

THE HALL OF FIRE

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Fifth Day Out of Weathertop by Ted Nasmith

THE HALL OF FIRE

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GREETINGS, SALUTATIONS... HELLO ALL!

Another new month and one more issue to make a whole year's worth of *The Hall of Fire*. Those of us who put this publication together are always enthusiastic about each month's issue and, if you haven't noticed, each issue seems to get bigger and bigger, meaning that the fan fervor for this game hasn't let up yet! But we always welcome critiques and criticisms of the issues so we can provide a more useful (and maybe entertaining) webzine to you, so please send us your emails or post on the web where you see the webzine announcements being made and discussed (Decipher, *The Hall of Fire's* home website, LtCmdrMatt's Ferengi Blue Room, CODA Webzine Repository).

In this month's issue we have for you two ship write-ups based on the rules set published a few issues ago, part 1 of the ecology of Hell Hawks, a new section called Hostile Haunts which showcases simple lairs and fortresses and such made for easy addition to a chronicle, the last Nazgûl write-up, an article concerned with creating a chronicle, more Allies and Adversaries from the books, plus a whole lot more!

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

Matthew A. Kearns
aka GandalfOfBorg
Editor

CORRECTION: In last month's issue of Common Folk: Elves, the entries for each example character shows that they each have 4 Courage – this must be changed to 3 (unless a Narrator wishes to keep the stat as given for their campaign).

A FIELD GUIDE

TO THE CREATURES OF MIDDLE-EARTH

HELL-HAWKS



“The Lord Faramir! It is his call!” cried Beregond. ‘Brave heart! But how can he win to the Gate, if these foul Hell-Hawks have other weapons than fear?’”
-The Return of the King

I: Overview

Hell Hawks (aka Fell-beasts). They are the giant, flying beasts used by the Dark Lord that bring forth feelings of fear and disgust in many of the inhabitants of Middle Earth. They are both reptilian and avian in their appearance, but their evolutionary roots reach further back in time than both...further back even than the First Age of recorded Middle Earth history. Here their secrets, both shocking and horrifying, are revealed in detail to offer any traveler that seeks his/her fortune in the wild lands the knowledge necessary to survive the deadly ways of these terrifying creatures.

Physical Appearance – Hell Hawks appear, superficially, to be almost avian: having large black wings, a bipedal stance where the body rests on two muscular hind-legs equipped with sharp talons, a long crane-like neck, and a set of powerful jaws that are beak-like in appearance. Despite resembling birds, Hell Hawks also share a large number of characteristics with reptiles. These include wings that are membranous and not covered in feathers, a hide that is black and lined with thick keratin scales, and an ectothermic (i.e. Cold-blooded) metabolism.

“A creature of an older world maybe it was, whose kind, lingering in forgotten mountains cold beneath the Moon, outstayed their day, and in hideous eyrie bred this last untimely brood, apt to evil. And the Dark Lord took it, and nursed it with fell meats, until it grew beyond measure of all other things that fly; and he gave it to his servant to be his steed.”
-The Return of the King

History – It has been suggested by several scholars that Morgoth created Hell Hawks by perverting Great Eagles. This statement is only partially true. In fact, ancestral Hell-Hawks (called *Archosaurs*) existed naturally in Middle Earth at the dawn of time. They were not evil, but merely one of the millions living creatures that Eru created, which populated Middle Earth before the coming of the Elves. These Archosaurs resembled small lizards with membranous wings, with which they glided (not flew) from tree to tree, hunting insects. Though they appeared completely reptilian, Archosaurs were only distantly related to true reptiles (and birds), and are sometimes referred to as being “cousins” to these groups.

When he appeared, Morgoth took these existing lizard-like creatures and, because he was jealous of the majesty and power possessed by the Great Eagles, perverted Archosaurs to resemble the animals that he envied. For countless years did he labor in the Pits of Utumno, selectively breeding them and manipulating their form with his sorcery until finally they superficially began resemble the Great Eagles. Thus, though he *did not* pervert or manipulate existing Great Eagles to create Hell Hawks, he *did* model these flying terrors after those noble avians of Eru.

When his dark task at last came to fruition (ca. The First Age of recorded history) the first true Hell Hawks were unleashed upon the Free Peoples during Morgoth’s early wars against the Elves of Beleriand. After Morgoth’s fall, many of these Hell Hawks escaped their rookeries in Utumno and Thangorodrim and fled to the mountainous regions of Middle Earth. Here they managed to survive and eek out an existence in the unforgiving lands that equaled Utumno in remorselessness. Although it took centuries, these animals eventually began to grow in numbers once more. Yet, it was not until the Third Age that reports of Hell Hawks began to spread throughout the lands again. Thus, it was not long before Sauron, after his return to power, learned of their existence and was impressed, especially with their innate ability to survive without the protection of their creator. Until that time Sauron had believed that all Hell Hawks had demised during the battles leading to Morgoth’s fall. The time soon arrived when he sent his minions to capture many of these wild Hell Hawks and force them, once more, into servitude. Sauron then picked up where his master left off, once more using selective breeding and cruelty to mold these wild beasts into weapons of war that would aid him in his endeavors. Furthermore, he needed to create mounts that could move at great speed and carry dreadful riders that caused the blood of even the most stalwart horses to curdle. Hell Hawks would be his most exceptional creation in this regard.



II. Anatomy and Physiology

Unique Morphological Characteristics

The Scales – The scales of a Hell Hawk are very similar in both form and function to those of reptiles. They consist mostly of keratin, which is non-living and rigid, offering the beast protection. These scales also appear similar to dragon scales, though they are not as large and do not undergo *stratation* (see Chapter One: Dragons, Hall of Fire Issue 5). Thus, although a Hell Hawk's scales offer the beast added resilience against attack with edged weapons, they do not offer the level of protection that Dragon scales do. In addition, because Hell Hawk scales do not stratemate, and are made of a non-living substance that does not grow with the organism, *ecdysis* (i.e. skin molting) is common. Ecdysis occurs when scales become worn and must be replaced. It also occurs frequently as the beast develops and outgrows its old skin. When the beast molts, its old skin comes off in large patches or sheets. These discarded sheets of skin are often found littered throughout the rookeries and nests of these creatures.

Covering these keratin scales is an often-unnoticed layer of hair or feather-like structures, the sole purpose of which is to aid significantly in heat retention and allow the beast to live in rather cold environments (despite being ectothermic). These structures are clear and lay flat against the beasts' scales making them barely perceptible. So much so, in fact, that their downy texture is only noticeable if one were to rub their hands along the hide of a Hell Hawk.

The Spines – Hell Hawks have a row of long spines running down the mid-line of the back and tail that appear almost dagger-like. They are not, however, very rigid and can cause little harm to anyone that touches them. In fact, these spines are very similar to those found in reptiles. They are not directly attached to the vertebral column beneath and are only loosely attached to the beasts' hide. Hell Hawk spines serve little protective function and are not believed to aid in flight. Interestingly, the spines are always considerably longer in males than females and most scholars now agree that males use these spines to attract members of the opposite sex during the reproductive season.

The Head and Mouth – The mouth of these beasts appears somewhat beak-like when viewed closely, being nearly smooth and shiny at its extremity. Unlike a bird's beak, however, a Hell Hawk's mouth is also lined with large, uniformly sized teeth. These teeth overlap both the upper and lower jaws when the mouth is closed and they are known to be important in prey capture.

The Feet and Talons – The large, sturdy feet of Hell Hawks are their most impressive natural weapon. Designed most importantly as a mechanism by which these animals can perch (when not in flight), the limbs and feet of Hell Hawks are imbued with strong muscles and tendons that give them great strength. This strength grants them the ability to roost on perches that are small and would be precarious resting places for most other animals in Middle Earth (aside from, obviously, birds). In addition to powerful muscles and rigid tendons, these limbs are also adorned with unusually large, razor sharp talons at the tips of the four digits existing on each foot. These talons, like the muscles in the legs, aid in gripping whatever perch the animals are resting on. In fact, it is believed that their unusual size (especially in diameter) is specifically designed to grip the rocky perches that are common in their preferred habitats. Talons are also vitally important in prey capture.

It should be noted that the thick scales covering a Hell Hawk's hide are also found on their feet and digits, adding extra protection to these vulnerable limbs from prey that decides to fight back. Furthermore, if one were to observe the inner musculature of a Hell Hawk's leg, that person would notice that, while the portions of the leg residing closer to the body are thick with bulging muscles, in the feet and digits, muscles are almost completely absent and are replaced with thick tendons (a phenomena seen in birds). The lack of muscle in these extremities results in less sensory function possible by the feet, making the animals nearly immune to discomfort that may occur due to sharp substrates, cold weather, or attacks from struggling prey.

The Wings – The wings of this beast only superficially resemble those of birds (in both appearance and function). In fact, structurally they are more like the wings of a bat, even though Hell Hawks are not related to mammals. Each wing consist of a thin layer of skin, stretched tight over the limb and attached to the beast along its second and third fingers, its *radius* bone, and the hide along its ribs (also see *Unique Skeletal Structures* below). While this membrane is very tough, it is known to receive damage on occasion and Hell Hawk wings are commonly seen riddled with tiny holes that do not seem to impede the beasts' ability to fly.

The Tail – A Hell Hawk's tail is generally very long and used primarily for balance when in flight or perching. The very tip of the tail is also imbued with a triangular-shaped membrane that flares out on either side of the limb, which can be extended or folded so it rests flat against the tail. This flap of skin, called the *alula*, is believed to help the beast maneuver when in flight. Furthermore, males utilize their tails (in conjunction with the wings and spines) during elaborate displays of fitness used to attract females during the breeding season. Unlike Dragons, the tail of a Hell Hawk has no prehensile ability and is only incidentally used as a weapon by the beast (see also Chapter One: Dragons, Hall of Fire Issue 5).

The Neck – The neck of a Hell Hawk is long and serpentine, resembling that of a crane or heron. It is made up of 17 vertebrae and controlled by thick muscles that run from the jaw to the breast. When perched, the beasts' head rests upon its neck, which is almost always held in an S-like curve. This posture is abandoned during flight, but will be re-adopted (even in flight) immediately before striking prey. The purpose of re-crooking the neck into this "S" curve is so that the

beast can utilize its powerful neck muscles when striking prey. During prey capture, the head is thrust forward with great speed and force, so that prey items are caught unawares and the jaws can quickly snatch them and hold them until the talons can be utilized for the kill.

“The great shadow descended like a falling cloud. And behold! it was a winged creature: if bird, then greater than all other birds, and it was naked, and neither quill nor feather did it bear, and its vast pinions were as webs of hide between horned fingers; and it stank.”

-The Return of the King



The Stench – Hell Hawks are often described as having an unpleasant aroma. This is most likely because they have no aversion to spoiled flesh, and it often litters their rookeries. Furthermore, due to their diets, the excrement of these beasts is particularly foul (to both smell and witness), and this smell stays with the creature even when it is not in its lair. It should here be noted that, while the stench is unpleasant and can often warn one of their approach, it is not debilitating as is the case with Dragon stench (see Chapter One: Dragons, Hall of Fire Issue 5).

Unique Skeletal Structures

Because Hell Hawks are related distantly to both reptiles and birds, they share many skeletal characteristics with both. The characteristics shared with reptiles, unfortunately, are minor and of little note. Yet, their similarities with birds are very noteworthy and will be discussed in detail here. Due to the fact that they fly, the bones of a Hell Hawk are very lightweight, as not to impede lift. Despite this, however, their bones are also extremely rigid, having many bony fusions that add strength but not weight.

Skeletal Enhancements for Flight – Like Dragons, Hell Hawks have many skeletal fusions that add rigidity without increasing the beast’s weight. These include structures such as the *synsacrum*, which is a fusion of several lower back vertebrae into one flat, rigid plate. Although Dragons also have a *synsacrum* it is analogous to the *synsacrum* found in Hell Hawks, and is an example of *convergent evolution*. *Convergent evolution* can be explained as two unrelated or distantly related organisms evolving the same structures due to similarities in their behavior and life history, rather than because they are closely related. A classic example of convergent evolution is the comparison of a bird’s wings and a dragonfly’s wings. Though the wings of both these animals appear similar and serve the same function, these similarities are only superficial and the animals are not remotely related to each other. The *synsacrum* of a Hell Hawks is, however, believed to be *homologous* to that found in birds (a feature that is believed to prove these animals are, at least, distantly related). The last four vertebrae on the tail, which coincide with the *alula*, are also fused into a structure called a *pygostyle*, which is not found in dragons.

Hell Hawks, like Dragons and birds, also have *pneumatized* bones, or bones that are full of air spaces and hollows, making each individual bone more lightweight than their counterparts in reptiles or mammals, but not at the expense of strength.

Bones Associated with the Wings – This is where Hell Hawks differ significantly from dragons. The bones associated with flight in these beasts are not part of a *femoralis complex* as in Dragons. Instead, the flight bones are very similar to those of birds, yet with two major differences. Like birds, the primary bones associated with flight in Hell Hawks are the *humerus* (which connects to the shoulder region of the beast) and the *ulna* (which is one of the major bones of the forearm). However, unlike birds, whose *radius* bone are attached to and runs parallel with the *ulna*, the *radius* of Hell Hawks is jointed and stands in a perpendicular orientation to the *ulna* where it meets the *humerus*. The purpose of the positioning of the *radius* is so that it can act as an area of attachment for part of the beast’s membranous wing. In addition, the *metacarpals* and first digit are small and completely fused in Hell Hawks, while the second and third digits are extremely elongated and act as yet more areas for the membranous wings to attach.

Also like birds, the clavicle is fused into a structure called a *furcula* (or wishbone), which, in conjunction with the *scapula* and *coracoid* bones, form a tripod-shaped pectoral girdle that aids in rigidity and weight reduction for flight. Finally, and possibly most importantly, the *sternum* (breast bone) has an elongated keel, as in birds. The purpose of this keel is to provide a broad surface area for attachment of the large *pectoralis muscles* needed to pump the wings to create lift during flight.

Wing types – The shape of the Hell Hawk’s wings is perfect for soaring. They are long and relatively narrow, designed specifically for riding updrafts of air and rising heat currents over great distances without having to pump their wings at all. Because of this, almost no energy is expended while soaring and a Hell Hawk can remain “on the wing” for hours and even several days without rest.

“...a small cloud flying from the accursed hills; a black shadow loosed from Mordor; a vast shape winged and ominous. It scudded across the moon, and with a deadly cry went away westward, outrunning the wind in its fell speed.”

-The Two Towers



Unique Internal Anatomical Elements

Many of the major organs and organ systems found in Hell Hawks are similar to reptiles and birds. These would include the pulmonary system, which, like birds, incorporates a 4-chambered heart; the digestive system, which is part of an ectothermic metabolism, similar to that found in reptiles; and the central nervous systems, which is similar to those in birds.

The Digestive System – The digestive system found in Hell Hawks is nearly identical to that of reptiles. *Ectothermic* (cold-blooded) metabolisms are generally more efficient than *endothermic* (warm-blooded) metabolisms. Because of this, for example, a lizard converts energy consumed (i.e. food) into biomass (i.e. biological tissue or growth) at approximately 50% efficiency, while a mammal of similar size only converts energy into biomass at only 2% efficiency. Therefore, a reptile (and a Hell Hawk) has to consume less food for biological maintenance (and thus produces less waste) than does a mammal or bird of comparable size.

Interestingly, the digestive system of Hell Hawks contains one structure that is found otherwise only in birds: a *gizzard*. The purpose of the *gizzard* is to aid in the digestion of food through mechanical grinding. It is a muscular organ, the inner surface of which is lined with tough protuberances that mash swallowed food items into a fine paste before passing it to the stomach. To aid the *gizzard* in this grinding process, Hell Hawks occasionally swallow rocks and hold them in their *gizzard* where any sort of movement by the beast causes enough action to instill the rocks to grind whatever food is present therein. When these rocks become too worn, they may be passed with fecal material, and so it is not uncommon to find ample quantities of smooth rocks present near Hell Hawk rookeries.

The Respiratory System – Hell Hawk's have an unusual respiratory system that is very similar to that found in birds. It consists of two groupings of air sacs (two in the fore portion of the body, ahead of the lungs and two in the back portion of the body behind the lungs). Fresh oxygen is stored in these air sacs so that it can be passed over the lungs as needed during times of great oxygen demand (such as flight). Because this respiratory system is so similar to that found in birds, a detailed description of it will be presented in a forthcoming chapter that focuses on the Great Eagles.

A Hell Hawk also has two other anatomical structures, involved in respiration that are found in birds. These are the *trachea* (found in most vertebrate animals) and the *syrix*. The trachea, also called the windpipe, is a long cartilaginous tube extending from the back of the mouth to the lungs, through which oxygen travels during inhalation and exhalation. At the base of the trachea, lies the syrix, which is the sound producing part of the animal's respiration system and can be compared, rudimentarily, to the vocal chords of humans. The syrix has only limited sound production capability compared to humans (i.e. these animals are not capable of speech). However, it does allow a Hell Hawk to produce a wide variety of squawks, screams, and cackles that are used in communication.

The Brain – A Hell Hawk's mid-brain region has very enlarged *optic lobes*, which play a crucial role in the beasts' keen sight. The *cerebrum* is also enlarged, making it the principal portion of the brain responsible for complex instinctive behaviors, such as hunting and reproductive displays. Meanwhile, the *cerebellum* is in charge of controlling any activity that a Hell Hawk engages in which requires extreme coordination and balance (i.e. flight).

Sensory Organs – Hell Hawk's rely primarily on sight, although olfaction is used to an extent greater than most birds. Their keen sight functions similarly to birds and will be discussed in greater detail in a forthcoming chapter that focuses on the Great Eagles.

Unique physiological characteristics

Metabolism and Heat Retention – Hell Hawks have an ectothermic metabolism that is not dissimilar to that of Dragons (See Chapter 1: Dragons, Hall of Fire Issue 5). They are *gigantothermic*, albeit to a lesser extent than Dragons, and they can incorporate *shivering thermogenesis* to warm themselves. However, the action of muscle contraction during flight also creates a large amount of heat, which is retained by the fine layer of feather-like structures that cover the scales. They do have a layer of fatty tissue, as do Dragons, but it is comparatively thin and not as efficient at retaining heat. Hell Hawks also spend a significant amount of time perched, during which they will frequently regulate their body temperatures by *basking* (i.e. sitting exposed to the sun). To increase the surface area exposed to the sun, Hell Hawks will often spread their wings when faced with a sunrise, to capture the maximum amount of heat possible. Reports of mountainside rookeries dotted with basking Hell Hawks, wings outspread, are those that make the casual travelers blood turn to ice. It should be noted that basking is rarely as necessary in Hell Hawks as it is in more strict ectotherms (such as lizards and snakes) and is mostly performed in colder months. In addition, because their *gigantothermic* metabolism is less strict than in dragons, and they are able to bask while perched, the body temperatures of these animals rarely drops low enough to force hibernation to occur.

Where do these terrible creatures live? During what time of year are they more likely to be encountered? How can a lowly adventurer avoid them!? Tune in Next Month and find out as we discuss the ecology of Hell Hawks.

ADVENTURING IN



DOL AMROTH: PART II – CITY OVERVIEW

Nestled beneath a magnificent castle, Dol Amroth accommodates 10,200 people, most of who are of relatively pure Dúnadan blood. This well-endowed populace resides in three compact quarters-connected by narrow, winding streets that climb through gates and tunnels carved out of the Hill's bluish granite. Each quarter occupies a leveled rock shelf, giving the city a tiered arrangement.

The City Defenses

Although Dol Amroth's builders enjoyed little room to work with, they constructed a forbidding array of defenses tailored to the precipitous contours of the site. The Prince's citadel occupies the central and western summits of the Hill, as well as the ridge between. Underground tunnels join the upper bailey with the huge Sea-ward Tower that rises from the spit of rock to the west of town. These mammoth fortifications protect the southern and western flanks of the city, while sea walls and the town ramparts guard the northern and eastern approaches.

At least two stone curtains bar entry at any given point. Their deep foundations set in the solid rock of the Hill, these crenellated walls are frequently punctuated by superbly constructed round-towers, making any direct assault seem foolhardy. As if to emphasize the city's virtually impregnable character, turrets and bastions springing from the outermost spires of the beautiful blue-stone cliffs augment these imposing defenses.

Architecture

Because of the limited space, Dol Amroth's architecture is in keeping with the vertical nature of the town plan. Nearly every building is constructed of carefully fitted stone and most stand as high as seven stories. Many of the edifices abutting the Hill's face rise even higher, some reaching a hundred or more feet. Streets are often little more than covered walkways or wide stairs, since most of Dol Amroth's structures are joined, or nearly join, in the upper stories. Roof gardens and elevated courtyards, the latter often situated on the third to fifth floors, provide access to the sun's gentle rays.

Despite Dol Amroth's skyline of fortifications and unbroken stonework, however, there is a gentle, fanciful side to the town's visage. Trees and minute garden parks occupy odd nooks throughout the city, and playful fountains sit in some of the most inconspicuous of niches. Elaborate, brightly colored woodwork adorns even the most practical of structures and steep tile or slate roofs with alternating rows of different hues lend the city an enchanted air. Intricately carved shutters, balconies, gables, and trim remind travelers of the local Elven heritage, just as the startling array of brilliant flags and signs provides the city with its well-deserved reputation for flavorful pageantry.

Visiting voyagers inevitably recall the great banners flapping above the towers that line the city and castle walls. Those flying from the fortress proclaim the symbol of the princely house — a white ship and three white seven-pointed stars on a field of deep blue — while the rich blue city flags sport a graceful white swan, suggesting the town's connection to the Elves of Edhellond.

FEATURE LEGEND

-  Bridge
-  Causeway
-  Contour
-  Dirt Road
-  Dock
-  Field
-  Fortifications
-  Paved Road
-  Quay
-  Ruin
-  Sand Bar
-  Sea Rocks
-  Stairs
-  Stepped Street
-  Water Channel
-  Well

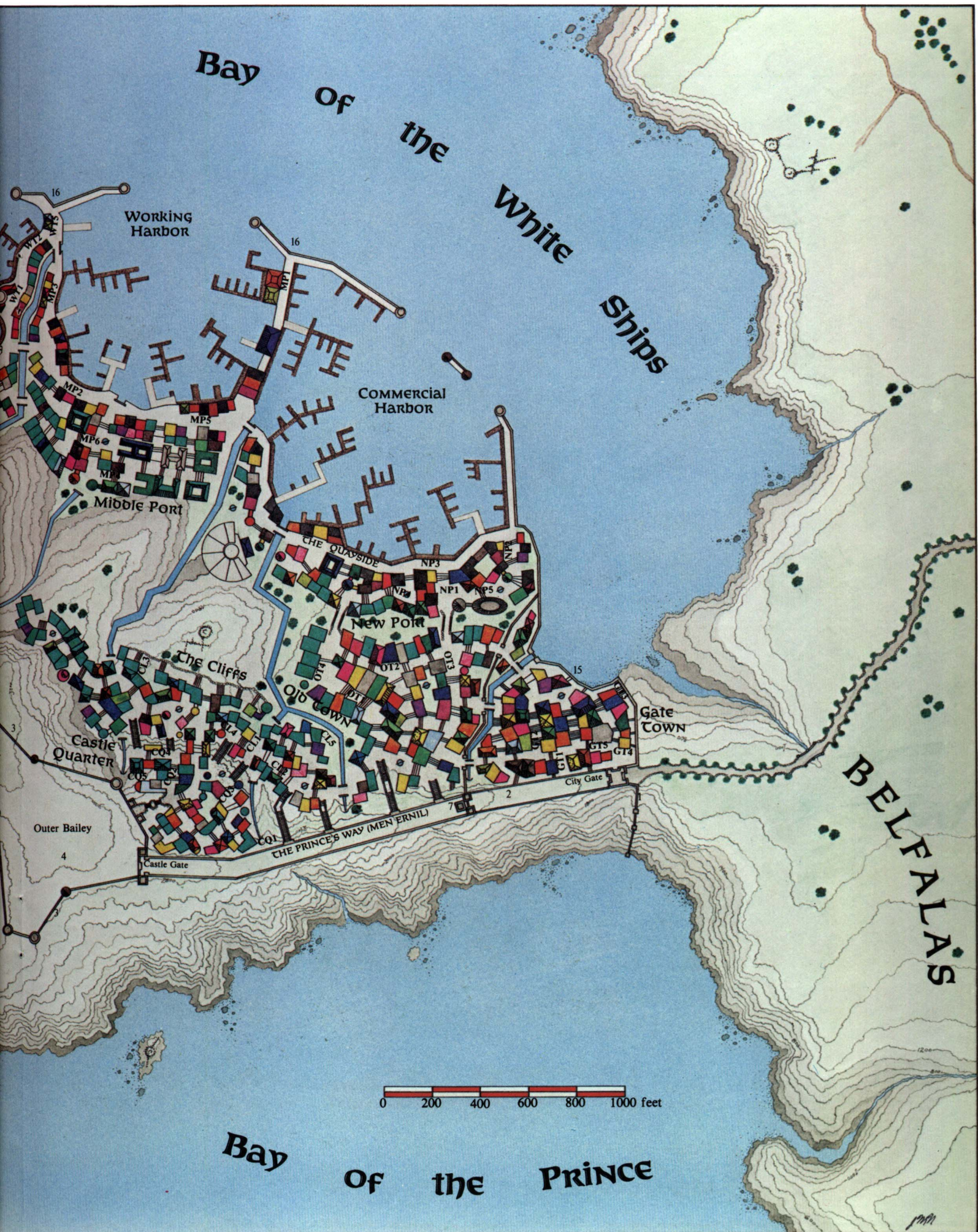
STRUCTURE LEGEND

-  Admin./Public
-  Alchemist
-  ARMORER
-  Astrologer
-  Barracks
-  Brewer
-  Brothel
-  Cobbler
-  Cooper
-  Fletcher
-  Foodmerchant
-  Granary
-  Great-house
-  Healer
-  Herbalist
-  INN
-  Jeweler
-  Lampmaker
-  Mason
-  Metalsmith
-  Miller
-  Moneylend./Bk.
-  Outfitter
-  Pilot/Guide
-  Potter/Glassblw.
-  Residence
-  Seer/Scholar
-  Shipwright
-  Smith
-  Stable
-  TANNER/Lthersm.
-  Tavern
-  Theatre
-  Wainwright
-  Warehs./Shipper
-  Weaver
- Woodcrt./Carp.

DOL AMROTH

Population 10,200







THE CITY PLAN

Dol Amroth is divided into seven districts or, as the locals say, "Towns." Each of these quarters has some distinct quality, although the dividing points were chosen as matter of convenience and not because of social factors. Only the White Town surrounding the Cove of the White Ships shows any signs of being a truly unique settlement.

The stone culverts, which carry water from the Hill's springs, form demarcation lines between Dol Amroth's districts. Normally, modest streams flow through these white rock channels, but after a hard rain the calm rivulets become torrents. Neither the drains in center of the city's cobbled streets nor sewers cutting through the bedrock can handle the swells, so these waterways insure safety in the face of the area's frequent storms. Akin to moats, they also cordon the neighborhoods in times of war. A description of the seven Towns follows.

The White Town

Surrounding the hallowed Cove of the White Ships, which serves as Dol Amroth's war-harbor, the White Town is the home of the city's naval warriors and their families. Many of the neighborhood businesses reflect the Town's particularized purpose, and most of the merchants involved in the consumer trade maintain very modest enterprises, which cater to the nearby residents. The White Town is also the center of the local woodcraft, sail making, and armour industries, as well as being the only place in town where a sea captain can find specialists such as cartographers and makers of precise navigational instruments.

The Middle Port

Dol Amroth's Middle Port is renowned for its shipbuilding and fishing industries. Here, wrights trained in the ancient Elven ship making skills produce the finest sea-going vessels in all of Gondor. The art of constructing the famous White Ships (which are similar to the Elven Swan-ships) is still practiced in this quarter, and the secrets of the craft are jealously guarded by the senior (and smaller) of the two local shipbuilding guilds — the Nimgirdain (S. "Whiteship Wrights"). Even their brethren, the Girdain (S. "Ship-wrights"), are barred from learning their peculiar techniques.

Aside from fisherman and shipwrights, the Middle Port houses a host related artisans. Sailmakers, coopers, smiths, carpenters, ropemakers, tanners, and pitchlayers all reside here and labor in the well-ventilated shops that line the streets near the quays. Unfortunately, these craftsmen produce a stunning array of harsh odors, and a still wind in the Middle Port inevitably results in a disarmingly pungent air.

The New Port

The New Port is Dol Amroth's only open harbor. Larger than either the White Town or the Middle Port, it accommodates wharfs serving visiting vessels and its warehouses and markets are capable of handling the city's tremendous and varied volume of commerce. Inns and taverns stand alongside the district's many storehouses and trading halls, serving those who wish to avoid the rambunctiousness of the Gate Town or the high prices found in the Castle Quarter.

The Gate Town

The Gate Town is the easternmost and outermost quarter, lying on the low ridge saddle just inside the main landward entry through the city walls. It is the dirtiest and rowdiest neighborhood in Dol Amroth, although it is still better kept than the finer quarters found in most other cities. Inns, taverns, theaters, and markets line the Gate Town's busy streets.

While boisterous and colorful, traffic in the Gate Town is rarely threatening. There is little street crime, and that which persists is generally rather petty. Criminal groups often operate in this quarter, but they rarely act openly within the city itself. Instead, they prefer to carry their plans outside Dol Amroth.

The Old Town

The Old Town lies between the Gate Town and the Cliffs and overlooks the New Port. It is the oldest (save the White Town) and most varied of the city's districts, and it is here that the Squire (mayor) of Dol Amroth works.

The Cliffs

Above the Old Town and below the Castle Quarter is a large series of terraced buildings and winding streets. This area is known as the Cliffs, for here the steepness of the Hill provides little room for construction. While it is a generally residential neighborhood, the upper reaches cater to the castle garrison and contain numerous taverns and game halls.

The Castle Quarter (High Town)

The Castle Quarter or High Town is located on the upper flanks of the Hill, just under shadow of the Prince's fortress. A short causeway and a pair of drawbridges join this district to the castle's outer bailey, while four principal sets of stairs and an avenue unite the neighborhood with the Cliffs below. Most of Dol Amroth's wealthy residents and merchants make their homes here, alongside the fine inns and taverns that serve the visitors seeking audiences with the Prince.



LAYOUT OF THE CITY

A two-page color city map of Dol Amroth is located at the end of this issue. The following material refers to points located on the map. All of the sections are organized according to the appropriate city quarters, so a two-letter code is used to precede each reference number.

THE WHITE TOWN (WT1-WT9)

WT1. Inn of the Grey Moon. Built by the First Quay (reputedly the city's original wharf), the Inn of the Grey Moon is the favorite gathering place and lodging of visiting sea captains. Edheldur is the proprietor of the four-story structure. He resides in the rear of the second floor, along with his wife, a daughter, and three sons.

WT2. Guildhall of the White-ship Wrights. The meeting hall of the respected but secretive High Guild, this stout, granite building remains a mystery to virtually everyone else. It supposedly has three basement levels, making it a seven-level structure.

WT3. Guildhall of Metalworkers. The Armorers Guild and the Smiths Guild both meet here, sometimes separately and often together.

WT4. Guildhall of Sailmakers. Although small in number, the sailmakers wield a considerable amount of power. They jealously guard the status quo.

WT5. Guildhall of Guides. The Guides (S. "Yrybedain") are essentially skilled sea-going navigators. Those who do not know the local waters well are foolish to sail without aid of one of these trustworthy seamen.

WT6. Halls of the Sea-warriors. These chambers house the barracks of the city's unmarried Sea-warriors (S. "Ohtaraeardain").

WT7. House of Tarminion Spa. The old Alchemist Tarminion Spa is descended from a Black Númenorean family. He knows much of Umbar, and still advises the Prince about customs and war-craft in Harad.

WT8. The Turtle-fish. Built of varnished black Drel-wood and topped with a greening copper roof, this magnificent and unique tavern was reputedly renamed The Turtle-fish (S. "E Fastitocalon") after its first owner returned from a sea-voyage to the Drel (in the Farthest South). He claimed that one of the ships in his flotilla was destroyed by a giant Sea-turtle while on his return passage. The present owner, Cambragion, is the first owner's great-grandson. He and his twin sister Cambragiel run the three-story establishment, which is renowned for the house ales served in the two-story main tavern. Hot baths are provided in the taverns two private rooms, which are both located in the turret-wing. The proprietors' families reside next door.

WT9. The Lost Elf. Asdur and his daughter Asduriel maintain this three-story inn, which has a modest but exceptional tavern. Members of the Whiteship Wrights Guild often gather here, and visiting friends of the guild stay in the inn's seven superb private rooms.

THE MIDDLE PORT (MP1-MP6)

MP1. Guildhall of the Shipwrights. The Shipwrights Guildhall (S. "Rondocorhoth Cirdain") is the largest and most opulent of Dol Amroth's many artisans' halls. It has a main chamber, as well as smaller meeting rooms for the various associations within the guild.

MP2. House of the Long Sunrise. The Bar Amnrûn is an expensive and well-kept house of delight. Its mistress, Crisduriel, is the illegitimate daughter of the Prince's now-deceased uncle.

MP3. Guildhall of the Lampmakers. The Lampmakers (S. "Celerdain") of Dol Amroth are among the most skilled in Endor. Only rivalled by those of Tharbad and Osgiliath, they receive commissions from all over Gondor. Their gaily-lit four-story guildhall is always adorned with numerous bright lights, a display of their exceptional wares.

MP4. Aldamir's Smithy. Aldamir the Smith maintains the largest smithy in all Dor-en-Ernil. He is a wealthy man and lives in the Castle Quarter (see CQ2), but his fortune is still inadequate as far as his son Aldarion is concerned. Aldarion is in love with Edhatariel, the youngest daughter of the Prince, but his family's station virtually precludes their marriage.



MP5. Guildhall of the Fishermen. Called the "Rondocoroth Pisgedain (S.)," this five-story building houses meeting halls, a museum of maritime oddities, private guest quarters, and a school.

MP6. Fisherman's Market. Largest of the city's marketplaces, this trading center is always open, offering the finest seafood in Gondor.

THE NEW PORT (NP1-NP5)

NP1. Butchers Market. This is the center of Dol Amroth's red meat and poultry trade. Although the city reaps a great harvest from the sea, many of its residents enjoy lamb, beef, pork, or chicken.

NP2. Eldahil's Brewery. Eldahil and his nine sons make the finest ale and only beer produced in Dor-en-Ernil. Unbeknownst to the rest of the city, Eldahil's family is the center of a circle of spies in the service of Teldûmeir of Umbar.

NP3. Kraken's Wake. Númedur's three-story inn is famous for its plentiful shellfish and poor beds.

NP4. Merchants Exchange. A cooperative moneylender, the Merchants Exchange is actually owned by a partnership led by the White-shipwrights Guild and the Prince's brother Edhelmir.

NP5. Merchants Hall. Second largest of the local guildhalls, the Merchants Hall accommodates most of Dol Amroth's general merchants' congresses and serves as the town's commercial court (a forum for arbitration used as an alternative to the Prince's Chamber of Equity).

THE GATE TOWN (GT1-GT5)

GT1. Cirdur's Roundhouse. This circular theatre specializes in musical comedies and magic shows. Cirdur is the master of the "Sunset Highwaymen," a group of thieves who plague the main roads near the city.

GT2. Sign of the Blind Voyager. This tall, five-story inn is known as a haunt for folk willing to undertake nearly any unsavory task, so long as the price is right. The place is constructed of a strange, reddish stone and is built like a tower. Stories suggest that its thick walls are laced with secret passages. (The tales are true, of course.) One passage connects the inn's basement ale room and attic to a bedroom in the House of Nimrilien (see CL4), while another connects to a sea-cave on the southern side of the peninsula.

GT3. Arthoniel's Tavern. Arthoniel is a famous juggler and fire-eater. His bawdy tavern provides an outlet for those interested in gambling and exotic ladies.

GT4. The Black Spar. This four-story inn is located near the city's main gate and has seven common rooms, each capable of handling up to nine lodgers. Its only private room permanently let by a fellow named Nendur. Reputedly a Seer, he is actually the sometimes-disguised son of the Prince Edhelbor.

GT5. The Iron House. The Iron House is Dol Amroth's prison, and accommodates those who are not jailed in the castle.

THE OLD TOWN (OT1-OT4)

OT1. Archam's School. Archam died in one of Gondor's campaigns along the Harnen River in Harad, but his bequest supports the best warriors' school south of Minas Anor (Minas Tirith). The adjoining building provides classrooms for those interested in more general studies, including seamanship, orienteering, languages, and the martial arts – it is run by Curudur.

OT2. Amarthion's House. Amarthion is Dol Amroth's chief Shipwright. Master of the White-ship Wrights, he is an engineer. His four-story home has beautiful silver shutters.

OT3. Squire's Hall. This four-story building is the administrative center of the city. Here, the Squire Amondil works.

OT4. House of Marahil (Ilgazâr). This rather quaint three-story house is Lord Marahil's home whenever he travels to Dol Amroth. His primary residence, of course, is his manor of Bar Harest (old Druxalde) near Mestrast in southernmost Belfalas.



THE CLIFFS (CL1-CL5)

CL1. House of Tables. This is the richest gaming hall west of the Anduin. The proprietor Hevellon is a close friend of the Squire Amondil. He maintains an expensive and exclusive inn on the upper two floors of this four-story building.

CL2. The Broken Prow. Undoubtedly one of the town's better restaurants and drinking halls, the Broken Prow is the favorite nightspot for the Prince's entourage. Its owner, Gollodur, is the cousin of Camlin, the Warden of the Castle.

CL3. Fanariel's House. Fanariel the Mage resides here with her seven cats. Widowed and the heiress of a dye-making fortune, she is the sworn enemy of the Squire Amondil, who she holds responsible for her husband's untimely death. She is contemplating using her lover Aldamir (see CQ2) as a means of assailing Amondil. Fanariel is beautiful and rather exotic, for her blond hair and fair features are unusual for this region. Her mother, a woman of Rhovanion, was of Northman blood, and Fanariel maintains ties with her distant relatives in Lake Town.

CL4. While Shoals. This snug tavern was once the home of the first Warden of Castle Amrûnaur. It is now a quiet nightspot catering to many of the nearby residents. Nimrilien, the consort of the Prince's naive younger brother Edhelmir, frequents the private Upper Room of this three-story establishment. Her host of friends has a reputation for story-telling and playing cards, but others know better.

CL5. Nimrilien's House. The enchanting Nimrilien lives in this four-story townhome, with her dog Nurdriel and her young sister Nimilwen. A secret passage (once a sewer) joins Nimrilien's bedroom to the Ale-room and attic of the Sign of the Blind Voyager inn in the Gate Town (see GT2).

THE CASTLE QUARTER (CQ1-CQ5)

CQ1. Squire's House. This elegant five-story townhouse is home to the present Squire (Mayor), Amondil. He is the most powerful of the Prince's vassals and he maintains three of the famous White Ships. His estates in western and southern Dor-en-Emil (near Spathlin and Metrast, respectively) produce a healthy portion of the region's finer grapes.

CQ2. Aldamir's House. This sprawling, three-story structure has a dozen balconies. It is the home of Aldamir, master of Dol Amroth's largest smithy. Although married, Aldamir is in love with the enticing Fanariel (see CL3).

CQ3. House of the Shining Mist. Once an observatory, this ancient six-story structure is now the home of the warrior Camlin, the Warden of the Castle. His wife Ostiel is an Astrologer.

CQ4. House of Haldarion. This three-story manse is the town residence of Haldarion, the Warden of Castle Amrûnaur.

CQ5. House of Arûkhor. Arukhor, the Lord of Rosuldrië in eastern Belfalas, keeps this spacious, four-story home as a second residence.

CONCERNING THE TIME SETTING

This article is designed for campaigns set during the period between T.A. 1640 and T.A. 1680, it is equally well suited to games with an earlier or later setting. Care has been taken to delete time-specific references except where they are absolutely necessary.

THE CASTLE OF THE PRINCE

The Castle of Dol Amroth is a massive fortress of modified concentric design. Set atop the highest and widest section of the ridge that forms the spine of the peninsula, it commands the heights of Dol Amroth where the cliffs are highest. In all Gondor, this citadel ranks second only to Minas Anor (Minas Tirith) in strength, although Minas Ithil (Minas Morgul) is a very plausible rival.

THE CASTLE'S DESIGN

On the three seaward sides of the fortress, the sheer rock face poses a virtually unassailable obstacle. Thus, the Castle is designed mainly with an eye to defense from the landward side, where the slope rises more gently. There are numerous levels to the defense, each positioned so as to support the one before it.



The Castle is constructed principally of granite, but all the curtain walls and towers are faced with white limestone. The Elven Seaward Tower is faced with a white marble striated with silvery veins, causing it to shimmer in the sunlight.

Dol Amroth Castle displays its beauty, while much of its strength lies hidden. The cellars underneath the Great Hall lead to cisterns, storage vaults, and vacant chambers suitable for housing refugees in time of crisis. Tunnels run from the outer towers to various parts of the Keep, allowing troops to strike by surprise at the rear of any enemy who breaches the walls.

The Castle even has a secret harbor, designed with the aid of the Elves. Cut into a sea-cave beneath the Seaward Tower, it can be reached using a long spiral stair. The steps descend to a water-filled cavern where a small ship always waits, and a second can be moored. The stone gates of this cavern are concealed as part of the cliffside, and open only to those who speak a Sindarin password. Knowledge of this word is limited to the Prince, his immediate family, and a few trusted retainers.

The Garrison

The Castle's peacetime garrison includes:

- one Bannerette (besides the Warden);
- 15 household knights and their esquires, who are always at the Prince's call;
- 25-35 knights with their esquires serving their castle garrison duty; 200 Prince's Yeomen with 10 sergeants and 3 captains; and
- 300 men-at-arms with 15 sergeants and 3 captains.
- The retainers number about 3-400. During wartime, several thousand troops can be housed within the walls for months — assuming the Castle is well provisioned. The garrison can survive indefinitely if supplied by sea.

LAYOUT OF THE CASTLE

1. Landward Wall (First Wall). The first (easternmost) battlemented stone curtain wall is 40' high and 15' thick, forming a barrier that ends where the cliff sides fall into the waters of the Bay of Belfalas. A 20' deep ditch lies before the wall, crossed by a drawbridge. At each end of the wall, against the shore of the sea, is a tower built partially into the cliffside, with a splayed base, protecting the half-wall against being turned. These towers are 70' high, 40' in diameter, with 10' thick walls, crenellated turrets, and four interior stories. The only windows are arrow slits in the upper two stories. D-shaped bastions jut out from the joints of the wall as it bends backward, the rounded side facing outward. These bastions are 50' high, with 10' thick walls, and three interior stories. Arrow slits pierce the upper two stories. The flat battlemented rooftops serve as firing platforms for catapults, ballistae, and other war machines. The City Gate at the center of the wall shields the Prince's Way.

2. The Prince's Way. A paved road climbs the steep incline, to the tip of the promontory and the Castle's core – walls flank it.

3. Middle Wall (Second Wall). The second wall is designed like the first, although it is between 10' and 15' higher, depending on the lay of the cliff side. Where it sits above a level area, it looks down from a sharp incline.

4. Outer Bailey (Lower Bailey). Between the walls the ground has been leveled to form the Outer (Lower) Bailey, which is used as a drilling ground and tourney field.

5. Seaward Wall (Third Wall), The machicolated third curtain wall of the Castle, 60' high and 20' thick, forms an enclosure around the town's western edge. Small turreted bartizans, 15' in diameter, project from the curtain wall, their arrow slits permitting flanking fire against a scaling attacker.

6. Inner Bailey (Upper Bailey). The Upper Bailey is filled with stone outbuildings essential to castle life: smithies, stables, kennels, mews and barracks for the common soldiers.

7. Gate Tower (S. "Barad Ennyn"). This great bastion is 50' rises 90' high above the surrounding cliff. It has 12' thick walls, a flat battlemented rooftop, and five interior floors. The gate arch passes through the tower, and murder holes in the arch's roof allow boiling oil or other unpleasantries to be showered on unwelcome visitors from inside the tower. The gates and portcullis are wrought of Dwarven steel and are Very Hard (-20) to open when locked.

8. Knights' Tower (S. "Barad Requain"). This great tower is 100' high, with a 40' diameter and 12' thick walls. These six interior stories below the turreted roof are subdivided into apartments for the knights of the Prince's household and their esquires. The entire sixth floor is reserved for the commanding Banneret, the High Knight appointed by the Warden to oversee the garrison.



9. Astrologer's Tower (S. "Barad Meneldur"). This tower commands a superb view of the sea to the west. It is 120' high, with a 70' diameter and 10' thick walls. The Prince's Lord Counselor resides in this seven-story tower. His guards use the two lower floors as a barracks, while the remaining levels are given over to an audience hall, library, workroom and private chambers. The highest floor, with a glass-domed roof, contains the Lord Counselor's observatory.

10. Sea-ward Tower (S. "Barad Aearan" or "Tirith Aear"). This 350' tower is connected to the main castle by three underground passages. It serves as a bell-tower and beacon for passing ships. The Prince uses it as a private residence and refuge.

11. Prince's Keep. This magnificent complex rises 200' above the cliff. Its walls vary from 10' (near the top) to 30' (at the base) thick. Sloping stone piers anchor its sides, gently curving inward to join one another. Twelve stories in height, its entry is on the second story. This is reached by an exterior stairway. The Prince, his family and their personal guards and servants dwell in the Keep, along with other Court members who permanently reside here (and do not reside in the surrounding towers). The Prince's banner flies from the golden-spire pinnacle of the roof.

12. Great Hall. The Prince's feasting hall is part of a huge complex of battlements that project from the Keep. The oval-shaped stone structure opens onto the Prince's Courtyard. The Great Hall itself is 180' long and 60' wide. Here the Prince presides from his white marble throne on the raised dais over stern judgments and merry revels. The tiled roof of the Great Hall is supported by two rows of white marble pillars, with carven capitals depicting sea birds. Stained crystalline windows between the columns cast fantastic patterns of light on the mosaic floor.

13. Prince's Courtyard. On either side of the Great Hall are herb gardens. They are part of a private, park-like area. The interior of the surrounding curtain wall is lined with finely finished stone buildings— kitchens, stables for the knights' horses, and apartments for knights serving garrison duty.

14. Tombs of the Princes. A Postern door in the Seaward Tower leads to a narrow path with a stone curb, winding down the cliffside to a steel door 500' above sea level. Symbols of power inscribed upon the door deter unauthorized entry, as does a lock, which is Extremely Hard (TN 30) to open. The key is in the reigning Prince's possession. Inside the door is a long arched vault, with rows of biers on either side of a central path. Here are all the bodies of the Princes who have died at Dol Amroth, perfectly preserved, and attired in costly robes and jewelry. No one enters this tomb except when a deceased Prince is laid to rest. Trespassers are put to death. The path from the Castle is the only means of access, unless one can fly or scale sheer rock.

15. Town Walls. A wall encloses the Town and its harbor. 40' high and 15' thick, it is made of granite, with a sloping limestone-faced outer side. Square towers, 40' to a side, 60' high, with 10' thick walls, are positioned at the vulnerable bends of the wall. These towers have splayed bases. The main gate tower is located at the southeastern corner of town, but there are four lesser gates located along the south wall. All of the town's landward entries open onto the Prince's Way, the fortified avenue that serves as Dol Amroth's lifeline. The town gates are ironbound oak, and each entry tower contains at least one portcullis in addition to the doors. Battlements line the top of the wall, which is reached through the three-story towers.

16. Harbor Walls. The ends of the walls extend across the harbor mouth, closing it off save for gaps flanked by round towers, 40' in diameter and 70' high. Enemy ships are barred from passage through these gaps by steel chain booms, which can be raised from the harbor bed using windlasses. The wall towers contain supplies of missiles and oil cauldrons. Catapults and ballistae are mounted on (heir flat roofs.

THE SEA-WARD TOWER (TIRITH AEAR)

The 350' tall Sea-ward Tower rises from a pillar of rock due west of the main Castle. Its Elven foundations reach deep into the basalt spur, which marks the westernmost point of Amroth's Hill, and indeed of the entire Belfalas peninsula. The tower is by far the oldest structure on Dol Amroth, dating back to the Second Age.

Entering the Tower

Although part of the Prince's Castle, the tower is connected to the citadel by way of three parallel subterranean passages. Each houses a wide staircase that climbs down, and then up, inside the mount. The two outermost (i.e., the north and south) tunnels, wind near the surface of the adjacent cliffside. Deep, splayed window wells illuminate these stairways. Some of the wells are capped with embrasures or firing turrets, which guard the openings and permit bowmen to shower arrows on



anyone foolish enough to attempt to scale the cliff face. All the other windows are barred apertures, which are too narrow to force.

No windows reach the central passage, which lies deep beneath the rock. Twenty feet wide and fifteen feet tall at the peak of its arched ceiling, this hall dates to just after the founding of the tower itself. The inlaid marble stairs and the elaborate stonework suggest its special origin and, to this day, it serves as the principal avenue between the Tirith Aear and the peak above.

Two other entrances permit access into the Sea-ward Tower. One, the Sea Door, opens onto an ocean-filled cavern that knifes into the granite beneath the tower. The other, the Outer Gate, is a simple steel door located in the side of the Tirith Aear about seventy feet above the ground. An uncovered stairway winds around the outside of the structure, descending to the ground on the western side of the bastion.

The Tower Design

Galadriel's Elven artisans erected the Sea-ward Tower on a 955' tall basalt chimney, a volcanic plug situated at the very tip of the peninsula. The pinnacle of the tower's roof reaches 1305' above sea level. Graceful in design, it appears almost delicate, given its seemingly precarious position above the crashing sea. Galadriel, however, is said to have put her power into its foundations, so that none but the Valar can bring it down. The spirit of *Nenya*, the Water Ring, runs deep through the Sea-ward Tower.

The base of the tower's main spire is reinforced by four 40', semicircular spurs. Each supports a roofed gallery and garden. Above the gallery level, the Tirith Aear stands like a single, marvelous pillar. Only tall, narrow windows and a single, inset spiral staircase serve to punctuate the upper 310'.

The outer staircase gently spirals around the outside of the structure. Only 5' wide, it actually cuts into the side of the Sea-ward Tower, providing travelers on the steps with a roof above their heads and a solid four and a half foot tall railing of stone to keep them from falling onto the cliffs below. The stairway permits guards to view at least a portion of the surrounding countryside at all times and, in times of war, acts as a sort of inclined battlement.

The whitish surface of the tower contains striations of marble, which gleam in the sunlight. On a clear day, it blazes with a silvery aura. The silver and blue steel roof accentuates the effect, which has stunned (or even "blinded") more than one voyager sailing nearby. A three-tiered battlement surrounds the upper reaches of the Seaward Tower. Each machicolated overhang juts out beyond the one below, permitting defenders on the parapet above to rain missiles on attackers without interfering with their fellow guards. A three-story section caps the very top of the tower. The upper story sits on a steel reinforced wooden floor, which can be rotated. This area serves as lounge, meeting hall, and observatory, while the two-story chamber below houses the beacon. Galadriel's great bell is housed in the roof chamber above.

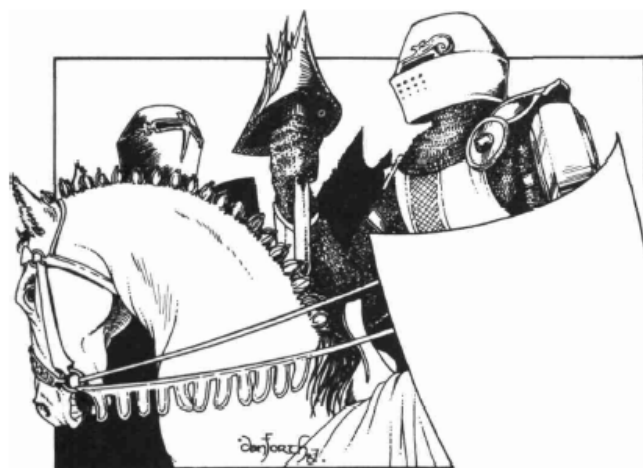
The Bell and the Beacon

The twenty-ton, gold-inlaid Elven bell was cast to commemorate the defeat of Sauron in the War of the Last Alliance. Galadriel placed it in the Sea-ward Tower in honor of the union of the First- and Secondborn, for the bell is intended to guard seaman of both races. In a sense, it was also a gift to the Dúnedain, in particular the Faithful of Gondor, many of whom settled in Dor-en-Ennil. In another way, it served as a bequest to the Elves of nearby Edhellond. The bell tolls on the hour during good weather, and rings every ten minutes during a storm or in times of poor visibility.

A 14' tall lamp also serves as a guide for passing mariners. It is located in the chamber below the upper quarters. Huge, movable leaded glass panels surround the room. They can be opened or closed, depending on conditions. Their varied hue colors the light as it projects through the glass, enabling ships to read the compass direction of the beam by analyzing its coloring: white for westward-facing, blue for northward-facing, red for southward-facing, and yellow for eastward-facing light.

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

Next month – Part III will look at Politics and Power.



IT'S ALL OPTIONAL

SAILING THE HIGH SEAS, PART IV: RANK AND FILE



The hierarchy aboard a sailing vessel of a navy in anytime, its rank structure and chain-of-command, is very rigid and strict. Based on naval history of our own time, this article will provide some helpful guidelines to devising your ship's command structure. The use of the Rank edge will be used in a similar manner as that in the Star Trek RPG denoting rank aboard ship.

The gradation (highest to lowest) of the categories of ranks is Officer, Non-Commissioned Office (NCO), and Non-Rated Crew. The requirement of previous rank is just a suggestion; upon extraordinary or valorous achievements they could be bypassed unless "bought" in some untoward fashion (usually a not-so-nice or wise yet wealthy NPC). If your ship is a merchant ship, these guidelines still could be used, renaming some of the ranks as applicable.

NAVY

Officers

These men are the fearless and proud commanders of the boat. They may be of common blood or royalty.

Grand Admiral

He is the supreme commander of all the ships in the kingdom's navy. He has numerous aids and fleet admirals at his disposal and reports directly to the king or queen. He may or may not be in command of his own ship.

Prerequisites:

Basic Orders: Mariner

Elite Orders: Commander and Captain

Edges: Command 4, Rank 6

Abilities: Rope-craft, Sailor's Eye, Sea Legs, Ship, Wind Mastery

Previous Rank: Fleet Admiral, 40+ total advancements

Fleet Admiral

He is in command of a fleet of ships (up to 10 or so) with 2-4 commodores under him and reports to the grand admiral. He may or may not be in command of his own ship.

Prerequisites:

Basic Orders: Mariner

Elite Orders: Commander and Captain

Edges: Command 3, Rank 5

Abilities: Rope-craft, Sailor's Eye, Sea Legs, Ship, Wind Mastery

Previous Rank: Commodore, 35+ total advancements

Commodore

Commander of a small group of ships (2-4) and reports directly to the fleet admiral or local governor of a remote holding. He may or may not be in command of his own ship.

Prerequisites:

Basic Orders: Mariner

Elite Orders: Commander and Captain

Edges: Command 2, Rank 4

Abilities: Rope-craft, Sailor's Eye, Sea Legs, Ship, Wind Mastery

Previous Rank: Captain, 25+ total advancements

Captain

He is the final authority on the ship. He is responsible for everything and everyone on his ship, regardless of who or what it is.

Prerequisites:

Basic Orders: Mariner

Elite Orders: Commander and Captain

Edges: Command 2, Rank 3, Warwise

Abilities: Rope-craft, Sailor's Eye, Sea Legs, Ship, Wind Mastery

Previous Rank: First Officer, 20+ total advancements

First Officer

Second in command and defers only to the Captain. Has final say when the Captain is not present.

Prerequisites:

Basic Orders: Mariner

Elite Orders: Commander and/or Captain

Edges: Command 2, Rank 2

Abilities: Rope-craft, Sailor's Eye, Sea Legs, Wind Mastery

Previous Rank: Master or Ensign, 15+ total advancements

Master

Primarily responsible for the safe navigation of the ship. All propulsion and steering is at his command.

Prerequisites:

Basic Orders: Mariner and/or Noble

Edges: Command, Rank 1

Abilities: Sailor's Eye, Sea Legs, Wind Mastery

Previous Rank: Helmsman, 10+ total advancements



Carpenter

Responsible for maintaining and repairing the ship.

Prerequisites:

Basic Orders: Craftsman and Mariner

Edges: Command, Rank 1

Abilities: Diver, Sea-legs

Previous Rank: Carpenter's Mate, 10+ total advancements

Ship's Healer

Sees to all ailments and wounds and attempts to sustain crew health. Outside of the normal chain-of-command and reports directly to the captain.

Prerequisites:

Basic Orders: Loremaster and Mariner

Edges: Healing Hands

Abilities: Sea-legs

Ensign

Lowest ranking officer. Assists superiors in their tasks but primarily commands the ship's weapons crews. Usually one ensign for every two or three siege engines aboard.

Prerequisites:

Basic Orders: Mariner

Edges: Command, Rank 1

Abilities: Rope-craft, Sea Legs

Previous Rank: Gunner's Mate or Helmsman, 10+ total advancements

Non-Commissioned Officers (NCO's)

These are men who do the work and act as liaison between the officers and non-rated seamen. There is not a boat in the fleet that could operate at peak efficiency without them.

Helmsman

Assists the Master in navigating the ship. Usually posted at the wheel, tiller, or rudder of the ship. There is usually 4-6 aboard, working in shifts.

Prerequisites:

Basic Orders: Mariner

Abilities: Rope-Craft, Sailor's Eye, Sea Legs, Wind Mastery

Previous Rank: Seaman, 8+ total advancements

Prerequisites:

Basic Orders: Craftsman and Mariner

Abilities: Rope-Craft, Diver, Sea Legs

Previous Rank: Seaman, 8+ total advancements

Carpenter's Mate

Assists the ship's Carpenter in maintaining and repairing the ship. May supervise working parties provided by the ship's company. There may be 3-6 aboard.

Gunner's Mate

The leader of a single siege engine crew. There will be one for every siege engine aboard the ship.

Prerequisites:

Basic Orders: Mariner

Abilities: Rope-Craft, Diver, Sea Legs

Previous Rank: Seaman, 8+ total advancements

Non-Rated Seamen

This is the remaining number of crewmen, the backbone of the working crew aboard ship. They man siege weapons, attend to the sails, and are the main fighting element of boarding and landing parties.

Seaman

A veteran of the sea, he has "learned the ropes" and is working towards becoming a 'rated' sailor. Usually 25% or less of the remaining crew.

Prerequisites:

Basic Orders: Mariner

Abilities: Rope-Craft, Sea Legs

Previous Rank: Able Seaman, 5+ total advancements

Abilities: Rope-Craft, Sea Legs

Previous Rank: Landsman, 3+ total advancements

Able Seaman

The crew is mostly made up of these men, usually 50% or more.

Prerequisites:

Basic Orders: Mariner

Landsman

Raw recruit straight off the pier with little or no knowledge of the sea. Usually performs the menial tasks aboard such as sanding and mopping the deck, cleaning the bilge, manning the oars, and other tasks too mundane for experienced sailors to perform. Also spends a great amount of time "learning the ropes" from the veteran sailors. Usually 25% or less of the remaining crew.

Prerequisites:

Basic Orders: None; Begins as a Non-Order character (use rules as described in the CRB). Upon receiving enough experience, he automatically gains the Mariner Order.



MARINES

Marines are a navy's infantry and guards, adept at fighting on land and at sea. They are not the ones that sail the ship, but they act as a defense force as well as police the ship, keeping the sailors in line. They answer only to their officers, the ship's captain, and the current watch officer.

Captain

The highest rank a Marine can have, commander of a ship's Marine forces.

Prerequisites:

Basic Orders: Warrior and Mariner

Elite Orders: Captain

Edges: Command, Rank 2, Warwise

Abilities: Air of Command, Battle-hardened, Leadership, Sea Legs

Previous Rank: Lieutenant, 15+ advancements

Lieutenant

The captain's most trusted adviser(s) and individual unit leaders; there may be 3-5 aboard ship.

Prerequisites:

Basic Orders: Warrior and Mariner

Edges: Command, Rank 1

Elite Orders: Captain

Abilities: Air of Command, Battle-hardened, Sea Legs

Previous Rank: Sergeant, 10+ total advancements

Sergeant

The highest ranking NCO's and a liaison to his unit's lieutenant; each unit may have 1-3.

Prerequisites:

Basic Orders: Warrior and Mariner

Edges: Command (Rank prerequisite waived)

Abilities: Battle-hardened, Sea Legs

Previous Rank: Marine, 5+ total advancements

Marine

The standard Marine warrior.

Prerequisites:

Basic Orders: Warrior and Mariner

Abilities: Sea Legs

NOTE: Marines first start as a Warrior before choosing the Mariner Order.

NOTE: At the end of this issue, you will find two sample ships – one Númenorean battleship and a Corsair frigate.

MASS COMBAT: MAKING WAR!

After struggling with the Unit Combat system in the Core Rule Book, I was unable to interpret combat, in my game, the way I wanted to. I found it very difficult to create an enemy unit that was realistic for the demographic of the area of conflict, without it being quickly obliterated by my player's rank and file. The damage system of the unit's just does not work for me.

I then took a look at the Basic Rules (page 238 CRB) of mass combat and found it a simple enough system, but I felt it needed a little more substance. Needless to say, I came up with a set of house rules to add the needed substance to the rules. Some of you may have already seen a portion of these house rules as I have included them in a few posts on the Decipher boards, but I am here going to go into full detail of my mass combat mechanic.

The Art of War: A Combat System

First, let me start by saying that I will be using the basics of the Basic Mass Combat system from the CRB as well as Heroes in combat with a few modifications.

Combat will be carried out by units, and the Narrator and Player must create their Orders of Battle (see *Orders of Battle*) and have the pertinent numbers for each unit. These pertinent numbers are the Units Size and its Leadership skills. Once these Orders of Battle have been determined, the battle can commence.

The Narrator and Player each roll 2d6 for each unit – to the die results is added the modifiers that are applicable (see *Table 1.2 Combat Modifiers* and use the Physical Test modifiers in the CRB) plus the Battle Resolution stance and the Unit Leader's total Siegecraft skill rank. The side with the highest score wins that 'round' of combat and the Battle Resolution Track is adjusted for those combating units.

Each combat round is equal to 30 minutes of time.

Order of Battle: What defines a Unit

The term *unit* is used to describe a number of combatants on a battlefield – a group of units makes up an army. There are a few things that a player and Narrator must know about each unit in their command so that this combat system functions:



Unit Size: This is the total number of combatants making up the unit. The total of the units then makes up the strength of the army. As a rule of thumb, depending on the size of the conflict, no unit should be larger than 150 combatants. This is for two reasons: one, the command and control of the times would not allow for very much larger individual attacking forces; and second, it keeps the playing field a bit level (see the example below). If the Narrator is re-enacting a large-scale battle (i.e. the Battle of the Pelennor Fields) he or she may wish to adjust this number to 1,000 or maybe more. This keeps the paperwork down to a minimum.

Unit Type: Cavalry, Archers, or infantry – the units cannot be mixed.

Unit Mobility: This is how fast a unit may move on the battlefield (primarily needed when a unit is moving to engage another and ranged weapons are involved). This is determined by using the Average Mobility column of **Table 9.26: Unit Attributes** on page 240 of the CRB.

Leadership Skill: This is the total Siegecraft rank of the leader assigned to the unit.

Let's take a look at two sample units:

Unit Size:	100 Middle-Men
Unit Type:	Cavalry
Unit Mobility:	14
Leadership (Leaders Name)	Dirnhael
Siegecraft Rank	+10
+2 Specialty bonus for (Unit Leadership)	

Unit Size:	150 Orcs
Unit Type:	Infantry
Unit Mobility:	7
Leadership (Leaders Name)	Gurbhak
Siegecraft Rank	+7
+2 Specialty bonus for (Unit Leadership)	

Battle Resolution

Now that we have created our units, we need to determine where the battle begins. **Table 1.0: Determining Battle Positions** is consulted next to determines where the units begin on the Battle Resolution Track. The Narrator adds up all the numbers applicable to both sides and then uses Table 1.1 to determine the placement of each side.

Using our sample units above, lets determine the placement of the units on the Battle Resolution Track. We add up all of the points for each side based on which criteria they meet. The difference between the two values will then determine where each side is on the track.

The Middle-man Cavalry would have the following score:
 - 1 for Race, 3 for mobility, 1 for cavalry vs. infantry, 2 for leadership for a score of 7

The Orcs score would be as follows:
 - 3 for Size, 1 for Race for a score of 4

For each 3 points of variance on a side moves that side up 1 level on the Battle Resolution Track and the lower score down one level. So in our example, the Man cavalry would begin this battle at Winning +1 and the Orcs at Losing -1. The units do not take their starting positions percentage in losses. Only when they move up or down from that position will they take losses. If they are to move through that position at a later point in the battle, the losses are then put into effect.

With our sides now set at the starting point, combat may now begin. The player and the Narrator begin to roll dice for each round until one side reaches the victory level of the Battle Resolution Track. Each level of the track confers a combat modifier bonus or penalty to each side and it also lists the percentage of losses taken by each side for each level attained. The losses for a side are determined by multiplying the enemy's number of combatants by the percentage. Effectively, a unit can be driven off the field or completely destroyed.

Degree of Success may reduce the amount of losses a unit may take – any result of Superior Success or Extraordinary Success on the opposed Siegecraft roll will reduce the losses taken by the winning side by 50% or 100% respectively.

There are also a few modifiers from battlefield conditions listed in Table 1.2.

Table 1.0 Determining Battle Positions

Unit is larger than the other by:	10%...	1
	30%...	2
	50%...	3
	100%...	5
Unit Race is:	Dwarf	2
	Elf	3
	Hobbit	0
	Man, Dúnadan	2
	Man, Other	1
	Olog	3
	Orc	1
	Troll	2
Uruk-hai	2	
Unit has greater mobility:	up to 50%	1
	50% or more	3
Unit Type is:	Cavalry (C)	vs. C 0; vs. I 1; vs. A 2
	Archers (A)	vs. A 0; vs. C 1; vs. I 2
	Infantry (I)	vs. I 0; vs. C 0; vs. A 2
Unit's Leader has a greater skill by:	10%...	1
	30%...	2
	50%...	3
	100%...	5



Example of Combat: Using our pre-made units, lets roll out a battle. First, we already have determined where the units sit on the Battle Resolution Track (Men Winning +1, Orcs Losing -1). Now we may commence the attack (**Round 1**) – the situation is as follows, the Men are at range still and will be charging in for the first round and gaining the Cavalry charge bonus. So, we add up the modifiers on each side and roll the dice, the Men modifiers plus rank are as follows: Leadership +10, Unit Leadership Specialty +2, Winning +1, Cavalry Charge +5 = +18; the Orc's is: Leadership +7, Unit Leadership Specialty +2, Losing -1 = +8. The dice are rolled and the Men roll a 3 and the Orcs roll a 9 for a 21 and 17 respectively. The score is a Complete Success so the Men move up 1 on the Resolution Track to Winning +2 and the Orcs move down to Losing -2 but both suffer standard losses. Calculate this for the Men by multiplying the 5% time the number of Orcs = 7.5 or 8 men; the orcs lose 15% of the men's number or 15.

Table 1.1: Battle Resolution Track

Stance	Modifier	Percentage of Losses
Victory		5%
Winning	+3	5%
Winning	+2	5%
Winning	+1	10%
Even	+0	none
Losing	-1	10%
Losing	-2	15%
Losing	-3	30%
Defeat		45%

Table 1.2: Miscellaneous Combat Modifiers

Cavalry at full charge +5
Archers attacking at range +4
Infantry dug in with lances versus Cavalry +3
Attacking archers at Close range +2

Round 2 – The cavalry is now engaged in the orc rank, so no Charge modifier is available. Leadership scores are: Men +10+2+2= +14; Orcs +7+2-2=+7. Dice are rolled and the results are 23 and 14, which is a Superior Success for the Men so their losses are reduced by 50%. So the Men lose 4 more combatants, and the orcs lose 28. Their Unit Strengths are at 88 Men and 107 Orcs and they sit at Winning +3 and Losing -3.

Round 3 – The attack continues although it looks like the odds are falling in the cavalry's favor. The modifiers are +10+2+3=+15 to +7+2-3=+6. Dice are rolled and the results are a 1 and a 2 for the Men and the Orcs are fortunate enough to roll double 6's, which allows them another roll of a die for a total of 15 plus the modifier of 7 equals 22. The Orc's roll is 4 greater than 18, which is a Complete Success. This moves the Orcs back up one and the Men move back down 1. Again losses are calculated, the Men lose 5% of 107 and the Orcs lose 15% of 88, or 5 and 13. The new unit sizes are 83 Men and 94 Orcs.

Round 4 – We roll again and the dice fall in the Men's favor as a Complete Success causing 5% and 30% casualties. At the end of Round 4 there are only 69 Orcs left and 78 Men.

Round 5 – the battle ends with the final roll of the dice and the Men move into the Victory level of the Battle Resolution Track. We deduct the final losses as 35 Orcs (45% times 78) and 3 (5% times 69) Men.

After 2 ½ hours of skirmishing, the remaining 34 orcs flee the battlefield and the 66 remaining Men cheer their victory.

This kind of combat allows the Narrator to go up and down a front and easily roll combat for any number of units and watch as the sides move back and forth. It also gives the Narrator freedom to use more narrative in the battle instead of mechanic number crunching.

Players in Combat

There are times when the characters are part of the grand melee and must be allowed to interact on the battlefield – with this interaction can come weariness, wounds and even death. If the Narrator wishes to roll out standard combat with each character he or she may, but this would have the effect of bogging down a battle. Instead, the CRB offers some quick rules for Players in combat. These could be used or you may use the following suggested rules for players in combat. Follow each step for each character:

Kill on a Die Roll of:	Status
1-4	Healthy/Hale
1-3	Dazed/Winded
1-3	Injured/Tired
1-2	Wounded/Wearry
1	Incapacitated/Spent
-Cannot combat	Near Death

1. Roll 1d3 to determine number of opponents around the character for that round and roll that many dice for the enemy attacks. This number will change every round giving the feel that enemies are moving around the character constantly - some may attack, some may not.
2. Enemy attacks hit on a die result of 1 or 2 for 2d6 damage minus any armor protection
3. The number of Enemy attackers above does not imply that that is all of the soldiers the character may attack on his turn. It implies that in the fray of combat, that is how many attackers took a swing at the character.
4. Characters then may roll 3d6 per round and will kill one enemy soldier per die based on the results of each die roll and their current Health/Weariness (consult the chart below)
5. The characters will skirmish two times for each roll on the Battle Resolution Table above and must make a Weariness Test TN 10 at the end of the two attacks. Character skirmishes will continue until the Battle is Resolved. Skirmishes are considered simultaneous combat in regards to results



There are 2 skirmish rounds for the player characters to deal with for each Battle Round. The Narrator rolls 1d3 and determines 2 enemies, in the first skirmish, attack Linwen. The Narrator rolls 2d6 and would apply wound damage of 2d6 on a result of 1 or 2. The player then rolls 3d6 and due to his health will only kill an enemy on a result of a 1 through 4. Because combat is considered simultaneous, the character will realize any detriments from wounds at the end of the skirmish round,

Skirmish 1 (1d3 results in 2)

Player Rolls: 2, 2, 2 – 3 kills

Narrator Rolls: 3, 1 – 1 hit for 4 damage minus armor of 2 or 2 points.

Skirmish 2 (1d3 results in 1)

Matt's Rolls: 6, 4, 4 – 2 kills

Narrator Rolls: 2 – 1 hit for 10 damage minus armor of 2 or 8 points.

This ends the first 'round' of combat for the character and the end of the first Battle Phase. The player must make a Weariness test TN 10 for his main character. We then begin Round 2, etc.

The characters' kills against the enemy are mainly recorded for experience awards. It may also allow for bragging rights like Legolas and Gimli in the book.

BUILDING YOUR CHRONICLE COLLABORATIVELY

by GandalfOfBorg

Unlike a homebrew game or one set in another established gaming world, you have decided to set your game in the realms of Middle-earth and writings of J.R.R. Tolkien. This is a world with strict guidelines to its perceptions, definitions of 'hero', ethics, use of magic, and probably the most fanatical fans who are, for a large part, rapid about restricting their focus to the 'canon' history and events as much as possible. It is enough to pose a daunting proposition in even the most talented Narrator, LOTR-savvy or not. Here is where this article comes in to play -- it is designed to help a Narrator develop a chronicle, not alone, but collaboratively with her players.

Typically a Narrator would decide the era, major and minor villains, encounters, and any new house rules for things ranging from combat format to character creation. The players would then devise their character concepts, create the character, and send them off into adventure. There are several disadvantages to this that can make this style unattractive and unsatisfying to the Narrator and players alike. While some could be familiar with the world extensively beyond the movies or even beyond just *The Hobbit* and *The Lord of the Rings*, there is a good chance some are not. Luckily, the CRG and supplements do provide summaries and descriptions of the world and events for the novice and lesser-experienced gamers. Also, there is nothing worse than a Narrator putting in countless hours building a chronicle and then having your players get into it and the group discovers incompatible philosophies, points of view, or (more than likely) endless quibbling over obscure facts about Middle-earth. Such can be avoided by a gaming group getting together beforehand and outlining their thoughts, feelings, and perspectives on the game they want to play, allowing the Narrator to better tailor the game to not just her style, but to that of her players, too.

Communication is Key

The process of building a chronicle is fun but takes a lot of time, work, and, when done collaboratively, a great deal of communication. A Narrator must keep in touch with her players and vice versa throughout the process is vital and can be done in a number of ways. With the advent of widespread access to the Internet, this mode is probably the most popular and easiest to do. Sending emails, posting to a forum, or creating a personal website dedicated to the game all are great ways to keep track of notes and discussions. Alternatively, everyone could get together in person on your regular gaming night with some pizza and have your discussions face to face. Whatever method you use, keeping notes in multiple places is a good practice -- the great idea you just had may not be remembered tomorrow morning.

Chronicle Survey

Once your group has decided on how it its mode of communications in the game discussion, the Narrator should now begin asking her players about the game. A simple survey of a few questions can tell the Narrator about what her players see as the game that they want to play. When designing the survey, the Narrator should make the questions open-ended so as not to focus their thoughts around a game she is the only one interested in -- let their thoughts run wild! It would also be a good idea for the Narrator to take her own survey as well. Here is a list of some starter questions:



- What races are you interested in playing and why?
- Which Orders, Basic and Elite, are you considering?
- What kind of focus do you want in the game (i.e. combat, mystery, political intrigue, etc.)?
- What Age would you like to play in?
- What regions or realms would you like to explore?
- Are there any house rules you'd like to propose?

Other topics may include starting number of advancements (No-Order characters, 0-advancement characters, a few or a lot of advancements), villains or creatures to encounter, etc. Also include a section where they may put down any other ideas or information that isn't included in the survey. Those who may feel overwhelmed by the open-ended questions could instead submit their top three best and worst choices for applicable questions. To provide extra insight and ideas, the survey could also be given to others outside the gaming group, but, of course, giving more weight to your players in the decision-making process.

Narrator Thoughts

The summary results should give the Narrator an idea of what her players want out of their LOTR role-playing experience. If she has taken the survey or not, the Narrator now will decide what ideas she likes and doesn't, then begin to make a rough outline of the major concepts of the chronicle. Not much detail is required, keeping loose ties between the basics set forth from the survey and the Narrator's thoughts. Several variations could be made if she can't decide on just one. Once the chronicle outline(s) has/have been decided upon, give it to the players for their review and input.

Player Participation

As developing a game of any kind, not just LOTR, is time consuming, the Narrator could also hand out some of the duties to her players. This can foster pride and satisfaction in their gaming experience as a whole knowing that they had a hand in creating and maintaining the game and not just playing in it. Some possible roles are:

- Cartographer:** Even though Decipher has two published map sets and some layouts are included within sourcebooks, ICE's previous publications, and the excellent work done in The Atlas of Middle-earth, there are plenty of places not mapped or not mapped to the detail wanted or required by the game.
- Info Collector:** Have someone search through sites and gaming publications for additional material, official and fan-made, that could be added to the game (house rules, items, maps, character traits, etc.).
- Website Designer:** If your group plays online or just wanting a nice place to collect and/or show off your game, have someone create a dedicated chronicle website.

Let your players work on things that interest them or if you know someone who is especially talented in a certain area, ask them to do it. Don't force your players to do anything they can't or are unwilling to do, nor forget that not everyone has the same amount of spare time to get things done either.

Bringing It All Together

Now that all or most of the tools and info to create the chronicle have been gathered, the Narrator can now integrate it all into a coherent and cohesive structure. Don't worry about changing ideas that come from your players, but tell them when you do. It helps to offer suggestions for change than to make them outright. As the process moves along, more details will be filled in, but don't forget to leave room for last-minute changes and the unexpected actions of your players. When developing the game for the long-term, have your players create their characters or at least their concept and history some time in advance of starting the game because good plot points and character conflict can be gleaned from them.

The collaboration doesn't have to end once the game gets going either -- the Narrator can always get input on adventures, how they want to develop their character, etc. throughout the life of the game. This sort of approach might make certain elements of the chronicle more explicit, but can ensure your players are engaged in the story as well a few surprises thrown in here and there that are always fun.

Building a collaborative chronicle takes a lot of time and energy, but the process can be almost as fun as playing the game. It is usually this sort of experience that lasts longer than any other and may provide many stories and memories for years to come.

NOTE: As some may have noticed, this article borrows heavily from one I read in Dragon magazine. I would like to thank Jacob Steinman for the inspiration and guidance from his article. If you would like to read the original, it can be found in Dragon, Issue #332, August 2004. The article is titled "Collaborative Campaign Building".



HOSTILE HAUNTS

LAIR OF CARADHAUG

After centuries of fighting other dragons, Dwarves, and Men, Caradhaug finally found peace in his new home within Amonad, the Twin Peaks. His lair resides at the far eastern end of the Withered Heath, north of the Iron Hills. The topographical map gives a rough picture of Amonad, with the "X" marking the entrance to the lair. The adventurers who seek Caradhaug and his hoard must be brave and stalwart, for tracking a dragon to his lair is a mighty dangerous proposition. As with all dragons, he knows the layout of the land in and around his lair as well as he knows his treasure. Being as Caradhaug is a relatively young and unknown dragon, coming across knowledge of him or his treasure is difficult, requiring a TN 15 Lore: Dragons test or Inquire (Converse) test with any of the locals in the region (there are relatively few). Generally, the best information that anyone could get or give is a relative location of the hills of where the lair is located, but if an Extraordinary Success is rolled, the name "Amonad" is gleaned.

The lay of the land in the area is very rough and in many places is a blasted wasteland. Rough heather and Scotch broom spot the land with colors other than brown and black while rare trickling streams of water run through. Once Amonad is found, getting up to the lair's entrance won't be easy. An extended Climb test, base TN 15 (TN 10 when adequately equipped) is required to make it to the precipice where the entrance is. Due to the way the precipice and cave is situated and constructed, though sleeping Caradhaug is given an Observe (Listen) test after the adventurers have ascended past the 500 foot mark every 20 minutes (TN 25, -3 TN every 250 of ascension afterwards). If he does hear the ascent of the adventurers, he will immediately storm out of his lair (through the entrance) and proceed to lay waste to the hapless intruders.

If the adventurers are able to make it to the lair's entrance without bringing down the wrath of the dragon upon them, they will stand upon a somewhat triangular precipice that is about 90 feet wide and 40 feet deep to the wall of the mountain. Once to the precipice and after they are inside the lair, Caradhaug has a chance to hear the approach of the adventurers with a TN 12 Observe (Listen) test regardless of the waterfall within the lair; noise from that only impairs the adventurers Observe (Listen) tests.

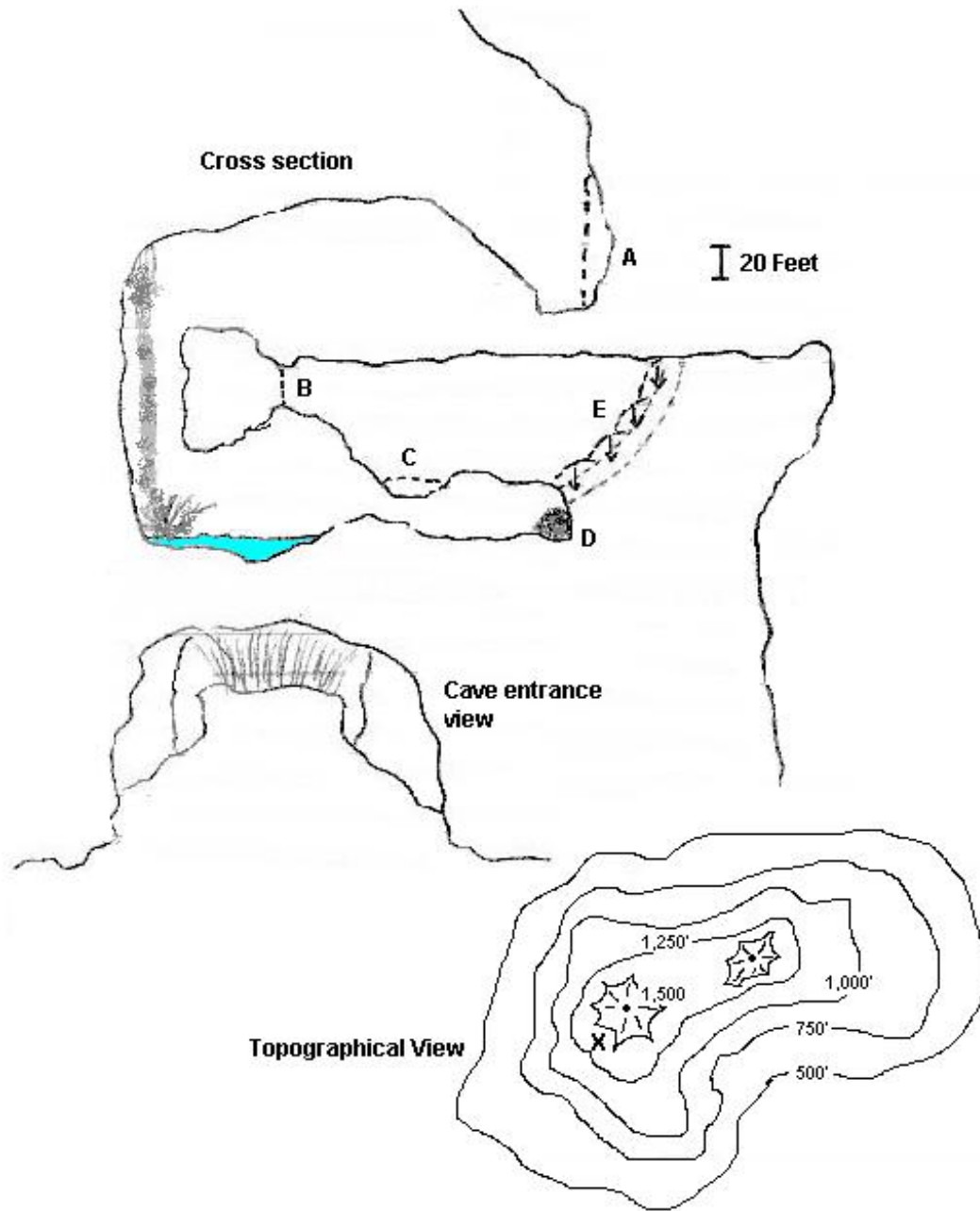
If he becomes aware of their approach inside the lair, he will lay in wait for them so he can spring a trap of his own. It is up to the Narrator to choose, but when he is ready, Caradhaug will use his Sunder spell to bring the highlighted stone down (Locations A-C) to either crush the intruders or least block their escape. More than likely now, in near total darkness, will the winged-drake unleash his fury upon them with breath, tooth, and claw.

In the unlikely event that he is caught totally unawares and/or is badly injured, he will make for his escape route in location E. With the Sunder spell he will collapse both the tunnel behind him and the entrance to the lair, hopelessly trapping the adventurers within. Giving time for them to starve to death or barely eek their way out on the edge of death, Caradhaug will return to his lair to retrieve his hoard, move it to a temporarily more secure location before moving into his new lair.

Location D is the object of all the adventurers' desires: Caradhaug's hoard. It is considered Hoard 4 with much in gold and silver pieces and worked items like goblets and other objet d'art. There are also 2d6 items of heroic nature: Dwarf axes, Elven swords, armor, or any other kinds of items that the Narrator would deem available.

As with all items of a dragon-hoard, they are all cursed with the dragon's greed and corruption. Coming within a distance of 10 feet per Hoard's rank causes every individual to make a TN 10 Willpower test every 10 minutes within that range. If an individual fails the test, thereby gaining the Greed flaw, or already having the Greed flaw, she must make a TN 12 Willpower test every hour after that to resist gaining 1 Corruption point. If an object is retained by an individual and is away from the corrupting range of the hoard, the Willpower test increases to TN 12 and it must be made every day to resist acquiring the Greed flaw if she doesn't already have it. Once the Greed flaw is acquired and the character retains a piece of the hoard, the character must continue, at a rate of once per week, to make a TN 10 Willpower test to resist gaining 1 point of Corruption. At anytime that character makes an Extraordinary Success on the Willpower test before gaining the Greed flaw or makes an Extraordinary Success and spends all her Courage after gaining the Greed flaw, the periodic Willpower tests to resist Corruption will cease.

THE LAIR OF CARADHAUG





FAN FLAVOUR

NEW ORDER PACKAGE:

NOBLE: ELF-LORD

You are of a royal house, either kin to the throne such as Arwen, a notable person of renown such as Glorfindel, or descendant of such that has earned renown and confidence in the affairs of your people.

Armed Combat +2
 Debate +2
 Inquire +1
 Inspire +1
 Intimidate +2

Any Elven Language +1
 Lore: Realm (choose) +1
 Observe +2
 Persuade +1
 Ride +2

NEW ITEMS, WEAPONS AND EQUIPMENT:

NECKLACE OF GIRION

The necklace is a great chain of silver and emeralds worn by the kings of Dale for many years until Smaug came from the north and destroyed the city and the dwarf-kingdom within Erebor. It was collected by the dragon along with many other treasures of the two kingdoms and remained in the great pile of wealth that was the bed of the great wurm for many years. When the treasure was divided after the Battle of Five Armies, it came into the possession of Bilbo, who in turn gave it to Thranduil, king of the Wood-elves. If those of the line of Girion and Bard discovered that still existed, they would do whatever they could to retrieve it, gaining the flaw Oath (Retrieve Necklace of Girion).

The Necklace of Girion grants the wearer these special effects:

Greed - Grasping flaw

Breeds Gold - The owner gains +1 rank to the Hoard edge every five years.

THE RELICS OF EÖL by Dean Paolillo

The relics of Eöl are two legendary items from the First Age of Middle-Earth that Narrators can introduce into their chronicles as rare treasures (as part of a dragon hoard for example) or as plot devices in a story or chronicle. Narrators who are interested in more information about Eöl should reference J.R.R. Tolkien's *The Silmarillion*.

Lore

Long ago, in the First Age of the Sun of Middle-Earth, Eöl, kinsman to Thingol, took leave of his people and journeyed to the deep forest of Nan Elmoth to live alone. Eöl, though Sindar, was known by the Eldar as "The Dark Elf." It was his love of walking beneath the gleam of the stars and the radiance of the moon, and not for his grim nature and malice towards the Noldor, that earned Eöl his epithet.

Eöl was a master craftsman, and his love of smith craft earned him the esteem of the Dwarves of Nogrod and Belegost. The mutual respect of the Dwarves and Eöl blossomed into friendship and a sharing of secrets regarding metallurgy and smith craft. Eöl used his vast knowledge and skill to fashion the mail he named Galvorn, a glistening black metal that was as strong as Dwarven mail, as light as mithril silver and as supple as fine silk. The sword Anglachel, which was given as a begrudging payment to Thingol (and later reforged into Gurthang, the sword that slew Glaurung the Dragon) and his own sword, Anguirel, were accounted among his exemplary works. These exceptional weapons were of a dull-black hue, leading some lore masters to speculate that the metal of the swords and the Galvorn-mail were forged from the same meteoric ore.

Eöl's fate, however, was entwined with the doom of his kinsmen. One fateful evening, under the branches of Nan Elmoth, he discovered an Elf woman lost in the woods. Her name was Aredhel. Aredhel was the sister of King Turgon, the Lord of Gondolin, and she had lost her way since departing her brother's hidden realm. Infatuated by her beauty, Eöl claimed



Aredhel as his wife, though Aredhel was not willing. Over time, she came to accept Eöl and Aredhel gave birth to a boy whom Eöl named Maeglin.

As Maeglin grew older, he became fascinated with the history of his mother's people. He desired to dwell in Gondolin and perhaps, because of his royal lineage, become its lord. Estranged from his father who despised the Noldor, Maeglin eventually persuaded his mother to flee with him to Gondolin while his father visited the Dwarven halls. When Eöl discovered their flight, he pursued them to the kingdom of Gondolin. By the law of King Turgon, all three were forbidden to leave the hidden enclave, for Turgon feared that the secret location of his realm might be revealed to Morgoth, the Dark Lord. Eöl, in his defiance of Turgon, preferred his death and his son's demise rather than be forced to remain in Gondolin. But Maeglin declined to suffer his father's fate and wished to stay in Gondolin. Enraged by his son's defiance and unwillingness to leave Gondolin, Eöl tried to slay his son with a javelin he had hid beneath his cloak, but Aredhel interposed herself between her son and the flight of Eöl's javelin. The healers of Gondolin discovered that the weapon was poisoned and the wound proved fatal to Aredhel. King Turgon sentenced Eöl to death as punishment for the murder of his sister Aredhel. When Eöl was brought to the site of his execution, he cursed his son Maeglin, to die in the same manner that he was about to die. Maeglin watched in silence as the guards of Gondolin threw Eöl from the precipice of black rock called Caragdûr. The actualization of Eöl's curse occurred years later, when Maeglin betrayed the location of Gondolin to Morgoth, and was tossed from the city walls by Tuor during the Fall of Gondolin.

With the death of Maeglin, the mail of Galvorn and the sword Anguirel passed from the annals of history. Elven and Dwarf loremasters believe the artifacts were lost with the sinking of Beleriand. In truth, the mail and sword were not sunk beneath the sea. The items were taken as booty by Orcs of Morgoth who participated in the siege of Gondolin. Many years later, the Orc captain who claimed the artifacts was slain in battle by a Dwarf warrior in the Ered Luin. The Dwarf's name is known only by the most erudite of lore masters. The Dwarf who in Westron, was named Ruri, claimed the items as his own and would later pass the relics to his descendants as family heirlooms. The last of Ruri's lineage that bore the artifacts fell in the War of the Dwarves and Dragons. Where the mail and sword are, together or apart, is now unknown.

Eöl's Armor

This corselet of beautiful, fine, black chain mail can turn the stoutest sword blade aside. Only mithril surpasses its strength and suppleness. There is only one corselet of Galvorn known to be in existence, forged and worn by the Dark Elf Eöl in the First Age of Middle-Earth. As strong as Dwarf-made mail, Galvorn mail has Damage Absorption 7. The corselet weighs only 10 pounds.

Forging Galvorn

While Eöl's armor is the only known suit to exist, it may be possible for a determined craftsman to forge the metal Galvorn and fashion it into armor or weapons. The craftsman must first find the rare ore of the "fire-star." It may be possible that the metal still exists in rare veins of ore where meteorites have fallen and were buried under the earth. In any case, the unusual ore necessary to smelt Galvorn is rarer than mithril, that fact alone discourages most smiths from seeking to recreate the fantastic metal. The location and amount of a vein of the black iron ore is at the discretion of the Narrator, however, some remote and dangerous locations, like the Grey Mountains, or in the frigid northern wastes, are suggested locations. In any case, the quest to find the ore should test the mettle of any band of adventurers sent to acquire it or seeking it for their own purpose.

The craftsman must have Smithcraft: Armor at 10 ranks and Lore: Metals at 10 ranks to attempt to create Galvorn once the ore is acquired. Lastly, the craftsman must possess the Craftsman order ability "Masterwork." The craftsman needs to succeed at a Smithcraft test at a TN 25 to successfully create Galvorn.

The Sword of Eöl: Anguirel

The master smith Eöl forged two swords of identical strength, beauty and excellence: the sword Anglachel and the sword Anguirel. The sword Anglachel was given to king Thingol as payment and later Thingol gifted the sword to Beren Strongbow and, ultimately, the sword was reforged as Gurthang, the sword used by Turin Turambar. The shards of Gurthang rest with the body of Turin and were lost long ago with the destruction of Beleriand. Eöl kept the twin of Anglachel, which he named Anguirel "Iron of the Firestar." His own son, Maeglin, stole Anguirel from him when Maeglin fled to Gondolin with his mother Aredhel. Maeglin kept the blade after his father's death and wielded it against Tuor during the fall of Gondolin. When Tuor cast Maeglin from the walls of the city, the blade fell with him but survived the fall unmarred.



The sword is a finely balanced weapon with a black metal blade, ornate silver hilt and Elvish writing identifying its name and maker along the crossguard. Anguirel is a masterpiece of elvish craft that can cleave through all terrestrial iron. Its crafted perfection, however, contains the dark passions of its maker. The sword has the following properties.

Cleave Earth-Delved Iron - If the wielder scores an extraordinary success on an attack with Anguirel against an opponent who attempted to parry the blow with a weapon or shield, the wielder will shatter the defender's weapon or shield plus inflict maximum damage. Only enchanted swords like Glamdring or Orcrist can resist breaking when struck by a mighty blow from Anguirel. Furthermore, Anguirel ignores all armors except for those armors comprised of Galvorn or mithril. Even the scales of a dragon cannot resist the deadliness of Anguirel.

Finely Balanced Masterwork - This finely enchanted weapon is easily guided by the swordsman's hand and quick to find an opening in the defenses of a foe. The blade grants a +5 bonus to armed attack combat tests.

Malice of the Maker - The grim nature and malice of the craftsman Eöl permeates Anguirel. The possessor of the blade gains the following flaws: Hatred of the Noldor, causing a -10 to all social tests involving interactions with the Noldor (as the flaw "Hatred" in the Core rulebook) and Fey (as the flaw of the same name in the Core Rulebook).

ALLIES AND ADVERSARIES

THE GREAT GOBLIN

RACE: Orc (Mountain-Breed)

RACIAL ABILITIES: Armour (1), Curse of Daylight, Natural Weapons (claws, 1 point)

ATTRIBUTES: Bearing 9 (+1), Nimbleness 7 (+0), Perception 6 (+0), Strength 11 (+2)*, Vitality 10 (+2)*, Wits 7 (+0)

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

DEFENCE: 10

ORDERS: Barbarian, Captain

ORDER ABILITIES: Air of Command, Champion, Hard March (Mountains), Preferred Weapon (Scimitar)

ADVANCEMENTS: 25

SKILLS: Armed Combat: Blades (Scimitar) +9, Climb +4, Inspire +6, Craft: Trapmaking +5, Intimidate (Fear, Torture) +8, Jump +4, Language: Orkish (Misty Mountain) +4, Language: Westron +2, Lore: Elven Weapons +2, Lore: Poisons +2, Lore: Race (Dwarves, Elves, Orcs) +4, Lore: Realm (Misty Mountains) +3, Observe (Spot) +5, Ranged Combat: Bows (Shortbow) +8, Ride (Warg) +5, Run +4, Siegecraft (Scale Wall) +5, Smithcraft (Weaponsmith) +1, Stealth (Hide, Sneak) +5, Survival (Forest, Mountains) +6, Track (Scent) +5, Weather-sense +2

EDGES: Bold, Command 3, Fell-handed (Sindar), Hardy, Night-eyed, Rank 4 (Leader of Misty Mountain orcs), Stern, Tireless

FLAWS: Craven, Hatred (Dwarves of Durin's Line)

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 3

RENOWN: 10

GEAR: Scimitar, Orc chain, Orc shoes~

* Favoured Attribute or Reaction

~ see September's issue of Fan Flavour for further information

IN THE NOVELS

The Great Goblin presided over the questioning of Thorin and the other dwarves when they were captured in the Misty Mountains just after they left Rivendell. He also recognized Thorin's elven blade as Orcrist, but better known to all orc-dom as 'Biter'. Unknown to any, Gandalf had managed to jump inside during the confusion of their capture and in the nick of time, slew the Great Goblin with a devastating spell and killed many of the others while freeing the dwarves. The new Great Goblin immediately came into power and ordered his soldiers after them. After the Gandalf, Bilbo, and the dwarves escaped the goblins set out after them, calling for their warg friends to help.

Unfortunately for the adventurers, they were caught up in a tree to which the orcs set fire. Thanks to Gwaihir and his brethren, they managed to escape. After while, the orcs greatly maddened at the attack upon them later gathered many of their kindred together with the wargs and giant bats and set off to make war upon The Lonely Mountain. During the battle that ensued, Beorn killed the new Great Goblin in personal combat.

IN THE GAME

Though their power greatly diminished in the mountains, the goblins still remain a threat to those near or passing over the Misty Mountains. Now that two Great Gobblins had been killed, none now know who leads the orcs of the Misty Mountains, but there is a sneaking suspicion that they may be in league with the great power in the south mountains in Moria. The stats listed above represent the Great Goblin who was killed by Gandalf, but the write-up could be used for any great leader of orcs.

THRANDUIL, KING OF THE WOODLAND REALM

'There was also a strange Elf clad in green and brown, Legolas, a messenger from his father, Thranduil, the King of the Elves of Northern Mirkwood.'

- *The Fellowship of the Ring*

RACE: Elf, Sindar (Elf of Mirkwood)

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

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

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

DEFENCE: 12

ORDERS: Noble (Elf-Lord~), Magician

ORDER ABILITIES: Domain (Woodland Realm), Noble Mien, Sanctum, Sanctum Power, Spellcasting 5

ADVANCEMENTS: 33

SKILLS: Armed Combat: Blades (Longsword) +5, Craft: Cooking +3, Debate (Negotiate, Parley) +5, Inquire (Converse, Interrogate) +6, Inspire +5, Intimidate (Majesty) +5, Language: Sindarin +6, Language: Westron +4, Lore: Group (White Council) +3, Lore: History (Sindar) +5, Lore: Race (Elves) +4, Lore: Realm (Woodland Realm) +6, Observe (Spot) +3, Perform (Sing) +5, Persuade (Charm) +4, Ranged Combat: Bows (Short Bow) +1, Ride (Horse) +3, Stealth (Hide) +5, Survival (Forest) +5, Weather-sense +4

SPELLS: *Animal Messenger, Beast Speech, Beast Summoning, Blinding Flash 2, Burning Sparks, Calling, Create Light 2, Enhance Food, Evoke Awe, Fog-raising, Fog-weaving, Kindle Fire, Finding and Returning, Misdirection, Opening-spell, Power of the Land, Rain-ward, Reading the Heart, Sense Power (ability), Shutting-spell, Springtime*

EDGES: Command, Curious, Eloquent, Fair, Hoard 5, Indomitable, Keen-eyed, Rank 4 (King of Woodland Realm), Resolute 2, Strong-willed 2, Swift Recovery, Wise, Woodcrafty 2

FLAWS: Arrogant, Duty (Ruler of Woodland Realm), Proud, Stiff-necked

SIZE: Medium (5 Wound Levels, 1 Healthy)



**HEALTH:** 10**COURAGE:** 5**RENOWN:** 20**GEAR:** Fine clothing, longsword, shortbow, Necklace of Girion~ (after the Battle of Five Armies)

* Favoured Attribute or Reaction

~ see Fan Flavour for further information

IN THE NOVEL

Thranduil, son of Oropher, is king of the Wood-elves who dwelt in northern Mirkwood. He traveled east from Lindon with many Sindar of his father and helped found the Woodland Realm. With the help of the dwarves, the Mirkwood elves delved an underground dwelling after the manner of Thingol at Menegroth. Though shadow, orc, and spider spread throughout most of the great wood at the coming of the Necromancer to Dol Guldur, the elves of the Woodland Realm lived in relative safety until the time of the War of the Ring, when he commended his own son to the task of speaking for the Woodland Realm in his stead at the Council of Elrond.

After the War of the Ring, he met with Celeborn in Mirkwood to discuss the dividing of Mirkwood among their charges and nothing more is known of him though he lived and ruled a great many year in his realm.

IN THE GAME

Thranduil is a good and wise king for his people and very suspicious of outsiders, regardless of who they are, as Thorin, Bilbo, and the other dwarves found out when they were lost within the dark forest. He doesn't abide incompetence nor the same stubbornness or stiff-necked resistance that he has within himself. Regardless of his failings, he is a loyal and honourable friend and ally, quick to lend aid when needed, such as to the men of Lake-town after the slaying of Smaug. He is also a person of great refinement and wealth loving to eat, drink, and be merry along with his folk, but is not above accepting the gifts of friendship or help rendered like when Bilbo gave him the Necklace of Girion at their parting for recompense for the hospitality the king and his people unknowingly given him.

Travelers in his land would do well to ply for his grace to pass through as getting lost in Mirkwood before the War of the Ring and sometime afterward meant almost certain death from wandering into starvation or becoming a victim to roaming orc bands or spiders. The king would almost certainly have need of experienced heroes to help in matters that are beyond his borders as he is loathe to send his people out that far, even in the coming times of peace in the Fourth Age.

DWAR OF WAW

By Decipher/ICE/MERP, Contributed by Doug Joos

'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.

ATTRIBUTES: Bearing 14 (+4), Nimbleness 10 (+2), Perception 12 (+3), Strength 10 (+2)*, Vitality 12 (+3), Wits 12 (+3)***REACTIONS:** Stamina +5*, Swiftiness +5, Willpower +5, Wisdom +5**DEFENCE:** 12**MOVEMENT:** 6**ORDERS:** Warrior, magician (sorcerer)**ORDER ABILITIES:** Battle-hardened, Evasion, Spellcasting 5, Spell Specialty (Sorcery), Swift Strike

**ADVANCEMENTS:** 35

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

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

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

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

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

SIZE: Medium (5 Wound Levels, 1 Healthy)

HEALTH: 14

COURAGE: 5

RENOWN: 35

TN EQUIVALENT: 20

UNIQUE SPECIAL ABILITIES

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

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

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

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

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

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

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

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



power is such that he may ignore the drawbacks of Senses of the Dead at will.

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

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

DESCRIPTION

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

Dwar stood at 6' and had a stalwart build. His pale hazel eyes and ruddy complexion typified his people. He draped himself in cloaks of grey, black and white.

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

Dendra Dwar was born in Horm on Waw in S.A. 1949. His early life proved difficult, for he was the son of a simple Wôlim fisherman and he was forced to work at the age of seven. The labor hardened him for the trials to come, and kept his mind off his mother Ombril, who died during his birth.

In the year S.A. 1965, the K'prur of Hent landed on Waw and burned Horm. K'prur ships savagely stalked the Wôlim fishing vessels and sank all but the few that reached safe hiding in the sea-caves in the cliffs of Waw's western coast. Young Dwar, his brother Dwem, and his father Dendra Wim escaped, but a wound cost Wim his life several weeks later. Dwar pledged to avenge the attack on his people and the murder of his beloved father.

Realizing that his own people possessed neither the skill nor the arms to defeat Hent, Dwar sailed northward to Wôl, the warlike realm of the mainland Wôlim tribes. There, he learned the ways of the forest and the fields, and became an able warrior. The young man served in the Wôlim campaigns against the Brôdan and the Ts'dan peoples to the east. He rose to become a scout, working with the trained warhounds that cast fear into the lightly armed enemies of his mentor.

Dwar's fascination with warcraft did not prevent him from seeking a more powerful means of exacting his revenge, and in S.A. 1969 he entered an arcane study devoted to ancient sorcerous arts. Dwar became a mage.

Dwar emerged as the Lord of the Dogs in S.A. 1980. Surrounded by a small but capable contingent, he wrestled the citadel of Alk Waw from the K'prur overseer, establishing a foothold on the remote peninsula in southeastern Waw. K'prur warriors besieged the hold, but packs of huge dogs roamed the surrounding woods and kept them at bay for over a year. Attempts to burn the forest failed, and a series of disquieting supernatural events sowed discord among the attackers. In S.A. 1982, Dwar ordered his fighters to break the siege and sent his warriors forth into battle. Operating in conjunction with nearly two thousand warhounds, they smashed the K'prur line and scattered the army that had occupied Waw for seventeen years. The island was reconquered within a month.

Unfortunately for the Wôlim, Dwar established himself as the High-lord of their isle and refused to reconvene the Elder Councils. Waw became the Isle of Dogs, the domain of the Dog-king, and no one dared defy his harsh edicts. Dwar tightened his control in the ensuing years, making Horm a monumental port and turning the southwestern forest into a preserve for his hounds.

In order to satiate his desire for power and vengeance, however, the Dog-king proclaimed that he was heir to all the surrounding islands and coastal realms, notably the peninsular kingdom of Hent to the north. His wrights constructed a fleet during the next year. Between S.A. 1985 and S.A. 1998, the Dog-warriors pillaged port towns and terrorized the coasts for hundreds of miles. All of the islands between Waw and the mainland were incorporated into Dwar's Kingdom. The Lord of

Dogs reached the height of his power and poised his minions for the assault of Hent.

Then, Dendra Dwar vanished. His soul consumed by greed and hatred, Dwar of Waw accepted the offer of immortality and took a Ring of Power from Sauron of Mordor. Although his armies conquered Hent and laid waste to its structures and populace alike, the Dog-king was nowhere to be seen. Dwar's nephew, Dendra Swip, assumed the mantle of Lord of Dogs during the celebration of the victory his uncle had savored most.

Dwar the Ringwraith

Dwar remained in Waw, despite his apparent demise, for another two hundred and fifty-two years. During this era, he manipulated the line of his heirs and ruled from the shadows while residing in the solitude of Alk Waw. The years brought unceasing wars, as the folk from the Isle of Dogs pursued continual campaigns of plunder and conquest. Peace came only after Dwar's departure for Mordor in S.A. 2250.

From S.A. 2250 through S.A. 3262, Dwar lived at Barad-dûr in the Black Land, where he bred the War-wolves of Mordor. The offspring of his labors haunted Endor for centuries to come, but the culmination of his work awaited a later day. When the Númenoreans of Ar-Pharazôn captured Sauron, Dwar fled back to Waw.

The Dog-king went back to Mordor in S.A. 3320, a year after the Lord of the Rings escaped the Downfall of Númenor and returned to the Dark Tower. Dwar resumed his work, preparing for the oncoming struggle against the Dúnadan successor states of Arnor and Gondor. The War of the Last Alliance of Elves and Men claimed the lives of the finest of Dwar's foul hounds. Most perished at Dagorlad; others died in the defense of Mordor or were hunted by the Elves and Dúnedain in the nearby hills. Dwar himself followed the fate of Sauron, so when Barad-dûr fell and the Evil One lost the Ruling Ring, the Lord of Dogs passed with his Master into the Shadows.

The Third Age

Dwar reformed and reawakened in T.A. 1051. While briefly at the side of the Dark Lord in Dol Guldur, he flew east to Waw later the same year. There, he resided for the next five hundred and eighty-nine years. Once again assuming his place as the ultimate power on Waw, the Dog-king incited his kinsmen to rebel against the extremely strong (but relatively benevolent) yoke of Lochas Drus. Settlers from the Isle of Dogs seized Cimoniemor in T.A. 1507 and Waw declared itself independent a hundred and ten years later. Ironically, Dendra Dwar II refounded the kingdom.

Sauron recalled Dwar to the West in T.A. 1640. His work done in the East, the Dog-lord went into Mordor with the other

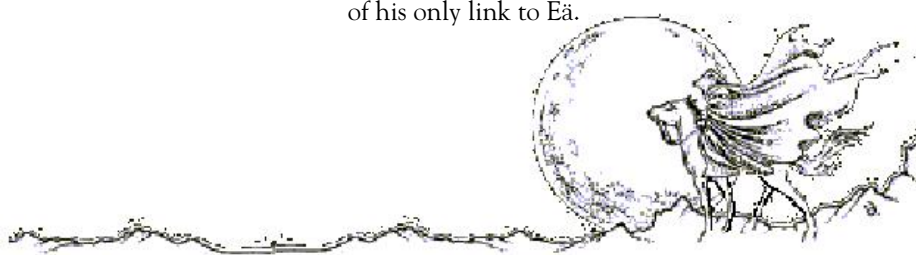
Úlairi and began to prepare the realm for the Evil One's eventual reemergence. Dwar remained in the Black Land, breeding horrible lines of War-dogs until T.A. 2000, when he participated in the Nazgûl's capture of Minas Morgul. He lodged in the captured capital of Ithilien until T.A. 2063.

The Dog-king followed Sauron eastward during the Watchful Peace (T.A. 2063-2460). His exploits carried him across southeast Endor, where he continued his age-old effort to subjugate the peoples of those rich lands. Contested by the Blue Wizards Alatar and Pallando, his success was somewhat mixed. When he departed again for the West in T.A. 2941, much remained undone.

Dwar returned to Mordor when Sauron abandoned Dol Guldur and reentered the Black Land. The Nazgûl took a hold at Minas Morgul and joined in the rebuilding of Barad-dor that began in T.A. 2951. When his work there ended, he returned to breeding wolves and hounds.

Dwar's next task, like those of the other Ringwraiths, focused on recovering the Ruling Ring. He accompanied his fellow Black Riders into the Anduin Valley, through Rohan, and on into Eriador. When the group split along the roads through the lost kingdom of Cardolan, he went north with the Witch-king and four others through Andrath to Bree. Soon thereafter, Úvatha departed to join Khamûl and the other Riders, but Dwar, the Witch-king, Akhôrakil, Indûr, and Ren attacked the Company on Weathertop and succeeded in wounding Frodo. The Nazgûl pursued the fleeing Ringbearer and his companions to the Bruinen Ford, but the enchanted floodwaters crushed their hopes. Dwar, the third to reach the river, felt the full force of the torrent and lost his dread steed.

The Dog-lord returned to Mordor and resumed the search for the One Ring during the coming months. Flying a Fell-beast, he engaged in the fruitless hunt until the eve of the attack on Gondor. Dwar then flew home to Mordor. Assigned to the main army that gathered at Udûn, he missed the Battle of the Pelennor Fields that claimed the Lord of the Nazgûl; however, he took part in the aerial fight above the Battle of Morannon, and the subsequent flight to intercept the Ringbearer on Mount Doom. The Lord of Dogs finally came to an end while en route to the Orodruin, for the breaking of the Ruling Ring unmade his own Ring of Power and robbed him of his only link to Eä.





COMMON FOLK...

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



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

DWARVES

LOCALES

Khazad-dûm, Iron Hills, Blue Mountains, Erebor, Gundabad, Belegost, Nogrod, Forodwaith, Far East

NAMES

OUTER MALE NAMES OF DWARVES (DURIN'S FOLK):

Anar, Balin, Beli, Bifur, Bláin, Bofur, Bombur, Borin, Brúni, Burin, Dáin, Dori, Dulin, Durin, Dwalin, Fár, Farin, Farli, Fíli, Finn, Flói, Frár, Frerin, Frór, Fundin, Galar, Gimli, Ginnar, Glóin, Gróin, Grór, Hanar, Kíli, Linn, Liómi, Lófar, Loki, Lóni, Nabbi, Náin, Náli, Nár, Nói, Nori, Óin, Ónar, Óri, Oxdís, Pabbi, Póri, Regin, Rekk, Skirvir, Thekk, Thorin, Thráin, Thrór, Tindri, Vidar, Vali, Vegg, Vigg, Vinn, Virvir

OUTER MALE NAMES OF DWARVES (ÚRI'S FOLK):

Duin, Fuin, Jófi, Káin, Kalin, Kúri, Kurin, Olin, Orin, Réni

OUTER MALE NAMES OF DWARVES (LINNAR'S FOLK):

As Durin's folk

OUTER MALE NAMES OF DWARVES (SINDRI'S FOLK):

Ashar, Barak, Bukhor, Gord, Khorra, Naj, Narkad, Ural, Utal

OUTER MALE NAMES OF DWARVES (THULIN'S FOLK): None – given names by the Lossoth. Typical names may be Laulumistaja (Songmaker), Parrakas (Bearded One), and Surmataja (Slayer)

OUTER MALE NAMES OF DWARVES (VAR'S FOLK): As Durin's Folk

OUTER MALE NAMES OF DWARVES (VIGDÍS'S FOLK): Arsin, Bikhla, Danu, Dirniz, Khetan, Khidiz, Nemuz, Razin, Zar

OUTER FEMALE NAMES OF DWARVES: Dís, Hón, Kóna, Már

MERCHANT (ANY)

NAME: Regin

RACE: Dwarf

GENDER: Male

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

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

REACTIONS: Stamina +2, Swiftswess +2, Willpower +3, Wisdom +2*

DEFENCE: 10

ORDERS: Craftsman (Cobbler, grocer, etc.)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

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

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Small (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 3

RENOWN: 3

GEAR: By trade

DESCRIPTION

Regin is the pleasant merchant that you run into at the local stores across any Dwarf settlements. He is short and round and his beard clinks with trinkets. Always trying to get the best price from his buyers, he can be shrewd to those he does not know. Those that are regulars will get his best bargains.

USAGE

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

CRAFTSMAN (BLACKSMITH)

NAME: Kalin

RACE: Dwarf

GENDER: Male

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

ATTRIBUTES: Bearing 9 (+1), Nimbleness 10 (+2)*, Perception 9 (+1), Strength 13 (+3)*, Vitality 12 (+3), Wits 7 (+0)

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

DEFENCE: 12

ORDERS: Craftsman (Blacksmith)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 1

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

EDGES: Craftmaster, Doughty

FLAWS: Stiff-necked

SPELLS: None

SIZE: Small (6 Wound Levels, 1 Healthy)

HEALTH: 15

COURAGE: 3

RENOWN: 2

GEAR: By trade

DESCRIPTION

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

USAGE

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

SOLDIER / GUARD

NAME: Loki

RACE: Dwarf

GENDER: Male

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

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

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

DEFENCE: 12

ORDERS: Warrior (Sentinel)

ORDER ABILITIES: Evasion, Swift Strike

ADVANCEMENTS: 3

SKILLS: Armed Combat: Axe (Battleaxe) +8, Climb +3, Inquire +2, Intimidate +3, Jump +3, Language (Choose one*) +6, Lore: Realm (Choose one*) +5, Lore: Race (Gondor) +4, Lore: Group (Choose one*) +6, Observe (Spot) +3, Ranged Combat: Bows





(Shortbow) +5, Ride +4, Run +2, Search +2, Siegecraft +3
EDGES: Night-eyed, Warwise, Quick-draw
FLAWS: Fealty (Dwarf king)
SPELLS: None
SIZE: Small (6 Wound Levels, 1 Healthy)
HEALTH: 12
COURAGE: 3

RENOUN: 4

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

DESCRIPTION

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

USAGE

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

LOREMASTER / HEALER

NAME: Ashar

RACE: Dwarf

GENDER: Male

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

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

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

DEFENCE: 11

ORDERS: Loremaster

ORDER ABILITIES: Secretive

ADVANCEMENTS: 0

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

EDGES: Eloquent, Wise

FLAWS: Proud

SPELLS: None

SIZE: Small (6 Wound Levels, 1 Healthy)

HEALTH: 11

COURAGE: 3

RENOUN: 0

GEAR: Staff, other by trade

DESCRIPTION

Ahar is the wise, book-learned old dwarf that secretes himself into the libraries of the dwarven halls. He is a capable healer as well and many seek him out in times of need. Ahar is not always receptive to interlopers of his time and quiet.

USAGE

Ahar can be used in any city, town or village within a dwarf realm. Narrators could change his name and origin of birth and place Loki where they please.

LESSER NOBLE

NAME: Tindri

RACE: Dwarf

GENDER: Male

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

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

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

DEFENCE: 11

ORDERS: Noble (Ambassador)

ORDER ABILITIES: Courtier, Deference

ADVANCEMENTS: 2

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

EDGES: Rank, Command

FLAWS: Arrogant

SPELLS: None

SIZE: Small (6 Wound Levels, 1 Healthy)

HEALTH: 11

COURAGE: 3

RENOUN: 8

GEAR: By trade

DESCRIPTION

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

USAGE

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

MAGICIAN

NAME: Vidar

RACE: Dwarf

GENDER: Male

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

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

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

DEFENCE: 11

ORDERS: Magician

ORDER ABILITIES: Spellcasting 1, Sanctum

ADVANCEMENTS: 1

SKILLS: Armed Combat +5, Climb +1, Conceal +1, Healing +3, Insight +2, Intimidate +3, Language (Westron) +6, Language (Choose one*) +4, Language (Choose one*) +1, Lore: Magic +6, Lore: Realm (Choose one*) +6, Lore: Race (Choose one*) +6, Lore: History (Choose one*) +5, Observe +4, Persuade +4, Weather-sense +3

EDGES: Wise

FLAWS: None

SPELLS: Bane-spell, Beast Speech, Crafting-spell, Create Light, Kindle Fire

SIZE: Small (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 3

RENOUN: 2

CORRUPTION: 0

GEAR: By trade



DESCRIPTION

Vidar is a dwarf mage of no small power. He helps in protecting the city and area around his home. Many folk come to Vidar seeking guidance and wisdom.

USAGE

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

FEATURED CREATURES

CARADHAUG

RACE: Winged-drake

ATTRIBUTES: Bearing 22 (+8), Nimbleness 12 (+3)*, Perception 18 (+6), Strength 18 (+6)*, Vitality 16 (+5), Wits 20 (+7)

REACTIONS: Stamina +8, Swiftiness +6, Willpower +9*, Wisdom +8

DEFENCE: 13

MOVEMENT: 15 (30 Flying)

SKILLS: Armed Combat: Natural Weapons (Claws, Maw, Tail) +12, Climb +8, Games (Riddles) +5, Inquire (Interrogate) +13, Insight +9, Intimidate (Fear) +15, Language: Khuzdul +5, Language: Sindarin +10, Language: Westron +10, Observe (Hear, Spot, Touch) +11, Persuade (Bewilder) +13

SPELLS: Bane-spell, Break Binding, Command, Display of Power, Dumbness, Sunder

SPECIAL ABILITIES: Armour (12), Bewilder, Buffet of Wings, Fire-breath, Flight, Natural Weapons (claws, 2d6; maw, 4d6; tail, 3d6), Slow Healing, Sweep of Tail, Terror

EDGES: Bold

FLAWS: Proud

SIZE: Huge (7 Wound Levels, 3 Healthy)

HEALTH: 25

COURAGE: 3

RENOUN: 7

TN EQUIVALENT: 20



IN THE GAME

Caradhaug is a dragon of only a couple thousand years in age, not even full-grown into wrym-dom yet. This lack of experience and knowledge has led him to rash acts in search of wealth -- attacking other dragon's lairs, attempting to sack large cities, etc. -- feats beyond his current stature. Though very bold in his pursuits, he is not without victory and has accumulated quite a hoard unto himself, living in the Amonad north of the Iron Hills.

As he has aged, Caradhaug has come to realize his shortcomings due to not being fully developed, so he has taken to keeping to himself in his lair for quite some time. Most of his time is spent sleeping with one eye and ear open for intruders of the Man, Dwarf, Elf, or Dragon persuasion. It won't be long now before this stripling of a dragon attains his full stature as a dragon and then the northern Mirkwood and Iron Hills will have to look out for him.

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.

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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>

VALINOR

<http://sauron.misled.us>

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