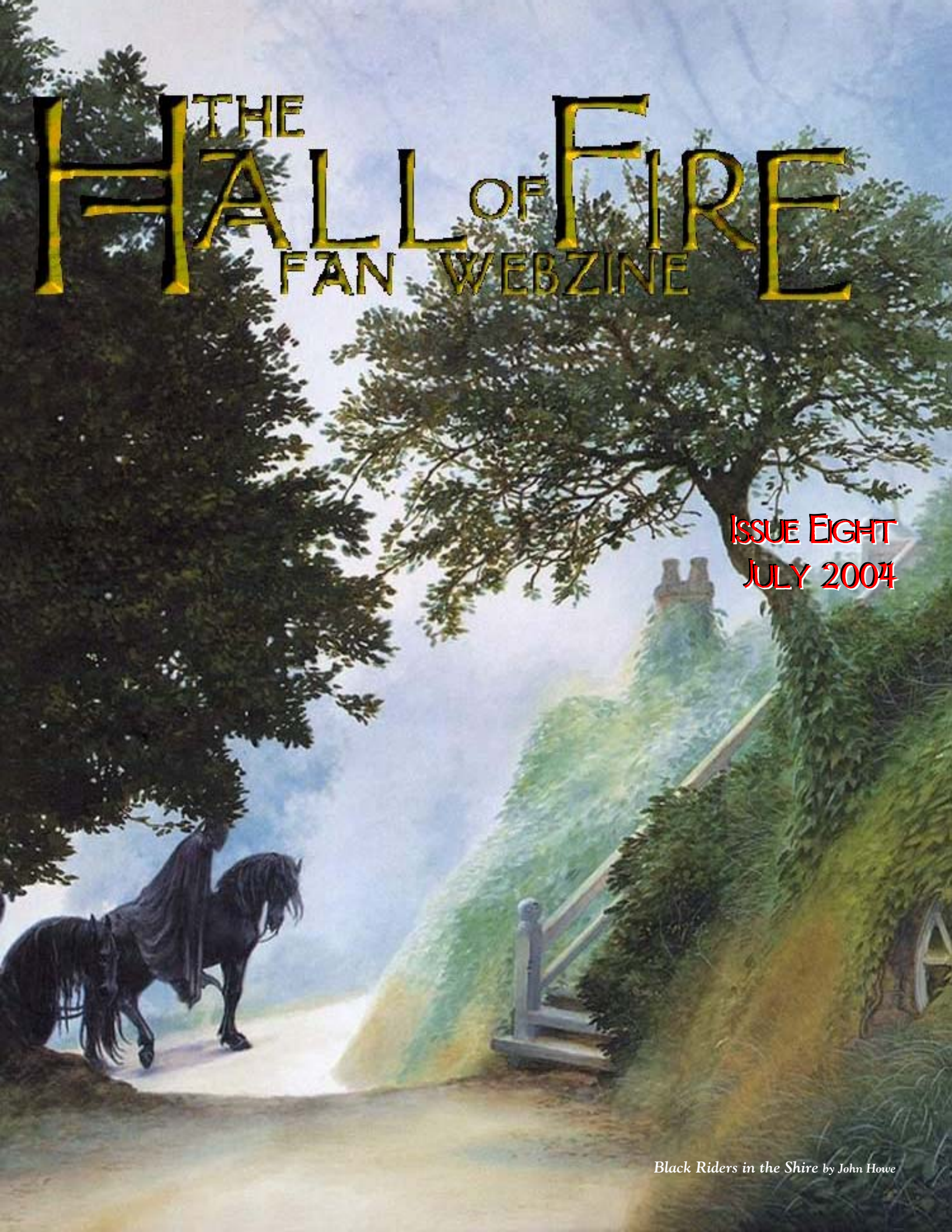


THE HALL OF FIRE FAN WEBZINE

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Black Riders in the Shire by John Howe

THE HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

IN THIS ISSUE

GREETINGS	PAGE 2
A FIELD GUIDE TO THE CREATURES OF MIDDLE-EARTH	PAGE 3-6
- Wolves, Wargs and other Canines	
A PC'S SO-CALLED LIFE	PAGE 7-9
- Physical and Academic Tests	
IT'S ALL OPTIONAL	PAGE 10-14
- Sailing the High Seas: Ship Construction	
THE ROAD GOES EVER ON	PAGE 15-22
- Chapter 2 – The Road to Rivendell	
FAN FLAVOUR	PAGE 23-24
- New Racial Package: Black Númenorean	
- New Items and Equipment: The Helm of the Mouth, Adûnagan, Mûmak Siege Engines, Siegecraft Ammunition	
- Remnants of Lore: The Paths of the Dead	
ALLIES AND ADVERSARIES	PAGE 25-36
- Hoarmûrath of Dír, The Mouth of Sauron, Linwen, Adelard Hornblower, Common Folk: Men of Darkness	
FEATURED CREATURES	PAGE 37-41
- Morgul Horse, Mewlips, Skeletons, Dwimmerlaiks, Ta'Fa'Lisch	
CALLING ALL GAMERS	PAGE 42
WHAT'S OUT THERE	PAGE 43

CONTACT THE HALL OF FIRE AT:
CODAWEBZINE@HOTMAIL.COM



GREETINGS, SALUTATIONS... HELLO ALL!

First off, I certainly hope you enjoyed our first 'Giant-sized' issue and it certainly won't be the last! Due to increased submissions from fans, we are able to provide more content to our readers in this issue and, it looks to be, in many issues to come.

Now on to business... not unlike any other month, we have a bunch of great game enhancements, allies, villains, creatures to use, and optional rules for your consideration. This month brings you the first part of our second creature ecology by ReptileJK about wolves, wargs, and other canines, Chapter 2 of the fan-made chronicle by Tomcat, The Triumph of the Witch-king, The Mouth of Sauron and his accoutrements, and part 1 of 3, Ship Construction, for rules about sailing the high seas of Middle-earth, plus a whole lot more!

I hope you enjoy this issue!

Matthew A. Kearns
aka GandalfOfBorg
Editor

A FIELD GUIDE

TO THE CREATURES OF MIDDLE-EARTH

CANIDS: WOLVES, WARGS, DOGS AND HYBRIDS



"Gandalf stood and strode forward, holding his staff aloft. 'Listen, Hound of Sauron!' he cried. 'Gandalf is here. Fly, if you value your foul skin! I will shrivel you from tail to snout if you come within this ring.'"

-The Fellowship of the Ring

For centuries they have been both feared and revered by the people of Middle-earth. Some canids are believed to be vicious animals that attack travelers on sight. Others are treated as minor deities by the indigenous tribes of the lands where they exist (such as the Lossoth). The truth is much more complicated and depends on which species of canid is in question. Wolves, in particular, are often spoken of in mythology as being harbingers of doom and guides to the underworld. Folk tales tell of packs of these supposedly vicious animals roaming Middle-earth from the northern wastes to southern Fangorn Forest. In reality, however, most of the stories regarding true wolves are fabrications or cases of mistaken identity. There are only two types of canids that pose a real threat to the free peoples: Wargs and wolf/Warg hybrids, and they are much more evil than a true wolf of any kind. How can one learn more about these deadly relatives to the domestic dog? How can groups of adventurers avoid falling victim to their lethal cunning and prowess? Read on to find out.

Overview:

True Wolves- Wolves have existed in Middle-earth throughout recorded history. Accounts of their activities range from the reliable to the supernatural, yet there is always one aspect of these accounts that remains the same: all are somewhat negative in their connotation. As you will read in later sections, the negative view that many have regarding wolves is unwarranted. Furthermore, many of the reported "wolf attacks" occurring in Middle-earth are actually the result of Wargs or wolf/Warg hybrids.

Wolves are predators and scavengers found throughout Middle-earth, although they are more common in northern locations. These animals are cunning hunters, using their highly evolved senses of sight and smell to stalk prey over large distances, while moving silently across the landscape. They are also incredibly social, having packs that consist of many individuals in which strong family bonds are formed. Although extensively (and wrongly) persecuted by the free peoples, wolves are not dangerous. On the contrary, they are shy, unobtrusive animals that do their best to stay out of the way of cumbersome and awkward mammals like Men and Dwarves (note: Elves, in general, have a great respect for the creatures of Middle-earth and wolves do not fear them. Therefore, rather than fleeing from Elves, wolves have often been reported to accompany them for short distances when they are traveling through the

wilds). Thus, a wolf will never attack a traveler unless provoked, sick, or under a mind-control spell of some kind.

"Suddenly Aragorn leapt to his feet. 'How the wind howls!' he cried. 'It is howling with wolf-voices. The Wargs have come west of the Mountains!'"

-Aragorn, The Fellowship of the Ring

Wargs- Wargs are the large and fearsome relatives to wolves. Yet, unlike wolves, they are more cumbersome and awkward, unable to move silently as their cousins. What these beasts lack in stalking ability and dexterity, however, they gain in strength. Wargs possess brutish might that suits them well when carrying goblins, and other minions of the Dark Lord, into battle. Another significant difference between Wargs and wolves is that Wargs are not a species of canid found naturally in the wilds of Middle-earth. All have been bred and raised in captivity (under the Dark Lord's watchful eye) for the specific purpose of acting as mounts for his servants and guardians of his fortresses. The Warg lineage is believed to have begun during the First Age with Morgoth's great wolf of Angband, Carcharoth, and all Wargs since him have been bred and raised in captivity. Because of this, wargs have no innate survival instinct (i.e. hunting instinct, etc.) and cannot persist outside of captivity. Although fearsome in combat, it is unlikely that these beasts will be encountered in the wild unless one engages in battle with the armies of the Dark Lord.

Hybrids- These are a sub-species of canid that arose several centuries ago due to indiscriminate breeding between true wolves and Wargs that had escaped their pens in Angband, Gundabad and the like. Hybrids are hulking, fearsome beasts that possess qualities of both Wargs and wolves. For example, they retain the wolf's natural instinct to hunt and survive in the wild, while also possessing the immense size and battery of natural weapons found in Wargs. They are not common, but one is more likely to be attacked by this sub-specie of canid when traveling through Middle-earth than any other. In fact, hybrids are most likely the actual cause of many reported wolf attacks in Middle-earth. **Note:** This sub-specie includes the



White Wolves said to be responsible for attacks on Men during the Fell Winter of Eriador (TA 2911) and the Dire Wolves of the south.

It should be noted that animals normally labeled as *hybrids* (i.e. the result of copulation between two similar but distinct species), generally, are never considered a true *species* of biological organism. This is because, for an

organism to be considered a true species, it must be able to reproduce and give birth to *fertile* offspring. In most instances, hybrids are sterile and cannot do this. The textbook example being the mule: the result of copulation between a horse and a donkey. Mules are not considered a true species of animal because they are sterile and cannot reproduce (thus, the only way to propagate mules is by continually breeding donkeys and horses, and not by breeding one mule to another). While *hybrids* were named such by the free peoples (a name that has stuck to them for centuries), they are actually not a true hybrid, but a distinct species in their own right. This is because hybrid Warg/wolves can copulate with other such hybrids and give birth to *fertile* offspring.

Domestic Dog Breeds- throughout Middle-earth, the free peoples often utilize domestic dogs to aid them during their daily lives. In fact, each region of Middle-earth has several domestic dog breeds that have been bred specifically to perform certain duties in each particular climate. Although hybridization does occur among domestic dog breeds as well, this article will focus only on pure breeds.

General Physical Appearance- Canids are quadruped animals and although there is a large degree of variability among domestic dog breeds regarding fur, most have sleek hair and streamlined bodies. Wolves, specifically, are very similar in their physical appearance and size to most breeds of domestic dog, although they are generally larger (reaching weights of over 170 lbs and almost 3 feet at the shoulder). Wolves also have a thickening of hair around the head and shoulders (which is slightly more pronounced in males than in females) that adds protection from the cold. Wolves also have long bottle-shaped tails extending off of their muscular hindquarters. Most have long pointed snouts; erect ears and non-retractable claws on the tips of their padded feet. In general, wolves have yellow or blue eyes, while there is much variability in the eyes of domestic dog breeds. Wolf sub-species vary slightly in the coloration of their coats. For example, northern subspecies, will adopt a white or light gray coat in the colder, snowy months, while the southern subspecies tend to be darker gray or brownish.

Wargs superficially resemble wolves. They are similar in coloration, for example. However, there are several pronounced differences that allow them to be easily identifiable. Firstly, Wargs are considerably larger than any other canid species (the largest known individual tipping the scales at nearly 350 lbs and over

five feet tall at the shoulder). Wargs also have more blunt snouts and wider jaws. Furthermore, they possess large hunched shoulders, which look almost disproportionate to the rest of their bodies, and short, stubby tails. The thickening of fur around the head and shoulders is also more pronounced in Wargs than in wolves, giving them an even more menacing appearance. Wargs often possess red, or rusty brown-colored eyes.

Wolf/Warg hybrids do exist, although they are uncommon. In general appearance, hybrids look almost identical to wolves, only much larger (average weight being approximately 275 lbs and average height being 4 ft at the shoulder). They do not have the stubby tails of wargs, or the exaggerated stocky shoulders. They do, however, possess many of the personality traits commonly associated with Wargs (see later sections for a better description of these).

There are many types of domestic dog found in Middle-earth. Because each was bred by Men over hundreds of years to perform specific tasks, they differ considerably from their ancestors (wolves) and each other. These descriptions will be given in an upcoming section.

Taxonomic Position in The Animal Kingdom- All Canids are members of the taxonomic Class: Mammalia, which includes all animal species with female individuals that possess mammary glands and ranges in diversity from field mice to Men. Within the Class Mammalia, canids reside in the taxonomic Order: Carnivora, a diverse group of mammals considered to be almost exclusively flesh-eating organisms (with some exceptions). Not only does this taxonomic Order include wolves but also other carnivorous animals, such as bears, badgers, wolverines, and cats. Finally, wolves, and all other dog-like carnivorous species, are members of the Family: Canidae. Species in this Family include, not only wolves and coyotes, but also foxes, Wargs, and domestic dogs. In fact, all breeds of domestic dogs, from the mastiffs of Rohan to the wolfhounds of the Northmen Tribes, are believed to have been bred by Men centuries ago from a single species of ancestral wild canid (probably similar to northern wolves of the modern era).



Anatomy and Physiology:

"In a minute there was a whole pack of them yelping all around the tree and leaping up at the trunk, with eyes blazing and tongues hanging out."

-The Hobbit

Morphology

The Coat- As stated previously, canids are mammals. All mammals possess hair or fur of some sort, which covers their entire bodies (collectively called the animal's *pelage*). This hair is more pronounced in some mammalian species than it is in others. In Men, for example, hair is only obvious in certain areas (such as the top of the head) although it covers the entire body. On the contrary, the fur of canids is obvious and can be seen covering the entire body. In most cases, it consists of two coats: 1) the guard-hair, which is a layer of coarse outer hair that offers the beast some protection, and 2) the under-hair, which is a fine but dense layer, the purpose of which is for heat retention (insulation). Certain species will have greater or lesser amounts of under-hair depending on their geographic location. Northern wolves usually have thicker coats to help them deal with cold temperatures, while coyotes, which are found more often in warmer climates, have thinner coats. Furthermore, the thickness of this coat will change with the seasons. Therefore, a wolf in winter will have a thicker coat than in summer.

Wargs and hybrids, in general, have thicker coats than wolves (especially in the neck and shoulders area). This is because these sub-species actually possess a third coat of hair aside from guard hair and under hair. Specifically, this layer of hair is called the *plate-coat* and it is the outermost layer (covering even the guard hair). The wiry and extremely coarse nature of this hair offers these animals even more protection from damage. This is mostly because the hair of the plate-coat naturally intertwines and weaves together, creating a densely-matted protective layer. So dense is this hair, in fact, that it can actually help protect the animal from certain types of metal blades.

Skeletal Elements- Canids possess many of the same skeletal elements found in most mammals, albeit modified for their specific lifestyles as terrestrial quadrupeds. For example, the foot bones found in Canids are such that the beasts basically walk on the tips of their toes (a stance that is called *digitigrade*). This sort of gait allows these animals to run and pounce with great agility and quickness, something that is of utmost importance when hunting. Wolves, for example, have been known to run as fast as a horse in full gallop. In contrast, Wargs move considerably slower, relying on strength rather than speed. Hybrids, however, are an amalgam of wolves and Wargs in their speed capabilities. Female hybrids are generally very fast, and do most of the chasing during the hunt. Male hybrids are considerably slower (albeit larger) than females. In general, the skeletal and muscular components of these animals have evolved specifically to aid in hunting prey and consumption of flesh.

Canids have large sturdy claws at the tips of their toes but, unlike felines, these claws are non-retractable and are always

erect. Also unlike felines, the purpose of these claws is primarily for digging and they are only incidentally involved in prey capture. The most important anatomical weapons that these beasts possess to aid in the capture of prey are the teeth. Like all mammals, canids have differentiated teeth (meaning that their jaws are lined with several different types of teeth, each with a specific purpose). Canids have a total of 42 teeth (more than any other carnivore), and groups of these teeth are different in their design from others, representing the specific role that each tooth group was meant to fill during prey capture and food consumption. In general, canid teeth are designed specifically for grabbing prey, shearing/tearing flesh, and grinding bone. Short but sharp incisors line the front of the upper and lower jaws. These are margined on both sides by large conical teeth called *canines*, the purpose of which are specifically for grabbing and holding prey items (**Note:** Wargs and hybrids are unique among canids in that they actually have eight canines, one smaller pair existing behind the larger front pair. This gives the animal amazing power when grabbing prey, creating a vice-like grip that is nearly unbreakable). As one moves back from the canines along the jaw, the teeth widen and become multi-cusped, creating shearing surfaces for tearing flesh. The most important set of teeth for this purpose are an upper and lower set called the *carnassial pair*. When the jaw is opened and closed, these teeth act like a pair of scissors and easily tear pieces of meat into sizes more manageable for the carnivore to consume. The molars, which exist behind the carnassial pair, are designed to crush bone and allow most canids to consume even the marrow within a prey animal's bones.

There is only one structural difference in the bones of wargs/hybrids and true wolves. This is that wargs and hybrids have skeletons that are less porous and significantly more robust than true wolves and other canids. Though this thickening of bone is found throughout most of the body, it is more pronounced in the head, shoulder girdle, front limbs, and vertebrae. This is very advantageous for animals that usually charge headfirst into combat or prey items, carrying goblins as riders.

"In the midst of this they lit a fire, for there was no hope that darkness and silence would keep their trail from discovery by the hunting packs."

-The Fellowship of the Ring

Sensory Organs: Sight and Smell- Both sight and olfaction (smell) are superb in all canids. The snouts of these organisms are elongated to house large nasal chambers, specifically designed to hold a multitude of sensitive olfactory organs. Furthermore, they have very large lobes in the brain for olfaction and sight. So sensitive are these nasal organs, in fact, that most





canids can pick up scents several miles from their source, and in complete darkness. This distance is greater in true wolves than wargs and hybrids. Wargs, in particular, have a relatively poor sense of smell compared to other canids. This is due largely to the fact that they have never been required to hunt for themselves and have not had to use their

olfactory senses for survival. Thus, over time, these senses have become less acute. While wargs can smell adequately enough to track a party of PCs that their goblin handlers are attempting to hunt down, they cannot smell as well as their cousins. Hybrids have more advanced olfactory senses, yet although they can hunt adequately on their own, they do not have the ability to smell that wolves do.

Glands- Mammals have several types of glands located throughout their bodies that are unique from other vertebrates. The most obvious are the scent glands, which are even more potent than those found in dragons. These produce powerfully aromatic secretions (such as pheromones) that can be used for mate attraction and the marking of territory. Thus, scent glands are very important to the survival of these beasts. Another, equally important gland found in canids is the *sebaceous gland*. The sebaceous gland secretes an oily substance that naturally spreads over the coat of a mammal, making it flexible and giving the pelage its shiny appearance.

Mammalian Cooling Mechanisms- Mammals have several adaptations that allow them to exist in cold environments. What many do not realize, however, is that one of the greatest advances that mammals have over other terrestrial vertebrates is their internal cooling mechanism. This mechanism is driven by physiological processes and helps keep a warm-blooded animal cool despite the fact that it may exist in a very warm environment. Different mammals have cooling systems that work differently. Men, being the most advanced in this regard, sweat. It is the evaporation of this sweat that helps cool the body. Canids, unlike Men, do not sweat. They still, however, have a very efficient cooling mechanism: panting. Dogs, wolves, wargs, coyotes, etc., all pant to keep themselves cool. As they pant, hot air and moisture escapes through the mouth and evaporates into the atmosphere. It is this evaporative process that reduces the body temperature of the organism.

Physiology

Metabolism- All mammals are *endothermic* (or warm-blooded). This means that they produce their own body heat through metabolic functions and, unlike ectotherms, do not depend on the sun to acquire body heat and maintain body temperatures necessary for certain behavioral and physiological functions. This sort of metabolism is advantageous in that it allows

mammals incredible diversity in the geographic locations in which they can exist. Their habitat selection is not restricted by environment (for the most part), and, thus, they can theoretically exist anywhere in Middle-earth. This is in contrary to ectothermic animals, like reptiles, which usually are distributed geographically based on annual air temperatures of a given area (dragons being the exception).



Furthermore, warm-blooded metabolisms generally offer the organisms which possess them much more active lifestyles. This is largely because endothermic organisms usually have more complex respiratory and circulatory systems (i.e. four-chambered hearts, as opposed to three-chambered hearts, higher blood pressure, etc.). In general terms, the concentration of oxygen found within an organism's blood is potentially an indicator of how active their lifestyles are. Thus, more efficient lungs extract a higher concentration of oxygen from the air and transport it to the blood, and this blood moves throughout the body at a much quicker pace. The downside to this sort of physiology, however, is that endothermic animals must eat much more frequently to fuel their rapid metabolisms and survive. Thus, canids, like other mammals, are constantly driven by a need to find food and defend territories that are rich in a particular food source from other individuals.

Digestion- All carnivorous mammals eat meat almost exclusively (with some exceptions). Their digestion is designed specifically for the breaking down and absorption of nutrients from diets high in the flesh of other animals. Therefore, most carnivores do not eat vegetable matter of any kind, aside from that which is accidentally ingested while a canid consumes the stomach of an herbivorous prey animal. Because of their fast-paced metabolism, all mammals have relatively inefficient digestive systems, converting energy consumed from food into useable biological tissue and growth at a rate of only 2%. Because of this and their active lifestyles, all mammals must eat constantly to fuel their hyperactive metabolism.

Next Month: Part II of this Chapter, which focuses on the ecology and behavior of Canids in Middle-earth.

A PC's SO CALLED LIFE

PHYSICAL AND ACADEMIC TESTS



Correction: In last month's article, I stated that Toradan had Debate -1, whereas it should have said Debate +1 for his total standard bonus (ranks + attribute modifier + specialty).

In last month's issue, Toradan, Warley, and his wife Firiell got into an argument concerning the fate of the Ranger. Old Warley left, taking his hunting dog, Asher, with him, to confirm the man's story.

It had been a couple of hours since Warley set out with his faithful hunting dog to confirm the story given by Toradan. It wasn't difficult for his dog to pick up the scent of Toradan for his blood was still fresh upon the earth.

Track (Scent) - $(6+3) + 4 + 2 = 15$
TN 9; 10 -2 fresh blood +1 per day of age

The day was cloudy, threatening to rain, but the rumblings that danced in the wind sounded still far off yet he picked up the pace at the last crash of thunder just in case.

Weather-sense - $(5+3) + 1 = 9$
TN 10 to determine weather later today and he failed

After a few more minutes, to his great surprise, they came upon the place where Toradan mentioned his ambush and encounter with the troll. The Ranger was obviously delirious or misjudged the distance when we tried to recall how far away he truly was from their home!

Asher was all over the place, sniffing everywhere in a frenzy. He discovered the remains of two orcs that were apparently half-eaten and a couple arrows strewn about. The tracks and prints that he found looked as if there were more orcs than the two that were left and then he found the broken branches and small trees left by the troll as it cut a swath through the forest; it was very hard to miss.

Taking a moment to collect himself, Warley finally was able to accept the word of the wounded man in his home. As an attempt at recompense for the Ranger's service to him and his family and for his mistrust, he collected tokens from the orc corpses and as many arrows as he could find and then set off for home, hoping to get there before the rogue troll and the storm brewing found him.

Search - $(3+3) - 1 = 5$
Appraise - $(5+6) + 1 = 12$
Warley turns up 5 undamaged arrows.

ACADEMIC TESTS

These tests are made with attributes, reactions, and skills that a character would use for investigation or citing knowledge as if it were read from a scroll. Many modifiers are associated with these tests such as from wounds, Weariness, or obscurity of facts. These tests are important because an outcome crucial to the events in the game or even the character's life may depend on whether he can pull off a disguise as an orc or translate a scroll from a foreign tongue with accuracy to glean the needed information about an ancient artifact. The importance of academia in Middle-earth is evident when Elrond deciphered Thror's map concerning The Lonely Mountain and when Loreth, the wise-woman, recalled the lore of the return of the rightful king of Gondor.

Below I outline the different academic tests and their use in the game.

Perception

This attribute represents a character's ability to see or sense beyond what is in front of his nose, spotting things that are hidden to most. Those whose lives depend on their ability to notice things, Rogues and Rangers, usually have fairly high scores in this attribute.

Wits

This attribute represents a character's memory, capacity for reasoned thought, intellect, and store of knowledge. The Wise and those whose livelihoods depend on their knowledge, such as healers and craftsmen, prize it.

Wisdom

This reaction represents a character's common sense and, to a certain extent, insight; his ability to determine what is true or the best course of action. It is used to ward off attempts to trick or fool you.

Appraise

This skill is used for judging the value, determining the worth, or amount of some thing, be it the distance to the next hill or the value of a gold trinket.

Guise

This skill is used for allowing a character to properly alter his appearance to look as though he were another person, a man or woman, man, elf, or orc.



Language

This skill is used for when a character needs to translate the speech or text of a language he knows. Tests aren't required for speech or text of a native language, but would be a good idea for ancient or archaic uses of the language.

Lore

This skill group covers many different skills such as Group, History, Race, Realm, etc. It represents a character's raw knowledge of the subject, including any of his specialties.

PHYSICAL TESTS

These tests are made with attributes, reactions, and skills that a character would use for climbing a rock wall to chasing down an enemy to look for hidden traps. Many modifiers are associated with these tests such as from wounds, Weariness, or the environment. Odds are it will be mostly this kind of test that characters will perform most often as most of all the skills, attributes, and reactions are listed in this category.

Below I outline the different physical tests and their use in the game.

Nimbleness

This attribute represents a character's dexterity and quickness. It is used for things such as delicate work, stealth, aiming at targets.

Strength

This attribute represents a character's physical power and might. It is used for things such as moving huge trees, deal grievous damage to a foe, or win an arm-wrestling contest.

Vitality

This attribute represents a character's hardiness and ability to resist or lessen effects from physical sources such as poison, wounds caused by combat, or weariness.

Stamina

This reaction represents a character's toughness and ability to withstand pain and discomfort.

Swiftness

This reaction represents a character's ability to avoid attacks and other dangers that may require him to move out of the way.

Acrobatics

This skill is used for performing deft movements of the body in precarious positions such as swinging on a rope, balancing on ledges or precipices, etc.

Armed Combat

This skill group covers the many different melee weapon skills grouped in Blades, Axes, Polearms, etc. Use of this skill was discussed in a previous issue of The Hall of Fire.

Climb

This skill is used when a character attempts to scale a wall, climb a tree, or rappel down a steep rock.

Conceal

This skill is used when a character wants to hide something other than himself, such as treasure or a weapon.

Craft

This skill group covers all sorts of different crafting skills like pottery, leatherworking, or toy-making.

Games

Though a character uses his Wits for this skill, he must physically perform a task to play the game, like throwing darts and the like.

Healing

This skill allows a character to bandage, staunch, and treat wounds and diseases in a variety of manners.

Jump

This skill is simply used when a character wishes to jump over a chasm or up to branch on a tree above his head.

Legerdemain

This skill reflects a character's ability to manipulate his hands faster than the average eye can see, allowing him to make them 'disappear' or to deftly pick locks.

Mimicry

This skill represents a character's ability to imitate voices and sounds such as that of another person or animals.

Observe

This skill represents a character's ability to sense and detect things out of the ordinary, specializing in the five senses and, for those with extraordinary powers, 'seeing' beyond what is contained by those five senses.

Perform

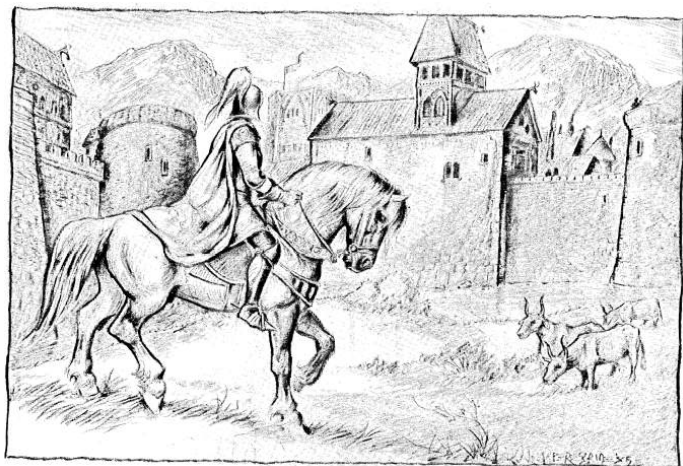
This skill is used when a character wishes to play an instrument, sing a song, tell a story, etc.

Ranged Combat

This skill group covers the many different ranged weapon skills grouped in Bows, Spears, Thrown, etc. Use of this skill was discussed in a previous issue of *The Hall of Fire*.

Ride

This skill is used when a character attempts to use a beast for transportation like a horse, pony, etc.



Run

This skill simply reflects a character's ability to cover much ground with very little time.

Sea-craft

This skill represents a character's ability to create and use boats and ships.

Search

This skill allows a character to examine his surroundings in a methodical manner to find hidden or lost items.

Siegecraft

This skill reflects a character's ability to effectively fight and/or direct others during a large battle.

Smithcraft

Not covered under the Craft skill, this skill represents a character's ability to work and mold metal to his purposes for jewelry, armour, weapons, etc.

Stealth

This skill is used when a character attempts to evade others by hiding, moving quietly, or following another.

Stonecraft

Not covered under the Craft skill, this skill represents a character's ability to work and mold stone to his purposes for works of art or building a wall.

Survival

This skill is used when a character needs to live off the land so he can find edible plants and animals, where and how to build proper shelter, etc. in specific environs.

Swim

This skill simply reflects how strong of a swimmer a character is.

Teamster

This skill represents a character's ability to use and direct wagons, carts, and other vehicles using animals to move them.

Track

This skill allows a character to examine the ground and surroundings looking for clues as to follow others or to befuddle those trying to follow him.

Unarmed Combat

This skill group covers the ways of combat without using weapons such as brawling or wrestling.

Weather-sense

This skill represents a character's ability to 'read' the weather and attempt to forecast what the weather would be in the near future.

Before long, Warley is caught in a downpour. It's an odd thing for him to misjudge the weather as his joints usually give away an impending storm. The going gets rough as the ground turns to mud, but he finally arrives back at the house just as a bolt of lightning and crash of thunder play out east of the homestead. The weather hasn't done much to soften his mood, but he knows now what he must do.

Upon hearing a knock on the doorframe, Toradan turns to see Warley standing at the doorway. He sits in the bed with his gaze fixed on the old man for a long moment before he enters the room, closing the door behind them and taking a seat near the bed.

"Listen here, Ranger," he says gruffly, "I followed your trail and found that you were telling the truth, but I guess time moves slowly with your life draining from you as I came across the site of battle not near as far as you thought. Meaning the threat you saved us from was even nearer than either of us expected."

Looking down to his hands, not able to meet the eyes of Toradan, he continued, "Here, I found these. You might need them." With that, the old man got up and left the room leaving a tired yet relieved Toradan to heal.

In the next article, I will finish this series on Toradan with him acquiring enough experience to gain a level of Advancement and spending his Advancement Picks. The article will also discuss gaining new Basic and Elite Orders and alternative/additional awards from the Narrator.





IT'S ALL OPTIONAL

SAILING THE HIGH SEAS: SHIP CONSTRUCTION

This is the first part of a 3-part series where I will discuss ships and the sea in Middle-earth. This article is about ship construction and will have a Ship Profile sheet available for separate download.

SHIP PROFILE

Production Information

The ship's production section includes such as its class and type, the year it was launched, the shipwright who designed and/or built it, and its place of origin. The origin of the ship is important as Númenoreans made vastly different ships than the elves or Corsairs.

Hull Information

The ship's hull section details the ship's general size and shape. While it doesn't detail the actual style of the ship's design, it does describe its dimensions, number of decks, and crew complement.

Size

The ship's size dictates the amount of space it has for various components, such as sails, weapons, cargo hold, etc.

Structure & Space

Every ship has a structure rating representing its durability and resistance to damage. Structure also relates to the amount of volume and resources available for ship construction.

Crew Complement

A ship's crew complement depends on the size and class of ship.

Operation Information

The ship's operation section of the profile details components of the ship concerning its operational capabilities.

Cargo Space

Nearly all ships have areas of unused space that can be used to store equipment, cargo, and passengers. This is especially important for merchant vessels, though ships of war and explorers find it useful for extra ammunition, equipment, or cargo and specimens of distant lands. The amount of space dedicated to storage is recorded here.

Emergency/Auxiliary Craft

This refers to all vessels of Size 2 or smaller carried aboard the ship, such as rowboats and skiffs. The total number of craft, in Size, is listed here.

Propulsion

Masts, sails, and oars are the heart of a ship. Without being able to move, a ship cannot effectively defend itself or haul its cargo. The type of propulsion that the ship has is listed here.

Weapons

Not all sea-faring people are friendly nor are the seas safe from attacks by creatures of the sea, so weapons placed aboard ship are used both for war and protection from the unknown elements that may appear along a voyage. The number, types, and ranges of weapons placed on the ship along with the amount of ammunition are put here.

Ballista- These weapons are like huge bows on their sides, launching large spear-like projectiles at a target. They have a fairly short range, but their impact is quite damaging due to their sharpened end.

Catapults- These weapons, launching large stones, aren't as powerful as Ballistae, but offer a longer range and more can fit on a ship.

Miscellaneous Data

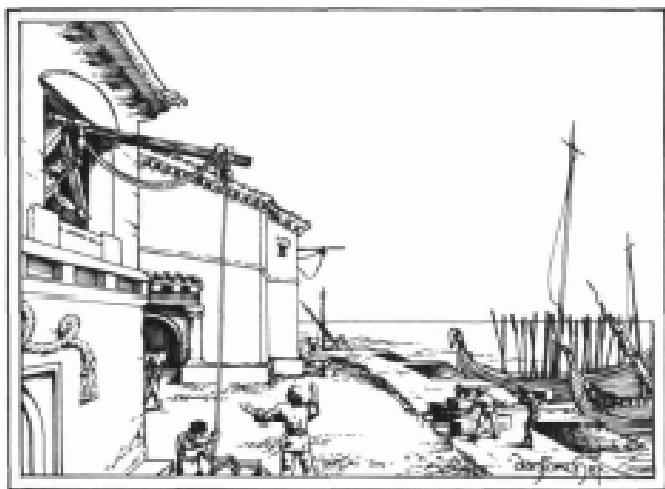
This section includes three important attributes of the ship: Maneuver Modifiers, Ship Traits, and Damage Tracks (see Reliability and Damage Tracks in the Components section).

Maneuver Modifiers- These modifiers are bonuses applied to Sea-craft or Siegecraft tests when performing maneuvers in combat. A list of combat maneuvers and how to run sea-ship

combat on the sea will be covered in next month's issue. List these modifiers in this section.

Ship Traits- Much as ordinary traits distinguish characters, ship traits do the same for sea-craft. Every class of vessels and indeed every individual ship may have its own idiosyncrasies that make it stand out from the rest. If this ship has any traits, list them in this section.

CONSTRUCTING SHIPS OF THE SEA



Ship Concept

Before you design your ship, spend some time thinking about the role it will play in your chronicle. First you should consider why you are creating the ship. Will it be the base of operations for your group or just a transport of sorts between adventures? Moreover you should think about the role within the setting: why was it built? A ship's role can vary from being a merchant transport to a military vessel to an exploratory vessel. These roles influence the type of crew and its bearing (heavily armed or lots of cargo space or built for speed, etc.). Finally, a ship says a lot about its creators. Númenor had many different types of sea-faring vessels in its time. In its beginning it had a lot of traders, explorers, and transports, but when the Sea-kings came to power, much of their shipbuilding was focused on war and conquest. The ships of the Corsairs are mainly focused on piracy and hit-and-run tactics.

Ship Construction

Once you determine the type of vessel you wish to build and your general design goals, its time to begin construction. This process is fairly straightforward, similar in the fashion of designing starships for the Star Trek RPG. Certain elements such as class name, dimensions, year launched, etc. depend on your personal preferences or needs of your chronicle. The steps for creating your own ship are listed in the table below and will be discussed in the subsequent sections. **NOTE:** All calculations for ship construction are rounded up unless otherwise specified.

Table 1: Steps for Ship Creation

1. Select Origin of Make
2. Select Class
3. Select Size
4. Purchase Components
 - a. Propulsion
 - b. Cargo Space
 - c. Weapons
 - d. Emergency/Landing craft
 - e. Reliability
 - Propulsion
 - Bridge
 - f. Structure/Space Swap
 - g. Traits
5. Maneuver Modifiers

ORIGIN

Who the creators are of the vessel, which you intend to build, influences the type and abilities of the ships built by them. Below is a table denoting the major peoples involved in shipbuilding.

Table 2: Unique Effects by Race Makers / Effects

Dúnedain of Númenor	
1	+2 Protection for hull
2	-1 cost for all components on Explorers and Warships and -2 cost on all other classes
3	Are the only makers of ships of Warship class
Elves	
1	+5 Movement
2	Nimble edge
3	Can only make ships of these classes: Scout, Merchant-Transport, or Private-Auxiliary
4	Cannot make Heavy type ships
Gondor	
1	-1 cost for weapons
Corsairs of Umbar	
1	-1 cost for sails
2	Minimize Profile edge

CLASS

The class of ship you intend to construct has a limit to its size, which is listed in the table below. Types of ships also have inherent traits that further augment the ship's capabilities.

- Fast ships have +3 movement.
- Heavy ships have -3 movement and +1 Protection for the hull.
- Light ships have -1 Protection for the hull.

**Table 3: Ship Classes and Their Relative Sizes**

Class/Type	Min Size	Max Size
Warship		
Fast Attack	4	6
Battleship	5	7
Dreadnaught (Heavy)	6	7
Explorer		
Standard	5	6
Light	4	6
Frigate		
Standard	4	5
Fast	4	5
Light	4	4
Heavy	5	5
Scout		
Standard	4	4
Light	3	3
Merchant-Transport		
Standard	5	6
Fast	5	5
Light	4	5
Heavy	6	6
Private- Auxiliary		
Rowboat	1	1
Skiff	2	3
Yacht	3	4

SIZE

Select your vessel's size based on the constraints of the class and type of vessel you intend to construct. Determine your ship's Space and Structure from this value and record them in this section.

Table 4: Ship Size and Dimensions

Size	Length	Beam	Height
		in Yards	
7	36-50	19-20	10
6	26-35	14-18	9
5	16-25	11-14	8
4	11-15	7-10	6
3	7-10	5-6	4
2	4-6	3-4	2
1	1-3	1-2	1

Table 5: Crew and Decks

Class	Crew Multiplier
Warship	10-15
Explorer	10-12
Frigate	8-10
Scout	3-5
Merchant-Transport	6-10
Private-Auxiliary	1-5

Space = Length + Beam + (Height*2)

Crew = Size * Chosen Multiplier (Crew size does not include weapons crews or additional soldiers)

Structure = Space - (Size*3), rounded down to the nearest 5

Decks = Height/2, rounded down

Defense = 7 + (10-Size)/2

COMPONENTS

Once you know how much space you have to work with, you can then begin spending it on components for your ship. Once you run out of space or have too little space to spend on any components, your vessel cannot hold anymore. To alter this though, refer to

Space-Structure Swap in this section and the Ship Traits section.

Cargo

Ships of size 3+ come standard with an amount of cargo space equal to 5*Size units, otherwise their cargo space is equal to its Size in units. Additional cargo space may be purchased at 5-units/1 space. 1 cargo unit is 10 cubic yards. Merchant-Transport ships have 10*Size units and purchase 10-units/1 space.

Emergency/Auxiliary Craft

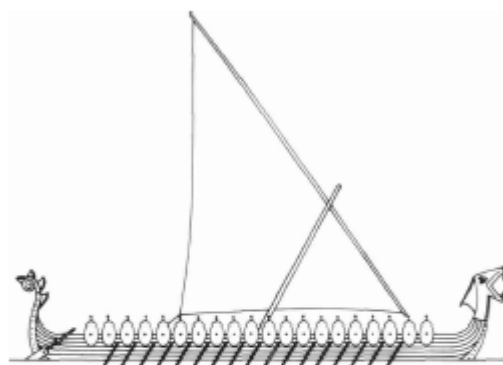
Ships of size 3+ can hold a its Size worth of craft of Size 1 and/or 2. For example a ship of Size 5 can hold a total of:

- Five Size 1 craft or
- Three Size 1 craft and one Size 2 craft or
- One Size 1 craft and two Size 2 craft

Additional craft can be carried at the cost of 5 spaces for Size 1 craft and 10 spaces for Size 2 craft. If these types of craft aren't carried, half the ship's Size in space can be converted for use for other components.

Reliability and Damage Tracks

Purchase the reliability for your Propulsion components and Bridge, each. The modifier based on the reliability comes into effect when encountering hazards and possibly in combat. The damage tracks below are associated to the reliability and the effects listed are applied when enough damage is caused to the ship to reduce it to a lower level.



COASTAL RAIDER (clinker design, Belfalas)

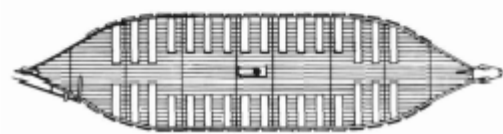


Table 6: Reliability Chart

Designation	Modifier	Cost
A	+0	None
AA	+1	2+Size/2
B	+2	1+Size/2
BB	+3	3+Size/2
C	+4	2+Size/2
CC	+5	4+Size/2
D	+6	3+Size/2
DD	+7	5+Size/2
E	+8	4+Size/2
EE	+9	6+Size/2
F	+10	5+Size/2

tests +3. Use the lowest Stamina modifier of the oar crew for the tests. Weather conditions worse than calm confer penalties to the Stamina tests.

While cruising outside combat, perform Stamina tests the same as in combat, but for time increments of hours instead of rounds. Depending on the weather conditions checks may come every 30 min, 10 min, or 5 min and include the same penalties.

Weapons

Purchase each weapon individually along with an amount of ammunition to be used with the specific type of weapon.

- Large Catapults can use Small ammo, using the Large Catapult's range but Small ammo damage, while Large Ballista cannot.
- Warships purchase siege weapons at -2 space and ammo at -1 space.

Table 10: Siegecraft Weapons

Ballista	Cost	Catapult	Cost
Small	10	Small	5
Small Ammo x 10	5	Small Ammo x 15	5
Large	15	Large	10
Large Ammo x 5	5	Large Ammo x 10	5
Grapple Hook x 3	7		

See page 242 in the CRB concerning ranges and damages of Catapults. The range and damage for Large and Small ballista are listed in the table below. Record the number and types of siege engines aboard ship along with the amount and type of ammunition. See page 105 in the TTTSB for more information about Grappling hook Ballista ammunition.

Table 11: Ballista

Size	Damage	Range
Small	2d6	10/25/50/100
Large	3d6+3	15/30/65/110

Space-Structure

Space or structure can be converted into the other in increments of 5. No more than 25% of either can be converted in this manner.

Table 9: Propulsion Components

Type	Cost	Size							Base Movement by Size						
		1	2	3	4	5	6	7	1	2	3	4	5	6	7
Oars	Size	x	x	x	x	x	x	x							
Sails 1	3	x	x	x	-	-	-	-	12	10	8	-	-	-	-
Sails 2	6	-	x	x	x	-	-	-	-	12	10	8	-	-	-
Sails 3	10	-	-	x	x	x	-	-	-	-	12	10	8	-	-
Sails 4	15	-	-	-	x	x	x	x	-	-	-	12	10	8	7
Sails 5	21	-	-	-	-	x	x	x	-	-	-	-	12	10	9

Maximum Movement = Base Movement + Sails Type
Cruise Movement = Base Movement - Sails Type/2

Table 7: Propulsion Damage

Track	Effect
F	-2 to initiative
E	-5 movement
D	-2 Helm maneuvers
C	-2 to initiative
B	-10 movement
A	Disabled! (no Helm Maneuvers can be executed)

Table 8: Bridge Damage

Track	Effect
F	-2 to initiative
E	-2 Siegecraft tests
D	-2 Command maneuvers
C	-2 Siegecraft tests
B	-2 Command maneuvers
A	Disabled! (no Command Maneuvers can be executed)

- All effects are cumulative, but if the Reliability begins as less than F, do not include the effects of those categories above it.
- Frigates purchase Propulsion Reliability at -1 space.
- Explorers purchase Bridge Reliability at -1 space.

Propulsion

The ship's sails and/or oars represent this component; the modes of making the ship move.

- Movement is the number of yards per round the ship may move per round. Record your Maximum and Cruise Movement in this section.
- A ship's speed relative to its opponent can give a better or worse Defense. For every +/- 3 movement, a ship will gain +/- 1 Defense.

For example, ship 1 has a base Defense of 10 with a current movement of 10 and ship 2 has a base Defence of 10 with a current movement of 7. In this scenario, ship 1 would have an effective Defense of 11 against ship 2 and ship 2 would have an effective Defense of 9 against ship 1.

- Merchant-Transport and Private-Auxiliary vessels purchase sails at -1 space and rowboats cannot purchase sails.

Oars- Oars may be purchased in addition to sails. When used, oars provide either 3 movement when used alone or +3 movement when used with the sails. The number of Stamina tests required each round is equal to the ship's Size/2 (rounded up), TN 5 +1 for each subsequent round. Upon failing more than half the tests in a single round, the benefit from the oars is lost for a number of rounds equal to the number of failed





TRAITS

These are additional enhancements to a ship or a class of ships to make them unique. Each edge costs 5 spaces. Acquiring a flaw gives back 5 spaces.

Edges

Armed to the Teeth

This ship's hull has been enhanced to support additional weapons. This comes with the cost of increasing the viewable target area for enemies.

Effect: Gain an amount of Space equal to the 5 * (Size/2) (rounded down) for the sole use of placing siege weapons. All tests to target this ship decrease by -2 TN for each weapon bought using this space.

Improvement: Yes.

Armor

This ship is outfitted with additional reinforcement for deflecting and absorbing damage to the hull.

Effect: The ship gains +1 Protection to all sections of the ship. This effect lasts until the section is damaged; reducing this trait's effect by 1 Protection until total bonus Protection gained is reduced to 0. It can be repaired and restored, but only in port.

Improvement: Yes, gain +1 Protection (max +5).

Famous

This ship is renowned for the exploits of its crew from engaging in battle to discovering new cultures and trade routes.

Effect: Tests for determining information about the vessel and its crew in general have -5 TN.

Lethal

This ship was designed to better accommodate the placement of siege weapons and facilitate their use.

Effect: +2 bonus to Siegecraft tests for weapons.

Minimize Profile

The concept of this ship's design is to minimize the viewable target area for enemy ships. This comes with the cost of losing some of the ship's structure.

Prerequisite: Size 3 or larger

Effect: All tests for targeting this ship gain +2 TN. This ship loses 5 Structure.

Improvement: Yes.

Nimble

Agile and swift, this ship is ideal for maneuvering.

Prerequisite: Size 4 or smaller

Effect: This ship gains +2 to all Helm maneuvers.

Unique Attribute

Through some quirk in its construction, this ship has a particular benefit associated with it that is not indicative of the standard make of this type of vessel.

Effect: Choose from the list below of benefits.

Fast: +3 Movement

Optimized: +2 bonus to Command Maneuvers

Fortified: +1 Protection, +5 Structure

Flaws

Inefficient

This ship was ill designed for commands from the ship's commander to be relayed and carried out in a timely manner.

Effect: -2 penalty to Command maneuvers.

Obsolete

The craft lore used to construct this ship is old and out-dated.

Effect: +2 TN to all maneuvers.

Improvement: Yes.

Slow

This ship's hull design isn't as streamlined as others, making it slower.

Effect: Reduce Movement by 3.

Improvement: Yes.

Unwieldy

This ship is sluggish to respond to changes in direction and speed.

Effect: -2 penalty to Helm maneuvers.

Vulnerable

This ship isn't as sturdy or designed to suffer much combat.

Effect: Reduce Protection by 1 and Structure by 5.

Improvement: Yes.

MANEUVER MODIFIERS

Maneuver Modifiers are the bonuses inherent to a ship for the types of combat maneuvers it can perform: Command, Helm, and Weapons. Additional bonuses can be applied to these base modifiers based on the ship's size. It receives a total of bonus of 1+(Size/2). For example, a Size 1 ship would receive a total of +2 to add in any combination to its three Maneuver Modifiers (+1 for two modifiers or +2 for one modifier). The table below lists the Maneuver Modifier ranges inherent to each class.

Table 11: Maneuver Modifiers

	Command	Helm	Weapons
Battleship, Dreadnaught	+2/+4*	-4/+1	+2/+4
Fast Attack	+0/+2	-1/+2	+1/+3
Explorer	+2/+4	-3/+1	+0/+2
Frigate	+1/+3	-1/+2	+1/+3
Scout, Auxiliary	-1/+1	+0/+3	-1/+0
Merchant-Transport	-2/+0	-2/+2	-2/+1
* Base Modifier/Maximum Modifier			

THE ROAD GOES EVER ON

Fan-made Adventures...

THE TRIUMPH OF THE WITCH-KING

A stand-alone adventure or chronicle for 4 to 5 characters at starting Advancement levels 0-2.



Chapter 2 The Road to Rivendell

Interludes:

1. In a beautiful ringed white city, dirges are sung as a king and his family are carried to the Halls of the Dead. Their bodies show signs of the pervasive plague that lends no mercy to beggar or noble.
2. The darkness stirs and two large eyes glow yellow. A low grumbling voice speaks... "It is not He that I serve, but our Master". The two eyes blink and the voice replies... "I can see the benefit of our mutual assistance. Do not worry about these petty elves, soon fire shall rain down upon them". The gaunt shadow nods, turns and steps back out into the cold northern night.

Setting: The Company has spent the last couple of days relaxing and regaining their strength for the next leg of their journey. They must travel the Great East-West Road until it crosses the Ford of Bruinen and comes unto Imladris. The Company's spirits should be rather high after their stay at the Pony, although none of them are looking forward to the next two weeks of travel. The Innkeeper will sell them any supplies that they might be low on, but he will sell it sparingly and at a much higher price than normal (30% higher).

The morning that the company is to set off, a light snow begins to fall. The snow accumulates as a light dusting only but the Company wonders what the winter will be like if the snow is already falling this early in October.

Narrator Notes:

1. The narrator may require the following tests for travel: for each day of travel the characters must perform a Stamina Test TN 10 (narrator may change depending on travel circumstances) for each 2-hour travel period (10 hours of travel, 5 tests). If failed, the character is reduced one Weariness level. If the character fails three tests consecutively, they must stop for the day being too weary to carry on. Total distance traveled will be relative to the successes of the character's weariness tests. A restful night's sleep will restore all Weariness penalties (see next bullet).
2. At the end of each day's travel, one character must make a successful Survival test TN 10 (narrator may change depending on terrain and weather) to find a place where the travelers can get some rest. If failed, the characters still

regain lost weariness but they now have a -3 penalty to all Stamina tests to resist Weariness.

3. I have set the adventure up to allow for 5 encounters during each leg, **the Narrator may change this to suit their game's needs.**
4. All grayed text may be read to players.

Scene 1 The Road Goes Ever On...

It had been 15 days to Bree. The number of days spent in the town will determine the number of total days they have been on the road from Tharbad. For the rest of the scenes described, it will be assumed that the Company stayed two days. Thus with our first scene, it is day 19 since leaving Tharbad (day 2 from Bree) unless the characters failed their stamina tests to travel – the narrator may wish to note the status of food and water.

The Company is two days out of Bree and the traveling has been good. Despite the fact that the Downs of Tym Gorthad are on their right, the Company's spirits are high. None of them wish to have to sleep too many nights amongst the Barrows so they make good use of the daylight.

Still, the lands are quiet and the colors spectacular. The light dusting of snow has accentuated the yellows and reds of the leaves and the smell of fall is heavy on the air. The Company pushes on until the sun is beginning to fall in the west and the red dusk adds even more color to a brilliant landscape.

Suddenly, the horses wicker and act nervous as a flock of crows take to flight about 20 yards in front of the Company. Stillness lies on the land as the crows squawk away into the evening air - their calls echoing on the hills. The Company looks about wondering what spooked the birds and their horses. Just then, a number of men come out of the trees at the Company – their weapons are drawn.

The attackers are made up of at least 5 **Brigands** (Middle-men) that look thin and hungry. These are actually members of the gang that had attacked the company on the southwest side of the Barrow-downs a few days past. It will work wonderfully if the brigands had retreated on their first attempt at robbing the



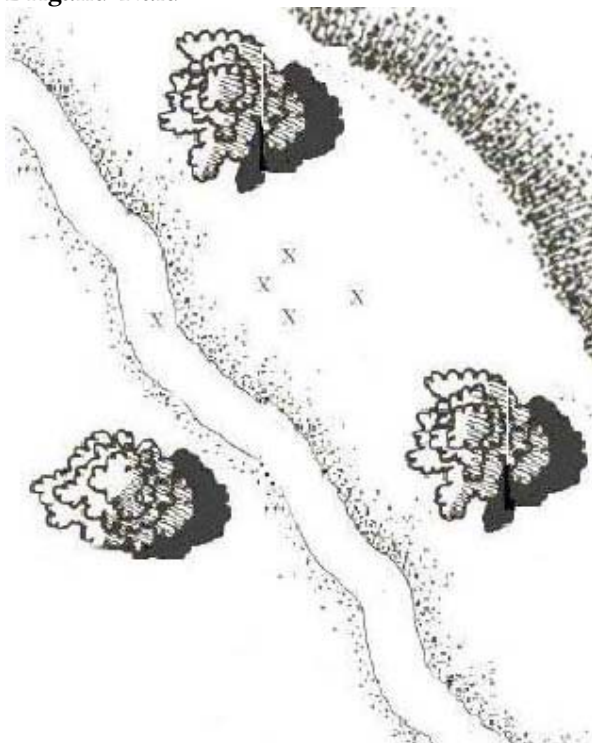
Company. They may be seeking revenge or just another chance to waylay the group – they may not even know it is the same Company as before. The Narrator can have the Company make a Perception or Observe (Spot) roll **TN 10** – those successful will notice that one of the brigands is wheezing and slightly coughing.

Though they think they have the advantage, the brigands are no fools; they will run if the battle does not go in their favor. They will run into the hills of Tyrn Gorthad to get away – the Narrator can use the company's apprehension regarding these hills to not give chase.

Brigands – use the Dunlending stat on page 289-290 of the CRB. The narrator may determine the number of brigands based on the character's number and advancement level. The narrator may decide on either combat pacing for their game.

If any have fallen, the company will find standard and not well made items on the brigands. There are 11 cp between their purses. The Narrator can award the respective **EP's** for the following: **5 EP** for slaying any of the brigands and up to **15 EP** to any players that enhance the scene with their roleplaying, make good use of their skills, or think of some good ideas for the travel.

Brigand Raid



Scene 2 A Test of Honor

It is day 23 since leaving Tharbad (day 6 from Bree) unless the characters failed their stamina tests to travel – the narrator may wish to note the status of food and water.

After traveling for four days, the Company has left behind the brigands and the Barrow Downs. The Company has been gifted with some beautiful weather and spirits are high as you ride. Except for the light snowfall out of Bree, it has been nothing but sunny, crisp days!

The Company has been pushing to make for Weathertop and you are a little ahead of schedule. You should reach the tower of Amon Sûl by early afternoon. Everyone in the Company agrees to make the old fortification their camp due to its broad view and the fact that there are still some of the walls standing about the ruins. There are some of the company who have mixed feelings regarding the hill, not sure that they want to be reminded again of the destruction that the Witch-King has brought upon the lands of Arnor - yet, you know that the hill is the best place to make a camp.

Soon the Weather Hills begin to appear on the horizon and it is not long after, with the sun sitting in the afternoon sky (on the sixth day out of Bree), that the Company gazes on the Ruins of Amon Sûl. Not much is left of the once proud tower that was a symbol of Dúnadan might; now only a broken ring and remnants of outer curtain walls stand to show that it was even there; any Dúnedain in the Company will feel a surge of anger and guilt as you look on the ruin.

It was 227 years ago that the tales tell of the attack on Amon Sûl. In the year 1409 TA, the combined forces of Angmar and those of the conquered and treacherous realm of Rhudaur fell on the last Prince of Cardolan and his army that protected the tower's walls. Signal fires had been lit to call for aid from far off Fornost and though King Arveleg I came, it was too late. The defenders of Amon Sûl and the army of King Arveleg met the Witch King's forces, and a great battle did take place. In the end, the tower lay in ruin; the King of Arthedain and the Prince of Cardolan were dead; and the Dúnedain dispersed. If not for the coming of the elves from Lindon, and new troops under Araphor, son of Arveleg, the field would have belonged to the Witch King; but he was driven back, and his forces dispersed as well. Though victorious, the new King of Arthedain had found little left to save.

It has been these many years since then and Cardolan's hope now dwindles again as the plague rages across the lands.

The Company is brought from their thoughts by the sound of a voice... "Strange Company. Men, Elf and Dwarf?" a gray-cloaked pilgrim says as you now notice him staring at you from the roadside. He wears a large-brimmed, pointed hat that his nose seems to extend beyond and he leans on a gnarled staff. There is a twinkle in his eyes from under the shade of the hat and though he looks aged, you all sense a hidden power within him.



The Company will need all to make the following tests: **Observe (Spot) TN 10, Observe (Listen) TN 15, Recognition (Wits) TN 12.** The Observe (Spot) test is to determine if the Company can see the slight plume of smoke atop Weathertop; the Observe (Listen) is to see if any within the Company will recognize the old man's voice as that from their dream in Bree (also, if Celephain's son makes a success with this test, then he will also realize at this time that the woman's voice was that of his mother – he will also know in his heart that she is now dead); the Recognition test is to see if any within the Company recognize the old man for who he is – Gandalf the Grey.

Gandalf is only passing – he is traveling west towards Bree and though he may be interested in the Company, he will only make idle conversation. He will inform them of the presence of others atop of Weathertop, though he will not say who and what their condition. If any place his voice from the dream, he will be unaware of any dream and make only cryptic remarks about such things. When all the questions the Company wishes to ask are done, the narrator may read the following:

All of a sudden, there is a great commotion of crows in the trees around you and in the skies above.

"Take heed of what you have heard and be on your way with the morning's light. Atop the hill you will find moderate shelter, although you may find that you are not alone! I must be on my way for something tells me that things are astir... Remember! Be off with the morning light and remember what you have been told!"

The old man yells to you as he strides away. You all marvel at the speed he makes and in a few moments, he is gone from sight. You all notice as the crows seem to circle above you as well as some of them flying off west in the direction of the old man.

The Company starts up the hill of Weathertop, winding up its long trail to the ruins above. The air seems heavy around the hill as if it itself remembered both its glory and its ruin. The only sound that can be heard is the clunk of the horse's hooves and the squawks of the crows that circle above. The party is now aware of a faint smell of smoke as they continue up the hill.

After twenty minutes of climbing, the Company finally reaches the hills summit, and as they expected, they are not

alone. The hill's flat top is still covered with large pieces of the once proud tower and its surrounding curtain wall. The large ring in the center of the hill is the most evident reminder of where the tower had once stood. Rising above these old ruins is a thin wisp of smoke. What catches your attention most is the four bodies that lay about the fire - all covered by blankets and furs. It is easy to see that these are some of the Hill Folk that reside in Rhudaur, and it is also easy to see that they are sick; two of the forms that lay there are very still.

All the Hill-men are feverish and coughing and in need of assistance. The problem is that they may be the enemy. It is now a question of honor whether or not the Company will aid them. If the Company helps the men, they will find that they cannot be moved at this time. They must decide how long they will stay on Weathertop and how much aid they are willing to give – it is obvious that the deaths of these men are inevitable. Any aid given, by the Company, will not be appreciated by the dying men (who are delirious and unaware) and no information will be garnered from them. The lands around Amon Sûl are empty of any movement by man or beast (this does not include non-threatening animals).

The narrator may decide the length of time until all of the men are dead but it is recommended to not be more than two days. **At the end of this scene, the characters will need to make another Stamina roll against the Plague.**

Any character may make a Search test TN 5 around the area atop the hill – if successful; the individual will find a banner of the Angmarim army. Whether it belongs to these men or not is for the characters to decide.



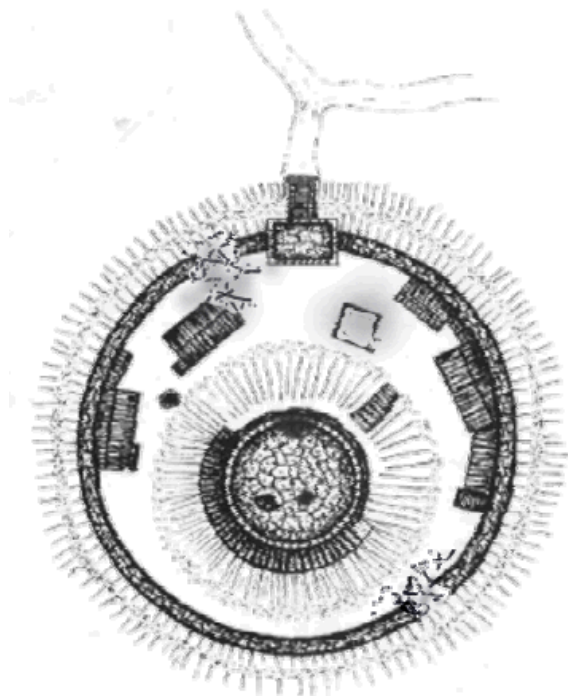


The Narrator can award the respective **EP's** for the following: **10 EP** for helping any of the brigands and up to **15 EP** to any players that enhance the scene with their roleplaying, make good use of their skills, or think of some good ideas for the travel.

Scene 3

The Long Heath and Lone Tower

It is day 26 since leaving Tharbad (day 9 from Bree) unless the characters failed their stamina tests to travel – the narrator may wish to note the status of food and water.



After some argument, it was agreed that the Company should use fire to consume the bodies instead of leaving them to be picked apart as carrion. The Company quietly built the pyre and you set it ablaze as you mounted and rode from the hill. Your minds wander as you descend the hill - once there sat here a proud tower and bulwark against the enemy, now a broken ruin that houses only the dead.

Your Company turns east along the old East-West Road. The bitter cold wind that began last night continues to blow from the north across the long heath. Gray clouds have blocked out any warmth from the sun above and only the knowledge that Rivendell is less than a week away makes the trip endurable. You soon pass a small stream and stop momentarily to fill your waterskins and then quickly move on. The Company has noticed that the great flock of crows flying about the area still circle high above. It seems as if the birds are moving along the road as you push

east. Although they never come close, they are never far off.

On the third day of your travel, the company rides just north of a set of small hillocks. Atop the largest hillock is a ruined signal tower. One of many that Rhudaur had built – these towers were used to send a signal of any danger to Amon Sûl far away. Unfortunately, the tower did little to serve its purpose. The old stone tower stands alone upon the hill, beckoning to the Company – its wooden roof collapsed and walls perforated.

Though the damage is evident, it would make a better shelter than none - the only problem is that the day is still young and there is plenty of road still to follow. The Company looks to each other, seeing if any are going to make an argument for or against the investigation of the tower. One thing that the Company can plainly see is the well that sits just outside of the structure - that promises fresh spring water, instead of the creek water that you have been drinking.

Should they decide to investigate the tower, they will get a chance to meet its inhabitants. Within the tower, a company of orcs of Angmar along with a half-troll has taken refuge. Cut off from the army to the south, this group found the old tower inviting and have been raiding all passersby on the road. They will attack anyone that enters the tower grounds as long as it is between sundown and morning – otherwise they will remain hidden on the first floor within. The narrator will want to make sure that the characters approach the tower at dusk.

With the consent of the rest of the Company, the group rides towards the small hillocks - the center hill being their goal. It is easy to see where the outer curtain wall had been compromised letting the enemy spill in on the defenders. Two large holes on either side of the curtain wall and the now broken gate give you three options to enter the tower walls. Seeing no evident danger, the Company rides through the old gatehouse. The large doors that protected the courtyard are now gone - probably taken as building material or wood for fire.

Upon entering within the curtain wall, you can see the extent of the damage done by war, long ago. That some of the wood structures even stand is very surprising to you. The grass has grown high around all the buildings and the edifices into the structures are dark and show signs of cobwebs, bat guano and bird nestings and droppings. The only other thing that is odd is a peculiar smell in the air, though none of you can place its source. There is evidence around the tower courtyard that many travelers have used this place for camping - many old fire rings can be seen.

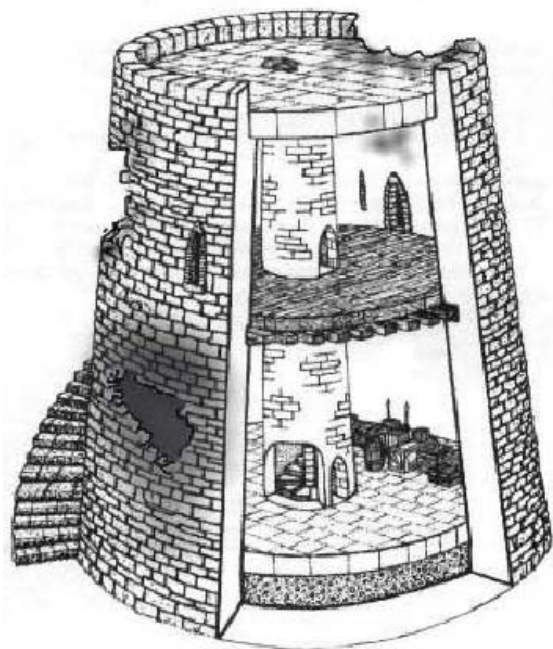
On the east side of the curtain walls are stables that may still be of use. Next to them looks to be an old supply shed and a burnt-out structure. On the west side, sits an old official-looking structure and a partially-demolished guard bunkhouse. The large central tower that rises above all else sits on an elevated earthen embankment that can be climbed via a set of stone stairs. Though the tower's walls are perforated, the only way in is by climbing the stairwell that encircles the tower up to its top.

This fashion of the tower, with the turreted second-floor entrance, was the primary style of defense built by the Rhudaurim. Seen as a trap by most other Dúnedain, the tower was inescapable once your enemy had broken through - unless

of course, there were hidden exits. The stone structure looks as if it was quite formidable, housing at least 250 soldiers early in its history, but time has changed all of that - now it is nothing more than a memory of past days.

Only the sounds of your movements and the squawking crows can be heard in the old courtyard

Rhudaurim Watch Tower



*The troll and orcs live and sleep on the first floor but will come up to investigate any noises.

There is an Orc Chieftain, an Orc Mage along with 13 Common Orcs and the Half-troll at the tower. The narrator will want to use different combat pacing with each of the enemies. It is recommended as such:

Orc Chieftain; Orc Mage; and Half-troll – all at standard Wound Levels; the narrator may use the stats within the *Fell Beast and Wondrous Magic* supplement - page 40 for the orcs and page 44 for the troll (use a weakened Hill-troll).

Common Orcs – narrator should break them up into groups of different levels; 4 3-Hit orcs, 4 2-Hit orcs, and 5 1-Hit orcs.

The narrator must relay the desperation of the struggle to the players but make sure that the Company is not defeated or too many (if any) slain. The orcs and troll may be overwhelming but there is a card that the narrator will need to play when he sees the time fit. That card is Camentir and his band of Dúnadan Soldiers (See the next scene).

The Narrator can award the respective **EP's** for the following: **2 EP** for each Common Orc killed, **8 EP** for the Mage or Chieftain, and **10 EP** for killing the Troll and up to **25 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

Scene 4 Aid in the Dark

When the time is right, the narrator will start this scene and read the following...

As the Company sweats and bleeds through the fight, the night wind blows cold into the perforated tower. The strong breeze bites at weary bodies and the Half-troll bellows! Behind his roar, you think you hear the faint sound of horns blowing... horns! Yes it is horns you hear... and in your peripheral vision you see torches glowing outside on the walls and in the courtyard. The large Half-troll stands before the Company, the night open to both through the hole in the wall, and then the whistle of arrows is heard.

One, two, then three arrows strike the back of the remaining orc archer. The Half troll then roars in pain and reels backwards as five arrows strike him in the chest and neck!!

Soon the area is full of men in long hooded cloaks and armor. The Company can now see that the shadowed figures bear the emblem of Elendil upon their surcoats - these are men of Arthedain. One of the companion's yells out, "Ai na vedui! Mae govannen Dúnedain!" With the spoken elvish words, the cloaked figures also seem to relax.

"Well met indeed... I am Camentir (*pronounced Ca-Men-Teer*), commander of the Third Guard of the King's Host of Arthedain, or... what is left of it."

Note: the narrator may need to alter the above narrative based on what creatures are left alive at the time of the coming of the Dúnedain.

Camentir is a noble knight of Arthedain and he is in command of the Third Guard of the King's Host, one of eight divisions in the king's army. The unit is responsible for the watch of the lands east of Amon Sûl. These men have been gone from home for three years now, living off the land and raiding all orc and Rhudaur holdings that they can. When they had left Arthedain, they numbered 350 men - they now number 67. Their captain is wise and a brilliant tactician, though some fear that he has become fey. He takes them into risky ventures for little gain and morale has been affected. Still, the men are loyal and though they may have different thoughts regarding their orders, they will follow Camentir to the end.

With things now quiet, the Company and the Arthedain soldiers may now investigate the tower. On the first level, will be found the sword Andúring (*pronounced An-doo-Ring*) and the dagger Silturma. These weapons belonged to a good friend of Camentir's named Borandil. With him dead, Camentir will bestow these weapons upon any Dúnadan character that shows great promise as a leader and warrior (as they now have no house to bear them). He may split the weapons up between two characters pending the narrator's decision.





The narrator may find the statistics of these weapons in the June 2004 issue of *The Hall of Fire* in the **Fan Flavour** section.

The Company will rest with the host of Dúnedain at the tower and

it is recommended that conversation be brought up regarding their mission and how desperate it is. If it is not brought up, Camentir may not assist them with the next part of this scene. The narrator may wish to incorporate some **Persuade, Debate, or Bearing Tests TN 10** in the conversation to help in the Company's plea to Camentir.

If he is won over, the next morning, Camentir will let the Company know that he will be escorting them to the Mitheithel River. What the Company is not aware of is that there is a stronghold of the Angmarim built and garrisoned on the northeast bank of the river. The Hill-men stationed there watch the river and let no one pass unharried. Camentir will explain this to the Company and he and his men will press an attack on the fort while the Company passes in relative safety.

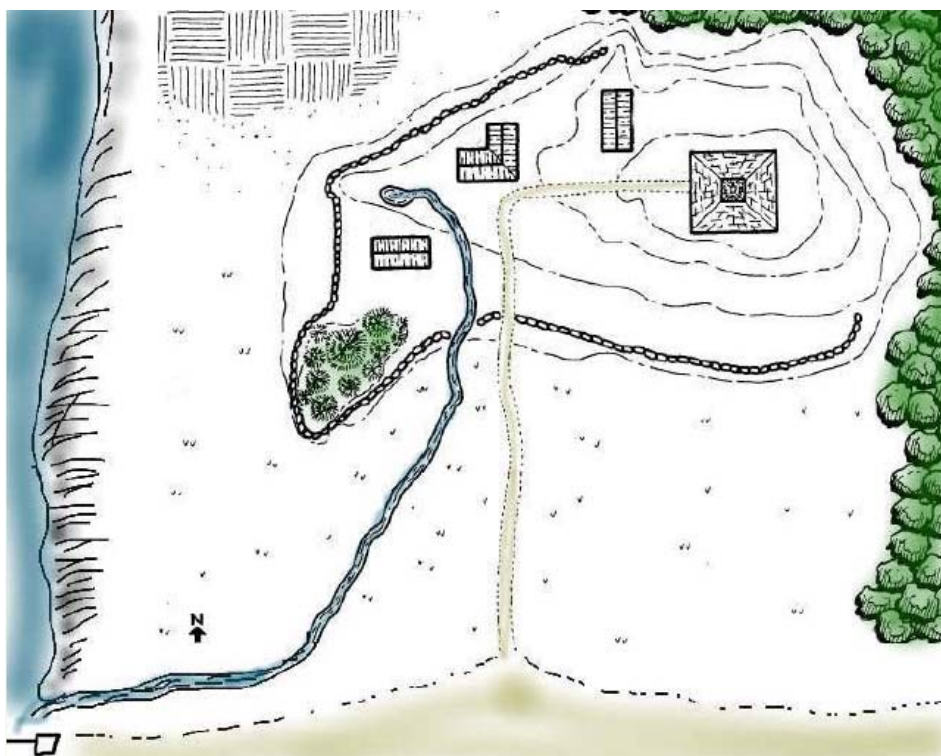
The travel to the river will be uneventful except for the constant flock of black birds that follows the group. No matter how many are killed, the flock still lingers with the Company.

The narrator may role-play out the combat if he or she wishes or may describe it as a narrative. In either case, the Company must not know what the outcome is for Camentir and his men (and the Kings Host must survive as well). Also, the narrator should make a point of describing the desperate combat the Dúnedain commit too in keeping with the theme of this story and the desperation of the people of the north.

No Stats are given for Camentir and his men due to the fact that the narrator should only be using them as a saving element at the tower and as a blocking force to push across the bridge on the Mitheithel. If the narrator wishes to write Camentir up, it is suggested that he have no less than 10 Advancements and his men be 1-2 Advancements each.

When the Company passes the garrison on the Mitheithel, it is day 29 since leaving Tharbad (day 12 from Bree) unless the characters failed their stamina tests to travel – the narrator may wish to note the status of food and water.

The Narrator can award the respective **EP's** for the following: up to **15 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.



Scene 5 The Eyes of the Enemy

It is day 31 since leaving Tharbad (day 14 from Bree) unless the characters failed their stamina tests to travel – the narrator may wish to note the status of food and water.

The Company makes haste in the last few days of their journey. The temperature has fallen and the wind off the mountains blows bitter; with it has come snow and it lies on the ground about the Company. Still, the thick fir trees give the Company a little shelter as they travel - stifling the wind a bit.

Soon the Company notices the putrid smell of smoke and charred bodies as they ride along the forested road. They come upon a smoking pit and what looks to be burnt remains within – the smell that emanates from the pit certainly tells of its contents. As they stare at the remains, a fair voice calls out - "If you seek any more orcs, you will find none here!"

Suddenly four Silvan elves step into view from the forest around the Company, as if they just appeared!

The Company will need to role-play out the conversation with the elves and attempt to persuade them to help them into Rivendell – no matter what the results of the Test rolls, the elves will answer as such –

"These are dangerous times, and though you be of the houses of the Dúnedain, the fences of Rivendell are not lowered for anyone."

The only way that the elves will make any different decision is if the entire Company is revealed to them (none are missing or scouting out somewhere else). The entire Company will bring back to mind something that they had just heard; the narrator may read the following:

With the whole Company before them the elves begin to talk in an urgent fashion to themselves in their native tongue and then the lead Rivendell elf looks at you all and says, "You are the ones. You must be. Before we slayed these orcs," he says gesturing to the pit, "We crept in quietly and overheard them talking. It seems that they were discussing their orders to capture or kill a company of Free Folk made up of (*narrator fills this in*). By their markings, they were from Angmar... it seems that the Witch-King has taken an interest in you." As the elf finishes speaking, you hear the flutter of wings and the caw of a crow – a bird had just taken flight and disappeared. In fact, all of the crebain that had been following the Company have dispersed.

"We will not hinder your road to the Ford of Bruinen, and we will hasten before you to send word to the Lord Elrond and let him decide if the fences of Rivendell will be opened for you." With that the elves disappear as if into thin air.

The Narrator can award the respective **EP's** for the following: up to **15 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

Scene 6 The Last Homely House

It is day 32 since leaving Tharbad (day 15 from Bree) unless the characters failed their stamina tests to travel – the narrator may wish to note the status of food and water.

The Company, having ridden the rest of the day after meeting the elves, took refuge in a hollow within a great fir tree. The night was as restful as they could make it but the road has taken its toll. On the thirty-second day since they left the house of Celebrian, the Company at long last looks upon the very gates of Rivendell.

Upon seeing the Ford, the Company's hearts plummet – the river rages through its path and even trees have fallen adding to the torrent. It appears as if the Master of this land has no desire to let the strangers come within.

But then, as they sit atop their horses despairing, a clear voice comes from across the water – "Do not despair, the Fences of Rivendell are always up during these dark times, but it does not mean that you were not expected nor welcome."

As he speaks, the raging waters of the Bruinen begin to subside and slow to that of a passable ford. Across the river from you, sitting atop a horse, is a dark-haired elf. He smiles at you all and gestures for you to cross.

"Welcome to the land of Rivendell, home of the Lord Elrond and his Lady, Celebrian. I am Elrohir, son of the Lord and Lady and have been sent here to make sure that the rest of your journey to Imladris is made easy" he says as you cross the ford. "Let us hasten," he says smiling, "the tables have been set and our guests are awaited!" And with that, Elrohir spurs his horse forward and rides off to the north and east.

And at long last, after a month of being on the road, the Company rides into the fair land of Rivendell. The very air feels timeless and although still road-weary, the Company feels more relaxed than they have felt since they can remember. Elrohir leads the group to the stables where hands immediately take their horses. "Do not worry about your horses or your things, all will be taken care of for you", Elrohir says as he dismounts. "The Lord and Lady await to greet you upon the veranda, so let us hasten."

As you approach the great house, you understand why it is called the last Homely House - the majestic elven architecture lends itself to peacefulness and serenity. The smells that waft into your faces of honey breads and ham baking immediately cause your mouths to salivate and stomachs to rumble. The warm firelight glow that emanates from the windows beckon to all of you and you look forward to getting within the halls.

Then you see them, the Lord Elrond and his wife, the Lady Celebrian. The couple stands upon the porch dressed in flowing light elven garments and both of their foreheads are adorned with a thin golden band. It appears as if starlight crowns the Lord Elrond's head as well, even though he stands below the roof of the porch.

The Lord Elrond is tall with flowing long black hair and eyes that seem to be timeless. Upon his brow is great wisdom and there is also some hidden power that can be sensed but not seen by all within the Company. Each of the members of the Company make sweeping bows of respect (as in the manner of their people) before him and thank Elrond for his hospitality and to each he welcomes in their native tongue as well as in common, speaking all of your names though none have been given.

And then the Lady Celebrian speaks, "Mae Govannen! Welcome all of you, may you find here the rest and knowledge and wisdom that has brought you so far from your homelands - but the gleanings of that knowledge is for tomorrow. Now come, the tables of Elrond are adorned with foods and drinks and then you may all take rest." She smiles upon you all and you now understand the beauty that is told of the Lady Galadriel in far-off Lothlórien as it is reflected in her daughter - the Lady Celebrian. Long blonde hair frames her perfect elven face and her voice seems to ease all of the pain and weariness within your bodies.

The Company follows their hosts into the Last Homely House and in it they find the rest from wound and weariness that they have all needed.



In the land of Rivendell, the Company will probably wish to have their questions answered by the elven master. Here are some of the key things that might be asked by the Company and the responses that Elrond has:



Q: What has become of Camentir? Did he and his soldiers survive the attack?

A: Elrond does not know of anything regarding Camentir's disposition. He will, however, send out scouts to discern what has become of the Adan warriors.

Q: Where did these weapons that we have come from?

A: Elrond is familiar with the tale of Andúring and Silturma and also their former bearer – Borandil. It will grieve him to know that Borandil is dead.

Q: Is there a cure for the plague?

A: To this Elrond has an answer; the narrator may read the next narrative.

Then Elrond speaks again, "Son of Celephain, there is an answer to that which you have come for. There is a medicine that will aid the healer's hand against this dire sickness that affects your people." Elrond gestures to a minstrel of his hall that begins to sing.

Ephaniel, Ephaniel,
the flower of elven kings,
to bloom in Beleriand,
in gardens of gold and green.
No matter season,
warm or cold,
your flowers often bloom,
and in its scent,
and in your leaves,
a cure for Adan doom

And when the minstrel stops his singing, Elrond speaks, "It is with the plant Ephaniel that you will find your hope. With it I have cured eleven of your folk that have come to my door. Unfortunately, I have not enough stores of the plant to aid but four more. I will be glad to give you the little that I have remaining, but it will not go very far. Still, you may hope to aid those most close to you in your home far away." and then Elrond gestures again to the minstrel, who speaks.

"Or, you can follow me. I am Mirimon, Minstrel of the House of Elrond. It is said that the elves that moved east from the cataclysms of the First Age brought with them some Ephaniel out of Beleriand. The elves let the plant grow wild but it only adapted and grew in abundance in the Ettenmoors to the north. I have seen these Ephaniel fields. I can take you there, if you will have me?"

Suggestions to the narrator if they would like to create a greater challenge of getting into Rivendell:

1. If the company has an elf, the entrance to Imladris should be relatively easy. Perhaps the company runs into an outer watch patrol of elves and must wait until the word comes from Elrond on whether they are permitted entrance. (This is as the story is currently set up)
2. The company may need to make a series of test rolls such as: *Track, Search, Observe, Insight, Lore*, or

any other that the Narrator wishes at TN 15 or greater. Only extraordinary successes will reveal anything and in the end the company will run into the same outer watch patrol of elves and must wait until the word comes from Elrond on whether they are permitted entrance.

3. Perhaps word has already been sent to Elrond of this company's approach and they are met at the Ford. Once in Rivendell, the Company can role-play the meeting with Elrond and the folk of Rivendell. They will be able to rest and recover from all wounds and weariness and have mended both body and equipment. The Company may stay as long as they wish to but eventually they will need to move on with their mission.

There are no threats during this scene but the Narrator can award up to 15 EP to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel. This is the end of the second leg of the travels to Imladris in Rivendell. The surviving Company members have seen through hunger, cold and many dangerous creatures of Middle-earth.

(What Celephain's son learns from Elrond) – The Plague shows little to no mercy to any of the peoples of Middle-Earth; each **Man**, **Dwarf**, or **Hobbit** character must make a TN 10 Stamina test each month or come down with the plague, if unsuccessful see below; **Elves** are not affected by the plague. It is to be understood that the characters will need to have exposure to the Plague to catch it, but in their travels there should be many times that they do to qualify the monthly tests.

The Plague has the following effects:

Onset Time – 1d2 days

Symptoms – Chills with fever, coughing as the lungs fill with fluid.

Effects – Reduce Vitality by 1d3 per day of sickness (may make a TN 15 Stamina save per day to negate that day's reduction of Vitality). If the character is reduced to 0 Vitality, they expire.

Treatment – the Plague is running rampant because there is little that the healers know to beat it. Once per day, a person may be treated by a Healing (Sickness) TN 15, which if successful, allows the sick character to make an additional TN 15 Stamina save to negate that day's loss of Vitality, they may also make a TN 30 Stamina test to defeat the Plague altogether. If the Healing (Sickness) is a complete success they may reduce both stamina test TN's by 2; if it is a superior success, they may reduce both stamina test TN's by 5; if it is an extraordinary success, they may reduce both the stamina test TN's by 10. **Ephaniel** – in the hands of a Healer will reduce all above-mentioned Stamina tests by an additional 5 points. An **Ephaniel plant** will yield 3 applications of medicine.

Recovery – if a character beats the plague, they will recover 1d4 Vitality a day although they will only recover to a new amount due to a permanent loss of 1d3.

Congratulations, the Company has successfully made it to fair Rivendell. The Narrator may award 1,000 EP to disburse between each surviving character that made it to the Last Homely House.

FAN FLAVOUR

NEW RACIAL PACKAGES

BLACK NÚMENOREAN

Anyone of Númenorean origin that returned to Middle-earth in the Second Age to follow Sauron or an ancestor of those who did. They survived to the end of the Third Age and probably into the Fourth Age, during which they were often at war with Gondor. They reigned as the nobles of the land in Umbar and other kingdoms of darkness under the sway of Sauron.

Armed Combat +1

Insight +1

Intimidate +1

Lore +1

Persuade +1

Edge: Rank



NEW ITEMS, WEAPONS, AND EQUIPMENT

THE HELM OF THE MOUTH

"The rider was robed all in black, and black was his lofty helm..."
- The Return of the King

This high helm of the Dark Lord's most trusted living servant is a symbol of dread and cruelty. None know fully what he looks like as it covers part of his face and The Mouth has it donned always in the presence of others. Not quite a crown, it depicts his rank and station and is crown enough for him.

High and Mighty - When worn by the one chosen by Sauron, himself, to wear this helm, the wearer gains +2 Bearing and doubles his attribute bonus to Intimidate and Persuade tests.

Haste and Shadow - When the chosen wearer of this mantle is in need of haste for any reason, he may cast the spell of Mist of Speed without the need of requirements and the fog is black instead of white. The spell will last until either the wearer reaches his destination or upon entering Barad-dur.

MŪMAK SIEGE ENGINE

Large structures mounted atop the great beasts have a complement of 25 Southron archers (1 Outstanding, 2 Excellent, 7 Good, 10 Average, 5 Poor on average), along with a commander and beast handler. Everyone has 25% cover and are about 50 feet above the ground. The beast handler must make a TN 10 Teamster test to direct the mûmak. The commander must make a TN 10 Siegecraft test to tactically direct the siege engine (retreat, attack, special maneuver, etc.). See Fell Beasts and Wondrous Magic concerning the natural abilities of the mûmak (oliphaunt). The mounted structure has 3 Protection and 30 Structure. For every 5 Structure lost roll 1d6 to determine how many men were lost. For every 10 Structure lost, roll

ADŪNAGAN

This longsword, whose name means 'Bane [death] of the West' in Adûnaic, is the chosen weapon of The Mouth of Sauron. He has carried it ever since entering the thrall of the Dark Lord of Mordor and is found at his side always. Spells of ruin and death have been woven into the metal and essence of this black steel sword and it cannot be broken save by the downfall of its bearer.

Drinker of the Blood of Men - All tests using this sword (attack and damage) gain a +3 bonus when its wielder uses it against Men of any race and double the bonus against Men of Númenorean descent.

Ruination - If this sword parries or is parried by a weapon that is not named or does not have any special bonuses attached to it, that weapon is immediately destroyed in a flash of red fire and molten metal. Upon the death of The Mouth of Sauron or wielding by another, this blade will shatter and be consumed in smoke and fire, leaving naught but the hilt.



an additional 2d6. On the first, roll a 1 to kill the siege engine commander. On the second, roll a 1 to kill the handler. If the handler is killed, the mûmak then cannot be reliably directed in combat. If either is killed in previous attempts, ignore rolling the said die. Once all structure is gone, there are no survivors, except (probably) the mûmak.

Poor Mûmak Commander	- Siegecraft +3*	Poor Mûmak Handler	- Teamster +3
Average Mûmak Commander	- Siegecraft +5	Average Mûmak Handler	- Teamster +5
Good Mûmak Commander	- Siegecraft +7	Good Mûmak Handler	- Teamster +7
Excellent Mûmak Commander	- Siegecraft +9	Excellent Mûmak Handler	- Teamster +9
Outstanding Mûmak Commander	- Siegecraft +12	Outstanding Mûmak Handler	- Teamster +12
Poor Southron Archer		- Ranged Combat: Bow +3	
Average Southron Archer		- Ranged Combat: Bow +5	
Good Southron Archer		- Ranged Combat: Bow +7	
Excellent Southron Archer		- Ranged Combat: Bow +9	
Outstanding Southron Archer		- Ranged Combat: Bow +12	
* total bonus to dice roll (attribute, ranks, and specialty)			

NEW SIEGECRAFT AMMUNITION

FIRE POTS

Launched by catapults, both large and small, from land and sea. Inside the pots is a viscous fluid similar to sap and lamp oil that burns slow and hot and is extremely flammable. Everything within the radius of coverage that is flammable will begin to burn the next round. To put out the fire, sand, dirt, mud or the like must be used, as the fluid will float on water. The Corsairs or Mordor's forces or, more likely, the ancient Númenoreans could use lore such as this.

Large Pot

- Upon impact deals 4d6 damage to creatures or 2 damage to fortifications
- Landing on an angle, covers a conic area of 20 feet long and 20 foot base
- Landing straight down, covers an area of 15-foot radius

Small Pot

- Upon impact deals 2d6 damage to creatures or 1 damage to fortifications
- Landing on an angle, covers a conic area of 10 feet long and 10 foot base
- Landing straight down, covers an area of 5-foot radius

The subsequent fire deals 1d6 damage +1d6 per round (cumulative) plus reducing the Protection of wooden fortifications by 1 point per round. Once the Protection is reduced to 0, the fire will spread 5 feet per minute in every direction, repeating the action above.

IRON SHOT

These are large iron spheres commonly used in catapults. Ignore 1 point of Protection per level of success of the commander's Siegecraft test. Lore such as this could be used by Mordor's forces or, more probably, the ancient Númenoreans.

REMNANTS OF LORE

THE PATHS OF THE DEAD

by an unknown Rohirric Bard
(by KingOfRohan, andy@nortoncrew.com)

*Down from the Dark Years the Dwimorberg Door
Is spoken of softly in shadowed lore
Many is the mournful melody and lay
Telling of the Dead that guard the way
Valor little avails those who venture that road
Homeless souls rule the haunted abode
Terror soon masters the trespasser's will
He feels the fullness of fear and falls still*



ALLIES AND ADVERSARIES

‘They were robed in white and grey. Swords were naked in their pale hands.
... Their cold eyes glittered, and they called to him with fell voices.’

-- *The Fellowship of the Ring*



The Nazgûl are the most powerful of Sauron's minions, nine shades who were once mighty kings of Men. Each one corrupted, they now serve his will as harbingers of evil throughout Middle-earth.

HOARMÜRATH OF DÍR

By Decipher/ICE/MERP, Contributed by Doug Joos

ATTRIBUTES: Bearing 14 (+4), Nimbleness 10 (+2), Perception 12 (+3), Strength 10 (+2)*, Vitality 12 (+3), Wits 12 (+3)*

REACTIONS: Stamina +5*, Swiftiness +5, Willpower +5, Wisdom +5

DEFENCE: 12

MOVEMENT: 6

ORDERS: Warrior, magician (sorcerer)

ORDER ABILITIES: Battle-hardened, Evasion, Spellcasting 5, Spell Specialty (Sorcery), Swift Strike

ADVANCEMENTS: 35

SKILLS: Armed Combat: Blades (Longsword) +10, Inquire (Interrogate) +9, Intimidate (Fear) +12, Language: Westron +6, Language: Black Speech +8, Lore: Realm (Khand, Mordor) +4, Lore: History (Men) +8, Lore: Magic +6, Lore: Servants of the Shadow +8, Lore: Rings of Power +6, Observe (Spot) +9, Ranged Combat: Bows (Longbow) +4, Ride (Hell-hawk, Horse) +9, Siegecraft +6, Stealth (Sneak) +6, Track (Scent) +5

EDGES: Fell-handed (+3 against all enemies of Sauron), Night-eyed 2, Strong-willed, Warwise, Weapon Mastery (Sword), Wise

FLAWS: Fealty (absolutely bound and obedient to Sauron), Hatred (the living)

SPELLS: Bane-spell, Bladeshattering, Command, Create Light, Display of Power, Dumbness, Enslave Beast, Evoke Fear, Kindle Fire, Lightning, Opening-spell, Quench Fire, Sense Power (ability), Shadow of Fear, Shutting-spell, Spellbinding, Veil, Voice of Command, Wizard's Guise, Wizard's Hand

SPECIAL ABILITIES: Black Breath, Nazgûl Terror, Perceive Rings of Power, Persistent Existence, Purity of Running Water, Scent of Blood, Senses of the Dead, Undead Stamina, Wraithform

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 14

COURAGE: 5

RENOWN: 35

TN EQUIVALENT: 20





UNIQUE SPECIAL ABILITIES

BLACK BREATH Those who run in fear at the sight of the Nazgûl are perhaps the wisest of all, as those who stand against them are susceptible to the Black Breath, a condition most dire. Any character who attacks a Nazgûl

directly or is Unmanned in the presence of one must make an immediate Willpower test. Against the Lord of the Nazgûl, this test is TN 25. Characters who succeed in this test manage to stave off the effects for the moment, but if they fall otherwise unconscious while in combat with the Black Riders, they remain unconscious for 1d6 hours no matter what healing is brought to bear upon them. Failure at the Willpower test, on the other hand, results in unconsciousness for 1d6 days, Complete Failure in unconsciousness for 1d6 weeks, and Disastrous Failure in unconsciousness until the character can be brought to a house of great healing, as described under 'Advanced Treatment' on page 248 of the Core Rulebook. All characters rendered unconscious by the Black Breath must make a TN 10 Vitality test each day the condition lasts or lose 1 point of vitality and Strength. Any character reduced to 0 in either succumbs to death.

Characters roused from their unconsciousness continue to suffer intense feelings of dread, accompanied by terrible nightmares, for 1d6 days. These feelings impair all tests in that time, imposing a -2 penalty. Only a proper use of Inspire or Healing (TN 15) can end this period of lingering terror.

NAZGÛL TERROR In addition to having the effects of the standard special ability Terror, the Nazgûl can increase this effect when they gather in numbers. Although their opponents need not roll separately for each Nazgûl's Terror, the TN of the single test they must make is increased by one for each Nazgûl past the first. Furthermore, night imposes a -2 penalty to all reaction tests against Nazgûl Terror.

PERCEIVE RINGS OF POWER The existence of the Nazgûl is tied to the Rings of Power, and they can easily detect them. They receive a +4 *Sense Power* test modifier to perceive them.

PERSISTENT EXISTENCE Nazgûl with this ability cannot be slain while their Dark Lord lives. If 'slain', the Nazgûl reforms in Dol Guldur or Mordor, restored to full health.

PURITY OF RUNNING WATER All Nazgûl but the Witch-king are frustrated by the presence of running water. They suffer a -6 penalty to all tests while at the shores of a river or stream. They never ford deep rivers except in the most extreme of circumstances, preferring to cross on bridges or ferries.

SCENT OF BLOOD Nazgûl can smell blood as it pulses through the veins of living creatures, giving them a +2 to Observe (Scent) tests to find them. They also benefit from a +4 test modifier to track bleeding creatures.

SENSES OF THE DEAD The Nazgûl do not see the living beings of the world, but instead perceive the shadows they cast. To them, black seems white and darkness light. In sunlight, they suffer a -6 modifier to all Observe tests. At night, the penalty is only -3. When mounted on Black Horses or Hell-hawks, however, the Nazgûl do not suffer from this weakness, as they can instead see the world through the eyes of their mounts. The Lord of the Nazgûl's power is such that he may ignore the drawbacks of Senses of the Dead at will.

UNDEAD STAMINA Nazgûl need never eat or drink, take only half damage from physical attacks, and recover from injuries at five times the normal rate. Further, they do not have Weariness Levels and need never make a Stamina test to resist weariness for any reason.

WRAITHFORM The Nazgûl are invisible unless they garb themselves. However, their eyes – orbs of evil, red fire – can still be seen at times. Unless a Nazgûl wishes its eyes to be visible, spotting them requires a TN 15 Observe (spot) test.

DESCRIPTION

The Nazgûl typically wear black, hooded, cloaks and blackened hauberks. Underneath this garb, however, they are insubstantial spirits, their bodies long ago faded with the passage of time and the corrupting influence of Sauron.

Somewhat stocky and exceedingly strong and vigorous, Hoarmûrath stood 6'1" tall. He was among the tallest of the Urdar, and his prideful manner served as testimony to his inherent conceit. Blue-eyed and exceptionally fair, he embodied the ideal of Urd leaders.

HABITAT

The Nazgûl require neither food nor shelter, dwelling effortlessly in any environment to which their master sends them. However, with the exception of the Lord of the Nazgûl, they are more capable at night, so they usually travel or do battle when the shadows are deeper.

SOCIETY

The Nazgûl are completely devoted to and dominated by the will of Sauron. While the Lord of the Nazgûl is nominally in command of the other eight, his authority is a dim reflection of Sauron's. When the Nazgûl are within a few miles of one another, they can communicate through piercing wails that torture both the eardrums and the souls of living beings.

USAGE

The Nazgûl are harbingers of doom, sowing fear and reaping terror wherever they may be. Anywhere heroes struggle against the Enemy, his servants may travel to stop them. The Nazgûl are among Sauron's most powerful servants, and a terrible challenge to any but the most powerful heroes. Those who expect to do anything other than avoid their attention or flee before them are certainly near the end of their chronicle, where peril is greatest and the consequences of failure most dire.

HISTORY

Hoarmûrath was born in the Forest of Dir in the land of Urd in S.A. 1954. His home, one of the northernmost settled domains in all of Endor, spawned a rugged race of hunters and trappers. Hoarmûrath's band spent much of their time roaming the southern flanks of the Iron Mountains (*S. Ered Engrim*;" *Q. "Orongreni"*) and plying the vast, icy waters of the Sea of Illuin and the Bay of Utûm (Utumno). His mother, Emûrath of Uab, commanded the allegiance of most of the Urd clans, and served as the Matriarch of the Urdar until her death in the Umlí Wars (S.A. 1962-75). Her daughter Amûrath replaced her according to the Urd matriline, permitting Hoarmûrath to become the Master of the Household. As brother of the queen and uncle of her heir, he enjoyed the highest status accorded a male of the Urdar.

Hoarmûrath's close relations to the Avar Elves to the south, however, influenced his views and set him on a course of rebellion against his family and Urd traditions. The Avari taught him much about magic and power, and opened the young man's eyes to the ways of the rest of Middle-earth. In time, Hoarmûrath quarreled with his sister over the course of relations with the Umlí and other neighboring peoples. He preached war, hoping to extract valuable territory from the Myri and Angela tribes. Amûrath ordered her brother exiled, but he refused to leave. A struggle followed and Hoarmûrath's zealous retainers slew his sister.

Rather than face the penalty of death on the frozen sea, the Master of the Household proclaimed himself the first King of Urd. Supported by Avar warriors and a strong faction among the more warlike bands of Urdar, Hoarmûrath of Dír crushed his opposition and ordered the slaughter or banishment of the Urd Priestesses. In S.A. 1992, he became the Lord of the Urdar.

Urd war-bands struck out into the surrounding lands during the next five years and by S.A. 1997, Hoarmûrath ruled much of the great wooded territory between the Northern Seas. Avari groups retained their dominion and extended their influence with the Ice King's aid, but the union soon gave way to bitterness. Elven immortality and wealth haunted Hoarmûrath, and the Urdar turned on their allies in S.A. 1999. Two great battles followed, but both resulted in Avar victories. Desperate, the King of Urd invited help from Sauron of Mordor.

The Lord of the Rings sent Khamûl to the court of the Ice King in S.A. 2000. The Easterling – still fair-seeming and glowing with the power of his own Ring – approached his future compatriot with the gift of a Ring of Power and the prospect of eternal life. Enamored of the Evil One's offering, Hoarmûrath

accepted the Ring and fell under the sway of the Shadow. He became the sixth King of Men to become an Úlair.

Hoarmûrath the Ringwraith

Hoarmûrath's new prize invigorated him. Two years after Khamûl's visit, the Urdar were stronger than ever, and the Ice King led his army southward. The War in the Woods in (S.A. 2002-2053) ended with an Avar retreat, leaving Hoarmûrath with a vast kingdom. Styling himself the Lord of the North, the reclusive Urd King savored his successes and erected a strong royal government over the course of the next two centuries.

In S.A. 2250, Hoarmûrath departed a cool, forested domain punctuated with stone citadels. His long reign as Sauron's client established a new order in northeastern Endor. Once his Kingdom and successor seemed sure, the Lord of the Rings called the Ringwraith to Mordor. The need to confront the growing might of Númenor outweighed any considerations the Dark Lord reserved for the North.

For the next one thousand and eleven years, Hoarmûrath resided in Mordor beside the Evil One. The Ice King frequently visited his home to reorder the kingdom he had left behind, but the majority of his tasks centered on the Black Land in the West. He oversaw the construction of the defenses surrounding Udûn, including the Gates of Mordor (the foundations of which were strengthened with the power of the Ruling Ring), and briefly lived in the citadel that the Dúnedain razed to make way for Durthang. The Nazgûl fled eastward, however following Ar-Pharazôn's invasion in S.A. 3261 and Sauron's surrender the next year. With the Lord of the Rings imprisoned on Númenor, the Ice King returned to Urd.

After the Downfall of Númenor and the Dark Lord's return in S.A. 3319, Hoarmûrath flew back to Mordor and participated in the campaigns waged by Sauron's troops in Rhovanion. Later, he commanded the northern flank of the horde that invaded South Ithilien in 3249, but Barad-dûr's fall twelve years later ended his early life. Hoarmûrath passed into the Shadows when the Lords of the Last Alliance entered the Dark Tower and overthrew Sauron at the end of the Second Age.

The Third Age

Hoarmûrath returned to Middle-earth around T.A. 1050. Entering his ancient hold in the Forest of Dír, he slowly reassumed his strength and re-founded his lost kingdom. For the next five hundred and ninety years, Urd tribes and subject peoples ravaged the North. Avar warriors contested the resurrected realm's plans, but once again felt defeat. By T.A. 1640, the Kingdom of Urd was again strong and secure.





Gondor abandoned the Watch on Mordor after the Great Plague that ravaged northwest Endor in 1635-37. The retreat gave Sauron (who then resided at Dol Guldur in Rhovanion) the opportunity to send eight of the Nazgûl (those other than the Witch-king, who stayed in Angmar) into the Black Land. Hoarmûrath joined the other Úlairi in Mordor, where they quietly

prepared the land for the return of the Lord of the Rings. The deserted Dúnadan tower of Durthang served as the Ice King's new lair.

All of the Nine gathered upon the return of the Witch-king to Mordor in T.A. 1975. Assembling for the surprise assault on Minas Ithil in T.A. 2000, they stormed the stronghold that served as the last bastion of Gondorian guardianship. A two-year siege followed, but the marble fortress city finally fell. Ithilien's capital became Minas Morgul, the Tower of Dark Sorcery, and served thereafter as the hold of the Ringwraiths. Its prized palantir eventually went to Barad-dûr.

The Lord of the Rings left his threatened fortress of Dol Guldur in T.A. 2941 and returned to Mordor. Ten years later, his minions began rebuilding the Dark Tower, and three of the Ringwraiths flew back to Dol Guldur to reopen the citadel. Hoarmûrath stayed in Minas Morgul.

In mid T.A. 3018, the Ice King accompanied the horde that attacked Gondor's defenses along the Anduin at Osgiliath. Although the forces of the South Kingdom lost the ford that joined the ruined districts of their abandoned capital, they fended off their assailants' attempts to extend the war into Anórien. The battle lines stabilized and the Nazgûl turned to their search for the One Ring.

Hoarmûrath rode with the other eight Black Riders up the Nan Anduin in hope of finding the Shire near the Gladden Fields. Failing to find the Shire, they turned south, skirted Lorien and rode through Rohan and past Isengard into Eriador. Their search took them up the Greenway to Tharbad and beyond to the crossroads in old Cardolan that served as the junction with the road to the land of the Hobbits. There, Hoarmûrath, Adûnaphel and Khamûl split from the others and rode towards the Stone Ford. As the three headed into the Shire's Southfarthing and on to Sackville, the Witch-king and the other Riders went directly north toward Andrath and Bree.

Hoarmûrath and his companions nearly captured the halflings as they traveled through the Green Hill Country. Khamûl's acute sense of smell almost uncovered Frodo's hiding place below the road, but the Hobbits escaped into Woody End in Tookland. Although Hoarmûrath and his companions tracked them through Buckland (where they entered the Bolger yard in Crickhollow), the three Black Riders did not see the lucky halflings again until the challenge at the Bruinen Ford.

Hoarmûrath and the other two Nazgûl met Úvatha on the Great East Road beyond Bree, and joined the other five Ringwraiths in En Eredoriath (S. "*The Lone Lands*"). Running their prey down at the Bruinen Ford just west of Rivendell, the Úlairi – including Hoarmûrath – found themselves engulfed in the magically summoned floodwaters that Elrond used to cover the Hobbit's flight.

After the disaster at the Bruinen Ford, Hoarmûrath returned to Minas Morgul, mounted a Fell Beast, and briefly resumed the search for the Ring while Sauron's armies prepared for the assault on Minas Tirith. The attack against the Gondorian capital stalled when the Witch-king died on the Pelennor Fields and Aragorn II led the Army of the Dead in a charge that broke the Mordorian horde. Hoarmûrath fled homeward with the other Fell Riders that participated in the onslaught. A more climactic battle occurred less than two weeks later, as the Army of the Free Peoples assembled on the arid slag-plain before Morannon. There, the eight Nazgûl briefly engaged the Great Eagles above the chaotic conflagration but at the height of the duel, Hoarmûrath and the others turned away to follow the Dark Lord's orders. Flying to stop Frodo and Sam from destroying the One Ring in the fire of Mount Doom, the Ringwraiths broke off the attack. Their Lord's fears proved true, though, and their desperate journey ended before they reached their goal. With the Ruling Ring's destruction, Hoarmûrath and his brethren passed out of Eä.



MOUTH OF SAURON

"... yet this was no Ringwraith but a living man. The Lieutenant of Barad-dûr he was... and he said, 'I am the Mouth of Sauron,'"

- The Mouth of Sauron, Return of the King



RACE: Dúnedain (Black Númenorean~)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 11 (+2)*, Nimbleness 9 (+1), Perception 12 (+3), Strength 9 (+1), Vitality 8 (+1), Wits 14 (+4)*

REACTIONS: Stamina +3, Swiftiness +3, Willpower +5*, Wisdom +4

ORDERS: Noble, Magician, Wizard

ORDER ABILITIES: Courtier, Final Strike, Imposing, Longevity, Noble Mien, Spellcasting 3, Spell Specialty (Sorcery), Wizard Spellcasting 2

ADVANCEMENTS: 25

SPELLS: Bane-spell, Blade Shattering, Blast of Sorcery, Command, Create Light, Display of Power, Dumbness, Evoke Fear, Farseeing, Holding-spell, Lightning, Sense Power, Spellbinding, Ruin, Voice of Command, Word of Command

SKILLS: Armed Combat: Blades (Longsword) +8, Debate (Parley) +6, Insight +4. Intimidate (Fear, Torture) +7, Language: Adûnaic +6, Language: Black Speech +5, Language: Sindarin +5, Language: Quenya +4, Language: Westron +5, Lore: Group (Black Númenoreans, Heirs of Elendil) +5, Lore: History (Númenor, Umbar) +6, Lore: Magic +7, Lore: Race (Men) +4, Lore: Realm (Mordor, Umbar) +6, Observe (Sense Power, Spot) +6, Persuade (Charm) +6, Ride (Horse) +5

EDGES: Charmed Life, Command 4, Curious, Eloquent, Gift of Tongues, Hardy, Rank 2, Strong-willed 2, Tireless 2, Wise 2

FLAWS: Arrogant, Fealty (Sauron), Grasping

HEALTH: 9

COURAGE: 6

RENOWN: 15

GEAR: Black robes, Helm of the Mouth~, Adûnagan~ (A. 'Bane [death] of the West', his longsword), Karbunalo (A. 'Shadow-stallion', his Morgul horse~~)

* Favoured Attribute or Reaction ~ see Fan Flavour for description ~~ see Featured Creatures for description

HISTORY

The Mouth of Sauron is a man of great power and importance in the land of Mordor: a powerful Black Númenorean sorcerer, the Lieutenant of Barad-dûr, and Sauron's ambassador. His rightful name is not known for it is lost in time, as even he has forgotten it. He entered service to the Dark Lord upon his reemergence and rose fast within the ranks due to his cunning and guile. Coming into Sauron's favour, he learned great magiks and sorcery and much of the private knowledge of his master.

Before the last battle of the War of the Ring, The Mouth of Sauron was sent to treat with the Captains of the West at the Black Gate of Mordor. Had his master won that war, he would have ruled the defeated western lands from a rebuilt Isengard, in the place of Saruman. It was not to be, though, and nothing is known of his fate after the Downfall of Barad-dûr.

IN THE GAME

The Mouth of Sauron would not likely be encountered by any PC's lest they met him in Umbar (or wherever he resided) before the rise of Sauron after his ousting at Dol Guldur, in Mordor while in the employ of Sauron (where the PC's were likely to die shortly thereafter), or as a villain of the 4th Age (possibly as the form of The New Shadow). His power and ability to use sorcery to extend his life would grow greatly if he did not perish in the Downfall of Barad-dûr.



LINWEN

by Gandalf_Sur, gandalf_sur@yahoo.com

RACE: Man (Middle Men)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 8 (+1), Nimbleness 12 (+3)*, Perception 8 (+1), Strength 10 (+2)*, Vitality 12 (+3), Wits 9 (+1)

REACTIONS: Stamina +2, Swiftiness +7*, Willpower +3, Wisdom +1

ORDERS: Rogue (Basic)

ORDER ABILITIES: Fleet-footed, Treacherous Blow

ADVANCEMENTS: 10

SPELLS: None

SKILLS: Acrobatics (Swing) +8, Appraise (Gems) +1, Armed Combat: Blades (Dagger, Short Sword) +9, Climb +2, Conceal (Hide Weapon) +2, Inquire (Interrogate) +1, Jump +8, Language: Understand Thieves' Runes +4, Language: Sindarin +2, Language: Westron +6, Lore: Group (Minas Tirith thieves, Gondorian Nobility) +4, Lore: History (Thieves' Guild of Minas Tirith) +4, Lore: Realm (Gondor) +3, Lore: Race (Men) +3, Legerdemain (Pick Pocket) +4, Observe (Spot) +3, Ranged Combat: Thrown Weapons (Dagger) +5, Stealth (Hide, Sneak) +8

EDGES: Ambidextrous (2), Two Handed Fighting, Wary, Furtive, Quick-Draw, Night-Eyed

FLAWS: Arrogant, Stiff-Necked

HEALTH: 14

COURAGE: 4

RENOWN: 3

GEAR: Leather Armour, Cloak of Shadows, short sword, daggers (5), poisoned dagger (Linwen's Poison 1), poisoned dagger (Linwen's Poison 2), traveling clothes

CLOAK OF SHADOWS

While in not in the presence of daylight or radius of a torch, lantern, or Create Light spell, the wearer gains a +6 bonus to all Stealth tests.

	<u>Poison 1:</u>	<u>Poison 2:</u>
Type:	Injury	Injury
Onset:	Immediately	1 day
Potency:	+0	+10
Treatment:	+5	+15
Primary Effect:	2d6+2 damage	Paralysis (1d6 hours), 2d6+3 damage
Secondary Effect:	1d6 damage	Loses 2 Weariness Levels, 1d6+3 damage
Stages:	N/A	1d6

BACKGROUND

Linwen was a member of a thieves' guild in Minas Tirith around T.A. 2947. Just before a robbery attempt of a rich family (some say they planned to rob the Steward), the group was betrayed and Linwen managed to escape from the city in time to evade capture by tower guards. Without the rich city to return to, she followed the old road leading into the North that passed near Bree and onto the ruins of Fornost in search of riches and adventure.

Linwen is a slim woman of medium height, who can always be found wearing a dark grey cloak. From under her hood, you can sometimes see a pale face, with two mysterious ice-blue eyes. Her straight hair is black, falling on her shoulders.

ADELARD HORNBLOWER

by Gandalf_Sur, gandalf_sur@yahoo.com

RACE: Hobbit, Fallohide (Hornblower)

RACIAL ABILITIES: 6 Meals a Day, Small Folk, Soft-Footed, Sure At The Mark, Tough as Old Tree Roots

ATTRIBUTES: Bearing 12 (+3)*, Nimbleness 10 (+2)*, Perception 8 (+1), Strength 5 (+0), Vitality 9 (+1),

Wits 8 (+1)

REACTIONS: Stamina +1, Swiftiness +2*, Willpower +3, Wisdom +3

ORDERS: Minstrel (Performer)

ORDER ABILITIES: Natural Talent

ADVANCEMENTS: 0

SPELLS: None

SKILLS: Acrobatics (Balance) +2, Craft: Carving (Musical Instruments) +3, Craft: Cooking (Meats) +3, Games (Riddles) +2, Language: Westron +6, Language: Sindarin +5, Legerdemain (Prestidigitation) +3, Lore: History (Hobbits) +3, Lore: Race (Hobbits, Elves) +4, Lore: Realm (Shire, Bree) +4, Mimicry (Voices) +2, Observe (Hear) +2, Perform (Sing, Tell Stories) +6, Persuade (Charm) +2, Ranged Combat: Thrown Weapons (Rocks) +5, Stealth (Hide) +2

EDGES: Friends (Wandering Companies), Honey-Tongued, Keen-Eared, Quick-Draw

FLAWS: Proud

HEALTH: 9

COURAGE: 3

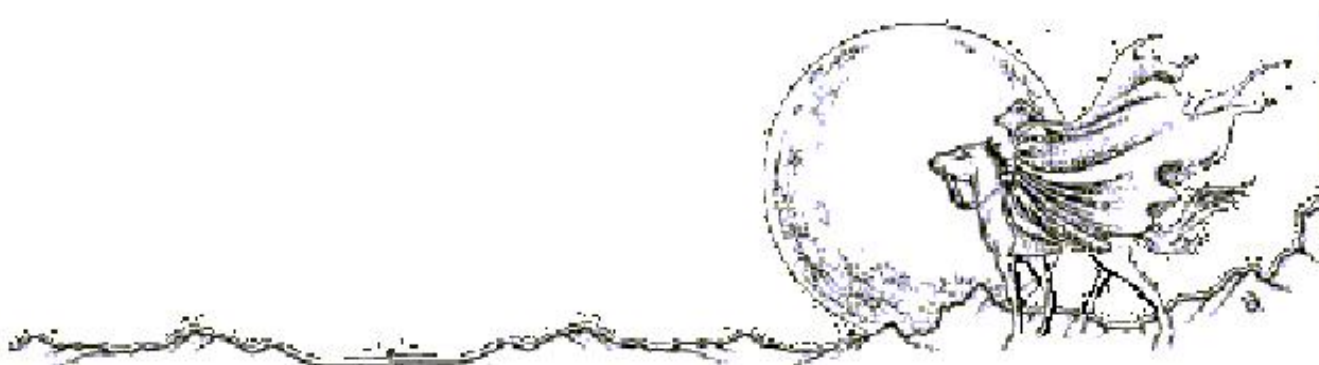
REOWN: 0

GEAR: Traveling clothes, flute, a green notebook with notes about his journeys, wood-carving tools, pipeweed, pipe, lantern, daggers x2

BACKGROUND

Born in the Shire, Adelard is a merry Hobbit. From his youth, he was interested in music and stories, easily impressing others with his carefully chosen words. He often walked in the forests, where he happened upon and became friends with elves of the Wandering Companies. They taught him the art of making musical instruments and their stories inspired him, so he began putting them into song. Upon coming of age, wanderlust grabbed his heart and sent him off into the world in search of new people, new stories, and adventure.

Adelard is thinner than many hobbits, though as tall as most of them. He is quick and agile, both with his wit and hands. His brown eyes are always scanning his surroundings, except for some moments, when he simply stands looking into nowhere, visualizing some story. His wavy, dark brown hair sits like a mop upon his head.





COMMON FOLK...

Listed herein is an assortment of common folk that would be met on any day, in any Age, in any town in Middle-earth. Each issue we will be offering a particular race and the characters listed are made as flexible as can be for a narrator to adjust them to their stories as needed. Feel free to change the attribute, skill ranks and traits as you please. You may also add advancements to any character if they need to be a little more detailed in your story. Some skill specialties are listed as *Choose one** - this is required by the narrator when the NPC is being used; make sure you pick appropriate specialties by trade.

Each section has first a list of locales that these common folk may be found. Second is a list of names that the narrator may choose from if they need to make a change – these names are courtesy of Colin Chapman and his fantastic *Names of Middle-earth*. This month, we present...



MEN (*MEN OF DARKNESS*)

LOCALES

Umbar, Isengard, Rhûn, Harad, Mordor, Khand, Far East

NAMES

MALE EASTERLING NAMES:

Bór, Böri (Wolf), Borlach, Borlad, Borthand, Brodda, Edgü (Good), Gizik (Storm), Göktig (Sky-Arrow), Kargî (Spear), Kemik (Bone), Kiliç (Sword), Kustig (Bird-Arrow), Maltök (Beast-Strong), Margöz (Snake-Eye), Öldür (Killer), Sacal (Beard), Uldor, Ulfang, Ulfast, Ulwarth, Yaban (Wild), Yiltig (Wind-Arrow), Yumruk (Fist)

FEMALE EASTERLING NAMES:

Ana (Mother), Katun (Woman), Kuzu (Lamb), Mareke (Snake-Sister), Markiz (Snake-Maid), Oyna (Dance), Tigeke (Arrow-Sister), Tîgkiz (Arrow-Maid), Yileke (Wind-Sister), Yilkiz (Wind-Maid)

MALE NAMES OF THE HARADRIM:

Abaan, Adnan,

Al Tufayl, Amr, Amro, Aqil, Bakr, Dirar, Ghasaan (Ardor), Haarith, Haashim, Hannad, Hudhafah, Hudhayfah, Huthayfah, Ikrimah (Female Pigeon), Jibran, Jubayr, Khaldoon, Khuzaymah, Lubayd, Marwan, Maazin, Mus'ab, Muthanna, Na'man (Blood), Nawfal (Sea), Nizar, Qusay, Sufyan (Rock), Ubaadah, Ubayy (High Self-Esteem), Udayl, Umar, Umaarah, Umayr, Utbah, Waqqas, Yaman, Yazan

FEMALE NAMES OF THE HARADRIM:

Da'd, Firyal, Hind, Khawlah, Mawiyah, May, Nusaybah, Ramlah, Rudaynah, Rumaylah, Rumaythah, Sawda, Suhayr, Sumayyaa, Tamadhur, Yusraa, Usaymah

COOK / BARMAID

NAME: Khawlah

RACE: Man of Darkness, Haradrim

GENDER: Female

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 7 (+0)*, Nimbleness 7(+0)*, Perception 8 (+1), Strength 5 (+0), Vitality 7 (+0), Wits 7 (+0)

REACTIONS: Stamina +2*, Swiftiness +1, Willpower +0, Wisdom +1

DEFENCE: 10

ORDERS: Craftsman (Cook/Barmaid)

ORDER ABILITIES: Speedy Work

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Cooking) +6, Craft (Sewing) +4, Debate (Bargain) +4, Games +1, Language (Westron) +6, Lore: Realm (Choose one*) +5, Lore: Recipes +6, Lore: Clothes Patterns +3, Lore: Herbs +4, Inquire +2, Observe (Spot) +3, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 4

RENOVN: 1

GEAR: By trade

DESCRIPTION

Khawlah is the large-bosomed barmaid that carries two steins in each hand. Always on her feet at the local tavern, her hair is unkempt and her clothes show the stains of the many meals she has served that day. Her dark hair and complexion is quite striking though her clothes are mussed.

USAGE

Khawlah can be used in any town or community in Harad. She is not the proprietor of any business, merely their most prominent worker.

MERCHANT (ANY)

NAME: Al Tufayl

RACE: Man of Darkness, Easterling

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 8 (+1), Perception 10 (+2)*, Strength 9 (+1), Vitality 8 (+1), Wits 8 (+1)

REACTIONS: Stamina +1, Swiftiness +2, Willpower +3, Wisdom +2*

DEFENCE: 11

ORDERS: Craftsman (Cobbler, Grocer, Etc.)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise (Coin)

+3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +5, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: Realm (Choose one*) +6, Lore: Race (Choose one*) +6, Lore: History (Choose one*) +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOVN: 3

GEAR: By trade

DESCRIPTION

Al Tufayl is the merchant that you run into plying his wagons across the rugged lands of the south. He is short and stout and his beard is grey-flecked. Always trying to get the best price from his buyers, he can be shrewd to those he does not know. Those that are regulars will get his best bargains.

USAGE

Al Tufayl can be used in any town or village. He is the cobbler, the baker or

the candlestick maker. Narrators may feel free to change his skills and add the Craft specialty as needed to cover the business that he runs.

CRAFTSMAN (BLACKSMITH)

NAME: Uldor

RACE: Man of Darkness, Easterling

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1), Nimbleness 10 (+2)*, Perception 9 (+1), Strength 11 (+2)*, Vitality 10 (+2), Wits 6 (+0)

REACTIONS: Stamina +4*, Swiftiness +2, Willpower +1, Wisdom +1

DEFENCE: 12

ORDERS: Craftsman (Blacksmith)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 1

SKILLS: Appraise (Weapon) +4, Armed Combat +3, Craft (Woodcarving) +3, Debate (Bargain) +3, Insight +1, Language (Westron) +6, Lore: Realm (Choose one) +5, Lore: Metals +5, Lore: Race (Variag) +5, Observe (Spot) +2, Persuade +2, Ride +2, Smithcraft +8, Stonecraft +4

EDGES: Craftmaster, Doughty

FLAWS: Stiff-necked

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOVN: 2

GEAR: By trade

DESCRIPTION

Uldor is the gruff blacksmith that the children run from his glare but the town-folk turn to in times of danger. He is good at his trade and his products are worth the prices he charges.

USAGE

Uldor can be used in any town or village within any realm of the East. Narrators could change his name and origin of birth and place Uldor where they please.

SOLDIER / GUARD

NAME: Maltök

RACE: Man of Darkness, Haradrim

GENDER: Male

RACIAL ABILITIES:

Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 10 (+2)*, Perception 9 (+1), Strength 11 (+2), Vitality 10 (+2), Wits 6 (+0)

REACTIONS: Stamina +4*, Swiftiness +2, Willpower +1, Wisdom +1

DEFENCE: 12

ORDERS: Warrior (Sentinel)

ORDER ABILITIES: Evasion, Swift Strike

ADVANCEMENTS: 3

SKILLS: Armed Combat: Blades (Longsword) +8, Climb +3, Inquire +2, Intimidate +3, Jump +3, Language (Westron) +6, Lore: Realm (Harad) +5, Lore: Race (Harad) +4, Lore: Group (Haradrim Army) +6, Observe (Spot) +3, Ranged Combat: Bows (Shortbow) +5, Ride +4, Run +2, Search +2, Siegecraft +3

EDGES: Night-eyed, Warwise, Quick-draw

FLAWS: Fealty (Sultan of Harad)

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOVN: 4

GEAR: Longsword, Shortbow, Quiver, Leather armor, Small Shield, other by trade

DESCRIPTION

Maltök's vigilance keeps the walls of his city safe. His duty to his Sultan – to maintain the walls and watch of the city. He is quiet and efficient in his duties and always able to help in times of need.





USAGE

Maltök can be used in any city, town or village within the realm of Harad. Narrators could change his name and origin of birth and place Maltök where they please.

FARMER

NAME: Nizar

RACE: Man of Darkness, Haradrim

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 7 (+0), Nimbleness 9 (+1)*, Perception 9 (+1)*, Strength 8 (+1), Vitality 10 (+2), Wits 7 (+0)

REACTIONS: Stamina +4*, Swifttness +1, Willpower +0, Wisdom +1

DEFENCE: 12

ORDERS: Craftsman (Farmer)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise (Choose one*) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +3, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Lore: (Choose one*) +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOVN: 0

GEAR: By trade

DESCRIPTION

Nizar is a simple farmer of Harad that works very hard on tilling the rocky ground of his

fields. He tends his fields with much care as the land and scarce rain make his livelihood a true challenge.

USAGE

Nizar can be used outside any city, town or village throughout Harad. Narrators could change his name and origin of birth and place Nizar where they please.

RAIDER / HIGHWAYMAN

NAME: Öldür

RACE: Man of Darkness, Easterling

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 5 (+0), Nimbleness 10 (+2), Perception 8 (+1), Strength 8 (+1)*, Vitality 9 (+1)*, Wits 6 (+0)

REACTIONS: Stamina +3, Swifttness +2*, Willpower +0, Wisdom +1

DEFENCE: 11

ORDERS: Rogue

ORDER ABILITIES: Sanctuary

ADVANCEMENTS: 0

SKILLS: Armed Combat: Clubs (Mace) +4, Climb +3, Conceal (Hide Treasure) +2, Craft: Cooking +1, Jump +1, Language: Westron +4, Legerdemain (Pick-pocket) +1, Lore: History (Men) +4, Lore: Race (Men) +4, Lore: Realm (Khand) +6, Observe (Hear) +2, Ranged Combat: Thrown Objects (Dagger) +3, Run +2, Search +1, Stealth (Hide) +3, Survival (Hills) +3

EDGES: Furtive, Wary

FLAWS: Reckless

SPELLS: None

HEALTH: 10

COURAGE: 4

RENOVN: 0

GEAR: Mace, Daggers, other by trade

DESCRIPTION

Öldür is an outlaw in every sense of the word. From an early age, the people of his hometown shunned him for his larcenist ways. Nearly every prank in the village was the work of his imaginative mind. He was finally banished after he was caught firing a home. Öldür and the

criminals that accompany him still roam the land, and waylay all that look as if they carry a full purse.

USAGE

Öldür can be used outside any city, town or village throughout Harad. Narrators could change his name and origin of birth and place Öldür where they please.

INNKEEPER

NAME: Dirar

RACE: Man of Darkness, Haradrim

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 7 (+0), Nimbleness 7 (+0), Perception 8 (+1)*, Strength 8 (+1), Vitality 10 (+2), Wits 7 (+0)*

REACTIONS: Stamina +2*, Swifttness +1, Willpower +2, Wisdom +1

DEFENCE: 10

ORDERS: Craftsman (Innkeep)

ORDER ABILITIES: Place of Trade (Inn or tavern)

ADVANCEMENTS: 0

SKILLS: Appraise (Food) +2, Craft: Innkeeping +6, Craft: Brewing +4, Craft: Baking +3, Debate (Bargain) +3, Games (Riddles) +1, Language: Westron +4, Lore: History +2, Lore: Local Gossip +2, Lore: Race +2, Lore: Realm +4, Observe (Hear) +1, Perform (Tell Stories) +2, Persuade (Fast Talk) +2, Run +1

EDGES: Friends (town folk), Wakefulness

FLAWS: Rival (another innkeeper)

SPELLS: None

HEALTH: 10

COURAGE: 4

RENOVN: 0

GEAR: Dagger, other by trade

DESCRIPTION

This innkeeper, who goes by the name of Dirar, is a weather-beaten man; he looks worn beyond his years. He operates an inn within the lands of Harad.

USAGE

Dirar can be used outside any city, town or village throughout Harad. Narrators

could change his name and origin of birth and place Dirar where they please.

LOREMASTER / HEALER

NAME: Markiz

RACE: Man of Darkness, Easterling

GENDER: Female

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 10 (+2), Perception 9 (+1)*, Strength 6 (+0), Vitality 8 (+1), Wits 10 (+2)

REACTIONS: Stamina +1, Swiftiness +2, Willpower +4, Wisdom +1*

DEFENCE: 12

ORDERS: Loremaster (Healer)

ORDER ABILITIES: Vala Virtue (Estë), Expertise, Spellcasting (1)

ADVANCEMENTS: 2

SKILLS: Craft (Sew)+1, Debate +2, Healing (Treat Wounds) +6, Inquire +1, Insight +2, Language (Westron) +6, Language (Sindarin) +4, Lore: Plants (Medicinal) +8, Lore (Choose one*) +5, Lore (Choose one*) +6, Lore (Choose one*) +6, Lore (Choose one*) +3, Lore (Choose one*) +3, Observe (Spot) +4, Search (Plants) +3, Persuade +1, Weather-sense +2

EDGES: Healing Hands, Wise, Favour of Fortune

FLAWS: Crippling Wound (Lame)

SPELLS: *Create Light, Healing-spell*

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 4

RENOVN: 4

GEAR: By trade

DESCRIPTION

Markiz is the local wise-woman of the town. Early in life she was injured in the fields and was unable to walk right from that point on. This crippling injury made it so that she was unable to perform the duties that were needed so instead she turned her skills to the mind and knowledge. Now in her later years, many come to her for healing, aid, advice, and information.

USAGE

Markiz can be used within any city, town or village in the East. Narrators could change her name and origin of birth and place Markiz where they please.

LESSER NOBLE

NAME: Haarith

RACE: Man of Darkness, Haradrim

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 11 (+2)*, Nimbleness 9 (+1), Perception 9 (+1)*, Strength 8 (+1), Vitality 8 (+1), Wits 9 (+1)

REACTIONS: Stamina +1, Swiftiness +1, Willpower +5*, Wisdom +2

DEFENCE: 11

ORDERS: Noble (Ambassador)

ORDER ABILITIES: Courtier, Deference

ADVANCEMENTS: 2

SKILLS: Appraise +2, Armed Combat +4, Climb +1, Conceal +2, Debate +2, Healing +1, Inquire +1, Inspire +3, Intimidate +2, Jump +1, Language (Westron) +6, Language (Sindarin) +6, Lore: Realm (Harad) +6, Lore: Realm (Khand) +6, Lore: Race (Men) +5, Lore: History (Harad) +5, Observe +3, Persuade +3, Ride +3, Run +1

EDGES: Rank, Command

FLAWS: Arrogant

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 4

RENOVN: 8

GEAR: By trade

DESCRIPTION

Haarith is a lesser noble, cousin to the Amir. By his blood, he commands much respect from the townsfolk and is an emissary for his Sultan to the lands of Khand and south. The only problem with Haarith is his arrogance in dealing with all those that show him deference.

USAGE

Haarith can be used within any city, town or village within Harad. Narrators could change his name and origin of birth and place Haarith where they please.



MAGICIAN

NAME: Gizik

RACE: Man of Darkness, Haradrim

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 9 (+1), Perception 9 (+1)*, Strength 6 (+0), Vitality 9 (+1), Wits 10 (+2)

REACTIONS: Stamina +3*, Swiftiness +1, Willpower +2, Wisdom +1

DEFENCE: 11

ORDERS: Magician

ORDER ABILITIES: Spellcasting 1, Sanctum

ADVANCEMENTS: 1

SKILLS: Armed Combat +5, Climb +1, Conceal +1, Healing +3, Insight +2, Intimidate +3, Language (Westron) +6, Language (Sindarin) +4, Language (Black Speech) +1, Lore: Magic +6, Lore: Realm (Harad) +6, Lore: Race (Haradrim) +6, Lore: History (Dúnedain) +5, Observe +4, Persuade +4, Weather-sense +3

EDGES: Wise

FLAWS: None

SPELLS: *Bane-spell, Beast Speech, Create Light, Fog-raising, Kindle Fire*

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOVN: 2

CORRUPTION: 2

GEAR: By trade

DESCRIPTION

Gizik is a magician of Harad of no small power. He helps his clan in protecting their lands and taking what they need from the other clans around them and from their hated enemy – Gondor. Gizik has yet to be completely corrupted by the dark powers of sorcery but there



have been many times that he has dabbled in the dark arts.

USAGE

Gizik can be used within any city, town or village within Harad. Narrators could change his name and origin of birth and place Gizik where they please.

MARINER

NAME: Maazin

RACE: Man of Darkness, Haradrim

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 11 (+2), Perception 9 (+1)*, Strength 9 (+1), Vitality 8 (+1), Wits 8 (+1)

REACTIONS: Stamina +3*, Swiftiness +2, Willpower +1, Wisdom +1

DEFENCE: 12

ORDERS: Mariner

ORDER ABILITIES: Sea Legs, Ship

ADVANCEMENTS: 2

SKILLS: Acrobatics +3, Armed Combat +4, Climb +3, Craft (Choose one*) +2, Games +1, Jump +4, Language (Westron) +6, Language (Haradrim) +2, Language (Sindarin) +2, Lore: Realm Bay of Belfalas) +6, Lore: Realm (Umbar) +5, Lore: (Weather Patterns)+3, Lore: (Tides) +3, Observe +1, Ranged Combat +2, Sea-craft +7, Swim +3, Weather-sense +2

EDGES: Sense of Direction,

Ambidextrous

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOVN: 1

GEAR: By trade

DESCRIPTION

Maazin and his ship ply the waters of the Bay of Belfalas carrying merchant trade goods to far-off shores. Many a time has he and his crew fought alongside the Corsairs of Umbar, capturing Gondorian ships and the treasures they carry. Maazin has also performed many raiding actions himself against these same enemies in the name of his Sultan of Harad.

USAGE

Maazin can be used on any ocean or any great waterway as a merchant, raider or marine. He could be on land at any port-of-call that the narrator wishes to place him. The narrator may feel free to change his name or culture and make him a villain or ally.

MINSTREL

NAME: Ulfang

RACE: Man of Darkness, Easterling

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 9 (+1)*, Perception 8 (+1), Strength 8 (+1), Vitality 10 (+1), Wits 8 (+1)

REACTIONS: Stamina +3*, Swiftiness +1, Willpower +1, Wisdom +1

DEFENCE: 11

ORDERS: Minstrel

ORDER ABILITIES: Natural Talent, Gladden

ADVANCEMENTS: 1

SKILLS: Acrobatics +3, Armed Combat +2, Conceal +1, Games +4, Guise +2, Insight +1, Jump +1, Language (Westron) +6, Language (Sindarin) +3, Legerdemain +3, Lore: Realm (Khand) +6, Lore:

Music (Songs) +6, Lore: History (Variag) +3, Lore: Race (Men) +3, Mimicry +2, Perform +4, Persuade +2, Ranged Combat +3, Stealth +1

EDGES: Favour of Fortune

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 4

RENOVN: 4

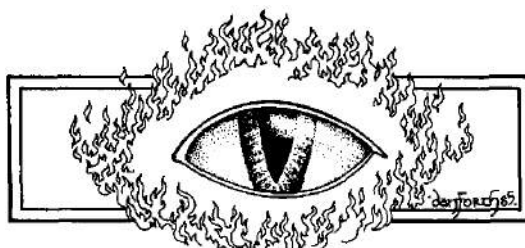
GEAR: By trade

DESCRIPTION

With his fair voice and lute, Ulfang traverses across the Eastern lands looking to make a coin or two and enjoy a fine ale. He is well known in the towns that he travels – to some he is a charlatan, while others look forward to his arrival. He entertains in both court and inn, to common man and noble, and his stories are rich with history. Though he is a minstrel, being so well-traveled has taught Ulfang to protect what he owns. On his side he carries his trusted scimitar and he is not afraid to make use of it in times of need.

USAGE

Ulfang can be used within any city, town or village in the lands of the East. Narrators could change his name and origin of birth and place Ulfang where they please.



FEATURED CREATURES

MORGUL HORSE



ATTRIBUTES: Bearing 10 (+2)*, Nimbleness 9 (+1), Perception 8 (+1), Strength 14 (+3), Vitality 10 (+2)*, Wits 4 (+0)

REACTIONS: Stamina +3, Swiftess +1, Willpower +3*, Wisdom +2

DEFENCE: 11

MOVEMENT RATE: 12

SKILLS: Armed Combat: Natural Weapons (Bite, Kick) +9, Jump +8, Observe (Sense Power, Spot) +6, Ride (Keep Rider) +9, Run +12, Stealth (Sneak) +6, Survival +6

EDGES: None

SPECIAL ABILITIES: Armour (3), Mount: Steady, Mount: War-Trained, Natural Weapons (Bite, 1d6; Kick 2d6), Pestilence, Trample (3d6)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 13

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

Pestilence - As a full-round action commanded by its rider, the Morgul horse can breathe a noxious fume that spreads to affect an area with a radius equal to its Vitality. The fume will kill all natural plant-life within the radius and all living beings other than the rider and other creatures of twisted form (orcs, trolls, etc.) by the will of Morgoth or Sauron within the radius shall become affected by a pestilence similar to the Black Breath, but of lesser virulence (-5 to Potency and Treatment). The Morgul horse may do this a number of times per day equal to its Stamina.

DESCRIPTION

Morgul horses are huge creatures with hideous, skeletal faces and bony-plated in black horn. They don't have eyes so to speak as jets of red fire issue from their eye sockets, nostrils, and mouth.

HISTORY

The Morgul horse most recently came into being as the fruit of further twisting of the Black horses once used by the Nazgûl as they were abroad in search of the One Ring.

HABITAT

Morgul horses are specifically bred to the service of Sauron. They live in captivity within the pens of Barad-dûr itself and live off of the flesh of Men and Orc alike.

USAGE

Morgul horses are the mounts of Sauron's most trusted lieutenants and advisors and would only be encountered as such if the players encountered one of them.



MEWLIPS

*"I saw them: grim faces and evil...all foul, all rotting, all dead."
- Frodo, The Two Towers*

ATTRIBUTES: Bearing (+0), Nimbleness 10 (+2), Perception 8 (+1), Strength 8 (+1)*, Vitality 8 (+1)*, Wits (-1)

REACTIONS: Stamina +1, Swiftiness +3*, Willpower +1, Wisdom +0

DEFENCE: 12

MOVEMENT RATE: 6

SKILLS: Armed Combat: Natural Weapons (Claws) +4, Intimidate (Fear) +3, Observe (Smell) +5, Run +6, Stealth (Shadow) +5, Track (Scent) +5, Unarmed Combat (any) +4

EDGES: None

SPECIAL ABILITIES: Ferocity (killing prey), Horrid Bite, Natural Weapon: Claws, Undead Stamina, Vulnerability (fire and enchanted weapons inflict full damage)

SIZE: Medium

HEALTH: 9

TN EQUIVALENT: 10

Note from Scottomir: Since many players have voiced concern about the 4-7-attribute range in the standard rules, the statistics above in many cases list only attribute modifiers (rather than presenting scores below 8 aligned with either the standard rules or the common revision). If an attribute score is actually needed, the Narrator can choose whichever number below 8 he prefers that fits with the given modifier. Vitality, since it determines Health, is assigned a score and, if 8 or above, a modifier; for scores below 8, the Narrator can choose whichever modifier he prefers.

UNIQUE SPECIAL ABILITIES

Ferocity: A mewlip gains a +3 bonus to all Armed Combat, Unarmed Combat, and Willpower tests while trying to kill prey that it has stalked.

Horrid Bite: If a mewlip holds a victim in a grab, as a full-round action it can start to devour the victim alive! The bite automatically hits and inflicts 2d6 damage plus Strength bonus. Furthermore, its foul bite causes disease unless the victim succeeds on a Stamina test at TN 15. If the test is failed, for the next 1d6+3 days there is a +5 TN penalty on all Healing test made to help the victim and he suffers from the effects of the Slow Recovery flaw (the effect is doubled if he already possesses that flaw).

Natural Weapon: Claws: A mewlip attacks with the dagger-like nails of its claws, inflicting 1d6+2 damage, plus its Strength bonus.

Undead Stamina: Mewlips need never eat or drink, take half damage from physical attacks, heal all injuries at five times the normal rate, do not have Weariness levels, and need never make Stamina tests to resist weariness, and cannot be affected by poison or disease.

DESCRIPTION

From the Elder Days to the late Third Age, undead abominations beyond reckoning were unleashed by Morgoth and Sauron, by whose dark power wicked souls were somehow bound to Middle-earth even after death. Some of these corrupt spirits polluted corpses of the fallen and became the walking dead. Such is the fate of the mewlip, a cannibalistic ghoul that feeds upon the flesh and blood of the living. Their bodies are desiccated and stained by death, though their nails and teeth are long and sharp. Little of the intellect possessed in life remains in them, but they are cunning creatures capable of stalking and ambushing unwary victims.

HABITAT

Mewlips are found near burial grounds, forsaken battlefields, fetid swamps, and other foul and accursed places. They lurk in the shadows of the sites they haunt, awaiting hapless living victims.



SKELETONS

"But that is an age or more ago," said Sam. "The Dead can't be really there! Is it some devilry hatched in the Dark Land?"

- Sam, The Two Towers

ATTRIBUTES: Bearing (-2), Nimbleness (-1)*, Perception (+0), Strength (+0), Vitality 7*, Wits (-2)

REACTIONS: Stamina +0, Swiftess +1*, Willpower -2, Wisdom -2

DEFENCE: 9

MOVEMENT RATE: 6

SKILLS: Armed Combat (any) +3, Intimidate (Fear) +2, Observe (Touch) +2, Run +3, Stealth (Shadow) +2, Track (Men) +2, Unarmed Combat (any) +3

EDGES: None

SPECIAL ABILITIES: Natural Weapon: Claws, Undead Stamina, Vulnerability (bludgeoning and enchanted weapons inflict full damage)

SIZE: Medium

HEALTH: 5

TN EQUIVALENT: 5 (band of two)

Note from Scottomir: Since many players have voiced concern about the 4-7-attribute range in the standard rules, the statistics above in many cases list only attribute modifiers (rather than presenting scores below 8 aligned with either the standard rules or the common revision). If an attribute score is actually needed, the Narrator can choose whichever number below 8 he prefers that fits with the given modifier. Vitality, since it determines Health, is assigned a score and, if 8 or above, a modifier; for scores below 8, the Narrator can choose whichever modifier he prefers.

UNIQUE SPECIAL ABILITIES

Natural Weapon: Claws: A skeleton can make unarmed brawling attacks with its bony claws, inflicting 1d6+2 damage, plus its Strength bonus.

Undead Stamina: Skeletons need never eat or drink, take half damage from physical attacks, heal all injuries at five times the normal rate, do not have Weariness levels, and need never make Stamina tests to resist weariness, and cannot be affected by poison or disease.

DESCRIPTION

From the Elder Days to the late Third Age, undead abominations beyond reckoning were unleashed by Morgoth and Sauron, by whose dark power wicked souls were somehow bound to Middle-earth even after death. Some of these corrupt spirits polluted corpses of the fallen and became the walking dead. Such is the fate of the skeleton, a petty and broken spirit inhabiting and animating fleshless bones. Skeletons possess only the faintest remnants of intellect. They are often equipped with the decaying weapons and armor that were laid to rest among their bones: swords, spears, shields, and sometimes even tattered old corselets (1 less armour protection).

HABITAT

Skeletons are mindless automatons that guard whatever place their controlling power binds them to, and they unswervingly attack any breathing creature that violates their territory. Skeletons are normally bound to ward the evil dungeons and dark strongholds of the sorcerers in service to the Shadow, though sometimes they are let loose to scour the open lands and slay every living thing in their path.



DWIMMERLAIKS

*"Begone, foul dwimmerlaik... Leave the dead in peace!"
- Éowyn, The Return of the King*

ATTRIBUTES: Bearing 10 (+2)*, Nimbleness 8 (+1), Perception 8 (+1), Strength (+0), Vitality 10 (+2)*, Wits 8 (+1)

REACTIONS: Stamina +4, Swiftiness +4*, Willpower +3, Wisdom +3

DEFENCE: 11

MOVEMENT RATE: 3 (Incorporeal Floating)

SKILLS: Intimidate (Fear) +6, Language: Westron/any +6, Observe (Smell) +5, Stealth (Shadow) +10, Unarmed Combat (any) +8

SPELLS: *Evoke Fear, Veiling Shadow* -Dwimmerlaiks need not make Stamina tests or use gestures to cast spells

EDGES: None

SPECIAL ABILITIES: Icy Grasp, Scent of Blood, Shadow Form, Undead Stamina

SIZE: Medium

HEALTH: 10

HEALTH: 3

TN EQUIVALENT: 15

UNIQUE SPECIAL ABILITIES

Icy Grasp: A dwimmerlaik's grasp is cold and lethal. Every successful hit by an Unarmed Combat test, or every round held in a grab by the Dwimmerlaik, drains the victim of 1 point of Strength and Vitality. The victim is paralyzed when either attribute reaches 0, and when both attributes reach 0 the victim dies. If the victim is not killed lost points return normally (see CRB p. 247), or are fully restored upon the application of a Healing-spell.

Scent of Blood: Dwimmerlaiks smell the blood of living creatures, giving them +2 to Observe (Smell) tests to find them. They also benefit from a +4 test bonus to track bleeding creatures.

Shadow Form: A dwimmerlaik consists of insubstantial shadow. Dwimmerlaiks float above the ground and can pass through solid matter unhindered, but cannot manipulate physical objects by their own means. Dwimmerlaiks are immune to heat, cold, falling, normal weapons, poison, and corrosives. However, they are vulnerable to fire and enchanted weapons (Elf-swords, Dúndan blades, etc.). Additionally, they are weakened by daylight and suffer a -3 penalty on all physical tests made while exposed to the sun.

Undead Stamina: Dwimmerlaiks need never eat or drink, take half damage from physical attacks, heal all injuries at five times the normal rate, do not have Weariness levels, and need never make Stamina tests

to resist weariness, and cannot be affected by poison or disease.

DESCRIPTION

From the Elder Days to the late Third Age, undead abominations beyond reckoning were unleashed by Morgoth and Sauron, by whose dark power wicked souls were somehow bound to Middle-earth even after death. Some of these corrupt spirits remained disembodied and became ghostly phantoms haunting dark places. Such is the fate of the dwimmerlaik, a cursed specter that retains the cunning and intelligence possessed in life-and the hate and malevolence. Dwimmerlaiks are shadowy, translucent wraiths in a shape vaguely like their form in life. They often appear with dim, ethereal versions of the garments and gear they bore while living.

HABITAT

Dwimmerlaiks are usually bound to a particular place strongly connected to their downfall. Their bounded habitat can sometimes be a large area (like an entire mountain), and dwimmerlaiks always assault the living that trespass into their domain. In some respects they are similar to ghosts, though dwimmerlaiks are cursed to serve forever the power of the Shadow and hold no hope of release. Dwimmerlaiks likely inhabit many dark places in the White Mountains, for Éowyn knew of them and called the Witch-king of Angmar by that name during their confrontation (since she did not know the more proper terms Nazgûl or Úlairi).

TA' FA' LISCH

'[W]hen the heart of a Dwarf, even the most respectable, is awakened by gold and by jewels, he grows suddenly bold, and he may become fierce.'

- The Hobbit



ATTRIBUTES: Bearing 10 (+2), Nimbleness (+0), Perception (+0)*, Strength 12 (+3), Vitality 10 (+2)*, Wits 8 (+1)

REACTIONS: Stamina +4, Swiftiness +1, Willpower +4*, Wisdom +2

DEFENCE: 10

MOVEMENT RATE: 3

SKILLS: Armed Combat: Natural Weapons (Shadow Weapon) +8, Intimidate (Fear) +6, Language: Sindarin/any +6, Lore: History (Dwarves) +6, Observe (Spot) +6, Search +6, Stealth (Sneak) +12, Track (Treasure) +6

EDGES: Hardy, Hoard, Resolute

FLAWS: Grasping

SPECIAL ABILITIES: Curse, Hardiness of Mind (see CRB p. 62), Intangible, Natural Weapon: Shadow Weapon (2d6 plus Strength bonus), Stout (see CRB p. 62), Undead Stamina

SIZE: Small

HEALTH: 13

HEALTH: 3

TN EQUIVALENT: 20

UNIQUE SPECIAL ABILITIES

Curse: Every ta'fa'lish is vindictive to the extreme and can bestow terrible curses on its foes. At a cost of 2 actions, it can pronounce a curse on a specific victim. The ta'fa'lish and the victim make opposed Willpower tests. If the victim wins, he is forever immune to the curses of this particular ta'fa'lish. If victim loses, he suffers one of the following effects: -2 on all physical tests; -3 on all social and academic tests; -4 on all tests related to Corruption; victim acquires the Slow Recovery flaw; victim cannot use or regain Courage points. The curse lasts until a specific condition is met (usually returning an object taken, surrendering a treasure, or fleeing far from the creature's lair). A victim can only be afflicted by one curse from a particular ta'fa'lish at a time.

Intangible: A ta'fa'lish usually is an incorporeal shadow. It can pass through solid matter unhindered, but cannot manipulate physical objects unless it chooses to assume tangible form. It is immune to heat, cold, fire, falling, normal weapons, poison, and corrosives. However, the ta'fa'lish must assume tangible form for a few moments when it wishes to attack a victim, and during that brief time weapons can harm it. A ta'fa'lish cannot assume tangible form while exposed to the light of the sun, but it is not otherwise harmed.

Undead Stamina: Ta'fa'lish need never eat or drink, take half damage from physical attacks, heal all injuries at five times the normal rate, do not have Weariness levels, need never make Stamina tests to resist weariness, and cannot be affected by poison or disease.

DESCRIPTION

From the Elder Days to the late Third Age, undead abominations beyond reckoning were unleashed by Morgoth and Sauron, by whose dark power wicked souls were somehow bound to Middle-earth even after death. Some of these corrupt spirits remained disembodied and became ghostly phantoms haunting dark places. It has always been rare for Dwarves to suffer such a fate, since only Aulë the Vala knows the destiny of their souls who made them, but some Dwarves were so cruel and avaricious in life that their corrupted spirits linger in their mountain mansions. The ta'fa'lish are restless spirits of "Petty Dwarves" seeking even in death to guard their treasure hoard. They appear as shadowy Dwarves, grim-faced with burning-red eyes. They are utterly silent in movement and usually incorporeal. A ta'fa'lish assumes tangible form only in the brief moments when attacking a victim with its shadowy axe or sword that suddenly becomes solid and strikes with great force.

HABITAT

Ta'fa'lish are found only in decayed and long-abandoned Dwarf-holds, places so dark and accursed that even living Dwarves do not dare return to reclaim them. These cursed mountain dwellings may be located in the Misty Mountains, the Blue Mountains, the Grey Mountains, and possibly even the mountains of the Far East-any place where the despised "Petty Dwarves" of the First Age might have been exiled from the mansions of the Seven Fathers of the Dwarves. A ta'fa'lish never surfaces from its haunted lair unless an intruder manages to get away with a treasure from its hoard, in which case the spirit will hunt the thief to the ends of the earth.



CALLING ALL GAMERS!

Interested in submitting...

- A mini or side adventure?
- Racial/Personal Development or Order/Professional Development packages?
- New creatures, or fell beasts?
- New Orders or Elite Orders?
- NPC's?
- Weapons, equipment, or magical items?
- Fan Art?

If so, write to us for details on submission at: codawebzine@hotmail.com with “**Fan Content**” in the subject line. Please include your name and/or pseudonym (handle/online identity) and email address(es) with which one of our editors may contact you.

Please note that if you would like to submit a mini-adventure, Decipher will not consider it for publishing. Please do not directly submit your items to us without prior approval.

Fancy yourself a writer and would like to contribute to the webzine?

If so, write to us at codawebzine@hotmail.com with “**Writer**” in the subject line. One of the editors will get back to you with details about writing for **THE HALL OF FIRE**.

If you would like to post an advertisement for:

- A local or online RPG that you are hosting
- An RPG convention or tournament
- Or any events pertaining to The Lord of the Rings RPG or Star Trek RPG by Decipher

Write to us at codawebzine@hotmail.com with “**Ad**” in the subject line along with your advertisement. The advertisement is to be less than 100 words and a graphic to go with it no more than 1" x 1"

2004 DECIPHER CONVENTION CALENDAR

Updated 3-1-04

Spring is almost here, and that means convention season is upon us! Check out the shows listed below that Decipher will be attending, and make your plans to join us at one or more for demos, tournaments, special guests, the Decipher Convention Store, and of course, DecipherCon at Gen Con Indy.

We'll add more information on each convention as it becomes available. Check back often for updates on what's happening on the Decipher convention front!

Dates	Convention	Location
June 24-27	Origins International Game Fair	Columbus, OH
July 21-25	Comic-Con International	San Diego, CA
August 13-15	Wizard World Chicago	Chicago, IL
August 19-22	Gen Con Indy / DecipherCon 2004	Indianapolis, IN
October 21-24	Spiel '04 / World Cup (Oct 20-23)	Essen, Germany

In addition, look for Decipher and the .hack//ENEMY TCG at the Bandai booth at these anime shows:

Dates	Anime Show	Location
May 28-31	Fanime	Santa Clara, CA
June 4-6	Project A-kon	Dallas, TX
July 2-5	Anime Expo	Long Beach, CA
July 30-August 1	Otakon	Baltimore, MD
September 24-26	Anime Weekend Atlanta	Atlanta, GA



CREDITS AND CONTACTS

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CREW

DOUG JOOS (TOMCAT), WRITER, LAYOUT
uvonbek@yahoo.com

JOSH KAPFER (REPTILEJK), WRITER
jmkapfer@uwm.edu

MATTHEW KEARNS, EDITOR, WRITER,
LAYOUT
ultimac@hotmail.com

SCOTTOMIR, WRITER
http://www.geocities.com/scott_metz
scott_metz@yahoo.com

WHAT'S OUT THERE

This is a list of websites along with Decipher's official websites. We have found they supply useful information to *Lord of the Rings* gamers.

DECIPHER'S LORD OF THE RINGS RPG HOME
<http://decipher.com/lordoftherings/rpg/index.html>

DECIPHER'S LOTR RPG BOARD
<http://calder.decipher.com/cgi-bin/msgbd?lotr-rpg>

DECIPHER'S LOTR RPG SUPPORT DOCS
<http://decipher.com/lordoftherings/rpg/support/index.html>

THE HALL OF FIRE WEBZINE SITE
<http://home.bellsouth.net/p/pwp-lotrwebzine>

FAN MODULES FOR MIDDLE-EARTH
<http://groups.yahoo.com/group/fan-modules>

THE MAD IRISHMAN
<http://www.mad-irishman.net>

RPG TOOLS FOR DECIPHER'S CODA
GAMES

<http://groups.yahoo.com/group/rpgtools/>

THE SLAVE PITTS OF BARAD-DUR

<http://www3.sympatico.ca/smaugrob/lotrmain.html>

THE STEWARD AND THE KING

<http://www.stewardandking.net>

THE TOWER HILLS

<http://homepage.mac.com/jeremybaker/towerhills>

TREK-RPG.NET

<http://forum.trek-rpg.net>

VALINOR

<http://sauron.misled.us>

This is an unofficial fan webzine created for players of Decipher's *The Lord of the Rings Roleplaying Game* and the world of Middle-earth created by J.R.R. Tolkien. There is no affiliation between the creators of this webzine and Decipher, Tolkien Enterprises, or any other related corporation. All material is either direct from Tolkien sources, Decipher, opinion, or has been created for the said purpose of roleplaying in the world of Middle-earth. Some images are used herein for the purpose of adding flare to the webzine, but are owned by varied sources mentioned in the Credits on the last page. THIS DOCUMENT IS NOT FOR RETAIL SALE AND INDIVIDUALS MAY PHOTOCOPY AND PRINT FOR THEIR PERSONAL USE.

Lord of the Rings RPG Ship Profile

Name:				Creator:			
Class:				Age:			
Type:				Year:			
Size:		Length:		Decks:			
Space:		Beam:		Crew:			
Structure:		Height:					

	Maneuver Modifiers	C	+	H	+	W	+	
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				(Total)	Spent	Left
<u>Propulsion</u>						
Type:				-		
Oars (Y/N):				-		
Movement:						
<u>Weapons</u>						
Catapults, Large:		Ammo:		units	-	
Catapults, Small:		Ammo:		units	-	
Ballista, Large:		Ammo:		units	-	
Ballista, Small:		Ammo:		units	-	
<u>Auxiliary Craft</u>						
Size 1 craft:				-		
Size 2 craft:				-		
<u>Reliability</u>						
Propulsion:				-		
Bridge:				-		
<u>Traits</u>						
Edges:				-		
				-		
Flaws:				+		
				+		
<u>Space/Structure Swap</u>						
Space:				+		
Structure:				-		
