

MÍM'S DELL

A Dwarven hall (like a small version of Nargothrond), where once lived a family of Dwarves (Mím was the patriarch). The tree roots that grew around and over it kept it hidden, as Mím remained in his hall until he died. Now there are stirges living there – they fly in and out of the hollow tree above the chimney. The Dwarven anvil is still in there.

Mím's dead body lies with his chronicle. And an Elfstone that Mím was contemplating whether and how to work is on a pile of alchemical reagents that have become explosive. As well as this immediate hazard, the Elfstone is haunted by Mím's dreams.

Structure

4 to 6 obstacles:

2 at Ob 2 (Asfaloth; sarcophagus)

4 at Ob 3 (2 Stirges; Mím's chronicle; wall slab; clearing alchemical substances)

2 at Ob 4 (talking to Mím as a Might 4, Precedence 3 dream haunt in the Elfstone; a narrow squeeze)

1 at Ob 5 (the explosives)

1 at Ob 6 (5 Stirges)

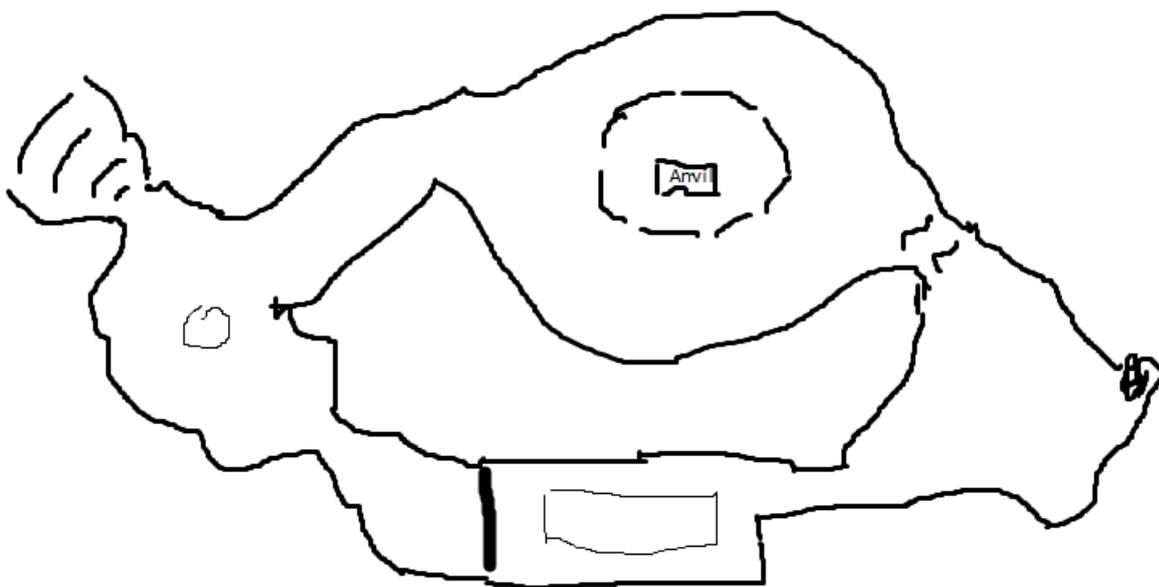
Loot

Entrance (LT 1 (rusty keys), LT 2 (shield))

Anvil room (LT 3 (copper 1D), 2x LT 2 (bones, silver 1D))

Body and chronicle room (LT 1 (bag of rocks), LT 3 (salt block), TV 2 (buckle 2D))

Elfstone room (LT 1 (lint), LT 2 (3 candles) + Elfstone 3D emerald)



Introduction

Glothfindel's riding horse, Asfaloth, carries his satchel as a saddlebag (2 candles; Elven waybread (3 rations, +1D recovery from exhaustion); wineskin) and the sword Olorocuivië ('Awakener of dreams'). The sword goads the horse towards the small opening in the ground (it can sense the dream haunt). To catch Asfaloth requires an Ob 2 Rider test (+1D from the domesticated horse): failure is a condition (hungry and thirsty).

Entrance (dim light)

To squeeze down the narrow entry-way is Ob 4 Dungeoneering test (2 characters). Failure: a twist – fall down when push through, unless make a Health test (Ob 3 for first character, Ob 2 for second; failure => injured).

In the chamber are 2 stirges (strix in Elvish):

Stirges dwell in subterranean caverns. They drop down on unsuspecting prey in swarms of four to ten, their hideous chitter the only warning. Two sets of leathery wings propel a body that's little more than a sack meant to swell with the vital fluids of its victims. A long rigid proboscis protrudes from the maw, capable of piercing flesh and bone alike. Their claws serve them to cling to their victims as they drink their blood.

Type: Beast Instinct: Always hide in the shadows above.

Alien: Stirges cannot be convinced, persuaded or charmed through mundane or magical means.

Nature 2 (Flying, Swarming, Drinking Blood) Might 2 Precedence –

Hit Points (for two stirges): *Kill 5 Pursue 7 Drive Off 4* Amour: none

Blood drinker: In kill, capture and drive off conflicts, a stirge will attach itself to its victim with a successful Attack or Feint action. Once attached, the stirge begins to feed, draining one hit point from the victim for each subsequent action it remains attached. Removing the stirge requires reducing its hit points to zero.

Weapon	Conflict	A	D	F	M
Evil Proboscis	Kill, Cap, Drive Off	+1D	—	—	—
Leathery Wings	Kill, Cap, Drive Off	—	—	+1	—
Four Buzzing Wings	Pursue	—	—	+1s	—
Low Profile	Pursue	—	+1D	—	—

On the floor, left behind, are a shield and (beneath it) some rusty keys.

Two curtains hang to separate this chamber from the forging room. To recognise the chittering of the stirges requires Ob 3 Hunter test (+1D if already fought the stirges): failure, afraid (from recognising the sound).

Anvil room (dim light)

There are 5 stirges in here; they are Might 3 (2 if 4 or fewer); hit points (for 5): *Kill 8 Pursue 10 Drive Off 7*.

There are bones of a victim who tried to climb down the tree; 1D (pack 2) of copper and 1D (pack 1) of silver coins lie with the bones.

The Dwarven Anvil (450 lb, carried 16, pack 27) grants +1D to Armourer and Smith tests. It sits beneath the "chimney" provided by the hollow tree, which now is the way in and out for the stirges.

Chronicle room (dark)

There is a stone sarcophagus here. It is carved with Dwarven symbols, including the symbol of a Forge Mask. Shoving off the lid is Labourer Ob 2 or Health Ob 4; failure: exhaustion.

Inside are the lifeless bones of Mîm, a bag of rocks (from the carving), a salt block, a jewelled buckle (2D, belt 1 or pocket) about his waist, and also his chronicle (pack 1). To carefully read the chronicle (which is written in Dwarven) requires an Ob 3 Scholar test (failure, a twist: the chronicle disintegrates or ignites): among other things, it documents his dreams since he started brooding over the Elfstone..

To slide open the stone slab is Labourer Ob 3 or Health Ob 4: twist; the noise as it falls attracts the stirges from the anvil room. The rusty keys open it automatically if the keyhole is found (Ob 3 Scout test: twist, keys break in lock).

Workroom (dark)

In the centre of this room is a round stone platform. Sitting on it is a green gem – the Elfstone.

Storage nooks are carved into the platform's sides. In these nooks are various powders and agents, used for working with jewels and precious metals (as acids for engraving and purifying, agents for heating, etc). There is also lint (remnants of cloth used for soaking, cleaning etc) and 3 candles.

They are now mostly inert, but not all are: flame near the platform will cause an explosion (Health 5; failure: injured). To safely clear away the threat is an Ob 3 Alchemist test.

The Elfstone is worth 3D as a precious stone. It has also internalised Mîm's dreams: this Dream Haunt can be Abjured, Banished or Tricked:

Type: Spirit Instinct: Share fears, hopes and recollections.

Nature 4 (Remembering, Sharing, Transferring) *Might* 4 *Precedence* 3

Hit Points: *Banish* 4 *Abjure* 8 *Trick* 2 Amour: none

Ego-less: Not affected by Celestial Music, Thread of Friendship, Somnific Trance, Phantasmal Vision, Wizard's Bane and Sorcerous Suggestion, as well as invocations like Inspiring Aura, Poison Mind, Sigrun's Voice of Thunder, Sigtyr's Arresting Speech, Vafrudnir's Silver Tongue, Balm of the Lords of Serenity and Chant of the Lords of Valour, and the like.

Weapon	Conflict	A	D	F	M
Tenacious memories	Abjure, Banish	—	+1D	—	vs against F or M
Free association	Trick	—	—	+1D	+1D

Possible twist/compromise: Mîm's dreams transfer into the consciousness of a character, causing +1 factor as if Angry.

The steps (dim light)

These lead up to what was once the entrance, which is now a cleft where silt and stone have piled up to create a pool (Ob 4 Scout test to discover from outside: failure: twist, night falls and so dim light areas become dark).

Getting in or out is Ob 4 Dungeoneering for two characters (fail: twist; water washes back down stairs, Ob 2 Health test or injured and washes away the Elfstone, lint and reagents).