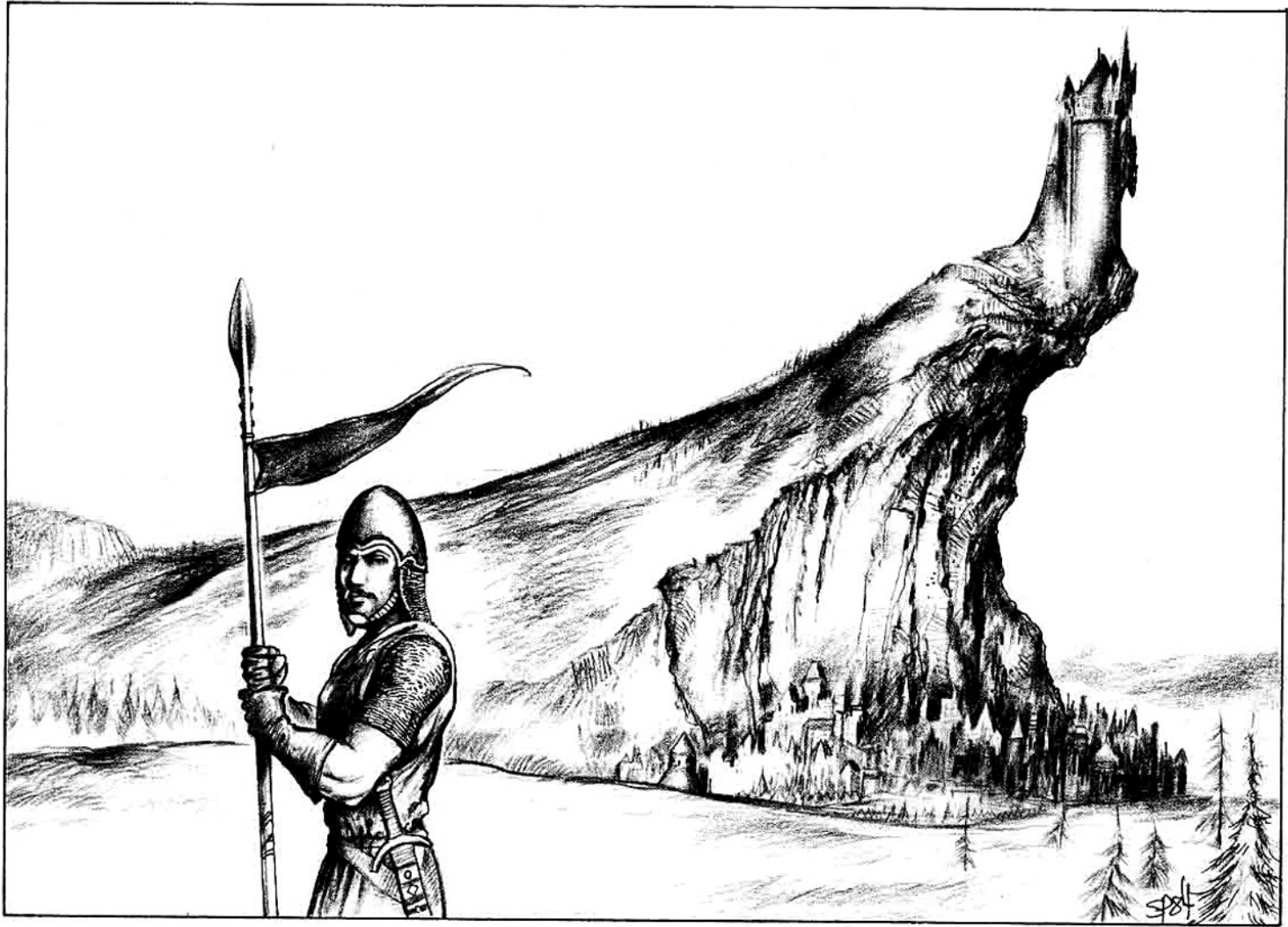
The layout sections include frequent references to traps and locks. To speed play, the following cross-references are provided for GMs using *MERP* or *Rolemaster*.

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

Results of Fall/Crush attacks and animal attacks can be determined using *MERP* tables CST-2 and AT-5 or AT-6, all at page 70. If you employ *Rolemaster*, see *Claw Law*.

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

Non-magic bonus items are only used with *Rolemaster*. When using *MERP*, all items with bonuses are magic.



6.0 LAYOUTS OF CAMETH BRIN

Cameth Brin is the name for both the Twisted Hill and the fortress complex delved into it. The hold is a collection of modified natural caves, cut passages, and chambers which are joined by twisting stairways.

6.1 AN OVERVIEW OF THE FORTRESS

The following is a summary of the plan of Cameth Brin. The levels are listed in descending order.

Level	Exits	Height*	Construction
1) Armoq (West)	west face, 2	750'	Pre-T.A., Petty-Dwarf. Cut rock.
2) Armoq (South)	1, 4	725'	" "
3) King's Apts	4	680'	Ca. T.A. 339 Dúnadan. Set stone.
4) Chiefs' Chbrs	2, 3, 5, 7	660'	Ca. T.A. 339 Dúnadan. Set stone.
5) Fuintir/Gate	tower, 4, 6, south face	500'	Ca. T.A. 335 Dúnadan. Set stone.
6) Upper Barracks	5, 7	450'	" "
7) Main lvl/Mere.	4, 6, 8	400'	" "
8) Lower Halls	7, 9	350'	Ca. T.A. 339, 700 Dúnadan. Set stone.
9) Lower Barracks	8, 10	300'	" "
10) Ureithel	9, Troll lair, Tanoth Brin	290'	Natural cavern. Mines. Modified ca. T.A. 900.

*Height within hill itself. Add 1100' for altitude above sea level. The tower atop the hill, Tir-barad Tereg, sits on the peak (830'; 1930' above the sea). Tanoth Brin lies on a shelf at about 280'; 1380' above sea lvl).

6.11 THE GATE

To the casual eye Cameth Brin appears unchanged since the days of Miffli — until the southern face of the hill is seen. A narrow roadway now snakes its way up to the craggy granite top; the road ends abruptly at a great silver door set between two red towers that rise from the hill without visible support. The towers are three stories high and appear smooth and unmarred; each is surmounted with domes apparently of solid gold. It is only when one is quite close that a multitude of small and cunning arrow slots become visible. The gate itself is steel-plated, covered with silver, and is just over 10' high on each side. This door slides 20' back into the hill before it can be raised upwards and outwards on great hinges. A portcullis stands ready to take its original place, and guardrooms in the interior are ready to "welcome" guests. They might be warned of this deadly embrace by the figure wrought on the door: a life-sized cave bear standing and facing forwards. While not as beautiful or elaborate as an Elven or Dwarven rendition, it is quite effective.

6.12 THE FUINTIR

The primary defense of Cameth Brin is not provided by the gate itself but by the chambers that lie beyond it. The gate opens into a vast hall called the *Fuintir*, or Dark Watch. Three immense pillars of granite support the roof, 20' above the floor; within these pillars are guardrooms that can be entered only from the lower levels. The floors and walls conceal numerous traps, but the greatest danger comes from the ceiling, on which there are 30 potent Symbols of Utterdarkness (activated whenever anything living enters the hall). There are several false exits from the Fuintir, all trapped; the only

true exits are well-concealed and the main stairway can only be reached by passing another guardroom.

The Fuintir serves as Cameth Brin's main entry chamber and is the only access to the Upper Halls and the tower of Tir-barad Tereg above. The secret main stair descends to Cameth Brin's Main Level by way of the Upper Barracks, one of two remaining troop housing areas.

6.13 THE MAIN HALLS

The stairs down from the Fuintir are wide enough for two abreast. Below, beyond a passage past the barracks, is a similar stairway down to the *Dagorond* or "Hall of Battle." Here the walls are set with mosaics showing the great deeds of the Dúnedain; amidst these are hung arms and armor of all kinds. (All are well-crafted imitations, useless for fighting.) On the left, a corridor leads to the kitchens and sculleries; on the right another leads to the guards' quarters. These chambers hold the only entrances to the guardrooms in the towers and to the pillars in the Fuintir. Straight ahead, the *Dagorond* ends in a great doorway between two exquisitely made trees, one of gold and one of silver. The trees were a gift from the Elves of Rivendell, given when the Dúnedain first delved these halls. (They were originally matched by the gift from the Dwarves of a *mithril* door, but it was sold to Gondor long ago.)

Between the trees stand double doors of oak and iron that open into the *Merethrond*, the Hall of Feasts. This is an immense chamber with a high domed roof and well-linings all of alabaster. The original gilded fittings and furniture are now long departed, but those with some taste say that it looks better in black iron and dark oak. On the left of the *Merethrond* a guarded hall leads to stairs going down to the Lower Halls. The hall opposite is strongly guarded, for it leads to the stairs to the Upper Halls. (A secret door conceals a small suite designed to be used by the Lord.)

6.14 THE UPPER HALLS

The stairway up from the *Merethrond* opens to a hallway and a large guardroom which bristles with firing slits. This level is actually composed of two sections which are joined by a short stair. The larger Chiefs' Chambers contain the suites of the lesser lords of Cameth Brin and their guests. These rooms are reached by turning down the hallway to the right, and proceeding a good distance. The hallway splits to left and right and forms a large circle, off of which are the suites. A doorway hidden behind the way of one of these chambers allows access to the rough passage up to the ancient *Armoq-al-Wanu*.

To the left of the steps from the Main Level, the hallway enters a room that drips with water and holds a small pool. This oddly shaped chamber opens onto two well-concealed stairwells. One connects with the Fuintir below; the other leads up to the King's Apartments. The stairs behind this door end in the obligatory guardroom and then enter the King's library and conference room. Broggha has disposed of all the ornate trash that Maschbram had collected, and this chamber is now spartan. The King's private chambers lie beyond, behind a door of solid steel.

6.15 ARMOQ-AL-WANU

Above the King's rooms and the Upper Halls lie the main halls of the Petty-Dwarven hold of *Armoq-al-Wanu*. They have been enlarged to give a man room to stand and are used to provide temporary quarters for the guards stationed in the spy-holes at the top of Cameth Brin. This work is done by regular guards who are brought up blindfolded, left unarmed and unarmored, and closely monitored by a couple of the Fuintir. Curiosity is discouraged. The old entrance has been blocked off by a great block of granite.

6.16 THE LOWER HALLS

The downward stairs from the *Merethrond* on the Main Level lead deep beneath the earth and end in an unassuming hall. Here, almost directly across from the stairs, are the guardrooms of the Lower Halls. These were built where there had once been passages to the two Middle Barracks.

Four barracks were constructed inside Cameth Brin, each designed to hold 200 troops and their commanders. They were intended to lodge the inner garrison and provide a refuge for the soldiers housed below in the exterior barracks-settlement of Tanoth Brin. Each barracks consists of ten large rooms for the troops, two chambers for their sergeants, and one for their commander. Now the commanders reside in the higher halls. It is unlikely that the barracks were ever fully manned, and when two were damaged in a minor earthquake decades ago, they were sealed off and never repaired. Only the Upper and Lower Barracks remain.

Beyond the guardrooms stands the Smithy, which is now rarely used. (After 1409, Rhudaur relies on weapons imported from Angmar.) To the left, the corridor leads to the *Halls of Healing*, carved from a natural cave. To the right, stairs lead down to the Lower Barracks. There is a guarded door off a small cavern that goes down to the caverns of the *Ureithel*.

NOTE: The following layout descriptions are listed in ascending order (i.e., from bottom to top), since half of the entry points into Cameth Brin allow passage into the Ureithel. Cameth Brin's uppermost areas, the two sections of the Armoq-al-Wanu, are included at 9.4, for they are built during a different era and are keyed to the adventure in 9.0.

The references to guards, the garrison, and the lords relate to the period around T.A. 1671, when Cameth Brin was fully manned by the Hillmen of King Broggha. This material is directly tied to the adventure in Section 10.0 and, although it indicates how the fortress is typically staffed, can be ignored otherwise.

6.2 THE SECRET MINE SHAFT ENTRANCE

The "Tale of Eldacar and Miffli" proved to be a moderately popular ballad in its day, and those who sought illicit entry into Cameth Brin did not have that much trouble discerning how entrance could be gained. During the days of the Dúnedain it was deemed adequate to guard this route, but later, darker masters did not agree. It was not practical to merely seal off the entrance, for all fortresses need a secret exit. The masters decided to trap the mineshaft and to make it a one way passage. The original tunnel was partially blocked, and a new one was cut deep beneath it, with a small room in the middle. Those exiting the fortress need only pull a lever to move the two-ton block of stone that serves as ceiling for the 10' x 10' x 10' outer chamber, but they must exit quickly, for any weight on the floor opens a sluice from the *Ureithel* that will quickly fill the chamber with boiling water. If the lever has not been previously operated, any weight on the floor that exceeds 50 lbs will drop three portcullis along the mine shaft, blocking escape.

The secret mine entrance is located in the north face of the northernmost hill of the southeast chain. The entrance is covered by a large boulder that is cleverly counter-weighted to shift when a rod is inserted into its key hole. Its mechanism is Very Hard (-20) to detect. The mine shaft is very narrow and goes deep into the earth. After a mile it ascends to meet a small underground stream; thereafter the path runs along stones set just under the water. Its last, wet four miles follows a fairly direct path to Cameth Brin. The shaft enters Cameth Brin at the cavern of the hot spring (see 6.3, #5,6).

6.3 THE UREITHEL

The *Ureithel*, or Hot Spring, is found in a large cavern, the deepest chamber under Cameth Brin. Over half of this cavern is filled by bubbling, sulphurous waters which fill the cavern with a dank mist (-20 on all maneuvers). After evil came to Rhudaur, foul dungeons were carved out of the caves and equipped with a potent guardian, a giant 30' long snapping Turtle (*S. "Fastitocalon"*).

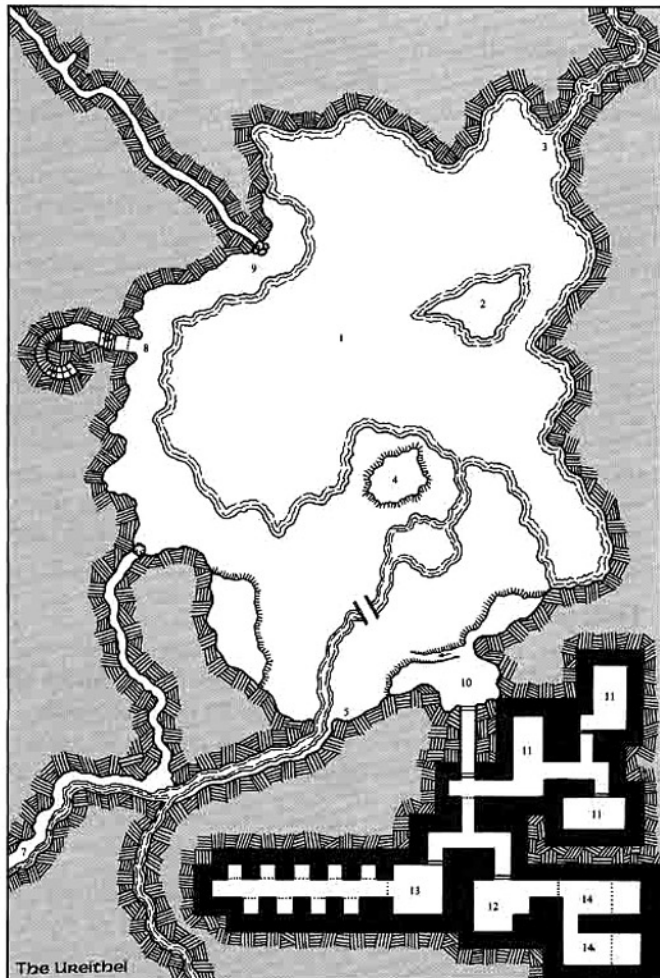
The Fell Turtle

He has been here since T.A. 1413., residing in the *Ureithel* and enjoying an occasional warm swim. For his size, the Fell Turtle called *Girge-tarel* is quite quick. It can only be controlled by the *Turtle Helm* held by King Broggha; otherwise it will attack anything living that comes into his watery domain.



The Layout

- The Ureithel.** The water temperature is 120 F. and the depth is 10-200 feet deep. A hole in the 30' ceiling above connects to a shaft from Lower Halls (see 6.5, #15).
- Small Island.** It is 12' high and serves as a resting place for the Turtle when he is asleep. On a roll of 01-40 one will find the beast napping atop the hillock.
- Stream's Exit.** The hot waters leave the cave by way of a gentle fall and exits into a 9 mile long underground river which empties into the River Mitheithel just above the mouth of the Ghosts' Stream ("Sruth Boghain"). After the falls, some 25' down the passage, the water fills the rock tube.
- Watch-post.** This 10' rise lies between the Ureithel and a 20' deep pool. It was once a guardpost, but the Turtle has replaced the vigil.
- Stream Entry.** The water enters the cavern through a 6' wide, 8' tall opening. A path runs beside the stream for about 55', to the point where the creek's two smaller tributaries join.

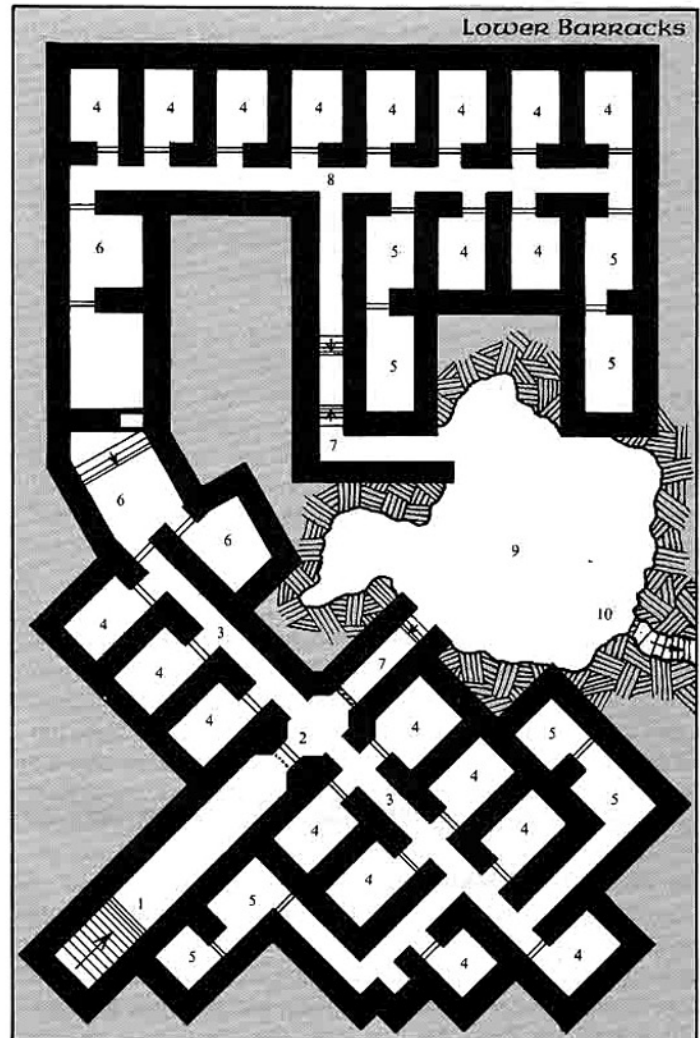


The Ureithel

- Mine Creek Passage.** The stream entering from the left fills the bottom third of its 10' passage, but walking stones are placed just below the surface of the rushing water. The 4' wide cut leads to the water trap at the secret mine entrance, 5 miles to the north.
- Passageway to Troll Lair.** The creek entering the main stream on the right fills half of the passage that runs 3 miles to the secret entrance at the Troll Lair. See Section 8.1, #8.
- Main Stairway.** Leads to Lower Barracks (see 6.4, #2), and provides access to all the levels above.
- Passage to Tanoth Brin.** Rock hall joins Ureithel to barracks-settlement outside (see color view, inside back cover). It also opens onto quarters of the Fuintiri. Accessible through a secret door which is disguised as loose rock: Very Hard to find (-20), trapped and Extremely Hard (-30). If the door is opened without a small knob being turned, super hot steam will be vented into the corridor.
- Entrance to Dungeons.** Protected by iron door: very thick, lock is Hard (-10). 2 guards.
- Guards' Quarters.** This suite is designed as quarters for the guards of the dungeon. They are used by *Ashkash*, the Orc-prince hostage.
- Guardroom.** Used by the lesser Orc guards.
- Dungeons.** Only bones and a clumsy slave are in residence.
- Prisons and Torture Chambers.**

6.4 LOWER BARRACKS

- Stairs to Lower Halls.** Ascend past a small guardroom (see 6.5, #1).
- Door.** Unlocked, this wood door leads to Barracks where 210 Dunmen wait for war.
- Central hall of First Barracks.** Barracks houses 107 Hillmen.
- Barracks chambers.**
- Sergeant's quarters.**
- Commander's quarters.**
- Main access hall.** Barred by door like #2, it joins First and Second Barracks. 2 guards.
- Central hall of Second Barracks.** Barracks houses 103 Hillmen.
- Small cavern.** Worked into the passage to the Second Barracks.
- Stairway to Ureithel.** Leads to short stair down (see 6.3, #8). It is barred by an iron door; deadbolted on both sides, it is Extremely Hard (-30) to open. 2 guards.



6.5 THE LOWER HALLS

- Stairs to Lower Barracks.** Eventually leads to Ureithel below (see 6.3, #8 above). Soft rock stairway is composed of *Criath*, a moldable stone. Anyone passing on the stair will leave a faint footprint and pick up a wet slime on the sole of their foot. The slime leaves a track which is invisible to the Mannish eye, but quite noticeable to an Orc or Dwarf.
- Food stores.**
- Duty guardrooms.** Each accessible by a short flight of descending stairs. 2 guards in each.
- Passage to Hall of Healing.**
- Stairs to Main Level.** These ascend to Main Level above (see 6.6, #30). They are built so that there are two sets of ten wooden stairs separated by twenty stone stairs. There are forty other stone steps: twenty above the lower group of wood steps and twenty above the upper. The wooden stairs cover 8' x 5' shafts each smooth-sided and 200 feet deep; they are filled with three feet of stagnant water. Victim must suffer +150 Fall/Crush attack. The wood is treated with an enchanted oil and will burn instantly upon the command of anyone wearing the Turtle Helm. Levers above each section will manually release a lock which will make them swing downward on a hinge if burdened with more than 20 lbs. Upper side of each shaft is 6' higher than lower side.
- Door.** Leads to Smithy. Generally left open.
- Guardpost.** Unmanned.
- Old Metals Storeroom.** Once used by smith, now serves as general storage area.
- Smithy.** Large and well designed, but most of the good equipment was sent north to Angmar.
- Head Smith's Chambers.** Now is used as an armory, it contains: 110 Short Shords; 200 Target Shields; 155 Daggers; and 90 Shortbows.
- Old Smithy Vault.** Locked, Absurd (-70), but not trapped. However, it is not now in use and is protected by a 5th lvl *Symbol of the Ugliness of Orn*: RR failure = victim's Appearance is lowered to 1 (RM: Presence lowered to 1).
- Quarters for Departed Smiths.** Not in use.
- Quarters for Departed Smiths.** Not in use.
- Precious Metals Storage Chamber.** The door is off its hinges and chamber is not used.
- False stair.** Secret door is Very Hard (-20) to find. Door pushes in to reveal a beautiful stone stair is 10' long (10 stairs) and descends 7' to a false steel door set in opposite wall. When 150 lbs is placed on the 4th, 5th, or 10th step, the stair slides back into wall and secret door closes. A shaft appears, dropping victim 60' into waters of the Ureithel (see 6.3, #1). On top of being Turtle-fodder, victim receives a +25 Fall-Crush attack and ends up 11-60' under (120") water. The shaft is used to feed the Turtle when necessary, so a lever mechanism for

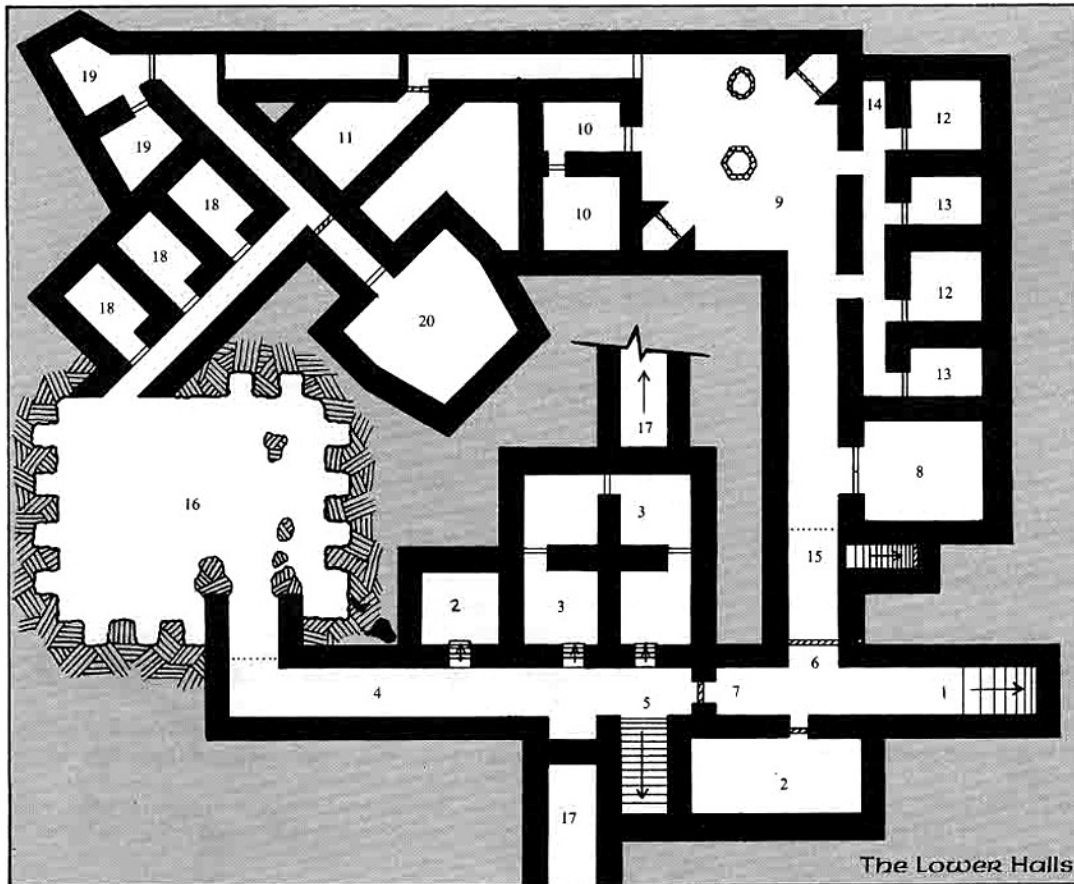
moving the stairs is set in the wall, just inside and to the right of the door. It is Extremely Hard (-30) to find.

- Hall of Healing.** Worked from a natural cavern, the wards cut into sides of the walls. 2 guards.
- Hallway.** Walled off, they once led to the Third and Fourth barracks, now abandoned.
- Rooms of the Lesser Healers.**
- Brenn's quarters.**
- Ward of the Ill.** Here the sick are isolated.

6.6 THE MAIN HALLS

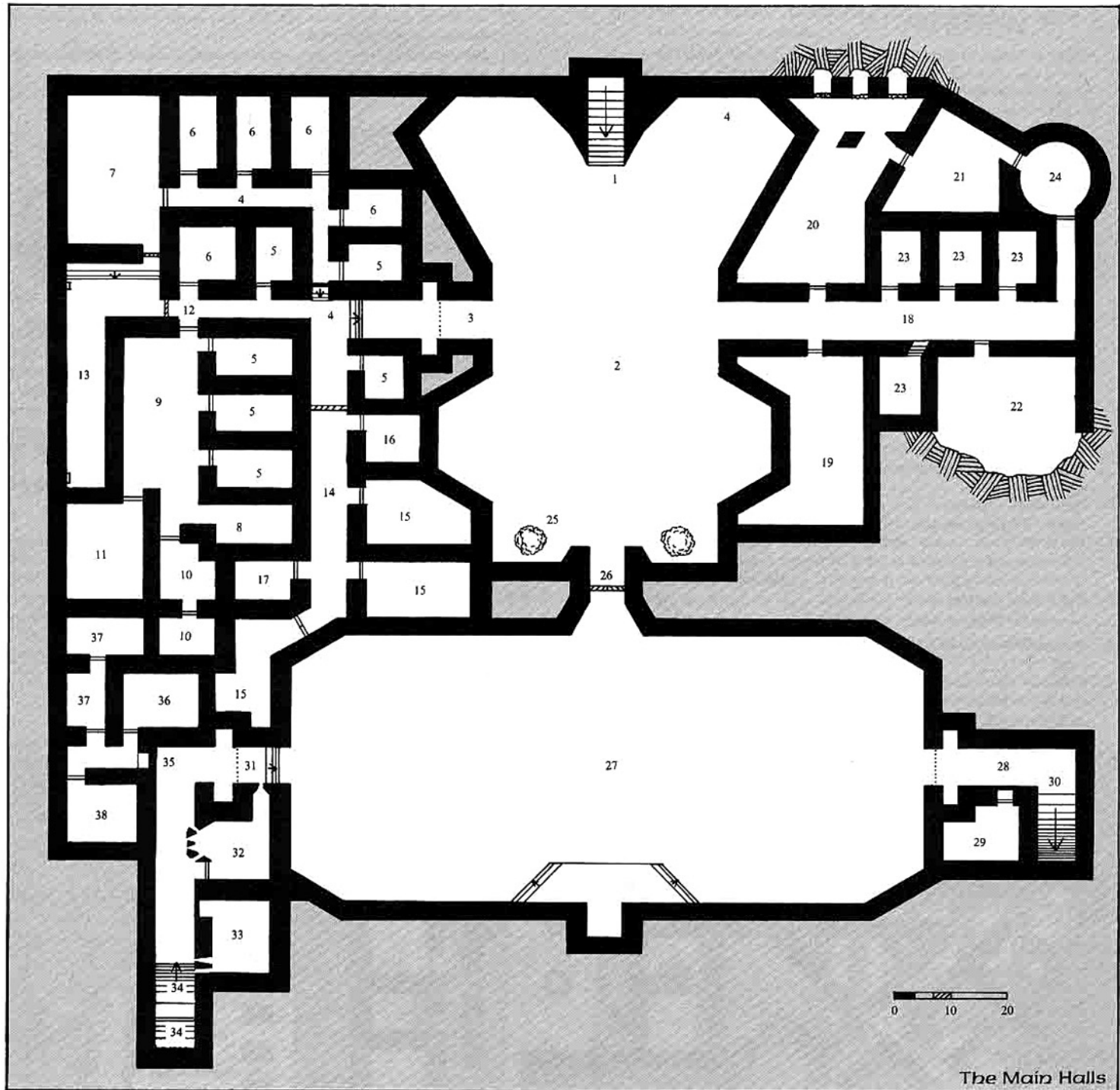
Although most of the space on this level is taken up by the largely ceremonial Dagorond and Merethrond, it is traditionally the center of activity in Cameth Brin.

- Stairway to Upper Barracks.** Stairs up accomodate three abreast (see 6.7, #1). 2 guards.
- The Dagorond.** The walls are covered with scenes of the epic deeds of the early Dúndain. Some of the scenes more offensive to Rhudaur's later friends have been whitewashed. The walls are also hung with replicas of weapons. 2 guards.
- Corridor to the Guard's Quarters.** Defended by guardposts and a portcullis.
- Entrance to the Quarters of the Fuintiri.** Up a flight of steps to a black door that is locked (Easy, +20) stand more stairs.
- Rooms for the Fuintiri.** Each sparsely furnished room can accomodate five guards.
- Rooms for the Fuintiri Sergeants.** Well appointed, they each accomodate one.
- Practice Room.** Has its own Rune of Utterdarkness.
- Baths.**
- Common Room.** A total mess. There is a closet behind which is a secret door that is Hard (-10) to find. It is locked and Very Hard (-20) to open without triggering a trap: a tiny poisoned needle which strikes as a +50 Dagger and contains a 4th lvl dose of White Yew lies in wait. Behind the door sits what seems to be only a safe for the valuables of the Fuintiri, but it is under a trap door in the ceiling. Trap door is locked and Extremely Hard (-30) to open. It leads to an iron ladder which can be pulled down; this ascends in a shaft up to the Main Guardroom (6.8, #8) in the Fuintir.
- Quarters for Second in Command.**
- Gamerroom.** Neater, it is often used for meetings.
- Steel Door.** Locked, Extremely Hard (-30), opens into corridor.
- Access room.** Contains two ladders, each of which leads to a Fuintir Guardroom above (6.6, #7) via a trap door (as at #9). Outer door is locked and Extremely Hard (-30) to open. It is designed to be deadbolted from the inside. Unlocked at shift change.



KEY FOR OVERHEAD LAYOUTS (E.G. FLOORPLANS)

	Stonework		Loose rock
	Portcullis		Stream
	Passage/Hall		Fire Hearth
	Sloping passage		Shelf
	Window		Water Pool
	Stone Door		Trail/Path
	Wood Door		Torch-Holder
	Metal Door		Trap
	Double Door		Passage Under
	Slides Up		Dry creek bed
	Slides Sideways		Chest
	Secret Door		Well
	Slides Out		Table
	Stair Up		Stone slab
	Stair Down		Bed
			Earthwork

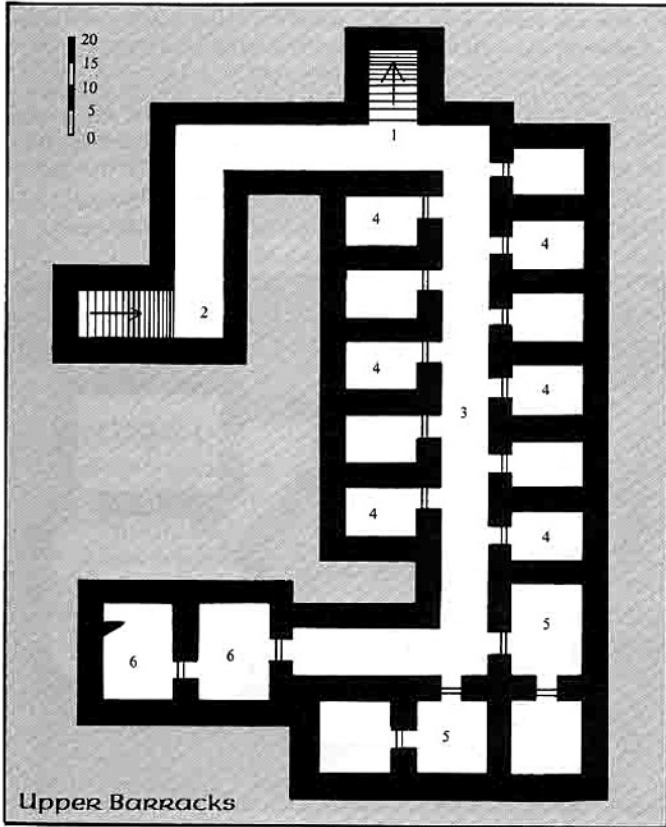


The Mair Halls

14. **Hall to Guards' Quarters.**
15. **Guards Chambers.** Ten bunks.
16. **Sergeants' Chamber.**
17. **Recreation Area for Sergeants.**
18. **Hall to the kitchens and sculleries.**
19. **Food storage area.**
20. **Kitchen.** Usually the scene of frenzied activity. 1-10 servants and, when on duty, Sigwerd.
21. **Pantry.** Contains an ice pit and a salt bin, both for storing fancy foods. Door is locked and Hard (-10) to open.
22. **Slaves' Sleeping Area.** A bare, dark pit.
23. **Servants' Rooms.**
24. **Cook's Room.** Sigwerd has painted it purple and sleeps on a pile of straw.
25. **Trees.** Eight feet high, the one on left is silver, the right is gold, and both give a "B" Electricity critical if touched by evil persons.
26. **Door to Merethrond.** Wrought of oak and iron, it is not locked but can be securely bolted (Extremely Hard, -30) from inside.
27. **Chamber of the Merethrond.** The interior is of alabaster with many wrought iron torch holders. A dozen long marble tables are placed here; in the center at "A", there is a small platform for the King's Table. 2 guards.
28. **Hall to Lower Fortress.** Defended by guardrooms and portcullis.
29. **Guardroom.** Overlooks stairs, door is locked and Very Hard (-20) to open. It is trapped (Hard, -10) by a small poisoned needle (see #9 above).
30. **Stairs to Lower Halls.** Leading down, they are wide enough for three to pass abreast. 21st through 30th and 51st through 60th stairs are wooden (see 6.5, #5).
31. **Hall to Upper Levels.** Protected as at #28.
32. **Guardroom.** Built with firing ports, it partially blocks hall. Door is locked and Extremely Hard (-30) to open; if unsuccessfully tampered with, it will set off a spear trap (three +70 spear attacks) across from it. It is Extremely Hard (-30) to disarm. 2 guards.
33. **Guardroom.** Like #29.
34. **Stairs to Upper Halls.** Ascend steeply to Chiefs' Chambers (see 6.91, #1).
36. **Secret Door.** Absurd (-70) to find, it opens only to the command, "Edro." Trap is Extremely Hard (-30) to detect. If door is not shut in 40 seconds, six 110 lb. blocks will fall from the ceiling (+70, Large Crush attack).
36. **Elite Guard chambers.** Door is locked, Absurd to open (-70) and made of steel. Furnished only with hides. Twin Hillman sisters reside here. They serve to guard the imprisoned Princess Alquawen.
37. **Alquawen's chambers.** They are beautifully and comfortably furnished. At the moment, the Princess has made a mess of everything in hopes of further irritating her guards.
38. **Bath.**

6.7 THE UPPER BARRACKS

1. **Main Stairway.** Steps down to the Main Level (see 6.6, #1).
2. **Stairway to Fuintir.** Lead up to main entry level (see 6.8, #15). 2 guards.
3. **Hall to Barracks.** Occupied by 100 Hillmen.
4. **Standard Barracks Room.** Built-in triple bunks line the walls.
5. **Sergeant's Quarters.**
6. **Quarters for Barracks Commander.**



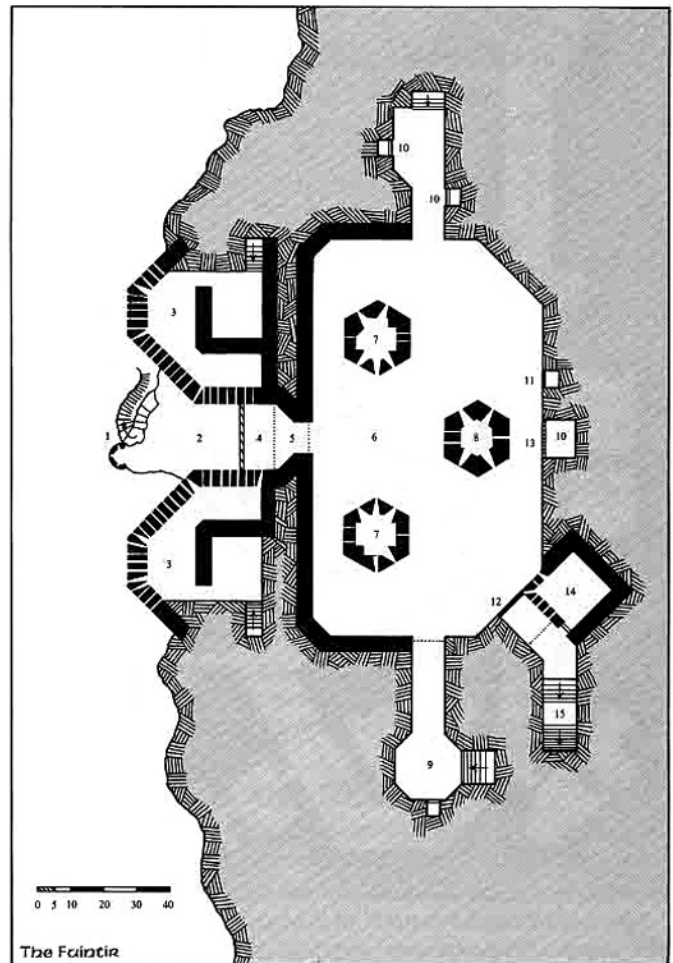
6.8 THE FUINTIR (DARKWATCH)

Although the fortress of Cameth Brin is well provided with external defenses, its greatest strength is internal: the Fuintir, or Darkwatch. The Fuintir's key is darkness, over a hundred *Symbols of Utterdarkness*. The traps are simple but many, and there are myriad deceptions. Only the very learned know the ways of this daunting doorway.

1. **Stairs.** Narrow and winding, they lead up the south face of Cameth Brin.
2. **Doorstep.** Targeted with molten lead that is kept ready at the tops of the guard towers.
3. **Twin Guard Towers.** Unbroken at first glance, the slots for arrows are well-concealed. Each is three stories high and contains stairs to the top. Upper levels are identical except for holes allowing discharge of 1-5 cauldrons of molten lead (each) which each deliver a +75 (Fireball) attack. Peaked roofs surmount the tops. 3 guards per tower per level.
4. **Door.** 20' x 20' of steel overlaid with silver, it depicts a large cave bear standing and about to attack. The door is operated by three levers at #5. The door slides in twenty feet before it opens, upwards and outwards. When the door is retracted a portcullis can be dropped into its original position.
5. **Levers.** Three stand on left side of the entryway. They are trapped, Hard(-10) to detect. If the matching levers on each side (2 of the 3) are not operated in near-perfect synchronization, the floor will open, making way for a nasty 12' drop onto sharp and poisoned spears (+12 Fall/Crush attack and one to five +40 spear attacks). Center lever operates pair of portcullis which will rise to accommodate the door's movements. 1 Fuintiri guard.
6. **The Fuintir Proper.** All descriptions of this place were destroyed soon after its completion. Traditionally, expected and welcome visitors are blindfolded by their guides at #2 and told to join hands or belts; then they will be led along a bewildering path; throughout sounds of keys jangling and doors creaking open and shut jar the visitor's perceptions. The path followed between the guard rooms and traps is varied daily, so that no one can memorize the way. The "P" (pit) traps are operated by 100 lbs. of pressure; the traps dump the unwary 12'

down onto poisoned spears (+12 Fall/Crush attack and 1 to 5 +40 spear attacks). The "S" (spike) traps are operated by levers which, if pulled, spring 3 spears (+40 attacks) as above, into intruders. The "C" (ceiling) traps are operated from the main guard room at #8; they drop 4' x 4', 100 lb. stone blocks from the 20' ceiling (+50 Large Crush attack). 2 Fuintiri guards; 3 Fuintiri guides.

7. **Guardrooms.** Reached by ladder from the Access Room on Main Level below (see 6.6, #13), they are very well-equipped with firing slits. 3 Fuintiri guards each.
8. **Main Guardroom.** Reached by ladder only from Common Room on the Main Level below (see 6.6, #9). Controls to operate "C" traps and auxiliary controls for outer door and alarm are located here. Fuintiri Captain and 4 Fuintiri guards.
9. **Stairway to Tower.** Stair leads up to Tir-barad Tereg, on the summit of the Twisted Hill. A false door opens onto a small room which is guarded by an "S" trap which trigger with 150 lbs on the floor.
10. **Trap Rooms.** A "C" trap lowers section of ceiling; new wall seals off doorway until invaders surrender or starve. False doors as #11.
11. **False Doors.** Hidden or obvious, any opening of the doors will cause delicately balanced *Vials of Stun Clouds* (see spell) to fall and shatter on floor.
12. **Secret Door.** Opens onto passage leading down to the depths of Cameth Brin. It is locked and Extremely Hard (-30) to find. Its trap is Extremely Hard (-30) to disarm: Poisoned mithril needles line the floor and victim receives one to ten +75 dagger attacks. Any critical results in injection of 3rd level *Lawrim* oil (see 2.7).
13. **Secret door.** Locked, it is Sheer Folly (-50) to open.
14. **Guardroom.** Provides usual firing holes.
15. **Stairs.** They lead down to the Upper Barracks (see 6.7, #2).

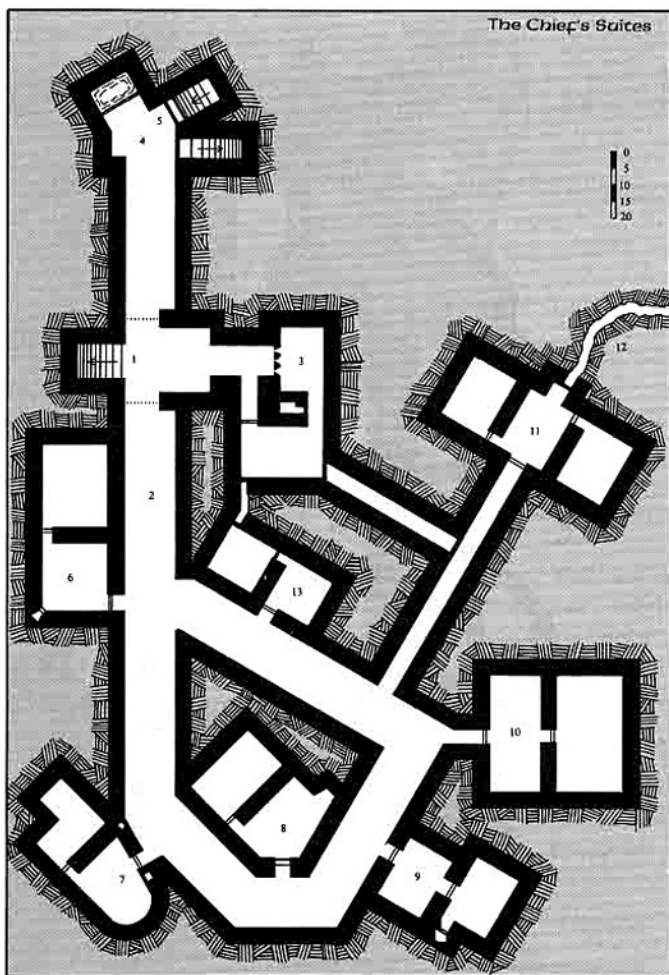


6.9 THE UPPER HALLS

The Upper Halls of Cameth Brin serve as the residence for commanders and important guests. These residences include a small suite of rooms that have space for bodyguards and have all the necessary amenities. The stonework on these levels is far better than elsewhere in the fortress, but still far below Dwarven standards.

6.91 THE CHIEFS' SUITES

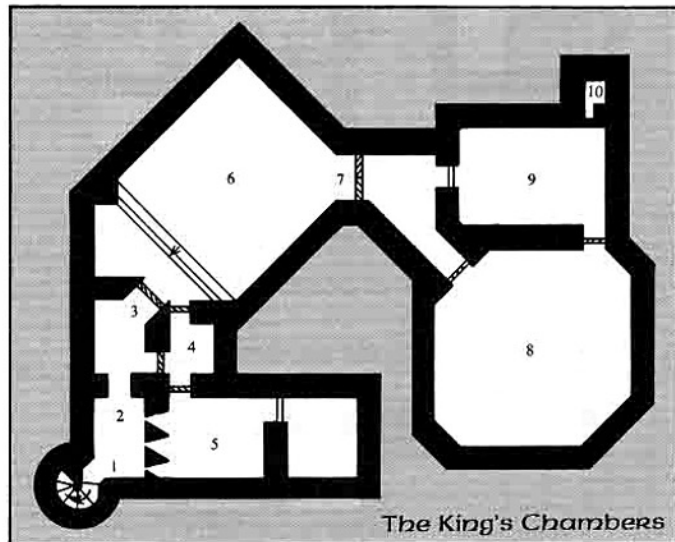
1. **Stairs.** Leading down to the Main Level (see 6.6, #34), they are watched by two guards.
2. **Corridor.**
3. **Guardroom.** To protect the stairs, door is of oak and iron and can only be operated from the inside. 2 guards.
4. **Small room.** A cool spring fills a small pool of fresh water.
5. **Stairs to King's Apartments.** Secret door is Extremely Hard (-30) to detect and has an Absurd (-70) lock. A *Symbol of Death* (resist as a 10th level spell or die) awaits those who do not avert their eyes when they enter (see 6.92, #1).
6. **Corridor to the Chief's Suites.** The first door on the right enters the Feundig's quarters. All doors are locked and Very Hard (-20) to open.
7. **Valadan's suite.**
8. **Chukka's suite.**
9. **Seammu's suite.**
10. **Wilda's (Korekalwen's) Suite.** She actually spends little time here and has in her bed a powerful illusion of Wilda sleeping, just in case.
11. **Bedroom.** Most of the servants in Cameth Brin believe that Alquawen is being held here. Actually two Fuintiri stationed here are only guarding a well dressed slave (with dyed hair) who has been hypnotized to think she is Alquawen. Close up, her impression of a princess is not too convincing. Alquawen is actually being held on the Main Level (see 6.6, #37).
12. **Secret passage.** Passage leads to a stair which then leads up to Level One of the Armoq-al-Wanu (see 9.42, #6).
13. **Briam's suite.**



6.92 THE KING'S CHAMBERS

1. **Spiral Stairs.** Descend to Chiefs' Chambers (see 6.91, #5).
2. **Entry Hall.** The walls, of polished silver, act as mirrors and divert attention from the arrow slits.
3. **Door to Broggha's rooms.** Steel with a lock, it is Extremely Hard (-30) to open. Trap is Hard (-10) to disarm: poison needles deliver one to five +90 Dagger attacks (critical injects 5th level dose of White Yew).
4. **Hall to Guardroom.** Both doors are as #3.
5. **Guardroom.** 2 Fuintiri guards.
6. **King's Counsel Chamber.** A great oaken table fills most of the room. On the table lie many maps and papers, all concerned with plans for the upcoming campaign.

7. **Double Doors.** Steel-plated and covered with silver. One Fuintiri is stationed here. Doors are not locked or trapped as each is semi-intelligent and very empathetic. They can detect those invisible. They will glow when anyone passes by them. Set between them, in the floor, is a foot-wide band of red marble. Inlaid within it are ten invisible 20th lvl *Symbols of Pain* which will appear and shine (1-10 will catch one's attention) when the doors perceive someone who means harm to the King. Behind the doors lie a small dining room and library. Broggha's bodyguard, Llewenn, sleeps here.
8. **Broggha's bedroom.** Furnished only with Hillmen hides.
9. **Meeting Room.**
10. **Wall safe.** Extremely Hard (-30) to detect. The lock operates by combination; although the pattern is merely Hard (-10) to "crack", it requires an immense number of turns. Once anyone puts pressure on the lock an interior music box will play loudly for two minutes, the near-minimum amount of time needed to open the safe. Inside are 4032 gold pieces, a small collection of precious gems and a pair of beautiful and magical bracelets — unfortunately the magic serves to cut off the wearer's hands. Also inside are a set of keys to the entire fortress and some papers relating to the actual location of Alquawen.



7.0 A SAFE STARTING POINT FOR ADVENTURES

Cameth Brin lies on the west side of the modest vale called the *Glin a-Creag* (Hi., Du.: "Valley of the Rock"), a grassy trough watered by the *Sruth Boghain* (Hi. "Ghosts' stream"). Due the valley's soil and proximity to the Mitheithel, it has long been one of the choicest living sites in the Trollshaws region. It was only natural for the Dúnedain to perpetuate the tradition.

Within the Glin a-Creag there are two spots where settlements were erected after Eldacar's victory in the Second Century, T.A. On one the Dúnedain established the village of *Talugdaeri*, typical of Rhudaur's fortified towns. The other site lies under the grim shadows of Cameth Brin. There Eldacar commissioned the construction of the barracks-settlement of *Tanoth Brin* (Hi. "Beneath the Hill"), a protected home for the garrison of the Twisted Hill. Overrun and all but wiped out in T.A. 1217, it has remained an unoccupied but intact ruin since the Great Plague of T.A. 1636-37.

The Town of Talugdaeri NOTE: see color map at the front of the book.

Talugdaeri stands a little more than two miles south of the Twisted Hill, at the mouth of the valley. The town was built to protect the workers who delved the halls under the hill, but it has become a place where Dunnish slaves scratch a meager existence from the rocky soil of Rhudaur. It remained the chief village of Glin a-Creag for a number of reasons, notably its access to running water, its expandable bounds, and the fact that the common Hillmen always shied away from the Twisted Hill.

PRICES IN THE TROLLSHAW REGION

As noted, barter is the preferred method of exchange in Rhudaer. Coin is honored, however, and serves as a good measure for usual trade.

Exchange Rates: Arthedain's currency is prevalent, although coins minted in Gondor at *Minas Tirith* or *Dol Amroth* are not uncommon. Those bearing the King's crest and the Seven Stars of Arthedain are made to the north in Fornost and break down as follows: one gp = ten sp; one sp = one hundred cp; one cp = two ½ cp; one ½ cp = two ¼ cp.

Mithril pieces, once equal to ten gp, no longer circulate. They might bring 50 gp in Fornost, but are all but useless in Rhudaer. After all, only Dwarves or great Elven smiths can properly work the stuff.

Good / Service	Cost	Note	Good / Service	Cost	Note
TRANSPORT			ACCESSORIES		
Mature pony	2gp	Moves 4-20 mph; can carry 180 lbs.	Boots	1sp	3.5 lbs.
Light horse	35sp	Moves 5-30 mph; can carry 200 lbs.	Cloak	7cp	2.5 lbs.
Medium horse	6gp	Moves 5-25 mph; can carry 300 lbs.	Coat	13cp	7 lbs.
Heavy horse	7gp	Moves 5-20 mph; can carry 400 lbs.	Padded Undercoat	55cp	3 lbs.
Wagon	5gp	8'x5'; 2-10 mph; can carry 1500 lbs.	Pants	20cp	1.5 lbs.
			Shirt	25cp	1 lb.
			Surcoat	80cp	1.5 lbs.
			Arrows (20)	50cp	3.5 lbs.
			Backpack (20 lb)	22cp	2.5 lbs; 1 cu'.
			Bedroll (wool)	19cp	5.5 lbs; blanket.
			Caltraps (5)	90cp	2 lbs.
			Cb bolts (20)	150cp	3 lbs.
			Fire-starting bow	½cp	.5 lbs; fire in 5 min.
			Flint and steel	11cp	.5 lbs; fire in 3 min.
			Framepack (45 lb)	30cp	3.5; 2 cu'.
			Lantern	14cp	1.5 lbs; 50' d. light
			Lock pick kit	2sp	.5 lb; + 10 bonus.
			Oil flask	4cp	.5 lb; 6 hr refill .5 lb.
			Pegs (10 wood)	½cp	1.5 lbs.
			Pitons (10 iron)	22cp	2.5 lbs.
			Pole	4cp	7 lbs.
			Quiver	10cp	.5 lb; holds 20 arrows.
			Rope	50cp	6 lbs; 50'; breaks 01-2 roll (unmod.).
			Rope (superior)	150cp	3 lbs; 50'; breaks 01 roll (unmod.).
			Sack (50 lb)	7cp	2.5 lbs; 3 cu'.
			Scabbard	30cp	1 lb.
			Tarp	12cp	4 lbs; 5' x 8'; water resistant.
			Tent	2sp	9 lbs; two man.
			Torch	¼cp	1 lb; 20' d. light; 6 hrs.
			Waterskin (1 pt)	½cp	.5 lbs.
			Weapon belt	60cp	.5 lbs.
			FOOD AND LODGING		
			Beer/ale	¼cp	Pint.
			Brandy	1cp	Half-pint.
			Cider	¼cp	Pint.
			Mead	½cp	Pint.
			Wine	½cp	Pint.
			Light meal	¼cp	Cheese, soup, and bread.
			Normal meal	½cp	Meat soup or pie, bread, potato.
			Heavy meal	1cp	Steak and vegetables, bread, soup, pastry.
			Week's rations	4cp	Normal spoilage. 18 lbs.
			Trail rations	6cp	1 wk. Preserved. 14 lbs.
			Greatbread	2gp	1 wk. Preserved. 4 lbs.
			Waybread	10gp	1 mo. Preserved. 4 lbs.
			Poor lodging	½cp	Communal sleeping.
			Average lodging	1cp	Separate bedding.
			Good lodging	2cp	Separate room.
			Stable	¼cp	Includes food for beast.

Life in Talugdaeri is particularly hard for farmers; troops and officials in Cameth Brin demand food and other support, including taxes, from its impoverished residents. For businessmen, life is not so bad, for many people come to the Cameth Brin and need lodging or other amenities; even in its heyday, neighboring Tanoth Brin could not accommodate trade. About 400 people live at Talugdaeri; half are war or debt-slaves. Another thousand Dunlendings live nearby in squalid Magtu.

The Barracks-settlement of Tanoth Brin

Tanoth Brin, always a much smaller village than Talugdaeri, was never more than a home for warriors. It is tucked on a rocky shelf beneath the overhang of the Twisted Hill. A surrounding ravine was transformed into a formidable dry moat and the stone causeway remains the only easy entry. Although it has been deserted since the Great Plague, the bridge and most of its stone buildings remain standing, and it is a convenient place to hide or hold up — if one dares to rest beneath the sharp shadow of the Twisted Hill. The well-built earth and stone wall encircling the settlement stands undisturbed into the Fourth Age.

NOTE: for more detail on Tanoth Brin see the color view on the inside front cover.

LAYOUT OF TALUGDAERI

NOTE: See Area Map near the front of the book.

- Wall.** A six foot high earthen wall surrounds Talugdaeri. On the southern side, the top of the wall broadens and flattens to allow sentries to patrol. Entrance to the town is by way of a grassy rampway which leads through a fifty foot long corridor between the walls. Several mobile wooden barriers are left along this corridor so that they can rapidly block access.
- Dúnedain stone house.** South of the tower, this house sits on top of a mound which is the same height as the wall. This house had been reinforced, and there are ramparts on the roof. It is used as a residence by the head of the local guards.
- Tower.** Three stories tall, it provides the main defense of Talugdaeri. There is a narrow courtyard on the ground floor and a basement for supplies and prisoners. The tower is the residence of the Thangon of the town.
- Upper two stories.** Only 25' x 25', the upper floors are well provided with arrow slits.
- Dúnedain stone houses.**
- Wall.** When Hillmen come to town to trade, they generally pitch their tents along this wall.

7. Shops, stores and workhouses:

- Dry Goods
- Stables
- Inn
- Baker
- Weaver/Tailor
- Tavern/Wineshop
- Grocer/Feed
- Saddler
- Cobbler
- Healer/Herbalist
- Cooper/Cartwright
- Smith
- Potter
- Mason
- Astrologer/Seer

8. Residences. The free people of the town live here.

9. Hovels. Dunnish slaves live in these wretched abodes.

10. The Red Hooves Inn. The only tavern/inn in town.

Note: Although destroyed many times, Talugdaeri was rebuilt on the same basic pattern. Therefore, it is not inappropriate to use the description and layouts for any time between T.A. 500-1976. A Fourth Age village would follow suit.

8.0 ADVENTURES OUTSIDE CAMETH BRIN

For those who wish to adventure in the Trollshaws near the Glin a-Creag, but do not desire death in the halls of Cameth Brin, there are other diversions. Both beneath and atop the Twisted Hill lie ruins to entice the wanderer. In addition, the local wilds hold much in the way of danger. The region is aptly named, and Trolls inhabit many of the caves and ruins of the wild. Their lairs contain booty which has often accumulated over hundreds of years and, as every adventurer knows, a well-aged treasure is often the richest.

The following adventures are centered in the area outside of, but near to, Cameth Brin. Each can stand on its own; however, they all provide hidden access to the halls and caverns within the Twisted Hill and can serve as a way in for the cautious or wise party. Thus, they can provide a beginning to further ventures.

8.1 THE SECRET TROLL LAIR (AN ADVENTURE)

Setting: The rugged countryside near Cameth Brin, circa anytime. The adventure challenges PC's to enter an inhabited Troll lair in a neighboring hill and to find a passage that leads to a secret entrance to Cameth Brin, where a King's treasure lies.

Requirements: A stealthy, experienced, and bold party. Some PC's ought to be 5th level or above. This is a high risk quest.

Aids: No map of the Troll Lair exists. A rough sketch of the secret entrance to the lair can be gained at the Red Hooves Inn in Talugdaeri, for a stiff price. Knowledge of Cameth Brin's tunnels would be invaluable; bribing a guard might help.

8.11 THE TALE

A family of Hill-trolls, now led by *Brok the Bestial*, has inhabited the same lightless lair for centuries. Long content to ambush and rob adventuresome parties and scouts from the nearby fortress, the Trolls now seek for themselves an entrance into Cameth Brin. Besides the loot that they have accumulated for themselves, the Trolls hold prisoner one *Kolen Bruff*, a Dunning scout and Cameth Brin guardsman. Kolen knows of the existence of the secret passageway into the hilltop stronghold, but doesn't realize just how close to it he stands, chained and miserable. Kolen would do anything to save himself and stop at nothing to gain at least a part of the King's treasure.

At the Red Hooves Inn in Talugdaeri, those with enough silver pieces can hear the tale of an abandoned treasure buried deep in the hill on the far side of Cameth Brin. The legend is that a Hillman bandit hid his considerable plunder in a cavern once linked to the looming fortress. The booty is said to be stored within a simple leather-trimmed chest.

8.12 THE TASK

PC's can choose how best to secure a sketch of the entrance to the lair, if they deem it necessary. A night well-spent at the Red Hooves Inn may provide further information about the lair, which is considered by many to be legendary. PC's may want to bribe off-duty guards to discover: (1) when the changing of the guard takes place, and how many stand watch at what hour; (2) if they know anything of the rumored secret entrance; (3) what treasure is hidden where in the chambers of Cameth Brin.

Once PC's have gained the information they seek — or have given up trying — they can leave town to circle the hill and search for the hidden entrance to the Troll lair. Finding it, they must either avoid or subdue the family of 6-8 Trolls who inhabit the lair and discover the one tunnel which will lead them to a centuries-old, Dwarven-built door rusted by age and dampness. (Remember that Trolls don't venture out during the day; at night, 2-6 Trolls wander the hillside in search of foolish men and stupid beasts.) If they can open the door and avoid detection by Cameth Brin's guards posted nearby, PC's are faced with the challenge of finding their way through the dark maze of passageways, one of which leads to the King's Chambers and the treasure locked away there. Escaping alive presents additional problems.

8.13 LAYOUT OF THE TROLL LAIR

- Entrance.** An arched thirteen foot high opening is blocked by a round boulder and covered by prickly undergrowth. A lone Troll — usually *Drek*, the dumbest of the bunch — guards this entrance at all times.
- Living and Sleeping Quarters.** The 6-8 adult Trolls who live in the cave prepare meals, eat and rest in this part of the cavern. The family of Trolls includes:
 - Brok*, acknowledged leader of the family. Brok has been searching for a secret way into the fortress for years. At twelve feet, he is one of the tallest Hill-trolls around.
 - Drek*, Brok's eldest and dumbest son. Of Drek it is said that he is fortunate to find his way home at night, even when he never leaves the cave. Drek dreams incessantly of cattle and woolly sheep, rare delicacies in the Trollshaws.

—*Freg*, Brok's youngest, smartest son. (Brok likes him best.) Freg supervises torture of the guardsman in hopes of gaining precise and accurate information about the layout of Cameth Brin. The problem is that the tortured soldier has no idea what the Trolls are asking him, for they all speak such debased Westron (Common).

—*Trel*, Brok's middle son. Although gravel-voiced like all Trolls, Trel is unusually fond of his brothers and would rather sift through piles of discarded clothing in search of a colorful neckerchief than take his turn torturing the prisoner.

—*Prug*, Brok's wife. She can do the work of three men, and often does.

—*Krog* and *Krek*, Brok's nephews. These two giants would gladly die for their uncle. Sometimes their cousins, who live nearer to Talugdaeri, visit.

Smoke from a fire escapes through a 3' (in diameter) hole in the "roof" of the cave. The Trolls stack their clubs nearby, just 30' from the mouth of the cave.

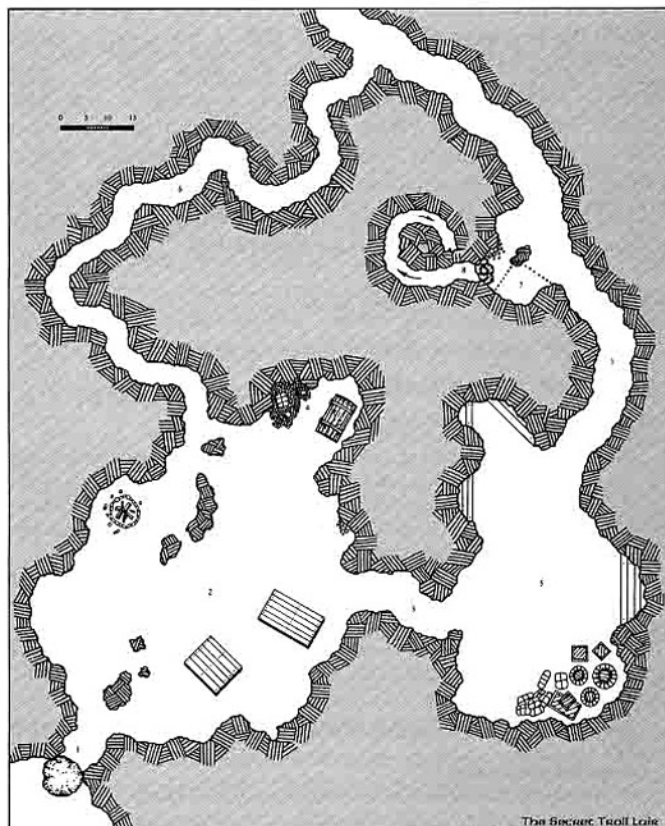
- Passageway.** A dark, rock-strewn path leads to storage areas, the pile of booty and arms, and continues down to lower levels of the cave.
- Booty.** Battered shields, axes and arms of all sorts, and a few items of value lie jumbled in a stack, along with scraps of clothing, skeletons and torn and faded documents. A rusty, well-worn leather chest lies hidden in a niche in the wall, Very Hard (-20) to find. The chest is locked but untrapped.

Items inside the Chest:

- 400 gold pieces.
- A silver-handled dagger worth 20 gp.
- A rough parchment sketch of the secret entrance into Cameth Brin.
- A gem-encrusted ring worth 30 gp.

Items of value in the Pile of Booty:

- Belts, tunics, and caps, some bloodstained.
- Two leather herb pouches, stained by time but undamaged. (The GM can roll randomly to determine which herbs are contained in each pouch and how much is left at what power.)
- A set of ruby earrings and necklace worth 6-15 sp.
- Three bronze helmets (too small for a Troll's head) worth 6-10 sp each.
- Three smashed-up shields worth 5 sp each.
- Two hand axes, their handles splintering, worth 5 sp each.
- Eight short swords, two +5, two others only half the weight of a standard short sword.
- Six gold and bejewelled rings, none magic, unnoticed by the Trolls and worth 5-50 sp in total.
- Three rusty shovels, useless to the Trolls, but still capable of doing work.
- Storage Cell.** Casks of wine, ale and beer are cooled here, along with foodstuffs and other supplies.
- Tunnel.** This twisting, pitch-dark, 5' wide passage leads to the lower depths of the cave. Since it has 7' ceilings, the Trolls never use this narrow tunnel for fear of getting stuck.



7. **Prison Cell.** Occupied solely by Kolen Bruff, the unlucky but knowledgeable former guardsmen at Cameth Brin, the cell is spacious, dank and blocked at both entrances by round boulders. Unknown to the Trolls a secret entrance leading to the lower levels of Cameth Brin lies just off the cell, blocked by a pile of rocks let loose by a cave-in years ago.
8. **Secret Entrance to Cameth Brin.** A spiralling, pitch-dark tunnel just four feet high and three feet wide, it leads to the three-mile long passageway in the Ureithel going down to a secret mine entrance. (See Section 6.3, #7.) Few inside Cameth Brin know of the existence of the secret entrance.

8.2 THE TROLLS' WATCH-TOWER (TIR-BARAD TEREG)

- Setting:** The Tower atop Cameth Brin after T.A. 1675.
- Requirements:** A low to medium level party, no more. Knowledge of the ways of Ghosts is helpful.
- Aids:** None, although a map of the tower might be found in Rivendell, Bree, Fornost, Tharbad, Talugdaeri, or at some other settlement.

8.21 THE TALE

After the Great Plague (T.A. 1636-37), the lords of Cameth Brin gradually retreated into the hill complex. Tanoth Brin was abandoned in 1637, for the inner barracks could accommodate the diminished supply of soldiers. Its few civilian residents removed themselves to nearby Talugdaeri. By T.A. 1675 the Tower atop Cameth Brin fell into disuse.

After this time, the Watch-tower called Tir-barad Tereg becomes the haunt of local Hillman Ghosts, and it is not until the end of the Third Age that it is reoccupied. Then the freed Ta-Fa-Lisch will come forth out of the depths of the Twisted Hill (see 11.5).

8.22 THE TASK

Throughout the period a book lays in the storeroom of the Tower's Upper Level. This inconspicuous tome contains the plans of Cameth Brin. A merchant in Bree, one *Leflyn Stam*, is willing to purchase the book for 500 gp. He has described it as weighing 5 lbs, having a dark-green stained leather cover, and holding 120 soiled pages. How he knows of it is unknown.

Leflyn has circulated word of his proposed purchase throughout central Eriador. The PCs, gathering at Bree, Tharbad, or at the Last Inn beside the Iant Iaur, receive the news and hear tales of the Twisted Hill and its treasures. In order to undertake their mission, they need only hit the trail, for the merchant needs no notice; he only desires results.

8.23 THE TOWER PLAN

Tir-barad Tereg was completed by Eldacar's engineers in late T.A. 339 and is much more imposing than the citadels built in Rhudaur during the subsequent centuries. The Men of Arnor were unsurpassed in their ability to erect towers in high, improbable places — particularly for the royal seers — so it is not unusual for them to place such a sublime effort in so remote an area. Constructed of basalt and granite, it stands 210 feet in height and is capped with a rugged tin roof. The Tower has walls which taper from 21' (at the base) to 7' in thickness. Interior walls are vaulted, thereby providing incredible strength. Its wooden beams are of treated oak and, although they sag, show no signs of deterioration.

BASE LEVEL

- 1. Storerooms.**
- 2. Guardroom.**
- 3. Sally Port.** The door is steel-faced and made of thick oak. It permits only one person to enter at a time.
- 4. Secret Door.** Curved stone pushes inward to reveal stairway down into Cameth Brin. The stair ends on the Fuintir level (see 6.8, #9). Door is Very Hard (-20) to find, as is its trap: anyone without a key or who cannot unlock it (Extremely Hard, -30) will be pitched out of the tower and over the cliff. A stone to victim's right slides upward, counterweighted by the floor stone before the door. The trap releases a support beneath the floor stone; then the slab tilts to become a slide, thereby forcing the wall to open. Only a successful (Extremely Hard) maneuver will save the sucker. Otherwise, the result is a +300 Fall/Crush attack.
- 5. Stairwell.** Spiral stair connects base to three levels above.

LOWER LEVEL

- 1. Main entry.** 5' wide door opens 15' above the ground. It used to let out onto a wooden stair, but that has long since gone. Door is locked with a bolt and Very Hard (-20) to open.
- 2. Common room.** Tables and benches are set before a great fireplace.
- 3. Kitchen.** Contains access to cistern shaft and chimney.
- 4. Cook's room and pantry.**
- 5. Stairwell.** Spiral stair leads up and down.
- 6. Guardroom.**

MIDDLE LEVEL

- 1. Firing hall.** Slits face out all the way around the tower. In addition, a few face in toward the Common Room below.
- 2. Guard quarters.**
- 3. Sergeant's quarters.**
- 4. Cistern room.** 20' below the cistern's top, the cistern shaft is joined by an opening from the kitchen.
- 5. Stairwell.** It is reached through an iron and oak door which is locked and Very Hard (-20) to open. Spiral stairs lead up and down.

NPCs AT THE TROLL LAIR NEAR CAMEATH BRIN

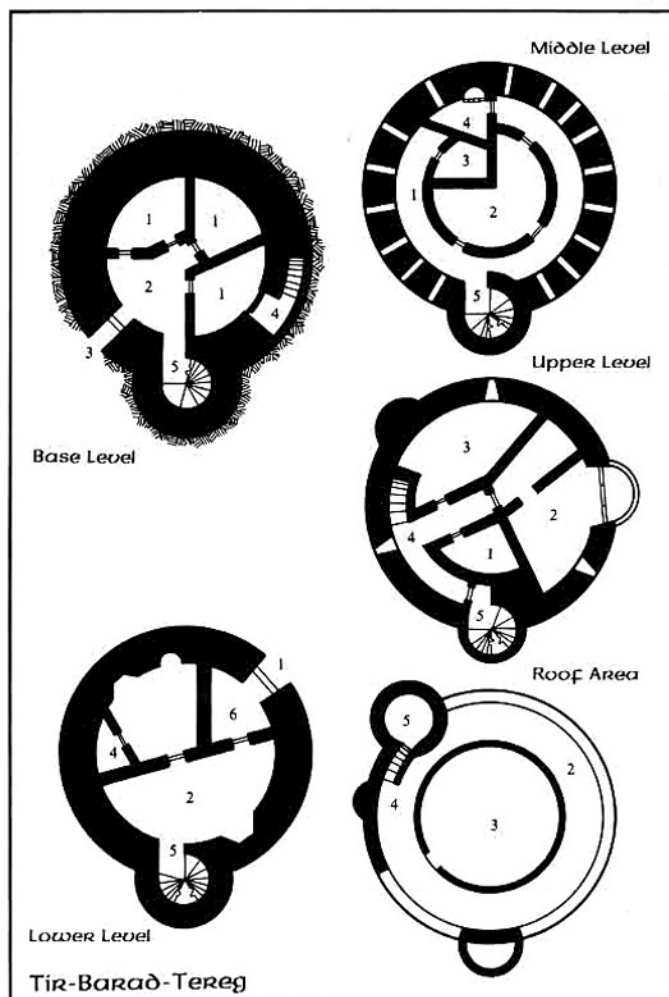
Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Brok	12	175	RL/11	25	N	—	140cl	110ro*	5	Tough Hill-troll Warrior. Use Large Critical tables.
Drek	10	166	RL/11	20	N	—	120cl	70ro*	0	Hill-troll Warrior. Use Large Critical tables.
Freg	8	111	RL/11	35	N	—	95cl	95ro*	10	Hill-troll Warrior. Use Large Critical tables.
Trel	9	124	RL/11	30	N	—	85cl	85ro*	5	Hill-troll Warrior. Use Large Critical tables.
Prug	6	83	RL/11	20	N	—	63cl	70ro*	0	Female Hill-troll Warrior. Use Large Critical tables.
Krog	7	97	RL/11	30	N	—	87cl	93ro*	10	Hill-troll Warrior. Use Large Critical tables.
Krek	7	102	RL/11	25	N	—	101cl	81ro*	10	Hill-troll Warrior. Use Large Critical tables.
Visiting										
Young Trolls	5	83	RL/11	30	N	—	69cl	73ro*	5	Hill-troll Warriors. Use Large Critical tables. 1-5 at any one time.
Baby Trolls	1	35	RL/11	10	N	—	33cl	39ro*	0	Hill-troll Warrior. 1-3 at any one time.

* Treat thrown rock as a club attack.

CODES AND COMMENTS:

- Shields equal to 20 or 25 of DB. If **ROLEMASTER** is being used, an * means armor is magical or specially made.
- Note defensive bonuses include stats, and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a +5 shield"). Combatants untrained in a type of weaponry (e.g. orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.
- Weapon abbreviations follow OBs: ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, ma—mace, ha—hand axe, wh—war hammer, ba—battle axe, wm—war mattock, cl—club, qs—quarter staff, da—dagger, sp—spear, ml—mounted lance, ja—javelin, pa—pole arm, sl—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light cross bow, heb—heavy crossbow, bo—bola, ts—throwing star, hb—halbard, cb—crossbow, us—usriev, fa—falchion. Animal attacks are abbreviated using code from "beast chart".
- The numbers after the Armor Type listed determine the characters exact armor. The number applies to the pertinent **ROLEMASTER** armor class. Gr indicates the use of Arm Graves or Leg Graves. All armored NPC's are assumed to wear helmets.

9.0 THE TALE OF MONG-FINN AND MIFFLI



UPPER LEVEL

1. **Storeroom.** Contains the *Book of Plans* for Cameth Brin.
2. **Captain's quarters.** This room has a balcony and a private fireplace.
3. **Astrologer's quarters.** When Arnor ruled there was a Star-gazer and/or a Seer in residence.
4. **Stair.** Narrow stair up to roof and torch-platform.
5. **Stairwell.** Spiral stair down. Barred by unlocked oak door.
6. **Guardrooms.**

ROOF AREA

1. **Walkway.** Defense walk overlooks surrounding area. It is protected by a 6' high crenelated wall parapet. Slits in outer surface allow for discharge of oil, molten lead, or missiles.
2. **Tin roof.** It is supported by a treated oak frame.
3. **Observatory enclosure.** Its tin roof can be cranked back to reveal sky using the rotating mechanism to the right of the doorway. The observatory floor is of black granite, inlaid with seven-pointed copper stars. Hidden beneath the constellation of *Menelvagor* is a small copper box which contains a silver wand. The concealing stone can be lifted by pressing firmly on the large slightly reddish star in the lower right; the star will pop up, providing a handle which must be turned clockwise to unlock the panel. If one simply pulls on the handle, a spring releases an array of small blades (shaped like the star on top) which whirl. The victim receives a +100 Dagger attack with no DB other than Quickness bonus. If a critical results the following occurs: E = severed hand (death in 1-5 rnds. due to shock); D = severed hand (victim dies in 6-10 rnds); C = torn ligaments, cartilage, and bone (hand useless); B = wound, 10 hits/rd bleeding; A = wound, 5 hits/rd bleeding. The wand is a x3 Essence (or Mentalism) multiplier; it has a blue silk grip and holds a deep blue sapphire which glows within 500' of a Dragon or related Fell Beast; it also allows wielder to know what time it is or what direction he is facing.
4. **Stair.** Narrow stair down to Upper Level and up to torch-platform.
5. **Torch-platform.** Signal position. 5' high iron torch-holder can provide for a large flame.

Setting:

In and around Cameth Brin early in the Third Age (T.A. 164-339). Talugdaeri, Tanoth Brin, and Tir-barad Tereg are not yet built and the complex within the Twisted Hill has yet to be expanded. The only delvings in existence here at this time are the Petty-Dwarf chambers of Armoq-al-Wanu and its associated mines (see 9.4 and ignore 6.0).

Requirements:

A medium level, experienced party eager to fight. Adventurers will need solid background in the history of Rhudaur and specifically, the Trollshaws and Cameth Brin. More importantly, they should acquire knowledge of the nature of both the Hillmen and the Ta-Fa-Lisch. Word on the Hillmen can be gotten from the learned of Arnor, and can be found in the Dúnedain sites at *Nothva Rhaglaw*, *Tharbad*, or *Amon Súl* ("Weathertop"). Legends of the Ta-Fa-Lisch abound in Rhudaur, although most are inaccurate. The Elves of Rivendell know more, however.

Aids:

Any group making an independent entry in service to Eldacar might each be equipped with one or more +10 Dúnedain items. The lords of Arnor recognize the need of their allies.

THE BACKDROP

Beyond the memory of the living, Cameth Brin has been regarded by Hillmen with mingled awe and terror. Its appearance alone inspires dread in those who worship the land, for the twisted summit, hanging immutably above thin air, seems more than just unnatural. Hillmen believe that the granite peak has been cast out from the earth as an abomination, and they have made of it a symbol of evil. Hillmen have heard tales of inexplicable deaths that await those who dare to challenge the dominance of the summit's shadow. Disappearances are blamed on the *Ta-Fa-Lisch*, the ghosts of fallen Petty-Dwarves. In their superstitions, Hillmen came far closer to the truth than many far more sage and educated might guess.

9.1 THE TALE (T.A. 164)

In T.A. 154, Mong-Finn of the Moic-Tarra tribe became the youngest-ever Targ-Arm, or leader, of the Hillmen. Mong-Finn was a *Ful Hiam*, or fiery heart, a Hillman fanatically dedicated to the purity of the old ways and berserk in battle. Dressed in bear hides and sporting a helm fashioned from a bear skull, Mong-Finn was strong, wily, battle-scarred and defiant. Above all, he was obsessed with the desire to drive the Dúnedain from the Lowlands. He did not care that Hillmen had little use for the Lowlands; it was their land, it was sacred to them, and it had been taken from them. Mong-Finn knew that the power of the Dúnedain was so vast that even if all the Hillmen, Hunters and Makers alike, were Ful Hiams, he and his men alone could not hope to drive the Dúnedain away. Some outside aid was necessary, but the enemies of the Dúnedain had been totally defeated at the end of the Second Age, and those few who remained cowered in dark holes, fearing the light of the sun. In T.A. 163, a desperate Mong-Finn resolved to go to Cameth Brin, there to win the aid of those who ruled the fortress on the hill. He went alone, fully expecting to die.

Mong-Finn told no one what or whom he found, but he got results. Suddenly, he announced to his startled people, the Ta-Fa-Lisch had agreed to aid the Hillmen. All believed him, for his hair had turned as white as the first snow of winter in the week that he was gone. His accomplishment was all the greater, considering that



it was the Hillmen who drove the Petty-Dwarves from their lands. The Petty-Dwarves were already a dying race, and battling the Hillmen nearly finished them. However, a small band led by Miffli had found an entrance into Cameth Brin and made it their home. The small hands of the Petty-Dwarves must have labored for many years to delve the Halls they called *Armoq-al-Wanu* — the translation is lost — but one by one they all died, save Miffli. Skeletally-thin, just four feet tall but ferocious, Miffli came to possess a ring of great magical powers, a ring which granted him immortality. However Miffli had to pay a steep price, for although undying, he did not cease to age. (The origin of Miffli's ring is unclear; some say that he made it himself, but for a Petty-Dwarf to have such skills and powers is, at least, unusual. Others saw the hand of Sauron at work, and suggested that Sauron may have hidden at Cameth Brin during the long years of his disappearance after the War of Wrath which ended the Elder Days.) The ring also enhanced Miffli's powers over the undead spirits of his fellows, and later Miffli used the Ta-Fa-Lisch to enforce his solitude at Cameth Brin. How Miffli was persuaded to aid Mong-Finn remains a mystery.

The Ta-Fa-Lisch did aid the Hillmen in Mong-Finn's rebellion against the invading Dúnedain, which began in the spring of T.A. 164. Together, Mong-Finn and the Ghosts were at first successful. However, Mong-Finn had not reckoned on the anger of Eldacar, the Crown Prince of Arnor, who took personal command of the Dúnedain forces in Rhudaur. Nearly seven feet tall, proud and intelligent, Eldacar possessed surpassing power in mind and body, even by the Dúnedain's measure. The azure-cloaked Eldacar committed all of his enormous energies to crushing Mong-Finn and to permanently subduing the stubborn Hillmen.

Within two years Eldacar had forced all the Hillmen tribes to submit to his will; only Mong-Finn and a small band of die-hards resisted and were hunted through the Trollshaws like wounded Caru. After he was badly wounded in a skirmish, Mong-Finn could find no refuge save in the foul halls of Miffli, so he returned to Cameth Brin.

It was not long before a Dúnedain force besieged Cameth Brin, although the prospects of a bloody frontal assault or of starving

MONG-FINN'S BAND

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Bram-op-Bram	17	130	SL/8	45*	Y	—	145ha*	85sb	10	Hillman Ranger. Mong-Finn's captain. Slowly dying of severe wounds; all bonuses 20% of normal. +10 SL armor. +10 ha. Ring +2 spells/day. Total 17 PP. 6 spell lists.
Bragha	14	110	SL/8	55*	Y10	—	125sp*	80ja	10	Hillman Ranger. Mong-Finn's confidant. Old but still hale. +10 SL armor. +15 sp. Amulet x2 PP. Total 56 PP. 7 spell lists.
Krennt	11	108	SL/8	50*	Y5	—	100sp*	70cb	15	Hillman Ranger. Half-brother to Mong-Finn. +5 SL armor. +10 sp. Ring +3 spells/day. Total 11 PP. 4 spell lists.
Llewt	9	89	SL/8	40*	Y5	—	85ha	60ha	5	Hillman Scout. Only has 1 hand. +5 SL armor.
Twi Twir & Twi Righa	8	96	SL/7	35*	N	—	80sp	80sb*	25	Hillman Rangers. Twin sisters. +10 SL armor. +10 cb. Necklace +1 spell/day. Total 8 PP. 3 spell lists.
Bregg	5	64	SL/6	25	N	—	65sp*	55ja	15	Hillman Ranger. +10 SL armor. +5 sp. Total 5 PP. 2 spell lists.
Nagwech	3	41	SL/8	15	N	—	50sp	45ja*	10	Hillman Ranger. +5 SL armor. +5 ja. Total 6 PP. 1 spell list.
Nalle	1	24	SL/6	20	N	—	30sp	20ja	15	Hillman Scout. +5 SL armor.
Mon-raggh	5	39	No/2	20	N	—	35da	35da	25	Hillman Animist. Amulet +2 spells/day. Total 10 PP. 5 spell lists.
Nariga	13	78	No/2	60*	N	—	35da	15da	25	Half-orc Mage. +80 on all fire directed spell attacks. Robes +30 DB (evil). Amulet +10 DB, 3x PP's. Total 78 PP. 15 spell lists.

LORDS DURING MONG FINN'S REBELLION

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Mong-Finn	18	140	RL/12	60*	Y10	AL	145sp	115ja	25	Hillman Ranger. He has the Fam-Tarp-Argth (see 9.5). Six +15 javelins. +15 da, injects 5th lvl dose of poison <i>Blue Yew</i> . Iron ring 3x PP. Total 54 PP. 10 spell lists.
Miffli	30	80	Ch/13	100*	N	—	80ss	15ss	10	Petty-Dwarf Mage. Staff of Apparitions: can create 1-5 identical images of wielder within 100'. +25 Elf-slaying Shortsword. Miffli's Ring (see 9.5). Total 540 PP. 16 spell lists (RM: Ess. Perc. to 25th, Ess. Hand to 20th, all Alcem. Base to 30th.)
Eldacar	19	140	PI/18	90*	Y20	AL	175bs	135cp	10	Dúnedain Warrior. Crown Prince of Arnor. +20 bs. +15 steel bow. Amulet +10 DB. +15 plate armor.

the Hillmen through the approaching winter were equally unattractive. Meanwhile, almost every night some careless Dúnedain soldier was killed by the Ta-Fa-Lisch. However, morale inside the cramped and morbid halls was even worse, and after five weeks, one of Mong-Finn's band broke and attempted to escape, using a secret exit through the ancient Petty-Dwarf mines. The fool was captured and persuaded to tell all he knew. With this intelligence, the Dúnedain planned their assault upon Cameth Brin. Afterward, Eldacar wanted to make Cameth Brin a mighty and unassailable Dúnedain fortress to forever daunt the Hillmen.

Prince Eldacar has an army of about 500 men surrounding Cameth Brin; these include about 120 Rogues, Dúnedain Requain (Knights) with about 300 attendants, and 80 auxiliaries (including a few "traitorous" Hillmen). Although engineers and a seige train are gathered at the city of Tharbad, Eldacar is anxious to be done with this campaign. In order to get the greatest propaganda value from the capture of Cameth Brin, Eldacar is likely to go in with a few followers, at least four but no more than six.

9.2 THE TASK

The objective is to clear Cameth Brin of the Hillmen and Ta-Fa-Lisch and, in so doing, to crush the rebellion. This can be accomplished by a direct attack under the leadership of Eldacar, or by a secret assault led by any one of the stronger Dúnedain. Eldacar, however, desires to strike the final glorious blow against Mong-Finn.

Alternatively, the PCs can venture in alone or as part of a less exalted party. In such a case, their primary goal would be to map the interior and its defenses, find another entry, or weaken the resistance through some sort of surgical strike. The last scenario might involve an assassination or something of the kind.

9.3 NOTES ON PLAY

Although creative variations are greatly encouraged, this adventure is designed for those who wish to experiment with middle to high level play without all the bother that this can entail. Any powerful group wandering into Eriador at this time would likely become involved with Mong-Finn's rebellion, fighting for one side or the other. Still, it is not absolutely necessary for the PCs to go to Cameth Brin with Eldacar's party. There might be a number of reasons for entering the hold aside from motives supporting the Crown Prince. The dungeon is not particularly complex, and although higher level play can be quite subtle, this adventure does not seek to penalize lack of experience.

As noted above, GM's may employ several modifications to accommodate a campaign or to make play more challenging: for example, the PC's can be lesser folk in the service of Arnor, or a weaker group of Dúnedain warriors might be sent to infiltrate the citadel's defenses to discover a safer means into the hold. The desperate defenders of Cameth Brin might call on the Ta-Fa-Lisch for help, or they might attempt to escape themselves.

At this time Rhudaur is not an easy place to sustain a campaign. However, the adventure could continue in the Highlands as adventurers battle Giants or a marauding Dragon, or explore the dark mysteries of the Yfelwyd.

9.4 LAYOUT OF THE PETTY-DWARF HOLD

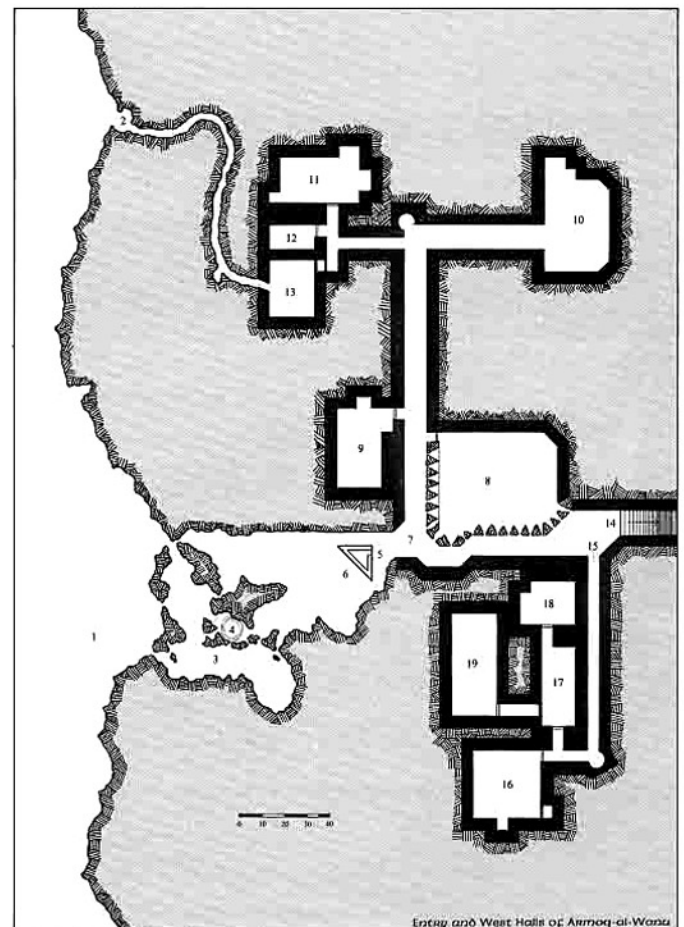
The Petty-Dwarf complex of Armoq-al-Wanu will later be incorporated into the Dúnedain fortress of Cameth Brin. During the days of Mong-Finn, however, it is as the Ta-Fa-Lisch had left it: somewhat crude and roughly-hewn, and consistently cramped. It is by no means as grand as the great complex built later. (Use only the layout below, not the material found in 6.0.) Entry is afforded by way of a cave mouth high in the western face of Cameth Brin, an opening reached by narrow, carved-stone stairs

cut into the jagged cliff face. A secret passage joining the mines to another cave in a nearby hill provides the only other access: (See the Troll lair at 8.0, #8.)

9.41 THE ENTRY AND WEST HALLS OF ARMOQ-AL-WANU

This level has been little used by Mong-Finn's Hillmen, chiefly because the ceiling is only about 5' high. The daily life of the Petty-Dwarves once centered around these rooms. The purpose of this odd arrangement of irregularly-shaped rooms can now only be guessed.

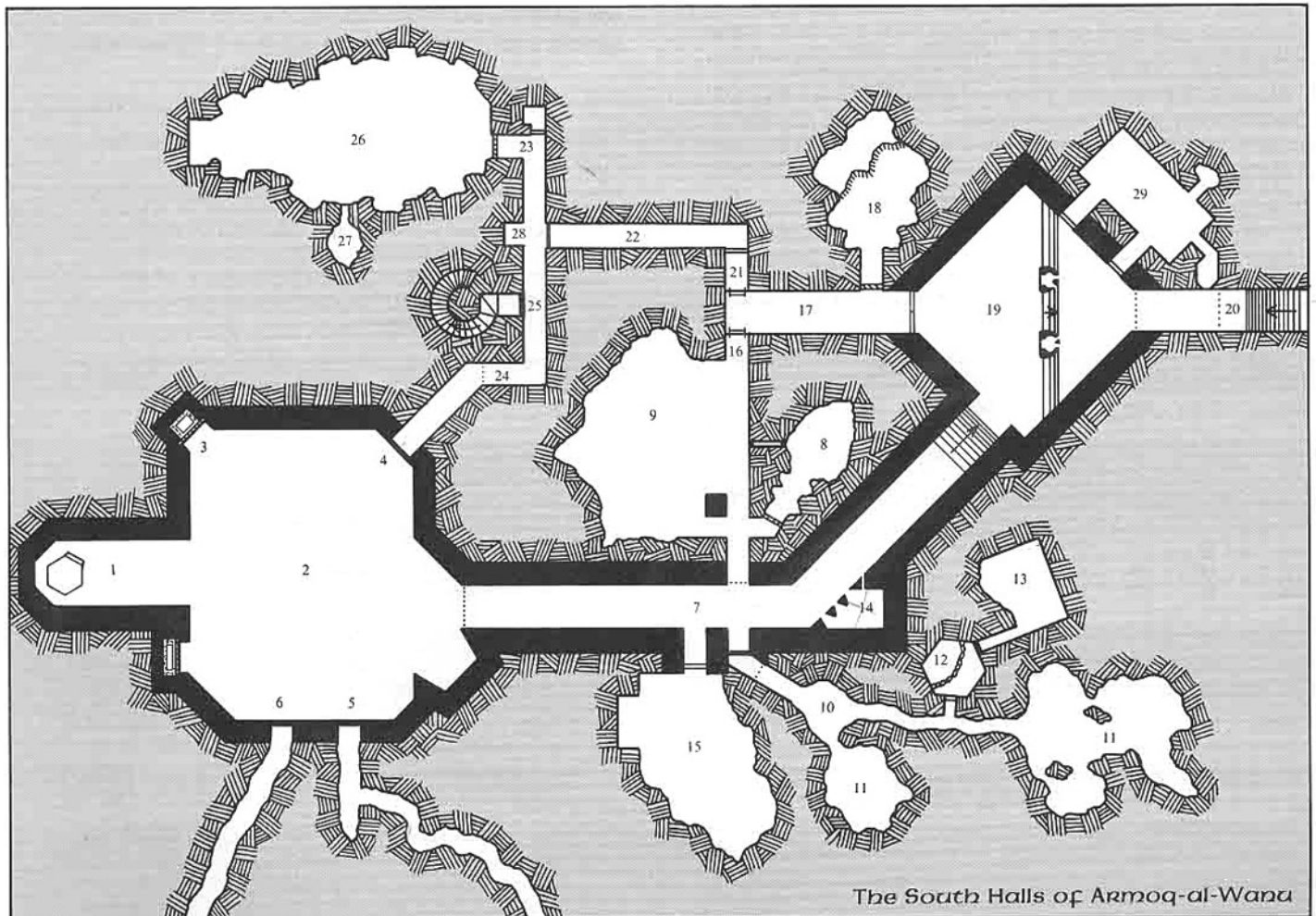
1. **The western face of Cameth Brin.**
2. **Lookout post E.** Only a small slit in the rock wall, with barely enough room for a man to use a short bow. Connected by a narrow tunnel and secret door to room #13.
3. **Natural entrance to the halls.** Three gaps exist in the face of the hill, gaps through which a person can barely squeeze. All enter a natural cave whose height is 20" on average and which is blocked by rock in many places.
4. **A Natural Room of Boulders.** Serving as guard post, it is the only practical route for anything larger than a fox to get into the halls. Always manned by one Hillman.
5. **Guardpost.** The ceiling of the cave rises to 3 1/2' in this area. The Petty-Dwarves carved out a boulder to make another guardpost, which is always manned.
6. **Barrier.** The Hillmen have piled junk here to make a barrier of wood and stone across the entrance.
7. **Entry Hall.** Carved carefully but crudely, of very odd design, this passage leads off to the left and straight ahead.
8. **Main Guardroom.** Many murder holes are very well concealed by the irregular working of the halls around this room. One Hillman stands watch here. The door is of thick stone but is not locked or trapped; rather, it is braced by three stout iron bars on the inside. These serve to make forcible entry dependent on the strength of a Giant or very potent magic.
- 9-13. **Rooms.** Unused by the Hillmen.
14. **Stairs down to the main halls.** (See 9.42, #20 below.)
15. **Stone door.** Locked, Hard (-10), leading to corridor.
- 16-19. **Rooms.** Not used by the Hillmen. The Ta-Fa-Lisch will usually be found in this area.



9.42 THE SOUTH HALLS OF ARMOQ-AL-WANU

1. **The Throne of Miffli.** The throne is set at the end of a 15' wide and 40' long corridor leading to the Petty-Dwarve's Feasting Hall. Steps lead up and onto a small circular dais to a squat granite chair on which the carcass of Miffli rests. Randomly scattered on the floor about the throne are nine *Iccranite* nuggets. All viewing Miffli for the first time must resist a 10th level Fear spell or they will flee in terror. By use of his Ring, Miffli can *Call Cold* in this corridor without using any power points. Three lesser Ta-Fa-Lisch remain to defend Miffli.
2. **Feast Hall of the Petty-Dwarves.** Irregularly shaped, this room is roughly 50' x 60'. The furniture has all been removed to barricade the main entrance to Armoq-al-Wanu. Remains of the former residents have been laid on the tables, but are now piled moderately neatly along the right hand wall. These skeletons are not active; among the bones can be found three +10 short swords.
3. **Fireplaces.** Not used in recent memory.
4. **Secret door.** Very hard (-20) to disarm, it opens to a 5' high corridor leading to the Smithy and down to the mines. The pit trap at "P" is disguised by an Easy (+20) ceiling trap that does not function. The pit trap can be disarmed by a key, but it has been lost, so that the trap must be wedged or jumped over. Otherwise 50 lbs. of pressure will send a 5' x 5' section of the floor falling down 70'. Treat as a +70 Fall/Crush attack (Tables CST-2 and AT-5 in *MERP* at page 70).
5. **Secret door.** Just 4' high and Hard (-10) to find, it has a lock which is rusted and Very Hard (-20) to pick. Door open onto passage which leads to the lookout posts. A guardpost is located opposite door.
6. **Secret door.** As #5 above, except that it leads to a lookout post in the South Face of the Twisted Hill.
NOTE: After the period circa T.A. 339 this lookout post is blocked up and a passage/stairway is constructed in its stead. This connects Armoq-al-Wanu to the Upper Halls (Chiefs' Chambers) of the fortress below (see 6.91, #12).
7. **Main Hallway.** 75' long, 10' across, 6' high. Ceiling trap at "C" Extremely Hard (-30) to detect; a dozen microfine threads hang down from the ceiling, which, when brushed against, set off a steady drip-drip-drip of Camadarch Acid (see #12 below).
8. **Miffli's room.** A cavern. Once Miffli's residence, the badly wounded *Bram* is laid here and kept as comfortable as possible.
9. **Bodyguards' room.** A natural cave. This is the home of *Twi-Twir*, *Twi-Righa*, and *Nagwech*, bodyguards of Mong-Finn. A large natural pillar of granite dominates the room near the door.

10. **Ancient hallway.** This is a small natural passage blocked by a portcullis which is raised and lowered by a crank located on the right interior wall where the way widens. The grate weighs 200 lbs.
11. **Guard quarters.** Down the corridor are three rooms used by the rest of Mong-Finn's band of Hillmen when they're not on guard duty.
12. **Well room.** A natural spring feeds a deep well/pool which drains out at its bottom. A peculiar green and blue mushroom, *Camadarch*, grows on the ceiling above the water and illuminates the chamber with a low, bluish glow. *Camadarch* juice is a deadly (normally 3rd lvl) poison: the victim's skin turns blue over the course of day, and then each external feature (finger, toe, nose, ear, etc.) must make an RR or rot off, thereby crippling and disfiguring the poor fool. When mixed with alcohol, it forms *Camadarch Acid*: victims receive 1-2 "E" heat criticals on rd one, 1-2 "C" heat crits on rd three, and 1-2 "A" heat crits on rd five. (See #7 above.) One mushroom yields one dose; this room holds thirty.
13. **Mong-Finn's quarters.** Its hidden door is Hard (-20) to find. It is locked (Very Hard, -20) and trapped (Extremely Hard, -30). The trap drops four 30 lb. blocks of stone from the ceiling, a +60 Fall/Crush. Inside, Mong-Finn is comfortably lying on large piles of animal skins. Well concealed among these skins is a bag of herbs, including: 3 *Zulsendura* and 2 *Kathkusa* (see *MERP* table ST-5). Another leather bag contains 340 silver pieces and 89 of gold; a small 1' x 18" chest of dry wood lies on the floor beside Mong-Finn. The chest has been locked for years with a mechanism which is Sheer Folly (-50) to open. Inside lies booty from Mong-Finn's more successful days, including a fine collection of beryls and opals worth about 2,000 gp and a 500 gp mithril ring: it adds +40 to the wearer's Essence RR's and it allows wearer to cast a +35 *Water Bolt* (1x/day).
14. **Trap.** Extremely Hard (-30), it shoots a ballista bolt at all who pass by (this part of the main hallways) without blowing upon a wooden horn-like instrument set to the left in the wall where the corridor makes its turn. The horn makes the deep crying sound "Aik-Wanu". The bolt is treated as a crossbow bolt that has a +20 modification and gives double the normal concussion hits.
15. **Old guardroom.** Taken by the Half-orc Mage, *Nariga*, as his residence. Many poisons are to be found among his belongings. *Nariga* has also placed a *Symbol of Blinding* (treat as a 15th lvl spell) across from the door, for those who enter without knocking.
16. **Cross corridor.** It ends at a 10' drop, where a bronze ladder provides access to corridor #17 below.



The South Halls of Armoq-al-Wanu

17. **Rear hallway.** 10' wide and 9' high, this carved rock corridor roughly parallels the main hallway. To the west, it opens onto the entrance chamber (#19); at the east it ends 10' below the level of halls #16 and 21. There, a bronze ladder is bolted into each side wall to permit one to climb to the cross hall.
18. **Religious Chamber of the Petty-Dwarves.** A natural cave, its inner reaches are sharply sloped 4' above the normal floor. When in this room, the Ta-Fa-Lisch's normal bonuses are increased by +25 and any concussion hits given them are halved; the normal bonuses for men are modified by -20.
19. **Entrance Chamber.** A mined cavern, niches have been cut in the walls for Petty-Dwarf guards to stand in. (They are too small for men.) Double Doors of iron block the entrance of the broad rear hall. They are enchanted and marked with many strange Symbols. The doors are locked and Very Hard (-20) to open; tampering with them will cause the doors to heat rapidly so that in less than six rounds they are red hot. Those touching them while they are hot will receive a point-blank +50 Fireball attack each round in contact.
20. **Stairway.** Wide but low, it leads to the West Section of Armoq-al-Wanu. (See 9.41, #14 above.)
21. **Access Hall.**
22. **Cross hall.** Leads to Smithy and main stairwell to the mines. Like #16, this passage is 10' higher than the rear hall (#17) and is connected to the latter by a bronze ladder.
23. **Smith's corridor.** A door from #22 opens forward and upwards, operated by a lever and powerful spring. Those who do not know to reach around the corner to operate this may well take a +45 Large Bash attack. A pit trap, identical to that at #4, follows. Then another small door, locked and Extremely Hard (-30), slides into the wall; if one does not place the small attached hook in an adjoining hole in the wall, the door will slide back in 5 rounds. The corridor continues until it joins the rear cross hall (#24).
24. **Rear cross hall.** This bending passage connects the Feast Hall with the Smithy and Smith's corridor. A portcullis bars the way at one point, but it can be lifted if one first pulls down on it; a series of holes in the floor accommodate the ends of the vertical bars.
25. **Secret door.** Hard (-10) to find, it leads to narrow, spiral stairway that descends into the mines.
26. **Smithy.** Some rusted equipment lies scattered about, but this area has not been used in ages. A squat steel anvil sits in the corner between a well and a very large fire pit. There is a secret door across from the anvil which is Sheer Folly (-50) to even find. On it are three very small pinholes for keys. They are likewise Sheer Folly (-50) to unlock and are trapped: a pair of 7' x 4' steel plates ostensibly bolted into the wall on either side of the door will suddenly pivot, swinging out to meet each other and flatten the victim in between. Avoidance involves a Very Hard (-20) maneuver (MERP Table MT-1, p. 80 or RM: Arms Law 8.22) with the % result less than 100 equal to that portion of the body that is entirely crushed. Once these 700 lb plates meet, they interlock, thereby blocking the entry into the secret door. Behind the door lies the Treasury of the Petty-Dwarves.
27. **Treasury of the Petty-Dwarves.** This consists mainly of half a ton (100) of low grade 10 lb steel ingots. Of more worth are:
 – twenty ingots of gold, each worth 200 gold pieces and weighing 3 lbs.
 – 8 sacks full of unrefined gems, a total of one hundred and fifty stones, each worth 5 gp.
 – Within a hollow steel ingot lies a clear *laen* (volcanic glass) case which contains exquisite magic forging tools (RM: +25 to all alchemy spell rolls). With these the user can, once a year, reforge any one item in any fire; the result is an increased bonus of +10 to the item.
28. **False corridors.** Each has a subtle etched outline of a false door in the far wall. Actually these areas contain nothing more than a pit trap like that found at #4.

29. **Guard room.** Contains an observation slit which looks over the entry corridor leading in from the stairway (#20) to the West Section of Armoq-al-Wanu.

9.5 THE MASTERS OF CAMETH BRIN

MIFFLI THE UNDYING

Miffli lives partially in the Shadow-world and, like many of the powerful Undead, possesses a frightening presence. He normally appears as a shadow in the shape of his living image, but from certain angles one can see him as he once was. Grim, superstitious, and cunning, he epitomizes the image of a Petty-Dwarf Lord.

Items

- *Blue Ring:* A simple band of strange blue alloy, it is invisible when worn. Properties: 6x PP spell multiplier; allows +40 *Spirit Mastery* (RM: *Mind Domination*) attacks (range 200'); imbues wearer with "Immortality" by preserving body in a semi-decayed state and allowing wearer's Spirit to remain in Wraith-form.
- *Crown of Armoq-Al-Wanu:* Made of crude iron, and inlaid with bronze symbols, it is an ancient artifact. Properties: +50 RR bonus versus **Channeling** spells; +5 DB; forces all within 100' to make one RR versus a 5th level *Fear* spell or flee (each time they enter radius); controls the *Iccronite* nuggets and their associated Ghosts, the Ta-Fa-Lisch.
- *Miffli's Chain Shirt:* Composed of primitive ring mail, it is crumbling to dust. +15 DB.
- *Slave of Apparitions:* This gnarled staff is a +7 spell adder device which enables wielder to create 1-5 identical images of himself which will move as wielder (100' range) or, if wielder concentrates, any one can move independently (others become static).
- *Sword of Elf-slaying:* +25 Shortsword made of steel and inlaid with unintelligible mithril symbols.

MONG-FINN

Mong-Finn is a still a young man by Hillman standards, but no one questions his right to rule. He is as much a King as any Hillman: wise, determined, proud, and traditional. Most of all, he recognizes the danger to his people's culture and serves as a zealous guardian of their ways.

Mong-Finn has a deep voice that befits his position as Targ-Arm. Given to song (particularly when he is drunk), he is an accomplished poet, historian, and orator. His greatest loves, however, are women, war, and climbing – in that order.

Items of the Fam-Tarp-Argth (H. "Goods of the High Chief")

- *Craig-olf-Ti* (H. Manspear): +25 Man-slaying spear. Oak inlaid with silver, very ancient, fire hardened tip, no spearhead.
- *Dran-Tark* (H. Chiefbeads): usable once/day; x2 strength and/or speed, but temporarily reduces Con. by 5 pts/power/rnd. as long as Con. pts last. Con. recover = 1/min of rest. These beads are bone ringlets worn in the Hillmens' long braids; this pair is engraved with runes.
- *Olga-Wama* (H. Wam's belt), +25 DB; nine copper plates, each with the symbol of one of the tribes, linked by golden chains; rather crude. It cannot be worn with metal armor.

NPC CHART FOR MONG-FINN'S REBELLION

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Ardehir	17	146	Pl/18	75*	Y15	AL	160bs*	100cb	10	Dúnadan Warrior. +15bs. +10 plate. Greaves with no Maneuver or OB penalty.
Gwindor	16	127	Ch/13	50*	–	–	140bs*	75sb	20	Dúnadan Warrior. Two +15 bs. +20 chain. Ambidextrous, uses a broadsword in each hand.
Huor	12	98	Ch/14	60*	Y10	L	80ma*	85lb*	5	Lsr Dúnadan Warrior. +5 ma. +10 lb. +10 chain.
Frerin	14	116	Ch/16	40*	N	AL	95ba*	60sl	0	Dwarf Scout. +10 ba. +20 chain.
Gordai	15	120	RL/9	55*	Y	–	90sp*	105lb*	20	Northman Ranger. +5 sp. +15 lb. +5 RL. Amulet +3 spells/day. Total 15 PP. 7 spell lists.
Baragin	15	134	No/3	45*	N	–	65ha*	55da*	30	Dúnadan Bard. Bracers +20 DB. +10 ha. +10 da. Ring 3x PP. Total 90 PP. 9 spell lists.
Arlaith	15	86	No/2	35*	N	–	70qs*	5da	30	Dúnadan Mage. Headband acts as a helmet, +10 DB. Quarterstaff +10 melee, +10 directed spells, 4x PP. Total 120 PP. 16 spell lists.
Zardellum	14	92	No/1	60*	Y15	–	80net	70net	25	Dúnadan Animist. +20 Net, will not injure target (only incapacitates). Glove, +4 spells/day. Total 42 PP. 16 spell lists.

THE GHOSTS OF THE TA-FA-NILCH

Type	#	Hits	AT	DB	Size/Speed	Melee OB	Note
Lesser	(3)	65	No/1	25	M/VF	MCl65	RM Class II Undead. They can only be harmed by magic weapons. Their touch delivers an "A" severity cold critical. Regenerate 5 hits/rnd.
Greater	(7)	85	No/1	45	M/BF	MCl95	RM Class II Undead. They can only be harmed by magic weapons. Their touch delivers a "C" severity cold critical. Regenerate 5 hits/rnd.

10.0 THE RESCUE OF ALQUAWEN (AN ADVENTURE)

Setting: The fortress of Cameth Brin in T.A. 1671. Use the layouts and descriptions found in Section 6.0 above.

Requirements: A medium level party of moderate size.

Aids: Rough sketches of the interior of Cameth Brin would prove helpful. These are available in the town of Talugdaeri, beneath the hill, for a price.

10.1 BACKGROUND

After the invasion of 1409, Rhudaur languished for two centuries. Constant raiding along the borders and many minor battles weakened the country. All three states of fallen Eriador had suffered immensely, and it took many years for Arthedain and Cardolan to recover. In the early 1600's a general revival began, and the Northern Dúnedain began to celebrate lost causes and great deeds in word and song. The resurgence was brutally and abruptly cut short by the Great Plague of 1636-37, which spread from the South and had its roots in the horror that swept westward out of Rhovanion a year earlier. Although it did not wreak as much havoc in the North, its effects were horrendous. Arthedain was wounded; Cardolan never recovered and fell to waste.

In Rhudaur, the Great Plague caused comparatively little destruction. The cold climate seemed to lessen the severity of the Plague, and because its inhabitants lived apart in small groups, more of them survived. In the first onslaught of the Plague, Cameth Brin was abandoned and perhaps 15% of the population died, but in the following years, loss of life was small.

10.2 THE TALE

As soon as the Plague ended, all of the tribesmen of Rhudaur resumed raiding, taking slaves and growing rich on easy plunder — for powerful Arthedain was crippled and the Witch-king's forces were in no position to exploit the weakness. Angmar was even colder than Rhudaur, but her Orcs lived packed together in their holds and thus suffered enormous losses. So the Witch-king sternly demanded that Rhudaur carry out an ordered invasion of Arthedain. The tribes, however, had had a taste of freedom and easy living and refused to undertake sieges or pitched battles. Rhudaur's King could not enforce his authority, and the Witch-king was forced to "replace" him with *Maschbram* — a Dunman — and his most loyal creature in Rhudaur. The Hillmen liked *Maschbram* little and recalling past encroachments on their liberties, they openly revolted.

The Hillmen revolt exhausted *Maschbram*, who soon asked for assistance from the Witch-king's Orcs and other mercenaries. However, although they had lost many battles and their strength had diminished over the years, the Hillmen refused to surrender. Their stubbornness proved stronger than Sauron's desire to conquer them, especially as the opportunity to destroy Arthedain was rapidly slipping away. The Dark Master ordered the Lord of the Ringwraiths to temporarily placate the Hillmen and to devote all of his energies to defeating Arthedain. The Witch-king then decided that it would be necessary to sacrifice the loyal but useless *Maschbram* and to seduce the leader of the rebels, *Broggha*, the Targ-Arm of the Hillmen.

The Seduction of King Broggha

To seduce *Broggha* into the service of evil, the Witch-king chose *Korekalwen*. *Korekalwen*, whose name means "She who arises in Darkness", is one of an extremely small group of Elves who naturally love cruelty and evil. Originally a Silvan Elf from eastern Middle-earth, she was recently brought west by *Khamûl* the *Nazgûl* as a beautiful, albeit untried, tool of terror.

Since Hillmen hate Elves, *Korekalwen* could not be effective in her native form, so she was given a ring which allowed her to take human form without depleting her own considerable powers. Thus she first appeared to *Broggha* as *Wilda*, a mercenary Northron shield-maid, and quickly became his close advisor. With her advice and the connivance of *Angmar*, *Maschbram* was slain, and *Broggha* became King of Rhudaur. Peace with *Angmar* served the secret ends of both sides, although each feigned reluctance. *Angmar* agreed to pay reparations, but her Orcs and mercenaries would be allowed to stay in the northernmost Highlands. On his part, *Broggha* swore that Rhudaur would renew the war with Arthedain.

For all his strength and subtlety, *Broggha* has proven an easy mark for *Korekalwen*. During the rebellion, she seemed to worship the new king and coyly encouraged his proud and masterful demeanor. After victory, *Korekalwen* revealed her true nature to *Broggha* and sealed his doom. *Broggha* knew only too well the Dúnedain tales of hero-kings, and it seemed to him that he was meant to share in this great destiny.

The Plot Against Arthedain

The first step in acquiring control of the Dúnedain empire would be the weakest remaining foe, Arthedain. Although Arthedain's communications were almost entirely severed and Hillmen raiders went basically where they wanted, the prospects of conquest seemed dim. Arthedain's forces had recovered enough to defend their land against any host that might reasonably be raised against her. Still, the situation was not entirely hopeless from *Broggha*'s viewpoint; Arthedain's militia-based forces were prepared to defend their own lands, where they could rely on good roads and forts, but they had no territorial aims. This presented a problem for *Angmar*, however, since the Men of Arthedain, although few, are fearless warriors who have built strong towers in defense against the Witch-king.

The Lord of the *Nazgûl* knew that he could best vanquish the Dúnedain in the wilds. He reasoned that, if the army of Arthedain could be drawn out into the wilderness, it could be crushed. However, Arthedain had not launched an offensive worthy of the name for over 300 years — and that had been started solely to regain their own lands.

In order to draw out the Dúnedain, the Witch-king developed a plan to exploit their fierce pride. This plot was made possible by the crowning of Arthedain's new King in T.A. 1670. *Arvegil*, the eleventh lord of the Edain Realm. Although strong of body and mind, *Arvegil* was perceived as too young to fully overcome the passions of youth. The Witch-king's council looked for the flaw by which to hang the new monarch and *Korekalwen* found it.

Arvegil was in deeply love with his shrewish fiancée, *Alquawen of Caras Fornen*, so *Korekalwen* decided to kidnap the maiden and use her to bait her intended. The Dark-elf believed that *Arvegil*, after receiving impossible and insulting terms for her release, would surely march on Rhudaur and seal the doom of Arthedain. This plan required a lot of careful preparation and aid from *Angmar*, but *Korekalwen* persuaded her master of its merits, and full cooperation was given.

The Kidnapping of Alquawen

By the winter of 1670, all was in readiness. On *Mettarë*, the last day of the year, *Alquawen* was traveling in southern Arthedain with only a small escort when they were overtaken by a blizzard of unnatural severity. When the storm abated, the guards were found scattered and slain as though by wolves, but no trace of the princess could be found. *Arvegil* at once launched a massive search, but before it was fully underway, a *Gorcrow* brought a message from Rhudaur; in essence it announced that *Broggha* had taken *Alquawen* hostage. She would remain a prisoner until *Arvegil* swore fealty to *Broggha* as rightful High King of Arnor. The message had the intended effect of enraging *Arvegil*, who ordered the bird slain.

Arvegil's first impulse was to rush to Rhudaur with only his bodyguard at his side, but his wisdom prevailed. He simply swore to lay waste to Rhudaur and to place Broggha's head on a pike. Within a day, his aides laid the groundwork for a winter strike across the vast Oiolad. Arvegil would pay no heed to those who proposed to wait for fit campaigning weather in the spring or until the forces of Arthedain were fully mobilized. He sought surprise and, perhaps sensing the trap, was not willing to risk the entire host of his Kingdom. The King set his departure within three weeks.

10.3 THE TASK

The King's Steward, *Eagatar*, knows full well that it is useless to argue with his lord, but he fears that a hasty attack is just what the kidnappers desire. Thus, he has decided to take action on his own, even though he realizes that even if successful, he will win the wrath of Arvegil. Although he understands the King's resolve and realizes that their deadly foes cannot be withstood by prayer and passive defense alone, *Eagatar* believes that a quiet, secretive mission is in order.

Eagatar has a few trustworthy agents among the mercenaries in Rhudaur. Word has been sent to these Men, that, however desperate, an attempt must be immediately made to rescue the Princess *Alquawen* from the dark recesses of *Cameth Brin*. For those who will undertake this daunting task there is ample cash and items of great worth as reward: 500 gp and a choice selection from the royal stores await the successful adventurer. However, merely traveling from the mercenaries' base at *Caldeburg* to *Cameth Brin* in the dead of winter will be difficult. Worst of all, such a rescue attempt is surely expected.

10.4 NOTES ON RUNNING THE ADVENTURE

NOTE: for a detailed layout of *Cameth Brin*, see Section 6.0.

This tale is intended to provide a long adventure or a short campaign centered on the attempt to rescue *Alquawen* or in some way to foil the plans of *Korekalwen* and the *Witch-king*. As *Rhudaur* is now an evil state, it will be difficult to sustain anything but an evil group in *Rhudaur*, although they can have a grand time. The party can be drawn from the mercenaries at *Caldeburg*,

or from an existing group which has wandered to the citadel or left the nearby town of *Nothva Rhaglaw* (D. "Lord's Refuge").

The GM may wish to have the party meet *Belechor*, second in command of the mercenaries and foremost agent of *Arthedain's* friends. This old Warrior can provide the party with aid, but will not risk his own neck. *Belechor* will provide a pass for travel to *Cameth Brin* to deliver a secret and meaningless report to *Broggha*. Such a ploy can serve to get the group inside, if they get there, but once inside they will be disarmed and closely guarded. He will also provide funds for the group — up to 200 gp. *Belechor* also has some minor magic items and the *Rod of the Rhudinors*. (Unfortunately, two of the three keys have been lost, and the meaning of the inscription has been forgotten.) Lastly, *Belechor* has the names of three contacts in the area. One, *Bolcar*, is hanging on the gallows outside *Talugdaeri*; *Ethem*, the master of the "Red Hooves" inn, is a double agent. Only *Sigwerd* the Cook is safe (see 6.6, #20, 24).

Alternatively, they can be introduced to the scenario by other means: for example, they might act as a back-up party being organized at *Rivendell*, or wander through *Rhudaur*, or they may find the sole surviving member of the unsuccessful first party. It is also possible that some *Hillmen* may have discovered the true nature of *Wilda/Korekalwen* and have mounted an effort to "save" their *Targ-Arm* from the grasp of the hateful "White Fiend". (She IS an Elf after all.)

The PCs may also develop their own plan. Any knowledge of the citadel's plan or history will likely point to one or more alternate ways of entry: the *Troll's Lair*, *Tanoth Brin*, the *Tower*, *Armoq's* west gate, etc. Regardless of whether they follow their own course, however, this is a desperate mission that calls for resourceful and experienced players — and a well rounded party. A "moral victory" can be gained by slaying *Broggha* or *Korekalwen*.

10.5 PROMINENT FIGURES IN T.A. 1671 KING BROGGA

Broggha, although quite young, proved himself a fierce warrior and a wise leader in the recent *Hillman* revolt, and thus no one was surprised that he became *Targ-Arm*, their acknowledged leader. Despite the fact that he is odd by *Hillmen* standards he commands

NPCs FOR KIDNAPPING ADVENTURE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
<i>Alquawen</i>	11	73	No/1	20	—	—	55da	15da	25	<i>Dúnadan</i> Bard. Princess of <i>Arthedain</i> . Ring of <i>Barahir</i> (heirloom and engagement ring). Necklace +4 spell/day. Total 22 PP. 8 spell lists.
<i>Wilda/Korekalwen</i>	14	93	Ch/13	70*	Y5	—	70bs*	55sb	15	<i>Silvan Elf</i> Bard who poses as <i>Wilda</i> the <i>Shieldmaid</i> , a fighter. Ring of <i>Shape-Changing</i> (see 10.4), +10 DB. +15 bs, casts a +45 <i>Lightning Bolt</i> 2x/day. Bracelet 2x PP, Haste up to 10 rnds/day. Amulet +10 all RR's. Total 56 PP's. 13 spell lists.
<i>Broggha</i>	12	120	RL/12	60*	Y10	AL	100sp*	85sp*	10	<i>Hillman</i> Ranger, <i>Targ-Arm</i> of the <i>Hillmen</i> . Has the <i>Fam-Targ-Argth</i> : spear, belt and beads. Has the <i>Cu-Saggha-Brath</i> (see 10.5). Ring 2x PP. Total 24 PP/day. All Ranger spell lists.
<i>Valadan</i>	10	132	Ch/13	45*	N	—	115ba*	70cb	25	<i>Lsr Dúnadan</i> Warrior. Captain of <i>Fuintiri</i> . Amulet +5 DB. +15 chain. +10 ba. +50 bonus for <i>Reading Runes</i> .
<i>Seammu</i>	7	86	RL/10	40*	Y10	L	85ha*	80sb	5	<i>Dunnish/Hillman</i> Warrior. Capt. of Guard. +5 ha. +10 sb.
<i>Briam</i>	7	127	SL/8	25*	N	—	90sp	75ja	15	<i>Hillman</i> Ranger. +10 SL armor. +5 sp. Headband +1 spells/day. Total 14 PP. 3 spell lists.
<i>Ap-Coleen & Ap-Brigg</i>	6	82	SL/8	20*	N	—	80sp	80ja	10	<i>Hillmen</i> Rangers. <i>Twin Sisters</i> . +10 SL armor. +5 sp. Necklace +1 spell/day. Total 6 PP. 2 spell lists.
<i>Chukka</i>	8	54	No/2	40*	N	—	15da	50da	25	<i>Easterling</i> Animist. +5 da. Robes +20 DB, 3x PP. Total 48 PP. 9 spell lists.
<i>Feundig</i>	8	83	SL/8	30*	Y5	—	75sp	50wh	5	<i>Dunnish</i> Warrior.
<i>Beran</i>	6	98	Ch/13	40*	Y5	—	65ss	60sb	0	<i>Lsr Dúnadan</i> Warrior.
<i>Bram</i>	7	120	RL/9	30*	Y	—	70sp	40sp	5	<i>Hillman</i> Ranger.
-op- <i>Bram</i>										
<i>Ethem</i>	4	100	No/1	25	Y	—	35cl	20sb	5	<i>Easterling</i> Scout.
<i>Sigwerd</i>	6	82	No/1	30	Y	—	60da	30cb	10	<i>Northman</i> Scout.
<i>Saddro</i>	3	34	No/1	25	Y	—	15da	20sb	5	<i>Dunnish</i> Scout.
<i>LLewen</i>	7	140	No/1	35	Y	—	80ha	50ha	15	<i>Hillman</i> Warrior.
<i>Brend</i>	6	43	No/1	20	N	—	20qs	5da	15	<i>Hillman</i> Animist. +10 qs, +3 spells/day. Total 18 PP. 7 spell lists.
<i>Belechor</i>	9	87	Ch/13	35*	Y5	—	85ma	60sb	0	<i>Easterling</i> Warrior. +5 ma.

THE GARRISON AT CAMETH BRIN

Name	#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Fuintiri leaders	5	5	87	Ch/13	40*	Y5	—	85ss	55sb	5	Lsr Dúndan.
Fuintiri elite guards	35	3	64	Ch/13	35	Y	—	65ss	45sb	0	Best in darkness.
Guard leaders	5	4	74	RL/10	30	Y	AL	70sp	40sb	0	Poor initiative.
Guards	50	2	45	SL/8	25	Y	—	50sp	25sb	0	Garrison troops.
Hillmen leaders	6	5	90	RL/9	40	Y	—	75sp	65ja	10	Anxious to march.
Experienced Hillmen	100	4	70	SL/8	15	N	—	65sp	50ja	10	Rangers. +5 SL armor.
Hillmen	120	3	60	SL/7	10	N	—	55sp	40ja	5	Would rather be home. +5 SL armor.
Dunmen leaders	3	4	79	RL/9	35*	Y5	—	80sp	55wh	0	Not to be trusted.
Dunmen War.	40	2	49	SL/8	30	Y	—	50sp	30wh	5	Solid.
Raw Dunmen	170	1	30	SL/8	25	Y	—	40sp	25wh	0	Weak morale.
Delosh's Orcs	10	3	65	RL/9	30	Y	—	50sc	40da	0	Content.
Korekalwen's Uruk-hai	4	5	95	Ch/15	10	N	—	85fl	55da	15	They love blood.
Girge-tarel	1	10	400	Pl/20	50	N	—	—	—	—	Use Large Critical tables.

tremendous respect. He stands over 6' tall indicating that he has some Dúnedain blood. This supports his brash claim to be descended from an illegitimate daughter of one of the Dúnedain Kings, a story which no one disputes in his presence. As Targ-Arm, Broggha maintains the appearance of a warrior of the old ways. Yet his demeanor is a facade, for Broggha's dreams are not limited to ruling a free and unmolested Rhudaur. Broggha was educated in the lore of the Dúnedain, and perhaps this knowledge stirs his blood, for he longs to be King of lands and peoples far beyond the borders of Rhudaur. (See 6.6, #27 and 6.92, #8.)

Items

Fam-Tarp-Argth: The three magical symbols of the High Chief; spear, belt and beads (see 11.5).

- *Cu-Saggha-Brath*: The "Turtle Helm" (Du. "Clogaid Cruban") is a gift of Angmar. It is made of steel, with a lining of Fell Beast hide. Its exterior plates of green copper are shaped to form a turtle skin, giving the wearer the appearance of having a hideous turtle head. Properties: 300' range; will control any one Turtle, regardless of size; +10 to wearer's DB; allows wearer to see and hear normally under water, in a mist or fog, or in rain.

ALQUAWEN, PRINCESS OF ARTHEDAIN

Alquawen is the young daughter of the Aran (Lord) of Caras Fornen, a small but revered town located northwest of the great *Lake Nenuial* in Arthedain. She grew up to be rather spoiled and, like her father, has a fiery temper. Her blood is pure Dúnedain, which explains her noble bearing and imposing features. Alquawen stands 5'11" and has black hair and a fair complexion. She is betrayed by her eyes, however, for one is grey and the other blue.

Despite her beauty, the Hillmen hate her; a wicked tongue and her disdain for "lesser Men" do not endear her to her captors. (See 6.6, #37.)

KOREKALWEN

As noted, Korekalwen is a Silvan Elf in disguise. Wisely, she chooses to walk about as a Northman woman, so her 5'10" height is not suspicious, nor are her blond hair and blue eyes. She uses her exotic allure and natural sensuality to great effect, and no man in Cameth Brin has entirely escaped her subtle power. Casual, suspicious, ruthless, she is the Witch-king's ideal choice for an agent in Royal Hold of Rhudaur.

Korekalwen is always on guard against revealing herself, since she is well aware of the Hillmen hatred for Elves. This care for secrecy suits her here, because she is actually quite paranoid. (See 6.91, #10.)

- *Ring of Shape-Changing*: Platinum, allows user to change shape (within 10% of size) at will. Korekalwen can only take the shape of Wilda. +10 DB.

10.6 THE SERVANTS OF CAMETH BRIN

SEAMMU

Seammu, as commander of the regular guard of Cameth Brin, has seen many rulers come and go. Long ago he learned that it was safest to be despised by all and feared by none. His half-Dunnish, half-Hillman roots have helped him along; his servile and craven attitude however, irritates everyone. *Seammu* is an effective administrator with little imagination.

WARRIORS OF RHUDAUR, T.A. 1671

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Hakknash's Band										
Green Orcs /1000	1	35	SL/7	25	Y	—	35sc	20sb	0	Lsr Orcs.
Orc Warriors /650	3	65	Ch/13	30	Y	—	70sc	30sb	0	Lsr Orcs.
Uruk-Hai /100	4	80	Ch/14	35	Y	AL	80bs	50cb	0	Gr. Orcs.
Orc Leaders /20	5	95	Ch/13	40*	Y5	—	95sc	45sb	5	Mixed veterans.
Espheme's Band										
Easterling cavalry/ 500	2	45	No/1	35*	Y5	—	55ml	35sb	15	Easterlings. Morale is fragile.
Northmen lt. cavalry/150	3	60	RL/9	30*	Y5	—	60bs	30sb	5	Northmen. Also use lances.
Mercenary lt. foot/150	2	50	RL/9	30	Y	—	45ha	35sb	0	Mixed race.
Wolf Riders /200	3	58	RL/9	25	Y	—	60sc	40sb	0	Lsr Orcs.
Wargs/200	3	120	No/4	55	N	—	60MBi	—	40	Great wolves.
Trererath/48	5	80	Ch/14	15	N	—	80th	50cb	20	Lsr Dúndan.
Cavalry Leaders/20	6	105	Ch/13	40*	Y10	—	95bs	65cb	0	Mixed race. Very experienced.
Broggha's Band										
Raw Dunmen /2100	1	30	SL/6	25	Y	—	35sp	20wh	5	Dunlendings. Not very reliable.
Dunmen Warriors/700	2	45	SL/8	30	Y	—	45sp	30wh	5	Dunlendings. Undisciplined.
Green Hillmen /400	2	40	SL/6	5	N	—	40sp	30ja	10	Hillmen. Good morale.
Hillmen/700	3	55	SL/8	10	N	—	55sp	45ja	5	Hillmen. Grim and determined. +5 SL armor.
Experienced Hillmen/400	4	80	SL/8	15	N	—	75sp	55ja	10	Hillmen. Includes many Rangers. +5 SL armor.
Mercenaries /200	3	55	Ch/13	30	Y	—	60ss	40sb	0	Mixed race. Usually brutal.
Leaders/40	5	85	Ch/13	35	Y	—	90sp	55jv	5	Mixed race and weapons. Well trained and prepared.

BRIAM, MOIC-TARRA-MOIC

Briam became Targ, or Chief, of the *Moic-Tarra* Hillmen when King Broggha became Targ-Arm. Briam is actually Broggha's elder cousin and is fanatically loyal. Suspicious of Wilda (Korekalwen) — and indeed of anyone not a Hillman — he counseled against war with Arthedain; but once Broggha commanded, Briam obeyed without question. The Chief is now at Cameth Brin with the War-band of his tribe, prepared to march.

AP-COLLEEN AND AP-BRIGG

Ap-Colleen and *Ap-Brigg* are twin sisters, famous hunters of the *Moic-Fin* tribe. They are bodyguards for the kidnapped Alquawen and, although they have been ordered not to kill the Princess to prevent a rescue, they may do so anyway. They are both rash in battle, but at other times withdrawn.

CHUKKA

As the official ambassador of the Witch-King to Rhudaur, *Chukka* is not a popular figure. He knows the secret of Wilda/Korekalwen, but has been ordered by his master to play the fool. *Chukka* is an Easterling of the Asdriag tribe.

VALADAN

Valadan is commander of the Fuintiri, the elite guards of Cameth Brin, a position of great influence. At 6' 9", *Valadan* is obviously part-Dúnedain; some say he came "from the South", but *Valadan* discourages such speculations. Formerly a mercenary, he was captured by Broggha and later entered his service. It was quickly apparent that this mysterious Warrior's skill at arms was superb, for he proved a mighty fighter and gained the King's trust by saving his life in an ambush. Broggha believed in *Valadan's* loyalty and was amazed by the stranger's grace in darkness and skill with magical Symbols. The King had no trouble appointing him to his present position. Although he is a significant figure in the Court of Cameth Brin and is known to pursue beautiful women with unyielding vigor, not even Korekalwen knows *Valadan's* true feelings.

THE FUINTIRI

The Fuintiri, elite guards, are trained to kill silently; even their breathing is imperceptible. These fanatic Hillmen know their way about the pitch-dark hall by long practice. So that others cannot do so, visitors are blindfolded and led in a dizzying path around the hall. The lords of Cameth Brin always carry some of the extremely rare herb *Sha*, which allows limited sight in this magical darkness. Possession of *Sha* by others is punished by instant death.

11.0 CLEANSING CAMETH BRIN (AN ADVENTURE)

- Setting:** The fortress of Cameth Brin at the dawn of the Fourth Age. (Use layouts from 6.0 and 9.4.)
- Requirements:** A low to medium level party of good Men looking for action, and possibly a fief.
- Aids:** None, aside from rumors and wives' tales circulating in Bree or at the newly rebuilt Last Inn by the Iant Iaur.

11.1 THE FOURTH AGE SETTING

It is almost certain that the last man to set foot in Cameth Brin did so in T.A. 1975. An engineer from Gondor, he was sent to demolish the fortress after the collapse of Angmar in the previous year. Not long after, evil creatures nosed about the ruins, attempting no repairs. Most of Eriador had been depopulated, and the focus of history shifted south to Gondor. (Sauron saw no need to maintain expensive fortresses in Eriador to watch the Elves,

who, after the fall of the Northern Dúnedain, seemed the only remaining threat. That task could be performed by wolves and evil birds.)

During the War of the Dwarves and Orcs, a minor battle was fought near Cameth Brin, but this was the only notable event in more than a thousand years. During the War of the Ring which ended the Third Age, few events in Rhudaur merited much notice. (Gandalf the Wizard did pass through the Ettenmoors). At the end of the Age, Rhudaur remained a desolate wilderness inhabited only by Trolls. Yet in the fifteenth year of the new Age, rumors of disappearances near Cameth Brin spread among the clean-hearted creatures of Rhudaur. The worried people of the Trollshaws suspect a new terror inhabits the Twisted Hill.

11.2 THE TALE OF LEEGRASH THE URUK

It appears that Cameth Brin was first re-entered by way of the secret mineshaft, a passage ignored by the engineers of Gondor or later dug out by Trolls. Once again a refuge, the Twisted Hill is now home to the Host of *Leegrash the Uruk*.

Bred in *Cirith Ungol*, *Leegrash* is beginning to get on in years. He was sent to wars in the Harad and later in the Rhûn in his youth, and did very well, becoming one of the youngest (*Uruk-hai*) Orcs ever to be made a *Drartul*, or sergeant. For years afterwards, *Leegrash* served in the garrisons of Eastern Mordor. He was transferred to the west in time to join the assault on Osgiliath in June, T.A. 3018. In the battle, *Leegrash* lost his shield arm just below the shoulder. He was then sent to the Orc-holds of the Misty Mountains to be a drill instructor. In the years after the Fall of *Barad-dûr*, *Leegrash* fared well until inevitably he became involved in the vengeance upon the Elves.

In the 14th year of the new Age, the forces of the Elven brethren discovered the lair of *Leegrash* and dug it out. *Leegrash* and a small band of followers escaped into the wilderness of Rhudaur. *Leegrash* soon established his leadership of the group by cutting off a few doubting heads. After wandering the Trollshaws, *Leegrash* and his Orcs were attracted to Cameth Brin and fell in with a small band of Wood-trolls living there, led by *Tol-tuk*. *Leegrash* soon betrayed his allies. The dumber Trolls got totally drunk and were dragged outside to awaken, if briefly, in the direct light of the morning sun. There they still stand, as rests for Rhudaur's tired birds. *Tol-tuk* and his aides were spared and worked with *Leegrash* in an uneasy partnership. (Now *Tol-tuk* and three others live in the abandoned garrison-settlement of Tanoth Brin, while their buddy *Kadash* is a prisoner within Cameth Brin.)

Leegrash is pleased with his new hole. He has been able to establish sole control over the Orcs, Trolls, Wolves, and Gorcrows around Cameth Brin. He has begun to plan a raid across the Oiolad against the few Men and Hobbits who live there. However, *Leegrash* does not yet know that many more Orcs are congregating around the ruins of Coron Iaur (see 4.1), far away in the Highlands, although his spies should soon find out.

11.3 THE TASK

Leegrash is ignorant of the plans of *Elessar* (a.k.a. *Aragorn*, *Strider*, etc.) the returned King of Gondor, who has sent messengers to Eriador to urge its rustic folk to arm and protect themselves. *Elessar* hopes that very soon the plucky and adventuresome will be traveling the wilds of Eriador, seeking reknown and treasure in the ruins that were once a part of the Arnor of old.

To make the wilds safe and begin the rebuilding of the North Kingdom, the King has offered 1,000 gold pieces to any party who can rid any one of the forts of Rhudaur or Angmar of Orcs and Trolls. Alternatively, *Elessar* has offered to grant the successful party 2,000 acres of choice land; in some cases, this includes the retaken hold. So far there have been few who have attempted this task, but the Fourth Age is the Age of Men, and it may be that Men shall once again claim lands like Rhudaur as their own.

11.4 ADVENTURE NOTES

This adventure is designed to begin a campaign in the wilderness. The tale is set in a time little removed from the great deeds of the War of the Ring; the famous characters of the **Lord of the Rings** still reside in Middle-earth, and PC's might meet them. If the group does get into trouble in Cameth Brin, help may be available from the Rangers of the North and the few remaining Elves.

The Condition and Layout of Cameth Brin

At this time, an obvious cave lies where the main gate into the Fuintir once stood; the exterior guard towers have utterly disintegrated. This cave, although roomy, is quite shallow, going only a few feet into the old Fuintir. It would take full-fledged miners and equipment to get further in, although a narrow, unfound crawl-space may penetrate the rubble. This cave has been the lair of many Cave Bears over the years, and a particularly large one lives there now. Both Orcs and Trolls deem it wise to leave this Bear alone. Wise explorers might do the same. Instead, the only entry to the complex is into the Ureithel via the stream-lined mine passage (see 6.3, #5,6).

11.5 ADDITIONAL FOURTH AGE ADVENTURES

Three other options may be suggested:

(1) The PCs may quest after Miffli's Ring, which is evil in nature and linked to Sauron. It lies guarded by the Ghosts of the Petty Dwarves (Ta-Fa-Lisch), who have returned to their ancient home and seek to protect it from all intruders. So far, the Orcs have not broken through to the Petty-Dwarf hold, but it is only a matter of finding the secret entrance from the Chiefs' Chambers in the Upper Halls (see 6.91, #1). The now-free Ta-Fa-Lisch occupy the two levels of Armoq-al-Wanu (see 9.4 for layout), but spend much of their time in the Tower above (see 8.2 for layout). Miffli can usually be found in the Religious Chamber (9.42, #18) or on his throne (9.42, #1). For this adventure use the NPCs from 9.0 and 11.0.

(2) PCs in service to the Dunlendings of Dunland, possibly the descendants of the last Hillmen, may decide that it is a good time to go back and recover the ancient Hillman Kingdom.

(3) The PCs may desire to recover the Lost Treasure of King Broggha, which was buried in a 200 lb. gold-plated chest and lies under the stone slab set into the top of the island in the Ureithel. The "locals" at the remote *Last Inn* recall a legend of the hoard:

*At the River watch,
A twisted rock cut by Kings,
Rests the haunted pool.
In swirling water,
Where darkness rules, day or night
Lies an armored beast
Who sleeps upon the door
Where lies the heart of King Broggha,
The fortune of our land.*

The Inn was recently rebuilt on its traditional site 80 miles to the south, by the Iant Methed. There, tales of the treasure may speak of certain items:

- *Clogaid Cruban* (Turtle Helm): 300' range; will control any one Turtle, regardless of its size; +10 to wearer's DB; allows wearer to see and hear normally under water, in a mist or fog, or in rain.
- *Craig-olf-Ti* (H. Manspear): +25 Man-slaying spear. Oak inlaid with silver, very ancient, fire-hardened tip, no spearhead.
- *Dran-Tark* (H. Chiefbeads): usable once/day; x2 strength and/or speed, but temporarily reduces Con. by 5 pts/power/rnd. as long as Con. pts last. Con. recovery = 1/min of rest. These beads are bone ringlets worn in the Hillmens' long braids; this pair is engraved with runes.
- *Oiga-Wama* (H. Wam's belt), +25 DB; nine copper plates, each with the symbol of one of the tribes, linked by golden chains; rather crude. It cannot be worn with metal armor.

The Booty

Treasure and magic items await them, locked away in the King's safe (6.92, #10):

- 550 gp;
- Six sets of +10 Losrandir hide armor (SL/5);
- Three sets of +10 Chain (Ch/13);
- An Axe of Troll-slaying;
- A +10 Sword of Giant-slaying;
- Three emeralds each worth 100 gp;
- Staff of Water-resistance: running, falling, or projected water will not come within 3 feet of this green wood stave.
- Ring of Deflections: +100 DB versus any one missile attack/day.
- Boots of Stonerunning
- Helm of the Losrandir: leather; 100' range; it enables wearer to control any one Losrandir at a time (e.g., riding, attacking, etc.).
- +15 Dagger of Orc-slaying: once thrown, it will float back to last holder at a rate of 10' per round.

As a spur to further adventures, by the time the party reaches Cameth Brin, Leegrash will have received information about a major Orc-hold being formed in the Ettenmoors. This knowledge could be of great interest to the leaders of the Free People of Eriador.

FOURTH AGE NPCs

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Mov M	Notes
Leegrash	7	92	Ch/13	30	Y	—	95sc	60da	0	Orc warrior. +20 ss, Light spell 1/day. +10 sc.
Uunk	4	71	SL/7	10	N	—	65wh	35sb	0	Orc Warrior. 2nd in command. Uses 2-handed war hammer: as battle-axe except it gives a Crush and a Puncture crit.
Gorron	4	65	SL/5	25	Y	—	50da	40da	0	Orc Warrior. Uses two +5 daggers, one in each hand.
Nurl	3	45	No/1	25	Y	—	45sc	30sb	5	Orc Warrior.
Urfa	2	25	Ch/13	25	Y	—	45ha	25da	0	Orc Warrior.
Narkga	2	32	SL/8	30	Y	—	40sp	25sb	5	Orc Warrior.
Rekka	2	25	SL/8	0	N	—	30sc	25sb	0	Orc Warrior.
Utsar	2	11	Pl/17	25	Y	—	35ma	25da	-5	Orc Warrior.
Rask	2	37	No/1	25	Y	—	40sc	30sb	5	Orc Warrior.
Ikgor	1	25	SL/5	0	N	—	25hb	10sb	0	Orc Warrior.
Lurd	1	20	No/1	5	N	—	20ss	15sb	5	Orc Warrior.
Barfka	1	19	Ch/13	25	Y	—	30sc	15da	-5	Orc Warrior.
Urmek	1	23	No/1	25	Y	—	10sc	20sb	5	Orc Warrior.
Kadak	4	94	RL/12	20	N	—	70cl	70rock	0	Troll Warrior. Treat thrown rock as a club attack. A Troll is a "Large" creature.
Tol-tuk's Group										
Tol-tuk	7	110	RL/11	15	N	—	90**	60ro***	5	Tough Forest-troll Warrior.
Huntan	6	101	RL/11	10	N	—	70**	50ro***	0	Forest-troll Warrior.
Waren	4	84	RL/11	10	N	—	57**	62ro***	5	Forest-troll Warrior.
Kur-tuk	3	73	RL/11	15	N	—	54**	50ro***	10	Forest-troll Warrior.

Tol-tuk's Group

Tol-tuk	7	110	RL/11	15	N	—	90**	60ro***	5	Tough Forest-troll Warrior.
Huntan	6	101	RL/11	10	N	—	70**	50ro***	0	Forest-troll Warrior.
Waren	4	84	RL/11	10	N	—	57**	62ro***	5	Forest-troll Warrior.
Kur-tuk	3	73	RL/11	15	N	—	54**	50ro***	10	Forest-troll Warrior.

** These Forest-trolls can make either a club attack or a Large Claw attack. *** Treat the rock (ro) attack as a club attack.

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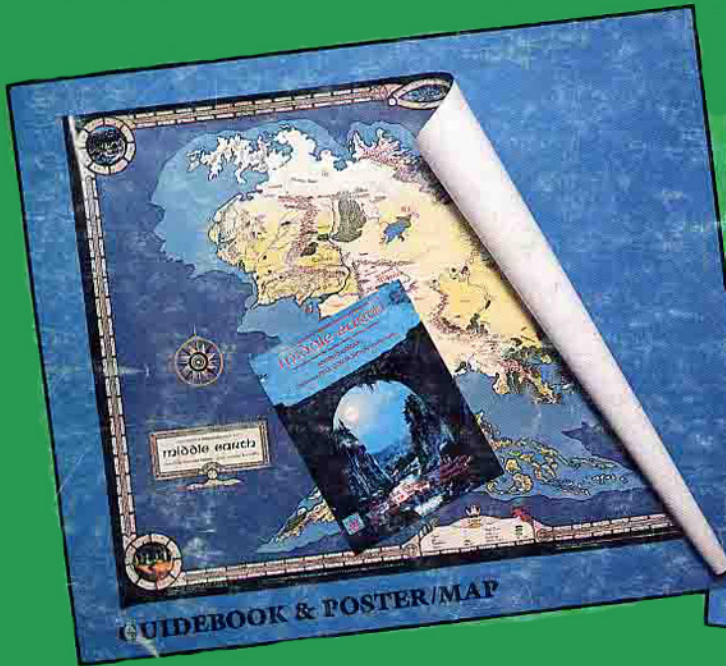
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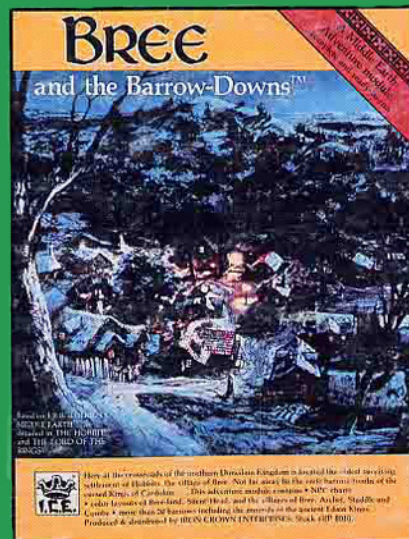
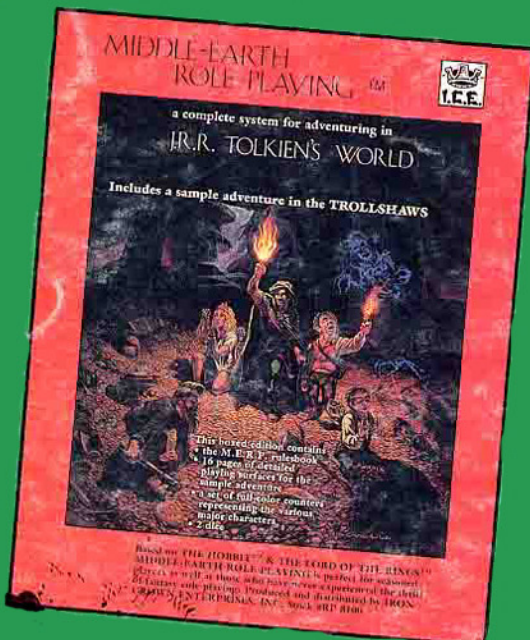
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