



Halls of Lost ... MORIA!

*Halls of
Lost...
MORIA!*

*A New
Tunnels of Doom
Adventure*



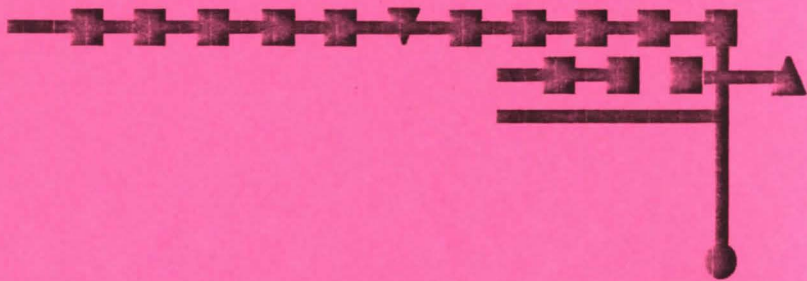
Halls of Lost ... MORIA!

For

Justin Veprauskas

the World's Greatest

Tunnels of Doom Fan!

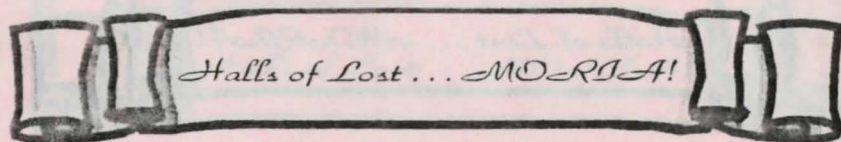


Old Dwarven Woodcut of what is believed to be part of the main East -> West Tunnel System of Moria ...

Features Include:

- New Graphics
- Eight Unique Quest Items
- New Dungeon Design
- Six Classes of Magical Items
- New Spells
- A Wizard Complete with Wizard Staff and Fireballs!
- New Dungeon Layout
- Four Classes of Adventurers to Choose From
- More Variety and FUN!

By Michael Veprauskas



Welcome To: *Halls of Lost ... MORIA!*

Please Note: This booklet assumes that the reader is familiar with both the *TUNNELS of DOOM* Command Module and the accompanying program software *Quest for the King*, as formerly sold and distributed by Texas Instruments, Inc. The *Halls of Lost ... MORIA!* game for the *TUNNELS of DOOM* Command Module follows the same general rules and guidelines as in *Quest for the King*, except where indicated in this manual. For information on the *TUNNELS of DOOM* Command Module, or general guidelines on how a *TUNNELS of DOOM* Adventure works, please refer to the *TUNNELS of DOOM* instruction manual.

A few minutes reviewing this booklet, especially the sections on "Fellowship Characteristics", and "Game Options" will inform you of the most important points of difference between *Halls of Lost ... MORIA!* and other *TUNNELS of DOOM* Adventures.

This diskette has a write protect tab on it to assure that its contents are not corrupted. Do not defeat this intent by removing the tab! Make a back up copy of the *Halls of Lost ... MORIA!* game and play the game from that diskette. When saving a game, give it a filename **other** than MORIA, to assure original game integrity.

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Author's Note: While this program was beta tested prior to release, it is distributed on an as is basis. Please report any bugs, problems noted, comments, and suggestions for future games to:

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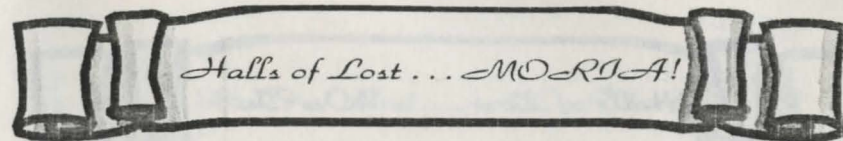
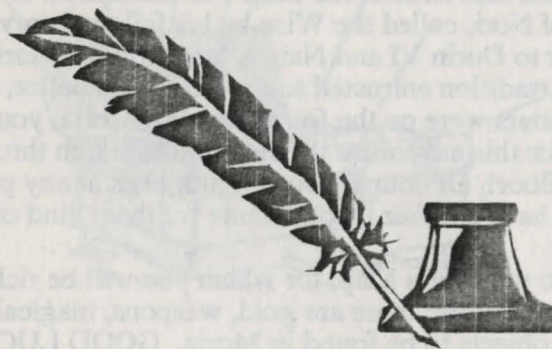


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INTRODUCTION

The War of the Great Rings and with it the Third Age (TA) has passed. It is now Fourth Age 140. The dwarves under King Thorin III Stonehelm, Lord Under the Mountain at Erebor, are prosperous and strong; eager to reclaim their lost heritage of Khazad-dum! However, not all evil was destroyed with the fall of Barad-dur and Isengard, and the slaying of the Balrog in the Third Age. For the Balrog had spores (Demi-Balrogs) before he was slain in battle with Gandalf the Grey. While not his equal in strength and sorcery, they lack none of his malice and evil intent . . .

Key to the dwarven plan to recover Khazad-dum (Moria), is a lost map detailing not only all levels, floors and chambers, but especially the secret entrance ways into and in Moria itself. For even the Orcs and other foul creatures have not discovered all these secret passages.

It is important that the Map be found and returned to King Thorin III before the servants of the Demi-Balrog discover its whereabouts. Your time is limited. Thorin III has commissioned several parties to gather clues and search Moria for the Map. The clues they have gathered, mostly through the bribing of evil men that work for the Demi-Balrog, are included in "The Rumor Mill". None of the parties that have searched Moria have ever returned. Will you be the first . . . ?

According to dwarven lore, the Map was last known to be in the possession of Nori, called the Wise by his fellow dwarves, High Chancellor to Durin VI and Nain I, last Kings of Moria. As the Map was by tradition entrusted to the High Chancellor, and as his personal quarters were on the fourth level of Moria, you can **only** volunteer for this adventure if you agree to search through at least the fourth floor! Of course you can turn back at any point, but the dwarves have a rather unkind name for them kind of folk!

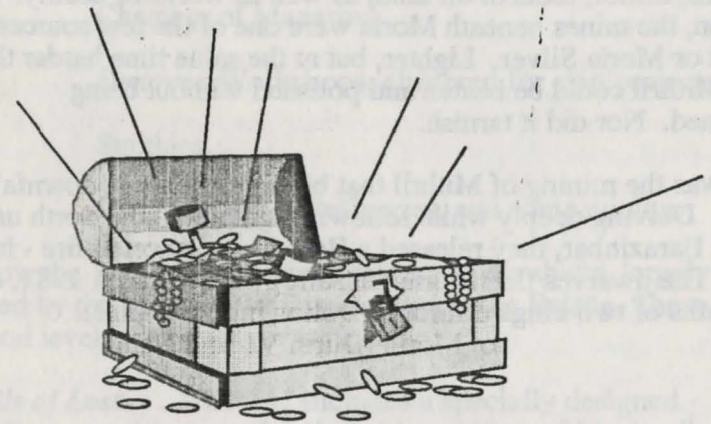
In addition to the Moria Map, for which you will be richly rewarded by King Thorin; there are gold, weapons, magical items and other Quest objects to be found in Moria. **GOOD LUCK!**

THE DWARVES

One of the Free Folk, the dwarves are descended from the Seven Fathers who lived in the First Age of the World. Their creator, patron and first instructor in their craft was the Vala Aule, called Aule the Smith. Each of the Seven Dwarven Folk had their own King and Ancestral Hall. The eldest of the Seven Fathers was Durin I, and the Ancestral Hall of Durin's Folk was Khazad-dum or Moria.

Dwarves are shorter than men or elves, but broad, strong, and extremely hardy. Skilled miners and craftsmen, they work great wonders with metal, gems and stone. Courageous fighters when roused, their preferred weapon is the axe. Their special symbol is the hammer and anvil.

Dwarves of each ancestral house are divided into clans, each clan having its own hall or chamber and a secret chest of its most valued treasures. But beware! For even a dwarf would not knowingly tamper with another clan's chest of valuables . . . ! The results could be deadly!



BRIEF ACCOUNT OF MORIA


Moria, or Khazad-dum to use its dwarven name, was both discovered and first carved in the depths of the First Age by Durin I, in the mountain caves above Dimrill Dale (part of the Misty Mountain chain). Here Durin I, eldest and most famed of the Seven Fathers, founded the ancestral home of Durin's Folk which became the wealthiest, most powerful and longest lived of all the Dwarven mansions', spanning some three ages.

A great deal of the wealth of Moria came from trade and commerce with its surrounding neighbors. To facilitate this, a tunnel was built in the Second Age (SA) connecting the dwarven works in the east about Dimrill Dale and the Dimrill Gate, with Ereinion in the west via the Hollin Gate. This allowed commerce and collaboration with the Noldor elven smiths of Ost-in-Edhil in Ereinion. Because of its central location and the fact that Khazad-dum became a thruway connecting lands to the east and west of the Misty Mountains, it flourished and became endowed with the cultural heritage of its neighbors.

A second important source of wealth came from dwarven works of smith craft and metallurgy. Rivalled only by their friends, the elven smiths of Ost-in-Edhil, the dwarves were famed for their weapons, armor, tools of all kind, as well as works of beauty. In addition, the mines beneath Moria were one of the few sources of Mithril or Moria Silver. Lighter, but at the same time harder than steel, Mithril could be beaten and polished without being weakened. Nor did it tarnish.

It was the mining of Mithril that brought about the downfall of Moria. Delving deeply while following a Mithril vein north under Mount Barazinbar, they released a Balrog - a demon of fire - in TA 1980. The dwarves fled Moria the following year - TA 1981, after the deaths of two kings of Moria (Durin VI and Nain I).

GENERAL FLOOR PLAN OF MORIA (as used in the - Halls of Lost MORIA! game)



Level	Description
0	Surface, Black Market before the Dimrill Gate,
1	Old Guard Rooms, temporary quarters for visitors and travelers. Part of the great E->W tunnel system through Moria.
2	Storage Rooms and Warehouses.
3	Floors 3-6 were the locations of the personal living quarters of the Dwarves of Moria. Dwellings are spacious, extending over a large area, as Dwarves are very private by nature.
4	
5	These locations were selected due to the many fresh water springs found here, the source of which was the Mirromere.
6	
7	Hall of Records and Archives. Includes the Long Chamber of Mazarbul.
8	Dwarven Workshops, clustered for clan projects.
9	Smithies.
10	Ore Processing, Refineries, and some mining.

Below the 10th level are found mine and ore shafts, largely destroyed by the battle of the Dwarves with the Balrog. These shafts and levels are no longer accessible.

Halls of Lost... MORIA! includes a specially designed Tunnel System to illustrate the above description of Moria. See the section on GAME OPTIONS (back cover) for details.

FELLOWSHIP CHARACTERS

There are four character types for you to choose from in *Halls of Lost ... MORIA!*. These four types are always available for selection regardless of the total number in your fellowship. In this scenario, there is no character corresponding to a "Hero" type. Emphasis is on fellowship and cooperative pooling of skills and resources. The total number in your fellowship can be from 1-4. The four character types are:

Ranger: From northern dunedain stock. An excellent fighter who can use all types of weapons and armor. Restricted in magical item use, he starts the game with a short sword, half shield, healing pot and 30 Khazad Gold Coin.

Wizard: Said to be descended from the two blue wizards that traveled east with Saruman the White in the TA - only Saruman ever returned. Though not of the stature of the original Istari, his prowess are considerable. He can use all magical items and weapons, but is limited in armor use (some types of armor interfere with spell casting!). Only a wizard can use Lore Scrolls, Staffs, and Shewstones. He starts the game with a Wizard Staff, two spells, and 60 Khazad Gold Coin.

Hobbit: Halfling from the Shire. Valiant and a great thief, he is currently on leave from the Shire over some misunderstanding or other. Limited in use of weapons and armor due to their size, many Hobbits were famed for their skill with a bow. He has the best trap avoidance ability of any of the characters. Starts the game with a corselet of Mithril Mail (an heirloom he "borrowed" from the Shire!), a healing pot, and 30 Khazad Gold Coin.

Dwarf: Tough, great fighter, and a natural enemy to Orcs. While King Thorin III Stonehelm will enlist any of the free peoples in his quest to reclaim Moria, he will especially trust (and favor!) any party that includes a dwarf. He can use any hand weapon or armor, but like all dwarves prefers axes. Brought up underground, he is limited in the use of ranged weapons. He starts the game with a hand axe, a potion and 400 Khazad Gold Coin (compliments of King Thorin!).

SUMMARY OF STATS AND ABILITIES

	<u>Ranger</u>	<u>Wizard</u>	<u>Hobbit</u>	<u>Dwarf</u>
Hand Weapons:	All	All	Limited	All
Ranged Weapons:	All	All	Limited	Limited
Armor:	All	Limited	Limited	All
Equip:	Short Sword Half Shield	Wizard Staff	Mithril Mail	Hand Axe
Magical Items:	Healing Pot	2 Spells	Healing Pot	Potion
Special Abilities:		All Magical Items	Avoid Traps	
Hit Points:	20	22	18	20
*Gold:	30	60	30	400



*Gold amount when "Easy" game difficulty is selected.

As all of the above character types are experienced players, they have high "listening" abilities in *Halls of Lost ... MORIA!*

QUEST ITEMS

In your travels you may discover these lost dwarven treasures:

- 1) Aule Scroll
- 2) Durin's Axe
- 3) Gold Map
- 4) Hammer
- 5) Jewels
- 6) Moria Map
- 7) Mystic Orb
- 8) Rune Script

1) *Aule Scroll*: Aule, the craftsman of the Valar, was the creator of the dwarven race. To them he extended his special help and guidance. Among these gifts was the Aule Scroll, a text containing the dwarves' first instruction in smith craft and working with metals. This scroll is not only one of the dwarves' greatest heirlooms, but has practical importance as well.

2) *Durin's Axe*: The famed weapon of Durin I passed on to his heirs, the Kings of Moria, in unbroken succession till the time of Durin VI. In the early fighting of Durin's folk with the Balrog, Durin VI was slain and the axe lost (TA 1980). It is believed to lie within Moria to this day...

3) *Gold Map*: As a safeguard to their immense wealth, much of Moria's gold and treasure was carefully hidden away and thus never found by the orcs and other foul creatures. This map is the key to its recovery.

4) *Hammer*: Another gift of Aule to the dwarves, a smith's hammer crafted by Aule himself and given to Durin I. The hammer and anvil are special symbols of the dwarves.

Trolls have not been seen by any of the Free Folk since the TA...

5) *Jewels*: Royal Jewels especially crafted as a gift for King Arvedui of the Northern Dunedain Kingdom. These jewels were never delivered to Arvedui because of the war between his kingdom and the Witch King of Angmar. Arvedui was subsequently defeated and lost, the Northern Kingdom destroyed (TA 1974-75) and the jewels themselves lost when the dwarves fled Moria in TA 1981 due to the Balrog.

6) *Moria Map*: A map detailing every level, floor and chamber in Moria, as well as the hidden and secret passages into and within Moria. Recovery of this map is key to King Thorin III Stonehelm's plan for reconquest of Moria. The Demi-Balrog and their servants are actively searching for this map, you have a limited time to find it! The map was by tradition in the keeping of the High Chancellor and advisor to the king. Last believed to be in the possession of Nori, called the Wise, who's chambers were on the fourth level of Moria.

7) *Mystic Orb*: A gift of the Noldor Elven Smith Celebrimbor to Durin's folk. It has the special ability to glow with increasing intensity in the presence of Mithril, and was used by the dwarves to locate new Mithril ore veins beneath Khazad-dum.

8) *Rune Script*: (The Angerthas Moria) Scroll giving a detailed account of the construction and uses of the Angerthas Runes. Chief and most valued work of Dwarven Lore, now lost.



If Dragons there be, then most certainly fire they breathe...

THE BLACK MARKET

Your adventure begins in Dimrill Dale at the Black Market shop before the *Dimrill Gate entrance. The shop is run by men and, as is usual with all Black Markets, they will sell to anyone..., for a price! Here, the financial resources of a dwarven companion will be appreciated! At the shop you will find weapons and armor, many of which are of orcish origin. Implements of ^dwarven or elven origin are forbidden in Moria, or in any of the areas controlled by the Demi-Balrog. Hence, the hand axe carried by any dwarf adventurer comes from Dale and is not of dwarven make. There is also for sale a traveling bread called Cram, which is both nourishing and has medicinal properties over time. In addition, a healing ale can be bought for injured members of your party.

Among the rumors collected by the dwarves, is that of another Black Market within Moria itself...

THE RUMOR MILL

- Black Troops, last remnants of the dreaded race of Black Numenoreans are said to still exist, inhabiting the depths of Moria. They are *dreadful* warriors, practicing *sorcery* and best disposed of by powerful magic.

- It is believed by the evil men that serve the Demi-Balrog, that many the Magical Items to be found in Moria are cursed by the sorcery of the Demi-Balrog.

- Ancient legends state that the Balrogs of old were seldom (if ever) slain by mere steel, and arrows, and courage at arms; but by the *combination* of these with powerful magic!

*The Dimrill Gate entrance is the only known entrance into Moria without aid of the Moria Map. The west gate, or Hollin Gate entrance was sealed shut by a rock slide during the Fellowship of the Ring's encounter with the creeper in the lake.

^That is not to say that dwarven or elven treasures cannot be found within Moria itself.

- Men are only permitted, by the Demi-Balrogs, on the uppermost levels of Moria. They are deemed very untrustworthy, but at the same time useful, for they can endure the sun.

- One is likely to encounter *many* other treasure hunters in the old Dwarven living quarters.

- There is another Black Market to be found inside Moria on the upper levels. There, most of what one needs can be bought ... for a price!

- It is said that the fountains on the lowest levels flow the color of *blood*, due to the sorcery of the Demi-Balrogs.

- During the war of Sauron and the Elves, in the Second Age, many a treasure was spirited away to Moria for safe keeping.

- Many a Hobbit has proven his skill as a bow man.

- Like the Balrog of old, the Demi-Balrogs are skilled in sorcery and wield *Whips of Flame*.

- Recovery of dwarven heirlooms can make one rich beyond all expectations, for the dwarves are firm in friendship and generous to those who would aid them.

- Aule, patron of the dwarves, has his Oracles here and there in Moria. He will aid those who make a *proper* offering.

- Each dwarven clan had its own chest of treasures, but beware of the protectiveness and ingenuity of the dwarves!

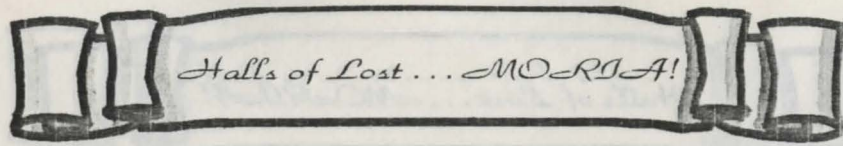
- It is felt that more than one Demi-Balrog lies within the depths of Moria.

- Shewstones, ancient remnants from the fashioning of the Palantiri, are said to still exist and can be used by the lore-wise.

BRIEF GLOSSARY OF TERMS

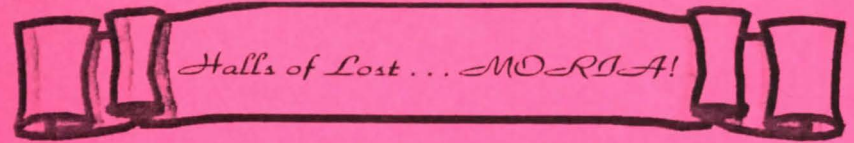
- Aman* Blessed realm in Uttermost West. Home of the Valar.
- Angerthas* An elven rune script developed in the First Age.
- Angerthas Moria* Dwarven adaptation of the elven Angerthas script. Used in Moria, Erebor and elsewhere.
- Angerthas Rune* Another name for the Angerthas Moria.
- Anvil* Implement used in metal working, an emblem of the dwarves.
- Athelas* Healing herb especially used by the dunedain of the north.
- Aule* A Vala and their chief craftsman. Called Aule the Smith. Creator of the Seven Fathers of the dwarves, their patron and first instructor in their craft.
- Axe* Favored weapon of the dwarves.
- Balchoth* Eastern folk formerly allied with Sauron against the free people.
- Balrog* Demons of Fire that served Morgoth (F.A.). Wielded whips of flame.
- Barazinbar* One of four mountain peaks above the mansions of Moria.
- Black Speech* An evil and harsh sounding tongue devised by Sauron for use by his servants.
- Blessed Realm* A term for Aman.
- Celebrimbor* One of the greatest elven craftsmen of all times, descendant of Feanor. One of the makers of the Great Rings.
- Cold Drake* An especially large, evil and cunning form of dragon.
- Cram* A nourishing but tasteless waybread. A type of food.
- Daeron* Elven Loremaster and Minstrel from the First Age.
- Dale* City of men a short distance south of Erebor. They are on friendly terms with the dwarves of Erebor.
- Dimrill Dale* Valley in the Misty Mountains leading to the east Moria gate.
- Dimrill Gate* East gate entrance into Moria from Dimrill Dale.

- Dragon* Evil creature, powerful, breathes fire, has scaled skin.
- Dunlending* Inhabitant of Dunland, often at odds with the Free Folk.
- Durin I* One of the Seven Dwarven Fathers, founder of Durin's folk and Moria.
- Durin's Folk* Descendants of Durin I. Dwarves of his line.
- Dwarves* One of the Free Folk, descending from the Seven Fathers. Extremely skilled miners, smiths and workers with metals and gems.
- Easterlings* Eastern confederation formerly allied with Sauron against free folk.
- Eldarin* Generic name for the languages of the elves.
- Elves* Eldest and wisest of the Free Folk. Great appreciation of nature and beauty. Do not naturally die.
- Erebor* Home of King Thorin III and his fellow dwarves.
- Eregion* Land west of the Misty Mountains and Moria. Home of the Elven Smiths of the Second Age. Also called Hollin.
- Eru* The One, Supreme Being.
- Feanor* A Noldor elf of noble lineage. Greatest elven smith of old.
- Gandalf* One of the original five Istari, called the Grey. Prominent in the War of the Great Rings in the Third Age.
- Hammer* A tool used in metal working, an emblem of the dwarves.
- Hand Orc* Orcs that once served Saruman the White, remnants of his army now in service to the Demi-Balrogs.
- Hobbit* One of the Free Folk, of smaller stature than dwarves. Skilled farmers and cultivators of land.
- Hollin* Another name for Eregion.
- Hollin Gate* The west gate entrance to Moria, on the west face of the Misty Mountains.
- Istar* A Wizard, plural is *Istari*.



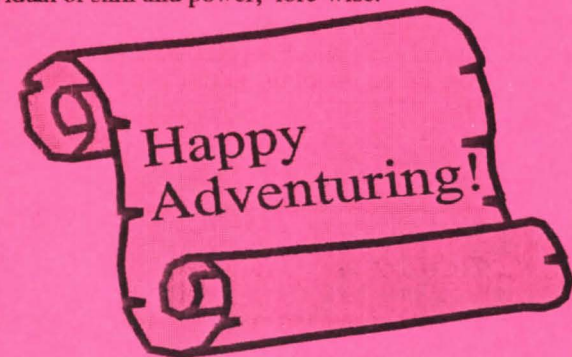
Halls of Lost ... MORIA!

- Khazad* Dwarven name for themselves, ie their race.
- Khazad-dum* Dwarven name for Moria. Ancestral Hall of Durin's Folk. Means "dwarf home or mansion."
- Lembas* A nourishing and tasty waybread of the elves. A type of food.
- Manwe* Leader of the Valar and Aman.
- Mirromere* A lake discovered by Durin I, its waters fed the springs of Moria.
- Miruvor* Cordial of the Eldar Elves, has healing properties.
- Misty Mountains* Mountain chain in central middle earth, that houses the caverns of Moria as well as many Orc holds, etc.
- Mithril* A metal that is harder, and at the same time, lighter than steel. Shines like Silver. Also called Moria or True Silver.
- Moon Letters* Type of magical runes invented by dwarves.
- Mordor* Sauron's base of power during much of the Second and Third Ages.
- Morgoth* An evil Valar from the First Age.
- Moria* Ancestral Hall of Durin's Folk.
- Morgul* Term given to followers of Sauron and later the Demi-Balrogs. Means "Black" as in evil or sorcery. Absence of Light.
- Nain I* Last King of Moria in the Third Age. Slain in battle with the Balrog.
- Noldor* Most noble and lore-wise race of the elves. Craftsmen and inventors.
- Olog-hai* An especially evil, cunning and powerful type of troll.
- Orc* One of the more numerous of the evil races. Varying shapes and sizes. Eat raw flesh, of any kind.
- Orome* A Vala, huntsman of the Valar. Most skilled in weapon use of all the Valar. Hence, "Orome's Hand" allows single use weapon to be used again.
- Ranger* A dunedain of the Northern Kingdom of man.



Halls of Lost ... MORIA!

- Rune* A magical script.
- Saruman* Called the White. Greatest of the Istar. Turned evil and was cast from the order of wizards by Gandalf.
- Sauron* Originally a servant of Morgoth. Evil being (a type of lesser Vala), destroyed during the war of the Great Rings in the Third Age. The remnant of his servants now infest Moria and serve the Demi-Balrog.
- Scroll* A work of lore created and used by a very learned elf, dwarf, or wizard.
- Silma* Crystal like substance containing the essence of light.
- Silvan* Woodland elves, not lore-wise like the Noldor, but closer to nature. Skilled hunters and bow men.
- Staff* Weapon of power used by wizards. Necessary for casting of certain spells.
- Swertint* Hobbitish name for Southern and Haradim, often allied with Sauron.
- Troll* Evil race, big and ugly, but extremely strong. Often with scaled skin. Extremely dangerous!
- Valar* Divine race of beings that serve Eru. Dwell in Aman. Aided in the creation of the world. Teachers of the elves. Singular form is Vala.
- Wainriders* Eastern confederation allied with Sauron against the free folk.
- Warg* Large and evil-inclined breed of wolves.
- Wight* Evil spirits from the First Age. Powerful.
- Wizard* Individual of skill and power, lore-wise.



Happy
Adventuring!

GAME OPTIONS

Halls of Lost... MORIA! presents you with three game options. After loading the game (Filename = MORIA) select from the Main Menu:

- 1) **CONSTRUCT NEW DUNGEON** - for usual Tunnels of Doom random dungeon design, choice on number and types of players, game difficulty, etc.
- 2) **RESTOCK OLD DUNGEON** - for a specially designed tunnel system to illustrate lost Moria, with usual choices of players, types and game difficulty.
- 3) **CONTINUE CURRENT GAME** - for Quick!Game Start - see below.

QUICK GAME START

To quickly begin your *Halls of Lost... MORIA!* adventure, using the specially designed Moria Dungeon, after loading the game select:

" #3 Continue Current Game" option from the TOD menu screen. You will start with four fellowship adventurers, one from each class:

- 1) **Elendil** - A *Ranger*, son of Elendur. He is distantly related to the Northern Dunedain Royal Family.
- 2) **Nori Axehelm** - *Dwarf* and descendant of Nori, called the Wise, last High Chancellor to the Kings of Moria in the Third Age.
- 3) **Gandalf Istar** - A lesser *Wizard*. Said to be a descendant of one of the two Blue Wizards who traveled east with Saruman the White in the Third Age.
- 4) **Merry Quikhand** - A *Hobbit* of the Shire from Tookland.

Each character will be supplied with the items noted under "Summary of Stats and Abilities", "Easy" game option will be selected with ten floors of play using the Moria dungeon. You begin at "The Black Market" with a total of 520 Khazad Gold Coin for food and additional weapons and armor, or to bribe the evil folk within Moria during the course of the game!