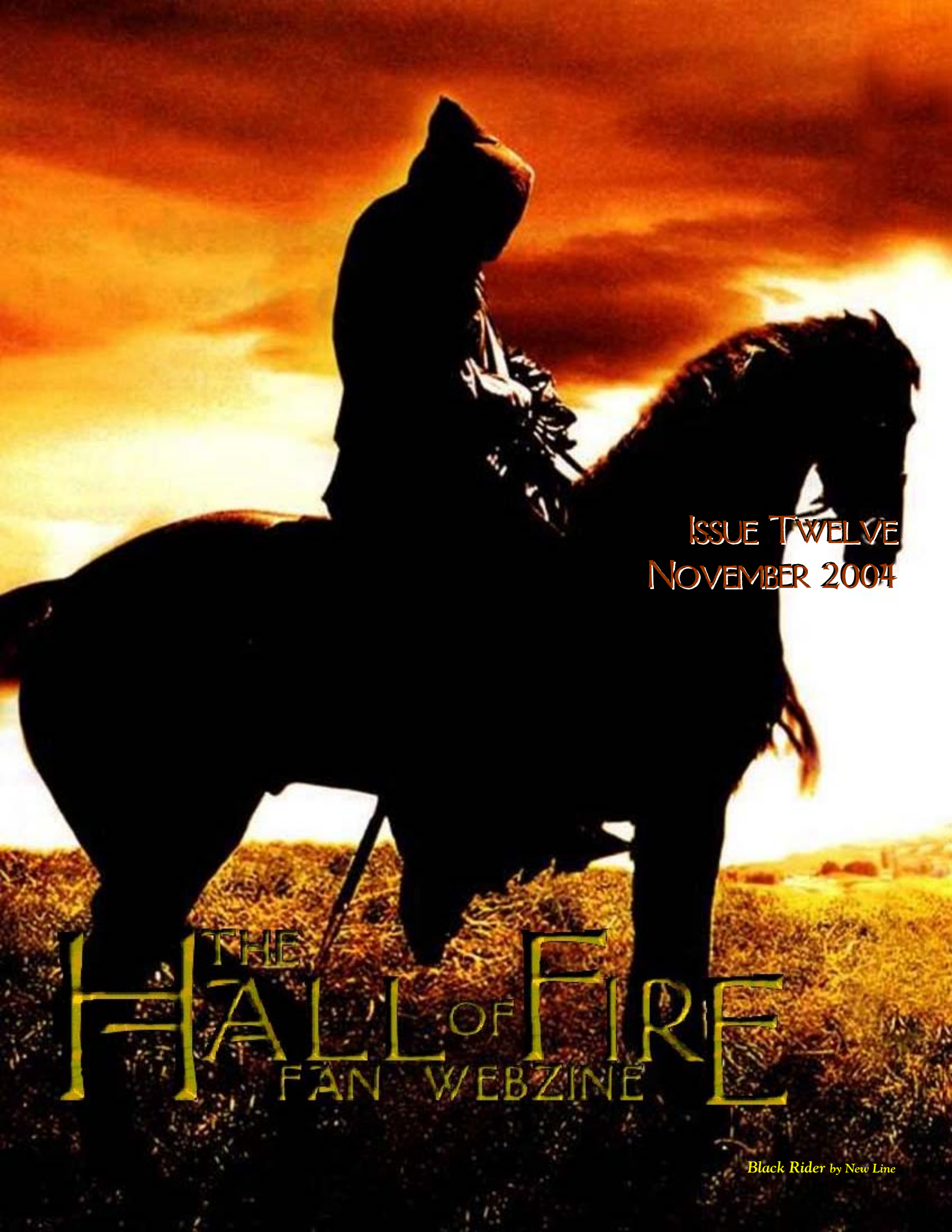


A dramatic silhouette of a rider on a horse, set against a vibrant, fiery sunset sky. The rider is positioned in the center-left, facing right, with their arms crossed. The horse is dark and stands in a field of tall, golden grass. The sky is a mix of deep orange, yellow, and red, with a bright light source on the right side, creating a strong backlight effect.

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THE
HALL OF FIRE
FAN WEBZINE

Black Rider by New Line

THE KKX:KH·CA HALL OF FIRE

The Unofficial Lord of the Rings RPG Webzine

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CONTACT THE HALL OF FIRE AT:

CODAWEBZINE@HOTMAIL.COM



GREETINGS, SALUTATIONS... HELLO ALL!

As always I am very excited to introduce to you the latest issue of the Hall of Fire, but I am more so for this issue because it is Issue #12! The Hall of Fire has been in fan-publication for one year now and going strong with much of the thanks from me going out to the staff and you, the readers. In this awesome issue you will get: 2 Hostile Haunts articles, the history of Andúril, write-ups on Círdan and Gothmog, optional rules for tactical movement and creature modifications, part 2 of the Hell-hawk ecology, plus a whole lot more!

Another great thing is, if you didn't already know, we now have a much more reliable and, might I say, more beautiful home website without all those bandwidth problems we've had in the past. All the praise goes to J. Fuller of Valinor who extended us the hosting site and to Doug Joos (Tomcat to you people) for doing an awesome job in getting the files set up. The site contains all our past issues, a forum for discussions about articles, gameplay, etc., and much more. So if you want to keep current with things going on at the Hall of Fire, go to: <http://halloffire.inspiring.us/>

As with all the others, I hope you enjoy this issue!

Matthew A. Kearns
aka GandalfOfBorg
Editor

REMNANTS OF LORE

ANDÚRIL - FLAME OF THE WEST ¹



"From the ashes a fire shall be woken, A light from the shadows shall spring; Renewed shall be blade that was broken: The crownless again shall be king." ²

In the depths of time, Telchar of Nogrod first wrought Narsil³, the Sword of Elendil The Tall. It shone with the light of the sun and of the moon and filled Orcs and Men with fear⁴; none could withstand it⁵.

Narsil was broken in Elendil's fall at the Siege of Barad-dûr, but Sauron himself was overthrown, and Isildur son of the King cut the Ring from the Dark Lord's hand with the hilt-shard of his father's sword. But the victory of the Last Alliance was hollow, for Isildur took the Ring as a wergild for his father and his brother, and soon he was betrayed by it to his death.⁶

Only to the North did these tidings come, and only to a few. From the ruin of the Gladden Fields, where Isildur perished, three men only came ever back over the mountains after long wandering. One of these was Ohtar, the esquire of Isildur, who bore the shards of the sword of Elendil; and he brought them to Valandil, the heir of Isildur, who being but a child remained in Rivendell. But Narsil was broken and its light extinguished.⁷

For the many long centuries afterwards, the shards were treasured by Elendil's heirs when all other heirlooms were lost; for it was spoken of old among them that it should be made again when the Ring, Isildur's Bane, was found⁸. This came about in the year thirty eighteen of the Third Age, when Aragorn son of Arathorn was Chieftain of the Dúnedain, and the War of the Ring drew nigh; for Sauron had risen again in power.

The Sword of Elendil was forged anew by Elvish smiths, and on its blade was traced a device of seven stars set between the crescent Moon and the rayed Sun, and about them was written many runes; for Aragorn son of Arathorn was going to war upon the marches of Mordor. Very bright was that sword when it was made whole again; the light of the sun shone readily in it, and the light of the moon shone cold, and its edge was hard and keen. And Aragorn gave it a new name and called it Andúril, Flame of the West.⁹

Only those of the line of Valandil were permitted to lay hands on the blade; such a power dwelt in the weapon that death would come to any man who drew Elendil's sword save Elendil's heir.¹⁰

Aragorn then set out with the Fellowship of the Ring, which sought to journey to Mordor and cast Isildur's Bane into the Crack of Doom in Orodruin. Their path was long and perilous, and they were beset by foes numerous times. Gandalf the Grey fell in Moria, and the Dúnadan became leader of the Company. For a short time they found a haven in fair Lothlórien; there Aragorn was gifted by Celeborn and Galadriel a sheath that had been made to fit his sword. It was overlaid with a tracery of flowers and leaves wrought of silver and gold, and on it were set in elven-runes formed of many gems the name Andúril and the lineage of the sword. It was said that the blade drawn from this sheath would not be stained or broken even in defeat¹¹.

At Helm's Deep, the light of Andúril was at last uncovered in battle for which it had long waited¹². In combat it gleamed with a white fire¹³, and the terror of the sword held back countless enemies¹⁴; when drawn from the scabbard of Lórien, the blade's fire was unquenchable¹⁵. The Blade that was Broken, Flame of the West, flashed like a new fire kindled, and Narsil re-forged was as deadly as of old¹⁶.





¹ *Silmarillion; Elements In Quenya And Sindarin Names*, pages 355 and 363. The name translates as the Flame of the West or, literally, 'West-flame.'

² *Fellowship of the Ring; Strider*, page 167. *Fellowship of the Ring; The Council Of Elrond*, page 241. Bilbo declares that he had "made that up myself, for the Dúnadan, a long time ago when he first told me about himself."

³ *THE TWO TOWERS; The King Of The Golden Hall*, page 500. According to *The Encyclopedia of Arda*: "Details of the original forging of Narsil are difficult to determine. It was made by Telchar of Nogrod, who also made the Dragonhelm of Dor-lómin. Helpfully, a passage in *Unfinished Tales* tells us that the Dragon-helm was originally made for Azaghâl of Belegost, who died in the Nirnaeth Arnoediad in the year 471 of the First Age; in order to make the helm specifically for Azaghâl, Telchar must have been working at about this time. Though we can't be certain of Narsil's origins, then, we can fairly safely place its forging in Telchar's workshop in Nogrod, probably during the fourth or fifth centuries of the First Age."

⁴ *Silmarillion; Of The Rings Of Power And The Third Age*, page 294. The name Narsil itself means 'fire' and 'white light'. According to *The Letters Of J.R.R. Tolkien*: "It thus symbolized the chief heavenly lights, as enemies of darkness, Sun (Anar) and Moon (in Quenya, Isil)."

⁵ *Fellowship of the Ring; The Council Of Elrond*, page 237. Elrond's words carry special weight, as he was indeed an eyewitness to the events of the Last Alliance, which he describes.

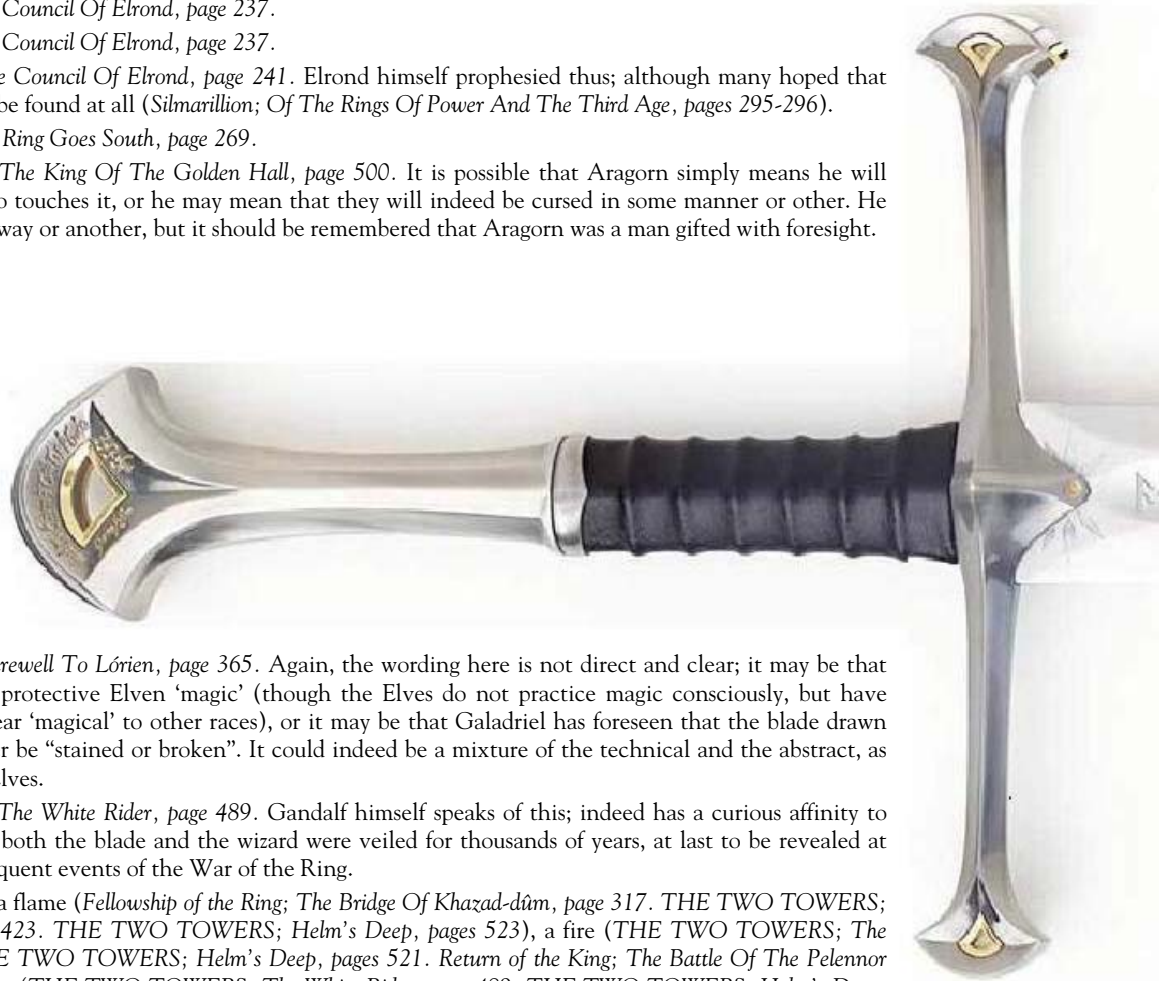
⁶ *Fellowship of the Ring; The Council Of Elrond*, page 237.

⁷ *Fellowship of the Ring; The Council Of Elrond*, page 237.

⁸ *Fellowship of the Ring; The Council Of Elrond*, page 241. Elrond himself prophesied thus; although many hoped that Isildur's Bane would never be found at all (*Silmarillion; Of The Rings Of Power And The Third Age*, pages 295-296).

⁹ *Fellowship of the Ring; The Ring Goes South*, page 269.

¹⁰ *THE TWO TOWERS; The King Of The Golden Hall*, page 500. It is possible that Aragorn simply means he will personally slay the one who touches it, or he may mean that they will indeed be cursed in some manner or other. He does not make it clear one way or another, but it should be remembered that Aragorn was a man gifted with foresight.



¹¹ *Fellowship of the Ring; Farewell To Lórien*, page 365. Again, the wording here is not direct and clear; it may be that the sheath is woven with protective Elven 'magic' (though the Elves do not practice magic consciously, but have inherent abilities that appear 'magical' to other races), or it may be that Galadriel has foreseen that the blade drawn from this sheath shall never be "stained or broken". It could indeed be a mixture of the technical and the abstract, as would seem typical of the Elves.

¹² *THE TWO TOWERS; The White Rider*, page 489. Gandalf himself speaks of this; indeed has a curious affinity to Andúril, for the powers of both the blade and the wizard were veiled for thousands of years, at last to be revealed at Helm's Deep and the subsequent events of the War of the Ring.

¹³ The sword has within it a flame (*Fellowship of the Ring; The Bridge Of Khazad-dûm*, page 317. *THE TWO TOWERS; The Riders Of Rohan*, page 423. *THE TWO TOWERS; Helm's Deep*, pages 523), a fire (*THE TWO TOWERS; The White Rider*, page 483. *THE TWO TOWERS; Helm's Deep*, pages 521. *Return of the King; The Battle Of The Pelennor Fields*, page 830), and a light (*THE TWO TOWERS; The White Rider*, page 489. *THE TWO TOWERS; Helm's Deep*, page 521. *THE TWO TOWERS; Helm's Deep*, pages 525), all of which witness to the weapon's glory, prowess, and lineage.

¹⁴ *THE TWO TOWERS; Helm's Deep*, pages 523 and 525. The terror most likely came not only from the weapon's power itself (see note 13), but it is likely that the Orcs recognize the sword as Narsil reforged. This may seem unlikely at first, seeing as the weapon has not seen battle for three thousand years and more, but recall that in *The Hobbit*, when the Goblins saw Orcrist, they gnashed their teeth and howled in rage, and "knew the sword at once"; yet they hadn't seen it for at least six millennia!

¹⁵ See note 11. The importance of this sheath cannot be underestimated; the two greatest swords in the history of Middle-earth, Narsil and Gurthang, were broken when their masters fell slain. This is symbolic of a new age of Men; Aragorn will not be troubled in mind regarding death (as Elendil was) nor life (as Túrin was), and will instead live fully until, when he knows the time is right, he willingly lays himself down in peace.

¹⁶ *Return of the King; The Battle Of The Pelennor Fields*, page 830.

ADVENTURING IN

5



DOL AMROTH: PART III – POLITICS AND POWERS

Dor-en-Ennil is technically a province of Gondor, just like Lamedon or Lebennin; however, it enjoys much more independence and is treated in many ways more like one of the King's private Marches (i.e. Anórien or Ithilien). It is a unique region, for its Prince is accorded a special place in Gondorian affairs. Only the direct lines of the King and Steward of the South Kingdom enjoy a higher status.

GOVERNMENT

The Kingdom of Gondor is best described as an absolute monarchy, although it shares the features of both traditional feudal and constitutional structures. The King (S. "Aran;" pl. "Erain"), whose power is symbolized by the Winged Crown, embodies executive, legislative and judicial power. He conducts diplomacy, commands armies, confers titles, and decrees punishments. His power is only restricted by the unwritten obligation to uphold the traditional laws of the Kingdom, which can only be changed with the consent of the Crown Council. This august body includes the prominent nobles of the realm, and the Prince of Dor-en-Ennil is one of its most influential members.

King Romendacil I created the office of Steward (S. "Arandur"), and King Minardil made the office an exclusive privilege of descendants of his servant, Hurin of Emyrn Armen. This office is generally held by a wise man, advanced in years, who is prohibited from going to war in person or leaving the realm. He rules in the King's absence, and ensures continuity between reigns.

Unlike other provincial lords, the Prince (S. "Ernil;" pl. "Irnil") of Belfalas is regarded as an almost autonomous ruler. He pays an annual tribute to the King, and must send troops to the King's aid in wartime, but otherwise he rules as he sees fit, subject to the traditional laws of the Kingdom. The Prince's title is hereditary, passing to the eldest son, or if there are no sons, to the nearest male relative. The Prince's symbol of authority is the Sea Coronet, a mithril circlet set with pearls.

The Prince's Vassals

The Prince rules his domain from the Castle of Dol Amroth. He retains direct control over the Town and the peninsula, and appoints the Warden of Castle Amrûnaur, who supervises that fortress and the adjoining forest preserve. The rest of Dor-en-Ennil is held in fiefs by the lesser nobility of Belfalas and Dor-im-Nin (S. "Land Between the Waters") to the north. These vassal nobles must pay an annual tax to the Prince, and they must enforce his laws within their domains. If of military age, they also serve in the garrison of one of the castles for three months of every year. All of them join the Prince's army in wartime.

The Eredrim

The Eredrim of the Ered Tarthonion live in their disunited villages under the rule of their own respective Chieftains. Like the nobility, they remit an annual tribute, but their payments are made exclusively in kind. The Warden of Castle Amrûnaur, the Prince's representative in the high country, collects these taxes and records the remittances in the Warden's Book. Tribute is imposed by village units, due to the impossibility of taking any accurate census of the Eredrim. Otherwise, the Eredrim are largely left alone.

The Fief of Linhir

Linhir is part of the Prince's domain, but the King directly appoints its Lord. So, while the Lord of Linhir rules what was once the Prince's capital, and although he is the Prince's strongest vassal, he remains somewhat independent. The Lord's fief extends across the Gilrain into Lebennin, and the taxes from those lands, together with all the harbor duties, go directly to the King's Treasury. Even the Linhir Mint is under the King's watch, for the Coinmaster cannot produce currency without permission from the Mint at Minas Anor (Minas Tirith).



Linhir does provide a large portion of Dor-en-Enril's army and fleet, however, and the Lord administers civil affairs on behalf of the Prince. His coinery produces most of the copper coins and some of the silver currency, which bear the Prince's emblem, and the Lord's taxes account for a large portion of the revenue sent to Dol Amroth. Unfortunately for the House of Dol Amroth, however, this region lacks the political unity of Belfalas, a considerable handicap in wartime.

The Elves of Edhellond

Edhellond is a fully independent settlement ruled by its own Council. Composed of the Master Shipwright and several other respected figures, this body decides both domestic and foreign policy for the Elf-haven. Their word is law, but the Elves who elect them are held together more by a shared sense of community than by any formal legislation. The Elves do not pay tribute to any other authority, and they co-exist with Gondor under an agreement of friendship signed by both the King and the Prince.

WARCRAFT IN DOR-EN-ERNIL

Dor-en-Enril's warriors and sailors are among the finest in Endor. Aside from the King's Own Guard and the Royal Rangers, the warriors in the Prince's service are the most thoroughly trained, best equipped, and most loyal of any found in Gondor's host. The Prince's seamen, and those of the Elves of Edhellond, are virtually peerless.

This skill in warcraft speaks well of Dor-en-Enril's society, but it also suggests the necessity of readiness in the face of threats from Umbar and Harad, as well as those, which might arise in the highlands of the Prince's domain. The residents of the Land of the Prince are well off, and they guard their wealth with considerable fervor.

THE PRINCE'S ARMY AND NAVY

The Prince maintains small standing garrisons of Knights, Esquires, archers and men-at-arms in Dol Amroth, Castle Amrûnaur, and eight coastal towers which serve as watchposts against Corsair raids. His peacetime fleet includes a complement of four active coast patrol ships. These forces are augmented by his vassals' garrisons, which are sprinkled through the seven castles and fifteen tower-keeps that serve as the strongholds for the nobility of Dor-en-Enril.

In wartime, the Prince's Army (S. "Dagarim Enril") can muster between 8,000 and 10,000 warriors, some of whom man the fleet of eight war galleys and at least a dozen armed privateer vessels and transports (or merchantmen). The Lord's fleet at Linhir includes only two active coast patrol ships, but in wartime they are joined by three galleys and an equal number of armed merchantmen. (Should these vessels prove inadequate, the Prince can always turn for help to the large Royal Fleet based at Pelargir.)

Warriors

Several classes of warriors are found in this region.

1) **Knights** (S. "Requain;" sing "Roquen") are the finest horsemen in Gondor, an elite body of heavy cavalry. They serve under the Prince's command and are distinguished by the curving silver Swan crest on their helms. These noblemen wear chain hauberks or halfplate, carry normal shields, and are equipped with lances, long swords (S. "anket;" pl. "enkit") and short swords (S. "eket;" pl. "ikit"). They are trained to charge in close order on their huge grey warhorses, overwhelming all but the best-trained of enemy formations. Their horses, many of which are imported from Calenardhon (Rohan), are strong, dependable, and quite capable of performing exceptionally complex maneuvers.

2) **Esquires** (S. **Ohtar**) serve as Dor-en-Enril's medium to heavy cavalry. Each Esquire serves a particular Knight and often aspires to be a Knight himself. They wear chain shirts and greaves, carry normal shields, and are armed with lances and short swords. Esquires can either follow the Knights they serve into the second rank of a charge, or they perform screening and reconnaissance missions.

The Knights and Esquires of Dor-en-Enril are the most notable body of heavy cavalry in Gondor. The armies of Gondor depend on Northmen auxiliaries for most of their cavalry arm, maintaining only small forces of medium and heavy Dúnadan cavalry for screening and communications.

Both Knights and Esquires wear blue surcoats emblazoned with the Prince's silver Swan-ship emblem. They are organized into companies of 60-80 men under the command of the chief Knights (S. "Arequain"), the Bannerettes.

3) **Princes's Yeomen** are a body of long-serving professional archers recruited principally from the hill country and inland river vales. These yeomen wear rigid leather breastplates and greaves, and are armed with yew longbows (the skill to make the steel composite longbows of Númenor having disappeared) and short swords. They may ride to battle, but they fight on foot.

4) **Men-at-arms** are veteran heavy infantry. They wear chain shirts and greaves and are equipped with a variety of weapons. In Belfalas, pikes and shortswords are favored, while further north warriors prefer longswords and bows. Officers wear chain mail suits or hauberks and are frequently mounted.

5) **Militia** are light infantry with some training but little real field experience. They wear leather breastplates and are equipped with inexpensive weapons such as spears and handaxes. They compose about two-thirds of the Prince's forces, a relatively small proportion when compared to the hosts of other provinces. These warriors are usually raised only for defense of their home territory, since their prolonged absence from home entails a disruption of the economy. Only an extreme emergency justifies their presence on an extended campaign.

Gondor's infantry is organized into companies, typically of 100 soldiers led by a Captain and 5 Sergeants, but ranging in size anywhere from 60-300 as needed. Several companies occasionally gather to form divisions of no fixed size, each commanded by a prominent lord (e.g., the Squire of Dol Amroth). These are typically regional groupings, but the pressures of battle often require more flexibility. Infantry



are trained for two principal battle formations. When the ground is level or favorable, the shield-wedge (Q. "Nernehta;" S. "Dirnaith") is used for a charge to split the enemy line. The shield-wall (Q. "Sandastan;" S. "Thangail") is used for defense, and is formed of two serried ranks which can be bent back at either end to form a circle, with spears and pole arms projecting all around, if outflanked.

Dúnadan troops carry two days' provisions, and a "need-wallet" containing waybread and a phial of cordial. Small horses — those considered unsuitable for riding by the tall Dúnedain — bear the bulk of provisions and baggage. Dúnadan infantry cover about 24 miles a day in full armor, and forced marches of up to 36 miles are startlingly common. The shorter and less strong Common Men of the Prince's militia move proportionately slower: 18 miles a day in armor, or 27 miles per day on a forced march.

Military Organization

The armies of Gondor are typically divided into five bodies: (1) a cavalry vanguard; (2) a center where the commander, his guards, the bulk of the infantry and the baggage train are located; (3) right and (4) left wings commanded by the general's chief subordinates; and (5) a rearguard. Before they array for battle, though, a Dúnadan commander takes care to study the composition of an opposing army, for the situation may demand a new formation. If the enemy is strong in cavalry, the Dúnedain always seek to deploy on high ground, since their predominantly infantry forces are vulnerable to a cavalry charge if caught on open plains.

Dúnadan generals are both practical field commanders and scholars of military theory. Their ability to coordinate the movements of several armies and fleets, and ensure supply far from home, gives Gondor a significant advantage over its less sophisticated foes - Easterlings, Southrons and Orcs. Although now on the strategic defensive, the armies of Gondor rarely lose a battle unless taken by surprise or seriously outnumbered. With a declining population, Gondor can ill afford a major defeat and the loss of a field army.

The Fleet

The Prince's sturdy war galleys are ideally designed for the often-rough waters of the Bay. They come in a variety of forms, but each possesses one to three lateen (triangular-rigged) sails and makes good speed in a favorable wind. In battle, or with a poor wind, they depend on rowing power, occasionally dropping their mast(s) altogether. These ships carry a large complement of soldiers for boarding actions, and are equipped with ballistae. Sea borne warriors are drawn from trained Men-at-arms, while the rowers come from the militia. Lightly armed, they wear leather breastplates and wield heavy shortwords, falchions, or handaxes.

Coast patrol ships are moderately well built and very maneuverable. They have a detachable keel, composed of centerboards inserted through slots in the hull and sealed with gaskets. The keel is removed if the ship needs to maneuver in coastal waters, especially near shoals. In keeping with local ship-building techniques, these ships sport a single lateen sail and move at a fair speed under sail or oar. They are not intended for fighting Corsair warships, but for intercepting smugglers. Rowers on these ships are armed like Sea-warriors, and trained to fight in the close quarters associated with boarding actions. (See Section 14.0 for statistics on ships and naval forces.)

The famous White-ships are vaguely bird-shaped vessels manned by sea-going esquires. Equally suited to the coastal waters or the high seas, they are the pride of the Prince. Their graceful, silvery accents and stunning white wood hulls belie their stout, clinker-built construction. They sail only in war or on special orders, and the deep blue lateen sails that adorn their tall masts generally signal the presence of the Prince or one of his close kin or vassals.

ELVEN MILITARY GROUPS

The Elven forces of Edhellond are not part of the armies of Gondor, although they might fight alongside them as allies. The Elfhaven's Guard is equally capable of fighting as heavy infantry on land or as rowing soldiers aboard ships. These troops wear lightweight chain hauberks and are armed with spears and either longbows (Sindar) or shortbows (Silvan). Elven sailors wear inlaid leather breastplates and carry falchions.

Elves comfortably move at a relaxed pace of 20-30 miles a day, since they need only a few hours' rest, and carry highly sustaining lembas and miruvor (the Elven cordial) for provisions. Elven troops are well trained and experienced, but in battle they sometimes get carried away with fury. Incredibly intense, they occasionally break ranks and recklessly charge, fighting until they fall or slaughter their foe. An enemy caught in the open may be swept away by this charge, but against an entrenched enemy the Elves are likely to come off worse.

EREDAN MILITARY GROUPS

The Eredrim (Dunlendings) of the Ered Tarthonion rarely serve in the Prince's forces, although some may sign on as mercenaries for foreign wars. Their warriors wear chain shirts, carry full shields, and are equipped with broadswords. Common folk wear leather breastplates and bear spears or slings. Eredrim forces move slower than the rate of other Men (12-20 miles per day), but they suffer no penalty for hills and only a half penalty for mountains.

Eredrim forces, unless trained by the Dúnedain, are poorly disciplined, preferring wild charges and single combats between champions. On the defensive, they tend to form a bodyguard around their Chieftain in battle, for his death requires the mortal sacrifice of his host. These warriors, while brave, also lack staying power, and after a few weeks in the field they encounter severe supply problems and substantial desertions.

LIFE AT THE COURT OF THE PRINCES

Court life at the Castle of Dol Amroth is a cycle of entertainments, hunts, and tourneys. Quests, battles against raiding Corsairs, and military expeditions in the King's service punctuate the Court's pleasures. While waves crash against the cliffs below, the Prince and his nobles feast, toasting one another's heroics with their bejeweled, golden goblets. Knights and their beauteous ladies dance in the Great Hall to the melodies of the finest harpers in Gondor. Heroes rise to propose quests to far lands, and challenge one another to joust at forthcoming tourneys. No wonder that even the other Dúnedain find the Prince's Court remarkably "Elvish."



Tournaments

Tourneys are the high point of the Castle's year. One is held each season, except winter, and the preparations — which last weeks — occupy not only the Castle but also the Town below. In the Lower Bailey of the Castle, a tapestried booth is raised for the Prince and his Lady, who judge the contest. Seats for spectators line the lists in tiers on either side, and pavilions for the Knights stand at either end of the field. Knights who enter the tourney are randomly matched for jousts, but may trade to satisfy challenges. Two Knights charge one another on either side of the lists three times; if neither is unhorsed by then, they dismount and do battle on foot, using weapons of choice. A chivalrous Knight will submit when he is at a clear disadvantage. In a particularly hopeless fight, the Prince will intervene, so as not to prolong the agony.

A tourney continues for days until a victor emerges. The champion is awarded 100 gold pieces, and receives a jeweled golden sword which he may keep until he is defeated in another tourney. Knights may also claim a "ransom" from defeated opponents, one quarter of the value of the opponent's arms and armor. Tourneys are not only popular entertainment, but an excellent means of allowing the Knights to gain peacetime experience in melee combat.

ALLIANCES AND CONFLICTS

Gondor is frequently at war with the peoples to the East and South. The South Kingdom's allies are few, leaving the King with a constant shortage of manpower. His Northman neighbors are generally friendly and often serve in Gondor's armies, but many have been known to join invading hordes. While the Elves of Edhellond never war on the Dúnedain, they normally mind their own affairs, preferring to interfere on behalf of the Gondorians only against longstanding common foes.

RELATIONS BETWEEN THE PRINCE AND THE EREDRIM

The Prince cannot count on the Eredrim in the same way he does the Elves. In fact, he takes comfort when the Hill-folk remain at home. The clans of the Ered Tarthonion do not resist the Prince openly, knowing that war against him would prove hopeless, but they consider their situation to be one of constant siege. Those who intrude into their lands and affairs invariably encounter some form of their wrath, even if it is little more than a hostile stare.

RELATIONS WITH UMBAR AND HARAD

Of all Gondor's enemies, none has proven more dangerous in recent years than the Corsairs of Umbar. Gondor and Umbar have been hostile ever since the end of the Kin-strife, when rebels made the great haven of Umbar their refuge. Periodically, the two nations negotiate a truce and resume trading contacts, but after a few years Corsair Captains or Gondor's privateers inevitably break the truce. Umbar rarely attempts any major invasion of Gondor, since it cannot transport cavalry or large siege engines on its warships, but commerce and coastal raids by both sides are frequent. Gondor's armies are superior to the Corsairs and their Haradrim allies on land, however at sea the Corsair fleets retain the edge.

The Warships From Umbar

Umbar's principal warship is the dromon. Moderately well-built and square- or lateen-sailed, it can handle the waters of the Bay and make good speed under sail or oar. In major fleet actions, the dromons are rowed by often unreliable slaves; but smaller dromons, rowed by freemen, are used for coastal and commerce raiding. Since they lack a cargo capacity, the dromons are accompanied by small merchant vessels to carry their plunder. A normal raiding force will involve 2-4 raider dromons and 1-2 merchantmen. Dromons have high castles for artillery and archery fire, and carry catapults. Their complements of soldiers are less than those on comparable ships from Gondor, so their captains prefer ramming to boarding tactics. By the Prince's estimates, Umbar normally maintains about a dozen large war dromons and 30 raider dromons. By stripping seamen from its merchant fleet and land garrisons, Umbar can easily put as many as 100 dromons to sea, although most will be of the smaller type.

Umbar also maintains about a dozen coast patrol ships to prevent smuggling and collect customs. These vessels are very maneuverable but weakly built and cannot venture far from the sheltered firth of Umbar.

In addition, Umbar's merchant fleet includes some two score large, privately owned, square-sailed cogs. The property of Corsair lords and city merchants, these boats vary widely in quality and quantity. Their numbers are augmented by an even larger number of Haradrim trading vessels, ships that pay duties for the privilege of using the port. These ships carry small complements of soldiers.

Commerce in Times of Peace or Uneasy Truce

Commerce across the Bay of Belfalas perseveres in the face of almost constant sea-going warfare. During times of truce, the merchantmen of Umbar and other ports in Harad call at Dol Amroth and Linhir, and the ships of Dor-en-Enril frequently weigh anchor in the harbors controlled by Corsairs. Some ignore the localized skirmishes and raiding that plague the region in periods of unrest, and most turn to raiding with the outbreak of more general hostilities.

Adventurous and ever-hungry for profit, these same Captains readily join plundering expeditions, making warfare in the Bar of Belfalas an often private affair.

THE ECONOMY

Trade is the foundation of Dol Amroth's prosperity. Without sharp-witted merchants and captains willing to brave the Great Sea, Dol Amroth Town would be little more than a bedroom for the Castle's serving-men. Goods flow into Dol Amroth from every corner of Middle-earth, and the local merchants wax rich in selling to nobles and townsfolk, or arranging for transport to larger markets.

Belfalas yields many products of its own: several varieties of salted fish and crustaceans, whale oil, finely woven cloth, high-quality arms and armor, and timber from the Ered Tarthonion. From the river valleys of northern Dor-en-Enril, below the White Mountains, come grains, quarried granite and marble, iron ore, small quantities of precious metals such as copper and silver, and the rare black hardwood *lebethron*. The fertile pasturelands of the river valleys and foothills support herds of cattle, while the higher vales offer flocks of



sheep. Two major industries of nearby Linhir are tanning and woolcarding. The islets off the coast spawn a small pearl fishery that has enriched more than one poor seaman.

Imports from distant lands lend an exotic flavor to Dol Amroth's markets. All three of the major trading routes converging at Dol Amroth make use of the Sea or rivers during at least part of the journey, so the city's quays bustle with activity. Merchants prefer to transport goods by water whenever possible, as good roads are few and far between, and the expenses of overland commerce — cartage, armed guards and tolls — often doom an otherwise profitable enterprise.

Trade With the North

Each year in the Spring, merchant vessels sail north to the Grey Havens, or up the Gwathló to Tharbad, to trade with the Dwarves of the Ered Luin (S. "Blue Mountains") and the folk of Eriador. If they survive the rigors of the Great Sea and the predatory Corsair galleys roaming the Bay of Belfalas, these vessels return before the onset of late Autumn's storms with cargos of furs, amber, Dwarf-smelted iron and tin, and even a few kegs of excellent beer from the Halfling settlements along the Baranduin.

In former times, the stone-paved North-South Road carried most of the commerce between Gondor and Eriador, but since the Plague the Road has fallen into disrepair in Endewaith and Minhiriath. Wild Hillmen from the foothills of the Misty Mountains raid the limited traffic along the route, forcing merchants to travel in caravans for protection. This delays shipments and drives the price of overland transport even higher.

Trade to the East

Goods from Rhovanion and Rhûn pass through the lower Anduin valley, the heartland of Gondor, and those bound for points to the west invariably find their way through Linhir or Dol Amroth. Trade in powerful warhorses raised by the Northmen, mithril mined in Moria, and the exquisite vintages of Dorwinion provide rich profits. Domestic Gondorian commerce is even richer. Out of the cities of the Anduin, center of Dúnadan civilization, come illuminated books and scrolls, glassware, glazed pottery and porcelain, and the finest jewelry that Men can contrive. Vineyards in Ithilien offer domestic wines, for folk who cannot afford the rare imports.

Trade With the South

An uneasy truce between Gondor and Umbar opens another valuable avenue of trade, providing the merchants of Dor-en-Ennil with goods brought by the caravans of the Haradrim and Corsair traders from the little-known southern lands. Ivory of the legendary Mûmak, pepper, other rare spices, and silk all command a high price in Dol Amroth. During wartime, this flow slows, but it never stops. Smugglers (see Section 8.6) slip into rocky coves along Belfalas by night, or deal with unscrupulous town officials in Linhir. The price, however, increases several times over, becoming prohibitive for all but the greater nobility.

Trade With the Elves of Edhellond

The Elves of Edhellond stand somewhat aloof from all this activity. They take little interest in trading as an occupation, and find most goods sold by Men too "tacky" for their aesthetic sensibilities. Occasionally, though, a few Elves will come to Dol Amroth to acquire items they cannot produce themselves, exchanging a few pieces of beautiful jewelry, gems which glow with a mysterious inner light. Elven silk, and minor magical items.

Fairs

Once weekly, Dol Amroth hosts a market day, bringing farmers and merchants from all Belfalas and nearby lands. Like those in Linhir — but larger — market days breathe life into every quarter of the city. Everything is open and the streets fill with folk eager for a bargain. But the truly fabulous events in the Town's commercial life are reserved for the biannual Great Fairs, which are sponsored by the Prince. The Green Fair is held in the last week of Lothron (May), when all nature is in blossom. The Windy Fair is held in the first week of Narbeleth (October) as the first cool gusts of northerly winds (presaging Winter) whip across the city. Each Fair lasts a full week, and during that time the Town's population grows by half. The whole of the Town is overrun with revelers and traders. Bargains of all sorts abound — here proud horses of Rhovanion, their armorers and weaponsmiths displaying their wares. Not infrequently wanderers from as far as the shores of the Sea of Rhûn or Harad come offering treasures of dubious origin. Travelers swap news and barely plausible tales of their adventures, while merchants strike deals at every corner. It is an invigorating time, which offers a respite from the worst misfortunes, as well as a taste of the most faraway climes imaginable.

ORGANIZATIONS AND GROUPS

A civilized society, Dor-en-Ennil is home to a host of social classes and notable organizations and groups. They add color and character to the social drama of the region.

NOBILITY

Dúnadan noblemen live as a small hereditary aristocracy, and tend to look unfavorably on marriages outside their caste. A few great warriors may receive Knighthood as a reward for meritorious action and so join the nobility, but this is uncommon. Noblemen are proud of their ancient lineage. Those families who can trace their lineage back to Lords of Númenor are most honored. They prize the traditions of Westernesse, and young noble esquires in training for Knighthood learn not only the use of arms but also the old customs and courtesies. A Knight is expected to support himself from his lands and questing; if he must turn to trade, he is dishonored and may lose his rank.

Generally, nobles own manors in the countryside from which they draw revenues. Those that do not are few, and most are Knights permanently attached to the garrison of a fortress. These men are termed "household Knights", and enjoy a generous stipend from the Prince as a substitute for lands. (See Section 13.0 for a description of a typical manor.) Many of the wealthier nobles also maintain mansions in Dol Amroth Town, where they live for much of the year, leaving their estates under the care of a bailiff.



A town manse will have three to five stories and extensive cellars. Its main hall and wings form an enclosed court, with the family name inscribed on the gateway arch. Fine dressed stone is used for walls, and curved tiles for the roof. Mosaic patterns decorate the floors. These homes generally have running water, and a combination of chimneys and steam pipes for heating. Their windows contain glass panels and are protected by wooden shutters.

MERCHANTS

The merchants of Dol Amroth and Linhir are prosperous figures, and are often appointed to important posts in town government. In merchant families, the elder patriarch remains at home in the counting house supervising business affairs, while his sons sail on trading expeditions and endure the hardships of travel, learning their profession. Widows frequently take over their husbands' businesses, and commonly prove themselves no less canny than the men.

Merchant homes may be as grand as the nobles' manses, but are more often simpler stone buildings, rectangular, with three or even four stories and a pointed roof. Business is conducted on the first floor, while the family lives on the second and third stories. Servants have their quarters in the attic. Chimneys provide heat, and water is stored in cisterns.

Two merchant ship designs are found in southern Gondor. The basic merchant cog is single-masted, with a square sail. Its clinkerbuilt construction, adopted from the Elves, enables it to ride out the storms of the Great Sea. It is a fair sailor capable of carrying a small complement of soldiers. The much larger transport cog is designed for holding bulky cargoes, and is often commissioned to carry military expeditions. It can carry a large complement of soldiers, and is armed with catapults for self-defense. Because it is unmaneuverable and rather slow, it serves as a stable artillery and archery platform in most naval actions. It has two masts, both with square sails. About a score of merchant cogs and a half-dozen of the larger transport cogs berth at Dol Amroth's Middle or New Ports. Linhir is home to about a dozen merchant cogs. (See Section 14.0 for statistics for these merchant vessels.)

GUILDS

Most skilled artisans in Dol Amroth and Linhir are organized into craft guilds. Guilds regulate prices, impose quality standards, maintain rules of entry into professions, and provide for widows and children of disabled or deceased members.

An aspiring craftsman must advance through three stages. The Apprentice is a youth who is learning the trade from a Master, and receives room and board in return for his work in the shop. Apprenticeship may last from 4-12 years, depending on the skill required to learn the craft. Five years is typical. The Weaponsmiths' Guild requires a minimum of ten, and its members learn to craft arms of mithril. After graduating from his apprenticeship, the craftsman becomes a Journeyman. He then works for a Master at a regular wage until he can save enough to open a shop of his own. Only Masters can conduct business on their own.

Artisans' shops are ordinarily small because the Master lives above his shop with his family and Apprentices. Some prosperous Masters maintain a large staff of several Journeymen and Apprentices, and can afford a separate home, but most are not so lucky. This is especially true in Dol Amroth, where rents are high. Shops associated with a particular craft often cluster together in a single street or neighborhood which is named for their given profession. Shop signs illustrate the owner's craft or wares for the benefit of the illiterate — a sword for a weaponsmith, a boot for a shoemaker.

The wealthier guilds own ornate guildhalls (S. "Rynd Curhyth") where they hold their meetings and feasts. In Dol Amroth, the guilds of the White-ship Wrights and Weaponsmiths are the richest; while in Linhir that place is held by the Guild of Tanners (really, the Thieves' Guild is wealthiest, but it is not mentioned in polite company). In both towns, the Shipwrights' Guild also figures prominently in commercial and civic affairs.

MASTERS OF POWER

Men in Gondor are suspicious of most users of power, thinking magic less noble than the mastery of arms. Nonetheless, Alchemists and Astrologers prosper, and few doubt the value of Seers and Healers. Other forms of power are less socially acceptable, and must be exercised with caution.

Users of power have no formal guilds in Dol Amroth or Linhir, although an informal apprenticeship system exists. A noble father who sees that his son lacks the strength to be a fighter may entrust him to a practitioner of some respectable arcane art, paying for the expensive training. A few Mages offer apprenticeships, which are free to youths who obviously have great potential. In Gondor, the Dark Arts are banned, and any who practice forms of evil magic will be exiled or executed.

Elves are the premier users of power in Middle-earth. They possess a natural talent for arts that Men can only master through long years of study. The kindred of the Eldar are careful in displaying their full power, but the less wise Silvan Elves of Edhellond occasionally cast spells for seemingly frivolous purposes.

Those who become great Lords by the use of power survive by learning restraint. Sauron has not yet revealed himself, but he brooks no rivalry, and among Mages terrible tales are heard of those who met black-cloaked shadows and were seen no more. On the other side, the Istari and the Eldarin Lords are no less active in identifying and rendering powerless dark Mages who dare to operate outside Sauron's protection. After all, that foolish-looking old man in the battered hat may be more than he seems....

PRIVATEERS

The Princes of Dol Amroth never rely on passive defense, so they often take the war against the Corsairs onto the enemy's home ground, the sea. At any given time, anywhere from four to eight privateer Captains are authorized to raid the shipping and coastlands of Umbar. These Captains must finance their own vessels and crews and give a tenth of their profits to the Prince; but their rewards are rich. In return for their investment, they receive sealed letters from the Prince immunizing them from seizure by Gondor's warships. They are also guaranteed safe haven in Dol Amroth, where they have an opportunity to dispose of their booty legally.

In the event of open war, such as after a major Corsair invasion, the Prince usually requests that privateers join his fleet, but he takes care to permit these Captains some leeway. Privateers are valuable allies, particularly in times when formal warfare is not an option. Those Privateers who enter the Prince's navy do so willingly because he pays them a good stipend for such service.



The Privateer Routine

Up to three Privateer vessels weigh anchor in Dol Amroth at any given time, refitting and signing on new crewmembers. Most recruiting is done on the docks, or in inns or taverns. Crewmen receive a minimal salary, rations and part of the booty. Although the Captain and officers take the lion's share (the exact figures are agreed on before setting out), ordinary crewmen do well for themselves on a successful voyage.

Privateer ships cruise the sea-lanes for two or three months, and several Privateers may join for an attack on a large convoy. Selective raiding is of paramount importance, though, since the waters of the Bay of Belfalas frequently bristle with warships. Privateers are careful not to sail close to the firth of Umbar, since they are not up to the task of battling the entire Corsair warfleet.

Privateer Ships and Tactics

There are no truly standard Privateer vessels, although some are more common than others. On the open sea, the most prevalent designs include: (1) two-masted, lateen-rigged dromons; (2) one-masted, lateen-rigged raiders; and (3) three-masted carracks which have high castles to fore and aft.

Carracks are more common in Belfalas than they are in Harondor, Harad, or Umbar. They are ideal for rugged, open seas. Combining sloop- and square-rigging, they are fast in a good wind, making excellent speed in the breezes of the bay. Their ability to sail close to the wind makes pursuers with conventional square rigging look foolish. They have no oar propulsion — oars have been sacrificed for cargo capacity — and are vulnerable when the wind drops. Designed to board merchantmen, they avoid oared war vessels and try to avoid shallow coastal waters. However, if a carrack must tangle with warships, it usually can rely on a ballista and an armored bow. While less maneuverable than war galleys, the carrack is most formidable in a boarding action. They carry a large complement of soldiers, needing no space for rowers, and all their freehanded sailors are trained to fight. From their high castles, archers sweep the decks of enemy vessels, raining missiles on their foes while grappling hooks snare the opposing ships. (See Section 14.0 for the statistics of a privateer vessel.)

Privateers using dromons or raiders employ both oars and sails, enabling them to move effectively in poor winds or close quarters. These ships prey on vessels all over the bay, although raider captains prefer to attack in coastal water. Their oarsmen are warriors capable of leaping into a fray at a moment's notice. Smaller than either the carracks or dromons, raiders rely on surprise and maneuverability to overcome their foe. They confine their choices to smaller merchantmen.

The dromons use various tactics, for they share the features of both the carracks and the raiders. Their size permits them to board large ships and engage in missile duels, and their two to three banks of oars provide them fine maneuverability in light breezes. They also sport rams, which they commonly use to disable a foe. This tactic is often vital to their success, since dromons require rowers and cannot carry the large complement of warriors found on carracks.

Captured Prizes

Privateers count captured enemy merchantmen as prizes, boarding them with a small "prize crew." They send the ship back to port for resale after the cargo is transferred to the privateer. Important prisoners are held for ransom, while ordinary crewmen are stripped of armor and weapons and marooned on some deserted beach or island. Slaves are freed and offered the chance to join the Privateers. The victors scuttle damaged enemy warships, setting their crews adrift. If the captured include notorious raiders, however, "court" convenes, so that the convicted losers can be slain outright.

Privateer Captains are equal to Umbar's best, and often carry a high price on their heads from the Corsair Lords. Captains take pride when the reward for their neck increases. During peacetime, some privateer Captains carry cargo for merchants to make a living, but most are eager to get into action and many see little guilt in violating truces.

SMUGGLERS

"If it's illegal, there's gold in it." So runs a popular smuggler maxim, borne out by the conduct of these scoundrels. Smugglers are always trying to evade the customs duties imposed at Dol Amroth and Linhir, slipping their vessels into Belfalas' countless coves and the Serni estuary. Their favorite ship is the Haradrim trader, a small merchantman with a relatively shallow draft (see Section 14.0). During wartime they flourish, for with normal trade between Gondor and Umbar cut off, there is no way to obtain many desired goods except by paying the smugglers' exorbitant prices.

If caught by the coast patrols, smugglers pay a stiff fine, and their vessel and cargo are confiscated. Nonetheless, profits are always high enough to induce some to take the risk. The Prince counts some success in intercepting smugglers, but many local officials, particularly in Linhir, accept bribes and look the other way.

THIEVES

Dor-en-Enril is a well-administered region, but it still has its share of thieves. With sheltered islands, isolated coves, and rugged highlands close to the main settlements and trade routes, it is virtually impossible for the Prince to rid his domain of criminals. The situation is different in the towns, though, for (with the exception of Linhir) the Prince's Men provide excellent protection for the larger centers of civilization. This is particularly true in the capital of Dol Amroth.

The Thieves of Dol Amroth

Thieves in Dol Amroth are few, and either careful, foolhardy, or scared. They have never succeeded in forming a Guild, for somehow the Prince's agents always manage to break up conspiracies before they get off the ground. Some thieves lurk in dark alleys in the Gate Town or poorer sections of the port districts, preying on the elderly, infirm, or drunk passersby, but these petty criminals rarely muster the nerve to rob one of the nobles' or merchants' mansions.

Although they generally operate in the nearby countryside or on the high seas, a major circle of thieves is based in Dol Amroth. Twelve skilled men and women — five highwaymen, three burglars, two forgers, a pilot, and an assassin — meet at dusk in the White



Shoals tavern every three days. Led by Nimrilien, the disturbingly enticing consort of the Prince's younger brother Edhelmir, these thieves plot large, carefully executed operations. Their profits are stored on a remote islet near Metrast (the southernmost point in Belfalas), or they are surreptitiously invested through Dol Amroth's Merchants' Exchange.

The Thieves of Linhir

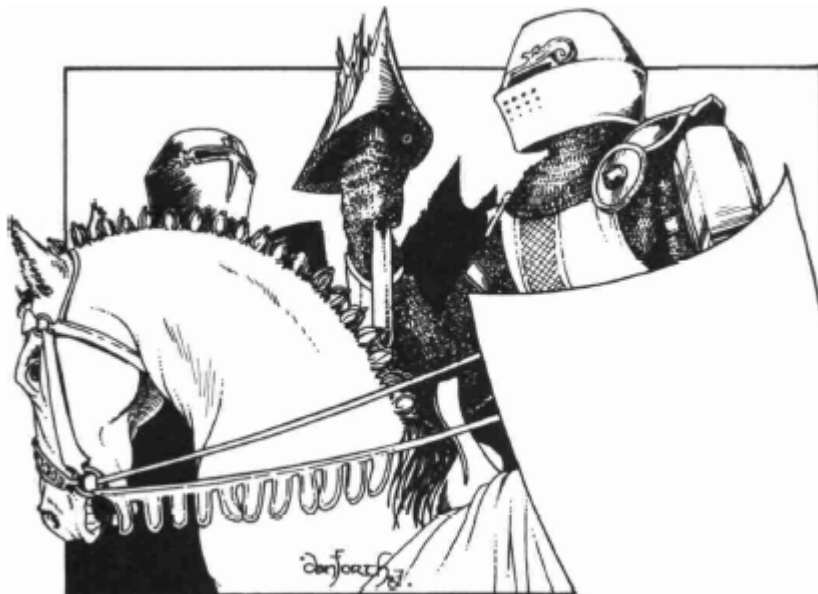
In Linhir, the thieves boast a better record. Profits from smuggling activities sustain the Guild, since the thieves offer smugglers a safe conduit to dispose of their goods. The Guild makes its headquarters at the tavern called the Odd House, and they hold gatherings at a decrepit-looking warehouse on the waterfront in the Port District. The warehouse's worn wood façade conceals a lavishly decorated subterranean chamber, one that incorporates an escape tunnel that exits through the basement of the Inn of the Broken Lute. Thieves of Linhir have secret channels of communication with their counterparts in Umbar, and each Guild regularly hides members of the other when things are "hot" at home.

On any given day, Linhir's Guild contains 12-20 official members, along with a few rogues and fighters who serve as errand-runners or guards.

Mountain Bandits

Small groups of bandits roam the Ered Tarthonion. They are a curious collection of riffraff. Many are Eredrim exiled from their villages for stealing; others are Dúnedain who have fled to the hills to escape punishment for desertion from the army. Others practice the Black Arts and a few are truly evil at heart, but most are greedy knaves looking to follow any leader who promises profit. The bandits prey on travelers passing through the Lamedon Gap or (more commonly) the Cirith Dunrandir, retreating to their strongholds in the region's numerous mountain caves. The Warden of Castle Amrúnaur sends regular patrols through the pass and mounts expeditions to root out this scum.

Eredrim who secretly worship the Dark Lord sometimes attack travelers in the Cirith Dunrandir in hope of obtaining human sacrifices. They take care to leave no witnesses, and usually make their acts look like the work of bandits.



SPIES

The constant conflict with the Men of Harad and Umbar produces a need for spies in Dor-en-Enril. Aside from the Royal Fleet in Pelargir, the Prince's navy is the greatest threat to the Corsairs assailing the coast of Gondor and his Knights are considered to be among the best warriors in Gondor's army. It is only natural then, that this domain is a prime target for agents gathering information on behalf of the South Kingdom's southern enemies. (Other spies work for private concerns.)

Individual spies live in or visit many villages or towns in the Land of the Prince. Most stay near the coast, keeping an eye on the movements to and from the numerous strongholds or watchtowers that guard Belfalas. Others maintain a watch over the main roads. Without doubt, though, the largest and most dangerous group of these agents works out of Eldahil's Brewery in Dol Amroth (see 11.33 at NP2). These seven scouts work for the oligarchic Warlord Teldûmeir of Umbar.

This four-part article is an amalgamation of a few sources – ICE/MERP, The Encyclopedia of Arda, The Guide to Middle-earth, The Lord of the Rings, and some flavour of my own. You will also find other accompanying content within this issue in *Fan Flavour* and *Allies and Adversaries*.

Next month – Part IV will look at The Land and Sea.

IT'S ALL OPTIONAL

TACTICAL MOVEMENT

By Lynn McLemore (a.k.a. Mithrilkeg)



INTRODUCTION

This house rule is intended to integrate the Lord of the Rings RPG's current movement system into an initiative system that resembles real-time and real-status tracking of all participants in a tactical environment. This works especially well with miniatures and will even work without them. You will just need some graph paper in order to chart the distances and locations. But this rule isn't for every game; not every group likes it – depends on the 'crunch level' of your players or Narrator. Examples are included to demonstrate each mechanic.

INITIATIVE POINTS

Divide the round into 'initiative points' (IP's). Think of IP's as a unit of time and not an action allowance. Consider that the total number of IP's in a round should be a number divisible by 6, since there are 6 seconds in a round. This allows the Narrator to put the entire tactical environment on a real-time scale with realistic movement and reduces the chance of movement conflicts. 24 IP's per round is ideal since Swiftiness modifiers may commonly be between 6 and 12, along with the fact that 2d6 plus Swiftiness determines initiative. The Narrator may also opt to have only 18 IP's per round if too much time is being wasted using 24.



GUIDELINES

- ♦ Anyone may move at any time – within reason.
- ♦ Spellcasting and special abilities (magical) may begin at any time (not restricted to rolling an initiative).
- ♦ Defensive actions such as parry and dodge may be used at any time
- ♦ Ranged weapons that are 'aimed' may be fired/thrown at any time if ready at the beginning or the round, as long as the hero/villain is not engaged directly in combat. For example, *Lurtz reaches the top of the hill and observes Boromir laying waste to Saruman's Uruks. He readies his bow and aims. During the middle of the following round, another Uruk is slain and Lurtz decides to loose his arrow scoring a dreadful hit.*
- ♦ Courage may be used in different ways (Narrator's option):
 - After the Run test has been rolled, use one Courage point to increase one's overall distance covered by 3d6 (as per normal TN tests with additional rolls to an initial '18' allowed).
 - Use one Courage point to add 12 feet (or yards) to the overall distance covered by the hero.
 - Example, *a hero sprinting at 120' uses 3 Courage to add 36 feet to the amount of ground he can cover (thus increasing his rate of speed).*
 - There is no limit to the number of Courage points used in increasing one's distance covered. Note that this mechanism is included to allow the Hero to overcome normal physical limits in a heroic fashion.
- ♦ Rules for movement are discussed in the Core Rule Book. No changes are made to those rules; they are only expanded on here in order to implement a real-time movement scale for use in the game. All TN's to move a certain distance are specified in the Core Rule Book, along with rules for encumbrance and height (for dwarves and hobbits).

HOW IT WORKS

1. Divide each round into 24 IP's. 6 seconds = 24 IP's. When everyone has rolled initiative the Narrator will start at 24 and count down in reverse order. All heroes/villains act on their rolled initiative.
2. When a hero/villain attempts to move in combat, roll a run/sprint test.
3. Using the rate for that TN result, divide it by 24 to determine the number of feet/yards moved per IP. For example, *a sprinting Uruk moves at a rate of 120' (or 40 yards) in a round. Dividing this by 24 determines that the Uruk*



- now moves at 5 feet (or 1.67 yards) per IP. At the end of the round (24 IP's) the Uruk will have covered the 120' (40 yards): $24 \times 5 = 120'$ ($24 \times 1.67 = 40.08$ yards).
4. Use the distance formula: **RT = D** (Rate multiplied by Time equals Distance) to calculate the **time** value to see how many IP's it takes to cover the distance. Then subtract that number from 24 to determine when the hero/villain arrives during the combat round. Using the above example and at the beginning of the round, an Uruk sprinting at 120' per round is charging towards an Elven archer – Dorian – 66 feet (22 yards) away. The Uruk moves at a rate of 5 feet (1.67 yards) per IP. Therefore, it will take the Uruk 13 IP's to reach 66 feet. $R = 5$ in the equation ($RT=D$, $5T=66$, $T=13$). **The Uruk arrives, however, at IP 11 ($24-13=11$) since he used 13 IP's to get there starting at 24 and counting backwards.** At the beginning of the round, Dorian decides to draw an arrow and fire even as the Uruk races towards him. He rolls initiative (+6) and adds his Swiftess (+8) for a result of 14 ($6+8=14$). He manages to fire his bow at IP 14 just as the Uruk reaches 50 feet from his original starting point (and only 16 feet from the bold archer – Uruk's movement of 5' per IP $\times$ ($24-14$ or 10) = 50'. Dorian fires a called shot to the head, rolls spectacularly well and slays the Uruk. It falls a few feet from his own.



ADDITIONAL FACTORS

Injuries – To increase the realism of the encounter, have the moving character roll another run/sprint test if they are injured during the round in which they are moving. Remember to apply negative modifiers if the hero/villain drops a wound level, which may result in a decreased movement rate. This allows for a real-status update of a character.

Extra Success – For extra success, simply multiply the T value (the time factor) by .75 for Complete (TN +1-5), .5 for Superior (TN +6-10), and .25 for Extraordinary (TN +11 and up) in accordance with the Core Rule Book. This will change the time factor and thus change the rate of movement per IP. **The rate of speed must then be recalculated.** Use the distance formula: $RT = D$, and solve for R since we already know the rate for T based off the run test (and the reduction due to extra success) and the value of D based on the distance (unless it has changed due to other party movement or an injury).

Example – The Uruk must sprint 66 feet to get to Dorian. The Uruk rolls a superior success and reduces the time required to cover 120' by 50%. Originally, it was determined that it took the Uruk 13 IP's to travel 66 feet. With the reduction of 50%, ($13 \times .5 = 7$, rounded up from 6.5), the new time value (T) is now 7. Solve for the rate: $RT = D$, $R7 = 66$, $R = 9$. It will take the Uruk 9 IP's to travel 66 feet and he arrives at IP 15 ($24-9=15$). Unfortunately for Dorian, his initiative roll of 14 isn't enough for him to get the shot off as the speedy Uruk arrives with a full charge attack!

VAMPIRE MODIFICATIONS

By dustinstrong

According to FB&WM, a vampire can be destroyed if its host is killed by a violent act before the spirit can leave (see p. 50). The problem is that a vampire can leave its host at any time, becoming incorporeal, and, therefore, free to possess another. Simply killing the host won't do -- the vampire will simply leave and find another when his current host is too damaged to be of any use.

The trick is to catch the vampire while it is attempting to possess another. My take on the "Possession" ability in the FB&WM remains the same, except with a slight modification. The Vampire still engages in an opposed Willpower test against its target as a full round action, but the number of rounds it takes (the number of tests it has to make) is determined by the Willpower of the target. For example, if the target has a Willpower +2, then the vampire has to succeed at two tests, a +3 requires three tests and so on. If, at any time, the vampire fails, he may not attempt a possession again until the next day. It is during this "battle of wills" that a vampire can be trapped and destroyed. If a PC can determine that the vampire is trying to possess another, its intended vessel can be killed, thus destroying the vampire due to its distraction of attempting to possess another.

HOSTILE HAUNTS

LAIR OF EARCARAXE



After endless wars that caused the fall of her creator, Earcaraxe, like many of her kind, barely escaped with her life when Beleriand sank into the sea. After much travel and encounters with Númenorean and Elvish ships, she found a home off the far western coast of Anfalas where she now resides, biding her time to reemerge and make her presence known once again as the fiercest force to be unleashed upon the waters. The small promontory about 10 miles off shore contains grottos and dangers with which she may send may an unwary or overbold adventurer to his death.

Location A is a large cavernous opening, about 40 feet high at the entrance, right near the sea and can be flooded to about 5 feet deep or more at extremely high tides. The ceiling drops down to about 20 feet half way down the tunnel and then to 12 feet where it ends with a pool about 10-20 feet across to the far wall. As the ceiling slopes down, the elevation also drops about 10 feet from that at the entrance so when the really high tides come through, the tunnel fills up with water about half way down the tunnel.

The pool at **Location B** is about 30 feet deep and the wall extends to about 15 feet below the surface, requiring a TN 10 Observe (Spot) test to see how far down the wall extends. The pool at **Location C** is 10 feet deep and the stone wall extends to about 5 feet below the surface, requiring a TN 5 Observe (Spot) test to see how far down the wall extends. The pool at **Location E** is about 50 feet deep and the wall extends 30 feet below the surface, requiring a TN 15 Observe (Spot) test to see how far down the wall extends down.

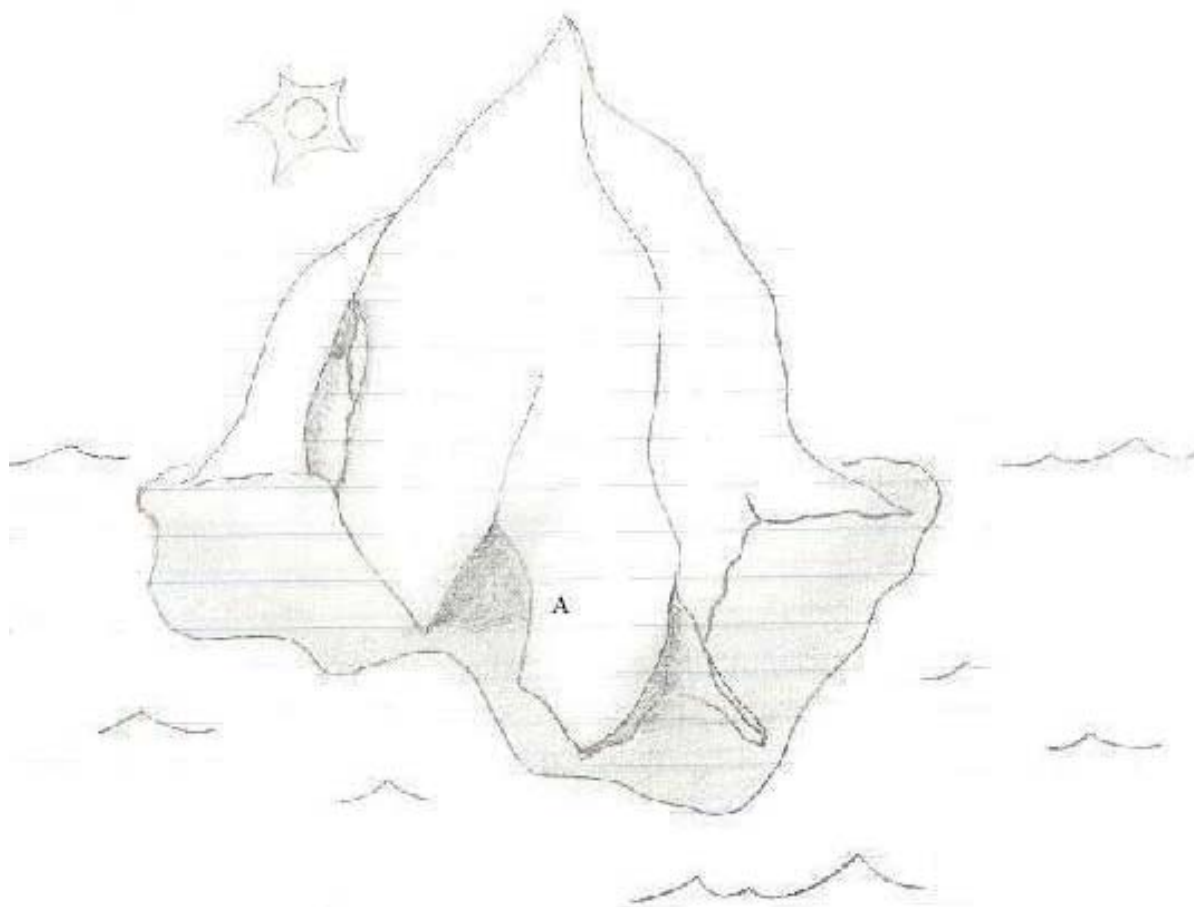
The pool at **Location D** is very dangerous; a TN 15 Observe (Spot) test and then TN 10 Sea-craft or Lore: Seas test or a TN 15 Wits test to realize that there is an extremely fast current or whirlpool there. The water is 40 feet deep and the stone wall extends about 20 feet down, requiring a TN 12 Observe (Spot) test to determine this. If any attempt to swim in this pool, a three TN 15 Swim tests or TN 17 Strength tests are required to make it to the southeast chamber. If the test fails, the character is swept out into the ocean (taking 3 rounds, longer if the character tries to resist by fighting the current) to a depth of about 60 feet and about 150 feet from shore. The conduit is 10 feet in diameter and its walls are smooth and slick, requiring a TN 20 Nimbleness test to grab and an extended Climb or Strength test (TN 17) to get back to the surface.

All the chambers of **Ground Level** are roughly hewn rock as though carved by water and time. The floors are composed mostly of sand with rocky knobs poking through and the walls are wet and slimy. The northwest chamber and southeast chamber have a somewhat constant height of 20 feet, while the center chamber's height radically ranges from 10 to 30 feet in height.

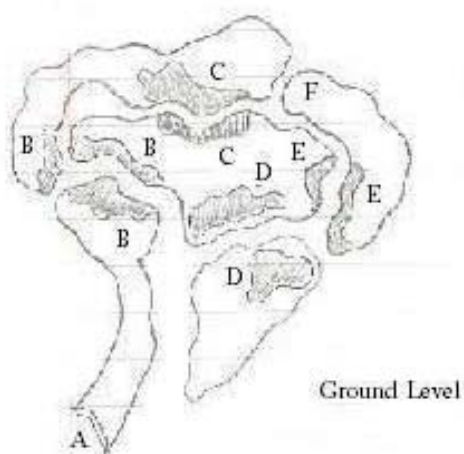
The eastern chamber has a height of 30 feet and looks less rough than the others. The walls are crusty with dried slime. At the opposite end of the chamber from the pool is a hole in the ceiling that goes up into darkness (**Location F**), even past the edge of torches, lamps, or lanterns. The hole is approximately 10 feet by 15 feet, oval in shape, and continues up to a height of 75 feet with its top opening into the Upper Level chamber.

The **Upper Level** chamber is the private hall of Earcaraxe herself. The whole of the chamber looks hewn by her own claws and the alcove where her wealth is piled looks as though it was carefully attended to. The ceiling of the chamber is very high, almost 60 feet with a hole in it where a tiny shaft of light peeks through during the noonday's sun on the dragon's hoard. Getting up to this chamber isn't a proposition that could easily be done quietly so if she hears anyone, she will pretend to lay asleep upon her bed of gold and jewels (plunders from coastal cities and ships) waiting for them to arrive. Once all have arrived, she will then pounce in a wet whirlwind, more than likely leaving none alive to return to tell the tale for she abhors intrusions nor ask questions before the slaughter.

Location D is the object of all adventurers' desires: Earcaraxe's hoard. It is considered Hoard 6 with much in gold and silver pieces and worked items like goblets and other objet d'art. There are also 3d6 items of heroic nature and 1d6 magical items: Elven and Númenorean swords, bows, armor, or any other kinds of items that the Narrator would deem available. See *Hostile Haunts from Issue 11* concerning the effects of a dragon's hoard.



I 10 yards



Upper Level



RUIN OF SCOTESFARM – PRISONERS OF WAR



This encounter is set in the northlands of old Arnor during the time of the wars with Angmar. Scotesfarm was a small, outlying village of no great importance on the northeastern border of Arthedain and Rhudaur. Except for the fact that it sat on a crossroad, the town held little resourceful or strategic value and when the Witch-king's forces came, there were none of the King's men to defend it. Unfortunately for a few survivors, they have become prisoners of a war that has raged longer than any of them have lived.

The Witch-king has stationed a small garrison of Angmarim soldiers and orcs – plus a secret weapon in times of need – in the small village to keep an eye on any travelers that may still use the old Dúnedain roads. The encounter is set up for 5 to 7 characters of at least 2 Advancements.

Note: Narrators can move this encounter setting to any region of Middle-earth, as they need for their chronicle, they need only change the enemy's allegiance. A couple of other notes, I have included stats for each villain for both standard and fast combat pacing. If Fast Combat Pacing is used, the stats for Health and Armour are unnecessary, but I have included a wound penalty for each sustained hit (listed by the checkbox). The skills (and some Primary and Secondary Attributes) listed have already been adjusted or include the bonuses and modifiers for any Edges or Abilities, the Narrator only needs to add the +2 Specialty bonus for any test roll. The soldiers and orcs do have Courage points to spend, but the points are given out to the group (although the commanders possess individual Courage) – for example: *the 4 Angmarim Soldiers in area 1 have a total of 2 Courage points that can be used. That is not 2 points each... that is 2 points for the whole group to use as the Narrator sees fit.*

1. Watch Tower: Two-story structure -

Depending on the time of day, this old tower/gate is stationed with 4 Angmar soldiers (day) or 4 orcs (night). There is little love between the two allies, but fear of their master maintains peace. Two will be on 'watch' duty on the parapet above while the other two will be in the structure below. The guards atop the gatehouse gain a +5 bonus to any Observe (Spot) tests due to an advantageous position.

Any person trying to spy the guards will receive a -3 modifier to Observe (Spot) tests, as they keep themselves covered by the crenulations as much as possible. Also within this structure, chained to the strong, stone walls (until needed) is a mean-tempered Cave Troll. The troll is only released in the dark of night to help scavenge or defend. The creature was sent by the Witch-king to aid the garrison if the need arose. It will not hesitate to attack its allies as it would any enemy, so when released the troll is given a wide berth. Only the will of Halzen and Telqar can subdue the creature so that it may again be bound in the gatehouse.



Angmarim: Warriors, 1 Advancement, 2 group Courage, 3 hit antagonists

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

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

Health: 9 **Initiative:** +3 **Dodge:** +3 **Defence:** 11 **Armour:** 2 (Leather)

Order Abilities: Evasion **Edges:** Accurate, Warwise **Flaws:** Fealty (Witch-king)

Skills~: Armed Combat (Longsword) +9, Healing (Treat Wounds) +1, Inspire +4, Intimidate (Fear) +4, Observe (Spot) +6, Ranged Combat (Shortbow)+12, Ride (Horse) +2, Run +3, Siegecraft +2, Stealth +4, Track (Men) +2

~includes all modifiers except Specialty bonus

Damage: Longsword 2d6+6 / Shortbow (arrow) 2d6+1 (all include Strength bonus)

Warrior 1	☐ -3	☐ -5	☐ Dead
Warrior 2	☐ -3	☐ -5	☐ Dead
Warrior 3	☐ -3	☐ -5	☐ Dead
Warrior 4	☐ -3	☐ -5	☐ Dead



Orcs (Forest): Warriors, 0 Advancement, 1 group Courage, 2 hit antagonists

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

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

Health: 8 **Initiative:** +3 **Dodge:** +3 **Defence:** 11 **Armour:** 3 (Leather and Tough Skin)

Order Abilities: Evasion **Edges:** Keen-nosed, Night-eyed, Tireless **Flaws:** Craven, Hatred (Dwarves and Elves)

Special Abilities: Curse of the Daylight (-4 modifier if in the daylight), Armour (1 Skin), Natural Weapons (Claws, 1 point)

Skills~: Armed Combat (Orc Longsword, Claws) +5, Intimidate (Fear) +2, Observe (Smell) +8, Ranged Combat (Shortbow)+5, Ride (Wolf) +4, Run +3, Siegemcraft +2, Stealth (Sneak) +6, Survival (Forests) +5, Track (Scent) +5
~includes all modifiers except Specialty bonus and Daylight penalty

Damage: Longsword 2d6+5 / Shortbow (arrow) 2d6 (all include Strength bonus)

Orc 1	☐ -3	☐ Dead
Orc 2	☐ -3	☐ Dead
Orc 3	☐ -3	☐ Dead
Orc 4	☐ -3	☐ Dead

Cave Troll: Warrior, 0 Advancements, 2 Courage, 6 hit antagonist

Attributes: Bearing 8 (+1), Nimbleness 5 (+0), Perception 6 (+0), Strength 16 (+5)*, Vitality 16 (+5), Wits 3 (-1)

Reactions: Stamina +7*, Swiftiness +0, Willpower +0, Wisdom +0

Health: 21 **Initiative:** +0 **Dodge:** +0 **Defence:** 10 **Armour:** 4 (Tough Skin)

Order Abilities: Evasion **Edges:** Hammerhand, Hardy, Night-eyed 2 **Flaws:** Battle Fury 2, Weak-willed

Special Abilities: Vulnerability (sunlight turns to stone), Armour (4)

Skills~: Armed Combat (Troll Mace) +8, Intimidate (Power) +7, Observe (Smell) +2, Unarmed Combat (Brawling)+8, Survival (Caves) +4, Track (Scent) +1

~includes all modifiers except Specialty bonus

Damage: Troll Mace 3d6+7 / Fists 2d6+10 (all include Strength bonus)

Cave Troll	☐ -0	☐ -0	☐ -1	☐ -3	☐ -5	☐ Dead
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- Old Stone Bridge:** Crossing over the small river is an old stone bridge. The river may be forded at any point, as it is no deeper than three feet, but the bridge allows for easier crossing. It is the chokepoint of the road into the town that the Angmarim/Orcs use to ambush any enemies, from points 1 and 6 on the map that come across the bridge.
- Warg-Pen:** This old building is gutted and close to collapsing. It has been fenced in with tall slat boards and heavy wire around the yard and within the gutted structure. Penned within the yard are 5 wargs. These animals are used as both steeds for the orcs and as trackers for scouting parties.

Wargs: 2 hit antagonists

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

Reactions: Stamina +4*, Swiftiness +3, Willpower +1, Wisdom +0

Health: 12 **Initiative:** +3 **Dodge:** +3 **Defence:** 11 **Armour:** 1 (Thick Fur)

Skills~: Armed Combat (Fangs, Claws) +7, Intimidate (Fear) +6, Jump +7, Observe (Smell) +7, Run +11, Survival +6, Track (Scent) +4

~includes all modifiers except Specialty bonus

Damage: Fangs 2d6+3 / Claws 1d6+3 (all include Strength bonus)

Warg 1	☐ -3	☐ Dead
Warg 2	☐ -3	☐ Dead
Warg 3	☐ -3	☐ Dead
Warg 4	☐ -3	☐ Dead
Warg 5	☐ -3	☐ Dead

- Prison/Barracks:** The large structure to the north is an old house that has been fixed to stand the weather of the Oioldad. It has been turned into a barracks for the 13 Angmarim soldiers that the Witch-king has stationed here. If it is day, the structure will be empty, as the soldiers have gone to their duties (Point #1, 6, 7 and in the fields). The duties of these soldiers are explained in the respective areas except for 'in the fields'. The prisoners held within **Area B** of this

section tend to the sheep and chickens that the Angmar encampment relies on for food and clothes. The men prisoners shepherd the flock, while the women prisoners cook and make and mend clothing.

Area B is an old stable that has been patched up to stave off the winter cold. Needless to say, it is very crude and the living conditions within are very bad. When the Angmarim took the town a year ago, they took the 45 surviving inhabitants as prisoners – only 18 now survive, most of them the youth that were taken. There are 8 men and 10 women that are kept in the old stalls that had stabled horses. Life is very hard, but the Angmarim are not stupid enough to let their slaves die – they take care of them and give them a few benefits.

Area C is a fenced in area for the sheep at night, as well as a few hogs. There are still two milking cows out in the field, and a hen house full of 23 chickens. These poultry produce quick enough that the wargs can be fed the old birds when possible.

If it is night, the barracks, yard, and stables will all be occupied by their respective tenants. Depending on the time, the soldiers will be asleep or up playing cards, while the prisoners tend to calloused hands, etc.

Angmarim: See area #1 above for statistics.

Warrior 5	☐ -3	☐ -5	☐ Dead
Warrior 6	☐ -3	☐ -5	☐ Dead
Warrior 7	☐ -3	☐ -5	☐ Dead

5. **Command Houses:** These two houses are in the best shape of all of the structures. In them reside the Angmarim Commander (Halzen) and his Advisor (Telqar) - Telqar has also been studied in the arts of sorcery by the clerics of the Witch-king. Halzen is in command of all of those garrisoned in Scotesfarm, although he defers the commanding of the orcs to their leader. Still, his is the final word and Telqar makes sure that that is understood by all. A palisade is being constructed from the stable/barracks to the gatehouse, and then north along the road.

Halzen: Warrior (Easterling), 5 Advancement, 2 Courage, 4 hit antagonist

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

Reactions: Stamina +1, Swiftiness +2, Willpower +3, Wisdom +2

Health: 10 **Initiative:** +2 **Dodge:** +5 **Defence:** 12 **Armour:** 5 (Chainmail)

Order Abilities: Evasion, Swift Strike **Edges:** Accurate, Command, Dodge, Warwise, Weapon Mastery

Flaws: Fealty (Witch-king)

Skills~: Armed Combat (Longsword) +14, Healing (Treat Wounds) +3, Inspire +6, Intimidate (Power) +6, Observe (Spot) +6, Ranged Combat (Shortbow) +14, Ride (Horse) +3, Run +5, Siegemaster +4, Track (Men) +3, Unarmed Combat (Brawling) +7

~includes all modifiers except Specialty bonus

Damage: Longsword 2d6+6 / Shortbow (arrow) 2d6+1 (all include Strength bonus)

Halzen	☐ -0	☐ -3	☐ -5	☐ Dead
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Telqar: Magician (Easterling), 3 Advancement, 1 Courage, 3 hit antagonist

Attributes: Bearing 10 (+2)*, Nimbleness 10 (+2), Perception 9 (+1), Strength 7 (+0), Vitality 6 (+0)*, Wits 9 (+1)

Reactions: Stamina +0*, Swiftiness +2, Willpower +6, Wisdom +2

Health: 6 **Initiative:** +2 **Dodge:** +2 **Defence:** 12 **Armour:** None

Order Abilities: Spellcasting 2, Dwimmer-crafty (Blast of Sorcery, +2 to RC)

Edges: Strong-willed **Flaws:** Fealty (Witch-king)

Skills~: Armed Combat +6, Guise +2, Healing (Treat Wounds) +3, Insight +2, Inspire +6, Intimidate (Power) +6, Language (Westron) +3, Language (Orc) +3, Lore (Magic) +4, Lore (Sorcery) +3, Observe (Spot) +3, Persuade (Charm) +3, Ranged Combat (Spells) +9, Ride +2, Search +2, Weather-sense +2

~includes all modifiers except Specialty bonus

Spells: Blast of Sorcery, Create Light, Evoke Fear, Shadows and Phantoms, Slumber, Wizard's Fist, Wizard's Guise, Wizard's Hand

Damage: Staff 2d6+2 (includes Strength bonus)

Telqar	☐ -3	☐ -5	☐ Dead
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6. **Guard Post:** This old mill and house, by the river, is another watch post of the Angmarim garrison. 3 Angmarim soldiers occupy it during the day, and 2 orcs by night. The guards are armed with bows so that they may attack any that cross the river in ambush – if needed. The mill is dark and shaded by large trees and the guards within use the shadows to their advantage – any that attempt to spot the guards will have a –3 modifier to Observe (Spot) tests.

Angmarim: See area #1 above for statistics.

Warrior 8	☐ -3	☐ -5	☐ Dead
Warrior 9	☐ -3	☐ -5	☐ Dead
Warrior 10	☐ -3	☐ -5	☐ Dead

Orcs (Forest): See area #1 above for statistics.

Orc 5	☐ -3	☐ Dead
Orc 6	☐ -3	☐ Dead

7. **Guard Post:** These broken down, old structures are another watch post of the Angmarim garrison. 3 Angmarim soldiers occupy it during the day, and 2 orcs by night. As #6 above...

Angmarim: See area #1 above for statistics.

Warrior 11	☐ -3	☐ -5	☐ Dead
Warrior 12	☐ -3	☐ -5	☐ Dead
Warrior 13	☐ -3	☐ -5	☐ Dead

Orcs (Forest): See area #1 above for statistics.

Orc 7	☐ -3	☐ Dead
Orc 8	☐ -3	☐ Dead

8. **Orc Warrens:** The old burnt out buildings surrounding area 8 are the warrens where the orcs hide themselves during the day. Though they are the forest breed of orcs, they have dug under the ruins and use old root cellars to make their habitat more to their liking. Amongst the orcs is their commander Bûrdaz – he keeps his unsavory people in line and reports to Halzen per the Witch-king's order. At night he walks the grounds of the old town with his favorite warg on a tether. The huge orc may be found at any of the 3 guard posts or in the warrens at night, and only in the warrens during the day.

Orcs (Forest): Warrior, 3 Advancement, 2 Courage, 3 hit antagonist

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

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

Health: 9 **Initiative:** +3 **Dodge:** +3 **Defence:** 12 **Armour:** 5 (Chainmail)

Order Abilities: Evasion, Swift Strike **Edges:** Keen-nosed, Night-eyed, Tireless **Flaws:** Craven, Hatred (Dwarves and Elves)

Special Abilities: Curse of the Daylight (-4 modifier if in the daylight), Armour (1 Skin), Natural Weapons (Claws, 1 point)

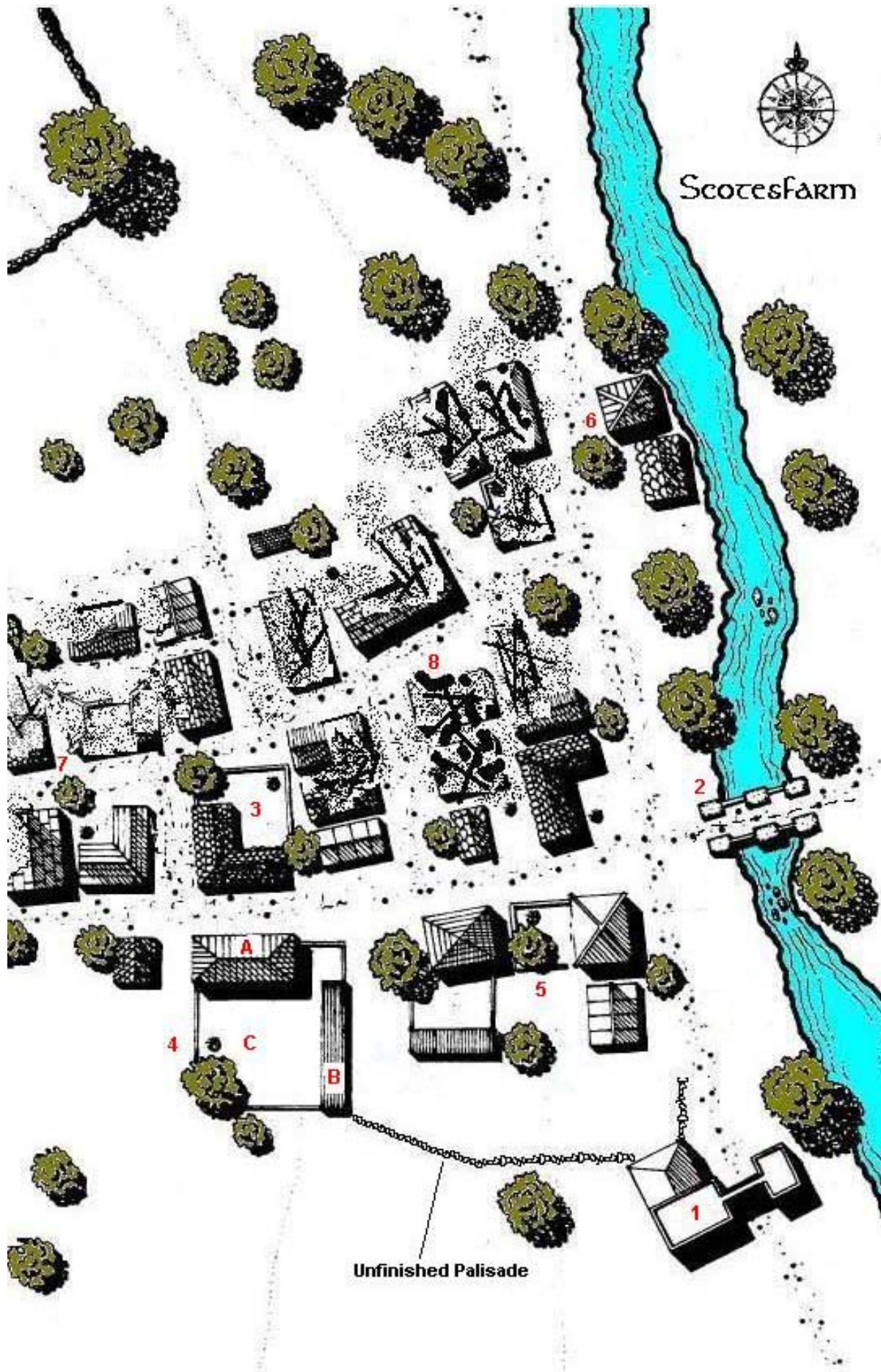
Skills~: Armed Combat (Orc Longsword, Claws) +10, Intimidate (Fear) +6, Observe (Smell) +8, Ranged Combat (Shortbow)+9, Ride (Wolf) +6, Run +4, Siegecraft +2, Stealth (Sneak) +7, Survival (Forests) +5, Track (Scent) +6

~includes all modifiers except Specialty bonus and Daylight penalty

Damage: Longsword 2d6+6/ Shortbow (arrow) 2d6+1 (*includes Strength bonus*)

Bûrdaz	☐ -3	☐ -5	☐ Dead
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Note: As you can see, there is no stated treasures to be found in this write-up. A Narrator may feel free to add any treasures as he or she sees fit but the primary purpose of this mini-adventure is to rescue the prisoners.





FAN FLAVOUR

NEW ITEMS, WEAPONS AND EQUIPMENT:

CLOAK OF DARKNESS by dustinstrong

These are the cloaks that Morgoth gave to his Vampire spirits to aid them in their missions of spying and sabotage. With these cloaks, they are able to go almost anywhere unseen and unnoticed. If a PC should happen to acquire a Cloak of Darkness, s/he is able to use it, but with consequences. The first time it is used, the PC must make a TN 10 Corruption test; subsequent uses increase the TN by +1 (cumulative).

A Cloak of Darkness grants its wearer these special effects:

Unseen - These cloaks are enchanted with a Veiling spell, protecting them from the effects of Farseeing and Sense Power as described in the CRB. The wearer need not perform a Weariness test to use this ability.

Many Faces - These cloaks are enchanted with a power similar to Wizard's Guise. When the cloak is worn, the wearer can alter his appearance to anything s/he chooses. They must stay within certain limits, however, such as size and anatomical similarities. For example, a hobbit that is possessed by a vampire can alter his/her appearance to look like a dwarf, but not a human (size difference). A possessed human can appear to look like an elf, or even a Nazgûl (same size), but not a wolf (a wolf is not humanoid in appearance). The wearer need not perform a Weariness test to use this ability.

ELVISH GOWN by Camdin

An elvish gown is a long, elegant gown sewn from the finest cloths for noble elf-ladies in Lórien and Imladris. The gown fits tight to the shape of its wearer, and has long sleeves embroidered in silver thread with ancient Elvish words. It is said that an elvish gown is woven not only from cloth, but also from spring rain, summer flowers, autumn breezes, and winter snow.

The magic of one of these garments is that as the seasons change, so too does the colour of the cloth from which it is made. In the Spring, the gown is a delicate light green with shimmering rain-coloured highlights. Throughout the spring and summer, the gown is a dark, verdant green with highlights that glitter with all the colours of the flowers of the season. In autumn, the gown is rich auburn and gold and in winter, it is as white as new fallen snow and sparkles with silver and blue.

Practical effects due to the subtle magic woven into the gown are that the wearer receives a +4 bonus to Weather-sense tests. In addition, the natural magic seeks to protect the wearer, providing 2 points of armour. The means of creating an Elvish Gown is said to have been taught to various ladies of the Wandering Companies by Goldberry of the Old Forest. The creator of an elvish gown must have Craft: Sewing (or a similar Craft skill) at a high enough level to enchant items, Weather-sense at 6+, and the Change Hue spell.

HARP OF TALIESIN

A musical instrument crafted by Minas Tirith's high court bard, Taliesin. A beautiful harp of his own make with a sweeping curve and a lovely tone, which seems as if it plays itself.

The Harp of Taliesin grants a +5 bonus to Perform (Harp).

There is one drawback to the harp - the magic of Middle-earth, crafted into it, works to keep the player in line with the truth, snapping strings when the natural embellishments of the trade stray too far into fallacy. Repair of the strings require a Craft: Harp with a TN appropriate to the offense; a small lie would be TN 5 while omissions or rewriting of facts could increase the TN to 15 or higher.

GAERECH – SPEAR OF CÍRDAN

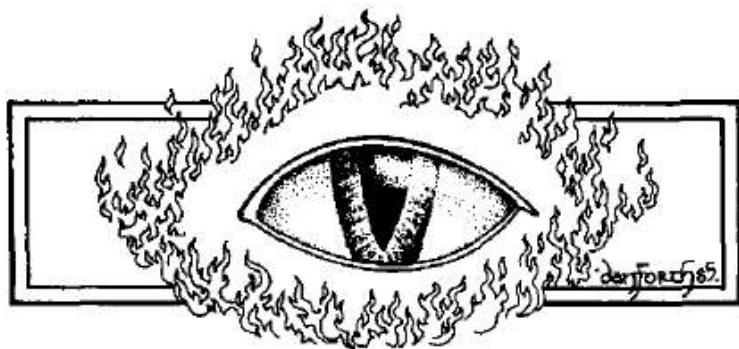
'Sea-spear', this is the weapon that Círdan has carried with him throughout many an age, though he has needed it little. It has a form similar to a hunting spear with two large consecutive barbs protruding from the blade about a foot and one and a half feet from the tip. It is made of highly polished metal with a Mallorn shaft.

The bearer of Gaerech gains these special effects:

Far-reaching - +10 ft per Range Increment past Point Blank

Orc Bane - +5 bonus to Ranged Combat tests v. orcs

Sea-lover - +2 bonus to all physical tests while at sea



ALLIES AND ADVERSARIES

CÍRDAN, SHIPWRIGHT OF THE GREY HAVENS

'Throughout the Second and Third Ages, the Havens were the dwelling-place of Círdan the Shipwright, an Elf of great nobility and power...'

- The Core Rule Book

RACE: Elf, Sindar (Elf of the Grey Havens)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Lightfootedness, Swift Healing, Musical Gifts

ATTRIBUTES: Bearing 10 (+2), Nimbleness 8 (+1), Perception 14 (+4)*, Strength 7 (+0), Vitality 9 (+1), Wits 12 (+3)*

REACTIONS: Stamina +4, Swiftiness +4, Willpower +3, Wisdom +6*

DEFENCE: 11

ORDERS: Mariner (Shipwright), Noble

ORDER ABILITIES: Deference, Domain (Grey Havens), Noble Mien, Sailor's Eye, Sea Legs, Ship, Wind-mastery

ADVANCEMENTS: 35

SKILLS: Acrobatics (Balance) +4, Armed Combat: Club (Staff) +4, Climb +6, Craft: Sailmaking +6, Jump +4, Language: Sindarin +6, Language: Westron +6, Lore: Group (Istari, White Council) +4, Lore: History (Sindar, Noldor, Dúnedain) +7, Lore: Race (Elves, Men) +5, Lore: Realm (Lindon, Grey Havens) +5, Perform (Tell Stories) +6, Ranged Combat: Thrown (Spear) +4, Run +4, Sea-craft (Command, Helm, Shipwright) +12, Swim +6, Weather-sense +8

SPILLS: Sense Power (ability)



EDGES: Ally (Elrond, Galadriel, Gandalf), Charmed Life, Command 2, Craftmaster, Curious, Dodge, Fair, Foresighted, Hoard 4, Keen-eyed, Rank 3 (Ruler of the Grey Havens), Swift Recovery, Tireless 2, Travel-sense, Wakefulness, Wise 2

FLAWS: Duty (Prepare ships for the Elves' return to Valinor), Proud

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 6

RENOWN: 25

GEAR: Fine robes, staff of office, Gaerech (S. 'Sea-spear')~

* Favoured Attribute or Reaction

~ see Fan Flavour for further information

IN THE NOVELS

A Sinda lord in Middle-earth, Círdan was persuaded to remain in Beleriand with some of his people by Ossë when Ulmo took the others into the West. Lord of the Seas during much of the First Age. He moved to the Isle of Balar after the Nirnaeth Arnoediad. Then at the end of the First Age with the destruction of Beleriand, he moved eastwards to found Mithlond, the Grey Havens, at the most eastern edge of the Gulf of Lhûn, where he remained throughout the Second and Third Ages.

During the Second Age, that land was under the direct rule of High King Gil-galad. At the time of the fall of Eregion, Celebrimbor sent two of the Three Rings to the High King, who in turn passed one of these to Círdan: Narya, the Ring of Fire. At the end of the Second Age, Gil-galad fell in the War of the Last Alliance, leaving Lindon without a ruler. His natural heir would have been Elrond, but he had long since removed to Imladris, so Círdan took on the leadership of the Elves west of the Blue Mountains.

During this time, he continued to maintain the havens at Mithlond throughout the Third Age and into the Fourth. When the Istari arrived in Middle-earth, he perceived that Gandalf was the wisest of them, and so gave him Narya to bear in secret. He took a minor, yet active part in the events of the Third Age, too, as it was his mariners, who sought to rescue Arvedui, the last King of Arthedain, from Forochel. He was still the master of the Grey Havens at the end of the Age when he saw the Ring-bearers' White Ship, that he had held in preparation over the long years, pass into the West and remained there until the last ship sailed.

IN THE GAME

Círdan is a tall, ancient elf, but as all elves are, regardless of age he looks young and fair, but for being the only known elf to sport a beard. Personality-wise Círdan is introspective and wise with a long sight that is able to pierce both time and the hardest of hearts. He rules quietly over the remaining elves in the region that was once known as Lindon, spending most of his time in the oversight of the construction of the boats that will see his people back to Valinor. Characters who seek his aid or counsel do not have trouble finding him or getting it, but as with many of the wisest of elves, his words may be cryptic and unsettling. He has seen much war and death in his very long life and is loathe to involve himself or his people in matters of war and the like unless it would directly concern what he holds most dear.

GOTHMOG, MORGUL LIEUTENANT

RACE: Man, Dúnadan (Black Númenorean)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 10 (+2), Nimbleness 7 (+0), Perception 8 (+1), Strength 12 (+3)*, Vitality 11 (+2)*, Wits 12 (+3)

REACTIONS: Stamina +6*, Swiftess +1, Willpower +5, Wisdom +3

DEFENCE: 10



ORDERS: Captain*, Magician*, Warrior

ORDER ABILITIES: Battle-hardened, Favoured Weapon (Blades: Longsword), Hero's Strength, Spellcasting 3, Swift Strike

ADVANCEMENTS: 27

SKILLS: Armed Combat: Blade (Longsword) +9, Climb +4, Healing (Treat Wounds) +3, Insight +1, Inspire +8, Intimidate (Fear, Torture) +6, Language: Adûnaic +3, Language: Black Speech +7, Language: Orkish (Mordor) +5, Language: Westron +6, Lore: Group (Nazgûl) +4, Lore: History (Dúnedain, Black Númenoreans) +4, Lore: Race (Men, Orcs, Trolls, Nazgûl) +8, Lore: Realm (Ithilien, Mordor, Umbar) +4, Observe (Hear, Spot) +6, Persuade (Bluff) +1, Ranged Combat: Bows (Longbow) +3, Ride (Horse) +2, Siegecraft (Defense, Unit Leadership) +7

SPELLS: *Bane-spell, Bladeshattering, Blast of Sorcery, Evoke Fear, Dumbness, Spellbinding, Holding-spell, Ruin, Shatter, Sunder*

EDGES: Bold, Command 3, Doughty, Fell-handed 3 (All), Hardy, Night-eyed, Rank 3, Stern 2, Warrior's Heart, Warwise, Weapon Mastery (Blades: Longsword)

FLAWS: Arrogant

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 13

COURAGE: 7

RENOWN: 10

CORRUPTION: Corrupt

GEAR: chain (hauberk), longsword, large metal shield

- OR -

RACE: Troll (Olog-hai)

RACIAL ABILITIES: Armour (3)

ATTRIBUTES: Bearing 9 (+1), Nimbleness 8 (+1), Perception 8 (+1), Strength 18 (+6)*, Vitality 15 (+4)*, Wits 7 (+0)

REACTIONS: Stamina +9*, Swiftiness +1, Willpower +4, Wisdom +2

DEFENCE: 11

ORDERS: Captain*, Magician*, Warrior

ORDER ABILITIES: Battle-hardened, Favoured Weapon (Club: Troll Mace), Hero's Strength, Spellcasting 3, Swift Strike

ADVANCEMENTS: 27

SKILLS: Armed Combat: Clubs (Troll Mace) +12, Climb +5, Inspire +8, Intimidate (Power, Torture) +9, Jump +5, Language: Black Speech +6, Language: Orkish (Mordor) +5, Language: Understand Westron +6, Lore: Race (Men, Elves, Orcs, Trolls) +5, Lore: Realm (Mordor) +6, Observe (Hear, Scent, Spot) +7, Ranged Combat: Thrown (Rocks) +5, Siegecraft (Defense, Unit Leadership) +9, Track (Scent) +5

SPELLS: *Bane-spell, Bladeshattering, Blast of Sorcery, Evoke Fear, Dumbness, Spellbinding, Holding-spell, Ruin, Shatter, Sunder*

EDGES: Bold, Command 3, Fell-handed (All +2), Hammerhand, Hardy, Night-eyed 2, Rank 3, Stern 2, Tireless, Warrior's Heart, Warwise, Weapon Mastery (Club: Troll mace)

FLAWS: None

SIZE: Large (5 Wound Levels, 2 Healthy)

HEALTH: 20

COURAGE: 3

RENOWN: 10

GEAR: Troll mace, helm of station



- OR -

RACE: Uruk-hai**RACIAL ABILITIES:** Armour (1), Natural Weapons (claws, 1 point)**ATTRIBUTES:** Bearing 8 (+1), Nimbleness 8 (+1), Perception 8 (+1), Strength 12 (+3)*, Vitality 10 (+2)*, Wits 7 (+0)**REACTIONS:** Stamina +5*, Swiftiness +2, Willpower +3, Wisdom +2**DEFENCE:** 11**ORDERS:** Captain*, Magician*, Warrior**ORDER ABILITIES:** Battle Hardened, Favoured Weapon (Blades: Orc longsword), Hero's Strength, Spellcasting 3, Swift Strike**ADVANCEMENTS:** 30**SKILLS:** Armed Combat: Blades (Orc longsword) +10, Climb +4, Healing +2, Inspire +6, Intimidate (Fear, Torture) +7, Language: Black Speech +4, Language: Westron +5, Language: Orkish (Mordor) +5, Lore: Race (Elves, Men, Orcs) +6, Observe (Hear, Smell, Spot) +8, Ranged Combat: Bows (Longbow) +5, Run +5, Siegecraft (Defense, Unit Leadership) +9, Stealth (Sneak) +2, Track (Scent) +1**SPELLS:** *Bane-spell, Bladeshattering, Blast of Sorcery, Evoke Fear, Dumbness, Spellbinding, Holding-spell, Ruin, Shatter, Sunder***EDGES:** Bold, Command 3, Doughty, Fell-handed 2 (Elves), Hardy, Night-eyed 2, Rank 3, Stern 2, Tireless 2, Warrior's Heart, Warwise, Weapon Mastery (Blades: Orc longsword)**FLAWS:** Fealty (Sauron)**SIZE:** Medium (5 Wound Levels, 1 Healthy)**HEALTH:** 12**COURAGE:** 3**RENOWN:** 10**GEAR:** orc chain (hauberk), orc longsword, large metal shield

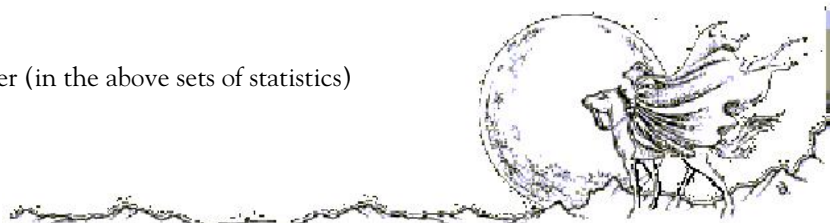
IN THE NOVEL

Gothmog was a great leader in the armies of Mordor. He was sent to serve as the lieutenant to the Witch-king in Minas Morgul, serving him until his demise at the hand of Éowyn and Merry. Upon the Nazgûl's destruction, Gothmog took command of the armies of Mordor, rallying them forward in the assault upon Minas Tirith. The true identity, history, or the end of this figure is unknown as he is only mentioned briefly in *The Return of the King*.

IN THE GAME

Due to the lack of any information regarding this commander of Mordor, three different sets of character stats were created to suit the needs and desires of the Narrator. These choices were made out the reasonable assumption that these races would have been Sauron and/or the Witch-king would have to pick from and since he was a great leader for the Enemy, it also stands to reason that he may have some sorcerous ability as well. Gothmog would undoubtedly have to be a cruel, malicious, and impressive force to be able to rally and command the forces of Mordor, similar in stature and accomplishment as the Mouth of Sauron. This figure would have been one of the last to die in combat most assuredly at the Battle of the Pelennor Fields or at the Morannon. But if he didn't, he would remain a threat to the Reunited Kingdom after the fall of Sauron and Barad-dûr.

* Favoured Attribute, Reaction, or active Order (in the above sets of statistics)



Fflewddur Fflam

RACE: Man (Middle Man)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

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

DEFENCE: 12

ORDERS: Minstrel

ORDER ABILITIES: Gladden

ADVANCEMENTS: 0

SKILLS: Acrobatics (Tumble) +2, Armed Combat: Blades (Longsword) +4, Craft: Tailoring +1, Games (Riddles) +2, Inspire +2, Language: Westron +5, Legerdemain (Prestidigitiation) +3, Lore: History (Men) +5, Lore: History (Family Lineage) +6, Lore: Race (Men) +5, Lore: Realm (Rohan, Northern Anduin) +5, Mimicry (Voices) +1, Observe (Listen) +1, Perform (Play Harp) +4, Perform (Sing) +3, Persuade (Charm) +2, Ranged Combat: Bows (Longbow) +2, Stealth (Hide) +1, Survival (Mountain) +1, Track (Man) +1, Weather-sense +1

SPELLS: None

EDGES: Favour Of Fortune, Hardy, Valiant

FLAWS: Reckless

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOWN: 0

GEAR: Traveling clothes, longsword, Harp of Taliesin~

* Favoured Attribute, Reaction, or active Order

~ see Fan Flavour for a description

IN THE GAME

Though he hails from near the secluded Anduin Vales, between the furthest ranges of the Misty Mountains and the northernmost parts of Mirkwood, the wandering musician, Fflewddur Fflam, son of Godo, has roamed over much of western Middle-earth, especially the realms of Rohan and Gondor. His appearance is nothing like that of the great bards which one hears of: a great shock of red hair bursting out in all directions like a ragged sun, a prominent pointed nose, and heavily-patched garb sewn with large lumsy stitches (the work, it would seem, of the bard himself). Not a minstrel of any court, he has studied for some time in Gondor, but he grew restless with wanderlust.

His Gondorian counterparts were very helpful to him all the same, especially the noted bard of Minas Tirith's high court, Taliesin. Upon their parting, he gave Fflewddur a beautiful harp of his own make with a sweeping curve and a lovely tone, which causes him to play with constantly bandaged fingers (the reason is stated in the harp's description). As Fflewddur often says, "A Fflam is bold!" and this one is no exception. He would say that he has carved his way through walls of spearmen (that is to say, he's had a few fights in his day) and he's quite handy with the sword, but his largest assets are his indomitable courage, valor, and faithfulness to friends, partners, and comrades-at-arms he meets in his travels.





EARCARAXE

RACE: Sea Serpent~

ATTRIBUTES: Bearing 24 (+9), Nimbleness 13 (+3)*, Perception 16 (+5), Strength 17 (+5)*, Vitality 16 (+5), Wits 22 (+8)

REACTIONS: Stamina +7, Swiftiness +6, Willpower +9*, Wisdom +9

DEFENCE: 13

ORDERS: Minstrel

ORDER ABILITIES: Gladden

ADVANCEMENTS: 0

SKILLS: Armed Combat: Natural Weapons (Claws, Maw, Tail) +15, Insight +9, Intimidate (Fear) +21, Knowledge: History (Dragons) +5, Knowledge: Race (Dragons, Elves, Men) +8, Language: Adûnaic +8, Sindarin +10, Language: Westron +10, Observe (Hear, Spot) +17, Stealth (Sneak, Hide) +10, Swim +12, Weather-sense +8

SPELLS: *Beast-speech, Break Binding, Display of Power, Enslave Beast, Forgetfulness, Fog-weaving, Misdirection*

SPECIAL ABILITIES: Armour (12), Bane of Ships, Eyes of the Deep, Multiple Attacks (Claws, Maw, Tail), Natural Weapons (claws, 4d6; maw, 6d6; tail, 5d6), Slow Healing, Sweep of Tail, Terror

MOVEMENT: 18 (land)/24 (water)

SIZE: Gigantic (9 Wound Levels, 5 Healthy)

HEALTH: 26

COURAGE: 3

REOWN: 20

TN EQUIVALENT: 20

* Favoured Attribute, Reaction, or active Order
~ see Featured Creatures for a description



IN THE GAME

The female Sea Serpent, Earcaraxe, is the most well known of all legends of the sea in western Middle-earth. She had been seen destroying ships, laying waste to ports and coastal cities for literally ages. Sightings of her though have become quite few in that last few hundred years as she lies in wait, licking her wounds from a great battle at sea with a Gondorian ship-of-war. All that's left now is tall tales told by the old gaffers beside the warm of the hearth. None know when or where she will strike next, but none are eager for it to happen.

When in combat, Earcaraxe is terrible to behold. If besieging a ship, she will first go for the mast(s), then proceed to destroy any weapons the ship may have before eradicating the crew either using her tail to sweep them overboard or using her claws and maw with deadly effect. If the crew seems to be better prepared than most to deal with her, she will then begin to rend the ship to pieces. If she is attacking a port city, her first task is to destroy all ships and then any large weapons the city might have to defend itself. Afterwards, the city is usually ripe for her taking, though she won't proceed too far inland as she cannot get around as well there as she can in the water. Once her fun has been had, she returns to her lair with her loot, setting it upon her bed and goes to sleep with the screams of death and destruction in her ears.

THE MORRIGAN

by Scofflaw

*"And there have been and still are many Men, warriors and kings, that walk alive under the Sun, and yet are under his sway."
- The Fellowship of the Ring*



RACE: Man (Dunlending)

RACIAL ABILITIES: Adaptable (+2 to Swiftness), Dominion of Man, Skilled (+2 to Armed Combat: Blades)

ATTRIBUTES: Bearing 10 (+2), Nimbleness 10 (+2)*, Perception 8 (+1), Strength 7 (+0), Vitality 9 (+1), Wits 13 (+3)*

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

DEFENCE: 14

ORDERS: Warrior, Magician (Sorcerer)

ORDER ABILITIES: Favored Weapon (Longsword), Swift Strike 2, Evasion, Sanctum (located in Dunland), Sanctum (located in southern Mirkwood), Spellcasting 10, Spell Specialty (Sorcery, Beasts and Birds), Spellcasting Method (Songs of Power)

ADVANCEMENTS: 40

SKILLS: Armed Combat: Blades (Longsword) +9, Acrobatics (Tumbling) +4, Climb +1, Healing +1, Inquire (Interrogate) +4, Insight +1, Intimidate (Power) +10, Jump +2, Language: Dunael +8, Language: Westron, Black Speech +6, Language: Orkish (Northern Misty Mountains dialect, Western Grey Mountains dialect) +2, Language: Rohirric +2, Language: Sindarin +4, Lore: Race (Dunlendings) +8, Lore: Realm (Dunland) +8, Lore: History (Dunland) +8, Lore: Race: Men (Rohirrim) +2, Lore: Land (Misty Mountains) +4, Lore: Land (Mirkwood) +7, Lore: Land (Rhudaur) +6, Lore: Land (Eriador) +3, Lore: Race: Men (Eriadorians) +3, Lore: Land (Angmar) +3, Lore: Sorcery +8, Lore: Beasts (Crebain) +10, Lore: Arts of the Shadow +8, Lore: History (Sauron) +3, Mimicry +6, Observe (Spot) +8, Perform (Sing, Chant Verse) +8, Persuade +6, Ranged Combat (Thrown Weapons) +4, Ride +2, Stealth (Hide, Sneak) +6, Swim +1, Survival (Forests, Mountains) +6

SPELLS: Animal Messenger, Beast Speech (ability), Beast Summoning, Change of Hue, Command, Enslave Beast, Evoke Fear, Farseeing, Finding and Returning, Forgetfulness, Holding-Spell (2 picks), Imitation-Spell, Kindle Fire, Mastery of Shapes (ability), Misdirection (2 picks), Opening-Spell, Power of the Land, Quench Fire, Reading the Heart, Sense Power, Shadows and Phantoms (practiced, 2 picks), Transformation, Veiling Shadow, Voice of Command, Wizard's Guise, Word of Command

SPECIAL ABILITIES: Crebain Command, Dunlending Superstition, Sorcerous Longevity

EDGES: Ambidextrous 2, Charmed Life, Command 3 (Sauron's chief agent in Eriador), Fell-Handed (All Foes), Foresighted, Keen-Eyed, Tireless 2, Wary, Woodcrafty

FLAWS: Duty (Spy upon Free Peoples of the North, prepare Eriador for invasion), Enemy (Free Peoples), Fealty (Sauron, Khamûl), Hatred (Rohirrim, Elves, Dúnedain), Proud

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOWN: 15

CORRUPTION: Corrupt

GEAR: Bartas-Dagalur, Ring of Command, Dwimmer-Cloak, Leather Jerkin

* Favoured Attribute, Reaction, or active Order

SPECIAL ABILITIES

Crebain Command: The Morrigan's power, and her affinity with these evil crows, has allowed her to assume lordship over the crebain. In dealings with them, she is considered to have Rank 4. When using *Beast Summoning* to call them, she can call any of them from 50 leagues away, and her Persuade skill with them is at +12.



Dunlending Superstition: The Morrigan has molded her abilities to play upon the Dunlendings' legends, so that they believe her to be The Morrigan, the Crow-Witch of their superstitions, especially as none now remember who she was when she lived among them. Some clans even worship her. With them, her bonus for Inquire, Intimidate and Persuade is +10, and Dunlendings suffer a -5 penalty to Willpower tests against her.

Sorcerous Longevity: By the dark arts learned in Dol Guldur, The Morrigan is able to prolong her life far past its mortal limit.

SPECIAL ITEMS

Bartas-Dagalur (Bl.Sp. "Cry of Hell", lit. "Demonic Scream"): This enchanted masterwork longsword is a relic of the War of Sauron and the Elves, and was wielded by the Captain of his Hosts, before the Witch-king assumed that mantle. Its blade is of blackened steel, engraved with runes of evil power, enchanting it with a *Bane-spell* against the enemies of Mordor and *Bladeshattering* upon a successful parry. The blade may be swung in a great arc high overhead, causing it to emit a shrill, evil scream and activating its *Evoke Fear* enchantment. It is unbreakable, and does +3 damage in addition to that typical of a longsword.

Dwimmer-cloak: This is a black great cloak of the fashion worn by the Dunlendings, save that it is black and bears the embroidery of Mordor. As she moves about in it, it seems to be lined with crow's feathers, or to take the shape of crow's wings, and to make its wearer's figure appear partially insubstantial, imposing a -2 penalty on attempts to strike or to observe the wearer.

Ring of Command: This item is described in *Fell Beasts and Wondrous Magic*.

HISTORY

Born in Dunland around Third Age 2500; The Morrigan was a peasant of one of the larger, more civilized Dunlending clans. In childhood she showed a gift of foresight, especially for ill fortune, that frightened her clans people. They sold her into slavery to another clan when she was 12, where she was made to perform menial chores and to wait upon the clan's lord. She had a quick wit, and soon found that she was able to manipulate her masters, with only her guile, into doing things that favored her. This only made her long for the ability to dominate others through physical mastery. She soon ran away, and took up with a band of brigands.

Years passed as she made her way as a wolf's head in Dunland. But again, she longed for a power greater than guile or physical prowess. It was then that an agent of the Necromancer, who had watched her long, approached her with an offer of service "to a Lord of the greatest power in Middle-earth." It was in Dol Guldur that she found the tutelage she longed for. Extending her life through dark arts, she became great in sorcery, and increased in guile and cruelty. The Necromancer was a lord to match her. For once, she met a power she knew would overwhelm her, and she rested content in the Dark Lord's service. Because of her loyalty, she grew mighty in the ranks of Dol Guldur, and great in the Necromancer's councils. She molded many of her sorcerous skills upon the superstitions and legends of her people, and in this way she was able to bring many of them back to the cults of Darkness and service to the Shadow. She took the name The Morrigan (Dun. "Scald-Crow"), a spirit of ill omen and carrion in Dunlending legends, and did not tell her right name, and no others now remember it.

When Sauron returned to Mordor, she was left as a lieutenant to Khamûl the Easterling, and made Sauron's chief agent west of the Misty Mountains. There she spies, and spreads false rumors, and seeks out the creatures of Darkness to bring them back to Mordor's service, organizing them for the eventual war in the North.

The Morrigan is a cunning foe. She travels the North in crow's form to do her master's work, and to sow dissension and despair. Against a group of heroes, she will pursue them in crow's form to spy upon them and hinder them, but will use her minions to directly confront them as often as possible, preferring to defeat them through webs of deceit and sorcery. Her favorite forms to take are that of a Crebain, with white feathers flecked with black, or of an old crone.



FEATURED CREATURES

SEA SERPENT

RACE: Sea Serpent

ATTRIBUTES: Bearing 20 (+7), Nimbleness 13 (+3)*, Perception 16 (+5), Strength 24 (+8)*, Vitality 15 (+4), Wits 18 (+6)

REACTIONS: Stamina +9*, Swiftiness +7, Willpower +7, Wisdom +8

DEFENCE: 13

MOVEMENT: 18 (land)/24 (water)

SKILLS: Armed Combat: Natural Weapons (Claws, Maw, Tail) +14, Inquire (Interrogate) +8, Insight +9, Intimidate (Fear) +21, Language: Adûnaic +5, Sindarin +10, Language: Westron +10, Observe (Hear, Spot) +15, Stealth (Sneak, Hide) +8, Swim +12, Weather-sense +8

SPELLS: *Beast-speech, Break Binding, Display of Power, Enslave Beast, Forgetfulness, Fog-weaving, Misdirection*

SPECIAL ABILITIES: Armour (12), Bane of Ships, Eyes of the Deep, Multiple Attacks (Claws, Maw, Tail), Natural Weapons (claws, 4d6; maw, 6d6; tail, 5d6), Slow Healing, Sweep of Tail, Terror

SIZE: Gigantic (9 Wound Levels, 5 Healthy)

HEALTH: 26

COURAGE: 3

RENOWN: 15

TN EQUIVALENT: 20

UNIQUE ABILITIES

Bane of Ships - Upon a successful bite attack by the Sea Serpent, it may begin to tear the ship apart. Its bite and claws deal half damage to the body of the ship. For every successful bite or claw attack upon a section of the ship, roll 1d6 to determine the number of crewmen lost, minus 1 for every point of Courage spent by the ship's commander.

Eyes of the Deep - The eyes of the Sea Serpent allow it to see in the murkiest and darkest of waters. However, they may be attacked (-5 penalty to hit), having 1/2 Wound Level for each eye. If struck, the Sea Serpent suffers damage and has a -2 penalty (not cumulative) to all tests for the next 1d6 rounds. Upon losing an eye, it has a -10 penalty to Observe (Spot) tests and has a -5 penalty to all tests (-10 if both eyes are lost).

DESCRIPTION

Sea serpents are a variant of the Cold-drake that took to water by the hand of Morgoth. With scales of green, turquoise, and blue, they are very hard to see while underwater. Their feet are webbed, a long fin running along the top and bottom of their tails and their bodies are taller yet narrower to facilitate their swimming. Sea Serpents are quite carnal in nature owing to their Cold-drake lineage.

HISTORY

While the Vala Morgoth brooded in Thangorodrim far in the north, he saw that many of his enemies remained far to the south, holding much of the coastal lands without challenge. So he set to work to twist his abominations to his will and set forth upon the Elves and Men his serpents of the sea. Their use was in harrying the coastal cities and ships of Beleriand and lands farther east and south. Those that did his bidding near the lands of Beleriand were almost all but lost due to the expert seamanship and skill of the Sinda mariner and foremost among them was Círdan the Shipwright. After the capture of Morgoth and sinking of Beleriand, there were few sea serpents left in the world and most remained in the seas unknown in the East. The serpent, Earcaraxe, is the only one known to remain in the waters of the western Middle-earth.



HABITAT

Sea serpents live in the shoals, caves, and grottos of rocky coastlines of the oceans, but none are known to reside in any of the inland seas. They typically hunt kraken, fish, or large sea mammals for their food, but when they come upon or are come upon by Men or Elves, they make for tasty meals as well.

SOCIETY

Their social habits remain the same as all other dragon-kind: solitary and hostile.

USAGE

Sea serpents are excellent adversaries for those who adventure out to sea, exploring the unknowns of the South and East. They could be used as either a one-time hazard encounter or have an entire plot revolve around a vicious legendary beast that roams the sea destroying ships and cities in its wake.

FELL HUNTERS by Scofflaw

"And there were murmured hints of creatures more terrible than all these, but they had no name."
- *The Fellowship of the Ring*

ATTRIBUTES: Bearing 9 (+1), Nimbleness 10 (+2), Perception 11 (+2)*, Strength 14 (+4)*, Vitality 12 (+3), Wits 7 (+0)

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

DEFENCE: 12

MOVEMENT: 10

SKILLS: Armed Combat: Natural Weapons (Claws, Fangs) +8, Climb +6, Intimidate (Fear) +8, Jump +4, Language: Understand Black Speech +3, Observe (Spot, Smell) +9, Run +6, Stealth (Hide, Sneak) +9, Track (Smell) +9, Unarmed Combat (Grapple) +6

SPECIAL ABILITIES: Cunning, Ferocious, Keen Sense of Smell, Multiple Attacks (Claws, Fangs), Natural Weapon (Claws, 1d6+3, Fangs, 2d6+1), Night-Eyed, Speed, Vulnerability (Sunlight, *Flame of Anor*, Names of the Valar)

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 16

TN EQUIVALENT: 15

* Favoured Attribute, Reaction, or active Order

UNIQUE SPECIAL ABILITIES

Cunning: Fell Hunters are possessed of an evil cunning when on the trail of their prey. They receive a +3 to any tests involving Wit or Wisdom when on the hunt.

Ferocious: Fell Hunters are instilled with a dreadful ferocity by Morgoth, their maker. They gain +3 to any Armed Combat, Unarmed Combat and Willpower tests once they engage their quarry.

Keen Sense of Smell: Fell Hunters gain +5 to Observe (Smell) and Track (Smell) tests.

Vulnerability: Fell Hunters, being creatures of Darkness, are especially debilitated by the light of the Sun. In daylight they suffer a -10 penalty to all tests, and their movement rate is reduced by half. Furthermore, they lose the benefits of their Cunning, Ferocity, Keen Smell and Speed special abilities. Also, they suffer double damage from *Flame of Anor* spells. Finally, the names of the Valar, or any other word the Narrator deems to have a special power of holiness, cause them to suffer a -3 penalty to all tests for one round.



DESCRIPTION

Standing nine feet tall, Fell Hunters are bipedal, but not humanoid. They are monstrous beasts, with broad shoulders, bodies covered in thick, shaggy black hair. Their faces are bestial, with eyes that glow with a hellish light, and an elongated muzzle from which sharp fangs and a long red tongue protrude. Their hands are disproportionately large, and their fingers and claws are abnormally long. They are surprisingly swift for their great bulk, and enjoy springing on prey from ambush out of treetops.

HISTORY

Morgoth formed these creatures from the largest predatory beasts of Arda when he first sent forth his monsters to prey on Beleriand early in the First Age, before the first rising of the Sun. They were made to make the night a thing of fear for all Free Peoples, and to terrorize the land. After the ruin of Beleriand, those who had dispersed east of the Ered Luin fled to deep caves, not to emerge again until those times when Sauron bent his will over Middle-earth.

HABITAT

Fell Hunters are found in temperate to cold regions. They prefer landscape that provides lairs giving them sufficient protection from the Sun: forests, dense scrublands, hills, moors and mountainsides. They are found in Eriador (though not in Lindon, as they instinctually fear the lands of the Elves), Angmar, Forochel, Mirkwood, and the foothills of the Misty and the Grey Mountains.

SOCIETY

Fell Hunters are solitary and nocturnal. They hunt and terrorize any land they decide to make their territory, and they remove themselves to new territory whenever the whim takes them. They only operate in groups when servants of the Dark Lord make use of them to hunt and kill those they oppose. In such cases, they are relentless and cooperative until their objective is fulfilled. They were made by the Shadow, and are inherently wicked, so that even their individual hunting is designed to inflict pain and despair, so that they will hunt humans or dwarves instead of animals when possible, even if it would be less convenient. They especially enjoy slaying children, for they are made to kill the hopes and joys of the Free Peoples. A Fell Hunter eats the heart of its victim, and drinks the blood of the corpse until it is drained. If a body is found with its chest torn and the corpse bloodless, it is certain a Fell Hunter is near.

USAGE

Fell Hunters can be found wild in the loneliest lands of the North and Rhovanion. They are rare, and if encountered, there will probably not be another near for a hundred leagues. If the Enemy is active in the area, however, more can be encountered, especially if they have been brought together for a hunt, in which case they will be found in groups of 2 - 6. Though relentless in the chase, they will not hesitate to kill others in their way, as they usually make short work of a victim. They may at times be used as trackers, though dogs or wolves serve the enemy better, for the purpose of the Fell Hunters is to kill. If a tracker wants his quarry alive once found, and he uses a Fell Hunter for the pursuit, it is best that he be powerful, or has others with him who have strength or power of command over these monsters.

WARG-WIGHTS by Scofflaw

"Listen, Hound of Sauron... Fly if you value your foul skin!"
- *The Fellowship of the Ring*

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 8 (+1), Perception 9 (+1), Strength 11 (+2), Vitality 10 (+2)*, Wits 6 (+0)

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

DEFENCE: 11

MOVEMENT: 12

SKILLS: Armed Combat: Natural Weapons (Fangs) +6, Intimidate (Fear) +6, Jump +5, Language: Understand Westron, Black Speech +3, Observe (Smell, Sense Power) +6, Run +8, Stealth (Sneak) +9, Track (Scent) +8

SPELLS: Evoke Fear (ability), Fog-Raising (ability)



SPECIAL ABILITIES: Dissolution in Death, Icy Breath, Natural Weapons (Fangs, 2d6+1), Undead Stamina, Vulnerability (Sunlight, 2d6/round)

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 13

TN EQUIVALENT: 15 (pack of six)

* Favoured Attribute, Reaction, or active Order

UNIQUE SPECIAL ABILITIES

Dissolution in Death: When slain, the body of a Warg-wight dissolves into mist.

Icy Breath: The breath of Warg-wights carries the chill of the grave. When a Warg-wight scores a Superior success or higher with a bite, his chill breath gets into the wound, freezing the flesh, causing the victim to lose 1 point of strength and one point of vitality. Lost points are regained at the rate of one in each attribute per 10 minutes, or in full upon application of a Healing-spell.

Undead Stamina: Warg-wights do not eat or drink, take only half damage from physical attacks, and heal all injuries at five times the normal rate. Warg-wights do not have Weariness Levels and do not need to make Stamina tests to resist Weariness for any reason.

DESCRIPTION

Warg-wights are fell spirits inhabiting the putrescent corpses of the fiercest and most evil Wargs. A cold light shines in their eyes, and their exhalation can be seen as cold, blue wisps of mist. Their howls are blood chilling, and they can cast *Evoke Fear* by this means as far as 1 league away.

HISTORY

These fell things appeared in the North of Middle-earth in the 15th century of the Third Age, at the time the Witch-king of Angmar sent evil spirits to infest Tyrn-Gorthad (The Barrow-downs). Since then they have been a bane only held back by the Rangers, infesting dark woods, hills and plains.

HABITAT

Warg-wights are most commonly found in lands where great evil exists, or has never been wholly excised. They are most commonly found in Angmar, the Northern Waste, southern Mirkwood, the lands formerly comprising Arnor, the Morgul Vale, and Mordor.

SOCIETY

Warg-wights run in very small packs of four to eight. The most powerful of them will live alone. They are harmed by the light of day, and only come forth at night, the darker the better. Contrary to common superstitions among some Eriadorians and Northmen, they dislike the full moon, and are fully roused on nights with a new moon. They are also roused by fierce storms and winds. Some evil beings, such as sorcerers or the Nazgûl, gather them into hunting packs or use them as guards. They are also often found in the company of powerful Werewolves.

USAGE

Warg-wights should be encountered in lonely or desolate areas of the wild at night, the darker and stormier the better. They will be found prowling the ruins of Carn Dûm and the Barrow-downs, as well as lurking on Amon Lanc. They may also be used as guards of the lairs of powerful sorcerers and servants of the Shadow. Khamûl uses them to guard Dol Guldur, and they prowl at will in the alleys of Minas Morgul. Saruman might possibly bind a few of them to his service. It has been rumored that the Nazgûl have at times gathered them into packs, sending the pack before them as they ride behind, slaying all in their way, giving rise to legends among some of the peoples of Middle-earth about "The Wild Hunt".



HALGAJAR

by Scofflaw

"Ugh! It is cold and slimy"
- The Hobbit



ATTRIBUTES: Bearing 4 (+0), Nimbleness 8 (+1)*, Perception 3 (-1), Strength 11 (+2)*, Vitality 9 (+1), Wits 2 (-2)

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

DEFENCE: 11

MOVEMENT: 6

SKILLS: Armed Combat: Natural Weapons (Claws, Fangs) +7, Climb +3, Swim +10, Stealth (Hide) +8 in water, +2 on land, Survival (lakes, rivers, streams) +5, Unarmed Combat: Constrict +6

SPECIAL ABILITIES: Constrict, Corrosive Spines, Multiple Attacks (Claws, Fangs, Constrict), Natural Weapon (Claws, 1d6), Natural Weapon (Fangs, 2d6), Ferocity, Stupid

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 15

TN EQUIVALENT: 10 per group of 3

* Favoured Attribute, Reaction, or active Order

UNIQUE SPECIAL ABILITIES

Constrict: Halgajar grapple on a successful Unarmed Combat attack, allowing them to constrict their foe for 1d6+4 damage per round. A TN 15 Strength test is required to break free of the monster's grasp. Constriction also allows the Halgaj to use its Corrosive Spines ability. The creature may use its multiple attacks while constricting. If it has used them prior to its successful grapple attack, it may use them again at +5 to its attack roll.

Corrosive Spines: Hard, spiny growths cover the Halgaj's skin. They secrete a corrosive slime, though weakened by its watery environment. If a Superior success or higher was rolled on its constriction attack, the character takes damage once per round as long as the Halgaj has him in its coils. Corrosive Slime: Attack/Flesh, Cloth, leather/Once per round/TN 5/1d6-1 Wound Points.

Ferocious: Halgajar are ill-tempered creatures, driven by blindly stupid hatred for all other creatures, even each other. As such, they gain a +3 bonus to their Armed Combat attacks whenever some unfortunate stumbles upon them.

Stupid: Halgajar are profoundly stupid beasts. They suffer a -5 penalty to any tests to resist magic that will control them or fool their senses, or any other attempt to fool or trick them, at the Narrator's discretion. Merely stepping out of a Halgaj's line of vision can be enough to convince it you are no longer there, halting its attack.

DESCRIPTION

Halgajar are amphibious beasts with elongated, muscled bodies similar to those of constrictor snakes, albeit with clawed fore and hind limbs. Their lizard-like heads feature tiny black eyes and huge mouths filled with many needle-sharp teeth. They are a pale, dirty white with gray blotchy markings, shiny with their slimy secretions. Their skin is covered all over with black thorny spines.

HISTORY

Sometime in the past, these beasts appeared amongst Morgoth's monsters. But being of little use, they were left to their own devices. Whatever land the Shadow lies over will find these creatures in its waters and caverns.

HABITAT

Halgajar are most commonly found in underground bodies of water, especially caverns occupied by Orcs and Trolls, such as Goblin-Gate and Moria. As the Shadow falls over different lands, they are compelled to come out and infest the waters. Finding them in a stream is a sure indicator that evil is abroad.



SOCIETY

Halgajar can be found alone or in groups. These groups are not nurturing or cooperative. The foul tempers of these beasts, as well as their voracious appetites, will cause them to turn on each other when no other victim is present. If there is any race that they are similar to in attitude, it is the Orcs. Hence, it is not surprising that they are most often found in the dwelling places of the *Glamhoth*. When Gollum lurked in his lake beneath Goblin-gate, the Orcs thought that their disappearing numbers were the victims of an especially wily Halgajar. Their name comes from the Orkish tongue, meaning "slippery serpent." No other peoples have a name for them, as they are not well known.

USAGE

Halgajar should be found in out of the way subterranean pools and streams, or wilderness bodies of water influenced by the Shadow, such as the Dead Marshes and the Sea of Nûrnen. Sometimes Orcs capture several of them, place them in a pit, and throw prisoners in, watching and gambling over the sport.

THE MEN OF CARN DÛM by Scofflaw

"The men of Carn Dûm came on us at night, and we were worsted."
- *The Hobbit*

RACE: Ghosts (Formerly Men)

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

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

DEFENCE: 11

MOVEMENT: 6

ORDER: Warrior (Leaders are Warriors and Captains)

ORDER ABILITIES: Battle-Hardened (for Captains, add Air of Command)

ADVANCEMENTS: 5 (8 for Captains)

SKILLS: Armed Combat: Blades (Longsword) +6, Armed Combat: Pole Arms (Spear) +6, Intimidate (Fear) +6, Language: Westron and/or Easterling dialect +6, Observe (Spot, Sense Power) +5, Search (Spot) +5, Stealth (Hide, Sneak) +8

SPELLS: *Dumbness*, *Evoke Fear* (ability), *Fog-Raising*

EDGES: Fell Handed (against the Living), Night-Eyed 2 (for Captains, add Warwise, Command 1)

FLAWS: Oath (to serve Angmar even after death), Fealty (The Witch-king), Hatred (The Living)

SPECIAL ABILITIES: Icy Touch, Undead Stamina, Wraithform

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 13

COURAGE: 1 (Captains only)

TN EQUIVALENT: 15 per group of 5, 20 if the group includes a captain

* Favoured Attribute, Reaction, or active Order

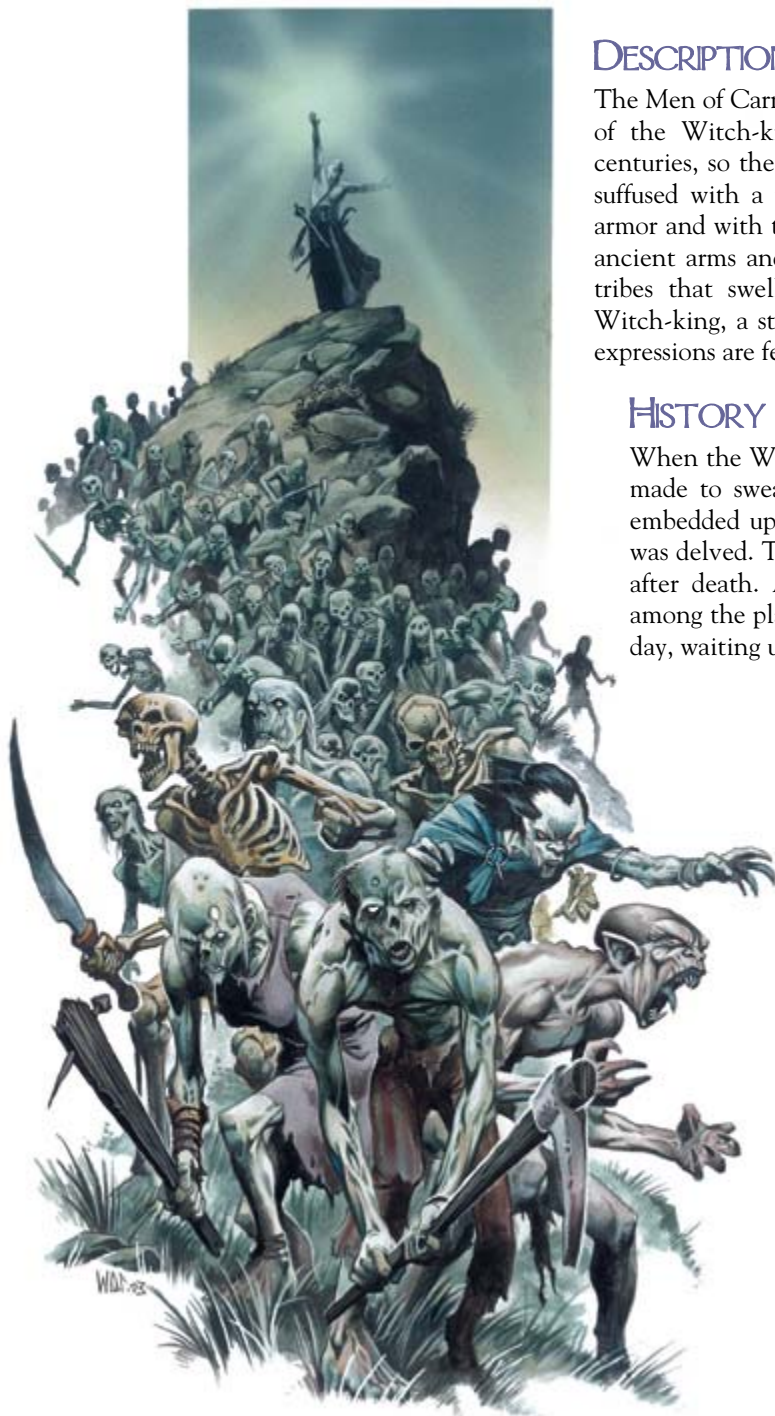
UNIQUE SPECIAL ABILITIES

Icy Touch: The weapons of the Men of Carn Dûm are imbued with the sorcerous essence of the dead. With a Superior or higher result on their attack roll, they do an extra 1-3 damage (1d6, divide in half), and the victim suffers -1 on all rolls for the next 3 rounds. This is cumulative with each Superior success the ghost makes.

Undead Stamina: The Men of Carn Dûm never eat or drink, take only half damage from physical attacks, and heal all injuries at five times the normal rate. They do not have Weariness levels and do not need to make Stamina tests to resist Weariness for any reason.



Wraithform: The physical bodies of the Men of Carn Dûm have faded to such a degree that they are mostly insubstantial. Their forms are gray and shifting, making them difficult to see, requiring a TN 15 Observe (Spot) test to see them, unless they wish to be seen, in which case they glow with a fell light. They are always visible when engaged in combat.



DESCRIPTION

The Men of Carn Dûm are the ghosts of Men who served in the armies of the Witch-king of Angmar. Their forms have faded over the centuries, so their figures are faded and misty grey, though sometimes suffused with a fell light when they so choose. They appear in the armor and with the arms they bore in life, presenting a panoply of the ancient arms and armor of the Angmarim, Northmen and Easterling tribes that swelled Angmar's ranks, all bearing the device of the Witch-king, a stark white crown upon a ghastly Death's Head. Their expressions are fell and grim.

HISTORY

When the Witch-king called wicked Men to his banner, they were made to swear a blood oath upon an ancient pillar of Angband embedded upon a high cliff of the mountain in which Carn Dûm was delved. The oath they swore was to serve the Witch-king even after death. After the fall of Angmar, they continued to linger among the plains, cliffs, wastes and ruins of Angmar, and do to this day, waiting until the Witch-king calls them to his service again.

SOCIETY

The Men of Carn Dûm have no society as such. They often wander alone, or in groups that approximate their old military formations. Such groups often have a captain. If the Witch-king, or one who bears his authority rouses them, they will form into ranks just as they did when they marched to the wars against Arnor centuries ago. Modifications to the statistics for a Captain should be Bearing 11, Wits 10, Intimidate (Fear) +8, Siegecraft (Tactics) +6.

USAGE

The Men of Carn Dûm will only be found in Angmar. They will not cross its old borders unless commanded to by the Witch-king. Agents of Sauron may come to Angmar to rouse and muster them to make war on the North. They can be commanded by one bearing the Witch-king's Seal, but if a player character attempts this, he or she risks gaining Corruption at the Narrator's discretion. Elves are effective fighters against the Men of Carn Dûm, as they do not fear the shades of Men.



A FIELD GUIDE

TO THE CREATURES OF MIDDLE-EARTH

HELL-HAWKS: PART II

"The Pelennor lay dim beneath him, fading away to the scarce guessed line of the Great River. But now wheeling swiftly across it, like shadows of untimely night, he saw in the middle airs below him five birdlike forms, horrible as carrion-fowl yet greater than eagles, cruel as death."

-The Return of the King

III: The Ecology of Hell-hawks

Geographical Distribution - Because they can fly great distances, a Hell-hawk in flight can potentially be witnessed in most areas of Middle Earth. Nesting Hell-hawks and rookeries, however, only exist in appropriate habitats. Wild Hell-hawks, like Dragons, are often found in mountainous regions, and at high elevations. Unlike Dragons, however, they avoid extreme northern latitudes and are not as common in the Withered Heath. Yet, enslaved Hell-hawks are not uncommon in more northern latitudes that are under the control of the Dark Lord. Angmar, for example, when it was under the sway of the Witch King, was rife with Hell-hawks. It must be noted that these individuals were not wild, but utilized by the Dark Lord and cared for by his minions. Under normal conditions, Hell-hawks are not reported to prefer these northern habitats. Thus, in the Third Age, Hell-hawk rookeries are more frequently encountered in the mid to lower Misty Mountains, the Blue Mountains (*Ered Luin*), the White Mountains (*Ered Nimrais*), and the Grey Mountains (*Ered Mithrin*) from Mount Gundabad south.

Occasionally, small groups of Hell-hawks (2-6 individuals) have been reported nesting in regions that are not mountainous but still contain large hills or bluffs with steep rock faces. For example, it was reported that a pair of Hell-hawks were found nesting near Amon Hen in the late Third Age. Those who reported the incident also reported killing both Hell-hawks and burning the corpses, making substantiation of the testimonial impossible. A similar account was made (also in the late Third Age) of a sighting near Amon Sûl. The person witnessing the beast said it landed on a high rock shelf and appeared to be feeding scraps of meat to nestlings. However, no attempt was made to verify this sighting until several years later, at which time, what appeared to be a nest was found, but riddled with long thin bones. Were these Hell-hawk bones? Because scholars were never able to analyze them, it was never determined. Yet the possibility of encountering Hell-hawks (if the habitat is correct) outside of mountain ranges should be considered when traveling.

Habitat Preferences - It has been stated several times already that these beasts prefer mountainous habitats. Specifically, they are most often found nesting along sheer cliffs with large, but inaccessible (by humans) caves or crevices where the nests are sheltered from high winds. They prefer higher elevations among the mountains, and are also found near the upper reaches of the cliff faces on which they rest.

Generally speaking, these cliffs are sparsely vegetated, with the exception being the occasional pine or cedar that's managed to gain a foothold in such unforgiving environments. Such trees, if large enough to support the beast, will be used as perches for basking. Often, however, an outcropping of rock or a rocky shelf will be used for perching in lieu of appropriate vegetation. These shelves need not be very wide as the talons of the Hell-hawk are designed for gripping such surfaces.

Another important characteristic of these preferred surroundings is that the cliffs where they are encountered are usually south to west facing. This gives these habitats the maximum amount of direct sun exposure late in the day (when it is generally hotter) and offers better basking opportunities.

A water source is not required, as these creatures seem to have little need to drink often. Moisture, in the form of condensation, is often licked from cliff faces, while water is also imbibed from puddles and streams that form after heavy rains.

Territories - Hell-hawks generally do not defend territories from members of their own species during the non-breeding season. In fact, large numbers will frequently aggregate in rookeries or colonies. Such colonies are always vehemently defended from potential animal or humanoid intruders. The boundaries of territories fluctuate depending on the number of individuals existing in a rookery, but are on average 50-100 hectares. Often, sentinel individuals will post themselves at the current territorial boundaries and warn the others of intruders.

Intrasexual territoriality is only displayed among male Hell-hawks for a short period of time during the breeding season (which will be discussed in a forthcoming segment) when subordinate males stake claims to certain areas in an attempt to attract females for mating. Although such territorial behavior does not last long throughout the year, males encountered



during this time will not only be aggressive towards males of their own species, but any other creature invading their immediate area. Because they occasionally share similar geographic ranges, the food needs of Hell-hawks and Great Eagles may conflict. This causes intense competition bouts between the two species and the presence of a Great Eagle within a Hell-hawk territory is never tolerated.

Activity- Due to their unique metabolisms and basking behavior, Hell-hawks rarely hibernate despite being ectothermic. In fact, most remain active year round. Because they are cold-blooded, however, these beasts either (a) cannot be exposed to the cold for a period of more than 5 days, or (b) must be allowed to bask frequently in sunny patches exceeding 45 degrees Fahrenheit or they will fall victim to respiratory infections and possibly die.

Hell-hawks are primarily *diurnal*, or active during the daytime. Captive individuals that are used as mounts by the Dark Lord, however, are conditioned over long periods to become more nocturnal in their habits. This better accommodates the needs of those that are riding them.

“Suddenly the great beast beat its hideous wings, and the wind of them was foul. Again it leaped into the air, and then swiftly fell down upon Éowyn, shrieking, striking with beak and claw.”

-The Return of the King

Prey and Feeding Habits - Hell-hawks are highly active throughout the year, and eat regularly despite being cold-blooded. Therefore, Hell-hawks spend the majority of their time, when not perching, hunting for food. Conversely, captive individuals are fed frequently, diminishing their instinct to hunt and making it less likely that they will attempt to escape. The preferred food items of Hell-hawks are varied depending on availability. First and foremost, they are known to consume mammals of varying sizes. In fact, it has been reported that Hell-hawks may work in a coordinated fashion to take down prey as large as Kine and Mountain Sheep, or work solo to hunt small game such as marmots and wood chucks. They have been reported to kill and consume any type of bird that's larger than a crow, including young Great Eagles (adult Great Eagles are too formidable for Hell-hawks and usually not considered potential prey). Snakes and lizards also comprise a portion of their diet, especially in younger individuals. Large wild individuals have been reported to eat goblins. Carrion is also readily taken and is frequently fed to captive specimens. It is not uncommon for wild Hell-hawks to take over a fresh kill or decaying animal carcass, pushing out the other predators/scavengers such as wolves, vultures, crows, and crebain. Finally, rare reports of Hell-hawks eating Dragon eggs have surfaced, although they have never been substantiated.

Hunting tactics employed by these animals can vary although most involve soaring low over the landscape and actively searching. The primary senses used to find prey are sight and *olfaction* (smell). When appropriate prey is encountered, the animal swoops down and, with the talons, attempts to dispatch the prey item quickly (which is done to avoid being injured should the prey item struggle). This usually includes landing on the quarry and digging the talons deep into the head or spine region of the prey, causing immediate paralysis or death. During the nesting season, males do most of the hunting, as females are busy incubating eggs. After nestlings have hatched, however, females take on most of the food gathering duties as males are charged with defending the nests from other males and females (see *Development* below). When hunting as a group, Hell-hawks search for prey in the same fashion as they do individually. The difference however, is in how prey is dispatched. Hunting groups occur infrequently and usually only in times when smaller prey is generally in low supply. In such instances, individual Hell-hawks band together for the purposes of finding large quarry to feed a hungry colony. These groups hunt by very aggressively mobbing large prey and, after what is most likely a long and torturous process, the prey finally becomes too injured and weary to escape.

Predators - Although Great Eagles will often kill trespassing Hell-hawks on sight, only Dragons are large enough to hunt adult Hell-hawks as prey. Thus, Hell-hawks employ several instinctual behavioral tactics to help protect themselves from predatory dragons. Mobbing, for example, is a tactic that can effectively be used by these creatures to deter dragons. Defensive mobbing behavior is instigated and intensified when several “sentry” individuals in a territory raise a raucous alarm call, which stimulates all able-bodied individuals within the group to fly up and mob the approaching danger. Somehow mobbing is actually often effective at scaring off predatory dragons. It is not completely understood why.

“They fell forward, groveling heedlessly on the cold earth. But the shadow of horror wheeled and returned passing lower now, right above them, sweeping the fen reek with its ghastly wings.”

-The Two Towers

Communication - There are several ways in which Hell-hawks communicate with each other. First and foremost is through vocalizations; including croaks, gravelly caws, shrieks, gurgles and hisses. Secondly, Hell-hawks will communicate sexual readiness during the breeding season through changes in the color of certain adornments (see next section).

General and simple concepts are conveyed from Hell-hawk to Hell-hawk using the vocalizations mentioned previously. Although the meaning of these sounds is poorly understood, several are obvious. For example, shrieks and

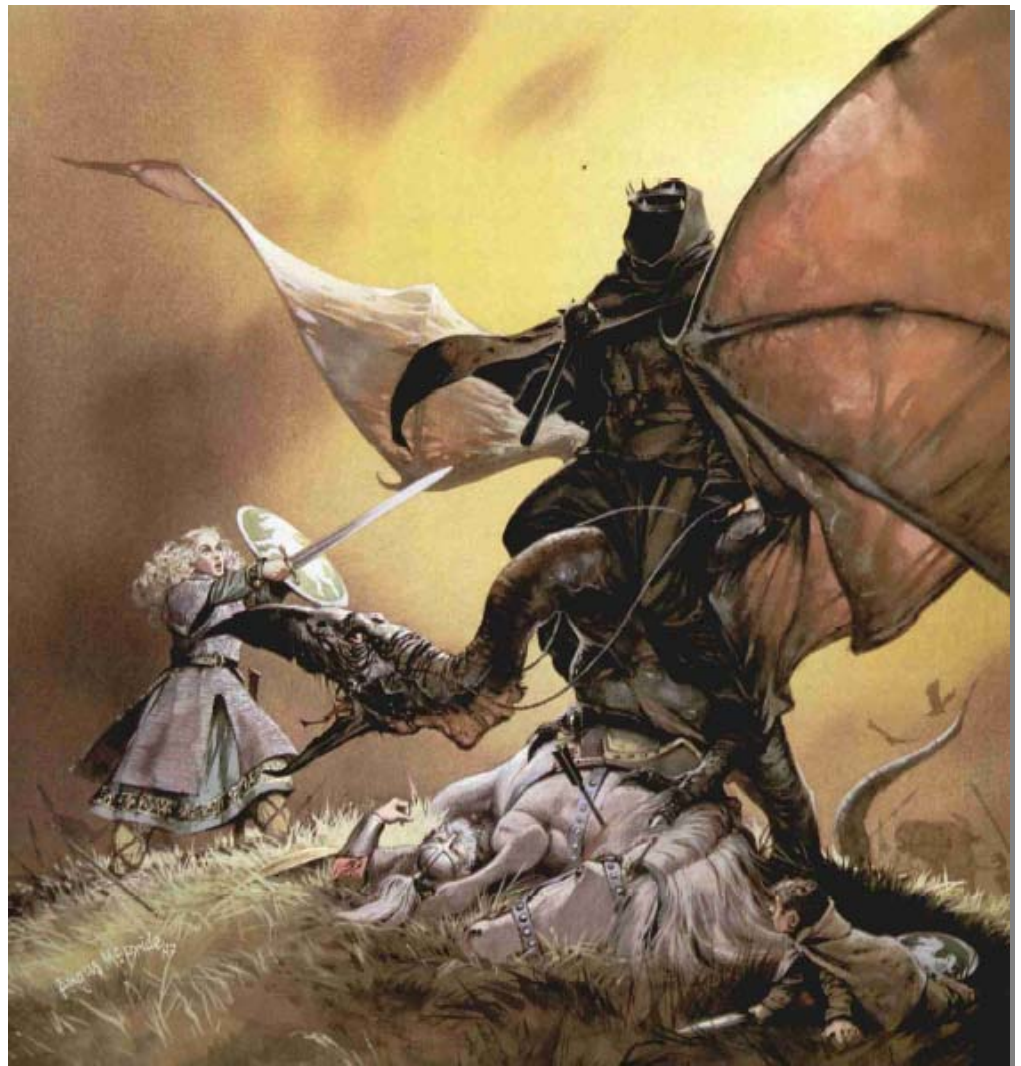


hisses are defensive calls; croaks are used to communicate during coordinated hunts, while cawing is more often heard when large groups of Hell-hawks bask in rookeries. However, the more intricate meanings behind many of the sounds produced by these beasts will probably never be fully understood because most who have attempted to study the phenomena do not live to report their findings.

Reproductive strategies -

Hell-hawks live in primarily polygynous societies, in which a dominant male receives the majority of mating opportunities, and do not display to court females. It is believed that because dominant males have already proven themselves the most desirable mating partner in the bouts of strength with other males, the females accept them without hesitation. Lesser males still have chances to breed, but must acquire high-quality nesting sites and perform elaborate courtship displays to attract females.

During the breeding season, which lasts for several weeks in late spring when food is in higher supply, all males show physical signs of reproductive readiness. This includes the



membrane of the wings, the alula, and the spines along the back turning a dark reddish color. After this color change occurs, chemical changes in the brains of male Hell-hawks cause them to immediately begin dominance bouts for reproductive rights. These bouts include outspreading the wings and bumping chests in the attempt to knock one another down. The teeth and talons are rarely employed because the purpose of these bouts (along with determining who is dominant) is to avoid injuries that would later inhibit reproduction. Thus, dominance bouts almost never lead to individuals being injured.

The dominant male then copulates with as many females as possible, usually choosing the largest ones (which are most likely to lay the largest number of eggs) and copulating with anywhere from 5 to 6 females over a several week period. He will also guard these females from the advances of lesser males. However, due to the large number of females that he is protecting, certain males have evolved a behavior called “sneaking”, in which they will quickly move into a mating group while the dominant male is preoccupied or gone and copulate with his female. These “sneaker” males have a relatively high reproductive success and it is estimated that nearly 20% of nestlings in a dominant males brood are actually sired by a sneaker male. Thus, being a successful sneaker male has benefits that are two-fold: (1) sneakers can breed successfully without wasting the energy involved in displaying, and (2) the young are raised by another male and female, and the sneaker male need not invest energy in the care or protection of young.

The vast majority of males in a colony are neither dominant (having lost bouts to more fit males) nor “sneakers”. These males are forced to display to attract females for any reproductive privileges. Yet before they can display to females, subordinate males must establish a hierarchy among themselves to determine who will have access to the best of the remaining females. This process is complex and little understood. However, it is believed that, without combat, subordinate males are able to determine who among them is more or less dominant and position themselves in certain rock crevices along cliff sides. These crevices are of varying quality nest building and females will only choose subordinate males



who (1) display properly and (2) possess the best nesting area. The most attractive of the subordinate males will occasionally copulate with multiple females, although this is rare and only occurs in large rookeries. Thus, not all subordinate males are able to breed, even when un-paired females exist their colony.

Subordinate male displays usually begin with a series of head-bobs, coupled by the outstretching of the wings (which shows the dark red coloration of the membrane). The male usually follows this by quickly turning sideways and presenting the spines to the female, which are also dark red. The entire body is then voluntarily convulsed, causing the spines to vibrate. The process is then repeated.

Based on very few observations, it has been suggested that a colony of Hell-Hawks has a relatively even ratio of males to females. Of the males, there seems to be only one dominant individual, with the remaining 3% of the males being “sneakers” and the rest being subordinates that display for reproductive opportunities.

Development - Clutch sizes range from 10 to 20 eggs. Of these, only approximately 70% hatch for various reasons. Nestlings also usually only experience a 50% survival rate. After being laid, eggs often hatch within 4 - 6 weeks. Nestlings remain in the nest for an additional 4-6 weeks before fledging. During this time, siblings will vie for the attention of the parents when being fed. Such behavior eventually leads to the more fit offspring receiving more food, growing faster, and having a higher survival rate. Furthermore, after several weeks, larger siblings will often go so far as to push smaller siblings out of the nest (called *siblicide*) to receive the adult's full attention during feeding time. If this were not enough, in situations where the males are able to obtain multiple female partners, these partners will often kill the offspring of other females if the opportunity presents itself. It is believed this is done as a way for females to attempt to reduce competition for the male's protection among the offspring of his multiple partners. After fledging has occurred, development slows. Males do not reach sexual readiness until they are roughly 3 years old and females do not reach sexual readiness until they are 5 years old.

Longevity- Hell-hawk juveniles have a high mortality rate. They fall victim to predators or *siblicide* frequently until they have fledged and even after fledging can still be taken by larger predators. If they survive to adulthood, Hell-hawks can live anywhere from 15 to 50 years. Despite this, the average life expectancy for these animals is approximately 25 years.

*“Wraiths!’ he cried. ‘Wraiths on wings!’”
-Gollum, The Two Towers*

Hell-hawk Society and Allegiances - Hell-Hawk rookeries are often large expansive cliff or mountainsides that can act as a home for anywhere from 10 to 40 individuals. Hell-hawk rookeries are usually quite a sight to behold.

Hell-hawks do not purposefully ally themselves with anyone. They are strictly instinctual beasts that do not know love or compassion, only the will to survive. Those that serve the Dark Lord as mounts, do so because they have been forced to. There is no bond between rider and mount. All captive Hell-hawks have been either painstakingly trained to fear their masters, and thus, obey them, or taught to from birth. Hell-hawks will attempt to escape if the perfect opportunity presents itself. These escapees, however, are usually either (1) immediately brought down by arrows at the command of their riders, or (2) die in the wild due to the out-breeding of survival instinct, loss of survival instinct through training, or non-acceptance from existing wild colonies.

So, you still think you know Hell-hawks? Young Fool! Say not such things until you’ve read next month’s article, which will discuss the powers and prowess of these beasts in “game terms”. How can you incorporate them into your campaigns? How can you use them to instill fear into the hearts of your PCs? The wait is almost over!





POSTMASTER

Q&A WITH THE HALL OF FIRE...

This is where you, the readers and players, can ask us questions about our opinions on the game and rules, the content we've created, etc. Send your emails to the address listed on the last page of the webzine. If you have questions for any in particular, staff or guest writers, please make sure to highlight that in your correspondence.

I have one question that I got a very sketchy answer to from the Decipher rep. I have a character that, by all intents and purposes wants to be the greatest "Man" to fight. Now capping his skill points at 12 like the CODA suggests, his total bonus to Armed Combat: Blades at +23 when using a longsword and after acquiring edges such as Fell-Handed and such. The recent addition of the Weapon Master Elite Order made him giddy and he was rolling in the 50's. Needless to say he's an unstoppable juggernaut in battle (which I don't really mind as it is his goal), but the thing that bothers me is that he abuses the Multiple Action rule until he can no longer hit. I was wondering what you would do in a situation where this was happening?

Also, there doesn't seem to be any encumbrance penalty on armour, only -1 Nimbleness penalty for a full hauberk. This seems a little faulty to me seeing as armour weighs a great deal to provide protection, but as a result you should give up some mobility for using it. I've got lots of questions, but these are two that are my main problem. Mainly because the player in question wants to wear fully plated master crafted chain mail and obliterate anything in his path, making it hard on the Rogue/Ranger and Warrior/Minstrel to face opponents that I have to create just to challenge his character.

- Floyd Haywood

1. Uber-characters, power-gamers, and the like

Dealing with combat gurus such as you have in your group can be difficult when you want to have challenging combat scenarios, but fortunately there are lots of ways you can handle them. They may seem like 'evil' Narrator tricks, but if a player wants to make a one-trick pony, sometimes a Narrator needs to be a little nasty as well, especially if one player is taking over a game with his character and reducing the fun quotient for the others.

- The prodigious use of ranged attacks can be a mild deterrent. When a wall of 10+ bowmen step up at 50 yards away, your uber-fighter won't be feeling too good. Odds are if you use average bowmen, at least half will hit him once for 2d6 damage, excluding armour. If that doesn't work, use a bit better bowmen and Called Shots to avoid the armour, use masterwork items and/or magic to augment their effectiveness.
- Use multiple powerful foes that the party must work together to defeat. A half dozen trolls of any kind can put the hurt on almost any party.
- If the group has been out defeating the Shadow for a while, they may have gathered information about them and developed a group of NPC's (or maybe an army) specifically sent out to deal with them. OR The word of his great prowess has spread with others coming from all over to challenge him.
- Make combat have consequences: fighting endangers hostages or innocents, a sneak pick-pockets a valuable item in the midst of combat that is crucial to the chronicle, the group must sneak passed an overwhelming army or patrol in the woods, etc.
- Take the fighter out of combat: he is knocked unconscious; make him fall into a trap (think rancor pit from Star Wars), etc.
- Reduce the amount of combat in the chronicle: make more use of social and academic skills and maybe the fighter is the one who has to make the tests, too.
- All this fighting could start producing ill effects in the character's personality (Battle-fury, Fey, etc.).

Essentially these suggestions break down into 3 categories that can be used against the one-trick pony:

- Reduce his role and/or ability when dealing what he is strongest in (combat, persuasion, etc.)
- Make his strengths into liabilities
- Play against his weaknesses



2. Multiple Actions

There have been many suggestions in dealing with this and here is a couple:

- PC's may only take a number of additional actions passed the 2 standard and free actions equal to their Nimbleness Modifier.
- Institute an absolute limit (i.e. no more than 5 standard actions out to -15 penalty).

An additional benefit to this is that combat will also go quicker since there would inherently be fewer dice rolls.

3. Encumbrance and Armour

Encumbrance as stated in the CRB comes from only the amount of weight that a character carries. As armour is made in mind that a person would be fighting in it, I wouldn't suggest any house rules to penalize combat-related tests. Penalties to other physical tests such as Swiftiness reaction tests, Run, Jump, Acrobatics, etc. might be an idea for those wearing armour other than leather (for example, a penalty equal to the armour's damage reduction).

4. Chain with Plate

This armour is the pinnacle of the available armour in Middle-earth as it stands with the game. I would make it incredibly difficult to get and/or VERY expensive, making it only available in, say, Minas Tirith, Edoras, Rivendell, Dwarf-realms, or lost treasure hoards. Those who could craft chain are few, those who could craft chain with plate are even fewer, and those who can do it mastercrafted would be the fewest of all, maybe only one person in each realm at most. It would also be doubtful that he could just purchase it as these armoursmiths would be working solely for the armies of these realms or as the personal craftsmen of the kings or lords.

GandalfOfBorg

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CREW

MATTHEW KEARNS, EDITOR, WRITER

ultimac@hotmail.com

DOUG JOOS (TOMCAT), WRITER, LAYOUT

uvonbek@yahoo.com

JOSH KAPFER (REPTILEJK), WRITER

jmkapfer@uwm.edu

SCOFFLAW, GUEST WRITER

CAMDIN, GUEST WRITER

LYNN MCLEMORE (MITHRILKEG), GUEST WRITER

DUSTIN STRONG, GUEST WRITER

dustinstrong@hotmail.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://forums.decipher.com/viewforum.php?f=44>

DECIPHER'S LOTR RPG SUPPORT DOCS

<http://decipher.com/lordoftherings/rpg/support/index.html>

THE HALL OF FIRE WEBZINE SITE

<http://halloffire.inspiring.us>

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>

VALINOR

<http://sauron.misled.us>

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