**Background:** In 1235 TA Camith Brin was besieged by Cardolan. At the very moment of victory the Orc armies surprised the armies of Cardolan turning it into a rout. A huge section of the royalty and army died that day. Unbeknown to most was that several groups of extremely loyal and able men took the body of the King away from Camith Brin. These groups were hunted down by Orcs and Wargs. The groups consisted of:

- Tardor plus 15 pikemen
- Saral plus 24 mixed soldiers, this group had the King's body
- Ilan plus 10 mixed soldiers

Tardor, Saral and Ilan were all right-hand men of King Calimendil, brave and mighty lieutenants. Mighty as they were some of their fighting prowess was from the bonded magic weapons that Calimendil gave them. These were four weapons, a sword, hammer, bow and spear. Individually the powers were quite small but when activated and joined they were mighty indeed. Inactive they seem to be just +5 weapons (a very good roll will show that they have other abilities but they need to be activated) but when activated by immersing them into their corresponding element they then become +5 and can cast once per day the first level spell from their corresponding spell list (ie. the Sword which is activated by fire uses the spell list Fire Law). You could make the activation an adventure in itself by making it the breath of a fire dragon and so on ... be creative. I made it to be magical fire, wind etc. To fully utilise their powers they must be touched together. Their powers go up by the number of weapons touched. Thus if three were touched then they would all be +15 and able to cast up to 3rd level the spells from their corresponding spell list. They would still only be able to cast any spell once from the list per day. The weapons, their elements and owners are as follows:

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Element</th>
<th>Owner</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sword</td>
<td>Fire</td>
<td>King Calimendil</td>
</tr>
<tr>
<td>War Hammer</td>
<td>Earth</td>
<td>Saral</td>
</tr>
<tr>
<td>Bow</td>
<td>Wind</td>
<td>Ilan</td>
</tr>
<tr>
<td>Spear</td>
<td>Water</td>
<td>Tardor</td>
</tr>
</tbody>
</table>

I initially had the sword being "found", it appeared to be old and rusty. A successful Use Items partially activated it, a magical aura surrounding it and then the weapon was as new. A very good Use Items roll would give hints to how it could be activated (raw elements, all the heat being sucked from the immediate area etc). I also included dreams for the holder of the weapon. These were from the first person perspective of the original holder. Battle and siege scenes as well as others. All to give hints/clues to the weapon and its origin. To make it easier to find the next weapon I made it so that they were attracted to each other when inactive. The weapon would either gently tug in the direction or possess the current holder and make them run towards the next weapon.

I set the adventures in 1643 TA so that I could use a variety of monsters against the party. Undead, soldiers changed and warped by their surroundings. It will also be used as a history lesson. See the following adventure for more details.

Each group of lieutenants went in a different direction. Saral went along the Mitheithel River being attacked near (insert location), losing the King's sword and several soldiers. That group was eventually surrounded and killed near (insert location). Tardor went via Rivendell and was attacked in En Egladir near the (insert name) River. Most survived (Tardor did not) but they took his body and weapons with them. Panicked and lost they eventually found some caves to hide in. This leads into the next adventure. Ilan's group made it most of the way home but was attacked and killed by a man by a marauding band of Trolls and Orcs near (insert location). I've tried to make the actual locations as generic as possible for you and your party.

If the holder of the sword is Dunedain them you could introduce some very good political manoeuvring in Cardolan. Push him/her as the re-born King/Queen etc. Ardagor could also be brought in as a possible threat etc as he is doing some major horse-trading around 1643 TA.

**Possible dreams: roll d10**

1-2: Standing on a hilltop, a large army of pikemen etc surround a fortress (IT check to recognise Camith Brin if they've ever been there). A feeling of self-satisfaction and pride comes over you. Several armoured people are beside you. (This is King Calimendil viewing his campaign against the Hillmen).

3-4: Panic and despair as the screams of the dying fill the air. The sounds of battle are almost over-whelming. Orcs
and men swarm towards you. “Stand firm!” you yell as you ready for the attack. (Calimendil during the rout at Camith Brin. It is dark and they may notice Camith Brin).

5-6: You are in a fortress, a garden is in front of you. A lady in fine clothes and with a plain head-band comes towards you smiling, a lady in-waiting follows behind. (Calimendil with his Queen).

7-8: A middle-aged man in fine clothes is reaching down towards you. A kind but stern face. He seems to be leaning over something. (A very young Calimendil).

9-0: Daylight, a lightly forested area, orcs and wargs sweep down towards you and your group. You see a figure in purple-trim with a Rams Head on the shield fighting three orcs. A sharp pain lances through your body. (Calimendil fighting his last stand with Tardor).

Primo scenario

After the rout and Tardor killed, the group was leaderless, panicked and confused. They found the cave entrance during a great storm (which caused the mud slide) and travelled down encountering the petty-dwarves. They fought their way through and down the tunnels to the next level which the petty-dwarves had just started to explore. During the next days the petty-dwarves made several forays down to “deal” with the problem but each time were repulsed. They eventually closed the connecting tunnel with the large doors hoping to starve them out. The only food the soldiers could find were glowing fungi. After years of eating these they were slowly transformed into strange undead beings. They formed into four different groups. The group that inhabits rooms 5-9 are translucent water ghouls controlled by a semi-sentient slime in room 7. They are resistant to fire based attacks (1/2 damage) but take double damage from liquid destroying attacks. They are also very hard (-20) to see before they attack and thus usually get surprise. The group in rooms 10-14 are bluish in colour as they ate the fungi in room 11. They are mould skeletons and exude such a foul smell that all within a 15’ radius must save vs 5th level fear or attack at -20 for the duration of the battle. All their weapons and armour are shiny and new, kept clean by the mould. The group in rooms 15-19 are all greater skeletons guarding the tomb of Tardor in room 17. These are the most human looking of all, the fungi responding to the hosts need. They are also the most intelligent, having defensive and offensive strategies. If a holder of another bonded weapon makes themselves known and proclaims himself to be one of Ilan, Saral or Calimendil or even from the “new” king sent to reclaim the body of Tardor then they will obey him/her. The group in rooms 22-27 were all insane when transformed. They gibber and drool constantly and have taken on nightmare appearances. They fight with no rhyme or reason and will attack each other (25%) if they get within 10’.

After 1 hour of being in this level all characters (except Dwarves) must save vs a 5th level fear attack or suffer claustrophobia (all actions at -20 for the duration and unable to make rational/intelligent decisions).

Because of the glowing fungi there is low level light which enough for elves or dwarves to see clearly, others will need extra light. The area is dank and water continually drips from the ceiling in most places. The air has a sweet smell to it. The tunnels were formed by an old underground river system which has long since dried up. Most of the fungi here would be worth money to a Sage/Herbalist as all have interesting properties but care must be taken in storage. No sunlight and little moisture. Perhaps 200-400GP for a sample of every kind.

If the party present Hooton with any unwanted magic items then he will give them gems and one or both of theirs (the scroll and/or brooch) or gems and herbs.

Random Encounters: these will occur every 300’ or so. None of the creatures are dangerous and sensible adventurers should learn to ignore them. 1-3 will be encountered.

d10 roll: 1-2: giant slugs, they eat the fungi.
3-5: wisps, look like floating spider webs, they feed on small insects and the like in the air.
6-8: glow worms or glow beetles, they live in the fungi and feed on other small insects.
9-0: giant stick spiders, about 3” across, they hunt insects in the fungi.

1: There is a floor trap just before you get to this room. It was dug when they first arrived and has never been tended since. Anyone falling into it will take 2 C puncture crits from the spikes on the bottom. A number of petty-dwarf skeletons are here (Hooton would be impressed if they were brought back with the party for burial). The pool here is rank and stagnant, anyone drinking from it has a 30% chance of falling very ill. There is diffuse light from the
2: There is a pett-dwarf skeleton here. Little remains of it and it is covered in fungi. There is a floor trap in the tunnel leading to room 3, anyone falling into it will take 2 C puncture crits from the spikes on the bottom.

3: This room is quite dry and in the west corner a slight mound could be noticed (hard, -10). If this was scraped away, a human skeleton would be revealed. His armour and weapon are now rusted but his shield is still usable, and is in fact a +5 shield. A smell could be noticed (hard, -10) coming from room 10.

4: Again, like room 1 the pool here is rank and stagnant, anyone drinking from it has a 30% chance of falling very ill. There is diffuse light from the glowing fungi in the tunnels to rooms 1 and 2. A smell could be noticed (hard, -10) coming from room 10. There is a floor trap in the tunnel leading to room 10, anyone falling into it will take 2 C puncture crits from the spikes on the bottom.

5: This room is 1.5’ to 3.5’ deep in water. There will be two ghouls searching for food in here. Three others will join them 2 rounds later, the wake of them moving could be noticed (hard, -10) alerting the party to their presence and upcoming attack. The slime in room 7 controls the attack and they will concentrate on one or two characters trying to drag them into the water and off to the slime to be eaten. Two successful attacks resulting in B or greater crits will mean that the character has been overbalanced. Due to their translucent nature they are very hard (-20) to perceive and all of the parties DB's are lowered by 10 as they can't see the attacks coming. Water flows slowly from room 6 into here and then to room 28. If the party is too strong for the ghouls they will retreat to room 7. If a character is dragged to the slime, two will do this while the others harass the party. It will take them 4 rounds to deliver the character and two to get back. If the party has made noise or attacked the blue skeletons in rooms 10-14 then the ghouls (30% chance) may have heard it and be on the ready.

6: Most of this room is under 3’ of water. There is little of note except for the dry patch in the east corner. Fungi adorn the walls providing a little light. The sound of water splashing can be heard (from room 8/8A).

7: The water here is 3’ to 5’ deep. In the deepest section (NE corner) lives the slime controlling the ghouls. Due to it's size it can attack two targets. It has the same special resistance's as the ghouls to fire and liquid based attacks. The dry patch is actually slow quicksand and characters will start to sink after 8 rounds and be totally submerged after 5 (or 10 if little movement/struggling). The slime will retreat to it's lair if it gets below 25% hits or is out-classed by the party. The sound of water splashing can be heard (from room 8/8A). If a character is "given" to the slime, it will take 8 rounds to dissolve their clothes/armour and then 40 rounds to fully eat/dissolve the character.

7A: This is the lair of the slime. Bones and the like are scattered around. The armour and weapons from the now ghouls are here. Most are rusted but a +10 sword and +10 soft leather armour could be salvaged but great care would have to be taken with the armour as it will disintegrate. It would have to be dried and reworked by a leather worker to be usable. There is also 9GP, 15SP and 43BP on the floor.

8: Most of this room is under 2’ of water. Water can be seen coming out of the NE corner wall. If this was enlarged (it would knock over whomever did this) water would pour out for 10 rounds and then slow. A tunnel leading to the Kraken's lair is then formed. There is fungi on the walls and stalagtites on the ceilings.

8A: This 3.5’ high tunnel leads to the Kraken's lair. It's a distance of 100' of twisty, slippery tunnel.

9: This is empty. The ghouls never use it because it is dry. They can only stay out of the water for 10-15 minutes at most.

10: As you approach the faint smell becomes quite a stink. There is a sparse covering of blue-topped fungi on the ceiling. Any loud noise will attract the skeletons in rooms 12 and 13. At any given time there is a 15% chance that one is here or in room 11.

11: The blue-topped fungi here is particularly abundant, covering the walls and ceilings in a thick coat. The smell here is very pungent and all in here must save vs a 3rd level attack or swoon under it's aroma. The floor has a spongy feel to it as it is actually one large fungi. The pool is clear and anyone drinking from it will be healed d10 hits.

12: This is the quarters of 2 blue skeletons. Because the walls are covered in the blue fungi they are hard (-10) to spot and will usually attack with surprise. Any noise will attract the others from room 13. One has a metal head-band which increases RR bonuses (OB is transferred on a 5-1 basis) and other has a +10 Short sword.
13: This is the quarters of 2 blue skeletons. Because the walls are covered in the blue fungi they are hard (-10) to spot and will usually attack with surprise. Any noise will attract the others from room 12.

14: The long, narrow tunnel leads to a small room which is home to a variety of fungi that produces oxygen. As the party move up the tunnel there is a 5% per 20' (cumulative) of a naked flame igniting the super-oxygenated air into a fireball. All in the tunnel taking three B heat crits and a +50 (no DB) Ram/Butt attack as the air rushes in. The super-oxygenated air will begin to affect the characters at 5% per 20' for all activities (cumulative) as they become silly and have impaired judgement until -25% is reached for M&M's and -45% for static M&M's. If this could be successfully delivered to dwarves or a mining guild they would pay handsomely for it (100-150GP).

15: This seems to end in a pool but it continues on in a U-shape with the lower section filled with water. An easy swim M&M will get them to the other side but care must be taken with the storage of their packs etc.

15A: As the party moves closer they may notice (easy, +0) that their light is diminished. This is because of a permanent Shade (+25 to hiding) spell. There is always a guard on duty here and will alert the others. Their tactics will be as follows:
One is in room 17 and he will make some noise to attract the party. Depending on which way they go they will do the following. If they go towards room 16, then when they reach it, the one in 17 will use the Bull-Roarer of Fog Summoning to fill the tunnels with thick fog. The fog will hopefully obscure vision, confuse the party and hide the skeletons actions and numbers. Please note that they know this area intimately and have practised these tactics for 400-600 years. Each has "clackers" attached to their shields to make lots of noise. Two from room 19 will move around making noise to drive them towards rooms 17 and 18 where they will fall into the floor traps. The floor traps go right across the tunnel but there is a plank across the middle. So anyone running down the middle of the tunnel will be ok but anyone feeling their way along the walls will fall in suffering two B crush crits from the fall. The skeletons in rooms 17 and 18 will then join the battle using their knowledge of the traps to flee if need be. If the party goes towards room 19, then the two in 19 will move to room 18, the one in 17 will go right around and attack from behind via room 19. The other will move to room 16 and then attack the middle of the party. If they do anything else then use a combination of the above tactics. This room is dry and footprints can be seen going everywhere.

16: This room is dry and footprints can be seen going everywhere. The traps in tunnels going to 17 and 18 are the same. Two B crush crits and a plank across the middle.

17: In the NE corner is a cairn holding the body of Tardor. It would take 10 rounds to uncover the body. If the party is still in good shape you could have him rise up as a skeleton lord. He is dressed in his +5 Chain, Helm with gold timings, gauntlets, shield +5 and Spear. The spear is plain looking but of very good quality. See the introduction section for more information on it and it's abilities. He still has a pouch with 45GP in it. Along the SE wall is the ever-present fungi, it is quite moist there. The skeleton here is the leader, he has the Bull-Roarer, a +15 Hand Axe, Rigid Leather, shield and a chest amulet (a black gem in the middle with "Good" written around it. The gem detaches and when attached to an object and "Good" spoken it acts as a Warm Solid spell effecting that object. Unfortunately it is active even when on the amulet and it magically appears back in the owners possessions no matter what. The last person to hold the amulet is considered to be the owner. The gem will stick to anything). Please adjust his OB.

18: They have made this into their barracks. Four beds of old thread-bare cloth are neatly arranged along the south wall. There is a crude set of table and chairs made from rocks. If a close observation was made, various gambling tools could be discerned. The skeleton here has Rigid Leather, a shield and sword.

19: The two skeletons here have Rigid Leather, shields and sword. One will be the guard that raised the alarm. If needs be they will hide in the dimple in the NW wall and attack once the party has passed. An old blanket provides concealment and could be spotted (very hard, -20).

20: The pool here is only several inches deep. The north wall is covered with fungi and teems with life. If eaten, the fungi increases virility by 100% which explains the amount of life here. If you listen carefully (hard, -10) strange noises can be heard coming from room 23.

21: This room is covered in fungi and glow worms. If all lights are extinguished then the exquisite beauty of this room will entrance and uplift all who behold it. Exhaustion levels are halved and if any are bards they will write a sonnet that will wring the hearts of many a lover (1000 XP to the bard).

22: The southern exit has been blocked off and passage through can be made in 60 rounds. The pool is only 5” deep and the walls are covered with fungi the glows with a sickly green light. If you listen carefully (easy, +0) strange
noises can be heard coming from room 23.

23: Strange structures are built and destroyed here. The insane soldiers were put here and have been transformed into hideous, nightmare creatures. Anyone who sees them must save vs a 5th level fear attack or run away for d10 rounds. The noise of breaking down the barrier will (35% chance each) attract an insane skeleton from whatever “project” he was working on. All will be attracted by a battle. There will be atleast one here, 30% of two and 15% for three. Randomly select which are where. In this room (and rooms 24-27) there is the same sickly green glowing fungi on the walls. If it is eaten, they must save vs a 15th level attack or go permanently insane.

24: The monster in here has 3 arms and a appendage coming out of it's forehead. A jumble of rock, clothing and the like is strewn on the floor.

25: The monster here is like a cross between a crocodile and a human. Green scaly skin and a large set of jaws. If it does a C crit or better then do an A crush crit.

26: The monster here has 3 legs and the top twisted 180o so that it walks forwards but sees backwards. It oozes green pus. On two of the legs are boots, these are magical Boots of Speed II (once per day, see Speed I for more information). It does not know how to use them.

27: The monster here has 6 eyes, no hair and is transparent. You can see all it's innermost working parts.

28: This room is dry(ish) and has three large boulders scattered around. There is nothing else to be seen except for the ever-present fungi.

29: In here and room 30 lives a number of albino water creatures. Light scares them and sunlight will kill them. They are very hard to catch but could fetch a good price with a circus or the like (9GP each). There is a light covering of fungi.

30: See the description for room 29.

<table>
<thead>
<tr>
<th>Name</th>
<th>Lv1</th>
<th>Class</th>
<th>Hits</th>
<th>A</th>
<th>D</th>
<th>B</th>
<th>Sh</th>
<th>OB</th>
<th>MM</th>
<th>Notes</th>
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<tbody>
<tr>
<td>Water Ghouls</td>
<td>4</td>
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<td>62</td>
<td>SL</td>
<td>20</td>
<td>N</td>
<td>68C</td>
<td>10</td>
<td>5% disease</td>
<td></td>
</tr>
<tr>
<td>Slime</td>
<td>6</td>
<td></td>
<td>110</td>
<td>No</td>
<td>10</td>
<td>N</td>
<td>54C</td>
<td>-10</td>
<td>AT sticks for A Heat crit</td>
<td></td>
</tr>
<tr>
<td>Blue Skeletons</td>
<td>5</td>
<td>W</td>
<td>90</td>
<td>SL</td>
<td>45</td>
<td>Y</td>
<td>74bs</td>
<td>15</td>
<td>repulsion 15'R, AT -20</td>
<td></td>
</tr>
<tr>
<td>Gt Skeletons</td>
<td>5</td>
<td>W</td>
<td>100</td>
<td>RL</td>
<td>50</td>
<td>Y</td>
<td>78bs</td>
<td>20</td>
<td></td>
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<tr>
<td>Skeleton Lord</td>
<td>8</td>
<td>W</td>
<td>135</td>
<td>Ch</td>
<td>70</td>
<td>Y</td>
<td>98bs</td>
<td>20</td>
<td>8th level fear 10'R</td>
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<td>Insane Skels</td>
<td>5</td>
<td>W</td>
<td>100</td>
<td>SL</td>
<td>30</td>
<td>N</td>
<td>78C</td>
<td>20</td>
<td>5th level fear</td>
<td></td>
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</tbody>
</table>

NB: Skeletons are uneffected by Bleeding, all Slash crits become Crush crits

**Secondo scenario**

Saral's party went SW after the rout at Camith Brin. They were chased by Orcs and Wargs all the way to (insert location). The Orcs were joined by a local band of Orcs increasing their numbers two-fold. The new group thought of a "fun" way to play with the soldiers. On the plains is an unusual formation, a huge underground cavern has formed having a small entrance giving a bottle-shaped appearance. The Orcs formed a U-shaped ring around Saral's party and forced them back and over the entrance. Saral soon realised their predicament but it was to no avail, they were clubbed and pushed in, falling to their death. The Orcs and Wargs feasted and partied that night. Cardoloni was the order of the day, Sergeant Arka had the joke of the evening with "It doesn't roll off the tongue but falls off the palette". Unbeknown to them Saral was still alive (just) and cursed them and any who came to steal. His curse awoke a Cave Drake which rose up and killed the Orcs and Wargs. It is now dormant ready to strike at any foolish enough to tempt fate.
The entrance to the cavern is quite narrow and will be hard to find. If the party uses Levitation or the like they will have a better chance of finding it. If you use the "magnetic pull" effect described in the previous adventure then they will be in the near vicinity but the closeness of the Drake blurs it somewhat. The entrance is some 5' wide and 40' long. It is 130' to the bottom of the cavern and thus ropes or magic would be the only way down. 14 Crebain have taken residence in here and been bound by the curse. They will attack any who enter (let them get 20'-30' in first) using their beaks and bodies to both hurt and dislodge the party. Anyone falling will wake the Drake (use table CST-2 for damage results). The Drake will awaken some 6 rounds after the first person lands on the ground. It is bound by the curse but will attempt conversation and riddling before eating them. It will lie profusely and drop "names" of as many dragons as it can, comparing its destructive potential to them. It will try and get as much treasure from the party before attacking. It will cast "Calm Spirits" to hinder the party as much as possible.

If the party successfully avoids/keeps the Crebain and Drake you could have Saral and 2 soldiers rise as skeletons and attack. You should only use this option if the party is in good health or you wish it to go "down-to-the-wire".

Crebain nests. There will always 4-6 birds here but in the morning/evening there will be all 14. When characters get 20'-30' into the cavern they will attack using the beaks and bodies to hurt and dislodge the characters. Anyone attempting to fight them will do so at -30 (if they're on to a rope and then have a 10% (non-cumulative) of losing their grasp and falling) except if using magical-flight. The Crebain have gathered treasure of: two necklaces (worth 25GP and 18GP) and a gold ring (it is a Ring of Water Walking except that it works on the underneath side of the water. Damage could be taken from the "flipping" of the wearer to the otherside and they will of course have to be able to breathe water).

A number of old, white skeletons lie here. This is Saral and his party. Not much has survived except some rusty shields and weapons (various). Saral's body is covered in rusty Chain Mail and has a War Hammer close by. This is the bonded magic weapon, please see the previous adventure for information. The party could recover a +5 Spear head, +5 Halberd and three +10 Arrow heads of Fell beast slaying.

This is a large mound some 10' high. It is actually the Cave Drake sleeping, it's head "tucked" back into the rock. It will show flecks of sparkly material that glint in the dim light if it is closely inspected. Six rounds after the first characters touches the ground the drake awakes. It will ask the players what they are doing and why. Do they have any magic to trade for their lives (mentioning a number of big Dragon names). It will attack the party and will use "Calm Spirits" to take out any spellcasters. It will attack 3 individual targets using it's mouth and two front legs. If it gets below 50 hits it will attempt to retreat. The party is unlikely to stop this. The drake is 10' high and 35' long. It will move out to attack. It loves to riddle and will reduce the magic tithe if they can answer the riddles but it will still attack.

### Statistics:

<table>
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<tr>
<th>Name</th>
<th>Lvl</th>
<th>Class</th>
<th>HL</th>
<th>HS</th>
<th>AD</th>
<th>AP</th>
<th>HT</th>
<th>SB</th>
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<tbody>
<tr>
<td>Crebain</td>
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<td>30</td>
<td>5</td>
<td>N</td>
<td>N</td>
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<td>Soldiers</td>
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<td>5</td>
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<td>74bs</td>
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<tr>
<td>Saral</td>
<td>8</td>
<td>W</td>
<td>13</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>5</td>
<td>98bs</td>
<td>8th lvl Fear attack 10'R, no bleeding, slash crits becomes crush crits.</td>
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<tr>
<td>Cave Drake</td>
<td>1</td>
<td>3</td>
<td>25</td>
<td>0</td>
<td>5</td>
<td>0</td>
<td>0</td>
<td>105Hb/6 5HCl/65 HCl</td>
<td>3 Attacks, 5th lvl fear attack, casts Calm Spirits and Detection Mastery, skin resists spell attacks at +2x level, treat drake as super large.</td>
</tr>
</tbody>
</table>

### Riddles and their answers:

Turn us on our backs
And open up our stomachs
You will be the wisest of men
Though at start a lummox.
(a book)
A leathery snake,
With a stinging bite,
I'll stay coiled up,
Unless I must fight.
(a whip)

My life can be measured in hours,
I serve by being devoured.
Thin, I am quick
Fat, I am slow
Wind is my foe.
(a candle)

What has a mouth but does not speak,
and a bed but never sleeps.
(a river)

I go around in circles,
But always straight ahead
Never complain,
No matter where I am led.
(a wheel)

I am always hungry,
I must always be fed,
The finger I lick
Will soon turn red.
(a fire)

Each morning I appear
To lie at your feet,
All day I follow
No matter how fast you run,
Yet I nearly perish
In the midday sun.
(your shadow)

I am so simple,
That I can only point
Yet I guide men
All over the world.
(a compass)

The main characters are:

Hooton, tribal elder (8th fighter)
Marat, tribal priest (7th)
Thortan, warrior leader (6th)

The initial reaction to the party will be one of violence but when Marat arrives some 3 rounds after the alarm has been raised he will proclaim them to be gods from the Upper Heaven. All courtesies will be offered. Language will be a problem but they will attempt to use some form of sign-language to get ideas across. Thortan is making a "play" for the leadership of the petty-dwarves and will be intensely wary of the party. He will try to poison them or otherwise disprove their god-hood. He will eventually persuade Hooton to prove their god-hood by destroying the "dark gods" (through the large double doors at Room 18). The "dark gods" are actually the remnants of the army rout at Camith Brin and entombed here. Because they ate the fungi they were slowly turned into living fungi burning with the need to protect their now long dead commander.
Please note that all the walls are roughly hewn but the petty-dwarves have been here for 300-500 years so they have tried to make it as comfortable as possible. The physical appearance of petty-dwarves is very similar to normal dwarves but they are smaller, hairier with much better eyesight in the dark. The effects of inbreeding are starting to show with some being deformed or being mentally challenged. The worst cases are killed and used to feed the fungi plantations. Dead petty-dwarves are also given to the fungi. There is low-level light throughout this level, as they dislike bright lights and it will blind them for double normal lengths. All weapons and items are non-magical but due to their manufacture and materials are +5. Unfortunately they lose their bonus after prolonged exposure to sunlight.

Politics and descriptions: Hooton and Marat are the power brokers here and Thortan wishes to move the "older" generation out getting new blood into power. Hooton is slightly retarded and is 170 yrs old. He tries to be wise like his father but only sometimes manages it. He has started to stoop and has jet black hair like all of his tribe. Marat is 184 yrs old but acts and moves like a 130 yr old. Thortan has “hit” middle age (about 110). He is fat for a petty-dwarf and likes to boss everyone around. They all have a gnarled limbs, thin heads and wispy beards giving an ugly appearance.

If friendships are made and deals struck, Hooton or Marat will ask the party to contact other tribes. Vague maps will be drawn showing the area above Rivendell (Trollshaws) which is actually the Long Lake at the Long Fell (refer to the adventure of Kine’s Horn (M-4) in the grey handbook). If the party know that the petty-dwarves are no longer there and offer to ‘find” others, Elrond may know of such groups and will offer knowledge to the party in acheiving that. But then getting to Rivendell is an adventure in it's own right.

1: This sloping, moist tunnel leads downwards. Movement is easy so long as sudden movements are avoided. Running up would be a hard M&M. It would be hard to notice ( -10) that the floor is actually mud with a hard, thin crust. Anything more than 70lbs will break the crust and fall into the mud. It is very sticky, sucking them down in 5 rounds (or 10 if little movement/struggle). They will suffocate in 5 more rounds. The mud is 25’ deep. The obvious way across is by magic (Teleport or the like). Someone could climb around the edge but this would be a hard ( -10) M&M with a roll every 20’. Sounds of digging and voices (in a strange language) can be easily heard.

2: There are 5 petty-dwarves digging a new tunnel/room system with 2 guards paying little attention (gambling ??). The guards will raise the alarm as soon as they notice the party and move to defend the others. They will attack if attacked and will wait for re-enforcement's (which will arrive in 2 rounds- Thortan plus 4 guards and then Marat and Hooton a round later) until attacking. A guard is kept on all new diggings as monsters of the underdark are sometimes uncovered (much to the detriment of the tribe which has been decimated such events).

3: There is a number of stools and a table here. It is a restroom for the workers from room 2. A curtain blocks the view into room 4. The family from room 4 uses this as their living room after the workers have left. Personal items of little worth are strewn around with some coloured cloth on the walls.

4: A family of 4 (2 adults and 2 teenagers) live here. Bedding and personal items can be seen. In the southern most corner a lose rock will reveal a cache of raw gems worth 30GP, it is easy (+0) to find. If a battle does breakout the male will join in using a stone spear (+5 due to it's manufacture and materials). One child is mildly deformed.

5: There will usually be several petty-dwarves here talking and discussing issues. This is the mid-point between the religious and warrior sections of the tribe. Parts of the walls are decorated with symbols and pictures of historical significance to the tribe. Two of the symbols are magical and will generate a wall of stone between them. Both the elder and priest know the command work to activate. It will last for 10 rounds during which time they will regroup to attack and defend their home. There are a number of tables/chairs and stools around. The elder and priest could be here (both 30%, either 40%).

6: This is the communal eating area. A large table and chairs dominates the room. Eating utensils are on benches on the west wall.

7: The main well for the tribe is here plus several sleeping areas for the workers from room 8. Buckets and other gardening implements are around the well.

8: The walls here glow with a pale green tinge. In neat rows boxes full of fungi grow, some are quite large and
This is where they get all of their food and will defend it to the death. There will be several adults and children here at any given time tending the plots. Herbs such as Edram, Attanar, Zur and Breldiar are grown here.

9. The elder and his wife plus the priest live here in curtained off quarters. All know of the secret door leading to a safe hole and most of the tribe’s wealth. There is a small chest hidden under the bed (easy to perceive) that has 90GP worth of uncut gems. There is also the elder’s armour which is so impressively worked that it gives the wearer +10 to Leadership and Influence. His +10 short sword is in it’s scabbard hanging on the wall. The priest has a club and an amulet (+2 Adder) here. Both areas have a bed and various personal “things” around.

10. This is usually home to the older members of the tribe but on formal occasions it is used as the audience room where Hooton officiates. The secret door is hidden by a old, slightly tattered tapestry, it is hard to find (-10). The formal area is partitioned off by a heavy curtain showing a particularly large dragon being fought by a warrior petty-dwarf. There is a slightly raised platform on top of which sits a plain stone throne.

11. This is the safe room which holds the wealth of the tribe. In a trapped, locked chest (a 5th level paralysis poison lasting for 5 hours) is: 250BP, 500tp, 60SP, a scroll of Telekinesis and a Brooch of +10 vs Elemental Magic. There is a small amount of bedding, table and chairs and food stored here.

12. This is home to a family of 5. Bedding and personal items can be found.

13. This is home to a family of 4. Bedding and personal items can be found. One of the children is severely handicapped.

14. This is home to a family of 5. Bedding and personal items can be found. Two of the children are mongoloid.

15. This is the bathing area for the tribe. Water bubbles up from the bottom. There are separate times for female and male bathing.

16. A primitive still operates in the SW corner which supplies the tribe with a potent brew made from fungi. It is mildly hallucinogenic. This tends to be the “pub” area and is frequented mainly by the soldiers. Two tables and several chairs are here. The wall has been passably decorated with splashes of colour.

17. Thortan and his new wife live here along with another couple. All newly weds have to spend their first year together here. The beds are in the most easterly sections and can be curtained off with heavy drapes.

18. There will always be an elite and normal guard here. The door is covered with warding symbols (which have no real effect except on moral) and is barred and locked. These will not leave their here except under very usual circumstances. When the doors are opened the tunnel leads downwards dripping water from the ceiling. About 50’ down they long ago tried to block the tunnel but gave up when they were attacked by the “dark gods”.

19. The barracks for the soldiers. There will be an elite plus 4 normal guards who bed here (plus the two from room 1 and the two from 18).

**Petty-Dwarf statistics:**

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<tr>
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<th>Lvl</th>
<th>Class</th>
<th>Hits</th>
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L'entrata segreta

This section of river flows reasonably slowly. It is surrounded by low shrubs on both sides with the southern side having clusters of trees. The shrubs come right up to the bank of the river. Near the sand bank a Kraken has found an underwater cave which has made a very convenient home. It is also a entrance/exit to the lowest level. It stays here during the day and patrols the area looking for food and guarding it's territory during the night. The sand bank is quite solid but if a character stays still they will slowly sink. Some 90' from the northern bank is a large mound (50' high) that dominates the skyline. It is covered with grass and small shrubs. On the northern end what appears to be a mud slide can be discerned. If they examine the area they may find a broken sword (30%) or human bones (20%). It would take 50 rounds to clear away enough rubble to gain access to the tunnel leading down. If a long pole or the like is pushed through they will notice that after 5' it gets very easy to push through. On the north side of the mound is a grassy plain extending some 1.5 miles in all directions.

The Kraken has collected treasure of: 40SP, 2 Tiaras with glass gems (10GP) and a Shield (40% of the normal weight).

Statistics:

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<tr>
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Mappa