



THE HALL OF FIRE FAN WEBZINE

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THE HALL OF FIRE

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GREETINGS, SALUTATIONS... HELLO ALL!

First off, I'd like to thank all the loyal readers out there for their responses to the queries and polls that Tomcat and I have put out on the newly upgraded messageboards at Decipher's website. They have been a great help where the focus of future issues will go as well as improvements to our website.

As I just mentioned, Decipher had launched their new messageboard system on their website at the time of release for last month's issue to the great delight of us all. But sadly, no further news has come from anyone at the company more than "dunno" or "wait and see." The bright side is that you get to read yet another great issue of *The Hall of Fire*!

This issue furthers the new rules for ships in detailing ship combat, gives you Part 2 of the Canid ecology, character write-ups for Bard, Beorn, and another Nazgûl, plus a whole lot more!

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

Matthew A. Kearns
aka GandalfOfBorg
Editor

A FIELD GUIDE

TO THE CREATURES OF MIDDLE-EARTH

PART II CANIDS: WOLVES, WARGS, DOGS AND HYBRIDS



Ecology

“Whatever may be in store for old Gandalf, I’ll wager it isn’t a wolf’s belly.”

-Sam Gamgee, The Fellowship of the Ring

Habitat- If all species and sub-species are considered, canids are found throughout Middle Earth. They can adapt to many environments and some have even been found to thrive in areas of Middle Earth, despite significant persecution by humans.

Wolves- True wolves are geographically located throughout most of Middle Earth, and in a wide range of habitat types (although less often in the south). They are found in dense lowland forests, mountainous forests, boreal forests, tundra, temperate grasslands, and prairies. They usually require areas that are less populated by humans, as humans are the most significant source of mortality facing wolves (aside from the occasional territorial battle with hybrids). Although much smaller than hybrids, true wolves operate in much larger packs and can efficiently defend their territories from their larger cousins.

Hybrids- Despite the fact that hybrids are large and ferocious in their behavior and hunting tactics, this sub-specie is relatively rare in Middle Earth. They generally avoid humans (although have been known to exist near urbanized areas in heavily wooded northern habitats), and avoid true wolves when possible. They seem to prefer dense old-growth forests, with many trees and little under-story vegetation (i.e., plants growing at the base of trees, such as grasses, shrubs and raspberries). Because of this, they are more frequently found in Northern Middle Earth and most of Mirkwood, outside of the Wood-elf’s realm (Note: While Elves do not spare hybrids when encountered, they feel great pity for them. This is because hybrids are creatures that have been indirectly perverted by the Dark Lord and, although dangerous, act only on the survival instincts instilled in them by Morgoth and Sauron.). They also exist in the northern Misty Mountains, the Grey Mountains, and the boreal forests north of there.

Wargs- Wargs are a captive animal and are not found existing on their own in the wild. They are normally found near or within the dwellings of orcs, goblins and other servants of evil. Therefore, you are more likely to find Wargs in the realms dominated by the minions of the Dark Lord (such as Angmar, the northern Misty Mountains, and near Mordor).

Preferred Food and Hunting Tactics- As said previously, as in most carnivores, canids consume only animal material. Furthermore, because they are endothermic, most must hunt and eat constantly to maintain their internal physiology. Therefore, not only are many aspects of their anatomy highly evolved specifically for hunting prey, even their behavior has evolved to help in the efficiency of prey capture, while still reducing the amount of energy spent during hunting. To insure that the energy acquired from food exceeds that expended during hunting, all canids will readily stalk prey that is larger than themselves (e.g. taking the time to stalk and kill an animal the size of a deer, which results in more calories consumed as food, is more efficient than wasting the same amount of energy and time hunting an animal the size of a mouse, although smaller animals are eaten in leaner times).

True Wolves: The preferred food items of wolves are mostly warm-blooded prey. This includes deer, harts, elk, moose, caribou and other smaller mammal species. True wolves hunt in large packs and work in a coordinated fashion to bring down large prey. Usually, this includes carefully selecting the sick, weak, or old members of a prey animal’s herd and making a coordinated effort to separate this individual from the pack for killing. Because the wolf is an endotherm, it must consume large amounts of meat to fuel its internal metabolism. Therefore, a wolf can consume over 9 lbs of food in a single sitting.

Wolves are very shy and usually run from humans and dwarves. Furthermore, and despite popular belief, they also very rarely attack humans. Despite the fact that some farmers believe wolves to have a negative effect on their livestock, this is largely untrue. While wolves have been reported to attack and kill domestic animals on occasion, this usually only occurs in areas where humans have significantly encroached upon the wolf’s territory or reduced the wolf’s food source through the over-hunting of deer, and the like. In these situations, hungry wolf packs may resort to attacking and consuming livestock as a necessity for survival. However, most canid attacks on livestock are actually due to hybrids and not true wolves. Telling the difference between whether a true wolf or a hybrid has attacked domesticated animals is very easy: wolves work silently when hunting and sneak up on their prey. Hybrids, on the other hand, use surprise and brute force to catch prey. Therefore, a hybrid attack on domestic animals can be identified based on the fact that any pen or fence surrounding the herd of livestock being attacked will be completely obliterated in several places (because hybrids generally do not bother jumping fences, and simply crash through them into the trapped herd of livestock; see below for more information on hybrid hunting tactics). In addition, a wolf attack will usually result in one or two individual livestock missing. A hybrid attack will result in the death of most, or all, of a farmer’s herd, as these animals require much more food than do true wolves.

“The Warg that one hears is worse than the orc that one fears.”

-Boromir, The Fellowship of the Ring

Wargs: While Wargs are definitely equipped with the tools necessary to bring down considerably large prey, all Wargs are captive bred and have been raised by the minions of the Dark Lord since the First Age and have no need to hunt. The Dark Lord specifically selected their natural weapons and prowess when he began attempting to breed them for his own devices. Because of this, the ferocious nature of Wargs, which has been strengthened by selective breeding, is solely for combat and not survival. They have no instinctual drive to hunt for food because it has been provided for them since they were brought into existence, and their only desire is to be allowed the opportunity to kill



on the battlefield. Therefore, Wargs are an unnatural creation; a perversion of true wolves essentially created by the Dark Lord.

Under normal conditions, Wargs are fed by their captors and eat whatever is offered them. Favorite foods include the flesh of the free peoples (Elves, in particular, are said to be relished). In fact, a Warg handler who is trying to persuade a sick or fastidious animal to eat will use Elf flesh (if

available), as no Warg can resist it and this food item often stimulates the finicky animal's appetite. In situations where this flesh is unavailable, Wargs will eat nearly anything tossed at them; this includes rotten meat, the meat of other Wargs, and even the flesh of orcs/goblins. In fact, it has been reported that in certain orc clans where the Warg is revered, old or weak family members will readily be sacrificed to feed growing Wargs.

Hybrids: Hybrids will eat any kind of warm-blooded animal that they are presented with and feel that they can catch. They will hunt any and all of the animals that true wolves will, and to supplement this they will hunt humans, dwarves, elves, and livestock. Hybrids are just as dangerous (if not more so) than Wargs. These beasts originally came into existence as a result of copulation between a true wolf and an escaped Warg, which basically means that they retain the best qualities of both: the true wolf's instinctual ability to hunt and survive outside of captivity, and the Warg's incredible size and prowess in combat. While they hunt in packs, as do true wolves, there are several fundamental differences in the tactics that they employ. Unlike wolves, which hunt in much larger groups, hybrids only hunt in packs of three (which is also the average size of a family group without pups). Furthermore, while wolves generally single out the sick or old members of a prey item's herd by carefully isolating and taking down those that lag behind, hybrids do no such thing. When hunting, two individuals (usually females) move to one side of the herd being stalked, while a single individual (usually the male) moves to the opposite side of the herd in question and waits. When the time is right, the two females rush into the group of prey at great speed. Because of their amazing ability to stalk prey and mask their scents, the herd is often taken completely unawares. Once into the herd, the females quickly lash out with fang and claw attacking any animal in their path. At this point, Hybrids can employ one of several very effective tactics for quickly taking down large prey. Most often, they grab the prey animal's throat in their teeth and shake violently, breaking the victim's neck, severing major arteries/veins and dropping the animal instantly. However, they have also been reported to employ their massive forepaws and swat prey animals with enough force to break the spinal cord, legs, or hips, rendering the animal immobile. Often, the animals that are killed during the surprise attack are initially left where they lay as the females continue to drive the rest of the herd head-long into the waiting male, who employs similar tactics to kill as many more of the unsuspecting herd as he can. Then, the pack can feed go back and feed on the previously slain animals at their leisure. It is a savage display of hunting ability combined with deadly force, and it's amazingly effective. The amount of prey killed during an episode such as this is also vastly different from what is reported in true wolf attacks, largely because hybrids are significantly bigger and require more food to survive. In fact, because of their size and fast paced metabolism, it is very difficult for hybrids to acquire enough food, thus the presence of adequate prey

populations is a limiting factor in the geographic distribution of hybrids. Furthermore, many efforts have been made by the free peoples in the mid latitudes to eradicate them, thus they are more often found in less populated areas of northern Middle Earth. While a wolf can consume more than 9 lbs of meat at a single meal, a Hybrid must consume nearly 30 lbs.

Competition- While there is no direct competition between Wargs and other canids, wolves and hybrids feed on many of the same prey items, and are therefore constantly at odds. Because they are larger and eat more, the presence of hybrids within a geographical area may result in other carnivores living nearby to be pushed out due to lack of food. This leads in bitter territorial bouts between the two species. While in one on one combat a true wolf has no chance of defeating a hybrid, true wolves usually face intruders as a pack. Therefore, a pack of wolves (consisting of up to 30 or more individuals) can easily force a pack of hybrids out of an area that they are defending.

“At a gap in the circle, a great wolf shape could be seen halted, gazing at them. A shuddering howl broke from him, as if he were a captain summoning his pack to the assault.”

- The Fellowship of the Ring

Pack behavior and dynamics- Most wild canid species are highly social, having very specialized and extensive means of communicating with one another. This includes vocalization, production of scent, and posturing. All of these allow most pack-living canids the ability to be very organized in their behavior.

Wolves- Wolves are highly social animals, often living in packs of two to thirty-six individuals. Wolf packs are typically composed of an alpha mating pair and their offspring, including young of previous years. Unrelated immigrants may also be allowed into the pack if immediately submissive to the current alpha pair upon approach. The territory of an average wolf pack ranges from 50 to 5,000 square miles, and is vehemently defended against intruders.

There is a strong dominance hierarchy within each pack. The pack leader, usually the alpha male, is dominant over all other individuals. The next dominant individual is the alpha female, who is subordinate only to the alpha male. In the event that the alpha male becomes injured or is otherwise unable to maintain his dominance, the beta male will take his place in the hierarchy. Rank within the pack hierarchy determines which animals have breeding rights and which eat first after a kill. Rank is demonstrated by postural cues and facial expressions, such as crouching, chin touching, and rolling over to show the stomach.

Vocalizations, such as howling, allow pack members to communicate with each other during hunting and to advertise territories to other packs. Scent marking is ordinarily only done by the alpha male, and is used for communication with other packs.

Each year, wolf packs have both a stationary and nomadic phase. Stationary phases occur during the spring and summer, while pups are being reared. Nomadic phases occur during the fall and winter, when adequate food supplies can only be found by roaming over large areas. Wolves are mostly nocturnal in their habits and may cover long distances on a daily basis (i.e. up to 120 miles, with a pace of 5 mph). Wolves can run at speeds up to 34 to 43 mph.

Wolves may live thirteen years in the wild, though average lifespan is 5 to 6 years. In captivity they may live to be fifteen years of age.

Wargs- Because they are essentially domesticated animals, Wargs have few social interactions of note. Unlike true wolves, they do not have the instinct to communicate whether they are dominant or subordinate and have no way of forming a social structure. Thus, they display no instinctive pack behavior and no understanding of family dynamics and do not pay any heed to relatives during their daily life



(unless one jumps its turn during feeding time). However, this should not be confused with having no means of communicating with conspecifics or handlers. For example, Wargs are able to use vocalizations to denote location, temper, or pain to one another. Furthermore, Wargs have the ability to use vocalizations to express their general mood to their handler, allowing a bond (albeit weak) between master and mount. Despite popular belief, Wargs do not serve their handler out of love and this bond is not one of friendship (as is found in most domestic canids), rather Wargs are slaves who have been bred into servitude. Furthermore, the Dark Lord was clever in breeding out their instinct for survival, but not their instinctive aggressiveness. In doing this, he bred a species that is formidable in combat and loyal, not out of desire, but out of necessity.

Because of all these points, true Wargs have very little intraspecific social interaction. For example, in the case of feeding order, the largest male simply attacks those that do not wait their turn. The others do not see him as dominant, only as the one who eats first until he becomes too old and isn't strong enough to defend that right. Breeding is accomplished by separating the larger, stronger males and placing them in breeding pens with larger, stronger females until copulation is complete. At all other times (except during combat), sexes are kept separate to insure that no indiscriminant breeding occurs and that males do not harass pregnant females by attempting to breed when the females are not receptive (which can lead to conflict). Furthermore, females vehemently defend their cubs as males are known to kill juveniles outright (the reasoning for this is unknown) and the two sexes generally do not intermingle well.

“(Wargriders) were very swift and skilled in avoiding ordered men in close array...but at speed they would pass with reckless ferocity through any gaps in companies of horsemen, slashing at the bellies of the horses.”

-Unfinished Tales

There are several myths surrounding Wargs that should here be corrected: Wargs are not nocturnal by necessity. In fact, they can readily exist in full daylight with no inhibition. However, it is their goblin handlers that have an innate fear of the sun and, thus, Wargs are rarely seen about unless it is nighttime. Furthermore, Wargs are not evil spirits or phantasms that take the shape of wolves. They are real, corporeal creatures. Finally, Wargs are cannot outrun horses. Yet, most horses (aside from Mearas and Elven Horses) fear them and are easily struck dumb by the presence of the beasts, allowing Wargs to readily catch most horses that they are confronted with. In fact, a Warg is much slower than even a true wolf and can only attain speeds of 25-30 mph at the most. Their longevity is normally 10-12 years.

Hybrids- Hybrids are much more social animals than Wargs, but exist in harem-like packs of no more than 3 or 4 individuals (1 male and 2 or 3 females). The male is always considered dominant in the pack, although females do most of the strenuous work during group hunts (see above). Most alpha males attain their position by killing or defeating an existing alpha male in combat. Therefore, because rogue males (which are usually younger individuals) will almost always attempt to take over the alpha position within packs, they are chased away immediately by current alpha males if encountered.

Rogue females are also chased off (usually by current females within the pack). This is presumably done to give the current females confidence in the fact that they will have breeding opportunities each year. The result of too many females existing within a pack is less breeding opportunities. Packs also occasionally form when a rogue male comes into contact with several rogue females. Because parents chase off all offspring as soon as they can fend for themselves, juveniles are usually still relatively young when on their own and not able to defeat a current alpha male. Therefore, the only rogue males that pose an actual threat to current alpha males are over 5 years old.

Interestingly, hybrids have only dominant visual and vocal cues, and no submissive ones. Therefore, when two unacquainted hybrids meet, the individual that displays the more impressive dominate cues will win the bout. These cues include the bearing of teeth, holding the tail erect, pointing the ears forward, and growling. Furthermore, hybrids rarely howl to communicate. Instead, they use deep guttural barks to communicate with one another.

Although hybrids have a stationary and nomadic phase (similar to wolves), the stationary phase is much more abbreviated (usually only in the spring). The rest of the year, these animals roam about in territories averaging 30-50 square miles in size. A hybrid can run at speeds of 27-35 mph, adopting an average speed of 5 mph when searching for food within its territory. Longevity is normally 5-10 years.

Reproduction and Development- The breeding cycles of wolves hybrids begin in early to mid spring, with northern populations breeding later in the season than southern populations. Female wolves and hybrids choose their mates and often form a life-long pair bond (Note: unlike wolves, hybrid males will often have a harem of two or three females). Wolf and hybrid pairs or trios spend much of their time together. Females come into estrus once each year, which lasts 5 to 14 days, mating also occurs during this time.

After the mating season has finished, the female digs a den in which to raise her young. The den often includes an entrance that first slopes down and then up again before reaching a higher area, which helps prevent den-flooding during periods of heavy rain. Pups are born in the den and will remain there for several weeks after birth. Aside from digging their own dens, wolves have also been reported to den under cliffs, under fallen trees, and in caves. Although they have been known to dig their own dens, hybrids more often take over and modify the dens of other mammals or den in caves. The gestation period lasts between 60 and 63 days in wolves and 90 to 100 days in hybrids, litter size ranges from one to fourteen in wolves and one to three in hybrids.

Pups remain in the den until they are 8 to 10 weeks old in wolves and 20 weeks in hybrids. Females stay with their pups almost exclusively for the first 3 weeks and then are cared for by all members of the pack. Until they are about 45 days old, the pups are fed regurgitated food by all pack members. They are fed meat provided by pack members after that age. Wolf and hybrid pups are born blind and deaf. They weigh approximately 1 lb in wolves and 3 lbs in hybrids. All pups are relatively helpless and must depend on the mother even for warmth. At ten to fifteen days of age, the pups' blue eyes open, but they only have control over their front legs, thus crawling is their only mode of mobility. Five to ten days later, the young are able to stand, walk, and vocalize. Weaning occurs at about 9 weeks of age. Once pups leave the den they begin to learn to hunt and begin play fighting. Interactions at this time, as well as the dominance status of the mother, ultimately determine their position in the pack hierarchy. Wolf pups develop rapidly they must be large and accomplished enough to hunt with the pack with the onset of winter. At approximately ten months old, the young begin to hunt with the pack. For reasons unknown, hybrids develop much more slowly and pups often do not survive their first winter. Furthermore, as



soon as pups are large enough to hunt, the adults force them out of the pack.

Female wolf pups reach maturity at two years of age, while males will not reach full maturity until three years of age. Most young wolves disperse from their natal pack when they are between 1 and 3 years old. Female hybrids reach maturity at 3 to 4 years of age, while males reach maturity at 5 years. Because food availability is a limiting factor in the size of hybrid packs, young hybrids represent an extra mouth to feed are forced out of the pack as soon as

they can fend for themselves (usually at three years regardless of sex).

Wargs and domestic dogs generally are more receptive to breeding in the spring, although breeding can be induced year round. Developmental rates for domestic dogs are similar to wolves, while developmental rates of Wargs are similar to hybrids.

Tune in Next Month when we will discuss Canids in game-terms. This will include the statistics for the different species of wild canids mentioned already, as well as descriptions and statistics for the common breeds of domestic dog found throughout Middle Earth!

A PC'S SO CALLED LIFE

EXPERIENCE AND ADVANCEMENT

Toradan, finally healed enough to bear himself up under his own power, bids farewell to Warley, Firiell, and their family, thanking them for their hospitality. Stiff from his wounds and inactivity, he slowly makes his way towards Rivendell to consult with Elrond and other Dúnadan captains concerning the raiding orcs and rogue trolls. The going is rough as weather is unkind for most of the journey, but he makes it in one piece without incident.

Awarding Experience

As players act out their parts in the game run by the Narrator, they become more adept in understanding their characters capabilities and personalities. Fortunately in the CODA system, both of these aspects are quantifiable through purchasing items from the advancement table (*Table 11.1: Advancements on pg. 278 in the CRB*). Advancement picks can be spent once a character has acquired 1,000 experience points (XP) and the only way to earn them is by accomplishing goals and proficient roleplaying.

Narrators can give experience points upon completing scenes, chapters, or upon accomplishing a goal, not just by killing creatures. Many factors may apply in any given situation when a Narrator is determining how much experience is to be awarded, i.e. how a goal was resolved; how faithful to their characters, and the world, their actions were. Even the Narrator and their style can influence the amount of experience is awarded. There are also a number of things that could alter or modify the experience award as defined by the rules of the game; refer to *Table 11.2: Experience Awards on pg. 279 in the CRB* and *Table 0.3: Experience Modifiers for TN Equivalents on pg. 7 in the Fell Beasts and Wondrous Magic* for examples. Regardless of what method or style that a Narrator employs, it should remain as consistent as possible throughout the game.

Spending Experience

Now that a character has been awarded 1,000+ XP, he gains an advancement and has earned the right to spend his allotted 5 Advancement Picks on items at their listed cost on the Advancements table. The standard number of picks is 5, but, if allowed by the Narrator, a player may choose to acquire a flaw and gain +2 Advancement Picks for a total of 7.

Items on the table cost anywhere from 1-5 picks but there are a couple of clarifications that should be made. First, Racial Skills refer to the skills acquired in the "Native Skills" phase of character creation (Lore and Language skills bought with Wits times 3 picks). It is a good idea to mark these separately as a way to remember that they cost only 1 pick to increase, especially for those characters who wish to increase these skills that don't have either as Order Skills. Second, a character could also conceivably remove a flaw at the cost of two picks, akin to the acquisition of an edge; this is something highly recommended to have Narrator approval for. Third, according to the *Collected Rules Filing (CRF)*, a skill may only be improved a maximum of 2 for an Order skill or 1 for Non-order per Advancement. And lastly, Attributes may not be raised higher than 12 + Racial modifiers. Only if the Narrator wishes to use the *Mightiest of Heroes* rule on page 24 of the *Two Towers Sourcebook* may an Attribute achieve a score higher than 12 + Racial modifiers. There are no limits to increasing Reactions.



Finally, the rules for gaining new Orders, Basic and Elite, are a bit murky. Yes, it costs 5 Advancement Picks to purchase a new Order of either type, but there are other requirements to be met as well. Gaining a Basic Order is simple (in terms of the game mechanics), you pay the Advancement Pick cost and then it is acquired, with the exception of the Noble Order where the Rank edge is a requirement to be met before acquiring the Order. For gaining an Elite Order, it is more complicated; three steps must be taken before getting into one of these:

- Step 1:** Acquired a minimum of 6 Advancements in one Basic Order regardless of the number of Basic Orders and cumulative advancements gained in each of them.
- Step 2:** Meet the individual Elite Order's listed requirements.
- Step 3:** Pay the 5 Advancement Picks to acquire the Order.

Remember, when gaining more than two Orders of any kind, don't forget to designate which Orders are active, as in which Orders define a character's Order Skills and selection of abilities to choose from. To return to an Order that has been previously acquired and abandoned, it costs 5 Advancement Picks to regain access to it, thereby losing access to a previously active Order as well.

Now that Toradan has returned to Rivendell for rest and to meet with Elrond, he has completed the goals set forth for him. He has also acquired more than 1,000 XP, allowing him to gain an Advancement and his player to spend 5 Advancement Picks. Here is how the player decides to spend his picks:

1. *Persuade +1*
 2. *Persuade +1**
 3. *Stealth +1*
 4. *Stealth +1**
 5. *Ranged Combat: Bows +1*
- * - these are Order skills and thus up to two ranks may be gained per Advancement

So ends this adventure for Toradan... a new one will begin soon enough.

Alternate Awards

Other than or in addition to awarding experience, Narrators could consider other forms of benefits that aren't designated in the game's rules, especially for exceptional roleplaying and/or consistent success in regards to specific tests or situations.

Here are a few examples:

Character Traits

A Narrator could simply award a character with an edge, additional ranks or specialty for a skill, or test bonus for certain situations.

Weapons/Equipment

For great effectiveness in use or creation of weapons and/or equipment, a Narrator could award special bonuses to characters for when they use their weapons against a specific enemy for combat or drawing or using it for inspirational purposes, or intimidation of an enemy. Otherwise, simply discovering an item of great importance, lineage, or worth are always boons to adventurers as well as possibly the goals of chapters or chronicles.

Roleplaying Aspects

Renown, wealth, roleplaying-based edges and flaws, titles, infamy, and achieving personal character goals all give a sense of accomplishment and worth in the game as well.

This section will be taking a short hiatus for a few issues and will come back later with articles concerning magic and mass combat. If any have comments or concerns about this or previous articles or would like to see further treatment of a subject or any other subject that I haven't covered, please let me know.



IT'S ALL OPTIONAL

SAILING THE HIGH SEAS: NAVAL COMBAT

Naval combat is both dramatic and tense in that it endangers the crew along with their base of operations, mode of transportation, and, essentially, their lifeline. Skirmishes between Gondorian ships and the Corsairs of Umbar, ancient Númenorean battleships conquering and exploring unknown lands and then their arrogant attempt to assault Valinor, and Aragorn's two forays against ships and men under the sway of the Dark Lord are all great examples of the use of naval power in the world of Middle Earth. This section will outline simple narrative rules for running an exciting and cinematic naval battle.

These rules portray combat from the perspective of the crew aboard ship instead of the external view of ships jockeying for position, running gambits, and the like. As with any time-critical situations, naval combat is measured in a series of rounds with characters getting an allowance of 2 actions per round only (this can be modified by abilities); the cumulative penalty as seen in character combat does not apply here. Each round of naval combat lasts 30 seconds. Additionally, the crew may devote actions to perform ship-specific combat actions called Maneuvers. How to perform these actions is discussed later in this section.

NAVAL COMBAT SEQUENCE

1. **ESTABLISH INITIAL RANGE:** Naval combat starts at the range at which one or both combatants detect the other with an Observe (Spot) test, unless the Narrator rules otherwise. Range, through the use of maneuvers, can change during the course of combat.
2. **ROLL INITIATIVE:** Each ship involved in battle makes a Sea-craft (Tactics) skill test; ships act in order of highest to lowest test result.
 - a. **Surprise:** When a Narrator rules that surprise may be a factor, the crew must make an Observe (Spot) test. If it fails, the ship loses initiative.
3. **CHOOSE PRIMARY TARGET:** All maneuvers affect the attacking ship's primary target.
4. **SELECT MANEUVERS AND REVEAL:** When it is each ship's turn, the crew selects two maneuvers, reveals them, and makes the appropriate skill tests. Each ship can perform no more than 2 combat maneuvers per round.
5. **ATTACK MANEUVERS:** Ships perform attacks through the use of maneuvers, using the following process:
 - a. **Make A Siegecraft Skill Test:** Target Number equals the primary target's base Defense and modified by maneuvers and speed. Success of the attack is based off of same Success/Failure table in the CRB.
 - b. **Determine Location of Damage:** Roll a d6. Depending on the positions of the two ships, only certain locations are available as targets; consult Figure 1 and Table 2 - Available Locations for Attack below.
 - c. **Determining Damage:** Compare the Protection of that section of the ship to the damage dealt. If the damage dealt is higher than the Protection then apply the difference to the ship's Structure.
 - d. **Structure:** When a level of structure is removed, roll a d6 to determine which Component is damaged (1-3 = Propulsion, 4-6 = Bridge). When all Structure is removed, the ship is destroyed.
 - e. **Reliability Damage:** Remove one point of damage from the affected Component Reliability (e.g. the ship's Propulsion is a 4 and the Component was damaged so it is now 3) and apply the associated penalty for further tests.
6. **GO BACK TO STEP 2 OR 4:** This is the Narrator's choice in deciding which step to return to.



RANGE

Range plays a critical role in combat as it determines whether or not a ship can successfully attack another or has enough distance to run away. Range is based on the range of the most powerful siege engine that a ship can bring to bear. You should prompt an Observe (Spot) test when the ships come within visible range of one another, which can be much further than the range of either ship's weapons.

It is wise to keep track of the distance between the two ships due to possible differing weapon ranges, i.e. larger ships are more likely to have longer weapon ranges than smaller ships due to that they can carry more powerful weapons. As ships perform the Open and Close maneuvers, note the change to the ships' ranges. Ships moving beyond the Extended range (Extended +1, +2, etc.) aren't likely to be hit by enemy fire, but it is important to make note of this as the ships must still travel through these ranges. For example, the Burgaz and Belgaladh are in combat and the Belgaladh, in relation to its weapons, is at a range of Extended +2. It must make two Close maneuvers to come into Extended range for firing upon the Burgaz.

INITIATIVE

Once a ship has detected another, combat rounds will begin first by establishing the initiative of the opponents. To determine initiative, the ship commanders roll individual a Sea-craft (Tactics) test; those without the Sea-craft skill roll an Intelligence test with a -2 penalty to the result.

Ships of the sea rely on lookouts to locate potential dangers in the water ahead, to give the alarm of new ships, and sound the sight of land nearby. If a crew is unaware of an impending attack, it is possible the attackers may surprise them and win initiative. For a ship's crew to determine whether or not they are surprised, any that wish to attempt it (Narrator's approval) must make an Observe (Spot) test with a TN depending on the given situation; the look-out gains a +2 bonus if atop a mast of a ship. If any succeed in their attempt then initiative and combat proceeds normally, otherwise the other ship will gain one free maneuver and then initiative and combat will then proceed normally.

ACTIONS

Actions performed by characters are considered separately from those of the ship itself. A character may make skill tests for things like helping a wounded shipmate, direct the ship, etc. The ship is also granted actions per round as well, no more than two maneuvers per round, but multiple weapons can be fired and constitute only one maneuver. The skill tests that the characters perform to have the ship execute the maneuvers count against their personal action allowance.

TARGETS

After determining initiative, a primary target is chosen; if there are only two combatants, there is no need for the choice. The primary target doesn't change until the Break Off maneuver is executed successfully or the primary target is destroyed (where the new primary target must be chosen before the next maneuver is executed). All maneuvers affect the primary target unless specifically noted by the maneuver's text. Also, more than one ship can designate the same opponent as a primary target, allowing for more than one ship to gang up on another.

SELECT MANEUVERS

Maneuvers are the actions a ship takes during combat, such as Fire, Close, or Scorpion Gambit. Each ship can execute two maneuvers during a round, where the crew performs skill tests to determine if the maneuvers were executed correctly.

Maneuvers are broken down into three groups: Command, Helm, and Weapons. These groups signify which skill tests are to be performed for the ship to execute the maneuver. Command maneuvers require a Sea-craft (Command) test. Helm maneuvers require a Sea-craft (Helm) test. Weapons maneuvers require the appropriate Siegecraft (appropriate weapon) test by the siege engine's commander.

Each maneuver lists the Target Number for the skill test, some relate to the difficulty of pulling off the maneuver (e.g. Close) while others have the ship's Defense as the TN (e.g. Fire). The Narrator may require that some maneuvers cannot be performed in a given situation or require other maneuvers to be executed beforehand. Descriptions of the maneuvers are listed in their own section at the end of this article.

ATTACKING AND DAMAGE

Siegecraft Test

Table 1 - Called Shots	
<u>Target</u>	<u>TN Increase</u>
Location 1-10 (must be available)	+2 TN
Mast	+6 TN
Siege Engine	+6 TN
Rudder	+8 TN

When an attack maneuver is used, the engine commander makes a Siegecraft (specific engine) or other specified test using the appropriate modifiers, if any. Range modifiers, same as those for characters firing ranged weapons, apply to the ship's siege



weapons as well. Siegecraft commanders can attempt to make pinpoint attacks against another ship; use the table below to modify the Defense of the opposing ship when a siege engine commander makes a Called Shot, see the **Table 1** for test modifiers.

It takes a siege engine crew normally 3 rounds to reload and ready the weapon again*, but can be reduced by 1 round if a siege engine commander scores a Superior Success on a Siegecraft (Unit Leadership) test or by 2 rounds for an Extraordinary Success.

* This is a deviation from the rules set forth for siege engines in the CRB and TTTSB.

Determine Location of Damage

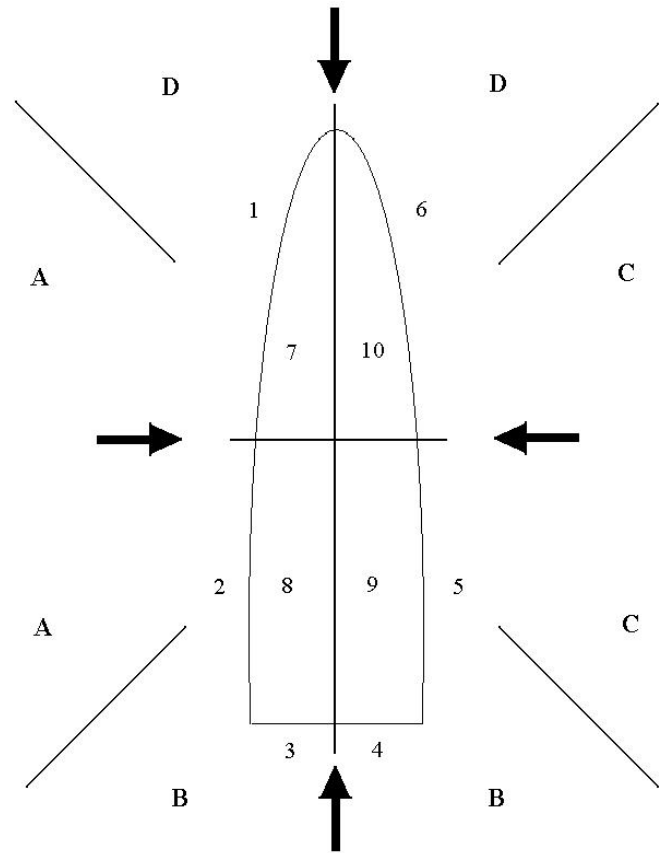
If the Siegecraft test is successful against the opposing ship's Defense, then a location for where the projectile lands is determined (see **Table 2** and **Figure 1**). If Ballistae are fired from a lower deck, only the side locations are viable targets. The rudder of a ship is a viable target only when the attacking ship is in position B.

Position	Locations
A	1, 2, 7-10
B	3, 4, 7-10
C	5, 6, 7-10
D	1, 6, 7-10

Determine Damage

Roll the damage (if any) for the type of projectile used for the successful attack and subtract the current Protection value from the rolled damage and apply it to the Structure of the ship. When a level of Structure is removed, determine Component Reliability Damage. If the location is 7-10, roll 1d6 to determine how many crew are killed.

If a location of 1-6 receive >= 25% Structure damage, a hole forms in the side of the ship and it begins to take on water. When this happens, the ship's movement is reduced by 2 every number of rounds equal to its Size and gives a -2 penalty to Command maneuvers due to the lack of crew available while repairs are being made and so on. If two consecutive locations in locations 1-6 (i.e. 2-3, 6-1, etc.) have holes in them, then the ship begins to sink and will be lost in a number of rounds equal to double its Size. Once a ship loses all its Structure, it is destroyed. If a ship is destroyed in this manner, roll a number of dice equal to the ship's Size to determine many of the crew was killed.



Component Reliability Damage

When a level of Structure is removed, reduce a Component's Reliability by one level; roll a d6 to select the Component damaged (1-3 = Propulsion, 4-6 = Bridge). All Component Reliability reduction penalties are cumulative from the initial score, down (the penalties for scores above actual Reliability are not factored in) and once all points of a Component Reliability are removed, the ship is either dead in the water (no Helm maneuvers can be executed) or chaos reigns on the deck, discipline breaks down (no Command maneuvers can be performed).

MANEUVERS

During ship-to-ship combat, vessels perform their actions through the use of maneuvers. The maneuvers are ranked by tier: the higher the tier the greater the difficulty in pulling off the maneuver.

Title (Type)

Description

Prerequisites: Conditions that must be met before the maneuver can be attempted.

Duration: How long the effects of a maneuver will last.

TN: The difficulty of the test required to execute the maneuver.

Effect: What happens in game terms when a successful test is made to execute the maneuver.

NOTE: All maneuvers are assumed to be already Under Weigh and cannot be used while at Full Stop unless specified. "None" purely means that the ship is already moving per Under Weigh.

Tier One Maneuvers

Close (Helm)

The ship closes the distance between it and an opposing vessel often by catching a good wind or drafting, often to bring its weapons into more effective range.

Prerequisites: Cannot be used after Strafing Attack or Full Stop

Duration: Instant

TN: 10

Effect: Decreases range by equal to Movement in yards increment for a Marginal Success, 2*Movement in yards for a Complete Success, 4*Movement in yards for a Superior Success, and 8*Movement in yards for an Extraordinary Success. You may choose to decrease the amount indicated by the test result.

Full Stop (Helm)

The vessel comes to a full stop, making it essentially an immobile weapons platform. The ship sacrifices its mobility and increases its likelihood of being attacked while improving its chance to make a successful attack.

Prerequisites: None

Duration: Until another Helm maneuver is initiated

TN: None

Effect: Grants a +5 bonus to System Operation (Tactical) tests while at a full stop. Reduces the acting ship's Defense by -5.

Open (Helm)

The vessel opens its distance between it and the opposition, making attacks against it less effective and/or to leave combat.

Prerequisites: None

Duration: Instant

TN: 10

Effect: Increases range by 1 increment for a marginal success, 2 for a complete success, 3 for a superior success, and 4 for an extraordinary success. You may choose to increase the range less indicated by the test result. Ships moving beyond Extended +4 have left combat range and to have considered to have fled.

Under Weigh (Helm)

The ship begins moving in a direction as instructed by the helm.

Prerequisites: Full Stop

Duration: Until Full Stop is executed.

TN: 7

Effect: The ship begins to move. It will take a number of rounds equal to its size to get up to cruising speed. This time is reduced by 1 round for a Superior Success and 2 rounds for an Extraordinary Success.

Fire (Tactical)

The basic attack command; a siege engine commander gives the word to fire his weapon (Catapult or Ballista).

Prerequisites: Cannot be used after Strafing Attack

Duration: Instant

TN: Target's Defense

Effect: The siege engine fires one projectile at its primary target.

Getting a Bead (Tactical)

The siege engine commander aims his weapon at an opposing ship.

Prerequisites: None

Duration: Until broken by another maneuver

TN: Target's Defense

Effect: This test uses an Appraise (Distance) test instead of a Siegecraft test. It grants a +3 bonus to tests for attack maneuvers against the primary target. The maneuver lasts until broken by the primary target's Minimal Aspect or Hard About maneuver.

Tier Two Maneuvers

Spread (Command)

The ship fires several weapons at once in a screen to increase the chance of hitting, but at the sacrifice of accuracy.

Prerequisites: Cannot be used after Strafing Attack

Duration: Instant

TN: Target's Defense +5

Effect: Choose a location of 1-6. All siege engine commanders in those locations will make a Fire maneuver upon the primary target. Grants a +3 bonus to the Siegecraft test for every -1 damage the siege engine commander applies (max -3).

Disengage (Helm)

The ship disengages from battle entirely or to change targets.

Prerequisites: None

Duration: Instant

TN: 10 +2/opponent

Effect: The TN only applies if the ship is leaving combat entirely. Failure could indicate another ship was blocking your path or it is in close pursuit. No test is necessary if changing primary targets. In any case, the ship has its Defense reduced by -5.

Hard About (Helm)

The ship is thrown into a sharp turn to evade an opponent.

Prerequisites: Primary target < 200 yd. to the acting ship's stern

Duration: Instant

TN: 10 + 1 per 2 movement > Cruise Movement

Effect: The ship makes a sharp turn, left or right, to throw off close pursuit. Breaks all opposing Getting a Bead in locations 1 and 6.

Match Speed (Helm)

The ship matches its speed relative to its primary target, allowing for use of more complicated maneuvers and making targets easier to hit.





Prerequisites: None
Duration: Until range changes
TN: Target's Defense +5
Effect: Grants +3 bonus to Siegecraft tests for attacking.

Minimal Aspect (Helm)

The ship performs a series of maneuvers to make it harder to hit.

Prerequisites: None
Duration: Instant
TN: Highest opposing Appraise (Distance) result +2 for each additional successful test or 10
Effect: Allows a ship to break opposing siege engine commander's successful Getting a Bead maneuver. If a primary target hasn't executed Getting a Bead, then add +2 to your Defense instead against that ship. This maneuver effects all opposing ships in combat, which designates the acting, ship as its primary target.

Ramming Speed (Helm)

In a last ditch effort to stop the enemy no matter what the cost, the vessel rams into the opposing vessel. Although this sacrifices both the ship and many of the crew, it usually does the same to the opposing ship.

Prerequisites: Primary target < 200 yd. from the acting ship's bow, Maximum movement; cannot be used at Full Stop
Duration: Until ships either collide or not
TN: Target's Defense - Size
Effect: The ramming ship does damage equal to its current Structure + Protection.

Tier Three Maneuvers

Full Attack (Command)

The vessel lays down a withering hail of fire, attacking with all weapons at multiple targets.

Prerequisites: Getting a Bead, Match Speed, Point Blank or Short weapons' range
Duration: Instant
TN: 15

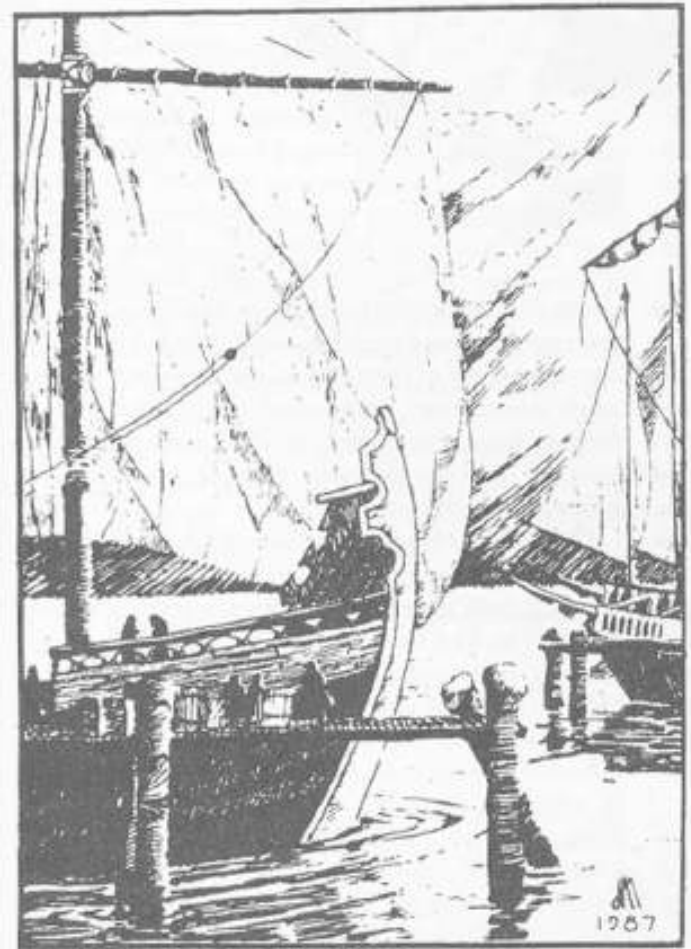
Effect: Grants free Fire maneuvers to all siege engine commanders who are poised to attack and have an available target. The ship's captain declares the order in which the opposing ships will be fired upon, starting with the primary target, and also the siege engines being used. The attack TN equals the target's Defense +5 for each attack; a failed test doesn't halt the chain of attacks. Roll damage for each individual attack.

Hook and Worm (Command)

This maneuver is potentially quite hazardous as the ship is brought to a full stop from speed and turned to give a broadside by dropping its anchor in the shallows, hoping it will catch and hold.

Prerequisites: Opposing vessel < 300 yd. to acting vessel's stern, Match Speed
Duration: Instant
TN: 20

Effect: This maneuver can only be done where the water is shallow enough to drop anchor. Roll a d6; a 1 will cause the anchor's rope or chain to break. If the rope or chain didn't break, the ship is brought to a Full Stop and turned either right or left (depending on the side of the anchor). The primary target has -5 Defense for the rest of the round and all siege engine commanders poised and in range are granted a free Fire maneuver, provided they have an action to spare.



Rapid Stop (Command)

An extremely fast and difficult stop causing an opposing ship to sail past.

Prerequisites: Opposing vessel < 300 yd. to acting vessel's stern, Match Speed
Duration: Special
TN: 15

Effect: Grants a +5 bonus to Defense from the target ship for the rest of the round. Grants +1 Weapons maneuver this round. It still costs the siege engine commander one of his actions to perform the maneuver. Automatically increases distance between the ship and its primary target by 1 range increment and brings the ship to a Full Stop (see above).

Scorpion Gambit (Command)

A ship performing this maneuver conducts maneuvers very close to an opposing vessel hoping that enemy fire will hit it.

Prerequisites: Primary target < 20 yards from acting ship; Acting ship's Size must be primary target's Size - 2 or less; Cannot be used at Full Stop

Duration: Instant

TN: 20

Effect: Increases the acting ship's Defense by +3. If enemy fire targeted at the acting ship would hit it without the bonus, hits the target ship instead. Resolve damage as normal. In addition, the siege engine commanders of in locations 1 and 2 or 5 and 6 (depending on which side the opposing ship is on) can make a free Fire maneuver given that he has an action to spare.

Strafing Attack (Command)

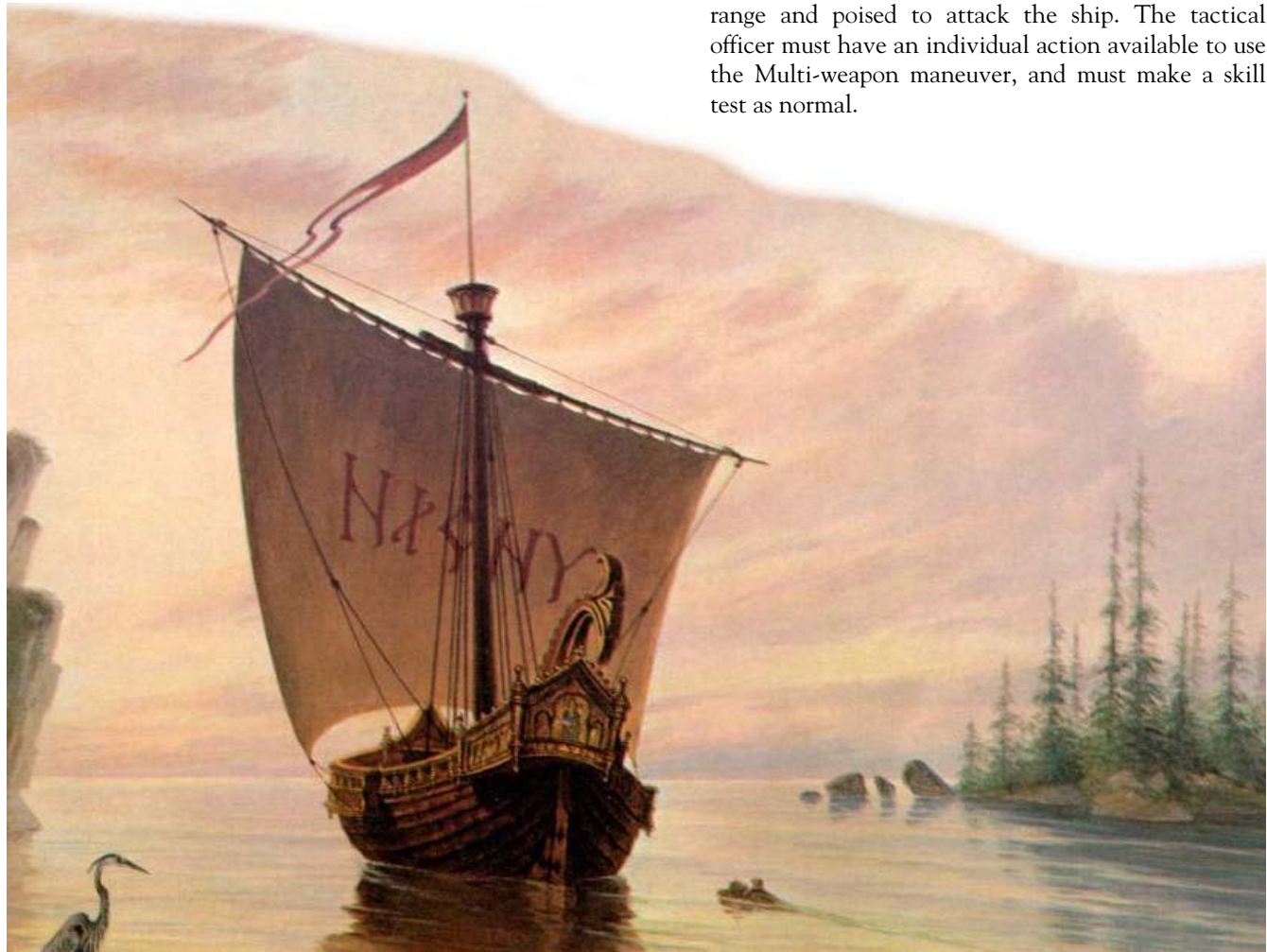
The ship rapidly closes the distance to an opponent and speeds past him, firing weapons while passing the ship.

Prerequisites: Close by two range increments in one maneuver

Duration: Instant

TN: 15

Effect: Allows ship a free Spread maneuver and increases range to opponent by 2 increments. The siege engine commander must have an individual action available to take advantage of the maneuver and take an attack skill test as normal (see above).



Swooping Hawk (Command)

A very sharp, sustained turn that results in the hunter becoming the hunted.

Prerequisites: Primary target < 200 yd. to the acting ship's Stern; Hard About

Duration: Special

TN: 20

Effect: All opponents designating the acting ship as their primary target suffer a -5 bonus to their next Helm or Weapons maneuvers. The acting ship also automatically closes with their primary target by 1 range increment.

Veiled Attack (Command)

The acting vessel is hiding, cloaked in fog or smoke, and reappears to perform a strafing attack on the opposing vessel before it can defend itself.

Prerequisites: Fog or smoke bank; Must Close by two range increments in one maneuver and opposing ship fails Observe (Spot) test of TN 17 - Size to see the acting ship

Duration: Instant

TN: 20

Effect: This maneuver allows the acting vessel to swiftly exit the fog or smoke and strike its target, granting a free Fire maneuver for all siege engines in range and poised to attack the ship. The tactical officer must have an individual action available to use the Multi-weapon maneuver, and must make a skill test as normal.





THE ROAD GOES EVER ON

Fan-made Adventures...

THE TRIUMPH OF THE WITCH-KING

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

Chapter 3 To Find Ephanial

Interludes:

1. *A candle flickers softly in a room; its light dancing on the walls. In a bed Celephain lays while beads of sweat break out across his forehead. He coughs violently and knows that his doom is upon him.*
2. *The two orcs sat huddled together upon the side of the hill. The Rhudaurim winters were very cold and the two humanoids wished for a flame to keep warm. Suddenly overhead, a great beast takes to wing and the two orcs flop to their bellies. "Heh!" one laughs, "At least something will be warmed this night!"*

Setting: The party has spent the last couple of days relaxing and regaining their strength in the fair realm of Rivendell. The stay has seemed timeless, but now that it is time to go, it has been much too short. The Lord Elrond has educated Celephain's son in the use of Ephanial - a flowering plant that was brought from Beleriand millennia ago. It is hoped that the Company will be able to find more of the plant growing on the Ettenmoors and be able to bring it back to those who are in need. The problem is that the Witch-King in the north has taken an interest in the Company but has thus far done nothing but watch.

With November well under way, the Company mounts their horses and begins to ride from the protected realm. Mirimon, an elven Minstrel who knows where and what this plant looks like, has joined them to guide them to the Ettenmoors.

Narrator Notes:

1. The story thus far has shown how perilous the lands have become in the North. The Narrator must make sure to stress the desperation of the Company's task and convey the seeming hopelessness - especially in these cold, hard lands. Travel in the region of the Misty Mountains will be much harder.
2. The narrator may require the following tests for travel: for each day of travel the characters must perform a Stamina Test TN 10 (narrator may change depending on travel circumstances) for each 2-hour travel period (10 hours of travel, 5

tests). If failed, the character is reduced one Weariness levels. If the character fails three tests consecutively, they must stop for the day being too weary to carry on. Total distance traveled will be relative to the successes of the character's weariness tests. A restful night's sleep will restore all Weariness penalties (see bullet 5).

3. Any character may make an Inspire/Perform Test TN 18 daily to increase morale so the Company may make an easier transit. Understand that the Inspire Test is set at Challenging (TN 15+) due to the fact that the Company is also trying to move stealthy - i.e. you will not be able to sing out encouraging words. A Marginal or Complete Success garners a +1 Bonus to all Tests; you may add +1 to this for each level of Success over Complete.
4. Because of the treacherously rocky and ice covered grounds, the characters must also perform a daily Ride Test TN 12. The daily test is to make sure that your horse is not wearied out before the days travel is through. A failed roll results in the following: a Failure gives the horse and rider a -1 to their Ride Tests the next day, Complete Failure garners a -3, and a Disastrous Failure means the horse has tripped and 'thrown a leg' and is unable to walk.
5. The narrator may require one character to make a successful Survival (Mountains/Highlands) TN 12 to find shelter for the Company to camp. Shelter means simply a place that will provide for a fire and allow a restful 8 hours of sleep. If failed, the Company will suffer a -3 modifier to their Weariness tests for the next day's travel Stamina Tests. This modifier is cumulative but it will be removed after 1 restful night of sleep.
6. I have set the adventure up to allow for 5 encounters during each leg, ***the Narrator may change this to suit his game's needs.***
7. All grayed text may be read to players. The Narrator may wish to change the text as needed to accommodate his or her character's races and names.

Scene 1 A Friend in Need

Point A on the Map

Upon leaving Rivendell, the Company travels the paths back to the Ford of Bruinen and then you take up an old road north into Rhudaur. Though Mirimon is familiar with the location of the Ephanial fields, the Company's knowledge of Rhudaur is lean

and so the old roads through the country are the only path you know to follow.



There is a small village called Garbin that will be the first stop along the trek; it has been on good terms with the elves of Rivendell for many years. Of course, the last contact the elves had had with the men of Garbin has been 20 years ago, so it is with hope that the Company travels northward - hoping to find a friendly stop on the road; praying that it is not a barrier.

On the third day of travel, the Company spies an old tower upon a hilltop. Another of Rhudaur's old Dúnedain defenses that shows the once mighty works of the men of Westernesse. The Company gives the tower great berth; going off the road to its east and stealthily picking your way through the highlands. The tower looks as if it is quite abandoned, but your group wishes to take no chances.

Just north of the old tower sits the town of Garbin. Mirimon conveys to the Company that a Dúnadan lord, named Pelendur, used to rule over the town and though he has fallen into corrupt ways by backing Angmar - he does this only to maintain his position and landholdings in this sullied land. Yet, he has still kept good, if not secret, relations with the land of Rivendell - relations that Lord Elrond maintains at a distance. The elves are far too familiar with the treachery of men. Still, Mirimon explains that if the Dúnadan Lord still holds rule here, you may find meager hospitality and a place to get information as well as any supplies that need be replenished. If he does not, the Company will need to pass quickly through.

With the sun sitting in the afternoon sky, the Company passes through the southern gate of the town of Garbin. Not wishing to draw attention to yourselves, you all draw your cloaks about you and bring your hoods up. It is plain to see from the folk walking about and the structures built that there is very little Dúnedain influence left in this town. Shaggy brown and red-haired Hill-men and Dunmen walk about tending to their daily business. Chickens and dogs run about free and the sound of sheep bleating fills the air. The Company heads for the central building, hoping that it will be a tavern and that there you may find if Pelendur still governs here; also to gain any information.



This scene is 3 days of travel pending the stamina of the travelers. The Narrator may wish to keep track of rations as the journey proceeds. The scene may last longer if the Company remains in Garbin for longer than overnight.

The town of Garbin is a very dangerous place for the Company, whether Pelendur is an ally or not, there are many spies of Angmar about. Mirimon hopes that Pelendur will be of aid and give shelter, food and any information that he can of the lands to the north – but the minstrel is also preparing for the worst. The Narrator has free will to customize this scene, as he or she would like. A few options are given on how he or she might want to present the Town of Garbin:

1. Pelendur is in command still and rules the town with an iron fist. He is an ally to the Company and may offer them information as well as aid.
2. Pelendur is in command still and rules the town with an iron fist. He is totally committed to Angmar and will be of no aid to the Company, though they may not know this.
3. Pelendur holds no power here – he is a puppet figurehead at most and only retains any status for what he betrays to the Witch-king. Though brow beaten, he will attempt to help the Company in any way.
4. Pelendur holds no power here – he is a puppet figurehead at most and only retains any status for what he betrays to the Witch-king. He will be of no aid to the Company – too scared to do anything and may even report the Company's arrival, departure and direction of travel.
5. Pelendur is dead and gone; the Company will need to evade any trouble that erupts in the town.

No map is given for the town of Garbin but the Narrator may feel free to pencil out a visual if they are going to evolve this scene into greater detail. The only suggestion is that the town is small and with very primitive structures that are surrounded by old dilapidated Dúnedain structures. For Pelendur, the Narrator may use the stats of the Dúnadan Lesser Noble listed in this month's issue of *The Hall of Fire – Common Folk*. The Narrator may use the Dunlendings stats on page 289-290 of the CRB for any Hill-men or Rhudaurim.

There is little of worth in Garbin and the Company will achieve little by causing any ruckus within the town. The only thing that might be of interest to the travelers is any food or furs that they can get a hold of; otherwise, the town needs to be quickly passed through.

All characters (except for the elves) must make a TN 10 Stamina test to resist contracting the plague.



Note: this is not a Weariness Test so the Tireless Edge does not apply. Dwarves are less likely to get sick, see their Racial Abilities.

If the Company decides to evade the town or bypass it completely, the Narrator may read the following:

Mirimon does his best to scout out a trail from the city of Garbin. Taking the Company off road, especially in this region, makes travel extremely hard for both horse and rider. What used to take only a half a day's travel now requires the whole day and many in the Company begin to fret due to the loss of time.

The Narrator can award the respective EP's for the following: up to 20 EP to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel.

Scene 2 The Broken Trail

This scene is 3 days of travel (6 days since leaving Rivendell) pending the stamina of the travelers. The Narrator may wish to keep track of rations as the journey proceeds.

After one day of difficult travel, it feels as if the Company has made little headway. The broken land and the mountain foothills have made for many weaving paths and even incidents of having to backtrack to find another way. The fact that stealth is necessary has not helped either. Still, the faces of the mountains on your right have changed so the miles are passing. Through it all, Mirimon has been an able guide, only seldom stopping to think of the path choice. The Company has also picked up a follower on the trail; spotted in the early hours of the morning - a large gray wolf and most assuredly an accompanying pack. It does not appear to be wargs - but the pack has clung to your heels since. The howls have echoed off the hills many times though the wolves themselves have been scarcely seen. The one good thing about the trip thus far has been a wonderful flow of cold, fresh mountain streams. If anything, the Company will not die of thirst but you still must be careful about your rations. As evening sets in, the Company looks for a place to camp.

A member of the Company soon sees the small cave - not really a cave but an overhang of rock and root that is big enough to shelter all the Company from the wind. Everyone feels that the depression in the hill will shelter any light and a cooking fire is

possible. As the evening proceeds, the howl of a wolf can be heard coming from the east, towards the mountains. The Company all sit quietly and listen for any return calls but none come. The conversation returns to its topic of your course. Mirimon speaks of an old ramshackle town two more days north of your position that had been named Keláthad. It had been abandoned early in the war with Angmar and there may be little evidence left of its existence - only a dot and a name on a map. The Company must make for this place and turn west along the old road that travels through the abandoned area. Just west, along this road, is said to be a fordable length of the Mitheithel River. You each hope that nothing has changed in the last 20 years since Mirimon had made his last trip to this region. A sudden cold wind blows and chills the Company - it is going to be another rough night.



Those that can, may make a Weather-Sense roll TN 12; elves may make an Observe (Spot) roll TN 15.

The Company awakes the next morning to a new fallen snow. The clouds that had roiled above on this side of the mountains had dumped everything within them. The day is sunny but very cold and the heavy snowfall will make traveling more perilous on account that it will cover the trail. The cold will also sap the strength from your bodies so you must move on with care. Yes... move on you must.

As you break the camp, a member of the Company looks about as he saddles his horses and there in the snow are the prints of a large footed wolf or warg. Everyone turns to look at the last watch but he declares he saw no wolves, to which another member laughingly replies, "You'll be in the wolf's belly before our good friend here knows your missing!" The rest of the Company laugh at the expense of the other as he grumbles towards his horse, the day's travel must begin. The Company mounts and begins to ride north through the white-blanketed forest.

Scene 2 is all about the harsh travel through Rhudaur. The Narrator may stress the need for survival tests of all sorts to

combat against the weather, cold exposure, and hunger. During the next two days of travel, the Narrator must convey to the players a feeling of unease in the country about them; even animals seem scarce and there is a heavy silence. If any characters have the ability or the spell *Sense Power*, they may detect the presence of something of great terror to the east, towards the mountains. The Narrator may also have random encounters, during these two days, with any of the following:



1. Two Hill-trolls looking for a meal will attack the Company in the dead of night. The stats for these creatures may be found on page 44 of the *Fell Beasts and Wondrous Magic* supplement.
2. A group of rogue Mountain Orcs (5-7 Orcs, Narrator's choice) comes down out of the mountain to raid for food and anything else that they can get their hands on. Mountain Orc's stats may be found on page 39 of the *Fell Beasts and Wondrous Magic* supplement.
3. A pack of wolves (6-9 wolves, Narrator's choice) finally get bold enough to attack in the dark of night; perhaps even throw in a Warg leader. Wolves and Warg's stats may be found on pages 65 and 51 (respectively) of the *Fell Beasts and Wondrous Magic* supplement.

On the last day of travel, a few miles before entering Keláthad, the Company will encounter a group of 10 Hill-folk walking south along the trail/road that the Company follows north. This group of 10 people is predominantly made up of women, elders and children with one young man about 15 years of age. He will stand between his 'family' and the Company and plead for the road to be open – free to all travelers. The Company will need to make Language (Westron) Test TN 15 to decipher the broken language of these people for each time they are spoken to or try to communicate back. The Hill-folk will use hand gestures and facial expressions as well as noises to make their point.

If the Company can win the trust of the Hill-folk (Persuade or Bearing Tests TN 15), they will open up and tell of the great dragon, named Scatha that has come down out of the north and settled in the Misty Mountains, east of Rhudaur. The beast is the reason why these folk have uprooted themselves and flee south, but they have no idea why the dragon has come. With its

present location, the fell-beast encroaches upon Rivendell itself – this is where Mirimon decides to leave the Company. He must race home to warn Elrond.

The Narrator may read the following text at the onset of meeting the Hill-folk and then part 2 of it when Mirimon has been told of the dragon. It is imperative that the Minstrel leave the group no matter how much pleading or persuading. Unfortunately for the elf, the forces of Angmar will capture him on his way south (unbeknownst to the Company, of course) and the Witch-king will learn the Company's true quest and where they head. **This is essential for the last two scenes.**

Part 1 (approaching the Hill-folk): The Company rides as the sun arcs across the sky. At least the weather has changed its ways and no longer tries to hinder you. Suddenly the Company is brought to a halt. The outrider has stopped himself and has his hand risen in the signal for warning. The Company's eyes follow his gesture to the group (roughly ten people) of hill-folk staring back at you. It is obvious from their looks; they did not expect to see you on the road. As the Company looks at the Hill-folk, it is evident to each of them that none of these people are a real threat. Though there are ten of them, they are made up of women, elders, and a few youths. It looks as if these people are refugees running away from some unknown danger.

The outrider begins to approach cautiously; as he does, the hill-folk begin to chatter in their native tongue and they begin to step back and away as if afraid. The Dúnedain within the Company, of a sudden, feel a pang of guilt for assuming the fellow Men were enemies. Is this what the Shadow has made them all become – suspicious of their fellows? Still cautious, the Company approaches a little bit more - the group might not look like much but they have been fooled before.

Part 2 (after learning about Scatha): The minstrel speaks, shaking his head, "Though this be a journey that is worthy of many songs and poems, it is not mine. Regrettably, I must turn from this path and leave you to your way and take the road south. The Lord of my land must be told of this new threat, if he does not already know, and if so, he will need every able body to defend our lands. Follow the road north. Once you come to the crossroad, you will head west to the river. Cross it and then due north to the Ettenmoors. Atop the mounds that rise from the moors, Ephial grows in its glorious yellow. The sad land is made much brighter by the foliage of Beleriand long ago!"

He looks at you all and sees that you know the course spoken, "You must take note of all of





your actions so that whence you return to Rivendell, I may place them into prose. It has been an honour to travel with you thus far, but unfortunately this is where our roads must part. Farewell my friends, and may the light of Eärandil shine upon your path!"

With that, the minstrel spurs his horse, "Come Kalathil, we have an urgent road before us!" The horse jumps into a pace and the two pass the Hill-folk and then are soon out of sight. With your guide gone, the Company must now rely on their own skills to find their goal.

Note to Narrator: Of Scatha and the Canon

of Tolkien- the tale told by Tolkien does not speak of Scatha the Worm ever coming south out of the Grey Mountains to assist the Witch-king in fighting the Elves of Rivendell. We know that Scatha meets his doom in the distant future (about 800 years from the date of this story) at the hands of Fram. This is the wonderful thing about being a narrator because you can fill in all of the gaps that Tolkien left in his tale. The dragon's life for the most part is a tale untold, which allows him to be present in our story with the understanding that the dragon will not consume Rivendell, nor will it be slain by any hero in our story. But it doesn't mean that he cannot attempt to attack Rivendell, or that a hero can't deal him a grave wound causing him to retreat back north. Either way, the whole point of Scatha being in this tale is for a purpose to be seen in Scene 5. Though the dragon is present, do not have the Company head off east, towards the mountains, to slay him – especially with the sword Andúring given to one of the characters.

If you are a Narrator that is not hung up on the canon of Tolkien, or at least have no problems with changing the future story, feel free to exert the presence of the dragon a little more – but again, do not kill the Company off before they are able to attain a few more advancements.

The Narrator can award the respective **EP's** for the following: up to **20 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel, and any **EP** for the respective kills made by the Company.

Scene 3 Cadoc's Fury

Point B on the Map

This scene picks up right after the Company has seen the Hill-folk and the departure of Mirimon. It is a minimum of 1 day (7 days since leaving Rivendell) pending how long Cadoc holds up the Company. The Narrator may wish to keep track of rations as the journey proceeds.

The afternoon passes, and you and your companions ride quietly in your saddles - looking to the looming Ettenmoors. As you ride, each is now aware of the stillness of the forest around – as if you were the only living beings around. This dragon must be mighty indeed and you realize that you must pass through this region as quietly as you can. As the sun fades in the west, the crossroad is spotted – the land pitches down at a relatively steep angle and the road that the Company has been riding parallel to follows down into the vale. From there it rises on the west side and passes by an old ruined mill and what is evidently the remains of an old fort. The road continues west into some thick pine woods but to follow it, the Company must go down into the vale.

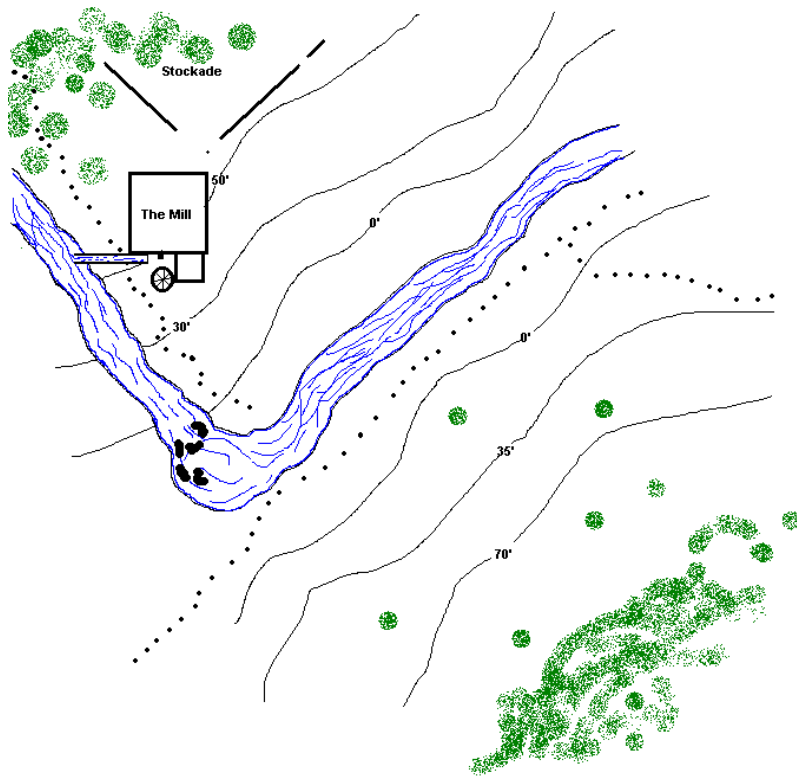
Each of the members of the Company (non-Elf) begin to feel an icy chill grab hold of your hearts. Even the horses become agitated, their ears lying back against their heads. Something is not right here. The old trees creek in the soft winds that come down off the mountain and then roil through the old mill ruins making a slight moaning sound. It feels as if the woods themselves are watching the Company ride into this dead town – yet there is not a beast nor bird to be seen in any direction. The shadows of the setting sun make the ruined town more ominous yet.

The Company pushes their horses down the graded slope towards the old road (a literal trail now) that leads into the vale. On either side of the road, the vale grades upwards and is both rocky and sparsely covered with fir trees. A torrent creek, heavy from snow melts, cascades down the west side and cuts the trail in half. It looks relatively easy to ford. Next to the creek are the remains of an old mill and what looks to be an attached fort. There is overgrown evidence of old structures - probably houses or businesses of old - steps that go up to nothing and broken wood fences closing in long forgotten farms. Whatever these people had tried to farm is a mystery with the land being as harsh as it appears to be - perhaps it was a corral for livestock instead, none know now.

Along the creek, and running up past the mill, the old road makes its way west towards your destination - the Mitheithel River, and from there, north. The trail that continues east appears as if it fails before it reaches the top of the vale. It seems no one wished to go further east from here. The trail does continue north, winding deeper into the vale and disappearing from site. Many dangerous precipice and rockslide piles are evident as you look north.

1. Each member of the Company must make a **Bearing Test (TN 10)** to spur their steeds further into the vale. The Horse may attempt an **Opposed Willpower test** for any characters success. A failure results in the horse stopping and not wishing to carry onward. An **Extraordinary Failure** will result in the horse bolting back south.
2. Each non-Elf member of the Company must make a **Willpower test (TN 5)** to willingly go further into the vale.

It is at this point, with the sun setting in the west, that the Minions of Cadoc will begin to use their powers of illusion to throw the Company off and cause them to become uneasy. The



magic and special abilities, as much as possible, before he goes into a direct combat with any characters. Also, the ghost will be a little patient, he may let them pass by and then attack them while they sleep in their encampment.

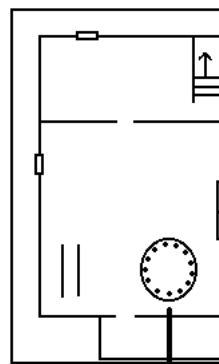
Of all choices, Cadoc loves to charm a victim and turn him on his friends by using illusions and making the beguiled victim very susceptible to them. He will paint the rest of the characters as orcs to the beguiled victim and paint the victim himself as a walking dead or some other abomination to the characters defending themselves.

Cadoc lives within the old root cellar of the Mill and rarely ventures out of it due to his vulnerability to the sun. The Mill itself is empty but for old useless tools and broken down equipment. There are three entrances into the Mill and the stairs in the north room lead down to the root cellar below.

Within the cellar is where Cadoc has stored many trophies of his victims. The old ghoul has no need of the trinkets and baubles except to look at, although he will wear some of the jewelry. The Narrator may create any treasures that he or she sees fit to bestow if Cadoc is defeated but keep it moderate – do not dispense great items of magic or piles of coins. After all, the mill is still only in Northern Rhudaur, the poorest of all of the Dúnedain Kingdoms of the North.

Cadoc and his Minions statistics may be found in the March 2004 issue of *The Hall of Fire (Issue Four)* in the Allies and Adversaries and the Featured Creature sections. Cadoc is by himself but there may be 5-11 Minions based on the Narrator's wishes and the Company's capabilities.

The Narrator can award the respective **EP's** for the following: up to **20 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the travel, and any **EP** for the respective kills made by the Company.



Narrator may create some disturbing illusions of sounds, smells, or visions, as they would like. The characters may attempt a Wits Test TN 10 – if successful, the individual will remember the following tale told by Mirimon and recount it to the others. The Narrator may read the following:

"Keláthad had been one of the most north-eastern settlement of the Rhudaur kingdom. It had been an outpost mainly of Dúnedain soldiers - a large fort had sat on the valley slope next to an old water mill. The people of the hills settled close around the fort to garner the protection that it gave. They farmed a little and they tended their herds - paying a tribute to the Dúnedain who kept the lands free of danger for many miles."

"But, those times did not last and the tale is sad - the Hill-folk of the region slowly became dissatisfied with their "intruding" protectors and began to rally against the Dúnedain. The new kingdom of Angmar enticed these folks to openly take up arms against the men of the west. So it was that Cadoc, a Hill-man shaman, led a revolt against the fort of Keláthad. Even with the magic that he weaved, the Hill-man and his followers were no match for the Dúnedain and the revolt was quickly put down - Cadoc and all of his men were slain."

"The town of Keláthad and Rhudaur itself fell not long after - but it is spoken amongst the people that still linger around this region, that the spirit of Cadoc still fights for his land."

It is going to be Cadoc's desire to destroy his most hated of all foes – the Dúnedain. He will use all of his powers to try and lure the Company into his mill to kill them. He or his minions may use illusions and have a victim step off a cliff that they do not see; they may beguile a victim and turn him against the others; or Cadoc may attack the Company directly. The old ghost will use his



Scene 4 The River Runs Cold and Deep

Point C on the Map

This scene is 2 days of travel (9 days since leaving Rivendell) pending the stamina of the travelers. The Narrator may wish to keep track of rations as the journey proceeds.

After escaping the coils of Cadoc, the first day of travel sees the land about the Company begin to slightly descend and flatten - though there are rolling hills around them, the land is no longer steep and rocky. The smell of the pine forest is thick and not a few times does the Company see large caribou and deer native to the region.

On the 9th day since leaving Rivendell and with the late-afternoon sun heading down from its zenith, the Company breaches the pine forest and sees the Mitheithel River stretched before them. Like a long blue-brown ribbon across the landscape, the Mitheithel (known as the Hoarwell to Men) makes its quiet trip south. Not very broad, the only concern the Company has is how deep is the water? Ice has formed on the slow moving river's edges, but towards its center is moving water at unknown depths. To enter the water could mean freezing to death but there is no bridge close for many, many miles.

The one thing that the Company can easily see is the remains of an old tower. Only its ring shows that it stood here once long ago and old timbers can now be seen laying about. The timbers are thick and were apparently the supporting rafters of the stone structure. The stone of the building looks as if it had been hauled off for none of it remains. The company can also now see the pilings that stand up out of the water - probably from an old dock now collapsed. Perhaps a boat still sits by the waters edge?

The Company must figure a way to cross the river or they must swim both their horses and themselves across. The river is not moving fast but the current is strong enough to draw away a person who has become impaired by the bitter cold. That is the big problem, the water is bitter cold and even the most resilient Man, Dwarf or Elf will be quickly overcome by it. The Narrator must get this point across that to enter the water will be suicide, quite possibly for the horses as well.

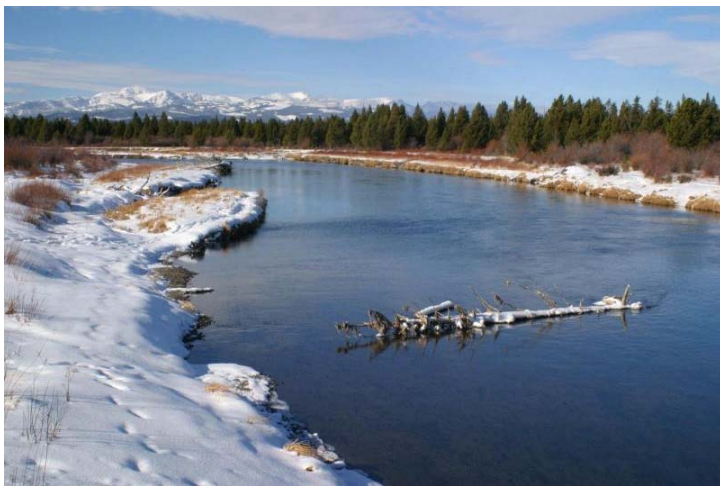
There is an old skiff that has submerged and is now partially frozen in the shallows of the river by the pilings. It will take an Observe (Spot) TN 12 for it to be seen. Once seen, the characters must find a way to draw it up on shore and see if it will float once emptied.

If given proper amount of time to 'dry' out (the Narrator may determine this time frame based on

their wishes), the skiff will stay afloat for a limited time but will only support one character's crossing at a time. The skiff will take a total of 36 leaking points before it founders. Each crossing character will roll 2d6, which will be cumulative with the last roll. If it reaches 36 or higher, the boat goes under with whoever is aboard. That individual will then need to make a Swim Test TN 15 and a Stamina Test TN 15 - if either are failed, the character succumbs to the cold and is drawn down river. The other characters may try to save them if they wish, but how and what dice rolls are necessary is completely up to the Narrator.

The Narrator must control this scene and make sure that the characters are using their brains to try to cross the Mitheithel. Not only do they need to get themselves across, they need to move the horses across too. The animals may make the Swim TN 12 without too much harm but will be swept away on a Disastrous Failure (any other failure result may have a detrimental effect on the horse determined by the Narrator, but the horse makes it across).

The Narrator can award the respective **EP's** for the following: up to **20 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the crossing.



Scene 5 Walking Under His Eyes

Travel to Point D on the map

This scene is 3 days of travel (12 days since leaving Rivendell) pending the stamina of the travelers. The Narrator may wish to keep track of rations as the journey proceeds.

Leaving the river far behind, the Company continues their road north. Making the travel light on the first day (for the frozen horses sake), the Company goes as far as you can until the need arises for adequate shelter. Once found, the crackle of the fire lulls each of the Company to sleep. One member manages to stay awake as his friends all slumber - and though he wishes to join, it is his watch and the enemy could be close. The fire is a dangerous beacon, but necessary nonetheless.

Fortunately for all those that watch through the night - it passes with no disturbances. Another log is thrown on the fire just before sun up so that the Company will have a means to cook some food. Soon, the long beams of orange reach trough the mountains to the east as the sun declares itself.

As the Company talk, it is revealed that two members suffered terrible nightmares as they rested. Each recounts his dream to the others:

The first dreamer is the character that is the son of Celephain of Tharbad. He will recount his dream:

In my dream I walked the fields of my father's land and came unto my home, so far away. I went within to find neither candle nor hearth lit and the frigid air filling throughout. I came to the stairs that led up to my mother and father's room and began to climb - as I did, I again heard a voice sing:

**The path of an errand run so urgent,
The life of thy kin at stake,
To choose the destiny of another,
The choice that must be made,
For noble blood that has been poisoned,
Ephanial may save,
To carry on the line of kings,
Far into future days.**

And then as I crested the stairs, the singing stopped and I saw my father dying in his bed! But between him and me, within a light that blinded my eyes, stood a raven-haired woman holding a child! "The bloodline must continue," she said, and then I woke to the sound of a log being put on the fire.

It does not matter who the other character is that had the second dream, but it would best if it was an elf (if there is one in the Company). He will recount his dream:

I dreamt of golden domed mounds and fragrances most fair. The sky was blue above me and the ground was covered in patches of yellow flowers! Then I heard a fair but forlorn voice singing and I turned to see a sad minstrel amongst the flowering mounds. He beckoned to me and as I moved towards him a great Shadow came from the mountains to the east and it blotted out the blue sky turning all to dark and gloom. I heard the minstrel wail and I watched as the blooms all withered before me! Instead of the pleasant fragrance about me was the smell of decay and death! I ran to where the minstrel lay crying and as I approached I could see he was down on his hands and knees, huddling as if to protect. He looked up at me with tears in his eyes and he said, "Forgive me..." and he himself then withered away, but on the mound where he huddled was a golden patch - and I knew it was Ephanial

1. The Company will all need to make a Willpower Test TN 12 or begin to feel the despair from their struggles. With the portents now made, they may question whether or not there is any hope. A failure will have the same result as losing a Weariness level – one Weariness level for the Degree of Failure. A success simply means that the

burden of the journey is not weighing the character down, although it doesn't mean that they will be gleeful and excited either.

The Company travels for half of the second day since crossing the river. As the afternoon moves on, they turn due north and begin to head towards the Ettenmoors. Far off in the distance can be seen the dark outline of a forest

- this forest skirts along the south end of the moors. Remembering Mirimon's words - the Company knows that that is the last landmark they must pass before coming amongst the rolling country. The Company sees naught but a few birds of prey that float on the winds looking for food. The skies are a rich blue color over the white snow on the ground. Each member has taken to putting a smear of ash under each eye to reduce the glare.

As they travel, a winding stream can be seen in the distance - a small stone bridge crossing over it. Beyond both stands the remains of another Dúnedain tower of old. It looks broken and falling but the better part of it still stands. Beyond it, the forest stands with a definitive road cutting into it. The Company looks at it from a distance deciding on what to do...

The tower before the Company is empty and would offer proper shelter for them to camp through the night. The Narrator may require the Company to investigate the area, but it is important that the Company camp here, even if the day is not yet through. If the players are not cooperating with the need to camp here, have one of the characters have a foreboding feeling that they, and the horses must take shelter here for at least until morning.

As the hours of night slowly pass, the Company sleeps by the fireside while the watch softly puffs on his pipe. It is heard first; the sound of rushing wind. Then the sound becomes a feeling as the wind begins to rush and whistle through the tower causing the fire to sputter and pop. And then the roar! The Company has heard legend amongst their folk of the creature that must be over their heads, but none have ever seen one first hand. Under the cover of the old tower, the Company all start awake and the horses whinny and rear, as the huge beast flaps its wings above.

"DRAGON!" cries one of the Company and all huddle as if trying to make themselves as small and unnoticeable as possible. Not knowing what is going on outside of the tower walls, the Company can only feel the air shift and blow as the dragon soars about – and then... it settles. The wind ceases to whip about and the sound of huge leathery wings can be heard as the beast flies away, back east. In the darkness, the Company all begin to breathe and each is glad that the other cannot see their face or eyes.





The Company continues on with the next day, traveling north into the pine forest.

1. The Company will all need to make a Willpower Test TN 12 or begin to feel the despair from their struggles. With the portents now made, they may question whether or not there is any hope. A failure will have the same result as losing a Weariness level – one Weariness level for the Degree of Failure. A success simply means that the burden of the journey is not weighing the character down, although it doesn't mean that they will be gleeful and excited either.

Just north of the old tower is another pine forest. The road/trail is evident in its course, entering the wood and disappearing into the fir trees. The Company press on with great urgency knowing that the dragon could return at any time and easily spot you on your path – trees or no. As you ride, the noontime sun arcs across the sky and falls towards the west. As it gets to four in the afternoon, the Company breaks from the forest, and at long last, looks upon the Ettenmoors. The rolling hills and boggy frozen land between is not comforting to behold – only the fact that you are here makes the scene a pleasant one.

You continue north into the moors looking for some sign of the golden domed mounds that Mirimon had spoken of. The Company sticks to the high grounds as much as possible to avoid any harm coming to your horses – the frozen bogs are full of ruts and holes. Over and around, up and down, the Company wanders through the moors and sees nothing, nothing but brown and white frozen hills. As the sun begins to set in the western sky, you all think that your trek has been for naught. But then, the Company rounds a hill and before them they see the carnage that only could be achieved by something of great size... the hillocks show evidence of golden blooms but they have been smashed and soiled as if something had dragged its wicked and vile body across them. The golden mounds of Ephanial have been sickened and withered by the great wyrm!

As the wind blows cold into your faces and the daylight sun sets upon them, you hear a faint sound... the sound of someone crying. You look to the north and west and see far off, huddled over, the limp form of a blonde haired elf. The Company all spent and now feeling most defeated, you spur your horses towards the elf. The sound of your approach causes him to look up and the Company can see the tortured and bloodied face of Mirimon. The elf has tears streaming down his face and he shakes his head no as you approach...

It can now be seen that his hands are bound behind his back as he sits hunched over on his knees.

No matter what attention is given to Mirimon by the Company in regards to healing, it will be to no avail – the elf is doomed. The players may make as many attempts at different Skill Tests as they wish to role-play out the scene. As they try to aid him, the elf will yell out:

"I failed you!" he cries, "I failed us all!"

"You must go! They know you are coming... they knew you would come to me! The Dragon... he has left me as bait in a trap!" he stutters. Then Mirimon looks up at Celephain's son and says, "Thank you for your efforts kind Man of the West - I have failed in all that I set out to aid you with, except for this..." and Mirimon pulls himself up on his haunches and behold, under his bent over form he had protected a patch of the golden bloom. Mirimon rolls onto his back and stares at the sky and then speaks his last, "Go now... they come..."

Like the sun, the small patch of Ephanial shines in the dead landscape and it seems that Mirimon's face glows with a light that is not of Middle-earth.

As the Company collects the golden flower, the Angmarim will spring their trap – 120 horsemen accompanied by a few wargs and wolves crest a hill not 200 hundred meters away; the chase is now on.

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

Scene 6 Flight!

Travel to **Point E** on the map

This scene is 3 days of travel (15 days since leaving Rivendell) pending the stamina of the travelers. The Narrator may wish to keep track of rations as the journey proceeds.

The Company rides vigorously away from the men that pursue you. Courageously you push on into the woods south of the moors and ride long into the night. Because of your fewer numbers, you easily outdistance yourselves from both the Angmarim and the wolves but you know that there is no way you have lost them. The wolves can be heard howling in the distance and the Company all know that it will be difficult to escape their tracking ability. Still, you must press on!

The flight of the Company will take them west towards Point E on the map. The Narrator will require opposed Stealth and Track tests as well as opposed Ride Tests. The Narrator will also need to have the characters make the appropriate Stamina Tests TN 10 to stave off Weariness – all in all, a very dangerous predicament.

No matter how well the players do at avoiding the Angmarim, they will not be able to lose them completely. The Narrator will want to maintain the chase and the despair for at least two nights and days worth of running – get the characters Weary and thinking that they just spent the last few gaming sessions going after a flower only to be killed by a mob. If that is what the players are talking like, the Narrator has done very well at conducting the Chronicle thus far!

But of course, they did not come all of this way for nothing – by the beginning of the second day, have the Company get cornered in a gorge or some other natural barrier that must make them turn and fight their way out. The Angmarim horde will charge in on them and the battle ensues.



It is recommended that the Fast Combat Pacing be used with the enemy and allow no more than 5 attackers on any one character at a time. It is crucial that one character survives above all others, but the Narrator may change this if he or she wishes. After the 4th round of combat, read the following:

Horns sound... horns in the distance!

Far off, the sounds of horns can be heard but they are not those of the Angmarim – Celephain’s son can plainly see that on their faces. Is there a new hope for you and your friends? You wonder as you raise your father's sword again and again, hacking at your enemies as they attack. Around you lay a few dead and your arms begin to ache with all the weariness...

Then of a sudden, it is soldiers of Arthedain! They smash into the flanks of the Angmarim. Better yet, you see the family crest of Camentir - the Dúnadan Knight that had aided you the few weeks before against the Hillmen of Angmar. You can see the proud knight ride at the front of the rank of at least two hundred strong - beside him rides an old man dressed in grey.

"Mithrandir!" you yell, as you turn back towards the enemy before you...

The Narrator need not have the entire combat rolled out, unless the players are interested in doing a mass combat. If so, immediately consult the CRB for the proper game mechanics, and carry out the struggle.

If the characters survive the battle, you may read the Epilogue to them, if they have perished then perhaps the future of Middle-earth will follow a different path.

The Narrator can award the respective **EP's** for the following: up to **20 EP** to any players that enhance the scene with their role-playing, make good use of their skills, or think of some good ideas for the chase. The characters may also be awarded **5 EP** for each 3 Angmarim slain prior to the arrival of the Arthedain soldiers.

Epilogue

Point E on the Map

After the battle and after getting a good bit of rest, you wake to see... "Gandalf?"

The old man nods and blows out a perfect ring of smoke. "You are lucky my friend. You all are lucky that we came upon you when we did. Do you remember the ravine and the battle?"

With your nods, he continues, "It was a pitched battle... one that you fought admirably well – you and all of your companions." Gandalf says pointing his pipe at you.

"I fear that travel out of these harsh lands may have become even more dangerous. Soon, the Witch-king will know of his defeat and will send more troops or even the dragon. We cannot tarry long." Gandalf looks about at those around him as if to get an answer.

Then the weathered warrior known as Camentir begins to speak... "It is far worse than that old friend. I have not yet revealed my tale in all of this." He looks to the Company.

"If you remember, we forced the Hillmen from the bridge some 20 days ago... yes? Well, what you do not know is that after you had passed over and rode for far off Rivendell, my men and I came upon a messenger from Fornost. Many black fletched arrows pierced the man – he had been set

upon by orcs out of Angmar! Before he died, he said unto me the message that he was to deliver... it seems the Prince of Arthedain has been sundered by the plague! King Argeleb II sent forth this messenger to go to Rivendell to beseech Lord Elrond's aid. Prince Arvegil is the only son of the King and his is the last direct line to Isildur in all the north Kingdoms. If he dies, so does the bloodline and it would be a cruel triumph of the Witch-king, for who else could be the culprit of such a horrid sickness!" exclaims the Dúnadan Lord.

He continues, "I then rode back towards Rivendell to find both you and to seek Elrond's aid. Upon reaching Imladris, I learned that you had already been, and had set off. After much council with Elrond, I left Rivendell and sought out the host of Borandil and was fortunate enough to find both them and the wandering wizard. He seemed to have some foresight as to where you were and we hastened north – to come, luckily, in the nick of time!"

"And now the tale has been told," says Gandalf. "I have seen the amounts of Ephanial collected. I have seen the ruins of Scatha. The Loremaster came to find a cure for his father's homeland and has enough of the herb to bring aid to them. Unfortunately, the flower is also needed in far off Fornost Erain."

"So... does the Company stay to their task and bring this saving plant back to Tharbad, or do you head west and save a kingdom? None can choose but you..." And with that comment, Gandalf stops speaking and looks at the Company; he then turns and walks away leaving you there with your thoughts and your choice.

Note to Narrator: Of Prince Arvegil and the Canon of Tolkien- the tale told by Tolkien does not ever tell of the Plague affecting the royal family of Arthedain. In fact, Arvegil succeeds his father in 1670 T.A. but after this, little is told other than that he gave the lands of the Shire to the Halflings. This is the wonderful thing about being a narrator because you can fill in all of the gaps that Tolkien left in his tale. Needless to say, the importance of Arvegil is that he does live to carry on the line of Isildur all the way to Aragorn II. So, the Company must try to save him, mustn't they?

If you are a Narrator that is not hung up on the canon of Tolkien, or at least have no problems with changing the future story, feel free to allow the characters the choice to go in the direction they want. If you want to be true to the canon, put the characters on the path to Fornost – and make sure the prince survives.

Congratulations to the Company!! 1000 Experience Points are awarded and 500 bonus EP may be given, by the Narrator, pending on the choices made by the group.

This is the end of Chapter 3. The Triumph of the Witch-king will resume again in December's issue of *The Hall of Fire*.



FAN FLAVOUR

NEW RACIAL PACKAGES

LINE OF GIRION

You are a descendant of the ruling line of Dale. When the dragon, Smaug, came to wreak his destruction upon the mountain kingdom of the Dwarves and small kingdom of Men at the foot of the mountain, the wife of King Girion and his only child escaped in secret with a small number of the folk of Dale to the far end of the lake. Your ancestors proved hardy and wise while downplaying the continuing line of nobility while serving the Master of Lake-town faithfully. Either you have bided your time for when the dragon in the mountain was vanquished to reclaim your rightful kingdom or you are now an heir to the throne, rebuilt by your illustrious ancestor, Bard.

Insight +1

Inspire +1

Language: Understand Bird-speech (Thrush) +2

Lore +1

Ranged Combat +1

NEW ITEMS, WEAPONS, AND EQUIPMENT

Heroic Items in Middle-earth

by Steven A. Cook

In the ancient days of the mighty Kings of Númenor, the craft of forging heroic items flourished. For thousands of years, the forges of master craftsmen burned with passion and many enduring blades, steelbows, spears and axes were made. The craft of forging heroic arms is subtly different than that of forging magic arms, and many smiths of Westeros who were not keen in the arts of magic used these secret techniques to produce great and powerful weapons of war. However, not only instruments of war were made, but also jewelry and other tokens of beauty and status. These finely wrought treasures of silver and gold gleamed upon the brows and hands of many noblemen and ladies of Númenor as if infused with the light of Eärendil the Blessed.

Before the downfall of Númenor, the great craftsmen of Westeros brought to Middle-earth their knowledge and skills. Though the lore was rarely passed to those people of lesser bloodline and race, it lasted through the generations, from father to son, and remained an art embodying the pride and glory of the Númenorean spirit. After the fall of Sauron and the long years of the Third Age, the lore dwindled, along with the majesty of the Númenorean race. By the time of the Rise of the House of Stewards, the lore was already spoken of with mystery and awe.

In the Second Age, the Elves of Eregion were potent smiths and craftsmen. Not only did they forge Rings of Power and other items of great magic, but also they poured their wisdom and spirit into many heroic items before the fall of their realm to the power of Sauron. Befitting the secret nature of the Elves, they taught their craft to few Men, but while the legendary friendship with the Dwarves of Khazad-Dûm lasted, much craft lore was indeed passed from the Elves to the Dwarves.

Throughout the ages, no outsiders have known the secret heroic crafting arts of the Dwarves. Their forges and smithies have always been shut to prying eyes and their techniques jealously guarded.

In the modern age, the secret lore of the ancient masters is largely forgotten. The passing of the ages, the fall of many once-great Houses of Men, the scattering of peoples across the lands, and the incursions of the Enemy have worked to all but wipe this ancient lore from the annals and memories of the craftsmen of Middle-earth. However, despite these calamities, traces of the craft still survive. Perhaps the knowledge exists in the long enduring forges of Middle-earth themselves or in the burning spirit of the land, waiting to be brought forth.



Qualities of Heroic Items

Like that of creating magical items, the craft of forging heroic weaponry is complex, subtle and time consuming. The slightest impurity in the ore used to create the steel can ruin a blade, and all a craftsman's efforts to forge and temper the blade will prove vain. Even the most minuscule variance in temperature while forging the steel will produce a faulty blade when it is submerged in water and cooled. Once an item is finished, the craftsman fuses his very spirit and essence of being into it—how this is done, only the maker knows, and it is the ancient lore that the crafters of heroic items keep a close secret. Truly, crafting a heroic weapon is an art; and one that only the most patient and meticulous craftsmen ever perform. Some call the process of creating heroic items magic and others call it keen craftsmanship. While the latter is certainly true, only the masters of the art know the whole truth.

Heroic items are similar to magic items in that they provide certain bonuses or special powers to the user. They are different from magic items in that the special bonuses or powers are entirely dependent upon the crafter of the item and the lineage and history of the item. In a sense, heroic items are living items—they take on the personalities of its creator and owner, turning the spirit of the crafter and the will and purpose of the owner into innate 'powers.'

For example, if the owner of a heroic sword is righteous and faithful and uses the blade throughout his lifetime in a great campaign to purge his homeland of orcs, the weapon might over time develop special powers to defeat orcs and to resist the touch of evil hands. Similarly, if a heroic bow is passed down through generations of troll hunters, the bow may take on the ability to strike true to the heart of a troll when an arrow is loosed from its string at one of the fell creatures.

Gaurcris

This is a longsword with fine etchings along the center of the blade depicting the phases of the moon. Its hilt is wrapped in green leather and inset in the pommel is a pale golden gemstone. Gaurcris grants its wielder a +1 attack and damage bonus against werewolves; and when a werewolf is slain with the sword, the golden gemstone brightens ever so slightly.

Tinlothir

This thin, silver headband is inset with a dozen tiny rose-coloured gemstones. The person wearing the circlet radiates a pleasant rosy scent as if she had just bathed in scented water. Furthermore, no matter how fouled or soiled the wearer becomes, a mere splashing of water removes all traces of filth and odour from her body and clothing.

Lindalóm

This beech-wood flute is delicately engraved to depict a leafy vine. When the flute is winded, all those within 25 yards are inspired to greatness, gaining a +1 bonus to all combat and skill tests for one minute. Servants of the Enemy and evil creatures do not gain this bonus. The flute must be played for an entire minute before the inspiring effect occurs; and, because of its remarkable qualities, only those with four or more ranks in Perform (Flute) may play it.

Carcelebrin

Carcelebrin is a gleaming longsword with etchings along its blade, revealing its name. The sword's scabbard is fashioned of hardened black leather and is reinforced with silver bands. Delicate silver filigree on the scabbard depicts a rearing horse beside a tree, as well as the sword's lineage. Carcelebrin will never dull or tarnish so long as it is kept in its own sheath, and the blade is exceptionally durable (it cannot be broken except by a weapon of greater power, such as a magical weapon—at the Narrator's discretion).

Elendúlan

This midnight blue silk shawl is trimmed with a white border and stitched with silver thread to depict a starry sky. The person wearing the shawl gains 2 armour points and gains a +2 bonus to Intimidate tests made at night.

Whistle of Summoning

by SilentDusty

I have created a whistle of summoning for my first chronicle, which we will be starting in two weeks. With this whistle which will be given to the party by Radagast the Brown, they will be able to summon the Great Eagles from anywhere in Middle Earth, but only in times of greatest need. If they abuse it's use the Eagles will merely ignore it.



Black Arrow

“Arrow!” said the bowman. “Black Arrow I have saved you to the last... If you truly came from the forges of the true king under the Mountain, go now and speed well!”

-Bard, The Hobbit

This item is an extraordinary arrow of ancient craft and bound by fate. Always the last arrow from the quiver and always returned, the Black Arrow survived many generations through the broken house of the king's of Dale to Bard the Bowman. On the fateful night that Smaug was aroused from his slumber by the dwarven racket and impudent thievery of an unseen fellow, the Black Arrow was lost to the breast of Smaug, bringing down the ancient terror that had caused so much fear and destruction through the years; it was never recovered from the haunted deeps where the carcass of the wrym now lies.

The Black Arrow has these special effects:

Retrievable - When spent, its owner has the uncanny ability of being able to find the arrow and recovering it intact and unbroken from where it rests. If spent by someone not the rightful owner, then treat it as a normal arrow. When used in a heroic or legendary feat or manner, it may be lost or destroyed.

Dragon-bane - The owner of this arrow is granted a +5 bonus to hit a dragon while gaining a +1 bonus to hit any other target. Upon a successful Ranged Combat test, the dragon will lose 2 Wound Levels for each point of Courage spent (maximum 4 points) on the Ranged Combat test and 1 Wound Level for each level of success greater than Marginal besides the arrow's normal damage.

Tougher Than Dragon Scales - Ignore a dragon's natural armor when calculating damage due to the Black Arrow.



ALLIES AND ADVERSARIES

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

-- *The Fellowship of the Ring*



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

INDÛR DAWNDEATH

By Decipher/ICE/MERP, Contributed by Doug Joos

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

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

DEFENCE: 12

MOVEMENT: 6

ORDERS: Warrior, magician (sorcerer)

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

ADVANCEMENTS: 35

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

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

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

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

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

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 14

COURAGE: 5

REOWN: 35

TN EQUIVALENT: 20

UNIQUE SPECIAL ABILITIES

BLACK BREATH Those who run in fear at the sight of the Nazgûl are perhaps the wisest of all, as those who stand against them are susceptible to the Black Breath, a condition most dire. Any character who attacks a Nazgûl directly or is Unmanned in the presence of one must make an immediate Willpower test. Against the Lord of the Nazgûl, this test is TN 25. Characters who succeed in this test manage to stave off the effects for the

moment, but it they fall otherwise unconscious while in combat with the Black Riders, they remain unconscious for 1d6 hours no matter what healing is brought to bear upon them. Failure at the Willpower test, on the other hand, results in unconsciousness for 1d6 days, Complete Failure in unconsciousness for 1d6 weeks, and Disastrous Failure in unconsciousness



until the character can be brought to a house of great healing, as described under 'Advanced Treatment' on page 248 of the Core Rulebook. All characters rendered unconscious by the Black Breath must make a TN 10 Vitality test each day the condition lasts or lose 1 point of vitality and Strength. Any character reduced to 0 in either succumbs to death.

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

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

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

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

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

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

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

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

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

DESCRIPTION

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

Indur stood 6' 4" tall and, like most Kirani, was slight of build. Dark-skinned and black-eyed, he embodied the ideal of his people. After becoming the King of the Mûmakani, however, he favored the garb of the Mûmak-riders; grey cotton breeches with leather riding patches, a grey cloak, a light mail shirt, and an open-faced, ivory-inlaid helm.

HABITAT

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

SOCIETY

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

USAGE

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

HISTORY

Indûr Dawndead was born Jí Indûr in the city of Korlan in the year S.A. 1955. Heir to the fortune of the wealthiest oligarchic family in the Kiran republic of Koronandë, he was the youngest man ever elected governor in any of the realm's six districts. He later became



a powerful representative to Koronandë's twelve-member assembly. There, he lobbied for the creation of a central government that could contest the growing might of Númenor, for the young merchant-lord feared the loss of his precious commercial interests in the region around the Bay of Úsakan. The Númenorean colony of Tantûrak (founded ca. S.A. 1300 as Lond Hallacar) grew rapidly during the reign of Tar-Ciryatan, and ships once bound for Korlan began docking in the Adan port of Sarûl. More importantly, though, warships started frequenting the bay and Jí Indûr perceived a threat to his people's independence.

Indûr slowly accumulated support among the wealthy merchants and warriors of Koronandë, as well as among many of the Elves of Taurondë. Elven sentiments varied like those of the Kirani, but the majority feared that the growing Númenorean prejudice against the Eldar would eventually lead to war. With the support of key figures among his own people, and the tacit approval of the Kirani's Firstborn allies, the young representative seized control of the assembly in S.A. 1977. Koronandë became a kingdom the following year when the advisory council oligarchs that replaced the republican assembly elected him King of Korlan. Hundreds of freedom-loving Kirani resisted the change, and civil rebellion racked the realm for the next twenty-three years.

The arrival of the "Magician" in Tantûrak in S.A. 2000 polarized support for Jí Indûr and appeared to doom the rebel cause. Relations between the Adan colony and the Kirani reached the edge of war and, out of fear, the people of Koronandë sought unity. Confident, the young monarch called for a great public celebration. His plan to gather popular support for an unpopular war and an illegal regime failed, though, when Korlan's governor Loran Kliën stood at the rostrum above the crowd and offered a republican rule. The Kirani spontaneously applauded the age-old solution and rioting ensued. The self-styled King of Koronandë fled east to Mûmakan.

Sauron's agents had resided in the home of the Mûmakil since the mid-eighteenth century, S.A., and Jí Indûr's cordial relations with the Dark Lord's minions enabled him to find a refuge after his overthrow. The tall Kiran provided the Lord of the Rings an opportunity to further his sordid goals in the Far South, while Sauron offered the exiled King a new throne. The Evil One gave Indûr a Ring of Power in S.A. 2001, and later the same year the Ringwraith captured the throne of Mûmakan on behalf of his evil mentor.

Indûr the Ringwraith

Jí Indûr was crowned Jí Amaav II of Mûmakan. His people believed his arrival to be the second coming of the legendary First-king – the God-lord Amaav – and the Nazgûl had little trouble seizing control of the troubled nation. Ruling from the holy city of Amaru, Indûr united the semi-nomadic tribes and laid plans for further conquest. His reign lasted 1,261 years, during which the Mûmakani became a corrupt people that subjugated Gan, eastern Dûshera, and most of the great southern archipelago.

Mûmakan's expansion to the west proved unsuccessful in the face of the opposition from the Ardan Council and the inherent strength of the Elves, Númenoreans, and Kirani that dominated the region. This situation led to the Ringwraith's pact with the Magician of Tantûrak in S.A. 3000. With Mûmakani support, Tantûrak threw off the yoke of Númenorean rule and declared itself an independent kingdom. Ar-Zimrathon of Númenor failed to crush the rebellion, so the sundering succeeded. A few months later, Tantûrak and Koronandë abdicated the treaty of peace,

leaving the Kirani surrounded by hostile neighbors. The coming year proved dark, as the Kiran republic became a disarmed and exploited land. Only the uncertain jealousies lingering between Tantûrak and Mûmakan prevented its outright conquest.

Ar-Pharazôn, the golden king of Númenor, terminated Indûr's reign and ended the independence of Tantûrak in S.A. 3262. His invasion of Endor brought most of Westemnesse's former holdings in Middle-earth back into the Adan fold and culminated in the capture of the Lord of the Rings. Mûmakan became a Númenorean subject state, its empire shattered. Jí Indûr retreated into the East.

Númenor perished in the Downfall of S.A. 3319, enabling the Evil One to escape home. The Nazgûl went to Mordor upon Sauron's return to Endor. For the remaining 121 years of the Second Age, Indûr engaged in the struggle against the Last Alliance of Elves and Men but like Sauron and the other Úlairi, the Shadow of the South passed into the Shadows outside of Arda.

The Third Age

Indûr returned to Middle-earth around T.A. 1050 and spent the next two centuries regaining his strength on the isle of E-Sorul Sare. His influence in Mûmakan grew slowly, but by T.A. 1250 his servants successfully maneuvered the disarrayed tribes into a coalition commanded by his lieutenants. This loose union once again stirred the warlike Mûmak-riders into an aggressive policy of expansion.

In T.A. 1264, Sauron ordered Indûr to fly to the Citadel of Ardor and seek an "alliance" with the Elven Ardan Council, but the age-old rivalry for control of the Far South persisted. Stalled by the evil group in Ardinaak, the Ringwraith considered the meeting an affront and counseled the Dark Lord to avenge the rebuke. Sauron preferred to wait, however, for without the Ruling Ring the Evil One regained his strength very slowly. Indûr's rivals received an uneasy peace that never sat well with the Úlair.

Under the "Magician's" sway, Tantûrak declared war on Koronandë in T.A. 1365. The conflict raged for seven years, and the Kirani appeared to be on the edge of collapsing when the nations signed a treaty in T.A. 1372. Indûr's intervention saved the Kiran kingdom from defeat, but it began an era of Mûmakani influence. This period was marked by the spate of ritualistic nocturnal assassinations that gave birth to Indûr's association with murder. Time after time, his enemies perished in their sleep, to be found at dawn – brutally executed.

Indûr ruled Mûmakan as Jí Amaav III from T.A. 1264 through 1640 and as Jí Amaav IV between T.A. 2460-2941. During the rest of the Third Age, he stayed in Mordor (1640-2000) or at Minas Morgul (2000-2460 and 2941-3019). He traveled with the Witch-king on the search for the One Ring in T.A. 3018, encountering the Company on Weathertop and losing his mount during the confrontation at the Bruinen Ford. Later, he oversaw the preparations for the Mûmakil assault during the ill-fated campaign against Minas Tirith. His end came after the skirmish with the Great Eagles over the Battle of Morannon, for as Indûr and the other Fell Riders flew to intercept the Hobbits at Mount Doom, they became engulfed in the destruction resulting from the unmaking of the One Ring. Thus, the Shadow of the South disappeared from Ea.



"Bard is not lost!" he cried. 'He dived from Esgaroth, when the enemy was slain. I am Bard, of the line of Girion; I am the slayer of the dragon!'"
-Bard the Bowman, The Hobbit

BARD THE BOWMAN

RACE: Middle-man (Line of Girion)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

ATTRIBUTES: Bearing 10 (+2), Nimbleness 12 (+3)*, Perception 11 (+2), Strength 9 (+1), Vitality 8 (+1), Wits 12 (+2)*

REACTIONS: Stamina +3, Swiftiness +3, Willpower +2, Wisdom +5*

DEFENCE: 13

ORDERS: Warrior (Bowman)

ORDER ABILITIES: Evasion, Favoured Weapon (Bow: Longbow), Warrior-born

ADVANCEMENTS: 15

SKILLS: Armed Combat: Club (Staff) +1, Climb +3, Debate (Negotiate, Parley) +1, Healing (Treat Wounds) +3, Insight +4, Inspire +4, Intimidate (Power) +5, Jump +3, Language: Understand Bird-speech (Thrush) +4, Language: Westron +5, Lore: History (Dale, Erebor, Lake-town) +4, Lore: Legends of King Under the Mountain +3, Lore: Race (Men, Dragons) +3, Lore: Realm (Dale, Erebor, Lake-town) +4, Observe (Spot) +3, Ranged Combat: Bows (Longbow) +8, Ride (Horse) +3, Run +3, Siegecraft (Defense) +4, Stealth (Hide, Sneak) +4, Survival (Forests) +1, Track (Deer) +1

EDGES: Accurate, Favour of Fortune 2, Foresighted, Night-Eyed 2, Quick-draw, Stern, Valiant, Valour, Warwise

FLAWS: Duty (Rebuild Dale), Fealty (Master of Lake-town), Fey

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 8

RENOWN: 5

GEAR: Longbow, arrows (39), Black Arrow~, dagger, common clothing, 5 sp

NOTE: The character write-up above represents Bard during *The Hobbit* when he helped defend Lake-town from Smaug, during the Battle of the Five Armies, and just after these events until Dale was rebuilt.

BARD, KING OF DALE

Use the same character as detailed above and use these adjustments:

ATTRIBUTES: Nimbleness +1 (Legendary attribute for downing Smaug and escaping the ruin of his demise)

NEW ORDERS: Noble

NEW ORDER ABILITIES: Domain, Noble Mien

ADVANCEMENTS: +4

NEW SKILLS: Insight +2, Inspire +1

NEW EDGES: Hoard 5, Rank 4 (King of Dale), Stern 2

NEW FLAWS: Remove: Fealty; Change: Duty (Govern Dale)

RENOWN: +10

GEAR: Remove: Black Arrow; Add whatever he requires within reason for king

NOTE: Bard gained his Renown, Hoard 5, Rank 4, and Stern edges, removed his Fealty Flaw, and changed his Duty flaw through the events of the story and are to be considered as awarded free of spending Advancement Picks.

* Favoured Attribute or Reaction
~ see Fan Flavour for description

HISTORY

Bard is long descended from the line of Girion, the last king of Dale. He led the defense of Esgaroth against Smaug and the army of Men in the Battle of Five Armies. Before this time he was known as a capable warrior and occasional soothsayer or doom-speaker. After the great battle, he took the share of the dragon hoard given him by Dain Ironfoot and gave a portion to rebuild Esgaroth and his rightful kingdom of Dale. His rule in the reconstituted realm lasted many years and left the throne to his son, Brand.

IN THE GAME

In his youth and up to the demise of Smaug, Bard can be found in or around Esgaroth. Shortly after he is only found in his kingdom Dale during its reconstruction and its fledgling years of rebirth. Bard is a wise and just man with the power of foresight and ability to read well the minds and hearts of Men. Once took to the throne of Dale, the years were always peaceful and may need the service of adventurous souls willing to heed his call. A few possible adventures he may seek help or resolution:

- Recover the Black Arrow lost in the deeps of the Long Lake with the carcass of Smaug
- Escort an embassy or trade caravan to Dorwinion
- Accompany a joint force of Dwarves and Wood-elves in scouting the lands near Gundabad and/or the Withered Heath, reporting any build-up or suspicious activities of the enemy





"In the last hour Beorn himself had appeared - no one knew how or from where. He came alone, and in bear's shape; and he seemed to have grown almost to giant-size in his wrath."
-The Hobbit

BEORN, LORD OF THE CARROCK

RACE: Middle-man (Beorning)

RACIAL ABILITIES: Adaptable, Dominion of Man, Skilled

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

REACTIONS: Stamina +6*, Swiftiness +3, Willpower +2, Wisdom +3

DEFENCE: 11

ORDERS: Craftsman*, Magician, Warrior*

ORDER ABILITIES: Awaken Animal~, Evasion, Favoured Weapon (Natural Weapons: Claws), Heart of a Bear 3, Natural Weapons (claws 3d6; fangs 1d6), Sanctum, Sanctum Power, Spell Specialty (Beast), Spellcasting 8, Swift Strike, Train Animal~

ADVANCEMENTS: 41

SKILLS: Armed Combat: Natural Weapons (Claws, Fangs) +12, Craft: Animal Handler +9, Debate (Parley) +5, Healing (Treat Wounds) +4, Inquire (Converse) +6, Insight +8, Inspire +5, Intimidate (Power) +8, Language: Westron +6, Lore: Group (Order of Wizards) +2, Lore: History (Men) +5, Lore: Animals +8, Lore: Plants +6, Lore: Race (Men, Orcs, Wargs) +6, Lore: Realm (The Carrock) +6, Observe (Hear, Spot) +8, Search +4, Survival (Forests, Plains, Mountains) +5, Weather-sense +6

SPELLS: *Animal Messenger, Beast-speech, Beast Summoning, Change Hue, Display of Power, Evoke Awe, Healing-spell, Mastery of Shapes (ability), Mind-speech, Opening-spell, Rain-ward, Shutting-spell, Spoken Thoughts, Springtime (ability), Word of Command*

EDGES: Ambidexterity 2, Armour of Heroes, Bold, Charmed Life, Craftmaster, Doughty, Friends (his animals), Hardy, Stern, Strong-willed 2, Tireless 3, Two-Weapon Fighting, Valiant, Valour, Wakefulness, Warrior's Heart

FLAWS: Battle-fury 2, Proud, Fey

SIZE: Large (6 Wound Levels, 2 Healthy)

HEALTH: 15

COURAGE: 10

REOWN: 15

GEAR: Traveling clothes, rations (5 days)

~ These abilities are listed in *The Hall of Fire, Issue #6*. They can be included if you see fit to use the fan-made abilities, replaced with other abilities, or removed along with other character items that would reduce him to about 36 Advancements.

SPECIAL ABILITIES

Heart of a Bear

Prerequisite: Direct descendent of Beorn's line; Chieftain of the Beornings

Effect: When a character changes into bear form, add +1 Strength, Vitality, and Health plus gains the bear special ability Bear Hug. If he takes damage while as a bear, any excess damage is ignored when he reverts back to human form.

Improvement: Yes; twice. Gain +1 Strength, Vitality, and Health.

IN THE NOVEL

Beorn, his ancestors, and his descendants are a mysterious and powerful folk. It is known that he is a skin-changer or what Bilbo insultingly referred to as a "furrier"; meaning that he can change his form at will, in Beorn's case, to a giant black bear. While in human form, he is a very large, burly man with a great black beard and even bigger laugh. He is wary of anyone he doesn't know and was thusly intrigued as Gandalf had planned when he, Bilbo, and the dwarves arrived upon the doorstep of his residence near what he called "The Carrock." Once the whole story was told, he offered his uninvited guests to a meal and to stay the night while he confirmed their story and slaughtered a goblin patrol in the process. Once he had confirmed the troop's story, his mood lightened and offered his help to the party in the form of rations, weapons, and even transportation to the edge of Mirkwood.

Later, during the Battle of Five Armies, fortune and a healthy mistrust of the machinations of the goblins of the Misty Mountains guided Beorn to the battlefield. In his bear form, he cut a huge swath through the hoard of goblins to rescue the besieged Thorin, taking many wounds himself, but was unable to get to him before he, Kili, and Fili were struck down.

IN THE GAME

Beorn can be found most of the time on his homestead near The Carrock, but can also be found wandering the wilds between the east side of the Misty Mountains and the edge of Mirkwood, ambushing and destroying roaming orcs and orc patrols. Not unlike his attitude towards Gandalf, Bilbo, and the dwarves, he would react in much the same manner to a party of adventurers who are foreign to him. If the characters are able to convince him that they are indeed true and noble, he will offer you every hospitality that he can. Impress him enough and upon the Narrator's discretion you may earn him as an ally.

COMMON FOLK...

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

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

MEN (DÚNEDAIN)

LOCALES

Arnor, Gondor, Rivendell, Arthedain, Cardolan, Rhudaur, Lindon

NAMES

MALE NAMES OF GONDOR AND ARNOR (SINDARIN): Adrahil, Amlaith, Anardil (Sun Lover), Anárion (Of the Sun), Anborn, Angbor (Iron?), Arador (Royal?), Araglas (Royal leaf), Aragorn (Royal Tree), Aragost (Royal Fortress), Arahad (Royal?), Arahael (Royal?), Aranarth (Royal Realm), Arannel (Royal Star), Aranuir (Royal?), Araphant (Royal?), Araphor (Royal?), Arassuil (Royal?), Arathorn (Royal?), Araval (Royal?), Aravir (Royal?), Aravorn (Royal?), Argeleb (Royal Silver), Argonui (Royal Stony), Arvedui (King Last), Arvegil (Royal?), Arveleg (Royal?), Baranor (Tower Sun),





Belecthor (Great Eagle), Beleg (Mighty), Belegorn (Great Tree), Beregond (?Stone), Beren, Bergil (?Star), Boromir, Celepharn, Cirion (Ship?), Damrod, Denethor (?Eagle), Derufin, Dervorin, Dírhael, Duilin (River Song), Duinhir (River Lord), Ecthelion, Egalmoth, Eldacar, Eradan, Faramir, Findegil (?Star), Finduilas (Hair?), Forlong, Golasgil (Leaf Star), Halbarad (Tall Tower), Hallas (Tall leaf), Hirgon (Lord Stone), Hirluin (Lord Blue), Húrin, Ingold, Iorlas (?Leaf), Mablung (Heavy Hand), Malbeth (Gold?), Malvegil (Gold?), Ohtar (Warrior), Orodreth, Thorondir (Eagle Sight), Thorongil (Eagle Star), Turgon (Lord of Stone).

FEMALE NAMES OF GONDOR AND ARNOR (SINDARIN): Gilraen (Wandering Star), Ioreth, Ivorwen (?Maiden), Lothíriel (Flower Lady), Morwen (Dark Maiden).

MERCHANT (ANY)

NAME: Hallas

RACE: Dúnedain, Gondorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

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

DEFENCE: 11

ORDERS: Craftsman (Cobbler, Grocer, Etc.)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

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

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOUN: 3

GEAR: By trade

DESCRIPTION

Hallas is the pleasant merchant that you run into at

the local stores across any Man settlements. He is tall and lean from running about his place of business. Always trying to get the best price from his buyers, he can be shrewd to those he does not know. Those that are regulars will get his best bargains.

USAGE

Hallas can be used in any town or city. He is the cobbler, the baker or the candlestick maker. Narrators may feel free to change his skills and add the Craft specialty as needed to cover the business that he runs.

CRAFTSMAN (BLACKSMITH)

NAME: Arador

RACE: Dúnedain, Arthedain

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1), Nimbleness 10

(+2)*, Perception 9 (+1), Strength 11 (+2)*, Vitality 10 (+2), Wits 7 (+0)

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

DEFENCE: 12

ORDERS: Craftsman (Blacksmith)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 1

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

EDGES: Craftmaster, Doughty

FLAWS: Stiff-necked

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOUN: 2

GEAR: By trade

DESCRIPTION

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

USAGE

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

SOLDIER / GUARD

NAME: Malvegil

RACE: Dúnedain, Gondorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

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

DEFENCE: 12

ORDERS: Warrior (Sentinel)

ORDER ABILITIES: Evasion, Swift Strike

ADVANCEMENTS: 3

SKILLS: Armed Combat: Blades (Longsword) +8, Climb +3, Inquire +2, Intimidate +3, Jump +3, Language (Westron) +6, Lore: Realm (Gondor) +5, Lore: Race (Gondor) +4, Lore: Group (Gondorian Army) +6, Observe

(Spot) +3, Ranged Combat: Bows (Shortbow) +5, Ride +4, Run +2, Search +2, Siegecraft +3
EDGES: Night-eyed, Warwise, Quick-draw

FLAWS: Fealty (Steward of Gondor)

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOVN: 4

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

DESCRIPTION

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

USAGE

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

LOREMASTER / HEALER

NAME: Iorwen

RACE: Dúnedain, Tharbad

GENDER: Female

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 10 (+2), Perception 9 (+1)*, Strength 7 (+0), Vitality 8 (+1), Wits 11 (+2)

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

DEFENCE: 12

ORDERS: Loremaster (Healer)

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

ADVANCEMENTS: 2

SKILLS: Craft (Sew)+1, Debate +2, Healing (Treat Wounds) +6, Inquire +1, Insight +2, Language (Westron) +6, Language (Sindarin) +4, Lore: Plants (Medicinal) +8, Lore (Choose one*) +5, Lore (Choose one*) +6, Lore (Choose

one*) +6, Lore (Choose one*) +3, Lore (Choose one*) +3, Observe (Spot) +4, Search (Plants) +3, Persuade +1, Weather-sense +2

EDGES: Healing Hands, Wise, Favour of Fortune

FLAWS: Crippling Wound (Lame)

SPELLS: Create Light, Healing-spell

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 4

RENOVN: 4

GEAR: By trade

DESCRIPTION

Iorwen is the local wise-woman of the town. Early in life she was injured in the fields and was unable to walk right from that point on. This crippling injury made it so that she was unable to perform the duties that were needed so instead she turned her skills to the mind and knowledge. Now in her later years, many come to her for healing, aid, advice, and information. She is a staunch enemy of the Dark Lord and helps in any way she can in his undoing.

USAGE

Iorwen can be used within any city, town or city. Narrators could change her name and origin of birth and place Iorwen where they please.

LESSER NOBLE

NAME: Brander

RACE: Middle-man, Dale

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 11 (+2)*, Nimbleness 8 (+1), Perception 9 (+1)*, Strength 7 (+0), Vitality 8 (+1), Wits 11 (+2)

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

DEFENCE: 11

ORDERS: Noble (Ambassador)

ORDER ABILITIES: Courtier, Deference

ADVANCEMENTS: 2

SKILLS: Appraise +2, Armed Combat +4, Climb +1, Conceal +2, Debate +2, Healing +1, Inquire +1, Inspire +3, Intimidate +2, Jump +1, Language

(Westron) +6,

Language (Sindarin)

+6, Lore: Realm

(Dale) +6, Lore:

Realm (Mirkwood) +6,

Lore: Race (Elves of

Mirkwood) +5, Lore:

History (Dale) +5,

Observe +3, Persuade

+3, Ride +3, Run +1

EDGES: Rank, Command

FLAWS: Arrogant

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 4

RENOVN: 8

GEAR: By trade

DESCRIPTION

Brander is a lesser noble, cousin to the King of Dale. By his blood, he commands much respect from the townsfolk and is an emissary for his King to Thranduil's Elven Kingdom in Mirkwood. The only problem with Brander is his arrogance in dealing with all those that show him deference.

USAGE

Brander can be used within any city, town or village on the either side of the Misty Mountains. Narrators could change his name and origin of birth and place Brander where they please.

MAGICIAN

NAME: Belecthor

RACE: Dúnedain, Arnor

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

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





DEFENCE: 11
ORDERS: Magician
ORDER ABILITIES: Spellcasting 1, Sanctum
ADVANCEMENTS: 1
SKILLS: Armed Combat +5, Climb +1, Conceal +1, Healing +3, Insight +2, Intimidate +3, Language (Westron) +6, Language (Sindarin) +4, Language (Black Speech) +1, Lore: Magic +6, Lore: Realm (Southern Misty Mountains) +6, Lore: Race (Dunlendings) +6, Lore: History (Dunlending) +5, Observe +4, Persuade +4, Weather-sense +3
EDGES: Wise
FLAWS: None
SPELLS: *Bane-spell, Bane Speech, Create Light, Fog-raising, Kindle Fire*
SIZE: Medium (6 Wound Levels, 1 Healthy)
HEALTH: 9
COURAGE: 4
RENOUN: 2
CORRUPTION: 2
GEAR: By trade

DESCRIPTION

Belecthor is a Amorian mage of no small power. He helps in protecting the town and area

around his home. Many folk come to Belecthor seeking guidance and wisdom.

USAGE

Geth can be used within any city, town or village on the either side of the Misty Mountains. Narrators could change his name and origin of birth and place Geth where they please.

MARINER

NAME: Derufin

RACE: Dúnedain, Gondorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

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

DEFENCE: 12

ORDERS: Mariner

ORDER ABILITIES: Sea Legs, Ship

ADVANCEMENTS: 2

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

+1, Ranged Combat +2, Sea-craft +7, Swim +3, Weather-sense +2

EDGES: Sense of Direction, Ambidextrous

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOUN: 1

GEAR: By trade

DESCRIPTION

Derufin and his ship plies the waters of the Bay of Belfalas carrying merchant trade goods to far off shores. Many a time has he and his crew had to stave off pirates and the Corsairs of Umbar, protecting both ship and the treasures she carries. Derufin has also performed many raiding actions himself against these same enemies in the name of his Steward of Gondor.

USAGE

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

FEATURED CREATURES

NEEKER-BREEKERS

By Camdin

"There were thousands of them, and they squeaked all round, neek-breek, breek-neek, unceasingly all the night, until the hobbits were nearly frantic."

-The Fellowship of the Ring

DESCRIPTION

Neeker-breekers are cricket-like insects that infest swamps and marshes. Although physically harmless, their shrill and constant chirping can work on the nerves of travelers and deny them needed rest. These annoying insects can be found in great number in the Midgewater Marshes just west of Bree, but it's likely that similar insects live in other marshy areas such as the Gladden Fields, the ruins of Tharbad, and the Nindalf south of the Falls of Rauros.

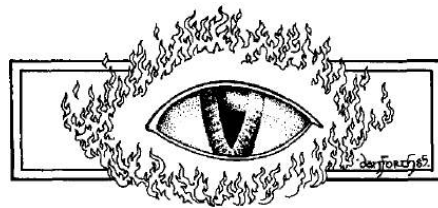


IN THE GAME

Each night spent in a marsh that contains Neeker-breekers, a traveler must succeed on a TN 7 Willpower test or be unable to sleep thanks to the noise. Further, a character spending two or more consecutive nights in an area infested by Neeker-breekers must on each night thereafter succeed on a TN 7 Willpower test or become frantic and frustrated at the constant staccato. A character so affected has a -1 penalty to all tests for the following day.

A character that succeeds on any of the Willpower tests has grown accustomed to the sound and can ignore it. They need not roll again until they have been out of range of the sound for at least a day. Stopping the ears with cotton or wax provides a bonus of +1 to +3 to the test, depending on the substance and the Narrator's ruling. A character that has stopped up his ears in this manner receives an equal penalty to all Observe (Listen) tests until the stoppage is removed. See pg. 249 and 250 in the core rulebook for the effects of lost sleep and Weariness.

At the Narrator's discretion, once per night a character that uses the Beast Speech spell can make a TN 10 Persuade test to keep the Neeker-breekers silent for one night.



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- NPC's?
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WHAT'S OUT THERE

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

DECIPHER'S LORD OF THE RINGS RPG HOME

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

DECIPHER'S LOTR RPG BOARD

<http://calder.decipher.com/cgi-bin/msgbd?lotr-rpg>

DECIPHER'S LOTR RPG SUPPORT DOCS

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

THE HALL OF FIRE WEBZINE SITE

<http://home.bellsouth.net/p/pwp-lotrwebzine>

FAN MODULES FOR MIDDLE-EARTH

<http://groups.yahoo.com/group/fan-modules>

THE MAD IRISHMAN

<http://www.mad-irishman.net>

RPG TOOLS FOR DECIPHER'S CODA GAMES

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

THE SLAVE PITTS OF BARAD-DUR

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

THE STEWARD AND THE KING

<http://www.stewardandking.net>

THE TOWER HILLS

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

TREK-RPG.NET

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

VALINOR

<http://sauron.misled.us>

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