

Balin's Expedition

Rules for running a colony of Dwarves
alongside Moria: Through the Doors of Durin (ToR 2E)

Version 0.5



“And what has become of Balin and Ori and Óin?”

– Frodo, *The Fellowship of the Ring*

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Chapter 1

Introduction

This is a fan supplement for *The One Ring* role-playing game and its expansion *Moria: Through the Doors of Durin*. The supplement describes a campaign where the Player-heroes are Dwarves in Balin's expedition to Moria, taking place from T.A. 2989 to T.A. 2994. As described in the *Fellowship of the Ring* and *Moria: Through the Doors of Durin*, the expedition ends in failure: the Dwarves first make good progress in restoring the halls of Khazad-dûm to their former glory, but are later overrun by Orcs. The supplement lets the players experience the expedition first hand, from its hopeful beginnings to its tragic end.

The following chapters include thorough rules for creating Player-heroes for the campaign, keeping track of the details of the Dwarven Colony, running the background events of the Colony, and staging large-scale combats between the colonists and their enemies. In the end, there is a detailed description of the expedition's possible progression.

The rules below mechanize much of the Colony's life, but they are not meant to transform *The One Ring* into a wargame. Instead, they are tools for the Loremaster to control the campaign's pacing and

draw inspiration from. There is no expectation for the Colony or the Enemy to make optimal choices – role-playing and creating drama are higher priorities.

For a successful campaign under these rules, it is important that the players buy into the idea of the inevitability of certain outcomes. While the Player-heroes can affect their own fates, they can't change the fate of the whole Colony. The players' goal should not be to 'win' (even though it may be the Player-heroes' goal), but to role-play in an interesting scenario – what happens to the Dwarves, and what can they achieve before their time runs out?

Of course, if they so agree, the players and the Loremaster may choose another course and examine an alternative history of Middle-earth where Balin's expedition is successful. This supplement can provide a framework for such a campaign, too, but the Loremaster may need to adjust some details, such as the Doom Level mechanic.

Disclaimer. These rules are still in a playtesting phase, and some numerical values may need adjusting. This is true, in particular, for the initial Population of the Colony and the conversion rules from Treasure to Splendour.

Chapter 2

Player-heroes

This section discusses the options for building Player-heroes.

Dwarves Only

Balin's expedition consists of Dwarves. Each Player-hero should belong to either the Dwarves of Durin's Folk or the Dwarves of Nogrod and Belegost. To better differentiate Player-heroes of such uniform origin, the following rules offer additional options for character customization.

Starting Skills and Previous Experience

When creating a character, assign only one rank to each Skill in which the Culture has ranks. (For example, for Dwarves of Durin's Folk, assign only 1 rank to Awe, even though the listing indicates 2.) When assigning Previous Experience, instead of 10 points, use the following point amounts:

- Dwarves of Durin's Folk: 28,
- Dwarves of Nogrod and Belegost: 30.

(These are the amounts needed to recreate the original listings for the Culture, with 10 extra, as usual.) Follow these additional restrictions:

- No more than two Skills may have rank 4.
- No more than one Combat Proficiency may have rank 3.

Cultural Virtues

All Player-heroes have access to an additional Cultural Virtue:

Old ties of friendship. During long years of exile, the Dwarves found friends in unlikely places. You

have lived among such friends, learning their ways and teaching them yours.

- Choose one of the non-Dwarven Heroic Cultures. You know its languages and gain one of its Cultural Virtues (at the Loremaster's discretion). (As usual, this Virtue can be acquired only once.)

Multiple Player-heroes

Optionally, each player may have a roster of multiple Player-heroes. This is a benefit of adventuring with an entire colony of Dwarves: there are always extra hands available. Similarly, players may join and drop out during a campaign, participating in only some adventures.

A player only plays one hero during a given Adventuring Phase, and only these heroes gain Skill and Adventure points from the session. The Company's composition may change freely during the Fellowship and Colony Phases (see *Colony Phase*). Each hero may Perform Updates, but only heroes heading out for the next Adventuring Phase may choose Fellowship Undertakings.

As an exception, during a Yule Fellowship Phase:

- All heroes gain the extra Skill points from **WITS**, even if they did not participate in the last Adventuring Phase, as long as they have participated in at least one Adventuring Phase during the campaign.
- Each hero not participating in the next Adventuring Phase may optionally choose one personal Yule Fellowship Undertaking.

Chapter 3

The Colony

This section describes the building blocks of the Colony. The players and the Loremaster should track them using the Colony sheet, the Loremaster Colony sheet, and the Colony member sheet.

Leader

Balin is the Colony's leader and makes its most important decisions regarding, for example, the Colony actions (see *Choose Colony actions*). However, he takes advice from the Player-heroes. Moria is a dangerous place, and Balin won't live forever – when he falls, another Dwarf must assume the position of command.

Treasure and Splendour

When part of Balin's expedition, the Player-heroes don't gather personal treasure stashes. Instead, all Treasure points the Company brings back to the Colony are added to the Colony's **Coffers**, which **start at 0**, to be used for the restoration of Khazad-dûm.

The Dwarves' restoration efforts are described by the Colony's **Splendour Level**, which **starts at 0**. As pillars are erected, crystal lamps lit, and floors paved in silver, the splendour of Khazad-dûm increases. Following the rules described in the *Colony Phase* section, the Colony may use Treasure points from their Coffers to increase the Splendour Level – usually, ten points of Treasure correspond to one Splendour Level. Increasing Splendour is the Colony's primary goal, and a tally of the Company's achievements. The higher the Splendour Level when the Colony falls, the higher the achievement of this particular expedition.

Every time the Colony's Splendour Level increases, each Player-hero removes one Shadow point for each Splendour Level gained. As explained in the *Fellowship Phase* section, this replaces the usual Shadow point removal during Spiritual Recovery. Obtaining certain Splendour Levels has additional effects, see the table on the next page.

Supplies

The Colony's Supplies are measured on a numerical scale that describes stored food and fresh water, tools, war gear, and building materials. Supplies are hard to gain in the long dark of Moria, but discoveries within the city and deals with outside allies help. Supplies may be lost to enemy raids or accidents. For details, see the *Colony Phase* section.

The effects of Supplies are listed in the table on the next page. **Supplies start at 3.** They can never go below 0 (but they can exceed the maximal listed value of 7). While the Colony is low on Supplies, the Player-heroes gain permanent Fatigue. This behaves like usual Fatigue, but can't be reduced by resting – a Player-hero starts with this Fatigue score at the beginning of each Adventuring Phase.

In addition to the rules in the *Colony Phase* section, the Loremaster may further adjust the Colony's Supplies according to the campaign's events. For example, if Supplies are running low, the Player-heroes may need to step in to mend the situation during an Adventuring Phase. The Loremaster should reward creative solutions.

Halls

As the Colony spreads into Khazad-dûm, it claims new regions into its territory, primarily through the Claim a Hall Colony action, see *Choose Colony actions*. After claiming a location, the Colony **controls** it and may restore or fortify it with the Restore a Hall and Fortify a Hall Colony actions. A hall may be abandoned voluntarily by the Colony leader's decision, in which case the control is lost.

Locations controlled by the Colony are **Border Lands** (affects Hunt threshold and Journey events) and **Safe Havens**. Nearby areas (in a few miles' radius, excluding enemy strongholds) are Wild Lands. The rest of Moria is a Dark land.

SPLENDOUR TABLE:

Splendour Level	Effect
3	An inspired minstrel writes a song about the Company's heroics. Add this to the Company's list of songs as a Song of Victory (see the Write a Song Fellowship Phase Undertaking in <i>The One Ring</i>).
6	The colonists are eager to find more gold and gemstones to aid in Moria's restoration. Take the Open a Mine Colony action for free.
9	A Dwarven craftsman creates a Wondrous Item (suggestion: a silver flute with Blessings of Song and Enhearten) and gifts it to the Company.
12	Dwarven smiths decorate the Colony's war gear to strike fear into their enemies. Battle rolls to lead in a Large-scale Combat <i>gain (1d)</i> .
15	A Dwarven craftsman fashions a coronet for the Colony's leader (a Wondrous Item with the Blessings of Insight and Awe), gifted in a grand ceremony. Each Player-hero permanently increases their Heart score by 1. In addition, when choosing the Meet Patron Fellowship Phase Undertaking with Balin, raise Fellowship by +1 until the next Fellowship Phase.
18	Gold-lust spreads in the Colony. All Player-heroes gain 2 Shadow (Greed). The Colony may take the Open a Mine Colony action for free once each Fellowship Phase.
21	Using the rediscovered secrets of their ancestors, Dwarves light great crystal lamps across Khazad-dûm. When the Company is in a Restored location, all rolls are Inspired.
24	The Enemy is gathering its forces to stop the ever-expanding Colony. Set the Doom Level to Imminent Doom.
27	Even surrounded by enemies, the restoration of Moria continues, a testament to Dwarven stubbornness and pride. When this Splendour Level is reached, instead of removing 1 Shadow point, a Player-hero may remove 1 Shadow scar.
30	The spreading Colony has aroused the Balrog's anger. Durin's Bane is awakened. Increase Threat Level (see <i>Impending Doom</i>) by 3. As soon as possible, take the Balrog Enemy action.

SUPPLIES TABLE:

Supplies	Effect
7+	Each Player-hero reduces Fatigue from a Journey by 3 (as if with a mount). Each Player-hero gains an additional useful item (as if having an increased Standard of Living).
6	Each Player-hero reduces Fatigue from a Journey by 2 (as if with a mount).
5	Each Player-hero reduces Fatigue from a Journey by 1 (as if with a mount).
4	No effect.
3	Each Player-hero has 1 permanent Fatigue.
2	Each Player-hero has 2 permanent Fatigue.
1	Each Player-hero has 3 permanent Fatigue.
0	Each Player-hero has 5 permanent Fatigue. At the beginning of each Adventuring Phase, each Player-hero gains 1 Shadow from hunger (can't be resisted).

Mines

Once the Colony has established itself in Moria, the Dwarves send mining expeditions to search for valuable veins of ore – maybe even mithril. New mines can be opened with the Open a Mine Colony action, see *Choose Colony actions*. Multiple mines can be in progress at the same time.

The **Mine Depth** describes how deep the Dwarves have dug – with deeper mines come greater risks and rewards, as described in the section about *Mining events*. Each mine has its own Depth. By default, a mine **starts at Depth 1**.

Population

Moria is dangerous: throughout the campaign, Dwarves die, and reinforcements are rare. **The Colony starts with 200 + 2d6 members.** The Colony's Population is the expedition's ultimate ticking clock. It decreases as a consequence of *Colony events* and *Large-scale Combat*.

Twenty Dwarves are needed to effectively defend each hall and mine. If this requirement is not met, the Colony is considered underpopulated: the Dwarven forces are spread too thin, and their Strength in Large-scale Combats is at the inferior level.

If a Player-hero dies, decrease Population by one. The player may then turn another colonist into a new Player-hero. **When Population equals the number of Player-heroes,** the Colony is done for – only the Company is left.

Named Colonists

Named colonists are listed on the Colony member sheet. A few names are already filled in; for details about them, see *The Tale of the Expedition*. From time to time, the Loremaster may wish to add new named Colony members. A named Dwarf may be, for example,

- a hero emerging during a battle, see *Large-scale Combat*,
- the leader of a new mining operation,
- a notable member of a recruited band of adventurers, see *Adventuring with a Band*.

For Dwarf names, see *The One Ring*, p. 35, and *Moria: Through the Doors of Durin*, p. 198. Optionally, the table below may be used to generate an epithet for the Dwarf, in the likeness of Dáin Ironfoot or Thorin Oakenshield (roll two Feat dice).

EPITHET TABLE:

First Feat die		Second Feat die	
ϕ	Lard	ϕ	barrel
1	Ale	1	pipe
2	Coal	2	harp
3	Birch	3	fist
4	Pine	4	chest
5	Blood	5	cloak
6	Snow	6	mail
7	Stone	7	helm
8	Iron	8	hilt
9	Silver	9	matttock
10	Gold	10	beard
∕	Rune	∕	father

Impending Doom

At the start of Balin's expedition, the Dwarves are spurred on to new victories and discoveries. As the years pass, the shadows of Moria deepen, and the Colony faces ever-increasing opposition. The growing influence of the Enemy is described by the **Doom Level**.

There are three different Doom Levels: Watchful Peace, Growing Shadows, and Imminent Doom. The Loremaster shifts the Doom Level up when appropriate for the campaign.

- At the expedition's beginning, after it defeats the Orc forces in Dimrill Dale, the level starts at **Watchful Peace**.
- Once the Colony has established itself inside Moria and the Orcs have regrouped, the level shifts to **Growing Shadows**.
- When the Colony's enemies gather and its fall approaches, the level shifts to **Imminent Doom**.

For more information, see *The Tale of the Expedition*.

The Doom Level affects Eye Awareness, *Colony events*, and *Enemy actions*, as described in the table below and in the following sections.

The Enemy's readiness to assault the Colony is described by the **Threat Level**. Threat Level **starts at 0**, and various effects may increase and decrease it. Threat Level can never be decreased below the **minimum Threat Level**, which **starts at 0**. Threat Level determines the actions the Enemy may take to harrass the Colony, see *Choose Enemy actions* for details. Current Threat Level is added to the Company's starting Eye Awareness score.

Doom Level and Threat Level are mainly tools for the Loremaster to keep track of the Enemy's ad-

vance. Still, there's no need to keep them secret from the players: the heroes can see the Orcs gathering in

the shadows and feel the approaching doom.

DOOM LEVEL TABLE:

Doom Level	Effects
Watchful Peace	Revelation episodes primarily come from the Dire Portents table. Colony event rolls are <i>Favoured</i> . Skip Enemy actions during the Colony Phase.
Growing Shadows	Revelation episodes primarily come from the Orc Assault table. Roll for Colony events normally.
Imminent Doom	Revelation episodes primarily come from the Terrors of the Dark table. Colony event rolls are <i>Ill-favoured</i> . For Enemy actions, increase Threat Level by 2 and minimum Threat Level by 1 each Colony phase. Increase Threat Level by 3 more steps when Imminent Doom is first reached.

Chapter 4

Running the Colony

This section lists everything the Loremaster has to track regarding the Colony during different phases of play. It details the procedures of play during the *Colony Phase*, a new phase between the Fellowship and Adventuring Phases.

Adventuring Phase

During the Adventuring Phase, the Colony rules affect its *start*, *Journeys*, and *Eye Awareness*.

The start of the Adventuring Phase

The Company may start the Adventuring Phase **from any location** controlled by the Colony.

Check the Colony's *Supplies*. They affect, in particular, the Player-heroes' **Fatigue gain**.

Journeys

As described in the section about *Halls*, areas controlled by the Colony are considered **Border Lands** (Journey event rolls *Favoured*), nearby areas are **Wild Lands**, and other sites in Moria are **Dark Lands** (Journey event rolls *Ill-favoured*).

Eye Awareness

Increase the Company's **starting Eye Awareness score** by the current **Threat Level**.

The area descriptors from the previous section affect the **Hunt threshold** as usual:

- Border Lands: threshold 18,
- Wild Lands: threshold 16,
- Dark Lands: threshold 14.

The Doom Level affects which table the **Revelation episodes** are primarily rolled from:

- Watchful Peace: Dire Portents,
- Growing Shadows: Orc Assault,
- Imminent Doom: Terrors of the Dark.

Fellowship Phase

The Colony rules modify the *Choose destination*, *Perform Updates*, and *Choose Undertakings* steps of a Fellowship Phase. Yule Fellowship Phases instead happen on Durin's Day.

After each Fellowship Phase, run a *Colony Phase*, see below.

Choose destination

This step may be **skipped** while within Moria. The Player-heroes may share their time between all locations within Moria controlled by the Dwarves, and they may start the next Adventuring Phase from any such location.

Perform Updates

The Player-heroes undergo Training as usual, and recover Hope during Spiritual Recovery as usual, but they **do not remove Shadow points**. Shadow points are primarily removed through gaining Splendour, see *Treasure and Splendour*.

Choose Undertakings

The Player-heroes choose Undertakings as usual. Claiming or restoring certain locations gives the Company access to additional Undertakings; see *Halls of the Dwarves*. The heroes always have access to the following extra Undertakings:

Tighten Belts. Decrease the starting Fatigue from insufficient Supplies by 2 for the next Adventuring Phase.

Work in the Mines. Increase the Mine Depth of one mine by one.

Gather a Band. Gather a Band of Dwarves to accompany the Player-heroes during the next Adventuring Phase. See *Adventuring with a Band* for de-

tails.

Defend the Halls. Participate in the Colony's defence. Each Player-hero may participate in one Large-scale Combat during the *Choose Enemy actions* step of the next Colony Phase.

The Player-heroes may also choose their Undertakings later, during the Colony Phase.

Colony Phase

The Colony Phase is a new phase of the game taking place after the Fellowship Phase, before the next Adventure Phase starts. It consists of the following steps:

1. Run Mining events
2. Choose Colony actions
3. Run Colony events
4. Choose Enemy actions

Run Mining events

For each of the Colony's mines, make a **Mining roll**: roll a number of Success dice equal to the Mine Depth, pick the highest result, and consult the first table below.

Mining in Moria is perilous in these dark days. **If any of the Success dice came up as 1** in the Mining roll, disaster strikes. Consult the second table below, based on Mine Depth.

If a mine is abandoned as a result of the roll, it effectively ceases to exist. Don't roll for more Mining events for that mine.

By the Colony leader's decision, mining may be temporarily **halted** (forego Mining events until the decision is reverted; mine does not count against *Population* limits) or **restricted** to lower depths only (voluntarily choose a Mining Depth equal or lower than the mine's nominal depth, and ignore all event results that would increase the Depth).

MINING EVENT TABLE:

Highest Success die	Event	Effect
1-2	Searching for Gold	The miners dig deeper. Increase Mine Depth by 1.
3-4	A Way Down	The miners find a deep shaft leading further down. Increase Mine Depth by 2.
5	Slim Pickings	The miners find an old lode of precious ore. Add Treasure points equal to Mine Depth to the Colony's Coffers.
6	Motherlode	The miners find a rich lode of ore. Add the Mining roll's Success die results together and add the total's worth of Treasure points to the Colony's Coffers. If Mine Depth is 5 or more, the ore is mithril.

MINING DISASTER TABLE:

Mine Depth	Event	Effect
1-2	Accident	Rocks fall. Dwarves equal to the Mine Depth die.
3-4	Collapse	Earth trembles and the mine collapses, or perhaps gets flooded by water from the Foundations of Stone. Dwarves equal to the Mine Depth die. The mine is abandoned.
5+	Balrog!	The Dwarves dug too deep. Durin's Bane is awakened and attacks. A number of Dwarves equal to twice the Mine Depth die, and the mine is abandoned. Increase the Threat Level by 2. If the Player-heroes investigate the site of the attack, they find a passageway to the Balrog's Throne.

Choose Colony actions

The Colony's leader decides where the Dwarves concentrate their resources. The Colony takes **two Colony actions** (either two different ones or the same action twice), which the Colony's leader chooses from the list below. (If the last Adventuring Phase was skipped, the Player-heroes choose a third action, see *Skipping the Adventuring Phase*).

At the start of the campaign, the leader is Balin, played by the Loremaster. The Player-heroes may affect Balin's decision by taking the Meet Patron Fellowship Phase Undertaking. Balin will take heed of reasonable advice from the Company.

Claim a Hall. Dwarves take control over a location in Moria. The Loremaster decides which locations are eligible. Usually, this is a location that has been scouted and cleared of enemies by the Player-heroes. In case of a minor location known to the Colony, the Loremaster may forego these requirements. If there are enemies left in the location, run a *Large-scale Combat* – the location is claimed only if the Dwarves win the combat. (Battles over major locations are best run as part of an Adventuring Phase instead.) The Colony must have enough Dwarves to take control of the low location, see *Population*.

Restore a Hall. Choose a location controlled by the Colony and spend Treasure from the Colony's Coffers equal to **ten times the location's Splendour Rank**. The Colony gains Splendour Levels equal to the restored location's Splendour Rank (see *Treasure and Splendour*). The Dwarves clean up the location, repairing damage and restoring works of art and craftsmanship to their ancient glory to the best of their

ability. Each location can only be restored once. (The location will stay restored even if the Colony loses control over it.)

Fortify a Hall. Choose a location controlled by the Company. Dwarves erect fortifications and set up redundancies in case of an Orc attack. The location is considered Fortified for the purposes of Large-scale Combat.

Prepare for War. The Dwarves sharpen their axes and run military drills. The whole Colony is mobilised. The Dwarves' Strength is increased by one level in all Large-scale Combats until the next Colony Phase. However, all **casualties in the Combat events table are doubled**.

Open a Mine. Start a new mine of Depth 1 (see *Mines*). Name the mine, e.g., after the Dwarf leading its operation ('Farin's mine') or after its location ('First mine of Old Moria'). The Colony must have enough Dwarves to open a new mine, see *Population*.

Forage. This action may only be taken if the Colony controls Dimrill Dale. The Dwarves hunt and gather supplies to keep the Colony afloat. Increase the Colony's Supplies by 1.

Halls of the Dwarves

Each restorable location has a Splendour Rank describing its magnificence in its ancient glory. Claiming or restoring a location may have extra effects. All claimable locations and effects are listed in the table below (the Loremaster may expand the list as they see fit). Claiming a location usually also grants the Company access to any yet unclaimed Hoards and other resources there.

LOCATION RESTORATION TABLE:

Location	Splendour Rank	Notes
Dimrill Dale	1	Upon claiming: As long as the Colony controls this location, it gains access to the Forage Colony action.
The East-gate of Moria	1	The gates are easy to defend. The location is always considered Fortified . Upon restoration: The Dwarves figure out the way to properly operate the East-gate. The location can be attacked from the east only if the gate is first destroyed by the following Enemy action: Cast down the East-gate. Threat value: 1. The Enemy uses sorcery to try to bring down the East-gate. Roll two Feat dice. If you roll at least one Φ , the gate shatters. Otherwise, it stands the attack.

LOCATION RESTORATION TABLE (Continued)

The First Hall	3	Restoring the First Hall requires access to the Inner Hall, and the Dwarves must also possess the Lost Carvings from the hall's walls. Upon restoration: The Colony gains 5 additional Splendour Levels.
The Second Hall and Durin's Bridge	2	The bridge offers an excellent defensive position – the location is always considered Fortified . Upon restoration: Rebuilding the Stairs of Sun and Moon is a task going beyond the hall's initial restoration. As long as the Colony controls the Second Hall, they may, once per Fellowship Phase, spend 10 Treasure to restore another flight of stairs and increase the Splendour Level by one. Keep track of how many flights have been restored!
The Last Redoubt of the Dwarves	2	The location is easy to defend. It is always considered Fortified .
The Caves of Thrym Thistlebeard	2	Upon restoration: The gardens return to life. Increase the Colony's Supplies by 3.
The King's Hall	4	–
The Vault of Uruktharbun	2	To claim the location, the Company must defeat Angolath and come up with a reliable way to navigate in the darkness. Upon claiming: There is more treasure in the Vault than the Company can easily haul to safety. If the Dwarves manage to establish a presence here, they will be able to gather more. Add 50 Treasure into the Colony's Coffers.
The Chamber of Mazarbul	3	Upon claiming (and only upon claiming): The Company gains access to the Study the Records of Mazarbul Fellowship Phase Undertaking. The Colony gains access to the well in the storerooms – increase the Colony's Supplies by 1. Upon restoration: Balin makes the Twenty-first Hall his seat of power and claims the title of Lord of Moria. Each Player-hero may remove 3 additional Shadow points, or alternatively remove 1 Shadow scar. Each Player-hero recovers all Hope.
The Fortress of Malech	1	Upon claiming: Among all the filth, the Orcs have stashed some usable wares. Increase the Company's Supplies by 2.
The Redhorn Gate and the Citadel of Barazinbar	1	Upon claiming: Dwarven presence makes the Redhorn Pass safe for travelling merchants, who trade with the Colony. Increase the Colony's Supplies by 2.
The Mountain Galleries	2	Upon claiming: Mordor-orcs have gathered a stash of provisions here. Increase the Colony's Supplies by 2.
The Halls of the Roadwardens	1	Upon claiming: The Dwarves start patrolling the Road. The full length of the Road is considered to be controlled by the Colony (in particular, it is a Border Land for Journeys and Eye Awareness).

LOCATION RESTORATION TABLE (Continued)

The Great West Cave	2	<p>Upon claiming: As long as the Colony controls the Cave, they may take the Open a Mine Colony action for free to open a special mine there. The starting Mine Depth is 2. Only one such special mine may exist at any time.</p> <p>Upon restoration: The Dwarves find the tomb of Durin, and it inspires the Colony. Add the following song to the Company's list of songs:</p> <p>Song of Durin. Sing when the Company rests. Every Player-hero succeeding in the Song roll recovers 3 points of Hope.</p>
The Imperishable Hall	3	<p>Upon restoration: Dwarf-smiths rekindle the fires in the Forge of Narvi. All player-heroes gain access to the Telchar's Secrets Cultural Virtue of the Dwarves of Nogrod and Belegost. Members of that culture gain access to an enhanced version of the Virtue: they may add two Enchanted Rewards instead of one, or create a Wondrous Item instead of a Marvellous Artefact (heroes who already have the Virtue get to upgrade their gear accordingly).</p>
The Lost Citadel of the Ring-smiths	2	<p>Upon claiming: Holding the citadel is extremely difficult: while the Colony controls the location, the Threat Level increases by 3 at the <i>Choose Enemy actions</i> step of every Colony Phase, and the Enemy must take the <i>Conquest</i> or <i>Balrog Enemy</i> action to attack the location. However, as long as the Colony controls the citadel, the Company gains access to the following Fellowship Phase Undertaking:</p> <p>Forge a ring. Following the process described in 'Forging the Last Ring,' the Player-heroes create a magical ring: a Marvellous Artefact with a Blessing of the hero's choosing. The tools in the Citadel grant a Blessing to Craft rolls made for this purpose. (These rules can also be applied to forging the Last Ring itself, or other magical rings devised by the players and the Loremaster.)</p>
Doors of Durin	1	–
The Armouries of the Third Deep	1	<p>To claim this location, the Company must come up with a way to cleanse it of poison.</p> <p>Upon claiming: The Dwarves equip themselves with mighty war gear. As long as the Colony controls the hall, they may take the Prepare for War Colony action for free during any Colony Phase.</p>
The Ledge of Woe	1	–
The Udûn-temple	1	<p>Upon claiming: Durin's Bane awakens. The Threat Level increases by 3.</p>
The Den of Forgotten Stars	2	<p>Upon claiming: As long as the Colony controls the Den, they may take the Open a Mine Colony action for free to open a special mine there. The starting Mine Depth is 3. Only one such special mine may exist at any time.</p>

COLONY EVENT TABLE:

Feat die	Event	Effect
ϕ	Orcs on Warpath	Orcs are seen gathering in great numbers, banging drums and chanting war chants. Increase the Threat Level by 2.
1	Terrible Misfortune	A Dwarf group is caught off-guard by a collapsing tunnel, a Goblin hunting party, or another similar incident. 1d6 Dwarves die. Decrease the Colony's Supplies by 1.
2-3	Orc Sightings	Orcs lurk at the Colony's edges. The Company learns a new rumour about enemy activity in Moria. Increase the Threat Level by 1.
4-7	Rumours Abound	The Company learns a new rumour about a location or treasure in Moria, according to the Loremaster's choice.
8-9	New Find	Scouts find a new location in Moria (the Loremaster decides which one).
10	New Allies	The Colony makes new allies – maybe with one of the Mannish folks outside Moria, or with a new group of adventurous Dwarves. The Loremaster chooses one: 1d6 Dwarves join the Colony, or the Colony's Supplies increase by 1.
℥	Work of Splendour	Dwarven craftsmen create a work of beauty – perhaps a statue of Balin or a mural of the Colony's achievements. Increase Splendour by 1.

Run Colony events

Roll a Feat die and consult the table above.

- If Doom Level is Watchful Peace, the roll is *Favoured*.
- If Doom Level is Imminent Doom, the roll is *Ill-favoured*.

If they so wish, the Loremaster may use these events as prompts for the next Adventuring Phase, modifying the outcome based on Player-hero actions. For example, the Player-heroes may be sent to aid a trapped expedition or negotiate a better deal with allies.

Choose Enemy actions

At the start of this step, check the Colony's Doom Level and, if necessary, adjust Threat Level.

- For **Watchful Peace**, skip this step. No Enemy actions take place. Keep track of Threat Level as usual.
- For **Growing Shadows**, play out Enemy actions normally.
- For **Imminent Doom**, at the beginning of this step, increase the Threat Level by two, and increase the minimum Threat Level by one. If this is the first Colony Phase with Imminent Doom, increase Threat Level by three more. Then, play out Enemy actions normally.

The Loremaster chooses Enemy actions from those listed below and plays them out one by one. Each Enemy action has a **Threat value**. The combined Threat values of the Enemy actions must not

exceed the current Threat Level. The same action may be chosen multiple times.

Overwhelming Assault. Threat value: 1. The Orcs march out in overwhelming numbers. When resolving the next Large-scale Combat during this Colony Phase, the Enemy has superior Strength. An enemy leader may join the fight.

Breaking the Gates. Threat value: 1. The Enemy takes measures to bypass defensive structures (ladders, battering rams, explosives). When resolving the next Large-scale Combat during this Colony Phase, ignore the Fortified status of the target location.

Ambush. Threat value: 1. Orcs attack unsuspecting Dwarves outside the Colony's territory. Run a *Large-scale Combat*. If the Dwarves are defeated, half of the fallen (rounded up) are instead captured and dragged off (most likely to the Ledge of Woe or to the Den of Forgotten Stars). (Remove the captives from the Colony's Population – add them back if they are rescued.)

Raid. Threat value: 1. Orc raiding party attacks a location controlled by the Colony, looting and pillaging. Run a *Large-scale Combat* at the target location. If the Dwarves are defeated, decrease the Colony's Supplies by 1. (Alternatively, instead of lowering Supplies, the Orcs may steal something else valuable or achieve some other goal of the Loremaster's choosing.)

Conquest. Threat value: 2. Orc war party attacks a location controlled by the Colony, aiming to drive the Dwarves out. Run a *Large-scale Combat* at the tar-

get location. If the Dwarves are defeated, the Colony loses control of the location (unless it is the last location controlled by the Colony), 2d6 additional Dwarves die, and the Colony's Supplies decrease by 2.

Balrog. Threat value: 3. This action may only be chosen if Durin's Bane has been awakened. Orcs scurry away, making way for the Balrog to attack. This action plays out like the Conquest action, but the attacker is Durin's Bane.

Muster Forces. Threat value: 0. This action may only be chosen if no other Enemy actions are taken this Colony Phase. The Player-heroes hear reports of increased Orc activity at the Colony's edges. Increase the Threat Level by one.

During an Enemy action, **if a Large-scale Combat ends in the Dwarves' victory**, the Threat Level decreases by the action's Threat value (plus the Threat values of all Enemy actions that modified the main action) at the end of the Enemy actions step (but never below the minimum Threat Level). (Otherwise, Enemy actions *do not* decrease the Threat

Level.)

If the Player-heroes defeat significant Enemy forces during the Adventuring Phase, the Loremaster may further decrease the Threat Level by 1–3 points, depending on the importance of the victory.

The Loremaster may use the Enemy actions to feed the Player-heroes information about the different Orc factions within Moria. From which direction did the attackers arrive, and what sort of symbols did they bear?

Skipping the Adventuring Phase

After the Colony Phase ends, the players may choose to skip the next Adventuring Phase and move directly to the next Fellowship Phase. This is useful if the Company has no immediate tasks that would benefit the Colony, or if the group wishes to speed up the Colony's development.

Taking a break from adventuring gives the heroes time to participate in the mundane tasks of running the Colony. If the last Adventuring Phase was skipped, the **Player-heroes may choose one extra Colony action** to take place during the Colony Phase.

Chapter 5

Adventures and Battles with Groups

In most Adventuring Phases, the Player-heroes adventure on their own, scouting, searching for treasure, and driving off enemies, preparing the halls of Khazad-dûm to be taken over by the Colony. However, some endeavours – in particular, fighting large enemy forces – require the effort of a bigger Band of Dwarves.

Adventuring with a Band

The Player-heroes may gather a Band to help them in the next Adventuring Phase by taking the **Gather a Band** Fellowship Phase Undertaking. Alternatively, if the Company's efforts are particularly important for the Colony, the Colony's leader may assign them a Band during the **Meet the Patron** Fellowship Phase Undertaking.

Benefits of a Band

The Band can help the Company during their adventures. Effectively, the Band is a Loremaster character with the **Strength in Numbers** Distinctive Feature. The Band stays at the background during Journeys, Combats, and Concils, letting the heroes take the lead, but they can provide assistance in other situations. In particular, **Seeking Tests** made to locate landmarks in *Moria gain (2d)* with the help of the Band.

If the Company encounters a large group of enemies in an open space (or maybe just one Balrog), the Band joins the fight. Use the *Large-scale Combat* rules below. The heroes may gather a Band for the express purpose of assaulting an Orc stronghold this way – if the Dwarves win the combat, the Orcs scatter and the location is ripe for the Colony to claim.

The Band has a high **Load** capacity. They can carry a practically unlimited amount of Treasure.

Drawbacks of a Band

A big group attracts the Enemy's attention. When adventuring with a Band, the **Hunt threshold is decreased by 4**. If a revelation episode attracts enemies, there are enough of them to stage a Large-scale Combat.

Large-scale Combat

When Orcs and Dwarves clash in battle in force, make a *Large-scale Combat roll*: roll a Feat die and consult the table below. The second column describes the effects of the roll, and the last column indicates the Dwarves' victory or defeat. The Loremaster decides what the consequences look like in practice, based on the Company's goals or the rules that prompted the combat.

The Large-scale Combat rolls are affected by the combatants' *Strength* and *Position* and the presence of *Leaders*.

Strength

Both the Dwarves and the Enemy's **Strength** is ranked on a three-level scale: inferior, base level, and superior. Strength is an abstract measure of the combatants' numbers and preparedness. If the Dwarves' Strength is greater than the Enemy's, the Large-scale Combat roll is *Favoured*. If the Dwarves' Strength is less than the Enemy's, the Large-scale Combat roll is *Ill-favoured*.

By default, both sides have their Strength at base level, with the following exceptions:

- In an Orc stronghold, the Enemy's Strength is superior.
- If the Colony is underpopulated (see *Population*), the Dwarves' Strength is inferior.

The following factors can further change the Strength levels (but not beyond the three levels listed above):

- If the Prepare for War Colony action was taken, the Dwarves' Strength increases by one step.
- If the Overwhelming Assault Enemy action was taken (see *Choose Enemy actions*), the Enemy's Strength increases by one step.

Strength level does not usually change during Long combats, unless there is a narrative reason, such as the arrival of reinforcements.

Position

Similarly to Strength, both sides' **Positions** are measured on a scale from inferior to base level to superior. Position describes the features of the battlefield. If the Dwarves' Position is better than the Enemy's, the Large-scale Combat roll is *Favoured*. If the Dwarves' Position is worse than the Enemy's, the Large-scale Combat roll is *Ill-favoured*.

By default, both sides' Position is at base level. The following factors affect this:

- If the Colony controls the location of the battle and has Fortified it, their Position is superior.
- If the battle takes place in an Orc stronghold, the Enemy's Position is superior.
- If either side is surprised, their Position decreases by one step (in *Long combats*, only applies to first roll).

The Player-heroes' clever actions may affect Position – for example, sneaking into an Orc stronghold and opening the gates could change the Orcs' Position from superior to base level. Position may change during Long combats according to the needs of the narrative.

Leaders

If a Player-hero leads the Dwarven forces, the hero makes a **Battle** roll before the Large-scale Combat roll. On a success, increase the Large-scale Combat roll result by one. Each Success icon rolled increases the result by one more.

Modify the **Battle** roll as appropriate. In particular, the roll *loses (2d)* if a powerful enemy leads the

Orcs. Clever plans and preparations on the Company's part may provide additional dice.

Long combats

A big battle can be resolved with multiple Large-scale Combat rolls (the Loremaster fixes the number beforehand). In this case, the last Large-scale Combat roll modifies the next one, as indicated in the table. Make a new **Battle** roll and re-evaluate the circumstances for a *Favoured* or *Ill-favoured* roll each time. The result of the final roll determines the outcome of the battle. Unless surrounded, the Dwarves may retreat after any roll.

The Loremaster may set scenes for the Player-heroes between the Large-scale Combat rolls – for example, facing off against an enemy leader and their bodyguards, or sneaking behind enemy lines to cause mischief. The results may modify the next Large-scale Combat roll, following the guidelines above.

Aftermath

After a battle, if Player-heroes are present, they may reduce the number of fallen Dwarves by one with a successful **Healing** roll, plus one more for each Success icon rolled. The rest of the fallen Dwarves are dead (adjust the Population).

Each Player-hero who fought in the Combat gains Shadow:

- 1 point, if 1–5 Dwarves died,
- 2 points, if 6–10 Dwarves died,
- 3 points, if more than 10 Dwarves died.

This Shadow gain cannot be prevented with a Shadow Test.

If the battle was fought in the *Choose Enemy actions* phase, or if it was otherwise significant, adjust the Threat Level as described in the *Choose Enemy actions* section.

COMBAT EVENT TABLE:

Feat die	Effect	Mod. to next roll	Combat outcome
ϕ	Dwarven ranks break. 2d6 Dwarves fall. In a Long combat, unless a Player-hero succeeds in an Enhearten roll, the Dwarves flee (if possible) and the battle immediately ends in defeat.	-1	Defeat
1	Orc reinforcements surprise the Dwarves. 2d6 Dwarves fall. Each Player-hero in the combat gains 1 Shadow (Dread).	-2	Defeat
2-3	An Orcish champion leads a charge. 1d6 Dwarves fall.	-1	Defeat
4-7	The Dwarves press the attack but encounter heavy resistance. 1d6 Dwarves fall.	-	Victory
8-9	Dwarves chant a battle song. Each Player-hero succeeding in a Song roll regains 1 Hope.	+1	Victory
10	A Dwarven hero emerges, cutting down every Orc in their path.	+2	Victory
℥	Orcs are at a breaking point. In a Long combat, a Player-hero may roll Awe ; on a Success, the battle immediately ends in victory.	+1	Victory

Durin's Bane

When the expedition arrives in Moria, Durin's Bane slumbers in the dark pits beneath the mountains.

Awakening Durin's Bane. For Durin's Bane to become active in the campaign, it has to awaken. This happens

- if the Dwarves delve too greedily and too deep (see *Run Mining events*),
- if the Dwarves expand their dominion too wide, challenging the Balrog's sovereignty through their realm's newfound Splendour (see *Treasure and Splendour*),
- if the Player-heroes encounter the Balrog during an Adventuring Phase (most likely at the Balrog's Throne or through a Revelation episode).

After the Balrog has awakened, it may attack the Colony during Enemy actions.

Fighting Durin's Bane. The Loremaster may run a Large-scale Combat between the Dwarves and

Durin's Bane using the Large-scale Combat rules (with the Effect descriptions re-flavoured as necessary) with the following modifications:

- The Balrog has superior Strength. Large-scale Combat rolls against it are modified by -5.
- 1d6 additional Dwarves die after every Large-scale Combat roll.
- The Balrog may use the *Dreadful Spells* Fell Ability against any Player-heroes taking part in the combat as usual.
- The Balrog can't be permanently defeated in a Large-scale Combat. Victory means the Dwarves achieve a short-term goal, and the Balrog is forced to retreat.

Alternatively, the Loremaster may run the Large-scale Combat in tandem with usual Combat involving the Player-heroes, always making a Large-scale Combat roll between rounds. If the roll indicates Victory, Durin's Bane loses 10 points of Endurance. This effect can't reduce Durin's Bane's Endurance to 0.

Chapter 6

The Tale of the Expedition

The previous sections presented the mechanics for running Balin's expedition. Here are further suggestions for the story beats of the expedition, in particular, for its beginning and end. These supplement and offer alternatives to the description in *Moria: Through the Doors of Durin*, p. 176.

This account is written assuming a certain inevitability in the progression of events: after a hopeful start, the Enemy gathers its forces; eventually, Balin dies, and the colonists get trapped in the city and perish soon after. While the details may change, the tragedy of Moria is unavoidable. The game's focus should be in the Player-heroes' experiences against this backdrop: how do they handle the Colony's slide into darkness and their own approaching deaths?

From Erebor to Moria

Preparations at Erebor

At Erebor, in summer 2989, the colonists make preparations for the endeavour. Balin has worked hard gathering followers and making arrangements. However, not everyone agrees with the decision to recolonize Moria.

Possible scenes at Erebor include:

Balin's council. This is a great scene to start the campaign with. Balin has invited his closest friends and advisors – including the Player-heroes – to a council. The Dwarves sit along a long table in a spacious mountain hall. Balin gives a speech:

‘My friends! Thank you for arriving here today. We have gathered to discuss the great work ahead of us — an expedition, and a restoration. You know already what I am talking about, and there is much to arrange and agree upon.

However, before getting into the particulars, let an old Dwarf reminisce a little.

In the old days, when the world was young, there was a Dwarf-realm like no other. Ever-expanding streets and mansions there were, carved into stone and decorated with silver. Many-pillared halls were filled with the sounds of music and craft, and crystal lamps shone on the walls. Mines were brimming with gold and beryl and opal. It was a wonder of the northern world: Khazad-dûm, which we now call Moria.

Alas, a thousand years ago the realm fell, and the halls were abandoned. We were cast out as exiles and beggars. Only Orcs now crawl in the darkness.

Long we toiled in exile, making new homes – and

losing them too. But always, we yearned for Khazad-dûm, the home of our fathers.

When I was a young lad, we went to war with the Orcs, to avenge the death of Thráin II, our King. I fought at the gates of Moria, in Azanulbizar, when we broke the forces of the Enemy. My father died in that battle, with many others. Moria was right there, within arm's reach, but we were weakened by the war. It was not time to enter.

Fifty years ago, we took back this realm – Erebor, the Lonely Mountain – from the claws of a dragon. In these events, I and my thirteen companions played a pivotal role, as most of you know. United under the new King under the Mountain, we were powerful, but there was much to do in restoring the kingdom. For Moria, it was still not time.

Now, Erebor prospers, and our future looks bright. Yet they say Orcs are again multiplying in the Misty Mountains. I say: now is the time! We must strike while our enemy is still weak! Like we took back Erebor, we shall take back Khazad-dûm!

There are those who say we should wait still – including King Dáin. But we must not let naysayers stop us. The moment is upon us, and the stone is rolling. By the end of the summer, we march for Moria.

Now, there will be dangers, it cannot be helped. But there will also be treasure and wonder beyond your wildest dreams. First, we will drive away the Orcs. Then, we shall start our great work: the restoration of Khazad-dûm to its proper splendour and glory!

Before we delve into the last-minute details... Are there any questions?’

At this point, the Player-heroes may ask questions.

The Loremaster may also have the other Dwarves present questions to Balin to fill in the blanks. Possible questions include:

- How many Dwarves are participating in the expedition? (Roughly two hundred; enough to get the work started.)
- What about King Dáin? (He disapproves, but won't stop us. We're still hoping to turn his head around before we go.)
- What sorts of rewards can the members of the expedition look forward to? (In the restored Moria, the initial colonists will all be lords with mansions of their own; this Balin guarantees.)

The meeting continues with the study of scrolls, maps, and equipment lists. The Dwarves iron out the logistics of the expedition and set the schedule in stone.

Convincing the King. It is well known that Dáin Ironfoot, the King under the Mountain, disapproves of Balin's plans. **Ori**, one of Balin's companions from the Quest of Erebor, asks the Player-heroes to try to change the King's mind – maybe he needs a fresh point of view on the matter?

Dáin receives the heroes in a long hall in the heart of the Lonely Mountain. Carved pillars, braziers, and armoured guards line the walls. The King sits on a throne decorated with gemstones, wearing a golden crown and looking troubled.

The meeting can be played out as a Council. Dáin peered through the East-gate of Moria in his youth, and he knows there's a darkness there that the Dwarves can't conquer. He is already tired or arguing about the topic with Balin – the heroes are making a **bold request (Resistance 6)**. Dáin asks for the heroes' perspective, their motivations to join the expedition and their opinions about its chances to succeed. Succeeding in the Council doesn't win the King's approval, but it will persuade him to provide some aid to his fellow Dwarves, **rising the Colony's Supplies by 1**. Before letting them go, the King warns the heroes of Moria's dangers one last time.

Vanguard. **Óin**, another companion of Balin's, approaches the Player-heroes and asks them to form the forward expedition to scout the route to Moria. Óin has charted a route through Mirkwood, over the Great River, and on to Dimrill Dale. The expedition's main forces are to follow a week behind the scouts.

Dwalin. If the Player-heroes promise to act as scouts, Balin's brother, Dwalin (another participant in the Quest of Erebor), approaches them before they leave. Dwalin doesn't see eye to eye with Balin on the matter of Moria and is not joining the expedition,

but he wishes all the best for his brother. Dwalin asks the Player-heroes to keep Balin safe and gifts them a copy of the **key to the Dimrill Door** (an iron key with the number 17 written on it), something his servants have found from the archives. Dwalin knows the key is supposed to open a secret door to Moria somewhere along the Dimrill Stair, but he doesn't know where exactly.

Journey to Dimrill Dale

The trip from the Lonely Mountain to Moria takes place in late 2989. If the Company scouts ahead, they are accompanied by Raca, a raven of Erebor. With his brothers and sisters, Raca carries messages between the Company and the Colony's main force, which marches one week behind. The **Journey rules** may be used for the trip, as follows:

- From Erebor through Dale to the edge of Mirkwood: 2 hexes, Border Lands
- Through Mirkwood along the Elf-path: 10 hexes, Wild Lands
- South to Old Ford: 5 hexes, Border Lands
- Across the Old Ford, south over River Gladden, south to Dimrill Dale: 13 hexes, Wild Lands.

On the way, the Company encounters the following (these may replace or be incorporated into Journey events):

- **Mirkwood:** Wood-elves stalk the Company. If approached, they tease the Dwarves about their noisiness, inquire about the Company's business in the woods, and warn them about shadows lengthening in the forest's southern parts.
- **Land of the Beornings:** The Beornings control Old Ford, collecting tolls from everyone wishing to cross. Oin hopes the Company to negotiate a deal with Grimbeorn, the son of Beorn and the Beornings' leader, for his people to aid the Dwarven expedition in exchange of trade goods. The negotiations may be run as a Council. Depending on the outcome, the Loremaster may increase the Colony's Supplies by 1 (a fruitful trade) or decrease them by 1 (the Colony gives away extra goods to be allowed to cross the Ford). The request is reasonable (Resistance 3), but like his father, Grimbeorn dislikes Dwarves, making him reluctant to listen (all rolls *lose (1d)*). Grimbeorn hates Goblins – something a clever Company may use to their advantage.

Grimbeorn lives at Beorn's old house. Depending on the result of the Council, the Company

may rest there for one or more nights (counts as a safe place for the purposes of reducing Fatigue).

- **At the feet of the Misty Mountains:** A group of Goblins and Wargs from the mountains ambushes the Company during the night (1 Wild Wolf for each Player-hero, and 1 Goblin Archer for every 2 Player-heroes). They can reveal rumours of Moria's Orc factions if interrogated.

Dimrill Dale. After their arrival, the Company is tasked with entering Moria proper and securing the way through the East-gate for Balin's main forces. The gate is guarded by the Orcs, and possibly closed. The gates' locking mechanism is broken, but the Orcs can bar them with heavy wooden beams. Ideally, the heroes should find a way in, eliminate the guards, and remove the barring mechanism.

The Orcs may **open the doors** to...

- ... let out a hunting party,
- ... exchange information for shiny paubles with Mocker Crawe,
- ... attack an inferior party of clueless Dwarves (there's a hatch in the gate through which the Orcs can peek into the Dale).

The heroes may also seek **another way in** to approach the gates from the inside. Here are some ideas:

- The heroes may seek out the Dimrill Door. Dwalin gave them the key, but the door is hard to find. The Mordor-orcs use the door, and a sneaky Company may see Orcs disappearing around a section of the stairs with twenty pillars, or learn about disappearing Orcs from Mocker Crawe (in exchange for a prize).
- The Eagle Thoradel can carry the heroes to Thrym's Cleft, possibly in return for a promise to find and release the young eagle Padroval.

Battle of Dimrill Dale

Once the rest of the expedition arrives, a confrontation with the Orcs is inevitable. Play out a Large-scale Combat between the Orcs and the Dwarves, using the rules for a Long combat with **three Large-scale Combat rolls**. The Company's prior actions determine the parameters of the battle.

Strength. The Colony attacks with its full strength, while the Orcs have to wait for reinforcements from the Second Hall.

- The Dwarves are under the effects of the Prepare for War Colony action (superior Strength, double casualties).

- Unless alarmed to the presence of the Dwarves before the attack, the Orcs start with Strength at base level. After the first Large-scale Combat roll, their Strength increases to superior.

Position. The Dwarves' Position is at base level. The Orcs' Position ebbs and flows through the battle.

- If the gates are barred, the Orcs have a superior Position, firing arrows through holes and hatches.
- If the gates are open, the Orcs' Position is at base level, and the Dwarves make quick progress into old Moria.
- If the Dwarves managed to surprise the Orcs, the Orcs' Position decreases by one step for the first roll.
- For the third roll, night falls, and the Orcs pour out of the gates in force, pushing the Dwarves back into Dimrill Dale. The Orcs' Position is at base level.

Leaders. A Player-hero may make the **Battle** rolls to lead the Dwarven forces. The rolls *gain* (3d) from the leadership of Balin, but *lose* (2d) from the presence of Gorkh the Doorwarden, who leads the enemy forces – unless the heroes got rid of him before the battle started.

Led by Balin and full of fervour, the Dwarves can't be defeated in this battle: if necessary, continue making rolls after the third one until a victory is achieved. The battle ends at the break of dawn, with the enemy forces broken and scattered. The way to Moria is open.

Aftermath. Flói, the commander of Balin's forces, falls in battle. The Dwarf Frár inherits his position.

Raca leaves the Dwarves, carrying a message of the expedition's successful start back to Erebor.

After burying their dead, the Dwarves set up a camp in Dimrill Dale, which becomes the Colony's temporary headquarters. Play out the first Fellowship and Colony Phases. For the first Colony action, the Dwarves should claim Dimrill Dale; for the second action, the Loremaster may consider fortifying the location, foraging for supplies, or claiming the East-gate as well.

The battle of Dimrill Dale leaves Old Moria practically empty of Orcs. It takes time for the Enemy to recuperate and assault the Dwarves in an organized manner. Set the Doom Level to **Watchful Peace**.

Under the Mountain

Orders and requests

Various important Dwarves have their own priorities in the restoration of Moria. They may lobby the Colony leader to advance their agendas through Colony actions, play a role during Colony events, or recruit the Player-heroes for missions during the Adventuring Phases.

Balin. As the Colony's leader, Balin gives orders to all the other Dwarves, directing the expedition's progress. At first, he stays in the Colony's camp in Dimrill Dale. He tasks the Player-heroes with scouting out Moria, including

- expanding the Colony's influence through **Old Moria**, up to and including the Second Hall,
- locating the **Chamber of Mazarbul**, where Balin expects to find old lore about the secrets of Moria.

Once the Chamber of Mazarbul is found, claiming it becomes Balin's first priority. Ideally, this happens by the end of year 2990.

When the Chamber is claimed, Balin moves the Colony's headquarters there and directs all its resources towards the great work, the restoration of Khazad-dûm. His new orders to the Player-heroes include

- searching the depths for old **mining sites**, such as the Den of Forgotten Stars,
- finding Moria's **hidden treasures**, such as Durin's Axe and Helm and the rumoured Vault of Uruktharbun.

Balin especially yearns to find mithril; the first finds will be greatly celebrated.

Balin may also confess to his closest advisors that he desires to find Durin's **ring**, rumoured to have been lost in Moria when Thrór entered the realm in year 2790. In truth, the ring was secretly kept by Thrór's son Thráin II who later lost it in the dungeons of Dol Guldur. Still, Balin would be delighted to find any trace of ring magic, such as the Lost Citadel of the Ring-smiths.

See *The One Ring*, p. 212, for more information about Balin.

Ori. Back in the day, Ori was one of the 13 Dwarves of Thorin's Company, alongside Balin and Óin. In the expedition, Ori is Balin's close advisor and scribe. He carries a big book that accounts the colony's progress and resources. Ori

- is worried if the Colony is low on Supplies and advocates for the Gather Supplies Colony action,

- urges the Company to locate the legendary Caves of Thrym Thistlebeard to secure a long-term source of food for the Colony,
- can negotiate deals with outside parties during the New Allies Colony event.

Óin. Óin was one of the members of Thorin's Company, brother of Glóin, and uncle of Glóin's son Gimli. He wears a brown hood and leads the expedition's scouts and miners as they explore the depths of Moria. Óin

- knows all the news and rumours circulating the Colony, and may convey them to the Company through the Gather Rumours Fellowship Phase Undertaking and the Orcs Sightings, Rumours Abound, and New Find Colony events,
- is particularly interested in expanding the Colony's influence through the Road towards West Moria, to have another route out of Moria in case trouble arises in the east.

Frár. A scarred Dwarf carrying a heavy battle axe, Frár leads the expedition's warriors after the passing of Flói. Frár

- prepares the Colony's defences through the Fortify a Hall and Prepare for War Colony actions,
- advocates for seeking the Armouries of the Third Deep to gain better military control over Moria, especially once the Orc threat starts to rise.

Lóni. Lóni is a master of stonework, and his hands are constantly covered in chalk. He

- leads the Colony's masons and builders in their efforts to make Moria livable again through the Claim a Hall Colony action,
- has a soft spot for the Second Hall with its polished floor and mighty pillars.

Náli. Náli is a master smith and metalworker. He

- leads the effort of restoring the splendour of Khazad-dûm through the Restore a Hall Colony action and the Work of Splendour Colony event,
- is particularly keen to restore the Stairs of Sun and Moon in the Second Hall.

Durin's Day

As mentioned above, Yule Fellowship Phases are replaced by Durin's Day Fellowship Phases, which take place each autumn. Remember that Durin's Door in the First Hall opens on Durin's Day. The first Durin's Day – in 2990, almost a year after the ex-

pedition arrived in Moria – is special: for the first time, the colonists see the splendour and desecration of the Inner Hall, perhaps sparking a quest to locate and restore the walls' lost carvings.

The Enemy regroup

Even though the Moria supplement is written for the year 2965, its foes and factions work just as well for a campaign about Balin's expedition. As soon as the Company runs into an Orc stronghold, at the latest when they reclaim the Chamber of Mazarbul, the Enemy reactivates. Rise the Doom Level to **Growing Shadows**.

Keeping the Orc threat in check while the Colony expands will be the main focus of a long campaign. The Loremaster should use Adventuring Phases, Colony events, and Enemy actions to set up powerful foes that return for the campaign's climax.

If the Loremaster wishes to follow the description of the expedition in *Moria: Through the Doors of Durin*, they may first let the Threat Level increase for a while, before launching an attack against the Dwarves' camp in Dimrill Dale in year 2992.

They're Coming

The beginning of the end

On the tenth of November 2994, **Balin dies**. He goes alone to look upon Mirrormere in Dimrill Dale and is shot by an Orc.

Why does Balin wish to gaze upon Mirrormere? No doubt he seeks wisdom in the pool's shadowy waters. Balin may

- lament the Dwarven lives lost during the expedition,
- worry about the growing greed of the colonists as they dig deeper into Moria's depths,
- worry about the growing Orc threat and the rumours of Orcish reinforcements approaching Moria,
- have an inexplicable premonition of an approaching doom.

Maybe Balin has second thoughts about the expedition and ponders returning to Erebor, or maybe he seeks for a justification to keep pushing forward. The Loremaster may give the Player-heroes hints of a growing unease within their leader before he leaves.

How does the Orc attack go down?

- If the Colony controls Dimrill Dale, Balin has easy access to Mirrormere. The Orc archer may be a scout for a larger force about to descend upon the Dwarves' position. Run the attack

as a Raid or Conquest Enemy action against Dimrill Dale.

- If the Enemy controls Dimrill Dale, Balin has to take a secret route, maybe through the hidden Dimrill Door (Dwalin gave the Player-heroes the key, see above). He takes with him a small band of friends – perhaps the Player-heroes? – who rescue his body from the Orcs. Run the attack either as an Ambush Enemy action or as part of an Adventuring Phase, if the Player-heroes are involved.

The Loremaster may wish to connect Balin's death to an already established foe, or use it to introduce a new one – maybe the Orc taking the shot has the markings of a specific tribe, or gurgles out a message before its death.

Over the next weeks, a tomb is fashioned out of stone in the Chamber of Mazarbul, with words graven on a stone slab:

BALIN SON OF FUNDIN
LORD OF MORIA

The Dwarves gather around the tomb to mourn, burn candles, and sing songs of lament.

Doom. Balin's passing is a turning point for the Colony. Anxiety grows among the Dwarves, a confusion about the expedition's purpose. Is there any point to it all, with the Colony leader dead, the Enemy gathering in the shadows, and the future so uncertain? Yet people keep going: there is ore to be mined, halls to be restored, and Orcs to be fought.

The Colony chooses a **new leader**. A particularly distinguished Player-hero may rise to the position; alternatively, Ori or Óin may assume the role. The leader is expected to give a new direction to the colonists, perhaps through some **grand project**. Examples include:

- Restoring a specific hall,
- Increasing the Colony's Splendour to a target level,
- Finding a grand treasure hoard or an artefact,
- Defeating a specific enemy leader.

For a few years, the Dwarves have successfully kept the Enemy at bay. Now, perhaps encouraged by the death of Balin, the Orcs have finally gathered a strong enough force to start an open war against the Colony. Change the Doom Level to **Imminent Doom**.

Enemies descend

Enemy in the east. The Enemy's main attack comes from the east. Depending on the prior events of the campaign, there are different possibilities:

- Reinforcements may arrive from the north to aid the Orcs of Moria, sent by Gorgol, son of Bolg.
- Barad-dûr or Dol Guldur may send troops to support the Mordor-orcs, aiming to destroy the Dwarves and take over Moria in one fell swoop.
- If the Balrog has awakened, it may attack the Dwarves with devastating force. The Orcs of Udûn may unite the Orc factions to aid the Balrog.

Whether the attack comes from the outside or the inside, the enemy forces dismantle the Dwarves' positions location by location, from Dimrill Dale towards the heart of the Dwarrowdelf.

East-gate. If the Dwarves have repaired the East-gate, breaking through will be a difficult task. Options include:

- utilizing foul sorcery, perhaps by the Orcs of Udûn, see Cast down the East-gate at *Halls of the Dwarves*,
- sending an Orc party in through secret tunnels to sabotage the gate from the inside with the Raid Enemy action.

Second Hall. The Second Hall is a major defensive position, and the Loremaster may wish to run its defence using the rules for Long combats with Player-heroes participating in the fight. The events may proceed as follows:

- The Dwarves have erected walls to the western end of Durin's Bridge. The Orcs attack from the east, charging onto the bridge, but fall to the Dwarves' arrows. Goblins fire back, and with great casualties, the Orc swarm makes progress over the bridge. Finally, Dwarven defenders jump onto the bridge, led by **Frár**, and hold the line as long as they can.
- Once the Orcs break into the Second Hall proper, fighting breaks into smaller skirmishes. Shouts echo in the vast chamber, and lights flicker between the pillars.
- Suddenly, everything shakes, and a fissure opens in the floor. Flames erupt from the crack, followed by Orcs of Udûn in a mad battle frenzy – possibly followed by Durin's Bane.
- In the end, the Dwarven defenders retreat to the Stairs of Sun and Moon. **Náli** and **Lóni** fight side by side, delaying the attackers. The Dwarves collapse the stairs behind them, burying pursuing Orcs and buying time to regroup.

Frár, Náli, and Lóni all die defending the Second Hall.

No aid from the west. Óin takes a band of Dwarves and heads to the West-gate to seek for aid or an escape route. If Player-heroes go with them, this makes for an excellent Adventuring Phase between waves of Orc assaults.

If the expedition reached the West-gate before, they found Sirannon flowing in its channel, possibly catching a glimpse of the **Watcher in Water** hiding under the surface. Now, water has overtaken the entire valley from the Walls of Moria all the way to the Stair Falls. Only a narrow pathway remains around the edge of the pool. This is a trap: after the Dwarves have walked for a few minutes, the Watcher attacks, dragging Óin into the depths and pressing others until they retreat back into Moria. Retreating takes **three rounds** of fighting, but requires no special action – the Watcher won't follow the Dwarves inside. Passing all the way around or across the pool is impossible as long as the Watcher remains.

Only four Dwarves return from Óin's mission, and Óin himself is dead. The colonists cannot get out through the West-gate.

Durin's Bane. A well-prepared Colony may be able to hold off the Orcs for some time. If the Loremaster wishes to increase the intensity of the attack, the best way to do so is to involve Durin's Bane. The Balrog makes short work of even the sturdiest of defences. Its appearance may also inspire the Player-heroes to seek for magical weapons to defeat it, such as the Last Ring or Durin's Axe.

No way out

Finally, it becomes certain: there is no way out. The Colony is doomed, and the Dwarves will die.

It is good to pause here for a moment and question the Player-heroes' – and the players' – feelings and goals. This moment is the culmination of the entire campaign: the tragedy the players saw coming has finally caught up with the heroes. How do the heroes, and the Colony at large, react? Professor Tolkien said the theme of his writings is, ultimately, death. How do the Dwarves face theirs?

Here are some viewpoints to consider.

Fellowship. The colonists' responses to the approaching doom vary from fear, panic, sorrow, and despair to grim determination, hope beyond hope, and nostalgia. Named Dwarves from the Colony member sheet may come to the Player-heroes seeking for advice or consolation.

Heroism. After all is said and done, most Dwarves prefer to face their end with an axe in hand, defending the Colony's headquarters – the Chamber of Mazarbul and Balin's tomb – to the last. The colonists feel honour-bound to protect what remains

of the expedition.

The alternative is to flee deeper underground, to the abandoned mines and dark crevices beneath Khazad-dûm, but most Dwarves are too wounded or tired to consider this option. With a bit of luck, a small elite group might even be able to slip out of Moria past the Orc guards – but can a Dwarf bear the shame of leaving their companions to death?

Legacy. Before the final battle, the Dwarves have one more chance to make a mark in Khazad-dûm. Even if the Colony is overrun, its achievements may make a difference for future generations. In the grand story of Middle-earth, the Colony's efforts may prove vital for the success of the Fellowship of the Ring twenty years later, or for the Dwarves' recolonization efforts in the Fourth Age.

The Player-heroes must decide how to best achieve the Colony's goals in a way that lasts beyond the colonists' demise. If the Colony is pursuing a **grand project** (see above), it must now be completed in an accelerated (and possibly incomplete) manner. The Colony's efforts may be played out as a **Daunting Skill Endeavour (Resistance 9)**. Instead of a regular time limit, the Player-heroes make rolls as follows:

- 3 rolls during an Adventuring Phase dedicated to the project,
- 1 roll as a new Fellowship Phase Undertaking (maximum of one per Fellowship Phase),
- 1 roll as a new Colony action (maximum of one per Colony Phase).
- In addition, if any Dwarves survive, score one automatic success (without needing to roll) after each attack by the Enemy (the Ambush, Raid, Conquest, and Balrog Enemy actions).

If the Skill Endeavour is completed successfully, the Colony achieves its goal before the Enemy overwhelms them.

Completing a project may amount to, for example, the following:

- The Dwarves take the remaining treasure in the Colony's Coffers and hide it in secret chambers, safe from plundering Orcs. They draw maps and leave clues comprehensible only to future Dwarven explorers. When the project is completed, all of the Colony's wealth is secured. Alternatively, instead of treasure, the Dwarves may copy and store old lore found in the Chamber of Mazarbul and elsewhere in Moria.
- The Dwarves slay enough Orcs to make Moria a less dangerous place for future expeditions. In addition to the fights during Enemy actions, this may entail laying out traps and ambushes.

If the Dwarves are trying to defeat a specific Orc leader, the leader joins the battlefield during the next Enemy attack (during Enemy actions) once the Skill Endeavour is completed. The Player-heroes can then confront the leader during the Large-scale Combat, see *Long combats*.

Last stand

When only a few Dwarves remain, it is time for the Colony's last stand. Canonically, this takes place in and around the Chamber of Mazarbul and Balin's tomb. The Orcs have surrounded the Colony, and the Dwarves have barricaded all exits; there is no way to escape.

Waves. The Loremaster should use the rules for Long combats for the last fights triggered by Enemy actions with, say, three Large-scale Combat rolls per attack. Individual Large-scale Combat rolls represent waves of Orcs crashing against the Dwarven defences.

If an attack ends in Dwarven victory, the heroes have a moment to catch their breath and take a **short rest**. Otherwise, the next Enemy action takes place immediately after the last one.

The battle may proceed as follows:

- The Dwarves gather to defend the Twenty-first Hall, as the Enemy attacks through the Western corridor and the opposite corridor in the east.
- As the battle ebbs and flows, more Orcs climb up through the southern well, catching the Dwarves by surprise.
- The Dwarves are forced out of the Twenty-first Hall; they retreat to the Chamber of Mazarbul and bar the doors.
- The Enemy breaks through into the Chamber of Mazarbul first from the Twenty-first Hall, and then through the Eastern stairs. The Dwarves battle to death at Balin's tomb.

Allies. All named Dwarves from the Colony member sheet (those that are still alive, anyway) takes part in the battle. They engage the weaker Orcs, allowing the Player-heroes to face the tougher foes. The colonists may **sacrifice themselves** to save the lives of the Player-heroes: when a hero is about to receive their second Wound, a colonist jumps in front of the blow and is killed instead.

Enemies. The Player-heroes should fight at least one regular Combat during each Large-scale Combat, with regular Combat rounds laced between the Large-scale Combat rolls. The opposition should es-

calate over time; an example sequence includes

- regular Orcs (one or two per hero),
- a Cave-troll,
- Orc leaders with bodyguards (see also *No way out* for luring our Enemy leaders),
- Durin's Bane.

Only Player-heroes remaining. When the Colony's Population shrinks to less than or equal to the number of Player-heroes, the Orcs have overrun the Colony. The Player-heroes don't die as a result of a Large-scale Combat roll, and the Large-scale Combat rules no longer apply. The heroes are the final

survivors, facing an endless horde of enemies in regular combat until they finally perish.

Book of Mazarbul

Ori writes the last paragraphs into the Book of Mazarbul and dies during the expedition's final moments in the Chamber of Mazarbul. The Fellowship of the Ring finds the book 24 years later, and it passes to Gimli, son of Glóin. When the campaign is over, the Loremaster may wish to go through the canonical contents of the book as presented in the *Fellowship of the Ring* and Tolkien's other writings and compare them to the campaign's events.

Chapter 7

Miscellaneous

This section lists various miscellaneous bits.

Player Roles

Running the Colony takes extra work from the Loremaster. It is a good idea to delegate certain tasks to the players. Players can take on, for example, the following roles.

Journaler. It is a good idea for the players to keep notes of the Colony's events. See *Book of Mazarbul* below.

Journey logger. A player should fill in the Journey log as the Company travels.

Keeper of records. Someone should take care of the Colony sheet and update it when necessary. They should take particular care of noting down the Colony's mines and halls, and reduce the Colony's Population as Dwarves fall in Large-scale Combats.

Mapper. The Colony has access to the map of Moria provided in the book, a copy of a copy passed down generations. The map has basic knowledge of Moria's layout, but much has changed since it was drawn, and there is much more to discover. Encourage the players to draw their own map of Moria, with notes scribbled on the edges and additional pieces taped to the sides. The messier the better.

Book of Mazarbul

The Loremaster may encourage the players to write short reports of the Company's adventures and the Colony's progress. These can be collected, e.g., on the campaign's webpage or Discord server, and they form the Colony's Book of Records – the Book of Mazarbul.

Experience through reflection. For each session, if a player writes a report of the session's events, every Player-hero gains one extra Adventure and Skill point.

Songs

Here are alternative effects for the Lays and Walking-songs gained from the Write a Song Fellowship Phase Undertaking. Each song may be used once for each Adventuring Phase.

Lay. When using the **Song** skill during a Council, if the roll succeeds, everyone present stops and listens. This roll does not count against the time limit of the Council. The Player-hero must tie the song's theme into the scene. Only one Lay may be used in each Council.

Walking-song. During a Journey, when marking down Fatigue points from a Journey event, make a **Song** roll. Each Player-hero who succeeds in this roll does not mark down any Fatigue from this event.