

THE HALL OF FIRE FAN WEBZINE

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Morgoth battles Fingolfin by John Howe

THE HALL OF FIRE

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GREETINGS, SALUTATIONS... HELLO ALL!

Another long month gone, yet another issue for The Hall of Fire is here for you! Just like in months past, Decipher has yet to show any signs of life where it concerns their RPG's. Curious and frustrated fans still write to everyone imaginable at the company, hoping for answers yet all responses tow the company line. C'est la vie.

But I can tell you once again we have for you a great dirth of Lord of the Rings gaming information for Narrators and players alike. In this issue, there is the first fan-made sea creature to populate Belegaer with, the Fell Turtle, a laundry-list of abilities for your sea-worthy PCs and NPCs, part 3 of my series Sailing the High Seas, Sea-based Encounters, part 3 of the ecology of the canids of Middle-earth, more Allies and Adversaries, character info for your men from Dol Amroth, 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 III Canids: Wolves, Wargs, Dogs and Hybrids



For the Narrator

“All of a sudden they heard a howl away down hill, a long shuddering howl. It was answered by another away to the right and a good deal nearer to them; then by another not far away to the left. It was wolves howling at the moon, wolves gathering together!”

-The Hobbit

Incorporating Canids into Your Campaign

It's very easy to incorporate hybrids and Wargs into your campaign. They can be a major plot point, or a minor skirmish thrown in to keep your PCs on their toes. There can be a great deal of thought put into their use, or none at all. The real challenge, in my opinion, is effectively inserting *true wolves* into your campaign. To be realistic, wolves should not be used as an adversary, as they will rarely attack humans (or Elves, or Dwarves) unprovoked. However, your PCs don't necessarily have to know that. Perhaps they encounter wolves and at first believe they are in danger, only to find that the wolves are simply “passing through”, or even there to help. For example, perhaps a pack of wolves present themselves to your group of PCs to warn of impending danger from marauding Hybrids, or even take part in the combat (Hybrids, for example, are very much detested by true wolves, who would not hesitate to fight any that had strayed into their territory for the purposes of attacking a group of PCs).

Most importantly, be creative. Do your best not to fall into the habit of seeing anything (or anyone) that is not a member of your PC's party as a potential aggressor in combat. It is your job as the Narrator to make your players be creative and really think about what is happening to them (rather than just sending them through a meat grinder of countless and pointless combats, the sole purpose of which is to “gain experience points and treasure”).

Finally, incorporating domestic dogs into your campaign can be both easy and precarious. How many PCs wouldn't say “Yeah, I'd love to have a dog that follows me around during the adventures.” They can help track food, foes, and even aid the PCs in combat. However, there are special requirements that must be met for a PC to have a dog so loyal that it will follow them everywhere and risk its life for them. In addition, while having an “attack dog” may seem great at the outset, PCs must remember that this animal has to be dealt with in all situations. For example, perhaps not every city or town encountered allows dogs within its limits. Not every Inn or Tavern that the PCs want to frequent will allow dogs on the premises. Therefore, to keep the element of realism, these things must be considered. Is it more of a hassle than it's worth? Or does the love, devotion, and protection offered by “Man's Best Friend” outweigh the negatives of traveling with it? Furthermore, what happens if this animal is slain in combat? Most dogs owners that have the type of bond with their animals that is necessary for them to join you in combat would be deeply grieved if that animal was injured or killed.

Is it worth it? That's up to you and your players!

1. Domestic Dogs

It has been reported that the Noldor brought dogs with them to Middle Earth during the First Age. However, many scholars question whether or not this is possible. The more likely (and currently accepted theory) is that domestic dogs were bred centuries ago from an ancestral wild canid that probably resembled current day wolves. They also believe that this ancestral canid gave rise to present day wild canids (such as wolves and foxes). Furthermore, it is believed that primitive humans domesticated this ancient canid for the purposes of acting as guards or herders. It has even been suggested that early humans used dogs as a food source when necessary. These early domestic dogs were bred over centuries by humans to be more efficient at specific tasks and eventually diverged into the multiple breeds of dogs found in Middle Earth today that are all unique in their appearance, function, and behavior. Further evidence against the theory that the Noldor Elves were the first to introduce dogs into Middle Earth is that few Elves currently utilize domestic dogs of any kind. Elves appreciate all wild and domestic animals and generally get on well with all domestic dog breeds. Yet, Elves have no need for the assistance of these canids in their daily lives and are generally against the “caging” of animals other



than when absolutely necessary as mounts and food. Therefore, Elves do not keep domestic dogs. Humans, on the other hand, utilize domestic dogs extensively for many purposes. Dwarves will tolerate the dogs when necessary, but, like Elves, do not keep any of their own. Therefore, unless the Narrator grants it, Elf and Dwarf adventurers cannot keep domesticated dogs.

A. Associated Skill

This skill is mentioned in the Animal Warden Craftsman Package on pg. 15 of Hall of Fire, Issue 3. Here, it is described in detail as to how it pertains to domestic dogs, wild canids, and fell canids. Please note that the affiliated attribute has been changed from Wits to Bearing.

Craft: Animal Handling (domestic dogs, wild canids, fell canids; Bearing): *Social; Trained.* This skill is required for those who wish to have a dog that is more than a laborer or pet, but a companion that will follow them and aid in their adventures. Those who choose this skill have honed their innate dog training ability and almost always get their animals to work at peak performance. Furthermore, individuals with this skill also seem to have an unexplainable sub-conscious connection with their dog companions.

Animal trainers, once they've reached a certain level, may also gain the knowledge necessary to train and communicate with wild canids. This grants the ability to read the vocal and visual cues of wolves and other wild canids (such as foxes and coyotes). Keep in mind that wild animals must remain wild for this skill to work. Wild canids may follow an adventurer or stay near a campsite of their own accord, but will never allow themselves to be tethered or caged. Furthermore, no matter what the adventurer's skill level is, any attempt to confine these animals will result in refusal to cooperate by the beast for the rest of its life. The degree to which wild canids will help adventurers is up to the Narrator.

Fell canids (especially Wargs) can be trained, but only by adventurers who are corrupted or evil. In addition, due to the aggressive nature of these animals, a Warg trainer is likely to sustain serious injury during the course of his working career.

Test: Examples of tests that can be made with this skill include (but are not limited to): 1) the use of only visual cues, such as hand or eye signals, to coax your canid into accomplishing some task. 2) having a sub-conscious idea of where your canid is (if not in your direct line of sight) while traveling through the wilds, 3) using a simple vocal cue to call your canid from up to a mile away, and 4) to coax your canid to attack an adversary or go get help. The more difficult the task is, the higher the Target Number will be (Narrator's discretion).

Affinity: None.

Action Time: Depending on circumstance, usually instantaneous.

Extended Tests: N/A.

Prerequisites: To reflect the amount of training that must go into reaching this point with a dog or other canid, adventurers must have a 2+ in this skill before it can be used practically. Furthermore, to be able to effectively train and utilize wild canids (such as wolves and foxes), 6+ ranks are required. Finally, the ability to train fell canids is only available to corrupted or evil trainers/handlers. In such cases, a rank of 8+ in this skill is required.

Restrictions: This skill will usually only work if the animal can see you or hear your voice. Furthermore, it is not available to Dwarves. **Note:** The downfall to acquiring this skill is that, because of the deep bond between the adventurer and his dog, if the dog is killed, the adventurer will be grief stricken and unable to perform at peak efficiency for 3D6+2 days. During this period of grieving, the adventurer receives a -5 to all skill tests attempted.

B. Special Abilities

Loyalty to One's Master- This special ability only applies to domestic dogs and any dog whose master is a PC in an adventuring party can potentially use it. Any adventurer who meets the prerequisites below and owns a dog, no matter what the breed, has a special connection with that animal and can understand the beast at a level beyond normal consciousness.

Effects: Once per day, the owner of a dog may attempt to command it from afar and without the animal being in his/her line of vision or without the adventurer using his/her voice. This is accomplished by making a successful Animal Handling test (TN 15).

Success	Effect
Extraordinary	The animal understands and responds to your command and performs the desired task flawlessly.
Superior	The dog understands and responds your command, but only completes half of the task.
Complete	The dog understands and responds to your command but cannot complete the task due to unforeseen circumstances
Marginal or worse	The dog does not respond to your command



Prerequisites: Animal Handling (domestic dogs, wild canids, fell canids) skill at a 2+.

Restrictions: This ability only applies to the owner of the dog and not those adventuring with him with the exception of any family members that may have had a close association with the dog.

The Blood of Huan: All dogs and wolves are said to be the descendants of Huan, an immortal hunting dog of Orome, Huntsman of the Valar. Therefore, they have an uncanny ability to use their hearing and sense of smell to find quarry, locate their master, or guard a home or encampment.

Effects: Once per day, all dogs and wolves receive a +7 to a Track (Scent) or Observe (Smell) test. In the case of a domestic dog, the person rolling the dice for that test is allowed to choose when it will be used and with which skill it will be used (i.e. Track or Observe). However, the intention to use this ability must be stated at the beginning of his/her turn during the round. Furthermore, if a dog is present at a home or encampment, there is a large chance that it will be alerted to anyone/anything approaching and warn their master of potential danger. Therefore, for every "intruder" that attempts to infiltrate a campsite or homestead, roll 2D6. A result of 10 or less means that the dog has detected the intruder and will warn his master immediately.

Restrictions: Domestic dogs will only perform actions for or defend encampments belonging to their master.

Common Breeds of Domestic Dogs

Beorning Mountain Dogs

The Beornings and Northmen of the Misty and Grey Mountain ranges almost exclusively use this breed of dog. They are a very intelligent and adaptable dog, bred to guard/herd flocks of sheep and homesteads in mountainous regions. They were also bred specifically to fulfill their duties without the guidance of humans. Therefore, once trained, Mountain Dogs can be expected to work on a daily basis without any human to guide or oversee them, while continuing to return every night to their master.

Attributes: Bearing 8 (+1), Nimbleness 3 (-1), Perception 8 (+1)*, Strength 8 (+1)*, Vitality 8 (+1), Wits 4 (+0).

Reactions: Stamina +1*, Swiftiness +1, Willpower +1, Wisdom +1.

Defense: 9

Movement Rate: 6

Skills: Armed Combat: Natural Weapons (Bite) +4, Jump +2, Observe (Smell) +4, Run +3, Survival (Mountains) +5, Swim +1, Track (Scent) +4

Special Abilities: *Natural Weapon* (1D6, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Medium (5 wound levels, 1 Healthy)

Health: 9



Boar-hunting Danes of Dunland

Originally used to hunt game by the Dunlendings of the plains and foothills adjacent to the lower half of the Misty Mountains, Boar-hunting Danes got their name by being particularly adept at hunting the sizeable wild peccaries found throughout the area. They have large powerful jaws that are capable of immobilizing intruders. They are mostly gentle, but have been reported to be prone to aggressive streaks (even with owners) in the past.

Attributes: Bearing 8 (+1), Nimbleness 3 (-1), Perception 8 (+1)*, Strength 8 (+1)*, Vitality 8 (+1), Wits 3 (-1).

Reactions: Stamina +1*, Swiftiness +1, Willpower +1, Wisdom +1.

Defense: 9

Movement Rate: 6

Skills: Armed Combat: Natural Weapons (Bite) +4, Jump +2, Observe (Smell) +5, Run +3, Survival (Mountains, Plains) +5, Swim +1, Track (Scent) +5

Special Abilities: *Natural Weapon* (1D6, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Medium (5 wound levels, 1 Healthy)

Health: 9



Dunlending Foxhounds

Believed to have been first bred by the Dunlendings, or their ancestors, these dogs are now found throughout the mid-latitudes of Middle Earth being used as guard dogs, hunters, and herders of domestic animals from cattle to sheep. Foxhounds are loyal and obedient if properly trained. Yet, even if not trained for herding they still make excellent companions.

Attributes: Bearing 7 (+0), Nimbleness 8 (+1)*, Perception 9 (+1)*, Strength 6 (+0), Vitality 8 (+1), Wits 4 (+0).

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

Defense: 11

Movement Rate: 3

Skills: Armed Combat: Natural Weapons (Bite) +2, Jump +4, Observe (Smell) +6, Run +5, Survival (Mountains, Plains) +5, Swim +4, Track (Scent) +6

Special Abilities: *Natural Weapon* (1D6-1 bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Small (4 wound levels, 1 Healthy)

Health: 8



Gondorian Terriers

Originally used as a sporting dog for hunting pheasant and waterfowl, this dog is now more commonly a lap dog of the most elite families in Gondor. Because it is now rarely used for hunting (especially since water spaniels and pointers are more commonly favored for this purpose), to have a Terrier is considered an extravagance and, thus, they are rare except in Minas Tirith. It is a highly energetic dog that has been reported to be extremely difficult to train. It will also become irritable and mischievous if not given the opportunity to run on a daily basis.

Attributes: Bearing 5 (+0), Nimbleness 10 (+2)*, Perception 9 (+1)*, Strength 4 (+0), Vitality 8 (+1), Wits 4 (+0).

Reactions: Stamina +1, Swiftiness +2*, Willpower +0, Wisdom +1.

Defense: 12

Movement Rate: 1

Skills: Armed Combat: Natural Weapons (Bite) +1, Jump +5, Observe (Smell) +6, Run +4, Survival (Urban) +5, Swim +3, Track (Scent) +4

Special Abilities: *Natural Weapon* (1D6-3, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Little (3 wound levels, 1 Healthy)

Health: 8

Lossoth Sled Dogs

These energetic and hard-working dogs are found almost exclusively north of the Grey and Misty Mountains, where they are used as beasts of burden and guards by the indigenous Lossoth tribes of the area. A trustworthy and loyal companion, but also prone to boredom and destructive behavior if not allowed to exercise in the form of pulling carts, wagons, or sleds. This dog is generally obedient, but due to being bred by a semi-nomadic people, has no sense of territory. Therefore, it has been reported that escaped individuals will run ceaselessly, rather than remaining in a small area that they consider their own, heedless of their master's calls. It seems, however, that such fugitives almost always manage to find their way home in time.

Attributes: Bearing 8 (+1), Nimbleness 8 (+1), Perception 7 (+0)*, Strength 8 (+1)*, Vitality 8 (+1), Wits 4 (+0).

Reactions: Stamina +1*, Swiftiness +1, Willpower +1, Wisdom +1.

Defense: 11

Movement Rate: 6

Skills: Armed Combat: Natural Weapons (Bite) +3, Jump +3, Observe (Smell) +6, Run +6, Survival (Mountains) +7, Swim +2, Track (Scent) +6





Special Abilities: *Natural Weapon* (1D6, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Medium (5 wound levels, 1 Healthy)

Health: 9



Mastiffs of Rohan

This sizeable dog is an excellent guardian, bred by the Rohirrim to protect their horses and stables from bandits and thieves. Although occasionally found in other areas of Middle Earth where horses are kept by humans in large numbers, this dog is almost exclusive to the lands of Rohan and its inhabitants. Rohan's royal families once considered the possession of this dog to be a status symbol. It is said that Thengel, the 17th King of Rohan, possessed mastiffs of unsurpassed strength and beauty, the likes of which have not been seen in the land since.

Attributes: Bearing 8 (+1), Nimbleness 3 (-1), Perception 8 (+1)*, Strength 8 (+1)*, Vitality 8 (+1), Wits 3 (-1).

Reactions: Stamina +1*, Swiftsness +1, Willpower +1, Wisdom +1.

Defense: 9

Movement Rate: 6

Skills: Armed Combat: Natural Weapons (Bite) +4, Jump +2, Observe (Smell

+5, Run +3, Survival (Mountains, Plains) +5, Swim +1, Track (Scent) +5

Special Abilities: *Natural Weapon* (1D6, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Medium (5 wound levels, 1 Healthy)

Health: 9

Cattle Dogs

This dog is probably the result of a mixture of many dog breeds and has only recently been recognized as a distinct breed. It can be found being used by all humans in all areas of Middle Earth for a variety of jobs, which includes hunting, herding, and protection. In fact, Cattle Dogs, or mixed breeds that are part Cattle Dog, are often found as far south as Umbar and as far north as the Shire. They are an excellent companion and readily available in most societies.

Attributes: Bearing 5 (+0), Nimbleness 10 (+2)*, Perception 9 (+1)*, Strength 5 (+0), Vitality 8 (+1), Wits 4 (+0).

Reactions: Stamina +1, Swiftsness +2*, Willpower +0, Wisdom +1.

Defense: 12

Movement Rate: 3

Skills: Armed Combat: Natural Weapons (Bite) +2, Jump +4, Observe (Smell) +6, Run +4, Survival (Forests, Mountains, Plains) +5, Swim +3, Track (Scent) +4

Special Abilities: *Natural Weapon* (1D6-2, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Small (4 wound levels, 1 Healthy)

Health: 8



Northmen Wolfhounds

Used by the Northmen to guard their homesteads from Wargs and Hybrids. Excellent guard dogs, with little herding ability, wolfhounds are often used in conjunction with Beorning Mountain Dogs by the tribes of the north. It is very uncommon for any family within these societies to not possess at least one wolfhound. They are formidable against intruders, yet gentle with family members (including infants) and their loyal personalities have recently made them grow in popularity throughout Middle Earth.

Attributes: Bearing 8 (+1), Nimbleness 4 (+0), Perception 7 (+0)*, Strength 8 (+1)*, Vitality 8 (+1), Wits 3 (-1).

Reactions: Stamina +1*, Swiftsness +0, Willpower +1, Wisdom +1.

Defense: 10

Movement Rate: 6

Skills: Armed Combat: Natural Weapons (Bite) +4, Jump +2, Observe (Smell) +4, Run +3, Survival (Mountains, Plains) +5, Swim +1, Track (Scent) +4

Special Abilities: *Natural Weapon* (1D6, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Medium (5 wound levels, 1 Healthy)

Health: 9





Pointers

A sleek breed of sporting dog, bred in Gondor, specifically to locate and hunt game from pheasants and fowl, to fox and bear. A well-mannered, loyal, and friendly dog, it needs little coaxing to perform its duties, but is usually too even-tempered to be an efficient guard dog.

Attributes: Bearing 7 (+0), Nimbleness 8 (+1)*, Perception 9 (+1)*, Strength 6 (+0), Vitality 8 (+1), Wits 4 (+0).

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

Defense: 11

Movement Rate: 3

Skills: Armed Combat: Natural Weapons (Bite) +2, Jump +4, Observe (Smell) +6, Run +5, Survival (Mountains, Plains) +5, Swim +4, Track (Scent) +8

Special Abilities: *Natural Weapon* (1D6-1, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Small (4 wound levels, 1 Healthy)

Health: 8



Rohirric Collie

Used by the Rohirrim to herd their horses and other domestic cattle. If trained well, this dog is very obedient and loyal. However, it is also highly energetic and will easily become bored and mischievous if not allowed to perform the tasks for which it was bred.

Attributes: Bearing 5 (+0), Nimbleness 10 (+2)*, Perception 9 (+1)*, Strength 5 (+0), Vitality 8 (+1), Wits 4 (+0).

Reactions: Stamina +1, Swiftiness +2*, Willpower +0, Wisdom +1.

Defense: 12

Movement Rate: 3

Skills: Armed Combat: Natural Weapons (Bite) +2, Jump +4, Observe (Smell) +6, Run +5, Survival (Plains) +5, Swim +2, Track (Scent) +4

Special Abilities: *Natural Weapon* (1D6-2, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Small (4 wound levels, 1 Healthy)

Health: 8

Water Spaniels of Tharbad

Although originally bred in the Tharbad area of Arnor many years ago to retrieve waterfowl, this dog is now widespread throughout the cities and villages of central and southern Middle Earth that are found near water. This breed is much happier to live near a water body of some kind.

Attributes: Bearing 7 (+0), Nimbleness 8 (+1)*, Perception 9 (+1)*, Strength 6 (+0), Vitality 8 (+1), Wits 4 (+0).

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

Defense: 11

Movement Rate: 3

Skills: Armed Combat: Natural Weapons (Bite) +2, Jump +5, Observe (Smell) +6, Run +5, Survival (Coasts, Plains, Wetlands) +5, Swim +7, Track (Scent) +6

Special Abilities: *Natural Weapon* (1D6-3, bite), *Loyalty to One's Master*, *The Blood of Huan*.

Size: Small (4 wound levels, 1 Healthy)

Health: 8



Wolves and Other Wild Canids

“Wolves of that sort smell keener than Goblins and do not need to see you to catch you!”

-The Hobbit



Special Abilities

Silent and Cunning Ways: All wild and fell canids have an extraordinary ability to employ stealth to mask themselves and their scents. They also have an uncanny ability to find track scents over large distances.

Effects: All wild and fell canids automatically receive a +3 to the first Stealth (Sneak) test performed during an attempt to catch something unawares. They also gain a +2 to any Track (Scent) skill one time per day.

Wolves

Attributes: Bearing 8 (+1), Nimbleness 9 (+1), Perception 10 (+2), Strength 7 (+0)*, Vitality 8 (+1)*, Wits 4 (+0).

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

Defense: 11

Movement Rate: 6

Skills: Armed Combat: Natural Weapons (Bite) +4, Jump +3, Observe (Smell) +4, Run +4, Stealth (Sneak) +8, Survival (Forests, Mountains, Plains) +5, Track (Scent) +6

Special Abilities: *Natural weapon* (teeth, 1D6+2), *The Blood of Huan* (see above), *Silent and Cunning Ways*, *Ill-at-Ease in Trees* (see below)

Size: Medium (5 wound levels, 1 Healthy)

Health: 8

Coyotes

Attributes: Bearing 8 (+1), Nimbleness 10 (+2)*, Perception 10 (+2), Strength 5 (+0), Vitality 8 (+1)*, Wits 4 (+0).

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

Defense: 12

Movement Rate: 3

Skills: Armed Combat: Natural Weapons (Bite) +3, Jump +4, Observe (Smell) +5, Run +5, Stealth (Sneak) +9, Survival (Forests, Mountains, Plains) +5, Track (Scent) +6

Special Abilities: *Natural weapon* (1D6-1, bite), *The Blood of Huan* (see above), *Silent and Cunning Ways*, *Ill-at-Ease in Trees* (see below)

Size: Small (4 wound levels, 1 Healthy)

Health: 8

Foxes

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

Reactions: Stamina +1, Swiftiness +3*, Willpower +0, Wisdom +2

Defense: 13

Movement Rate: 3

Skills: Armed Combat: Natural Weapons (Bite) +2, Jump +5, Observe (Smell) +6, Run +5, Stealth (Sneak) +10, Survival (Forests, Mountains, Plains) +5, Track (Scent) +7

Special Abilities: *Natural weapon* (1D6-1, bite), *The Blood of Huan* (see above), *Silent and Cunning Ways*, *Ill-at-Ease in Trees* (see below)

Size: Small (4 wound levels, 1 Healthy)

Health: 8

Fell Canids

A. Special Abilities

Fell Canids are built for power and stealth. They have been perfected over years of evolution (and, in some cases, training) to be perfect accomplices to the minions of the Dark Lord. In addition, they are made all the more fearsome because of the following special abilities.

“Saruman’s eastern force came down with unexpected speed; it was much smaller than the western force, but more dangerous. In its van were some Dunlending horsemen and a great pack of the dreadful Orcish ‘wargriders’, feared by horses.”

-Unfinished Tales



Horsebane: All fell-canids naturally instill fear in horses and other livestock. This is believed to be a predator avoidance adaptation evolved centuries ago by the ancestors of modern day domesticated animals (which are all prey animals by nature). This fear affects the following domesticated animals: horse, sheep, cattle, goat, fowl, and peccary.

Effects: The instant that any domestic animal(s) sees or smells of a fell-canid, it or the group’s designee must make a successful opposed Willpower test. If a pack of Wargs or Hybrids are attacking, select one as the leader to use its Willpower (if not already decided).

<u>Success</u>	<u>Effect</u>
Extraordinary	The domestic animal does not flee unless it chooses to. If the domestic animal is being ridden, the rider receives a +2 on his next test
Superior or Complete	The domestic animal stands its ground with no bonus to a rider (if present)
Marginal or lower	The domestic animal flees for 1D6+4 rounds (note: distance fled depends on movement rate of domestic animal/round. See Fell Beasts and Wondrous Magic).

Restrictions: This ability only takes effect if the domestic animal can either 1) see the attacking beast, or 2) can smell the attacking beast using an opposed Observe (Smell) or Perception test against the Warg/Hybrid’s Stealth (Sneak). Note: Domestic animals that repeatedly come into contact with Wargs and Hybrids may become accustomed to them enough not to flee at their mere presence. Therefore, during the second encounter that a given domestic animal has with a Fell Canid, said domestic animal receives a +1 to its Willpower test to avoid fleeing. During the third such encounter, the domestic animal receives a +2 to its Willpower test and so on. Furthermore, this special ability does not affect Mereas or Elven horses.

“The Wargs and the goblins often helped one another in wicked deeds...Then they often got the Wargs to help and shared in the plunder with them. Sometimes they rode on Wargs like men do on horses.”

-The Hobbit

Coordinated Fell Deeds: The minions of the Dark Lord have essentially domesticated Wargs (see previous sections). Therefore, Wargs have an innate ability to be able to understand the wishes of Goblins, Trolls, and Ringwraiths through vocal and visual cues.

Effects: A Warg-rider or Ringwraith need not necessarily have physical contact with a Warg to persuade it to do its bidding. As long as eye contact is possible, the fell canid can be given subtle voice or hand signal commands. Furthermore, if a Warg is encountered in the wild, one can be almost certain that it is not alone. Thus, every time a seemingly unaccompanied Warg is spotted, roll 2D6 and refer to the table below to see what is traveling with the beast.

<u>Result of Roll</u>	<u>Warg Associates</u>
12	None
7-11	1D6+4 Orcs
3-6	1D6-1 Trolls
2	1 Ringwraith

Armour (3): Fell canids gain extra protection due to their thick outer layer of fur (called the Plate-coat) and their unusually dense skeletal structure (especially in the region of the head and shoulders).

Vice-like Grip: Due to the extra set of canines present in their mouths, Wargs and Hybrids have the ability to grab quarry and hold it immobile.

Effects: If a Warg or Hybrid makes a successful attack, the Narrator should determine whether or not the weapon hand of the attacked adventurer is the target by rolling 1D6. If a 4 or greater is the result, the weapon arm is grabbed in the animal’s jaws. If this occurs, the weapon arm cannot be freed for 1D6 rounds and the trapped adventurer receives additional damage from the teeth each round that the beast holds him. On a roll of 1-3, the adventurer’s off-hand is the target and he is immobilized, but can still attack the beast with his weapon. A successful attack by the adventurer will cause the Warg or Hybrid to release their grip immediately.

Wargs and Hybrids are powerful adversaries that can present a serious health-risk to adventurers in many settings. They are formidable in combat and fearless in the face of danger. Yet they are not invincible. Here are weaknesses associated with these animals.

“Wolves are afraid of fire at all times.....”
-The Hobbit



Flee From Fire: All Wargs and Hybrids fear fire when it is wielded in the hands of an opponent. The reasoning for this is not understood, however, it has a profound effect on these animals.

Effects: When presented with fire (e.g. on the end of a torch or blazing stick) a Warg or Hybrid must make a Willpower Test (TN 7) at the beginning of each round.

Success	Effect
Extraordinary	The Warg or Hybrid does not flee unless it chooses to and also receives a +1 to its first attack. Furthermore, it does not need to re-roll to resist fire for 1D6+4 rounds
Superior	The Warg or Hybrid stands its ground and may attack, if it chooses, with no extra bonuses. Furthermore, it does not need to make this test again for 1D6 rounds.
Complete	The Warg or Hybrid stands its ground for 1D6 rounds, but will not attack.
Marginal or worse	The Warg or Hybrid turns and flees for 1D6 rounds

Restrictions: Wargs and Hybrids will not go near a stationary fire (such as a campfire) and will not flee from fire unless they are attacked with it and fail their Willpower test as described previously). Domestic dogs do not fear fire. Furthermore, while wolves will not approach fire, they also will not run from it in the fashion that fell canids will.

“For even wild Wargs cannot climb trees.”
-The Hobbit

Ill-at-Ease in Trees: Canids are not physically designed for climbing. Therefore, they cannot climb trees after quarry, no matter how much goading occurs. This is also true of true wolves and dogs. However, what they lack in arboreal prowess, they make up for in patience. Thus, Wargs and Hybrids can wait hours and even days for quarry that is attempting to escape them in trees to come down (or fall down after fainting from lack of sleep, food, or water).

Wargs

Attributes: Bearing 10 (+2), Nimbleness 7 (+0), Perception 7 (+0), Strength 10 (+2)*, Vitality 10 (+2)*, Wits 4 (+0)

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

Defense: 10

Movement Rate: 12

Skills: Armed Combat: Natural Weapons (Bite) +6, Intimidate (Fear) +5, Jump +5, Language: Understand Orkish (dialect) +2, Language: Warg-speech +4, Observe (Smell) +4, Run +9, Stealth (Sneak) +9, Track (Scent) +2

Special Abilities: *Armor (3), Mount: Steady, Mount: War-trained (see Fell Beasts and Wondrous Magic), Natural weapons (2D6+3, bite), Silent and Cunning Ways (see above), Coordinated Fell Deeds, Vice-like Grip, Flee from Fire, Ill-at-Ease in Trees.*

Size: Large (6 wound levels, 2 Healthy)

Health: 12

TN Equivalent: 10 (pack of six)

Note: Because they are domesticated animals, bred specifically by the Dark Lord to be sub servant and dependent on the resources provided for them by their master’s (the purpose of which is to insure their cooperation and inability to easily escape and survive once escaped), all survival instincts have been purposefully bred out of this species. Therefore, in this incarnation, Wargs have no survival skill listed. Because they look almost identical, nearly all “wild Warg” attacks are actually due to hybrid animals.

Hybrids (Warg/Wolf)

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

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

Defense: 11

Movement Rate: 12

Skills: Armed Combat: Natural Weapons (Bite) +6, Intimidate (Fear) +5, Jump +5, Language: Warg Speak +3, Observe (Smell) +4, Run +9, Stealth (Sneak) +9, Track (Scent) +2, Survival (Forests, Mountains) +5.

Special Abilities: *Natural weapons (2D6+3, bite), Natural armor (+3), Silent and Cunning Ways (see above), Coordinated Fell Deeds, Vice-like Grip, Flee from Fire, Ill-at-Ease in Trees.*

Size: Large (6 wound levels, 2 Healthy)



Health: 11

TN Equivalent: 10 (pack of three)

Famous Canid Personalities

Huan: The immortal hound of Valinor and companion of Orome, huntsman of the Valar, but left the Undying Lands with the Noldo Elf Celegorm. By leaving Valinor, he became mortal and later abandoned Celegorm to aid Beren and Luthien during the Quest of the Silmaril. After killing many werewolves of Tol Sirion including Drauglin, father of werewolves, and defeating Sauron in wolf-form, Huan met his fate at the hands of Carcharoth, who in turn was killed as well by the hound of the Valar.

Carcharoth: His name meaning “Red Maw” in the Sylvan tongue, Carcharoth was the largest werewolf/warg ever to exist in Arda and said to have venomous fangs. He was bred by Morgoth from werewolves and fed live flesh until he grew so large that the only place he could reside was in Morgoth’s throne room, resting at the Dark Lord’s feet. When Beren and Luthien stole the Silmaril from Morgoth’s crown and fled, it was Carcharoth who bit off the hand of Beren’s that held the jewel and swallowed it. While the fire and heat from the Silmaril did not kill the mighty wolf, he was driven mad with pain and rampaged throughout the lands until Huan eventually killed him during The Hunting of the Wolf. In the process of this battle, however, Huan himself was also slain by the venom from Carcharoth’s fangs.

Hope you enjoyed this chapter! Get ready for next month when we begin our discussion on those terrible flying mounts used by the Nazgûl: Hell Hawks!



Sources:

- All dog images come from the American Kennel Club’s website: www.akc.org
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ADVENTURING IN



DOL AMROTH: PART I – HISTORY AND THE PEOPLE

Dol Amroth, the princely City of the White Ships, hugs the steep cliffs of the dramatic peninsula that forms the westernmost point in Belfalas. Its name dates from about Third Age 2004 and derives from the awesome monolith that shelters its deep harbor, a commanding height discovered by the Elf-lord Amroth; prior to that time it was called *Lond Emil*. Locals call this mighty rock the "Hill," out of deference to its unique character and noble heritage. Only about a day's ride south of the mouth of the river Morthond, where the elf-haven of Edhellond stands, it protects one of the finest ports in Middle-earth.

Dol Amroth is the chief city of the province of Dor-en-Ernil and the great peninsula of Belfalas, and it is the largest Gondorian settlement west of Lebennin. Virtually all trade along the central coasts of the bay reaches its quays. With a westward-facing harbor inlet, this fortified town serves as a haven for ships sailing south or eastward into Gondor, for its rock-lined anchorage is guarded from the rugged seas of the neighboring bay. Sailors on vessels hailing from Eriador and Lindon, as well as places in the far West, have long sought Dol Amroth's varied comforts, and the city's famous Seaward Tower stands as a beacon of safety and civilization for all who brave the stormy waves off this strategic promontory.

Few sights in Middle-earth can be more uplifting than the slender white towers of Dol Amroth, rising above the rolling wooded hills and tilled fields of Belfalas. The melodious tones of an age-old Elven bell ring from the summit of the Seaward Tower, proclaiming the presence of this great haven even in the thickest fog. At night, the Tower's mammoth lamp shines as the greatest of many beacons, signaling to voyagers braving the shoals of the Belfalas shores. The Prince presides over a noble Court of Dúnadan lords and knights, the most renowned warriors in the Kingdom. The twisting, cobbled streets of Dol Amroth below throng with merchants and mariners, stalwart Men who face the dangers of the Great Sea and the depredations of the Corsairs of Umbar.

Adventurers beginning their careers in Dor-en-Ernil will find much to whet their appetite for action and intrigue. Corsairs and smugglers threaten the coasts, while spies from Harad prey upon the weak points in the Prince's domain. Fierce Dunlending clans and bands of mountain bandits lurk in the swamps and high country, or in the remote wilds to the west of Edhellond. Rumors hint that sorcerers still practice dark arts deep in the mountains, and some fear that the presence of the ancient Shadow has re-arisen. Given its wild landscape, Dor-en-Ernil provides many opportunities to explore, enabling the curious to delve into ancient tombs or investigate remote strongholds. The region's myriad islands, coves, caves, swamps, and highland vales offer a variety of challenges. Particularly ambitious adventurers may even join the Prince's privateers on the high seas of the Bay of Belfalas, striking back at the cruel Corsairs.

The more powerful may find Dol Amroth a bit tame — assuming their ambitions do not range beyond plunder and bloodied swords — but there is always a bit of court intrigue in which to dabble. One might be lucky enough to cross blades with the formidable agents of the Prince's enemies. Of course, here powers that be are secure on their thrones, and there is little chance to carve out new realms by force in the midst of a civilized land. But for adventurers who relish the opportunity to engage in high politics, enjoy the pleasures of a sophisticated Court, and reap the fruits of renown among Men and Elves upon returning from quests, the Land of the Prince should prove satisfying indeed.



A BRIEF HISTORY OVERVIEW

In the year 1640 of the Third Age, the splendor of Gondor is beginning to fade, but the Winged Crown still reigns over many lands. Civil strife and plague have shaken the power of the Kings, and the King's House has moved from Osgiliath to Minas Anor (Minas Tirith). On the shores of the Bay of Belfalas, though, the mightiest of the King's vassals rules a fair domain and remains true to his ancient allegiance. Atop the towering cliffs of Belfalas, defying waves and storm, stands the Castle of Dol Amroth, the Prince's citadel by the sea. His gleaming port city hugs the

cliffs below and serves as the center of the rich and peaceable province of Dor-en-Ennil. Nearby, on a spit of rock jutting out into the wild bay stands the ancient Sea-ward Tower, its foundations laid by the Lady Galadriel in the days before Gondor was conceived. But Dor-en-Ennil is also home to older residents. Elven swan-ships sail from the harbor of Edhellond at the mouth of the Morthond River, as they have for thousands of years past. In the mountains of Belfalas live the Dunlending descendants of the once-numerous Easterling peoples, secretive and only grudgingly reconciled to the Prince's rule.

THE HISTORY OF DOR-EN-ERNIL

Dor-en-Ennil's original inhabitants arrived sometime during the late First Age, the Elder Days of Middle-earth. Migrating from the southeast, these Wild Men were a primitive and illiterate fisher-folk unlike any others in mannish lore. They called themselves the Drughu; other called them Woses or Drû-folk or (later) Drúedain.

A few Drúedain passed northward and dwelt in Eriador, between the mouths of the Gwathló (S. 'Grey Flood) and Isen Rivers. But most remained behind and established settlements in the fertile vales of the White Mountains, and in the forested hills flanking the high peaks. Others made their homes in or near the heights of Belfalas, and one group built their abode by the mouth of the *Morthond* (S. "Blackroot") River.

The Coming of the Easterlings

Not long after the coming of the Drughu, another race of Men migrated into the White Mountains. These foreigners came from the East, initially displacing the Drughu from most of their homes in the hills and mountain vales. Yet their hostility soon subsided, for the newcomers recognized the Drughu's considerable primitive yet powerful magiks. Capable of instilling life in seemingly inanimate objects and able to foretell the future, the Drughu appeared as holy Men to the Easterlings. The invading clans embraced the Drug bands as spiritual leaders and allies. Thus began the strange relationship that gave birth to Gondor's indigenous culture.

The spiritual core of this culture centered on the venerated mountain city known as Dunharrow, originally a natural cave complex expanded upon by the Drughu. Other settlements, however, occupied most of the choice sites south and west of the White Mountains, although the Easterlings always placed their refuges, burial grounds, and holy shrines on high, defensible ground.

The Coming of the Elves

Recorded history of the coasts along the Bay of Belfalas begins in the Second Age, with the landing of three small ships sailed by Sindarin Elves at the mouth of the Morthond. These Sindar, once subjects of the Grey-Elven King Thingol in Doriath, fled Morgoth's conquest of Beleriand during the First Age, and developed their shipbuilding and seafaring skills at the refuge of the Mithlond (S. 'Grey Havens') before venturing forth to seek a new home.

The Elves' arrival in Belfalas put the local Easterlings to flight. The Men the Elves called "Nibinwaith" (S. "Petty-folk") fled into the neighboring highlands or ventured northward to join their brethren. This migration left the rugged coasts adjoining the great bay open to new settlement, but the Elves were few and most of the shoreline remained abandoned until the late Second Age. The Sindar gave Belfalas (S. "Coast of the Powers") its name, in part because of its stirring landscape, and in part due their memory of lost Beleriand. Belfalas' fantastic cliffs and inspiring views lent the land a feeling of drama, and its flowering fields and green woodlands resembled those of the former Sinda home.

The Founding of Edhellond

South of the confluence of the Morthond and the Ringlo, secure from the storms of the Bay, the Sindar founded the port and small settlement of Edhellond (S. "Elf-haven"). They chose a spot beside the ruins of a much smaller and older First Age port called *Lond Duilin* (S. "Haven of the River Song"), a little less than a mile from where the river empties into the Bay of Belfalas. Set upon and within a rocky island in the western channel of the Morthond river delta, it was a perfect site for a defensible port. Although somewhat small and confined, its size never precluded growth and Silvan Elves from Lórien, adventuring south in search of the Sea, later swelled the settlement.

By Second Age 1700, Edhellond had become a significant exit port for Elves crossing to the Undying lands in the West, but the original Sindarin founders remained the lords of the Haven through the Third Age.



The Founding of the Sea-ward Tower

In the latter part of the Second Age, after the war against Sauron in Eriador, one of the most renowned Elves remaining in Middle-earth, the Noldo Galadriel, came with her spouse Celeborn to the Belfalas region. They brought only a small retinue and, perhaps owing to the latent hostility between Noldor and Sindar, chose not to go to the existing settlement at Edhellond, but to dwell apart and nearer the Sea.

Atop an uprising headland (a spur of the height later called Dol Amroth) on a rocky promontory jutting into the Bay — called in the Sindarin tongue *Tirond Aear* (S. "Sea-spire") — Galadriel erected the Sea-ward Tower (S. "Tirith Aear;" lit. "Sea-watch"). She placed a lamp and a huge bell at the summit of this magnificent structure, the latter of inestimable service to the white ships of Edhellond, which had to negotiate the fogs and treacherous shoals off Belfalas.

The Arrival of the Númenoreans

After S.A. 1800, yet another people began arriving in the region around the Bay of Belfalas — Númenorean colonists. At first they built manors and lived in modest enclaves along the lower stretches of the Anduin and its tributaries, but eventually their growing presence produced a city. Founded in S.A. 2350, the great port of Pelargir rose on the banks of the Anduin, by the confluence of the River Sirith.

Pelargir later became a haven for the Faithful of Númenor, those Dúnedain who rejected the growing corruption of their homeland. Slowly, these noble folk began fleeing the island continent of Númenor and sailing east to Middle-earth in ever-greater numbers. They soon began settling westward, in the Gilrain and Serni valleys, displacing the region's older occupants. Few, however, reached the area near the Sea-ward Tower while the Second Age lasted, and the region that would later be known as Dor-en-Ennil remained quite desolate — apart from the Elven settlements, the independence of which the Faithful respected.

The Founding of Gondor

The fortunes of Belfalas and the adjoining lands changed decisively at the end of the Second Age. In S.A. 3319 Elendil the Tall and his sons Isildur and Anárion, leaders of the Faithful, arrived in Middle-earth following the destruction of Númenor. Elendil himself reached Eriador with four ships, and there founded the realm of Arnor, while Isildur and Anárion came to the Anduin valley with five ships. There, the two sons founded the kingdom of Gondor, which they jointly ruled as vassals of their illustrious father.

Gondor claimed all the land south of the White Mountains and as far west as the Isen. Although by far the greater part of Gondor's people remained in the Anduin valley, the opportunity was now open for further westward expansion and settlement. A powerful family related to Elendil was chosen to oversee the development of the new lands and to insure the safety of the young Kingdom's western frontier.

The Founding of Dor-en-Ennil

The appointed family was then known as the House of Edhelion, and was named for the Lord who captained a small fleet of fleeing Faithful before the Downfall. An accomplished warrior and an unrivalled seaman, Edhelion had been on many voyages from the shores of his adopted land. He had sailed well beyond Umbar to the south and Andrast to the west, and he knew the coasts of western Middle-earth quite well. His considerable skill in dealing with foreign races was well known, and he counted many friends among peoples other Númenoreans had scarcely heard about. Most important of all, however, save his trustworthiness, was his bond with the Elves. The Elves of both Pelargir and Edhellond treated Edhelion as one of their own kind.

Edhelion's household was entrusted with a fief encompassing all the lands between the River Gilrain and the mountains known locally as the *Ered Tarthonion* (S. 'Mountains of Lofty Pines'). They were given the duty of guarding the wide, central pass, which separated these peaks from the mother range of the White Mountains. Called the Lamedon Gap, it was then the edge of civilization and, to this day, remains as the gateway to Lamedon and the western reaches of Gondor. Further south, Edhelion's retainers also stood watch over the narrow *Cirith Dunrandir* (S. "West-pilgrim Pass"), the only avenue across the mountainous spine of Belfalas. In keeping with his need to reward this invaluable service, the High-King Elendil accorded Edhelion the title of Prince (S. - Ennil), so that his border march became known as the Prince's Land (S. - Dor-en-Ennil).

The Growth of Dor-en-Ennil

With the downfall of Sauron and the beginning of the Third Age, Gondor was easily the most powerful state in Middle-earth. The Kings descended from Anárion ruled in peace for several centuries, and in Dor-en-Ennil the Dúnedain prospered, despite occasional conflicts with the kindred of the Dunlendings surviving in the Ered Tarthonion.

In T.A. 830, when Tarannon ascended the throne and took the title of Falastur (S. "Lord of the Coasts"), Gondor entered its imperial era. Under the Ship-Kings, the Princes were granted the western coast of Belfalas as well, initiating an explosive period of colonization. Forcing the Lamedon Gap and the Cirith Dunrandir, Dúnedain poured into the fertile but previously little-inhabited lands as far as the Morthond. Galadriel, realizing that the Age of Men had come, resigned Tirith



Aear to the reigning Prince, who committed himself and his successors to maintaining its warning bell. Galadriel and Celeborn then returned north to Imladris with their following, and only rarely visited Belfalas thereafter.

The Founding of the Town of Lond Ernil (Dol Amroth)

Aided by the Sindar of Edhellond, the Princes raised a mighty Castle on the peak (later called the Hill of Amroth) above the Elven tower. They built their new capital — *Lond Ernil* (S. "Prince's Haven") — by the sheltered cove below their fortress. This fine port city would later become known as Dol Amroth. There, in what was called the Cove of the White Ships (on the northeastern side of the promontory) Elven swan-ships had once sought safe anchorage. It became the first of the town's three harbors.

Lond Ernil grew rapidly. The combination of security, a noble court, and the crossroads of two flourishing trade routes along the Bay of Belfalas and down the Morthond valley ensured that the town soon became the largest Dúnadan center in Gondor west of the Anduin valley. Shipwrights and sea captains of Lond Ernil became masters of their crafts, and a steady influx of settlers passing westward promoted both trade and impetus for the furthering of Gondorian civilization.

Gondor's Kin-strife and the Strengthening of Dor-en-Ernil

As Lond Ernil and Belfalas shared in Gondor's prosperity at its height, so they could not wholly escape the troubles that followed. While the civil war of the Kin-strife (T.A. 1432-48) was principally fought in the Anduin valley, many sons of Belfalas who left to serve in Castamir's forces did not return. Lond Ernil's distance from the conflict spared its nobility from being caught in Castamir's ruin, so the folk of Belfalas only realized the extent of the disaster when the Kin-strife ended.

It was then that the rebels who had escaped with the bulk of Gondor's fleet to Umbar turned to indiscriminate raiding in the Bay of Belfalas, becoming known as the Corsairs. These sea-borne raiders ravaged the long, exposed coast of Dor-en-Ernil, forcing the Princes to strengthen their castle and construct an extensive system of coastal fortifications for their domain. The House of Lond Ernil labored hard and succeeded in diverting most of the raiding toward the Anduin valley or Anfalas, but the threat persisted for the remainder of the Third Age.

The Great Plague and Years Before T.A. 1640

Gondor suffered its next great disaster two centuries later. The Great Plague of 1636-37 claimed nearly a third of Gondor's people. While the losses were most severe in Calenardhon, the Anduin valley, and the eastern provinces, Belfalas and the adjoining lands were not wholly immune. Perhaps worse, the awful pestilence burdened the survivors with a lingering malaise. As the birth rate declined, Gondor's recovery was slow, and the bold momentum that forged an empire died in the hearts of most of the Dúnedain.

Only four years after the Plague, the days of the South Kingdom's glory appeared to have passed. The relocation of the King's House from Osgiliath on the Anduin to Minas Anor (Minas Tirith) symbolized Gondor's plight, for even its traditional capital was too weak and depopulated to remain safe for the Court. Although still a major power, Gondor staggered under the blow.

Gondor's Gradual Decline and the Affect on Dor-en-Ernil

Gondor's slow decline continued in succeeding centuries. The long wars with the Wainriders during the years T.A. 1851-1944 drained its military strength and cost the South Kingdom its eastern provinces. Rhovanion was lost and, despite repeated victories, Gondorian strength waned.

The impact of these wars hit Dor-en-Ernil hard, albeit less harshly than the other provinces. Many of the Princes' kin served and were lost in those wars, thinning the line. Meanwhile, many of the Elves remaining at Edhellond abandoned their haven to go over the Sea. Their departure robbed their neighbors of fast friends and preceded a calamity, which brought a change in the character of the Land of the Prince. The tragedy occurred in T.A. 2002, when the last heir of Edhelion's line fell, wounded in a vain attempt to relieve the siege of Minas Ithil. He died two years later, and the first ruling House of Princes came to an end.

The Renaming of Dol Amroth and the Second House of Princes

Twenty-three years before the end of the First House, in T.A. 1981, another misfortune struck the region, one, which foreshadowed the renewal of the Lords of Dor-en-Ernil. It was in that year that the Elf-king Amroth of Lórien departed from Edhellond on a ship torn from its moorings. Attempting to swim back to shore, where he hoped to remain in wait for his beloved (Nimrodel), Amroth drowned in the swirling tides of the Bay of Belfalas. He perished within sight of the Seaward Tower of the Prince's Haven. Forever after, legends associated the hill above Lond Ernil with his name; thus the origin of the name "Dol Amroth" (S. "Hill of Amroth").

With the abrupt end of the House of Edhelion, Dor-en-Ernil was briefly left without a permanent ruler, but hope and revival came quickly. King Eärnil II of Gondor appointed Galador — the Halfelven son of the noble Imrazôr (of Númenorean descent) and Mithrellas (a Silvan elf, companion of Nimrodel) — as Lord of Dor-en-Ernil and the first of the Second House of Princes (the House of Dol Amroth). His appointment marked a new beginning and, from the time of his



crowning, Lond Ernil became known as Dol Amroth. The new name was no doubt in deference to Galador's Elven ancestry, which could be recognized in all his heirs, down to Imrahil, the twenty-second Prince of the Second House and Lord at the time of the War of the Ring.

Galador's reign sparked a cultural and economic revival, which lasted until T.A. 2129. Dor-en-Ernil and Belfalas again prospered and, although the line of the Kings of Gondor was broken when Eärnur fell to treachery at Minas Morgul (T.A. 2050), the Watchful Peace of the early Ruling Stewards allowed all Gondor a respite from war and woe.

The Corsair Invasion

Dor-en-Ernil was threatened only once after the end of the Watchful Peace. In T.A. 2758, the greatest Corsair invasion in history fell upon Gondor's coasts. All along the Bay of Belfalas, raiders swept in, destroying coastal hamlets and razing the watchtowers and citadels of the South Kingdom. The attack exacted a huge toll, particularly in Belfalas and, although Dol Amroth could not be taken by sea power alone, the Prince's lands bore the full brunt of the onslaught. It took a year before the Corsairs were cleared from their footholds. Greybeards at the time of the War of the Ring eagerly recounted stories of that dreadful time, learned from their grandparents, and the mere threat of a Corsair landing has always unleashed extraordinary fears in the minds of the coastal folk.

The War of the Ring and the End of the Third Age

From T.A. 2901 onward, refugees from Ithilien began streaming westward, bearing tales of the Orc raids that drove them from their homeland. Sauron's might erupted once again out of Mordor and, within fifty years, the Shadow in the East endangered Gondor itself. As the Darkness grew ever more ominous, Dol Amroth became a place of safety for those fleeing the reawakened horror of Mordor. Migrations continued until the War of the Ring and the final downfall of the Dark Lord, a drama in which Prince Imrahil and the men of Dol Amroth played a noble part.

PEOPLE AND CULTURES

The vast Kingdom of Gondor presents an amalgam of peoples and their varying customs. The Dúnedain are the dominant group, but except for a few locales — Belfalas and the great cities of the lower Anduin valley — there has been considerable intermingling of the culture preserved from Númenor with that of earlier peoples who have become Gondor's subjects. Yet, even in the Prince's domain in the heart of Gondor, two rather autonomous peoples reside. The Elves of Edhellond still preserve their customs, and sail Swan-ships from their haven. Respected by the Dúnedain, others fear them as enchanters. Their independence is unquestioned.

Like the Elves, the clans the Dúnedain call Eredrim (S. 'Mountainhost' or 'Mountain folk'), relatives of the Dunlendings, are considered apart from Gondorian society. They live in the highland valleys of the Ered Tarthonion and retain their distinct cultural identity, despite the pervasive Dúnadan influence. These folk, having long been dispossessed of whatever land the stronger Dúnedain desired, cling to their remote enclaves. The Kings of Gondor tolerate their traditions, so long as they are not grossly inhumane and so long as they present no danger to royal authority.

THE DÚNEDAIN OF DOR-EN-ERNIL

The Dúnedain (S. 'Men of the West' or 'West-Men'), are descendants of the Faithful of Númenor, who fled to Middle-earth to escape the growing corruption of their homeland in the Second Age. Their faith enabled them to avert the final catastrophe, the drowning of all Númenor, which served as a penalty for the Númenoreans' war on the Valar. The Dúnedain are now scattered throughout the lands of Eriador and Gondor. Many of their corrupted kinfolk — those called Black Númenoreans — live elsewhere in Middle-earth, in ancient colonies like Umbar.

Nowhere else in Middle-earth is the island culture of old Númenor so well maintained as in the Prince's Land. This is befitting a land that resembles the lost island continent in so many ways. Belfalas, in particular, suggests much about fair Númenor. In addition, since this coastal region had few inhabitants apart from Elves when Dúnadan settlers began arriving in the late Second and early Third Ages, little intermingling of peoples or cultures occurred. This left the local bloodlines relatively pure.

Appearance

The Dúnedain of Dor-en-Ernil are remarkably tall, the largest people among either Men or Elves. As a rule, both men and women have black hair, shining grey eyes, and fair skin. Men are generally clean-shaven and often retain the features of their forefathers.

Views on Life and Death

Unfortunately, there have been changes since the Dúnedain sailed to Middle-earth. In old Númenor the ancestors of the Dúnedain lived an average of 200 years longer than their descendants, and members of the royal house of Elros lived twice



that length. In Endor, the lifespan of the Dúnedain is slowly waning. Dúnedain of pure descent, however, still live twice as long as Common Men, occasionally even attaining three times the age.

Adolescence lasts until age 20, early adulthood from 21-40, the prime of life from 41-70, and middle age from 71-120. After six score years, a Dúnadan becomes elderly, but not feeble in body or mind. At some point, usually by about 150, a Dúnadan wearies of life, much like an Elf might, and despair is as common a cause of death as old age. At this time in life, a Dúnadan has a choice; he may gracefully surrender life by simply willing himself to pass honorably to the next world, or he may fight for more years in Arda.

Attitudes and Outlook

With so great a history of achievements, the pride of the Dúnedain is understandable. This powerful self-esteem, though, runs deep. Ordinarily grave and reserved, they rarely boast or take oaths, for among the Dúnedain it is thought most shameful to fail to achieve a promised goal or forswear an oath. The liar is held as bad as (or worse than) the coward.

Although the Dúnedain of southern Gondor think themselves a practical folk — the builders of cities and bastions of civilization — they embrace a submerged mystical element, one often evident in the inhabitants of Belfalas. Here, even the poorest folk dream of going to sea and exploring unknown lands; for when the last rays of the setting sun flash across the western sea and color the Belfalas cliffs a ruddy crimson, even the least imaginative are struck with a sense of supernatural awe.

Religion

Religion is a different matter, and the Dúnedain of Dor-en-Ernil, like all their Gondorian kin, worship Eru without turning to dogma or organized ritual. It is hardly surprising, then, that they reject the false promise of immortality offered by allegiance to Darkness. Although they build no temples, offer no sacrifices, and revere the Valar in their true benign images, the Dúnedain do maintain a form of "ancestor worship." They raise colossal tombs, where the bodies of their great lords are eternally preserved by a secret embalming art. This obsession with the past is costly to the present and future. Dúnadan men tend to marry late and have few children.

Family Life

Dúnedain family structure is conservative. The father is master of the household in law, although in fact a strong wife can exercise a fair measure of independence. Children are expected to obey their parents even past the age of maturity. Male and female roles are sharply distinguished. Men are the warriors; women play a supportive role as counselors and healers. Dúnedain are often astonished at the sight of Rohirric warrior-women.

Language

All the Dúnedain of Dor-en-Ernil are fluent in at least two languages: Sindarin and an archaic, chivalrous-sounding version of Westron. Most people are literate, and can write in the flowing characters of the Elvish Tengwar script. Learned persons may know Quenya and/or classical Adûnaic, both of which are tongues of ceremony and lore rather than everyday speech. Due to their trade contacts, merchants tend to be familiar with foreign Mannish tongues, such as the dialects of Harad.

Social Classes

In the Land of the Prince there are three principal social classes. The nobility include the Prince's family and the households of his Knights. These families tend to be insular, reluctant to marry outside the pure Dúnedain bloodline for fear of impairing their longevity. Marriages with the immortal Elves are, however, quite acceptable and even honorable, although unions between Men and the Eldar are quite rare — only a few are recorded. Townsmen include merchants, artisans and laborers, a wide range of wealth united only by a common habitation. Peasants, the most numerous class, live in the coastal villages, fishing, farming and tending livestock. There is no dishonor in working the land; in Dor-en-Ernil there is no serfdom or slavery, and though a peasant pays rent to the local manor lord, he is in all respects a free man, entitled to move to another village or a town if he desires. Knowing this, nobles keep their rents fair and are careful to give peasants little desire to leave.

Garb

The Men of Dor-en-Ernil wear long tunics belted at the waist, made of linen or lightweight wool, and sandals or soft boots. In cooler weather, they don hose and wool or fur mantles. Leather breeches and high boots are used when riding and hunting. Women wear long dresses of linen or wool, and sandals or slippers.

Nobles and commoners are distinguished by embroidery and the cut and quality of material. Ceremonial court attire of the nobility is quite distinctive, reflecting elvish style. Men wear long embroidered robes of silk or cotton with hanging sleeves, while women are adorned in gowns of diaphanous silk; both complete their costumes with flowing capes dyed and fur-trimmed appropriately by rank.



Diet

The Dúnadan diet is tasteful and varied, drawing from a host of culinary sources: sweet breads, cheeses, many fruits and vegetables, butter or olive oil, dozens of different fish, crustaceans, and mollusks, and meats. Common drinks include wine, ale and mead. Nobles enjoy a higher proportion of meat to fish, and better grades of drink, like the imported vintages of Dorwinion. All classes use salt and herbal seasonings as flavor enhancers and preservatives.

Architecture

Stone is the preferred building material of the Dúnedain, and only Dwarves surpass their stone-working ability. Not only castles and towns, but also many peasant cottages, reflect the mason's art. Tiled roofs and mosaic floors embellish wealthier homes, while thatch roofs and wooden floors are all that commoners can afford. A nobleman's home may even have running water and a central heating system of steam ducts and chimneys heated by a subterranean fire; Dúnadan architecture is remarkably advanced. Their often-elaborate floor plans show links to their past and to the influence of Elves. Dúnadan manors, for instance, often have colonnaded courtyards and fountains, even in the cool highlands.

Leisure

For recreation, Dúnadan noblemen turn to hunting, hawking and riding. Commoners enjoy swimming along the shore and diving from the cliffs of Belfalas. Sailing is a pleasure shared by all, from the Prince on his royal galley to the fisherman on his modest dory. Indoors, all folk play the traditional riddling games and match wits at chess.

Cultural Outlook

The Dúnedain greatly admire the Elves, and often seek to emulate them. They also respect the Men of the North, perceiving them as courageous and skilled warriors, if not fully civilized. As far as the Dúnedain of Gondor are concerned, the relationship between Dúnadan and north-man is that of a just and wise father and his vigorous, impetuous son.

Eredrim and their Dunnish kin, on the other hand, are considered an uncultured folk. Tolerance, not love, describes the Dúnadan outlook. They see the highlanders as savage in war — tough soldiers if properly trained — but most Dúnedain discount the Mountain Folk except when in battle. Other "foreign" men fair no better, since the Dúnedain categorize virtually all of them as Easterlings or Haradrim. Both labels invoke a uniformly barbaric image, one attributed to races that are more often than not foes of Gondor. Dwarves, while renowned for their craftsmanship with metal and stone, are held far from Elven sophistication. Whatever their true feelings, though, the Dúnedain readily accord courtesy to all other peoples until it proves unmerited.

MOUNTAIN FOLK

The inhabitants of the Ered Tarthonion, called Eredrim (S. "Mountain folk") by the Dúnedain, are a relatively tough people of medium height. Although akin to the Dunlendings who live farther north, they are darker and generally have brown hair and eyes, a stocky build, and a tanned complexion. Men often grow mustaches and thick beards. Their lifespan is only that of common Men: adolescence lasts until 16, early adulthood from 17-25, the prime of life from 26-40, middle age 41-60, and old age from 61-80, with a rarely attained maximum of 100. Old age is a period of physical decline, and sometimes senility as well.

Men, Women, and Children

As if to compensate for their short lives, Eredrim marry soon after the end of adolescence, and produce many children to offset frequent losses from disease, accident and war. Fortunately, the Plague did not extend into the mountains, for the Eredrim had no medicine strong enough to overcome it.

Among the Eredrim, the husband and wife enjoy a rough equality. Although only men go to war, women offer a creditable defense of their homes, and their courage has inspired more than one group of retreating men. Sons are trained in their father's occupation; but since there is often an inadequate inheritance, children learn to assume responsibility for themselves early on.

Social Classes

A small warrior aristocracy, based more on merit than birth, rules Eredrim villages. The bulk of the people are farmers and herdsmen; only a few are skilled artisans. Cattle, not gold or silver, symbolize wealth and status. Although Eredrim who steal within their own village are exiled, raiding the herds of a neighboring village is considered an admirable means to acquire wealth. Indeed, cattle thievery shares immense popularity as a way of achieving manhood, and it rivals wrestling as a favorite sport.

This infighting and raiding is understandable in light of the disunity among Eredrim villages. Incessant feuding is the norm. It takes a charismatic leader to bring the clans together for a common purpose, regardless of how noble the goal may



be. Eredrim loyalty is to the village and clan, which are synonymous, with "Dunnish" secondary allegiance to a band (extended family) within the village.

Language and Culture

All Eredrim speak a dialect of Dunael, although some can speak a broken Westron as well. Literacy is confined to the tribal Shaman, and the Loremasters of the Eredrim, many of whom converse in Daenael (Old Dunael). Eredrim commoners wear plain earthen-hued attire: woolen tunics and trousers with wooden clogs or leather boots for men, linen shifts and woolen dresses with wooden clogs for women. The Chieftains and Warriors possess fur mantles and

brightly colored clothing adorned with stripes, checks, or plaid patterns. Since only the Warriors can afford metal armor and swords, they enjoy wearing their martial accouterments to most public activities, for they denote a lofty status.

The Eredrim diet is rather bland. Bread and vegetables are readily available, but only Warriors can afford red meat and good ale regularly; others make do with poultry and home-brewed beer. Butter, milk and cheese are staples for any family owning a respectable number of cattle or goats. The Eredrim revel in massive inter-village feasts, gatherings that are often held to heal some longstanding feud. Drinking bouts, challenges among warriors, and general rowdiness marks these occasions. In keeping with their Easterling roots, the Eredrim are loud and boisterous, but they make fine orators, and their oral traditions are rich in imagery.

While the Eredrim have some stone-working ability, they are far from the Dúnedain in mastery of the art. Prosperous villagers live in stone homes, but most commoners build with wood, or even wattle-and-daub. Amenities are far below the Dúnedain standard. Dirt floors are typical, and homes have smoke holes in the roof rather than chimneys. Animals will be stabled at one end of the house, while the family dwells in the other.

Religion

The Eredrim practice two forms of religion. Most people listen to the tribal Shaman, and worship the Valar as manifested through nature, albeit in a distorted manner using strange associations. Their rituals suggest a very superstitious worldview. Omnipresent and all-powerful natural forces are inexplicable. Eredrim placate these spirits through sacrifice. Cremation is the traditional funeral ceremony.

A substantial minority among the Eredrim, however, follow a different path of belief. Remembering that in times long past their ancestors worshiped the Dark Lord and wielded wealth and power, they turn to the "old ways." These practices date from a time before their subjugation at the hands of the Dúnedain. Yet few understand norms from the distant past in a society without written records, so many unique sects abound.

Under the covert influence of Sauron's agents, some even return to the practice of paying homage to Darkness. At isolated sites in the mountains, they sacrifice animals and even captive Men. Praying for the return of the King of the World, they look to the Dark Lord as Master of Men, scoffing at the pretensions of their mortal Dúnedain rulers.

Relations With Other Cultures

The Eredrim of the Ered Tarthonion are an increasingly secretive folk, suspicious of outsiders. Few have contacts with the Dúnedain, aside from paying an annual tribute to the Prince's agents, and most dislike their overlords. They also fear Elves and flee from them. The Eredrim are a dying culture. However they fight to guard their ancient ways, the knowledge of their forefathers is slowly seeping away. Mountain life is hard and the pressures of Gondorian culture are strong. Many of the best men, those who desire to better their lot, leave the mountains, taking their families down to the river valleys and assimilating with the Dúnedain.

COMMON FOLK OF THE LOWLANDS

The inland river vales of southern Gondor have seen the development of an intermingled Dúnedain and Eredrim culture during the past several centuries. After the overthrow of Sauron, many Dunlending common folk renounced their own warrior aristocracy and accepted the Dúnedain as overlords, rather than fleeing into the hills. The petty nobles of Gondor who established their holds in this region proved fair masters and gave their subjects little cause for disloyalty. The Dúnedain now describe these civilized Eredrim as "the commoners;" while the Eredrim living in the mountains call the more numerous lowlanders "Offak" (Du. "Yoked Ones").

While the nobility of this region maintains its Dúnedain character, Dúnedain commoners frequently intermarry with the native population, producing offspring who are slightly taller and longer-lived than Common Men. Regardless of family background, all inhabitants of this region are fluent in Westron. Many commoners also speak a Dunnish dialect, while a few individuals of Dúnedain descent know Sindarin (though they rarely speak it).

Family structure, diet, and clothing style largely depend on the cultural identity of a given individual. In most cases, the lesser elements of a Common Man's lifestyle are drawn from all the local cultures. The "civilizing" of the Eredrim has, however, entailed an abandonment of traditional customs such as cattle theft and cremation, and a re-education in attitudes toward the Valar. At the same time, the local Dúnedain aristocrats have slowly accepted the worldview of their subjects: a provincial outlook, greater respect for mighty warriors than learned men, and a slight distrust of the Elvenfolk.



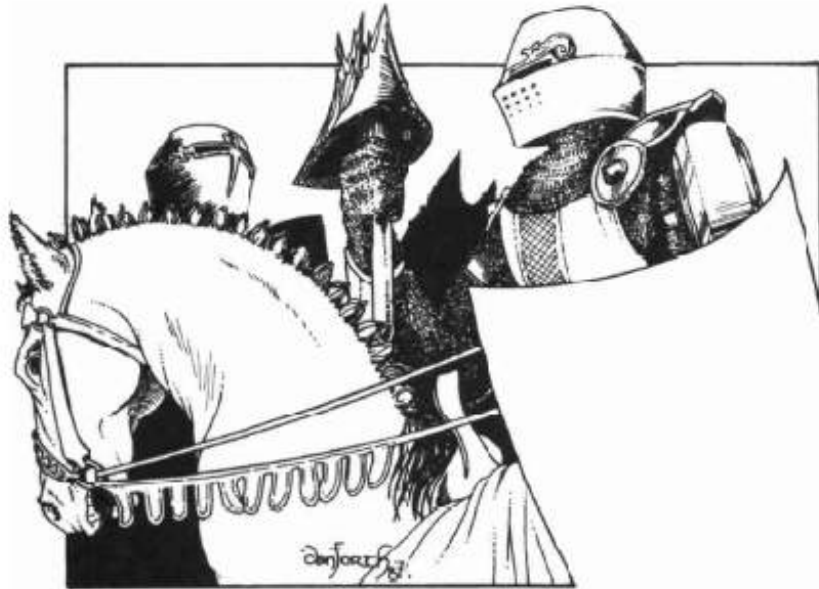
PEOPLE OF NOTE

Princes of Dol Amroth - The line of the Princes of Dol Amroth, though they were certainly Men, in fact claimed a measure of elvish blood. It was claimed that the first Prince of the second house, Galador, was half-elven: his father was Imrazôr the Númenorean, but his mother was an Elf-maid, Mithrellas. Imrahil was Galador's direct descendant through twenty-one generations, and so could himself claim distant descent from Mithrellas.

Tolkien makes it clear that this was a tradition in Dol Amroth, and not necessarily a true story. According to the legend, Mithrellas was a companion of Nimrodel, who became lost in the woodlands of Belfalas, and was taken in by Imrazôr. As far as they go, these details match the established history of Nimrodel's journey. Unions of Elf and Man, though, are all but unheard of in Tolkien's universe, and are always of vital historical importance. The Princes' claims of Elven descent, while they are not certainly false, are difficult to accept without skepticism.

The dates of Imrahil's birth and death, and the details of his three children Elphir (who himself became Prince of Dol Amroth), Elchirion and Amrothos are not mentioned outside this source. Although they are entirely consistent with the published texts, they cannot therefore be considered fully canonical.

Imrazôr the Númenorean - A nobleman who lived in the region of Belfalas in southeastern Gondor at the end of the second millennium of the Third Age, he was said to have wedded an Elf-maid named Mithrellas, a wandering companion of Nimrodel. Though it isn't known for sure whether this tradition is true, it is certain that his son Galador went on to found Dol Amroth.



Galador – (TA 2004 - TA 2129) the son of Imrazôr the Númenorean and (at least, according to legend) the Elf-maid Mithrellas, Galador became the first Lord of Dol Amroth. He established himself as lord of Belfalas in southern Gondor, a title that his descendants maintained until at least the early Fourth Age.

Angelimar – The twentieth Prince of Dol Amroth

Adrahil - The twenty-first Prince of Dol Amroth, descended in direct line from Galador the first Prince. Adrahil was the son of Angelimar, and father of Imrahil who fought in the War of the Ring.

Imrahil - The twenty-second Prince of Dol Amroth (TA 2955 – FO 34) at the time of the War of the Ring, who fought at the Battle of the Pelennor Fields, and marched on Mordor with the host of Aragorn II Elessar. He had four children: Elphir, Erchirion, Amrothos, and Lothíriel (she married Éomer of Rohan). See the *Allies and Adversaries* for his statistics.

Elphir – The twenty-third Prince of Dol Amroth.

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



IT'S ALL OPTIONAL

SAILING THE HIGH SEAS, PART III: ENCOUNTERS AT SEA

A ship must hazard rough seas. Submarine volcanoes release deadly gases from the deeps to cause many wrecks and cause unknown illnesses among crews. Traveling the high seas can be a very dangerous proposition even on the best of days for who knows what is beyond the horizon, especially if time is of the essence. Extreme weather, treacherous waters, and hostile sea-faring peoples can provide unwanted and even deadly encounters for the crews of ships. Take the flight of Arvedui from the Witch-king at the Bay of Forochel -- his escape attempt was thwarted by inclement weather and ice-laden waters, losing his life and the lives of many others (of course the main problem was that he ignored a vision by a Lossoth wise-man, but you get my meaning).

During the Second Age when the Númenoreans ruled the seas, much of what was unknown about the rest of the world was discovered only to be lost again at the sinking of the isle of Númenor. The Faithful rescued few scrolls and charts upon their escape to mainland Middle-earth. So now it is up to the intrepid explorers of the Reunited Kingdom to rediscover what was once lost. This article breaks down hazards that can be encountered at sea into three categories: Sea, Weather, and Hostiles. Sea relates to physical encounters such as underwater volcanoes, whirlpools, shoals, etc. Weather covers extreme weather like hurricanes, fog, waterspouts, etc. Hostiles include sea creatures and pirates. At the end of the article will be an Encounter Chart to assist a Narrator in determining a random sea encounter.

Sea

Along the way to discover new lands and peoples, unknown hazards such as mid-sea sand bars, extensive reefs, giant carpets of seaweed are out there to create havoc and lay waste to the best-laid plans.

Icebergs

These huge chunks of ice can be found in the Bay of Forchel of the north and the uncharted seas of the very far south; a collision or even a glancing blow from one of these can spell doom to a ship and her crew. Spotting them can be difficult even in the best of weather. To spot an iceberg, the Observe (Spot) test is 12 - iceberg's Size (use the same size chart as for ships in *The Hall of Fire*, Issue #8). If a ship happens not to see the iceberg and collides, it will cause damage to the particular section of the hull equal to (iceberg's Size*2)-d6, ignoring an amount of Protection equal to (iceberg's Size/2, rounding up). Avoiding an iceberg at the last minute requires a TN 10 Sea-craft (Helm) test, +2 TN for every 10 feet from it when less than or equal 100 feet from it. Using oars to help in the attempt gives a +4 bonus to the result.

Rough Seas

The sea can be choppy and nigh un-navigable for many reasons like a narrow strait between two islands, a whirlpool bent on swallowing anything that comes near it, and strong river currents. The TN modifier given in **Table 1** below, where rough seas are concerned, augments the TN for the Sea-craft (Helm) test required for navigating the waters; the base Sea-craft (Helm) TN is 7.

On a failed test, roll 1d6 to determine which section (1-6) of the ship is damaged. The damage is equal to the Rough Sea Levels in dice. Extended tests could be used for traversing large bodies of such water, where each failed test pushes the ship off course besides doing damage and confers additional or more difficult Sea-craft tests to get back on course and/or to avoid hazards.

Table 1: Hazard Levels

<u>Level</u>	<u>TN Modifier</u>
0 (Calm)	+0 TN
1	+2TN
2	+4 TN
3	+8 TN
4	+10 TN
5	+15 TN
+X	15 + 2 TN/X Levels

Underwater Volcanoes

Hot magma and noxious gases aren't just encountered on land, but out at sea as well. Eruptions from these volcanoes can cause tremendous damage to ships and kill many crewmen. To determine what parts of the ship are damaged when caught in the radius of an eruption:

1. Determine the location of the volcano in relation to the ship and its distance.



2. Roll 1d6 to determine which location of the available locations is damaged (refer to Table 2 - Available Locations for Attack in the Naval Combat article from The Hall of Fire, Issue #9) for every 50 feet from the volcano the ship is out to 500 feet.
3. Each time a section is hit, roll 1d6 to determine how many crewmen are killed and 3d6 damage to the section, ignoring half the Protection, rounded down.

Underwater volcanoes that have reached the surface can emit vast quantities of deadly gas. When the gas reaches the surface, it can cause a boat to founder and drop into the depths due to the loss of buoyancy. To avoid such an occurrence, a TN 20 Sea-craft (Helm) is required, +2 TN for every 10 feet the ship is within the affected area. Using oars to help divert the ship gives a +4 bonus to the test result.

Weather

The bane of most is the unlooked-for storm while the ship is out in open waters away from a port. Even the mildest of storms can cause the seas to rise up to do battle against any ship and crew. During particularly violent storms, the ship can suffer more than just being blown off course.

Use Table 1 to determine the volatility of the storm; any storm of Level 3 or higher has the potential for lightning as well. The TN modifier applies to all physical tests aboard ship and combat maneuvers.

Hostiles

Corsairs of Umbar, belligerent natives, and mysterious sea creatures are just a few of the possible hostile encounters that crew could find while sailing abroad. Combat may be required or out-running the enemy may be the best option. Refer to FB&WM or Allies and Adversaries submissions of future issues for sample pirates, ships, and fell creatures of the sea.

Random Sea Encounters

Roll 3d6, one for each type of hazard and consult the tables below.

<u>Result</u>	<u>Class</u>	<u>Encounter</u>
1-3	--	No encounter (Level 0 waters)
4	Mild	Level 1-2 waters or icebergs (Size 1-3)
5	Moderate	Level 3-5 waters or icebergs (Size 4-5)
6	Treacherous	Level 5+ waters or icebergs (Size 6+) or underwater volcanoes

<u>Result</u>	<u>Class</u>	<u>Encounter</u>
1-3	--	No encounter (Level 0 weather)
4	Mild	Level 1-2 weather
5	Moderate	Level 3-5 weather
6	Treacherous	Level 5+ weather Table 4: Hostile Encounters

<u>Result</u>	<u>Class</u>	<u>Encounter</u>
1-3	--	No encounter
4	Mild	Natives in 1-5 boats of Size 3 or less
5	Moderate	1 ship of war (4-7) such as Corsairs, natives in 6-10 boats of Size 3 or less, 1 kraken or other sea creature large enough to threaten a ship
6	Treacherous	2+ ships of war (4-7) such as Corsairs, natives in 11+ boats of Size 3 or less, 2+ kraken or other sea creature large enough to threaten a ship

When a 6 is rolled, roll it again until it isn't a 6. The total of these subsequent rolls are added to any value listed with a "+". For example, a 6 was rolled on the Sea Encounters table, 1d6 was rolled again for 5. This means that either Level 10 waters or an iceberg of Size 11 is encountered.

If an encounter is rolled on the Weather Encounters table, roll again for the Sea Encounters table (the 6 rule from above applies) if either the encounter is less than the Weather Encounter or no encounter was rolled; the Class of Sea Encounter shall be no less than that of the Weather Encounter. For example, a 4 is rolled on the Weather Encounters table for a Moderate Class encounter. Another 1d6 is rolled for the Sea Encounters table because no encounter was rolled for it; a 3 is the new result. Because the Sea Encounter can be no less than the Weather Encounter, the ship experiences a Moderate Class Sea Encounter as well as the Moderate Class Weather Encounter.



THE ROAD GOES EVER ON

KEYSTONES FROM THE PAST

by Jim Johnson (Ineti)

'Keystones From the Past' is an adventure for *The Lord of the Rings Roleplaying Game* set in Eregion in the years leading up to the War of the Ring (TA 2953–3018). It will challenge a group of three to five beginning heroes, who should have a connection to Lord Elrond of Rivendell. If the group consists of more than five heroes or heroes with more than 5 advancements each, the Narrator should increase the difficulty of the various tests and the quantities and qualities of opponents.

Access to the maps provided in the *Maps of Middle-earth* boxed set may prove useful for the Narrator, as the map of Eregion contained in the boxed set illustrates virtually all of the terrain the heroes cover in this adventure. Also, the map of Osgiliath on page 122 of *The Two Towers Sourcebook* could be used to represent Tharbad. It is not absolutely necessary for play, however, as the Narrator can simply hand-draw a map matching his or her vision of the ruined city.

BACKGROUND

Tharbad, built along both shores of the Greyflood River, was a key city of the ancient realm of Cardolan. A Great Bridge spanned the river, providing a linkage between the Greenway and the Old South Road and thereby connecting the lands of Gondor and Arnor. Tharbad was a busy city that saw much traffic and commerce.

In TA 1409, the foul Witch-king of Angmar and his forces attacked the realm of Cardolan. Tharbad was partially damaged during the fighting. Years later, a great plague swept through Cardolan and many of the other western realms, killing most of the remaining inhabitants. Tharbad, once counted among the finest cities in the west, was abandoned and soon fell into ruin. The Great Bridge, a marvel of engineering, eventually collapsed, choking the Greyflood with rubble.

The bridge was built of the finest stone and had two gold keystones: one on its northern face and one on the southern face. Both keystones were engraved with the arms of Cardolan, the arms of Tharbad, and the date they were set into the Great Bridge. These keystones fell into the Greyflood River when the bridge collapsed and rest there amid the rubble, waiting for someone to recover them.

ACT I:

A REQUEST FROM ELROND

Prior to this adventure, the heroes have made a connection with Elrond, master of Rivendell, who calls them to the Last Homely Home. Once there, the heroes are made comfortable and Elrond soon comes to see them. 'Long ago, the city of Tharbad thrived in the realm of Cardolan. The city's Great Bridge spanned the Greyflood River, connecting Gondor and Arnor and serving as a lynchpin for the two kingdoms. That city has since fallen into ruin and the bridge has collapsed into the river. I ask you

to travel to Tharbad and search the ruins of the bridge for its two golden keystones. Once you find them, bring them to me. It is my hope that if the kingdoms are someday restored, that bridge will be rebuilt.'

Elrond suggests the heroes follow the Loudwater River south through Hollin to where it eventually flows into the Greyflood River. From there, they can follow the Greyflood to Tharbad. He warns them to be careful, as there have been reports of Dunlending marauders moving through the abandoned realm of Cardolan. Finally, he asks them to leave undisturbed any ruins they may find in Hollin—Elves once inhabited those lands and the remains of them and their dwellings should be left alone. Elrond patiently answers any questions the heroes may have as follows:

Can we take a boat down the river? 'I have no watercraft to give you. Much of the surrounding land is uninhabited, and there is no place to acquire a boat along the river. You may be able to fashion a boat or raft, but it will not survive the intermittent rapids of the Loudwater.'

Can you aid us? 'I have much to tend to here in Imladris, so I will not be able to accompany you. However, you are welcome to take what water and food you can carry.'

What if we find something else in the ruins? 'If you find other artifacts or items of note, either in the ruins or perhaps in the possession of bandits, attempt to recover the items and bring them here. You are welcome to make use of what you find, but any heirloom will have to be turned over for safe-keeping.'

ACT II:

ALONG THE LOUDWATER

In this part of the adventure, the heroes travel from Rivendell to Tharbad. The distance between the two locations is about 300 miles. The terrain ranges from rolling hills and forests (rough ground) to plains covered in high grass and intermittent scrub-brush (average ground). As most of the journey is spent following the Loudwater and Greyflood Rivers, fresh water is plentiful. However, food is limited to what the heroes pack for the trail and anything they can hunt or fish along the way.

THROUGH SILENT HOLLIN

The heroes leave the comfortable environment of Rivendell and head south into Hollin, also known as Eregion. The terrain consists of rocky foothills that sweep west from the Misty Mountains, gradually turning into rolling plains as the heroes travel southwest along the Loudwater River. Small forests and other greenery dot the landscape.

Most surprising, however, is the silence of the realm. A hushed atmosphere permeates the whole of Hollin, as if some evil had occurred here and the land itself was loath to draw attention to itself. Heroes occasionally hear the odd bird or a scrabbling in the woods, but the quiet emptiness of the realm should be emphasised.

The Loudwater River is a large offshoot of the Greyflood that runs from the Misty Mountains through Rivendell and Eregion, eventually intersecting with the Hoarwell River before becoming a part of the Greyflood proper. The Loudwater varies from rushing rapids to calm waters, and is well populated with fish.

If any of the heroes have skill ranks in Lore/Realm: Eregion, Lore/History: Elves, or the like, allow them to attempt a TN 15 skill test. Read the following to those succeeding at the test:

'You recall from history that Noldor Elves once inhabited the lands of Hollin in the Second Age. During the War of the Elves and Sauron, which began in SA 1693 and ended around SA 1700, the Dark Lord killed most of the Noldor inhabitants and laid waste to Eregion. Elrond led the survivors north and founded Rivendell.'

A WAYWARD ETTEN

Several nights into the journey, a crashing from nearby woods breaks the constant silence to which the heroes have grown accustomed. The heroes have two rounds to prepare themselves before a wandering Etten, engaged in a heated argument with itself, stumbles into their camp.

The Etten won't attack the heroes unless provoked. If the heroes attack, he fights them to the death. If the heroes choose discretion over valour, they could either wait the Etten out (he soon leaves if they don't attack or talk to him), or attempt to start a conversation. The Etten knows much about the surrounding terrain, having spent much time wandering the hills and vales of Eregion. The Etten offers some suggestions on travel routes and tells the heroes about a small fishing village he visited a few days ago. The Etten leaves the heroes' camp well before dawn, looking to get under cover before the sun rises.

ETTEN

Attributes: Brg 8 (+1), Nim 5 (±0), Per 8 (+1), Str 13 (+3)*, Vit 14 (+4)*, Wit 8 (+1)

Reactions: Stamina +6*, Swiftness +1, Willpower +1, Wisdom +1

Defence: 10

Movement Rate: 12

Skills: Armed Combat: Clubs (Troll-club) +6, Intimidate (Power) +4, Language: Westron +4, Lore/Realm: Eregion +4, Observe (Spot) +3, Survival +4

Edges: Night-eyed

Special Abilities: Armour (3), Multiple Attacks (each arm individually), Two Heads, Vulnerability (sunlight, turn permanently to stone)

Size: Large (6 Wound Levels, 2 Healthy)

Health: 18

Gear: Troll-club (3d6 damage), hide clothing



HUME-BY-THE-WATER

Two days after encountering the Etten, the heroes find a small fishing village nestled along the eastern shore of the Loudwater. Perhaps two dozen older Mannish people inhabit the village, living in a handful of simple shanties that look to be in good repair. The heroes are met with mild suspicion, though the villagers regard any Elf, Dwarf, or Hobbit in the group with thinly disguised wonder. The heroes notice that the villagers are preoccupied and look fearful. The villagers are quick to warm up to the visitors and welcome them to Hume-by-the-Water, the name for their little hamlet. The heroes are brought to the village leader, an old crone named Mauda.

If they strike up a conversation with Mauda, they learn that the villagers were recently scared by a 'wandering two-headed monster wielding a tree.' Clearly this is the village the Etten mentioned visiting (if the heroes took the time to speak to him). Mauda informs the heroes that the Etten watched the village for a time, then entered a nearby copse of trees. Several villagers reported hearing crashings in the trees. Since then, they have heard a strange wailing coming from the copse, always at either dusk or dawn. None of the villagers are young or brave, so none have dared to enter the trees to find the cause of the disturbance. Mauda asks the heroes if they could investigate. She offers them a fair meal of fish and root vegetables and a clean place to sleep for the night.

THE WEEPING OF THE ELF-GHOST

Shortly after dusk, wailing can be heard on the wind, issuing from the copse of trees. The villagers pale with fear and quickly retreat to the safety of their shanties. Mauda points the heroes in the direction of the copse of trees and hides with her fellow villagers.

As the heroes approach the trees, have them each attempt a TN 15 Willpower test versus the Fear effect of the disembodied weeping. Heroes who succeed the test are unaffected and may continue to search the trees for the source of the sounds. Any hero succeeding at a TN 10 Observe (Spot) test notes that several of the trees are splintered, most likely from the swings of a large club. Moving further into the trees



reveals several tall stones poking up through the undergrowth.

Situated near these ruins is the largest tree in the copse, an ancient hardwood some six Mannish arm-spans wide. Broken branches and debris litter the ground near the tree—it seems evident that the Etten had been swinging his club at the tree. The withered form of an Elf-maiden, her face holding a timeless and wretched expression of anguish, lies against the tree, impaled by a foul black spear. Heroes with the ability *Sense Power* or who cast the spell of the same name detect dark sorcerous energies coursing along the spear. All other heroes get a strong sense of evil and disquiet surrounding the spear and the Elf-maiden.

As the heroes inspect the body and the spear, the eyes of the Elf snap open. Heroes near the body must make a TN 15 Willpower test against the Fear effect of the Elf-maiden, who is simply reacting to their presence, and not actually attacking them. Brave heroes who stay near her and who speak Quenya may attempt to converse with her. She remembers little save having been impaled by the spear by the Dark Lord Sauron countless moons ago. She doesn't even remember her own name or the name of the land she lived in. She's been bound to her dead body by sorcery, and cannot answer the insistent pull to the West she always experiences at dawn and at dusk.

Heroes wishing to release the Elf-spirit from her confinement may inspect the spear and attempt a TN 15 Lore/Magic: Sorcery or related test to determine that the spear is still quite potent and is enchanted with augmented versions of the spells *Forgetfulness* and *Holding-spell*. None of the heroes are likely to know the counterspells, so they will have to resort to more mundane means to release the Elf-spirit.

A hero may simply pull the spear from her withered form, but doing so has its price. The hero must succeed at a TN 15 Strength test to pull the spear from its lodging. If the hero is successful, the ancient spells are broken, but the hero suffers 5d6 points of damage from the backlash of the released sorcerous energies.

Once released, the Elf-spirit thanks the heroes for their efforts, and points them to a specific group of rocks amid the ruins. She tells them that an item of value to Elf-kind may be found there. She offers the heroes a sad farewell, and fades into nothingness as her spirit-form begins to move west.

Heroes inspecting and digging in the area she pointed out find an ancient stone box, approximately 2 feet square. Opening the box reveals a delicately bound tome, written in Tengwar. Heroes able to read the language discover that the book is a Noldorin journal kept when the lands of Eregion were inhabited, something Lord Elrond would certainly find an honoured place for in Rivendell's library.

With the mystery resolved, the heroes may return to the village and report their findings. Once there, they are given the best banquet the village can produce. Come the daybreak, the heroes are seen off with many a grateful look.

ACT III: TOWARD THARBAD

In this act the heroes arrive at the ruined city and explore it in search of the two keystones. One of the keystones is in the river, among the remains of the Great Bridge. The other keystone is in the possession of a band of Dunlendings searching the ruins.

INTO THARBAD

The heroes spend several more days traveling south from Hume-by-the-Water. The landscape gradually shifts from tree-covered hills to grassy plains as they leave the foothills of the Misty Mountains behind. Ahead of them, blurry at first but coming into focus as they close, they see the ruins of the once-great city of Tharbad along the river.

EAST-SIDE

Entering the eastern side of the city, the heroes find crumbling walls, buildings with collapsed roofs, and debris choking the thoroughfares and alleys between the buildings. Heroes picking through the rubble stand a chance of having an ancient wall fall on top of them. For every 10 minutes of game time the heroes spend picking through the ruins, roll 2d6. On a result of double 1's, a wall crumbles near a hero or group of heroes. Each hero must make a TN 10 Swiftsness reaction test. Any hero failing the test takes 2d6 points of damage from falling stone.

WEST-SIDE

Should the heroes somehow cross the river and enter the western side of Tharbad, they'll find it's in a similar state of ruin. The remains of walls stand here and there, and caved-in buildings clutter the broken streets of the city. Nothing of value remains in the western portions of the city.

THE RUINS OF THE GREAT BRIDGE

In the heart of the city are the remains of the Great Bridge of Tharbad, its rubble spanning the Greyflood River. Stones poke up out of the river here and there, creating something of a breakwater. It is possible to step out onto the rubble, but the rocks are slick with water and years of erosion, making any attempt to cross them treacherous for the unwary. The river is roughly 600 yards across. Any hero attempting to pick their way along the rubble must make a TN 15 Acrobatics (Balance) test for every 50 yards of the river the hero wishes to cross. The Narrator should impose at least a +7 TN modifier to the test due to the terrain (see page 218 of the core rulebook for more information on terrain modifiers). Any hero failing the Acrobatics test falls into the river and, at the Narrator's discretion, must make several Swim tests to return to the rubble or shore.

It is possible, though not easy, to search the rubble for the keystones. The Narrator should also add terrain modifiers to any

Search test due to the slippery conditions. One of the golden keystones lies amid the rubble of the bridge, 150 yards from the eastern shore. Heroes wishing to find the keystone must therefore succeed at three successful Acrobatics tests to navigate the ruins, then make a TN 15 Search test to find the keystone.

SKITTERS!

While searching the ruined bridge for the keystone, the heroes upset a group of six skitters—black chitin-covered monstrosities with claws and stingers. The skitters fight to the last to protect their nest and food-hoard. Heroes failing a TN 10 Observe (Hear or Spot) test are surprised when the skitters attack. The Narrator should impose terrain modifiers throughout the combat—it's not easy to fight while slipping and sliding around on wet rocks!

SKITTERS

Attributes: Brg 3 (–1), Nim 8 (+1), Per 3 (–1), Str 4 (±0), Vit 4 (±0), Wit 1 (–3)

Reactions: Stamina +0, Swiftiness +1, Willpower –1, Wisdom –1

Defence: 10

Movement Rate: 1 yard

Skills: Armed Combat: Natural Weapon (Pincers) +6, Natural Weapon (Stinger) +6, Observe (Spot) +4, Stealth (Sneak) +6, Survival (Rivers) +4

Special Abilities: Armour (2), Natural Weapon (Pincers, 1d6+1), Poison stinger (Type Injury, Onset 1 round, Potency +5, Treatment +5, Effect Reduce Vitality by 1d6, Secondary Effect 1/2d6 damage, Stages 1)

Size: Little (2 Wound Levels)

Health: 5

TRADE OR FIGHT

The heroes encounter a dozen Dunlendings picking through the ruins for building-stone and useful trinkets. They are lightly armed with daggers, small swords, and short bows. They have a wooden cart piled high with stone hitched to a pair of tired-looking mules. When they meet the heroes, the Dunlanders act anxious and are unintentionally obvious in their attempt to cover the contents of their cart. Any hero succeeding at a TN 10 Observe (Spot) test notes the gleam of gold in the cart before the Dunlanders can hide it from sight.

The heroes might be able to offer something in trade for the gold keystone, but the Dunlendings probably won't be satisfied with any trade, especially if they know the heroes have the other keystone. However, if the heroes defeat the Dunlendings in an opposed Debate (Bargain) test, the Dunlendings accept the trade and go their way without conflict.

If the heroes fail the test, the Dunlendings sham a brief discussion amongst themselves then grab their keystone and other valuables from the cart and scatter into the ruins. They'll fight from cover, forcing the heroes to fight an urban-style combat amongst the crumbling walls and piles of fallen stone. If the heroes defeat the Dunlendings, they find the other golden keystone along with a dozen silver pennies and a handful of copper pennies.

DUNLENDING SCAVENGERS

Attributes: Brg 6 (±0), Nim 7 (±0), Per 8 (+1), Str 8 (+1), Vit 8 (+1), Wit 6 (±0)

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

Defence: 10

Order: Rogue

Order Abilities: Lurking in Shadows

Advancements: 0

Movement Rate: 10

Skills: Appraise +3, Armed Combat: Blades (Dagger) +5, Observe (Spot) +4, Ranged Combat: Bows (Short bow) +4, Search +3, Stealth +2, Survival (Plains) +3

Size: Medium

Health: 9

Health: 1



RETURN TO RIVENDELL

After the encounter with the Dunlendings, the heroes start their trip back to Rivendell. Along the way, they could revisit Hume-by-the-Water, where they're given a warm welcome. If the heroes did not injure or kill the Etten from earlier in the adventure, they could run into him as well. The heroes could even visit the ruins of the Elf-home and pay their respects to the ancient dead. Any number of storylines could revolve around these events, so the Narrator is encouraged to expand on them if it fits in with his or her chronicle.

Elrond waits in Rivendell for the heroes' return. He takes the keystones to ensure their safekeeping. The heroes are free to keep any weapons, armour, money, or other gear taken from the Dunlendings.

EXPERIENCE

For the purposes of awarding experience, the primary goals of this adventure are putting the Elf-spirit of Hollin to rest and recovering the two keystones of the Great Bridge of Tharbad. Secondary objectives include overcoming the wandering Etten, allaying the fears of the good people of Hume-by-the-Water, overcoming the Dunlending bandits, and defeating the horde of skitters. Other miscellaneous objectives include finding adequate food during the journey and safely moving through the ruins of Tharbad.

If the heroes return the Hollin journal to Lord Elrond, award each hero an additional 50 experience points. If the heroes defile the Elf-ruins, keep the journal for themselves, or (for some reason) destroy the ruins or the journal, do not award them any additional experience points. If Elrond should learn that they defaced the ruins or are keeping the journal from him, the Narrator should devise an appropriate in-game consequence for their actions.



FAN FLAVOUR

NEW RACE: MAIAR

Origins and Nature

When Eru created the universe, beings called Valar and Maiar sprang from his thought and were given 'the Flame Imperishable', taken to mean Free Will. These beings were given the knowledge of creating music and themes. It was this music and the themes created that brought the world, and all that was in it, into existence. When Eru showed them what they had created, the mighty among the Valar, and many of the Maiar, entered into this world and became bound to it. It was for them to prepare for Eru's coming children - Elves and Men.

The Maiar are lesser to that of the Valar, divided and bound to particular Vala or Valar. Being in servitude, but not slaves, they are extensions of their Vala's thoughts and will in the world. These 'angels' reflect particular spirits and thoughts of the world: earth and creation (Aulë), rivers and waters (Ulmo), winds and sky (Manwë), etc. Once the Children of Eru had 'awoken', the Valar and Maiar appeared less and less in bodily form in Middle-earth, doing so only once in the records of the world after the beginning of the Second Age when the five Istari appeared at the Grey Havens (c. 1,000 TA).

Those that arrived at the haven did so in the guise of old men, not their true form, diminished but not wholly without power. Their task was to rally the Free Peoples against the might of the Dark Lord Sauron, but not to seek governance over them, reveal their true natures, nor set themselves openly against the power of Sauron.

LANDS: Valinor

SPEECH: Westron, Sindarin, Quenya

NAMES: These depend on the realms in which they are given, but are generally given and known by either Westron or Sindarin names.

Maia of Renown

Olorin, known as Gandalf to Men and Mithrandir to Elves, a Maia in service to Manwë, was asked to return to Middle-earth to accompany the other Maiar on a mission to aid the Children of Eru in their defiance of the Shadow. Reluctantly he went, and through the years he cultivated alliances and emboldened the hearts of all through his words and deeds until the fateful day where he was lost in epic combat against another of his kind, a Balrog. Balrogs themselves were once beings like Olorin, but the darkness of Melkor Morgoth transformed them into terrible demons of evil and fire. Due to his selfless act of sacrifice, he was sent back, more powerful in stature, to replace his fallen comrade, Saruman. In the end, the One Ring was destroyed and the power of Sauron failed, completing the task that was set for him so long ago, he was finally allowed to return in peace to Valinor in the company of Galadriel, Elrond, and the Ringbearers.

Curunir, also known as Saruman, was another of the five Istari ('The Wise') to come to Middle-earth to aid the Free Peoples and for a time he did. Like Alatar and Pallando, he traveled into the East and came to know the hearts and minds of Men there, but his travels and his study got him in trouble for he who studies too closely the arts of the Enemy can become the Enemy. Through the Palantir of Orthanc, a seeing-stone created by Feanor ages ago, Curunir was ensnared by Sauron and finally came under his thrall. He captured Gandalf when he came to seek guidance and help about the One Ring and then attempted to retrieve the Ring by sending out a force of orcs of his own to harry the Fellowship after they left Lórien. To the fortune of Men, Isengard was raised by the Ents and upon Gandalf's coming again, he was cast from the Order, losing his staff and greater power and forced to live the rest of his days as a Man. His end came when he had left Orthanc with his servant Grima and went to take charge of his men in the Shire. Grima rose up against his torturer and stabbed him in the back -- his immortal essence lost to winds, denied passage back to the Uttermost West.

FAVOURIED ORDERS: Loremaster; **Restrictions:** Cannot be Barbarian or Rogue

ADJUSTMENTS: +3 Any ONE attribute, +2 Any TWO attributes (not chosen previously), +1 Any THREE attributes (not chosen previously)

SKILLS AND TRAITS:

Skills: Any* **Edges:** Any* **Flaws:** Any*

* - Maiar reflect all aspects of the world at large and therefore have the ability to have and acquire any skills and traits but must do so within the bounds of the Vala that they are bound to.

SPECIAL ABILITIES: Agelessness, Avatar~, Unwavering~

Avatar: When the Istari came to Middle-earth, landing at the Grey Havens, they were in the guise of elderly Men. Since the removal of all Undying Lands from the circles of the world, the Valar and Maiar are only able to interact within it in either indirect ways or in a form with greatly reduced powers called avatars. In the avatar form, a Maia has and feels the same wants and desires of a being of that form be it Elf, Man, Dwarf, or other. They can be corrupted and even killed, where upon their immortal essence will then leave the 'body' and seek to return to the West.

When in avatar form, the racial bonus to the attribute with the +3 bonus is reduced to +2 and one attribute (must choose) with the +2 bonus is reduced to +1. All other bonuses are negated while in avatar form. This reduction also affects the Maia's Native Skills, reducing the number of picks it has while in this form equal to its natural form's Wits score.

Unwavering: Maia are imbued with the power and light of life directly from Eru. Like the Valar, they fear little of the world or for their life. When making Willpower tests against Fear effects from fallen Maiar or Valar, such as Balrogs, the TN is reduced to half the original, rounded up. Maia are also not required to spend Courage at any time to face an encounter lest they are facing against a Vala. This ability is in effect in either their natural or avatar forms.

~ These abilities are of my own interpretation and are not included in Decipher's publications due the fact that they cannot use such information from licensing restrictions.

Racial Packages

- Maia of Aulë - Craft +1, Lore +1, Smithcraft +2, Stonecraft +2
- Maia of Estë - Craft +1, Healing +2, Inspire +2, Lore +1
- Maia of Lórien - Craft: Gardening +2, Lore +1, Perform +1, Weather-sense +2
- Maia of Manwë - Insight +1, Inspire +1, Lore +2, Weather-sense +2
- Maia of Melkor - Intimidate +1, Lore +2, Perform +2, Smithcraft +1
- Maia of Ulmo - Lore +1, Perform +1, Sea-craft +2, Weather-sense +2
- Maia of Varda - Craft +1, Insight +1, Lore +2, Perform +2

NEW RACIAL PACKAGE:

MAN OF DOL AMROTH

The region of Belfalas has made the inhabitants a sophisticated and hardy folk. From courtiers of the fair halls of the Princes in Dol Amroth to the gruff and calloused hand sailors of the bay, you will find an adventurous spirit in most of the peoples that reside here. This region is populated by both Middle-men and Dúnedain and the racial packages below may pertain to both, depending on the nature of their birth.

<u>City Born</u>	<u>Country Born</u>	<u>Sea Born</u>
Armed Combat +1	Armed Combat +1	Climb +1
Debate +1	Climb +1	Craft +1
Lore +1	Craft +1	Jump +1
Persuade +1	Lore +1	Lore +1
Sea-craft +1	Run +1	Ranged Combat +1
Edge: Fair	Survival +1	Sea-craft +1

NEW ORDER PACKAGE:

SQUIRE OF DOL AMROTH

The knights of Dol Amroth are legendary throughout Gondor for both their skill and chivalrous codes. This package is for beginning characters that wish to enter this order. The true title of Knight is not given to the character until they attain six





Advancements in this order and then take the Knight Elite Order. The Narrator may want to write this into the story by having the character attempt a quest for the Prince of Dol Amroth or some other heroic deed to attain his knighthood. Once done, the character is part of the elite of Dol Amroth and is extended many luxuries not often given to other men.

Characters in the Warrior Order may take this package. It is possible upon their knighthood to take on a Noble Order with future Advancements.

Order Skills: Armed Combat +3, Healing +1, Inspire +2, Intimidate +1, Observe +1, Ranged Combat +2, Ride +3, Siege-craft +2

Pick 5 Bonuses: +1 to any Order skill.

Pick 1 Edge: Bold, Command, Warrior's Heart, Warwise

NEW ORDER ABILITIES:

Here is a list of additional abilities that would be appropriate for characters of the Mariner, Captain, and Commander (see *The Hall of Fire*, Issue #2) Orders; some may even work for characters of other Orders as well.

Always On The Clock

Naval repairmen never let up in a crisis -- a shattered mast doesn't fix itself.

Prerequisite: Repairman aboard his ship

Effect: Gain a +5 bonus to Stamina tests v. Weariness when making repairs.

Builder's Expertise

Those who can build a ship can also repair them with ease.

Effect: When a character is repairing a damage to a ship, she is granted a bonus to her Sea-craft (Shipwright) test equal to half her Craft: Woodworking ranks, rounded up.

Evasive Maneuvers

It is the helm officer's duty to get a ship out of harm's way or to find the more advantageous position.

Effect: When making a combat maneuver, roll an additional die (3d6) and keep the highest two. The double 6's rule still applies.

Fleet Commander

Through skill and guile, you are promoted to the commander of a fleet and your vessel is the flagship.

Prerequisite: Commander of a ship of Size 4 or larger

Effect: +2 bonus to Command maneuvers.

Get Your Hands Dirty

Even commanders know their way around the hull of their ship and a hammer and nail aren't foreign to their hands.

Prerequisite: Does not have Shipwright specialty

Effect: May attempt to make repairs to the ship by making a Sea-craft test with a -4 penalty.

Hide in Open Waters

Sailors, through study, practice, and/or instinct are able to use the natural surroundings such as coastlines and weather to their advantage when attempting to conceal the ship.

Effect: While either in command of the vessel or at its helm, the character confers a +2 TN to opposing Observe (Spot) tests.

Home Sweet Helm

With keen eyes and instinct, the ship is maneuvered through the tiniest of openings and hazards are avoided with expert care.

Prerequisite: Sea-craft (Helm) 4+

Effect: While the character is at the helm of the ship, he gains a +2 bonus to Helm maneuver tests.

It's Just A Wagon

The details are irrelevant where the operation of vehicles is concerned.

Prerequisite: Navigator, Sea-craft (Helm) 4+ or Teamster 4+

Effects: The character can make a Wits test with a bonus equal to either her ranks in Sea-craft or Teamster when attempting to use operate a vehicle for which she does not have a skill (ie. half Teamster ranks for a Sea-craft (Helm) test).

Jury-rig

When out to sea, the ship's repairmen must make do with what they have on hand.

Prerequisite: Builder's Expertise

Effect: When attempting repair damage to the ship, a character may ignore any penalties due to lack of proper supplies and/or equipment to do the job.

Navigator

While anyone can hold the wheel of a ship, a true navigator has the ability to use the stars, landmarks, and other techniques to guide him.

Prerequisite: Lore: Astronomy 4+

Effect: When a character makes a Sea-craft (Helm) or Teamster test, she gains a bonus to the test equal to half her Lore: Astronomy ranks, rounded up.

Never Say Die

Naval officers, like their ground equivalents, espouse the virtue and spirit of fighting for honor and their lords.

Effect: Once per game session, re-roll one Willpower test and use the better of the two results.

Not So Strange

Sailors often study and travel to many lands, including those previously unknown.

Effect: When making a Lore: Realm test for any realm that a character has never been to and doesn't have a specialty for, she gains an affinity bonus equal to have her Insight ranks, rounded up.

On the Double

Every once in awhile a hole needs to be patched in a few minutes before the ship is lost.

Prerequisite: 24/7, Presence

Effect: All tests for repairing the ship are completed in half the base action time.

Presence

When confronting hostile situations, a leader sticks to his guns when making a decision.

Effect: When making a Willpower test, roll an additional die (3d6) and keep the highest two. The double 6's rule still applies.

Renowned Commander

A commanding officer's reputation depends on his victories.

Prerequisite: Presence

Effect: If a ship's captain scores an Extraordinary Success on a Sea-craft (Tactics) test, gain +1 Renown at the end of the chapter.

Sharp Eyes

While in command of a siege engine, the enemy withers under his expert guidance of the weapon.

Prerequisite: Siegecraft (specific weapon) +4

Effect: While the character leads a siege engine unit, he gains a +2 bonus to Weapons maneuvers.

Ship Tactics

Military commanders of ships study naval tactics and maneuvers over the years of their training and service.

Prerequisite: Sea-craft 5+

Effect: Once per game session, the captain of the ship can re-roll one Sea-craft (Tactics) skill test and choose between the two rolls to use.

Shrewd

Naval officers, while abroad, may have to act as diplomats and occasionally politicians as they are the representatives of their realm in question.

Prerequisite: Debate (Oratory) 4+, Persuade (Charm) 4+, AND Eloquent or Honey-tongued

Effects: Gain the Emissary Elite Order ability Magnanimous (see *The Hall of Fire*, Issue #6).

You Call That A Storm?

After years of weathering nasty storms and other sea phenomena, a little hurricane doesn't bother you in the least.

Prerequisite: Weather-sense 6+, Keen-eyed

Effect: When making Sea-craft tests to guide the ship during a storm, ignore half the penalties due to weather and visibility.

Improvement: Yes, once. Once attaining Weather-sense 9+, ignore all penalties due to weather and visibility.





NEW ITEMS, WEAPONS AND EQUIPMENT:

Arkenstone, Heart of The Lonely Mountain

The Arkenstone is one of the, if not, the largest worked gems in the whole of Middle Earth. It was discovered at the very roots of Erebor, The Lonely Mountain, when the dwarves of Durin's House delved there to make their new home and kingdom. It is also the heart of all dwarves of Durin, especially those of his noble descent. If anyone other than a dwarf of

Durin's House has possession of the stone, upon discovering this, dwarves of Durin immediately come under the effect of the Battle Fury 2 flaw and Grasping until the bearer yields the stone, is killed, or driven off in a manner that he cannot be followed. If any of the noble line of Durin discovered that this had happened, they will be bound by Oath (Retrieve Arkenstone) until it is recovered by any means necessary and the bearer gains, knowingly or unknowingly, him as an Enemy. If the bearer is a dwarf of Durin's House, he then acquires Duty (Return Arkenstone); otherwise he will suffer the same effects listed above and gain the Outcast flaw (see *The Hall of Fire*, Issue #4).

The Arkenstone grants the owner (most likely the King Under the Mountain) these special effects:

Freedom from Greed - If the owner has possession of the Arkenstone along with one of the Seven Rings of Power gifted to the dwarves, he is not affected by the Grasping flaw given by the ring or for any other reason.

Orcrist

A powerful elven blade of Gondolin, Orcrist (W. 'Goblin-cleaver') was found by Thorin, Gandalf, Bilbo, and the other dwarves after defeating the three trolls on their way to Rivendell. It was one of the items found in the troll's hoard, thought to gained through plundering travelers or other long-forgotten hoards and ruins.

This sword is so ancient and well-known by orc-kind (to them simply called "Biter"), that anyone found in possession of it will be immediately attacked (if they are not driven off by fear). The orcs will act is affected by the Battle Fury 2 flaw until the bearer is either killed or driven off in a manner that they cannot follow.

Being forged during the ancient wars in Middle Earth long before the breaking of the world and sundering of the seas, this sword has many potent and powerful spells and enchantments laid into it upon its forging.

Orc Bane - +5 bonus to Armed Combat test v. orcs of all kinds.

Sense the Shadow - Gives off a bluish glow when within 500 yards of creatures of the Shadow or 1000 yards of an area heavily tainted by the Shadow. It becomes brighter and dimmer depending on the relative proximity of the bearer to the Shadow source. When within 100 yards of creatures or 200 yards of a tainted area, the blade will shine as brightly as a torch, causing penalties to Stealth and/or bonuses to Observe tests when drawn. Once the sword was left to lay upon Thorin's tomb, these powers were magnified by the subtle magic of the world and now extends out to a 10-mile radius around the mountain. If the sword leaves its place of rest, it will lose this power until it is replaced.

Fear to the Enemy's Heart - Upon drawing this blade, the wielder gains a +5 bonus to Intimidate any orcs present.

Keen - The Protection of armour or metal bars, chains, etc. is reduced in half (rounded up) when figuring damage dealt by this sword.

Orc Shoes

These shoes, if they could be called that, are crudely constructed of leather that are easily slipped onto the bearer's feet (free action). The shoes provide a +5 bonus to Stealth (Sneak) tests and a +3 bonus to Run tests while underground and/or over rock and stone.

Troll's Purse by Camdin

"Trolls' purses are the mischief, and this was no exception. " 'Ere, 'oo are you?' it squeaked, as it left the pocket; and William turned round at once and grabbed Bilbo by the neck, before he could duck behind the tree."

- *The Hobbit*

Trolls' purses are magical bags that have minor spells of vigilance woven into them. When touched or purloined by anyone but its true owner, a troll's purse cries out. Most Trolls' purses can only wail in alarm, but some can actually speak short sentences in a high-pitched voice. Troll's purses are called such for the trouble and mischief they can cause, as it is unlikely that Trolls themselves possess the skill or magic to craft them Only characters who have the ability to enchant items can create a purse of this type. The owner can speak into the purse any phrase of 7 words or less and it will repeat this phrase once in its own squeaking voice when it is handled by anyone other than its owner or his designee. A TN 5 Observe (Listen) test is required to hear he purse's voice with +2 TN for every 5 feet away from the purse. Any attempts at Legerdemain automatically fail (the purse drops from the thief's hand) if the owner hears the purse's message.



Áraroma, The Horn of the Dawn by Buck

The horn is gray, carved with runes and intricate hunting scenes depicting Oromë in Middle Earth. It is banded with silver. The pale cord is formed from the braided hair of Áralama (the horn's maker), his wife Rilomë, and their son, who now carries it.

Crafted early in the Second Age, this horn has heartened friends and routed foes in a thousand conflicts, and sounded to the breaking day for dawns uncounted. Áralama last wined the horn on the morning of Sauron's defeat - the day he himself fell in battle. His son, Gillindir, holds it as his most cherished heirloom.

Its clear ringing note is like the warm sun breaking on a winter's night, sweeping the chill from all hearts. Blowing the horn adds +3 to Inspire tests to allies while simultaneously Intimidating minions of the Enemy with a +3 Bonus, for two turns. Courage spent while sounding the horn adds an additional +3. The effects are diminished by -1 for each subsequent sounding, although overlapping effects are cumulative. Its call may be heard at a greater distance than normal horns, but how far depends on the dramatic needs of the Narrator.

Kelekarach the Ice Fang by Buck

This blade was forged in ancient Doriath. The smith (whose name was lost with the kingdom) hammered his cold hatred into the weapon even as he wove his enchantments upon it. Its history is unremembered until it was given to Áralama around the middle of the Second Age, in token of his efforts to hunt down an evil threat in Eregion. Unnumbered foes have felt the cold blade of Ice Fang over the centuries. When his son found Áralama at the end of the siege of Barad-Dur, this blade protruded from a rime-rimmed wound in the orc who had slain him.

This long knife is a bane of all creatures of Shadow, providing +3 bonus to attack tests. Furthermore, the blade is like ice to the touch, doing two extra points of cold damage with each successful attack. Finally, the blade bites through armor (halve protection value).

The Crafts of Gillindir by Buck

Here are a few samples of the items Gillindir may fashion, for gifts or trade. They will be of superior workmanship; otherwise they wouldn't leave his shop. All are naturally resistant to age and weather. If by his hands they derive some enchantment, a sample enhancement is listed in italics.

Helm

Spangenhelm, with a framework of steel decorated with abstract silver designs. At the top is a place to attach a crest of hair, feathers, etc. The plates are of polished and flattened horn, a pure white layer overlaying a black layer, with horses incised down into the black. The splendid helm draws the eye of friend and foe alike [+1 to Inspire or Intimidate].

Drinking Horns

Matched pair of drinking horns, carved with beasts and words of good fortune, chased with gold, and complete with a brace of stands in the form of intertwining vines. Any drink, even water, is richer and more refreshing from the horn. Also, while resting and drinking the user may recover Weariness at half the normal rate.

Blast Horn

Short horn, lightly decorated but with rich and subtle coloring that runs from black to gray to nearly white. It is bound in black leather with silver studs. Its sound is clear and bright and carries far, gladdening hearts [+1 to Inspire or Intimidate for one turn].

Bracer

Made of black horn underlaid by white, so that incised picture of Oromë stands out as white. Attaches to the bow arm with bands of black leather.

Quiver

Brown leather quiver with black horn the mouth and a horn cap at the base. Flowing lines like the tendrils of vines are embossed along its length. Sturdy leather straps, and a small loop help to carry the bow across the back when not in use. Arrows neither rattle nor fall out until reached for. If the quiver is made for a specific person, it may confer upon said person (and his heirs) the benefits of Quick-Draw when drawing arrows from it.

Spoons

Shaped with heat and polished to a shine, these utensils are objects of simple beauty.

Comb

Made of bone, the plate of teeth is held to the polished handle by silver studs. Even the most unruly knot of hair untangles effortlessly.



ALLIES AND ADVERSARIES

‘But beyond, in the great fief of Belfalas, dwelt Prince Imrahil, in his castle of Dol Amroth by the sea, and he was of high blood...’

- *The Return of the King*

PRINCE IMRAHIL OF DOL AMROTH by Greg Davis

RACE: Dúnadan

RACIAL ABILITIES: Adaptable (+2 to Stamina), Dominion of Man, Skilled

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

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

DEFENCE: 12

ORDERS: Warrior, noble, knight, captain

ORDER ABILITIES: Air of Command, Courtier, Deference, Domain (Dol Amroth), Evasion, Fires of Devotion, Hero's Strength, Leadership; Mounted Combat, Noble Mien, Shield Wall, Swift Strike, Tactics, Warrior-born

ADVANCEMENTS: 47 (as of *The Return of the King*)

SKILLS: Armed Combat: Blades (Longsword) +8, Armed Combat: Polearms (Lance) +8, Climb +2, Debate (Parley) +8, Healing (Treat Wounds) +6, Inquire (Converse) +8, Insight +8, Inspire +10, Intimidate (Majesty) +8, Language: Adúnaic +4, Language: Black Speech +2, Language: Orkish (Mordor dialect) +2, Language: Quenya +4, Language: Sindarin +4, Language: Westron +8, Lore: Group (Knights of Dol Amroth) +6, Lore: History (Dol Amroth, Gondor) +6, Lore: Race (Men) +6, Lore: Realm (Dol Amroth, Gondor) +6, Observe (Spot) +6, Perform (Sing, Tell stories) +4, Persuade (Oratory) +8, Ranged Combat: Bows (Longbow) +2, Ride (Horse) +8, Run +2, Sea-craft (Sailing) +8, Search +4, Siegecraft (Defence, Unit Leadership) +8, Survival (Ocean) +2, Swim +4, Track (Horse) +4, Weather-sense +4

EDGES: Ally 7 (Denethor II, Faramir, and other Lords of Gondor), Bold, Command 3 (leader of the forces of Dol Amroth), Dodge, Fair, Faithful (Gondor), Fell-handed 3 (+1 vs. all foes), Hoard 5 (Dol Amroth and all of its treasures), Honour's Insight, Indomitable, Keen-eyed, Lion-hearted, Rank 3 (Prince of Dol Amroth), Resolute, Strong-willed, Valiant, Valour, Warrior's Heart, Warwise, Wise 2

FLAWS: Duty (to rule Dol Amroth properly), Enemy 2 (Forces of Mordor), Fealty (the Throne of Gondor, later to Aragorn as the King of the Reunited Kingdom)

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 6

REOWN: 13

GEAR: Dol Amroth and all of its treasures, masterwork longsword (2d6+6 damage, +2 parry bonus, +2 Inspire bonus for soldiers and knights of Dol Amroth), lance, large shield, masterwork chainmail hauberk with plates and helm (10 damage absorption, -1 Nimbleness test penalty), warhorse

*: Favoured attribute or reaction

IN THE NOVELS

Born in TA 2955, Imrahil was crowned the 22nd Prince of Dol Amroth in TA 3010, a hereditary title given to the Gondorian lord who ruled the land of Belfalas from that fief's capital city of Dol Amroth. His line descended, unbroken, from Imrazôr the Númenorean who wed the elf-maiden Mithrellas. Mithrellas was a Silvan Elf who, along with her lady Nimrodel, had fled from the land of Lórien after the awakening of the Balrog of Moria in the latter part of the second millennia of the Third Age and had become lost in the woods of Belfalas on a quest to find the Elf havens of Edhellond.



During her time with Imrazôr she bore him a son, Galador, as well as a daughter, Gilmith. According to the legends of the realm, Mithrellas departed not long after the birth of her children, finally crossing over the Sea to be with her Elven kin.

In TA 2004, Galador was granted the lands of Belfalas, as well as the title of Prince of Dol Amroth, by the then-king of Gondor, Eärnil II. Galador and his line remained unbroken throughout the remaining recorded history of Middle-earth and were always faithful and true to Gondor, despite the lack of a Gondorian King from TA 2050 until the crowning of King Elessar in TA 3019.

Imrahil's ties with Gondor (and Minas Tirith, in particular) go deeper than that of sworn allegiance. In TA 2976, the heir to the Steward of Gondor, Denethor II, wed the sister of Imrahil, Finduilas. Though she died young, she managed to bear Denethor two children, Boromir and Faramir. Both nephews were quite dear to Imrahil, though perhaps Faramir more so, as in him, Imrahil saw represented the better parts of his family heritage. Given his familial relationship with Denethor, and his position as a high-ranking noble lord of Gondor, Imrahil became a close confidant and occasional advisor of Denethor, and perhaps even a friend, at least until Denethor fell into despair and later madness, following his prolonged exposure to the devices of Sauron through the *palantir* housed in the White Tower of Minas Tirith.

Imrahil, too, had children of his own, though his wife is unrecorded. Of his three sons, Elphir succeeded his father as the 23rd Prince of Dol Amroth in FA 34, following Imrahil's death at the age of 99. His other two sons, Erchirion and Amrothos, held prominent roles in the affairs of not only Dol Amroth, but of Gondor and Rohan as well, as their sister Lothíriel wed King Éomer of Rohan in FA 1.

While Imrahil is not featured prominently in *The Lord of the Rings*, he does play several important roles. First, as the Lord of Dol Amroth, he and his force of 700 men-at-arms, as well as his company of knights, the renowned Knights of Dol Amroth, provided not only significant military support for the forces of Minas Tirith (and later the forces of the West for the march to Mordor), but also a significant boost to the morale of the people of Minas Tirith in one of their darkest hours. Imrahil's presence on the field of battle bolstered the resolve of the forces of Gondor, as he took to it many times during the Battle of the Pelennor Fields (where he secured the safety of the Lady Éowyn following her battle with the Witch-king) as well as the battle outside the Morannon, the Black Gate of Mordor. Additionally, Imrahil served as one of the Captains of the West, a war-wise body that governed the forces of Gondor, Rohan, and their allies during the War of the Ring, and assisted and advised Aragorn as they led the marshaled forces of the West against the forces of Sauron in the final days of the Third Age.

Finally, it was Imrahil who briefly took up the mantle of Steward of Gondor when Denethor II succumbed to madness and took his own life, and nearly the life of his son Faramir, who was near death from wounds sustained in battle. Through Imrahil, Gondor was assured not only of strong, steady leadership during the dark days of his short tenure as Steward, but also that, short of the Lord of the Rings himself coming to bring destruction to Minas Tirith, the Stewards would continue to protect and govern the citizens of Gondor, until the eventual return of the King.

Imrahil was also known as "the fair" because he bore the signs of his Dúnadan and Elven ancestries, a trait carried by all those who would be called heirs of Galador. He was tall with black hair and striking sea-gray eyes, behind which a keen wisdom not unlike the Númenorean Lords of old shone through. Imrahil favored the dress of a noble of Gondor (and befitting his high station), and was fond of his fiefdom's colors of blue and white. When the need arose, Imrahil would don his gleaming armour, complete with a tabard set with the ship and swan symbol of Dol Amroth, and a high helm, not unlike the winged Númenorean-style helms worn by the Citadel-guard of Minas Tirith.

IN THE GAME

As a Prince of Dol Amroth, Imrahil spent the majority of his life living in his capital city of Dol Amroth. In the years prior to his coronation, however, there are numerous possibilities for Imrahil. Given Dol Amroth's location as a prominent port city, it is possible that Imrahil spent times as a sailor (most probably serving in the Navy of Gondor), as well as traveling about the lands of Gondor. In chronicles prior to the War of the Ring (set perhaps between TA 2975 and TA 3010), Imrahil could be encountered traveling the lands of Gondor, either as a wandering knight in search of adventure, on a journey to Minas Tirith to visit his family there, or possibly consulting with the Steward Denethor (following his ascension to Steward in TA 2984).

Following his coronation as the 22nd Prince of Dol Amroth, Imrahil would most likely be encountered in his capital city. At this stage of his life, he would make for an excellent patron for characters, particularly characters who aspire to knighthood or lead chivalrous or noble lifestyles.

Following the War of the Ring, Imrahil left the matters of battle and war to his children, and focused on assisting Elessar with the restoration of the reunited Kingdom. This role sees Imrahil often traveling between Minas Tirith and Dol Amroth, as well as to Rohan (to see his daughter and grandchildren), and even to the Northern Kingdom of Arnor, where the King would eventually move his court for a significant period of time. Imrahil's heart, though, remained in Gondor and it was there that he would primarily be found.

No matter when or where Imrahil is encountered, he would be courteous and chivalric – someone who would not hesitate to help a person in need, and someone who would not feel the need to hide his true nature or motivations. Throughout the course of his life, Imrahil makes for a valiant, true-hearted friend for those who oppose the enemies of Gondor, though it could be expected that his assistance or patronage, should it be requested or granted, might carry with it an obligation of a returned favor or some service in the future. However, Imrahil would not ask more from someone than they could feasibly give or accomplish.



THORIN OAKENSHIELD

'To me! To me! Elves and Men! To me! O my kinsfolk! To me!' he cried, and his voice was like a horn in the valley.

- Thorin Oakenshield, *The Hobbit*

RACE: Dwarf, House of Durin (Dwarf of Erebor)

RACIAL ABILITIES: Animal Aversion, Craftsmanship, Firestarting, Hardness of Body, Hardness of Mind, Healthy, Stout

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

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

DEFENCE: 11

ORDERS: Noble (Leader of Folk), Craftsman

ORDER ABILITIES: Deference, Cross Order Skill (Siegecraft), Masterwork, Noble Mien, Preservation, Speedy Work

ADVANCEMENTS: 18

SKILLS: Appraise (Gold, Weapons) +5, Armed Combat: Axes (Battle Axe) +6, Armed Combat: Blades (Longsword) +4, Debate (Bargain, Negotiate) +5, Inspire +2, Intimidate (Majesty) +7, Language: Khuzdul +6, Language: Westron +3, Lore: History (Durin's Folk) +4, Lore: Race (Dwarf, Orc, Troll) +3, Lore: Realm (Blue Mountains, Dale, Erebor) +5, Observe (Spot) +2, Perform (Play Violin, Sing) +6, Persuade (Bluff) +2, Ranged Combat: Bow (Shortbow) +2, Ride (Pony) +2, Siegecraft (Defense) +5, Smithcraft (Weaponsmith) +7, Stonecraft (Building, Fortification, Mining) +8

EDGES: Ally (Gandalf), Bold, Craftmaster, Doughty, Fell-handed II (Orcs), Hardy, Hoard 2, Rank, Resolute, Stern, Strong-willed, Valiant, Warrior's Heart

FLAWS: Oath (Reclaim Erebor), Proud, Stiff-necked

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 13

COURAGE: 5

RENOWN: 20

GEAR: Orcrist~, blue cloak and hood with silver tassel, gold belt, violin, fine clothing, pony, 20 SP

NOTES: Racial information from the Moria supplement from Decipher was used in creating this character write-up. Thorin, as detailed above, is depicted as he was between the encounter with the three trolls and being captured by the Wood-elves.

* Favoured Attribute or Reaction

~ see Fan Flavour for further information

IN THE NOVELS

Thorin Oakenshield, son of Thrain II, son of Thror, King Under the Mountain, led the legendary band of dwarves plus one hobbit on the quest to retake his stolen home of Erebor back from the great wrym, Smaug. Legend has it that upon hearing of the great riches amassed in The Lonely Mountain, that Smaug left his lair in the Withered Heath and sacked the dwarf kingdom and the kingdom of Dale at the mountain's foot. Being out wandering the woods in his youth with some friends saved Thorin's life. When he was running back to help his people, he discovered both his father and grandfather, quite singed and disgruntled. In the years that passed, Thorin and most of his people that escaped immigrated to the Blue Mountains to mine coal with his distant relatives.



One day, a happy chance came along while he was on business: he met Gandalf in the Prancing Pony tavern in Bree. With the wizard, he gathered up some of his kin and made to set off to the mountain. Through a bit of trickery, Gandalf managed to convince a hobbit to join on the journey both for luck's sake and for at least one person keeping a level head about them (most of the time). Along the road after the party's first unwelcome adventure, Thorin discovers Orcrist and Gandalf Glamdring, ancient elven blades made in Gondolin before the sundering of the seas.

Through the mountains, into eagle's eyries, and into the black forest of Mirkwood, Thorin and his companions traveled until they finally reached the mountain. His ire raised by Bilbo's impertinence as a burglar, Smaug stormed from the mountain in search of him and eventually took his anger out on Esgaroth to his doom, for he was killed by the mighty bow shot of Bard of the line of Girion, the last king of Dale. When the men came to the mountain looking for recompense for their losses and the dragon's destruction, Thorin turned them away in greed and stubbornness. After calling upon aid from his cousin Dain in the Iron Hills and men, elves, and dwarves were about to set blade and arrow to one another, a host of orcs, wargs, and bats issued from Gundabad and all engaged in what to become called the Battle of the Five Armies. Thorin was overwhelmed before aid could get to him and he eventually perished. He was laid to rest in the heart of the mountain with Orcrist atop his breast.

IN THE GAME

Thorin was a gruff and haughty dwarf, but if you manage to prove yourself worthy in his eyes, his mood will soften towards you. If you so impress him, you may be counted among his most trusted comrades. Characters are likely to encounter him in Erebor before Smaug's coming, in the Blue Mountains or along the east-west road between the Blue and Misty Mountains, or possibly during the Battle of the Five Armies. After that, they might be able to spy his body in the depths of Erebor or as one of the guards who watches over the body and for a sign of enemies approaching by the light given off by Orcrist.

GILLINDIR, NOLDO LORD AND HUNTSMAN

RACE: Elf, Noldor (Elf of Rivendell)

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

ATTRIBUTES: Bearing 12 (+3), Nimbleness 12 (+3), Perception 12 (+3)*, Strength 8 (+1), Vitality 10 (+2), Wits 13 (+3)*

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

DEFENCE: 11

ORDERS: Craftsman (Smith)*, Loremaster, Ranger*, Warrior

ORDER ABILITIES: Ancient Scripts, Evasion, Expertise (Elven History), Favoured Weapon (Bow: Shortbow), Hard March, Masterwork, Preservation, Speedy Work, Spellcasting, Vala Virtue (Orome), Walk Without Trace 3

ADVANCEMENTS: 81

SKILLS: Acrobatics (Balance) +2, Appraise (Engravings) +3, Armed Combat: Blades (Long knife) +9, Armed Combat: Polearms (Spear) +5, Climb +2, Conceal +1, Craft: Horns +6, Craft: Leatherworking +6, Craft: Bow and Arrow +5, Debate (Bargain, Parley) +5, Games (Riddles) +3, Healing (Treat Wounds) +7, Inquire (Converse) +4, Insight +4, Inspire +9, Language: Quenya +4, Language: Silvan +2, Language: Sindarin +8, Language: Westron +6, Lore: History (Noldor, Dúnedain) +9, Lore: Race (Elves, Men, Orcs) +7, Lore: Realm (Lindon, Rivendell) +6, Lore: Elven Artifacts +3, Lore: Elven Smiths +2, Observe (Hear, Sense Power, Spot) +10, Perform (Play Horn) +5, Persuade (Charm) +5, Ranged Combat: Bows (Shortbow) +12, Ride (Horse) +12, Run +4, Siegecraft (Unit Leadership) +2, Smithcraft (Silversmith) +6, Stealth (Hide, Sneak, Surveil) +8, Stonecraft (Mining) +1, Survival (Forest, Mountains, Forodwaith) +7, Unarmed Combat: Wrestling +3, Weather-sense +3

SPELLS: *Crafting Spell, Healing Spell*

EDGES: Accurate, Ally 3 (Elrond, Elladan, Elrohir), Armour of Heroes, Craftmaster, Curious, Dodge, Favour of Fortune, Foresighted, Friends (Elves of the Wandering Companies), Healing Hands, Hoard 2, Honey-tongued, Incorruptible, Quick-draw, Rank, Tireless, Travel-sense, Woodcrafty, Wise

FLAWS: Fealty (Elrond)

SIZE: Medium (5 Wound Levels, 1 Healthy)

**HEALTH:** 10**COURAGE:** 6**RENOWN:** 15**GEAR:** Áraromba~, Kelekarach~, shortbow, quiver with 40 arrows, carving tools, bowyer's tools, war horse Fancrist

* Favoured Attribute or Reaction

~ see Fan Flavour for further information

Short bow

Gillindir's bow is finely crafted, adding a +2 bonus to Ranged Combat tests, and of a perfect size for loosing from horseback. It is an exceptional weapon, yet in a realm of fine craftsmanship it doesn't stand out; he hasn't deigned to give it a name as yet.

Fâncrist

Fâncrist is a noble Elven horse, swift and proud, sorrel in color. He has the following Special Abilities: Steady, Majestic, Mindful, War-trained (see *Hall of Fire* #4: 7-8)

BACKGROUND

Gillindir was born in the three thousand and forty-first year of the Second Age, to Noldor parents. His father, Áralama, was a huntsman that Oromë would be proud of; few could match his skill as an archer, and none were so adept at horn-shaping. Rilomë, his mother, was also deadly with a bow, but her hands were better at healing hurts than causing them. Gillindir's face was equal parts mother and father, and his talents were likewise a mix of the parents. Gillindir spent his early years in Imladris, later traveling with his parents during as they carried news between Lindon, Imladris, and the other Elven realms.

But the young Elf's peace was to be short, for Sauron once again moved against Middle Earth; Númenor sank, the Dark Lord gathered his power in Mordor, and the Free Peoples made their stand. And Áralama's house found its way to the siege of Barad-dur in the final weeks of that bitter conflict. Gillindir served as a page and messenger to greater folk, but the day would come when all hands that could wield bow or blade would be needed.

That morning dawned dim as ever in the Accursed Land, but hearts were heavier. All foresighted warriors knew that this day would decide the course of the war. Áralama raised his horn and sounded its high, clear note, and all who heard recalled fair nights beneath the silver stars and felt hope renewed in their hearts. When the echo faded, he handed the horn to Gillindir, saying, "Keep it well, my son, for I shall wind it no more. And Áralama took instead a lesser horn and went to wait upon Elrond the herald. Then word came that the full strength of Mordor was unleashed, and hurriedly the companies of the Alliance formed their battle lines. Gillindir stood ready as messenger, but when the black wave broke upon the lines, he could give no more thought to his purpose, but drew steel and fought for his very life against the endless tide of orcs. So desperate was his plight that he knew nothing of the duel between Sauron and the kings of the West until all three had fallen. Then the assault wavered, then broke, and the evil hordes fled the field in full rout. And the armies of the Free rallied and advanced, showing no mercy to the hindmost stragglers.

But Gillindir did not join the charge, running instead to the hillock where Elrond's guard had fought. The fallen, both orc and Elf, lay in heaps, and it was plain how near the company had been to being overrun. With dismay he found his father among the dead, his armor riven and his body pierced with many wounds. Even in death, Áralama tightly gripped his long knife, which at the last he had plunged to the hilt between his killer's ribs. But Gillindir's sorrows only compounded when he beheld the still form of his mother. She had been struck down as she struggled to reach her fallen king's side. The conquest of Mordor held no power in his thought for many days, so consumed with grief was he. Yet after the tower was brought down and peace restored, the young elf did not put away his blade, but harried orc and troll from the foot of Orodruin to the northern foothills of the Misty Mountains.

After years of revenging himself upon the scattered servants of Sauron, he laid aside the sword and sought solace in the study of crafting. Gracious Elrond offered him a place at Imladris, where many remaining artisans were gathering. Gillindir feels a sense of obligation towards the lord his father served in the last years of the Second Age. It was here that Gillindir befriended Elladan, gifting him with Gillindir's finest hunting horn.

In recent years, Gillindir has on several occasions left the Homely House to range across the wilds of Eriador with the Wandering Companies, learning many of the woodland skills his father had meant to teach him. He is an Elven lord in a host of such lords, yet majestic in his own right.

USAGE

Gillindir will most likely be in the company of the Elven lords who dwell in Rivendell, but he may sometimes be found with Gildor and the Wandering Companies. In more settled times (i.e., not in the final decades of the Third Age) the Noldo may be found seeking the few remaining Kine of Araw east of Rhûn. Craft and lore cannot quell his passion for hunting, whether the prey is beast or monster, and so parties may encounter him riding out with bow in hand. He is personable, and not so prideful as Noldor are wont to be - the glorious horn he carries is a constant and humbling reminder that he will never achieve his father's mastery. Elrond often asks Gillindir to carry important messages or escort important persons; it is likely he was among those sent out seeking the hobbits or locates the Black Riders.

Gillindir may be "help unlooked-for," sounding his horn of hope when the heroes have their backs against the wall. He can be a font of knowledge for interested adventurers. Finally, he may gift worthy travelers with some of his crafts.

An Elf or Loremaster might notice that the name Gillindir is unusual in that it is derived from Quenya, a tongue long out of favor in Middle Earth. While Sindarin was standard, Áralama's parents had not given up the use of Quenya for names; whether they felt nostalgia, thought the old tongue had a certain cache, or harbored a secret resentment for the stigma placed upon them by the Kinslaying, the learned must draw their own conclusions. But whatever their motive, Áralama kept the tradition and passed it on to his son. Thus it is that Gillindir often names his masterworks with a tongue older than the sun.

‘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.

REN THE UNCLEAN

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

RENOWN: 35

TN EQUIVALENT: 20

UNIQUE SPECIAL ABILITIES

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

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

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

PERCEIVE RINGS OF POWER The existence of the Nazgûl is tied to the Rings of Power, and they can

easily detect them. They receive a +4 *Sense Power* test modifier to perceive them.

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

PURITY OF RUNNING WATER All Nazgûl but the Witchking 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.

Relatively short for an Úlair, but tall for a Chey, Ren stood at 5' 6" and weighed 195 lbs. He had black eyes, black hair and was a very homely man. He was careless, pitiless and held little regard for others. His acts of sheer savagery gave birth to his name.

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

Ren the Unclean was born at Ulk Jey Ama in the eastern Ered Harmal in S.A. 1969. The son of Sen Jey the illusion-weaver, he grew up near Heb Aaraan, amidst the enchanters who taught beside the magical Springs of Fog. His apprenticeship ended in S.A. 1987, when the eighteen year old illusionist went east to visit his uncle Ul Fen Jey, a lord who held sway over the Ahar of the Numahar River vales. There, near the legendary Grass Tombs, Ren met the woman he married in S.A. 1992 – Elyen.

Ren and Elyen returned to Ulk Jey Ama in S.A. 1944. Raising two children – a son Fen and a daughter Fyen – they remained in the cool mountain town for four years. The illusionist composed a tome on enchantments while his wife raised horses and sheep and mastered the Chey's favorite instrument, the multi-chambered drum.

This idyllic repose ended in S.A. 1998, when the worst of many plagues swept through the central plains and struck the

Jey households. Overwhelmed by fever, Ren barely survived the year. He prevailed, though, and briefly returned to his work. All seemed well, for the illusionist was ostensibly healed.

Sadly, the illness twisted Ren's mind, instilling him with delusions that slowly eroded his sanity. He began to fancy himself as superior to other Men, and spoke of himself as the Fire King – the son of the exalted Volcano, Ulk Chey Sart (Ch. "Home fo the Chey Nation"), that stood in the center of the southern Chey plateau. Horrified, Elyen attempted to restore her husband's mind and sought the aid of healers from the lands as far away as Rycolis and western Khand.

Ren's lucidity eventually disappeared and the illusionist left home on a pilgrimage to his purported mountain home. He gathered a cult of followers throughout the winter of S.A. 1999-2000 and declared himself the Overlord of the Chey. As Fire King, he plunged into a campaign of ruthless subjugation that played on the themes of nationalism, prosperity and terror. Variag and Núriag warlords who held sway over the northern Chey territories fled as the tribes quickly fell under Ren's control. By the end of the S.A. 2000, the illusionist was truly the King of the Chey.

Sauron of Mordor watched Ren's march across Chey Sart and saw great potential in the insane enchanter. He sent his agents to the Fire King's refuge at Ulk Chey Sart, offering greater prospects for conquest, wealth and power. Ren agreed to a coalition and exchanged gifts. In S.A. 2001, the illusionist accepted a Ring of Power and became the eighth of the immortal Nazgûl.

Ren the Nazgûl

The transition that gripped the Chey brought terrible forces to the forefront of their society, since many of the superstitious herders embraced the religious fervor that elevated Ren to the throne. Unbelievers (the so-called "unclean") died in countless purges and many, including Ren's family, had once been close to the Fire King. The Jey clan suffered dearly, for the illusionist refused to protect those who resisted his quest. Between S.A. 2001 and 2012, the already weakened population of the thirty-six tribes fell in number by a full third. Their count stood at half of what it had been before the Plague of S.A. 1998.

Once secure as master of Chey Sart, Ren pursued the goals that most pleased the Lord of the Rings. Attacking to the northeast and south, the Fire King's mounted warriors overran the lands of Dalpygis, part of Khargagis Ahar, Heb Aaraan and Orgothraath in the First Chey Expansion (S.A. 2155-2693). Ren built an empire rooted in the Shadow, establishing an elaborate system of horse-roads and garrison holds in order to insure the consolidation of his conquests. Then came the Second Chey Expansion (S.A. 2899-3261), when the Kingdom of Chey Sart grew to its





height. Vaag, Acaana, and western Gaathgykaraken fell in the first few decades, and Ren's armies turned northward to concentrate on their incorporation of the Kargagis Ahar and the rich territory of Rycolis. These wars raged for two centuries, until the Variags of Úvatha joined the Chey and turned the tide of resistance. Ren was at the apogee of his career when Ar-Pharazôn of Númenor landed with his Adan army at Umbar and captured Sauron.

During the Dark Lord's imprisonment in Númenor, the illusionist remained at Ulk Chey Sart but, after the Akallabêth of Westerness, the Ringwraith left his domain and joined his Master in Mordor. Ren stayed in the Black Land throughout the War of the Last Alliance (S.A. 3429-3441), fighting on behalf of the Evil One in Ithilien (S.A. 3429) and at the great battle of Dagorlad (S.A. 3434). This period marked the last portion of the early years of the Fire King's glory. When Barad-dur fell after the seven-year siege and Sauron fell before Isildur, his One Ring cut from his evil hand, Ren and the other Úlair passed into the Shadows outside Arda. The illusionist did not return to Middle-earth until T.A. 1050.

The Third Age

After his long exile, the Dark Lord stirred again and resurfaced in Endor around T.A. 1000. He summoned his Black servants from his covert throne in Dol Guldur fifty years later. Like his brethren, the

illusionist reentered Middle-earth, arriving at his old volcanic hold of Ulk Chey Sart. There, he began rebuilding his strength and plotting the renewal of the Chey Kingdom. Ren expanded his lair into a great underground citadel and laid the foundations for his future capital on the wide ledges surrounding the fiery mountain. He marshaled an army of disenchanted Chey warriors and began subjugating the neighboring tribes in T.A. 1235, all the while concealing his identity behind the guise as the "ire King".

Ren unified the six major tribal groupings in T.A. 1264. As Al Chey Sart, he ruled his kin through 1640 and again between T.A. 2063 and 2941. These eras constituted periods of relative prosperity for the thirty-six Chey tribes, for they frequently extended their rule into the grasslands of Kargagis Ahar and the avoided the oppressive spectre of Variag or Nûriag dominance that haunted them during other times.

The Fire King stayed in Mordor (1640-2000) or at Minas Morgul (2000-2063 and 2941-3019) throughout the other years of the Third Age. Ren rode with the Witch-king on the search for the Ruling Ring in T.A. 3018, and was one of the five Ringwraiths to assail the Company on Weathertop. Later, he was swept away in the magical flood that determined the skirmish at the Bruinen Ford.

During the last part of the War of the Ring, the Fire King helped organize Mordor's main army. Ren stayed at Barad-dur while the Lord of Morgul led the grand but doomed assault against Minas Tirith. Following the routs at Pelennor Fields, at Lórien, and in northern Mirkwood, he joined the remaining eight Nazgûl for the aerial attack at the Battle of Morannon, where the Úlairi fought the Great Eagles. In the end, however, Ren the Unclean perished with the Dark Lord and other Fell Riders in the wake of the cataclysmic unmaking of Sauron's One Ring.

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. Due to the not-so-common nature of elves, Silvan and Sindarin elves are the predominant race represented.

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...

ELVES

LOCALES

Rivendell, Lindon, Lórien, Mirkwood, wandering

NAMES

MALE NAMES OF SINDAR: Aegnor (Fell Fire), Aerandir (Sea Wanderer), Amras (?Peak), Angrod (Iron Champion), Aredhel (Noble Elf), Arminas (Royal Tower), Beleg (Mighty), Caranthir (Red River), Celeborn (Silver Tree), Celebrimbor (Silver Hand), Celegorm (Silver?), Círdan (Shipwright), Cúthalion (Strongbow), Daeron (Shadow?), Denethor (Water Torrent), Edrahil (?Heir), Elladan (Star Man), Elrohir (Star Horse Lord), Elrond (Star Dome), Elros (Star Foam), Eöl, Ereinion (Scion of Kings), Erestor (?One), Fëanor (Spirit of Fire), Fingon (Commander with [Golden] Hair), Finrod (Champion with [Golden] Hair), Galdor (Shining Lord), Galion (Bright?), Gelmir (Flowing Jewel), Gil-galad (Star of Radiance), Glorfindel (Golden Hair), Guilin (Song of Awakening), Gwindor (?Land), Haldir (Tall Watcher), Legolas (?Leaf), Lindir (Song Watcher), Mablung (of the Heavy Hand), Maglor (Golden Hand), Maedhros (?Foam), Maeglin (Sharp Gleam), Orodreth (Mountain?), Orophin (Mountain Hill), Saeros (?Foam), Turgon (Lord of Stone).

FEMALE NAMES OF SINDAR: Arwen (Royal Maiden), Berúthiel (Daughter of the Queen), Celebrían (Silver Maiden), Celebrindal (Silver Foot), Elwing (Star Spray), Finduilas (Leaf-flow Hair), Galadhriel (Tree Lady), Galadriel (Lady of Light), Idril (Sparkling Brilliance), Lúthien (Flower), Nimloth (White Flower), Nimrodel (Lady of the White Cave).



CRAFTSMAN (ANY)

NAME: Saeros

RACE: Silvan Elf

GENDER: Male

RACIAL ABILITIES: The Art, Comfort, Elven Form, Elvensense, Elven-sleep, Farsightedness, Ghost-scorn, Inner Light, Lightfootedness, Noldorin Lore, Swift Healing

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

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

DEFENCE: 11

ORDERS: Craftsman (Blacksmith, Whitesmith, Weaponsmith, Cobbler, Grocer, Etc.)

ORDER ABILITIES: Place of Trade, Enchantment

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +5, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Sense Power, 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, Fair, Keen-eyed, Swift Recovery

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOUN: 3

GEAR: By trade

DESCRIPTION

Saeros is a merchant that many will seek out for his fine wines, jewelry, etc. He is very kind to his customers but looks humorously upon all non-elves – as is the nature of the Firstborn.

USAGE

Saeros can be used in any elven settlement. He is the smith, 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.

SOLDIER / GUARD

NAME: Gelmir

RACE: Silvan Elf

GENDER: Male



RACIAL ABILITIES: The Art, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Inner Light, Lightfootedness, Noldorin Lore, Swift Healing

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

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

DEFENCE: 12

ORDERS: Warrior (Sentinel)

ORDER ABILITIES: Evasion, Swift Strike

ADVANCEMENTS: 3

SKILLS: Armed Combat: Blades (Longsword) +5, Climb +3, Inquire +2, Intimidate +3, Jump +3, Language (Westron) +6, Lore: Realm (Choose one*) +5, Lore: Race (Silvan Elves) +4, Lore: Group (Choose one*) +6, Observe (Sense Power, Spot) +3, Ranged Combat: Bows (Shortbow) +8, Ride +4, Run +2, Search +2, Siegecraft +3

EDGES: Night-eyed, Warwise, Quick-draw, Fair, Keen-eyed, Swift Recovery

FLAWS: Fealty (Thranduil)

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOWN: 4

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

DESCRIPTION

Gelmir's vigilance keeps the lands around the woodland realm in Mirkwood safe. His duty - to Thranduil, his king - and the safeguarding of his people he takes very seriously. He is quiet and efficient in his duties and always able to help in times of need.

USAGE

Gelmir can be used in Mirkwood or wherever a Silvan elf settlement may be. Narrators could change his name and origin of birth and place Gelmir where they please.

LOREMASTER / HEALER

NAME: **Lôrwen** (translated from Sindarin as Dream Maiden)

RACE: Elf (Noldor)

GENDER: Female

RACIAL ABILITIES: The Art, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Inner Light, Lightfootedness, Noldorin Lore, Swift Healing

ATTRIBUTES: Bearing 10 (+2), Nimbleness 5 (+0), Perception 8 (+1)*, Strength 7 (+0), Vitality 8 (+1), Wits 10 (+2)*

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

DEFENCE: 10

ORDERS: Loremaster

ORDER ABILITIES: Secretive, Enchantment

ADVANCEMENTS: 0

SKILLS: Appraise (Plants) +1, Armed Combat: Clubs (Staff) +1, Craft: Cooking +2, Debate +2, Healing (Herbal Remedies) +1, Inquire (Conversation) +1, Insight +4, Language: Quenya +6, Language: Sindarin +6, Language: Westron +5, Lore: Herbs (Remedies) +6, Lore: History (Eriador) +4, Lore: Race (Elves) +5, Lore: Realm (Eriador) +5, Observe (Sense Power) +1, Perform (Tell Story) +2, Persuade (Oratory) +2, Run +1, Weather-sense +1

EDGES: Eloquent, Wise, Fair, Keen-eyed, Swift Recovery

FLAWS: Proud

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 8

COURAGE: 3

RENOWN: 0

GEAR: Staff, a band - fashioned of hithlain and adorned with a shining jewel, like unto a star - is bound about her brow. It is an heirloom of her family, and the dearest of all her few possessions, other by trade

DESCRIPTION

Lôrwen is a Noldorin scholar, who travels many miles across all of Middle-earth; healing the sick and hurt, advising leaders both great and minor, debating with the wise and the simple, and meditating on the beauty and joy to be found in the world.

When a particularly enthralling location captures her heart she may rest there for years at a time, but the wanderlust always returns with a renewed intensity.

Though both thoughtful and caring, she is also nearly always in a dreamy state of mind. She will not be hurried either, and will think long and hard on any choices before her. Many impatient persons find this to be infuriating, but those who are wiser recognize it as one of her greatest qualities.

She does not fancy politics, but if a matter of that nature is put to her then she will deliberate on it for the sake of those involved. Although people and life are very important to her, it is still the animals and plants that she most loves. Most events which she takes part in are directly relevant to protecting nature.

Lôrwen does not carry any weapons, save her stout quarterstaff; but that is more an aid for the journey than a weapon.

USAGE

The sea does not call her too strongly, for she loves the land of Middle-earth. Sauron's shadow is long however, and may threaten the survival of her home; she will do much to halt the advance of darkness if called on.

MAGICIAN

NAME: Erophin

RACE: Sindarin Elf

GENDER: Male

RACIAL ABILITIES: The Art, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Inner Light, Lightfootedness, Noldorin Lore, Swift Healing

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

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

DEFENCE: 11

ORDERS: Magician

ORDER ABILITIES: Spellcasting 2, Dwimmer-Crafty (Bane-spell), Enchantment

ADVANCEMENTS: 3

SKILLS: Armed Combat +5, Climb +1, Conceal +1, Healing +3, Insight +2, Intimidate +3, Language (Westron) +6, Language (Sindarin) +6, Language (Black Speech) +1, Lore: Magic +8, Lore: Realm (Lórien) +6, Lore: Race (Sindarin Elves) +6, Lore: History (Sindarin Elves) +5, Observe (Sense Power) +4, Persuade +4, Weather-sense +3

EDGES: Wise, Fair, Keen-eyed, Swift Recovery

FLAWS: None

SPELLS: *Bane-spell, Beast Speech, Blade Preservation, Blinding Flash 2, Crafting-spell, Create Light, Fog-raising, Kindle Fire, Lightning*

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOWN: 2

CORRUPTION: 2

GEAR: By trade

DESCRIPTION

Erophin practices his arts within the Golden Wood of Lórien. He works along with the craftsmen of his folk to create the wondrous items that aid in keeping the lands of his people safe from the Enemy.

USAGE

Erophin can be used within any Elven settlement. Narrators could change his name and origin of birth and place Erophin where they please.

MARINER

NAME: Galion

RACE: Sindarin Elf

GENDER: Male

RACIAL ABILITIES: The Art, Comfort, Elven Form, Elven-sense, Elven-sleep, Farsightedness, Ghost-scorn, Inner Light, Lightfootedness, Noldorin Lore, Swift Healing

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

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

DEFENCE: 12

ORDERS: Mariner

ORDER ABILITIES: Sea Legs, Ship, Enchantment

ADVANCEMENTS: 2

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

EDGES: Sense of Direction, Ambidextrous, Fair, Keen-eyed, Swift Recovery

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOWN: 1

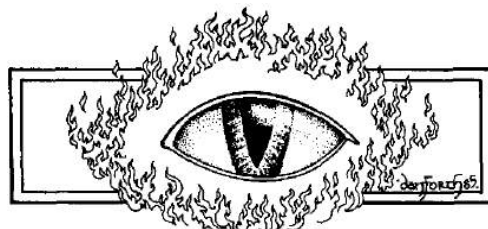
GEAR: By trade

DESCRIPTION

Galion and his ship plies the waters off the coast of Lindon carrying merchant trade goods to far off shores. Many a time has he and his crew had to stave off pirates and foul sea creatures, protecting both ship and the treasures she carries.

USAGE

Galion 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

FELL-TURTLE

ATTRIBUTES: Bearing 4 (+0), Nimbleness 5 (+0), Perception 5 (+0), Strength 22 (+8)*, Vitality 22 (+8)*, Wits 4 (+0)

REACTIONS: Stamina +8*, Swiftiness +1, Willpower +1, Wisdom +0

DEFENCE: 10

MOVEMENT: 48

SKILLS: Armed Combat: Natural Weapons (Bite, Flipper) +7, Intimidate (Fear) +9, Observe (Spot) +5, Survival (Seas) +5, Swim +8

SPECIAL ABILITIES: Armour (12 shell; 6 other), Bane of Ships, Eyes of the Deep, Natural Weapons (bite, 4d6; flipper, 3d6), Terror

SIZE: Titanic (10 Wound Levels, 6 Healthy)

HEALTH: 30

COURAGE: 0

RENOWN: 10

TN EQUIVALENT: 25

UNIQUE SPECIAL ABILITIES

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

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

DESCRIPTION

Fell Turtles look like their normal cousins: tough greenish brown hide with a yellow and green shell. They have enormous flippers instead of legs that they use to propel themselves in the water, making them practically useless on land (which they never go to).

HISTORY

Encounters with Fell Turtles are very few, but the stuff of legends. Most of the information known about these creatures is from tales passed down by word-of-mouth through the years. The most recent occurrence was supposedly around the year of TA 2094 off the coast of Harondor.

HABITAT

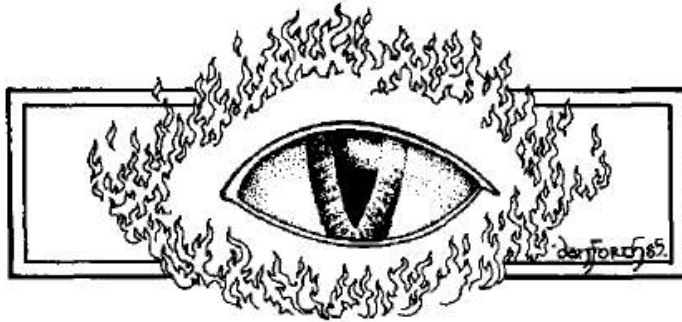
Being cold-blooded animals like all other reptiles, Fell Turtles prefer regions of warm water, but tales have been told of sightings as far north as the Greyflood. They prefer eating large sea mammals and even sea-kraken when they can find them.

SOCIETY

Fell Turtles are solitary creatures that only encounter another when it is time for them to mate, which is once every 10 years. A female can lay up to three eggs with usually only one or two young surviving due to the other eggs being eaten by the young or other daring sea creatures.

USAGE

Fell Turtles are very rare creatures in the region of water near the western part of Middle-earth. They would most likely be visited by ships if sailing south near Umbar, Far Harad, and further south.



CALLING ALL GAMERS!

Interested in submitting...

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

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

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

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

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

If you would like to post an advertisement for:

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

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



CREDITS AND CONTACTS

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

DECIPHER'S LOTR RPG SUPPORT
 DOCS

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

THE HALL OF FIRE WEBZINE SITE

<http://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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