



THE HALL OF FIRE FAN WEBZINE

ISSUE TWENTY-SIX
JANUARY 2006

The Eagles of Manwë - by Ted Nasmith



GREETINGS,

SALUTATIONS... HELLO ALL!

It's a new year and we got a new product released -- the Isengard Sourcebook -- just before the end of it. I must say it really does a wonderful job capturing the ancient Númenorean tower and heartily encourage all to pick it up. Besides info on the tower, there is a ton of NPC write-ups from Saruman to his familiar to numerous underlings found in his employ, mass combat unit descriptions, and new spells (mostly Sorcery) and traits for fell creatures. A few things that could have been added in my opinion are NPC write-ups for characters that could have been found prior to his residence (Gondorian stargazers, etc.) and more on its statistics for structure attributes, but all in all a great read.

As for new content by Decipher to be released in PDF are re-releases of things like the Core Rulebook and also new products as well. In conjunction with this, the RPG will have its own enhanced site, which looks pretty good as it comes along thanks to Kieran Yanner (who deserves much praise for all his work in the Decipher RPG effort).

Enough bloviating for now and let's get on to Issue 26 (wow that's a large number) at hand. In this issue, you can look forward to a dissertation on the inhabitants of Bree, a new Hostile Haunt -- The Tower of The Mouth, two more of the Wizard's Order, the Helm's Deep SB Contest winner -- The Siege of Dunharrow, plus a whole lot more!

Happy Gaming,

Matthew A. Kearns
aka GandalfOfBorg
Editor

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



IN THIS ISSUE

GREETINGS	1
ADVENTURING IN...	2
▪ The Peoples of Middle-earth – Bree-landers	
FAN FLAVOUR...	5
▪ The Effective Spy	
ALLIES AND ADVERSARIES	7
▪ Others of the Order: Calengfin and Aramir	
HOSTILE HAUNTS	9
▪ Tower of The Mouth	
THE ROAD GOES EVER ON...	12
▪ The Siege of Dunharrow	
▪ What Once Was	
TRUSTED LOCALES	27
▪ Garulf's Smithy	
WHAT'S OUT THERE...	29
CALLING ALL GAMERS...	30



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

ADVENTURING IN

PEOPLES OF MIDDLE-EARTH: BREE-LANDERS

by Mathew Kearns

“...they were the original inhabitants and were the descendants of the first Men that ever wandered into the West of the middle-world. Few had survived the turmoils of the Elder Days; but when the Kings returned again over the Great Seas they had found the Bree-Men still there, and they were still there now, when the memory of the old Kings had faded into the grass.”

-The Lord of the Rings, The Fellowship of the Ring

RACIAL PACKAGES

Banks (Fallohide) - Craft +1, Debate +1, Observe +1, Persuade +1, Survival +1, Weather-sense +1
 Brockhouse (Stoor) - Craft +1, Games +1, Inquire +1, Observe +1, Persuade +1, Ranged Combat +1
 Heathertoos (Harfoot) - Craft +1, Debate +1, Games +1, Inquire +1, Observe +1, Ranged Combat +1
 Longholes (Stoor) - Craft +2, Games +1, Inquire +1, Observe +1, Survival +1
 Mugwort (Fallohide) - Craft +1, Games +1, Observe +1, Perform +1, Persuade +1, Survival +1
 Sandheaver (Harfoot) - Craft +2, Debate +1, Games +1, Observe +1, Hoard 1
 Tunnelly (Stoor) - Craft +2, Games +1, Observe +1, Persuade +1, Ranged Combat +1, Survival +1
 Underhill (Stoor) - Craft +1, Debate +1, Observe +1, Persuade +1, Ranged Combat +1, Survival +1

HISTORY & LANDS

Bree-Men

In the difficult years of the Second Age, a race of Men inhabited the White Mountains far to the south of the Shire, in the land that would one day become Rohan. Groups of these mountaineers migrated northwards, settling in the region that became Dunland, but others traveled farther still, coming to a tall, wooded hill not far from the ancient Barrow-downs and founded a settlement that took its name from the hill, Bree. (TN 15+ Lore/History: Men of Bree, TN 20+ Lore/History: Men of Dunland)

Bree-Hobbits

In 1300 TA, the Hobbits migrated west from across the Misty Mountains and down into Eriador. For many years since their migration to Eriador from across the Misty Mountains, the Hobbits of Bree-land lived in quiet peace and harmony with the Big Folk. But eventually restlessness took hold of some and here the two Fallohides brothers, Marcho and Blanco, set out to found their own land, first along the banks of the Brandywine River and then beyond to what is the current realm known as The Shire. (TN 15+ Lore/History: Hobbits of Bree, TN 20+ Lore/History: Hobbits of The Shire)

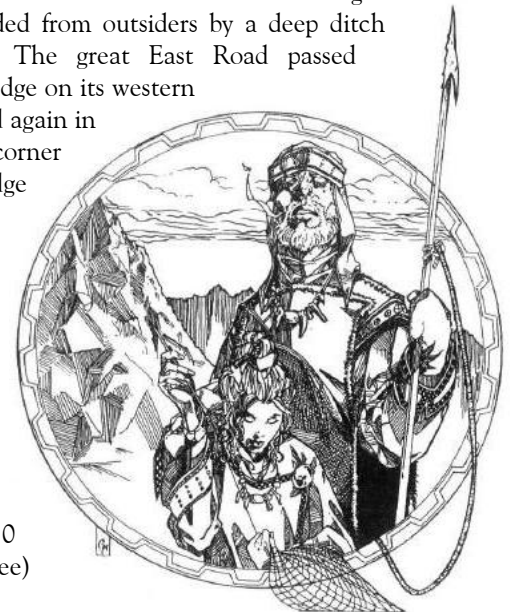
Bree-land

Though Bree-land having been founded well before the beginning of the Third Age, it lay on the road between the North- and South-kingdoms of the Dúnedain, leading it to be drawn into the history of that Age. When the North-kingdom of

Arnor was founded, Bree lay within its borders, and the Men of Bree became subjects of that country, though none noticed it much as it didn't affect their lives directly most of the time. (TN 10+ Lore/History: Bree, TN 10+ Lore/Realm: Bree)

Bree-hill is the most prominent point in Bree-land. On its slopes is where the villages of Bree (to the west) and Staddle (to the east) reside. Bree is the chief and largest in Bree-land, where most of the trade and travel come. The village of Bree was guarded from outsiders by a deep ditch and a hedge. The great East Road passed through this hedge on its western side, and exited again in the southern corner

where the hedge and dike met the sides of the Bree-hill. At each of these points stood a gate, that was closed and guarded after nightfall. (TN 10 Lore/Realm: Bree)



Besides Bree, there are three other small villages. Staddle is the main settlement of the Hobbits, but some also dwelt in Bree itself, living on the hill above the houses of Men. The most remote and secluded village

is Archet, set among the trees on the edge of the Chetwood, further east than the other settlements. Combe is a village laying a deep valley between Staddle and Archet. (TN 10 Lore/History: Bree)

PHYSICAL INFORMATION

Bree-Men

In appearance, these Men of Bree had brown hair, and in stature were short and broad owing to their distant relation to the Men of Dunland and others. (TN 10 Lore/Race: Men of Dunland)

Bree-Hobbits

Bree-Hobbits are not very much unlike the Hobbits found in The Shire, though more of them are in better shape than the a lot of the gentry in The Shire. All ancient families -- Fallohides, Harfoots, and Stoors -- can be found in Bree-land. Most Fallohides reside in Bree itself, for their tendency for adventure and worldly qualities allows them to live in houses above ground and take jobs that are around Big Folk more of the time. The others, the Stoors and Harfoots, live in Staddle or Combe; Archet is the only village where few to no Hobbits are found. (TN 10 Lore/Race: Hobbits of Dunland)

SOCIAL INFORMATION

They, both Men and Hobbits, are generally friendly folk, that is until the upheavals brought about by the War of the Ring. They had some dealings with the Shire-hobbits, though the road between Bree and their ancient 'colony' of the Shire was less traveled in the late Third Age than it had once been. The Bree-landers maintained their own dialect and customs, including their own unique calendar and taking names of a botanical or earthy nature. Below are a few well-known family names of Men found in Bree-land. (TN 5+ Lore/Group: Bree-landers)

Bree-Men

Butterbur. This family is one of the oldest, wealthiest, and influential families of Bree. They own the Prancing Pony for years beyond reckoning. It is at this inn that Gandalf happened upon Thorin Oakenshield, putting him on the path to recover the dwarf-realm of Erebor, and Frodo, Sam, Merry, and Pippin found Aragorn.

Ferny. A family of ill-repute, often associated with much of the discourse that occurs in this land. At the time of the War of the Ring, it was held by a suspicious ruffian, Bill, who, continuing in the family tradition, was a minor agent of Saruman in the North. The Fernies are an offshoot of the Bracken family when an interfamily conflict caused a schism between two brothers.

Goatleafs. A minor family of Bree with associations to the Fernies. During the time of the War of the Ring, the warden of the West-gate, Harry, took in with Bill Ferny and doing a bit of mischief with some of the half-orc spies from Isengard.

Heathertoos. A family name of Men and Hobbits, both are found to be quite close to one another. One of the Men of this family was killed during some mischief at the time of the War of the Ring. Mat Heathertoos died in the defense of some hapless Hobbits when a number of the half-orc ruffians sought to take them to Saruman by mistake.

(TN 10+ Lore/Other: Bree Family History)

Bree-Hobbits

The Hobbits, with their interaction with Men, made them more open to the outside world than their parochial cousins in the Shire. Trade and travel between The Shire and Bree continued for many years but declined to a trickle at the end of the Third Age as travel became more dangerous and the Shire Hobbits took less and less to traveling beyond the bounds of their land.

The Bree-hobbits, therefore, tended to look down somewhat on their cousins in the Shire, referring to them as 'Colonists' and 'Outsiders'. The Hobbits of Bree claimed to have originated most Hobbit customs, and certainly it was thought that they were the ones who first discovered the properties of pipe-weed. (TN 5+ Lore/Group: Hobbits of Bree-land, TN 10+ Lore/Group: Hobbits of The Shire)

Common family names for Bree-land Hobbits are listed in the Racial Packages above; their skills detail essentially the nature of each family.

ECONOMICS

The economy of Bree-land is predominantly agrarian: farming, fishing, hunting, craftwork, etc. There are a few actual businesses to support these trades such as a couple blacksmiths, inns, and general store in Bree and a miller in Combe. Trade usually goes through Bree and not much done in Bree other than a small farmer's market where the residents come to buy and barter their wares with the others. (TN 10 Lore/Realm: Bree-land)

ADVENTURE HOOKS

1. Lost in the Woods

Amelia Honeysuckle, the daughter of Tobias Honeysuckle, the miller in Combe, has a very adventurous side, as many little girls do when not preoccupied with their chores. One day she took off into the forest north of the village with a few friends for a bit of play. When night came, she nor any of the other children had returned home for supper. A group of the village men got



together to go in search of them. Unfortunately, all they found were heavy-laden tracks and a wicked-looking dagger -- orcs! Apparently the orcs from the Misty Mountains have become brave again and began to raid closer and closer to the populated lands of Men again. When the PC's arrive to Bree, they overhear talk of the missing children; its been two days since their disappearance.

2. Shadows of the Past

Bree-land is located near the haunted hills of Tyrn Gorthad, whence lie the Barrow-downs. All in Bree shudder at even the name being whispered; any who purposefully travel there become persona non grata, fearing the ancient evil living beneath the ground may come to bring ill-fortune upon the land and people. Without warning, just as autumn became winter, dark shadows began to be seen in the villages after dark and before dawn. Fear began to grow amongst the people and whispers of the Barrow-downs began to arise again. One morning, two old gaffers were found dead with no wounds, but the bodies were contorted in such a fashion as if they encountered an embodiment of utter horror -- as if they were scared to death. Soon the whispers became murmurs and then angry loud talking against the family of Ferny and the like. Winter set in and more victims fell to this unknown terror. More

and more people fear someone has gone to the Downs and disturbed a barrow. When the PC's arrive in Bree, a whole Hobbit family from Staddle was murdered and a large crowd had gathered in front of the Prancing Pony arguing over what to do.

3. Altered Ale

The Prancing Pony and the One-eyed Pig, since time immeasurable, have had a friendly rivalry between them for the best ale in Bree (the world to them). Unfortunately for the Butterburs of late, their homemade brew (a recipe passed on from father to son for generations) has begun to falter in quality and soon enough a patron got sick from drinking it. Word spread quickly and soon enough business was driven off from the Pony. The Butterburs have been barely able to keep their business afloat, depending on what few travelers would come to stay. Rumors say that the proprietors of the One-eye have done something to the Pony's stock or that the Butterburs finally lost their touch at brewing. Whatever the case may be, when the PC's arrive in Bree, the One-eyed Pig is the place to be -- a full visitor's list and packed great room -- while the Prancing Pony is vacant with only a couple of die-hard patrons at the bar, but none are drinking the ale.



FAN FLAVOUR

THE EFFECTIVE SPY by Mathew Kearns

They are in the shadows, lurking... waiting to strike. To strike not just at persons for assassination, but also for secrets, both of state and a personal nature, these characters are undoubtedly the most unwholesome to be found in Middle-earth. Cloak and dagger, they roam about the streets looking for weaknesses in both the walls and in the hearts of men from Minas Tirith to Edoras to kingdoms far off in distance and in time. Without them, both the forces of Good and Evil would not be able to wage their wars in open and unbeknownst to many, the wars behind the curtains and dark alleyways are just as brutal.

BACKGROUND

The CODA system and the game itself almost beckons that you create your character's concept and background before rolling the dice. The Spy is a viable Elite Order that can be used at almost any time and anywhere though the term "spy" may not always be used. Think about where he comes from, his motivations and maybe even sketch out a few of his personal goals. This will help both you in focusing your roleplaying and your Narrator for creating side adventures for developing your character. Work with your Narrator to come up with something suitable for the game in which you will be playing.

PREREQUISITES

Like all Elite Orders, there are prerequisites that must be met before joining the Spy Order, but they are minimal considering the potential given by some of its abilities. A character must have:

- 6 advancements, minimum, in any one Basic Order
- Nimbleness 8+
- Observe 6+
- Persuade 6+
- Stealth 8+

RACE

There are no racial restrictions to becoming a Spy, though the least likely are Elves, where they would employ spies as scouts to surveil the lands of the Enemy. The other races would have them in all manners from sponsored by the crown of a realm to the most skullduggerous of bullies, hit-men, and professional assassins.

ATTRIBUTES

Nimbleness governs the best of your skills like Stealth and the combat skills, keeping you on edge and ready to react to anything. Bearing allows you to insinuate yourself into places not for your eyes or to charm your way into the heart of an unsuspecting innocent. Wits provides you with knowledge for maintaining your cover, getting yourself around in a city, and how and where to find your quarry. Perception allows you to read others to find an easy mark or to discover hidden or unspoken secrets about them. Vitality is important in keeping yourself alive against others of your craft set against you, especially where poisons are concerned. Strength is something you have little need of, but can come in handy when you least expect it.

REACTIONS

Quickness helps you avoid the pitfalls and sprung traps you are likely to find in your line of work. Stamina helps keep you going long into the night while staking out a mark or when running from the royal guard.

Willpower allows you to withstand interrogation if you are caught by the enemy. You use Wisdom to see past silvery tongues and counterfeits placed to impede you from achieving your goal.

SKILLS

The combat skills are a must in this line of work and there is little need to mention what they are or why they are needed. Conceal, Guise, Search, Stealth, and Mimicry -- the bread and butter of any decent Spy; a captured Spy is usually a dead one. Observe and Persuade are both important to a Spy's abilities and repertoire for how else would he notice the lovely woman behind him with a dagger.

EDGES

There are many edges that enhance the effectiveness and give a bit of flavor to the Spy: Accurate, Ally, Ambidextrous, Armour of Heroes, Bold, Charmed Life, Curious, Dodge, Eloquent, Favour of Fortune, Friends, Furtive, Gift of Tongues, Hoard, Honey-tongued, Honor's Insight, Keen-eared, Keen-eyed, Quick-draw, Resolute, Strong-willed, Tireless, Wary, Weapon Mastery, Wise, and Woodcrafty.



FLAWS

With the pros of being a Spy, there are many cons -- the flaws -- that reflect the nature of their job of guile and deceit: Arrogant, Code of Honour, Craven, Dark Secret, Enemy, Fealty, Fey, Grasping, Hatred, Oath, Proud, Reckless, Rival, and Stiff-necked.

ABILITIES

Cross-Order Skill - A good, general-purpose ability; you can't go wrong with this ability.

Friends in Low Places - Always a good choice and one that any Spy or the like would find helpful; the +5 bonus is more than rewarding for the cost.

Master of Disguise - Though it is a quite useful ability, the prerequisites are a bit steep for the effect.

Poisoner - Now this is a quite controversial ability to make available for PC's of this Order. Though it makes sense, any PC using poison, beyond a Barbarian's uncultured ways, walks a very fine line along the morality of Tolkien's Middle-earth.

Watchful Companion - An interesting and useful ability, yet could pose some difficulty for the Narrator. This ability could get even more interesting if some of the familiar rules were tweaked from Paths of the Wise.

MULTIPLE ORDERS

One would think the Spy, being a fairly specialized career path for characters in both mechanics and theme, would limit options in consideration of Orders coming from or acquiring, but that is just not so. Almost any Order, Basic or Elite, could produce a Spy and a Spy could be tempted by other Orders to round out their knowledge and ability -- there is almost nothing in any other Order that a good Spy couldn't glean something from to aid them in their duties.

SPELLS

Like Orders, there isn't a spell in the grimoire, including Sorcery, that a Spy couldn't find a use for in completing a mission, defending himself in combat, or escaping a trap.

PLAYING A SPY

Playing a Spy can be difficult in Tolkien's Middle-earth, yet it can also provide some very rewarding role-playing experiences as well. I can't suggest emulating any spies mentioned in the Lord of the Rings as they all were acting in the service of evil (Bill Ferny, Wormtongue, etc.), but there are many other sources inspiration for playing a spy can come from, though most aren't of the medieval fantasy origin (Jack Ryan, James Bond, etc.), yet

playing one of them in this time period could prove quite entertaining.



ALLIES AND ADVERSARIES

OTHERS OF THE ORDER by ZehnWaters

“Of this Order [of Wizards] the number is unknown...”

-The Unfinished Tales

It is said that Gandalf, Saruman, Radagast and the two Blue Wizards were the Chiefs of the Order of the Wizards. If this were true, than there must, in fact, be other, lesser, Wizards. In a few monthly articles I will detail such Wizards as appear throughout Middle-earth, in an attempt to stop Sauron's rising might.

CALENGLÏN

RACE: Istari

RACIAL ABILITIES: Ageless, Avatar, Unwavering

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

REACTIONS: Stamina +6, Swiftiness +5, Willpower +7*, Wisdom +6

SIZE: Medium

ORDER: Loremaster, Wizard

ORDER ABILITIES: Ancient Scripts, Imposing, Scroll Hoard, Secretive, Sense Power, Spellcasting, Staff, Staff of Power, Vala Virtue (Mandos), Wizard Spellcasting 10

ADVANCEMENTS: 48

SKILLS: Armed Combat: Clubs (Staff) +6, Craft: Painting +4, Debate (Parley) +7, Healing (Treat Illness) +4, Inquire (Converse) +7, Insight +12, Inspire +7, Intimidate (Majesty) +8, Language: Northman (Rohirric) +4, Language: Quenya +6, Language: Silvan +3, Language: Sindar +8, Language: Southron +5, Language: Westron +8, Lore/Spellcraft Secret Fire +8, Lore/History Men of Gondor +6, Lore/History Elves (Sindar) +6, Lore/Other Rings of Power +6, Lore/Realm Gondor (Andrast, Anfalas, Calendardhon, Lamedon) +9, Observe (Listen) +3, Perform (Tell Stories) +4, Persuade (Oratory) +10

SPELLS: *Beast Speech, Blinding Flash, Break Binding, Create Light, Display of Power, Evoke Awe, Exclusion, Farseeing, Farspeaking, Finding and Returning, Flame of Anor, Fog-raising, Fog-weaving, Guarding-spell, Healing-spell, Imitation-spell, Kindle Fire, Mind-speech (ability), Misdirection, Rain-ward, Reading the Heart, Resist Fear, Sense Power (ability), Shatter, Slumber, Spoken Thoughts (ability), Veil, Victory-spell, Voice of Command, Voice of Suasion, Wizard's Guise, Wizard's Hand, Word of Command*

STAFF ABILITIES: Beacon of Hope, Smiting, Spell Patterns (Beast Speech, Create Light), Wizard's Endurance

EDGES: Ally 7 (Wise and Powerful), Curious, Elf-Friend, Eloquent, Foresighted, Gift of Tongues, Incorruptible, Indomitable, Resolute 2, Wary, Weapon Mastery (Staff), Wise 2

FLAWS: Duty (Aid the Free Peoples), Enemy (Shadow and all of his Servants)

HEALTH: 8

COURAGE: 6

RENOWN: 8

GEAR: Staff, dark green robes, pine-wood staff, large library

BACKGROUND

Of origin a Maia of Mandos, Calenġlġn (which is Green Gleam, a reference to his eyes) spent almost all of his time in Gondor and its tributaries after arriving in Middle-Earth with his companion Aramġr. He studied often in the library in Minas Anor when he wasn't serving as a counselor to the various lords and nobles in Gondor. Calenġlġn had a powerful presence, a keen insight and occasionally makes pronouncements of doom. He was tall with long white hair and sparkling green eyes. His staff is of polished pine and his regal robes of deepest green.

ARAMġR

RACE: Istari

RACIAL ABILITIES: Ageless, Avatar, Unwavering

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

REACTIONS: Stamina +5, Swiftiness +4, Willpower +7, Wisdom +8*

SIZE: Medium

ORDER: Loremaster, Wizard

ORDER ABILITIES: Ancient Scripts, Scroll Hoard, Sense Power, Spellcasting, Staff, Staff of Power, Vala Virtue (Elbereth), Wizard Spellcasting 10, Wizard Spellcasting Specialty (Secret Fire)

ADVANCEMENTS: 47

SKILLS: Armed Combat: Clubs (Staff) +6, Craft: Calligraphy +2, Debate (Parley) +10, Healing (Treat Illness) +6, Inquire (Converse) +5, Insight +8, Inspire +8, Intimidate (Majesty) +6, Language: Adûnaic +3, Language: Quenya +8, Language: Silvan +3, Language: Sindarin +6, Language: Westron +8, Lore/Race Men (Gondor) +6, Lore/History Elves +6, Lore/Spellcraft Secret Fire +10, Lore/Other Rings of Power +6, Lore/Realm Gondor (Calenardhon, Lebenin, Harondor, Rhûn) +6, Observe (Spot) +4, Perform (Sing) +3, Persuade (Charm) +7

SPELLS: *Beast Speech, Blessing of Elbereth, Blinding Flash, Break Binding, Create Light, Display of Power, Evoke Awe, Exclusion, Farseeing, Farspeaking, Finding and Returning, Flame of Anor, Fog-raising, Fog-weaving, Healing-spell, Invocation of Elbereth, Ithildin - fire, Kindle Fire, Land-Healing, Mind-speech (ability), Misdirection, Opening-spell, Quench Fire, Reading the Heart, Resist Fear, Sense Power (ability), Shutting-spell, Slumber, Smoke-weaving, Spoken Thoughts (ability), Springtime, Veil, Wizard 's Hand, Word of Command*

STAFF ABILITIES: Beacon of Hope, Smiting, Spell Patterns (Create Light, Ithildin -fire), Wizard 's Endurance

EDGES: Ally 7 (Wise and Powerful), Armour of Heroes, Curious, Elf-Friend, Eloquent, Fair, Favour of Fortune 3, Gift of Tongues, Healing Hands, Incorruptible 2, Resolute, Valiant, Valour, Wise 2

FLAWS: (Aid the Free Peoples), Enemy (Shadow and all of his Servants)

HEALTH: 8

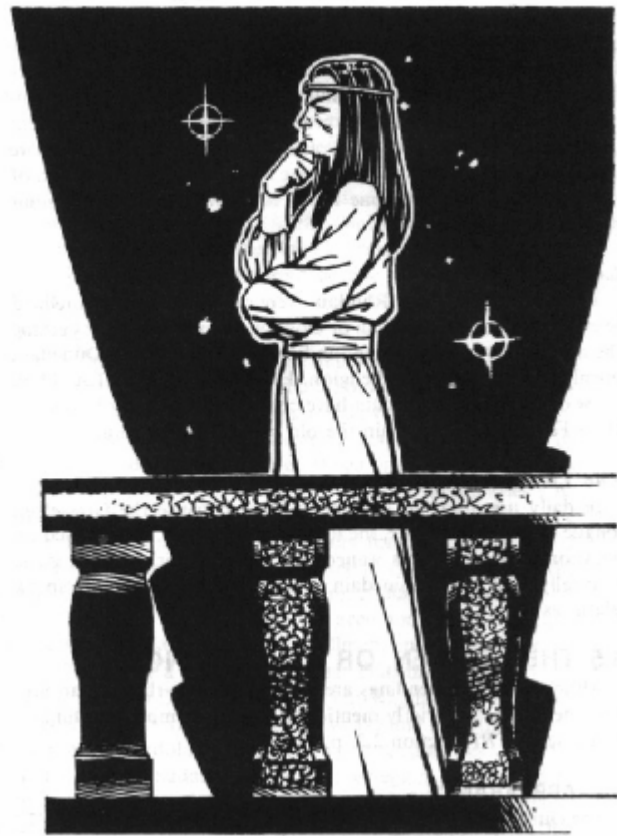
COURAGE: 6

RENOWN: 8

GEAR: Staff, crimson robes, Mallorn staff, large library

BACKGROUND

Aramîr, a Maia of Varda, was the companion of Calenglîn. He, like his companion, studied and lived, mostly in Gondor. While they were companions Aramîr preferred the East of Gondor and so were often separated. Aramîr, like Calenglîn, served mostly as a counselor to various lords and nobles. His name meant "Noble Jewel." He was given it by the Elves who saw his kindness as a great and rare gem. Aramîr had long, soft, white hair that framed a fair face, and piercing blue eyes. His robes were sky-blue and his staff of silver Mallorn wood.

**IN THE GAME**

Both Calenglîn and Aramîr make great NPC's if you don't wish to constantly be using one of the Five Great Wizards, since they are located in a land that the PC 's are likely to visit. Their knowledge is extensive and their power considerable. They could give guidance or send the PC's on a mission.



HOSTILE HAUNTS

TOWER OF THE MOUTH

by Mathew Kearns

THE MOUTH OF SAURON

The Mouth of Sauron, like many minions of evil, aspires for even greater glory and power that is already afforded him by his master. He even dares to dream that he could bring the Dark Lord low to his knees before him, just as the mighty Númenorean king of old did. To achieve this his goals, he has set out to increase the size of the forces of his keep and expand and improve the knowledge he has in the breeding of orcs and twisting other creatures to his will.

To date, he has been quite successful as it was he, not Sauron, in fact who improved upon the means of manipulation to create the Uruk-hai and Olog-hai. His many failures, successes, and experiments remain at his tower as they are all extremely loyal to his command (though Sauron still holds sway over all such creatures). As soon as he became aware of the turning of Saruman, he began plotting the Wizard's downfall to achieve two ends: gain possession of the impregnable hold of Orthanc and the breeding secrets of his blending of Orcs and Men.

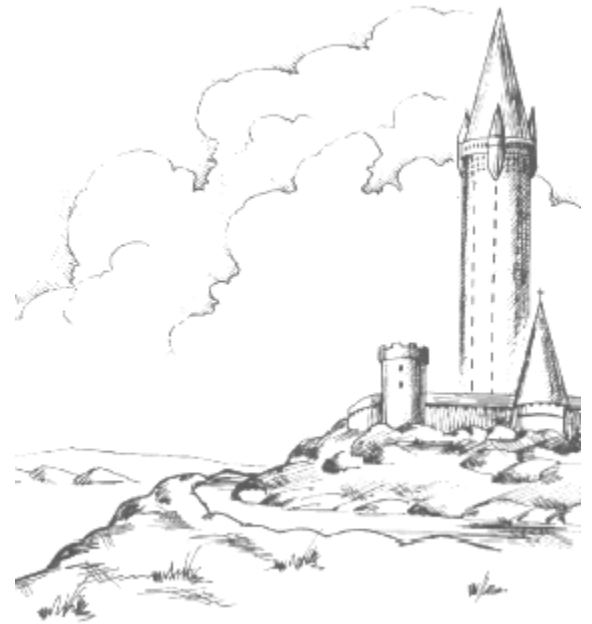
Yet Sauron discovered the intent behind the machinations of his lieutenant, for none could withhold all information from the Lidless Eye. None too concerned yet, he sent spies into the midst of The Mouth's tower to keep an eye on him and his dealings. As the battles of War of the Ring raged, with the loss of the Witch-king, he found an opportune moment to rid himself of a treacherous underling and achieve victory over the West once and for all by sending him to lead his armies at the Morannon.

It was not to be; for the One Ring was destroyed that day before The Mouth joined the battle. With the loss of the great will of Sauron bending his forces to his bidding, orcs, trolls, and others became bewildered and panicked, causing many to be killed in wild stampedes. The Mouth barely managed to escape the ruin with his life.

Not caring about the fate of his master, The Mouth fled the battleground with the remaining troops he could get to follow in tow, back to his tower to hide. Fearing an onslaught from the armies of the Free Peoples, he used all the power he could muster to veil his stronghold and put a spell of confusion upon the paths leading to it, keeping him safe from any who might be following or eventually wander in this direction.

For many years, The Mouth has remained hidden within his tower, gathering and breeding new forces and spying on the

doings of the powers of the West. He has seen how Elessar and his son have increased the might of the Reunited Kingdom and their allies. Knowing now he cannot openly face any lest the others join in, he bides his time, breeding and spying, until an opportunity arises. And one may have risen as whispers and rumors come to him speaking of the resurrection of the old religions of darkness -- of Morgoth.



THE TOWER

The Tower of The Mouth is a large stronghold with one large tower, many smaller buildings, and a great wall for protection. All are cut out of the living rock of the Ephel Duath. The stronghold is located within a large hollow at the foot of the north side of the mountains about half way along the chain. There are numerous storerooms, quarters for servants, barracks (of sorts) for the soldiers, etc. There are enough provisions stored here to provide for an army of vastly larger size for quite some time due to The Mouth's eventual preparations against Barad-dûr itself. The following locations are just some of the notable places found within the tower and grounds.

Breeding Pits

These are on the lowest level underground; the third sublevel. It is here that The Mouth performs experiments in breeding new creatures, cross-breeding creatures, and the pits where his orc,



Uruk, and troll minions are created. At one time he did have Easterling men in his forces, but they soon met their demise here. It is a huge place spanning more space horizontally underground than is bounded by the walls of the fortress. It is always bustling with new spawn emerging, failed experiments being examined, and plenty of torture performed on prisoners (new "subjects"). The screams and yells of pain and anguish lay heavy upon the air, drowning out even the clatter and gnashing of the orkish servitors.

Prison

This is found on the second sublevel. It is about half the size of the breeding pits filled with many cells, yet is never very populated as eventually all its occupants are sent to the breeding pits.

Stables and Kennels

These are found on the first sublevel with chutes leading to the surface. It is hear that The Mouth's pride and joy -- his Morgul-horses -- are kept. There is also a contingent of wargs and wolves housed here for the warg- and wolf-riding units in his command.

Entrance and Great Hall

These are found on the ground floor. The main entrance here is the primary means of entering and leaving the tower. The entrance leads into the Great Hall, where guests and dignitaries are received by The Mouth's majordomo. The Mouth will come here to deal with visitors if he sees fit to see them at all. From here, many of the other rooms (quarters, stairs, etc.) can be accessed.

War-room

This is found on the second floor. In this place reside all the maps of troop movements, where battles are planned, and other items of military value. It is also here that Sauron has a means to contact The Mouth: the palantir of Minas Ithil. For in truth and unbeknownst to Gondor, Sauron retrieved the Osgiliath stone from the depths of the Anduin while his forces held the city.

Private Chambers

At the top of the tower are the private chambers of The Mouth. None go in here and none know what is within. Speculation has given rise to many possibilities such as this is where his private journals and scrolls on dark subjects and spells reside to that The Mouth, as he is always hidden beneath his helm, is actually the Dark Lord in another guise.

Hell-hawk Roost

This is atop the pinnacle of the tower on the outside. There is a stairway and passage for The Mouth to access the roost so he many use this horrible steed on errands where he must travel faster than land-travel would take. Secretly, The Mouth hates to fly and prefers his Morgul-steeds, which is why he has been known to personally see to their needs at times.

FORCES

The Mouth commands personally 2,000 troops and a number of beast units at his tower at the height of his power before the War of the Ring. After his retreat, he is left with half that, losing his unit of trolls, 1 unit of Warg-riders, 1 unit of Uruk-hai heavy infantry, and 2 units of Orc medium infantry. He has fully replenished his hordes in a few years after the beginning of the Fourth Age and after that he will expand the tower's grounds and increase the size of his army with possibly new and terrible creatures (maybe half orc/half troll creations or wolf-men from a blending of wargs and men).

Mixed Troll unit (Mountain trolls and Olog-hai)

Command:	9
Ranged:	5
Melee:	20
Toughness:	25
Support:	3
Movement:	6
Special Abilities:	Breeder's Influence, Mountain-native

Uruk-hai, Heavy Infantry

Command:	8
Ranged:	7
Melee:	14
Toughness:	16
Support:	5
Movement:	8
Special Abilities:	Breeder's Influence, Fighting Uruk-hai, Run, Curse You!

Orcs, Medium Archers

Command:	7
Ranged:	12
Melee:	7
Toughness:	10
Support:	4
Movement:	8
Special Abilities:	Breeder's Influence, Mountain-native



Orcs, Medium Infantry

Command: 7
 Ranged: 6
 Melee: 10
 Toughness: 12
 Support: 4
 Movement: 6
 Special Abilities: Breeder's Influence, Mountain-native

Orcs, Medium Cavalry

Command: 8
 Ranged: 6
 Melee: 14
 Toughness: 14
 Support: 4
 Movement: 14
 Special Abilities: Breeder's Influence, Warg-mounted

Wolves

Command: 2
 Ranged: 0
 Melee: 12
 Toughness: 11
 Support: 0
 Movement: 18
 Special Abilities: Beast

Breeder's Influence

When The Mouth is in command or directly leads his forces on the battlefield, all units gain +1 to all stats and any unit he leads may perform an additional maneuver.

DEFENCES

When behind the walls of his fortress, The Mouth is well-protected with many of the latest in technology, some of which he gained from spying on Saruman.

Siege Engines

- ❖ Medium Catapults (x5), use stones and Thundershells (see Isengard Sourcebook)
- ❖ Small Catapults (x10), use only stones

Wall

Protection 12
 Structure 20

Tower

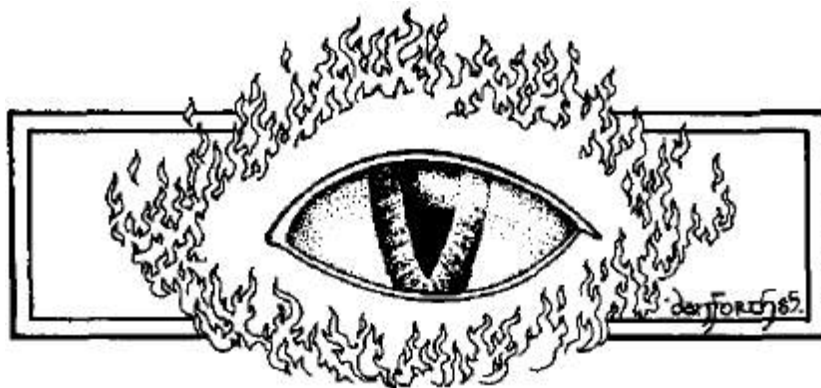
Protection 8
 Structure 150

Main Gate (when closed, are enhanced by a Shutting-spell, TN 22 Lore/Spellcraft: Other)

Protection 6 (+5)
 Structure 7 (+5)

Great Doors at Main Entrance (when closed, are enhanced by a Shutting-spell, TN 22 Lore/Spellcraft: Other)

Protection 5 (+5)
 Structure 6 (+5)



THE ROAD GOES EVER ON

THE SIEGE OF DUNHARROW

by Borandil

Tips for Narrators

"The Siege of Dunharrow" is the first part of a war chronicle. It will focus on the critical year of King Folca's resistance against the orcs that continually raid and pillage Rohan's villages. Although your characters will face many non-combat encounters, the players are advised to spend at least a few picks on combat skills -- those without swords can still die upon them! That said, Narrators are encouraged to use the guidelines found on pages 231 ("Extra Successes in Combat") and 270 ("Combat Pacing") of the LOTR RPG Corebook.

As this chronicle focuses primarily on the Riddermark, non-mannish characters will stand out quite starkly. Keep in mind, the policy of the Mark is to keep strange folk away in times of war. While certainly there is room for a Dwarven veteran from Azanulbizar or a fierce Elf from Lórien who hates orcs, the chronicle will assume each player character is a Man in good standing with the people and King of Rohan. The Narrator will have to accommodate exceptions.

As for Orders, only Mariners are probably the most unsuitable for this chronicle, as there will be no large bodies of water featured significantly. A Barbarian would also stand out (being probably a Wose or Dunlending), but perhaps the Narrator can accommodate them Craftsmen, Loremasters, Minstrels, Nobles, Rogues and Warriors are perfectly suitable for the game. A Magician, while also a bit odd can fit in an interesting way. Saruman is dwelling in Isengard at this time. He is the Head of the White Council and is not yet an enemy of Rohan, so if the player is interested, there could be a connection to the White Wizard. Remember that ~~he, and~~ while he is already searching the Gladden Fields for the Ring, he is seen as (and indeed, is) a powerful ally of the Rohirrim. As always, he keeps his own council and does not like anyone - King, Wise, or Steward - to meddle in his affairs. He most certainly does not suffer fools gladly. For more on Saruman, see the second module of the chronicle.

"The Siege of Dunharrow" is but the first scenario of a big war chronicle. The second scenario, "The Razing of the Eastfold" will deal with the opposing strategies of the orcs and King Folca. As Rohan sees itself beleaguered, the King will have to ask for help - from Saruman. But the counsels of the White Wizard may not ring well in the king's ears. On the third scenario, "The Winter of War", Rohan's fate hangs in the balance. As the King endures siege after siege inside Helm's Deep, only the most



cunning of heroes will be able to elude enemy lines and call for aid - and hope beyond hope - from Gondor.

Introduction: A Time of Strife

It is the year 2858 of the Third Age of Middle-earth. The realm of Rohan has endured many trials since Eorl's legendary ride to aid Gondor and has managed to survive them all. A hundred years ago, King Helm and both his sons died fighting a Dunlending invasion and the Long Winter, and the rule of Rohan passed to his sister-son, Fréalaf. Rohan began to recover from war, but there was a continuing border dispute against the Dunlendings, who had taken the lands between the rivers Isen and Adorn.

In the time of Brytta, son of Fréalaf, there was war with the orcs, who were driven from the Misty Mountains after many bitter battles with the Dwarves. Seeking refuge in the White Mountains, Brytta chased the orcs out - or so he thought. The orcs managed to hide in deep holes near Dunharrow and the Starkhorn. There, undisturbed for some time, they began to multiply and prepare for war against the Men of Rohan.

Brytta's son Walda was king for only nine years when he was waylaid with all his companions as they rode by mountain-paths from Dunharrow. Everyone was slain and soon the news of that grief came to Folca, the king's son. Being renowned throughout the land as a great hunter, he vowed "never to take bow nor spear to hunt again, till the scourge of the orcs was all but driven out of Rohan".

CANON HISTORY

2850: Gandalf enters Dol Guldur and discovers that the Necromancer is indeed Sauron. He takes Thráin's key.

2851: Saruman overrules the White Council's decision to attack Dol Guldur. He begins to search the Gladden Fields. King Walda of Rohan is slain by orcs as he leaves Dunharrow. King Folca vows to rid Rohan of all orcs.

2852: Belecthor II of Gondor dies. The White Tree withers and dies. No seedling can be found, and the dead tree is left standing. Túrin II takes the Stewardship.

2858: Later in autumn, the twins Folcred and Fastred are born to prince Folcwine of Rohan. [\[Game begins here.\]](#)

SCENE 1

Campfire Songs and Night Messengers

It is autumn in the year 2858 of the Third Age, and the PCs are stationed in Harrowdale. They are attached to, or under the command of, Wulfgar of the Eastfold, a great captain of the Rohirrim Harrowdale has been under threat of attack, for Dunharrow is occupied and the orcs there are yet to be driven out. As the harvest season approaches, King Folca worries the enemy may issue forth and threaten the gathering of supplies for the next year and orders Wulfgar to defend against raids.

As play begins, Wulfgar suspects the orcs may be organizing a great raid. His éored (and the PCs) has been waiting for some weeks now and no troop has come to challenge them. Orc scouts have been reported near to the camp, though; spying maybe. Wulfgar has made no move as yet because he has two more éoreds searching the feet of Irensaga for news of orc activity. He does not want to attack Dunharrow without making sure there's no orc hideout at his back.

At night, men are gathered around the fires enjoying a meal and a song. This should be a good opportunity for role-play: have some minor NPCs engage in small talk (as nothing has really happened since everyone arrived). Take some time to develop these minor NPCs; describe what each player character function is in the camp based on their chosen Order and skills, and so on. Note that no one knows anything concrete about the orcs or their plans, however.

Some men talk about how silent the orcs are and if they're not setting a trap somewhere else. Some say Edoras is perfectly secure, as the king summoned his most able riders to defend the town and that the thing to worry about is the valuable wheat fields of Rohan. Then Deor the Harper begins to sing of Baldor the Hapless - the Rohirrim prince who braved the Paths of the Dead and never returned.

A sudden gloom falls on the men nearby as Deor finishes. A half-moon can be seen above the shadow of the dreaded Dwimorberg. Later, if someone asks him why he chose that particular song, Deor simply replies the verses sprang to his mind. "I heard it as a lad", he says, "and never before have I seen the Dwimorberg, tall and menacing. But perhaps whatever took old Baldor has taken the orcs as well".

Deor, of course, knows nothing about the orcs or the Dead Men; his speculation is just wishful thinking. He does know a lot of other songs and a good part of the history of Rohan; also, he's not a bad storyteller. This may be a good time for players to explore Rohan's culture - Narrators, most of what Deor knows can be found in Appendix A of "Return of the King". It may be a good idea to read that in advance.

Later that night, if anyone is awake and makes an Observe (Spot) test with TN 14 (darkness modifier included) Wulfgar can be seen talking to four men not of the camp. If any PC has the Rank Edge, or belongs to the Noble Order, that character or characters may ask the captain what is going on and get an answer. He says that the scouting of Irensaga found no orc-hold and the two éoreds he had there will move in to meet the rest of the troops next morning. He then asks if the Noble or Ranked PC will lead a scouting party himself the next day to look for the enemy near Dunharrow. The character or characters are free to decline but Wulfgar will take note of that. Wulfgar will not address the questions of anyone not of proper rank or station, though, simply saying a report has been received.

SCENE 2

Scouting the Mountains

The next morning Wulfgar addresses his troops. He announces he's received word of the other two éoreds and that the next step before attacking the orc position in Dunharrow is to scout the mountains for an ambush. He asks for volunteers (and presents the Noble or Ranked character that he talked with the previous night as leader of the group, if he accepted the offer). Narrators, keep in mind the players will not be ordered to go scouting, and in that case you may skip this section. Warn your players, lest they think you're railroading them! Assuming the PCs volunteer, preparations are made ready after the morning meal and they depart as the other two éoreds arrive.

Some NPCs should be in the scouting party so the total number is ten men. Deor is one of those, curiosity stronger than fear of Dwimorberg. The group has provisions to last five days, time enough to see anything worth seeing. If the party lingers, they'll have to forage for food or ration supplies. Wulfgar asks them to get as close to Dunharrow as possible to look at their defenses, but they should take care not to be detected by any orc patrols.

Let the players discuss among themselves how they'll look for the orcs. Ask them which side of the mountains they want to look: straight south (where Dunharrow is), east, or west. Skills

to be used are (specialties are optional except for Survival): Climb, Lore/Realm: Rohan (Harrowdale), Observe (Spot), Search, Track (Orcs); all of which gain an affinity bonus if the characters using them have Survival (Mountains). Remember, the further south they go, the narrower the valley gets, until all three sides meet at Dunharrow. A TN 10 Survival (Mountains) or Search test will tell the players that the east or west sides will take about two days to search completely, while the south side can be investigated in a day. Dunharrow itself is but a few hours on foot away from Wulfgar's campsite.

Weariness and Perils: Each day should entail a standard Weariness Test, and each night there's a chance the party will encounter an orc patrol. To see if this happens, have the player with the lowest modifier for Stealth roll against a TN defined in each region paragraph. On a failure or complete failure an orc patrol of 10 individuals tries to ambush the party that night. On a disastrous failure the orcs gather and ask for reinforcements from Dunharrow. Every orc patrol has a scout that runs back to Dunharrow as soon as the first orc is killed, anyway. If this scout is allowed to escape, raise all Stealth TNs in all regions by 5 and check twice per night. Also, double the size of any further patrols encountered.

West: At first nothing will be found, but as they come near Dunharrow in the southern end of the valley they'll notice old holes and orc-markings dotting the mountainside. A TN 12 Lore/History: Rohan will reveal it was from here that King Walda's assailers issued. A TN 8 Survival (Mountains) or Stonecraft (Mining) test shows the holes were excavated. Maybe the players get excited, but the holes are long abandoned. If they insist on looking, a TN 15 Search or Observe (Spot) test will reveal a natural cave with human remains inside - some of the companions of King Walda, it seems. Seven years have they lain here in an undignified state. Taking these remains back now would be cumbersome, but if the players decide to do something - erect a cairn, offer a song, or some other form of honoring the dead - tell them they feel a solemn sensation and a stern determination to rid Rohan of the orcs. They gain +1 to any tests made to oppose the orcs for the rest of the season This includes combat and even Track tests. If any character disturbs the bones of the fallen in some unworthy way (looting, making jests, whatever), he comes under a curse: he'll be stricken with unluck (-1 to all tests) and all orcs will seek to attack that character more frequently than normal. This curse lasts until the remains have been seen to properly.

Peril TN: 5

East: The orcs left more recent tracks here. During the first day, a TN 14 Search or Track (Orcs) test shows signs of movement between this side and Dunharrow. A Superior success or a TN 18 Observe (Spot) test indicates there's a watch post nearby inside a natural cave - it offers an excellent view of the valley beneath; the enemy is surely keeping vigil on Wulfgar's movements. It's a steep climb (TN 9) to reach the cave. There are 15 orcs inside, not all of whom are sleeping. Check for Peril as the characters approach the cave, and give the orcs a +1

bonus on Observe (Smell) tests because of the body odor exuded by the characters as they strain to climb up the cave entrance.

As they approach Dunharrow in the second day, the orc tracks are even clearer. No test is required to show they thread this region in great numbers, but a TN 12 Track (Orcs) or Search indicate very many of them have been climbing the eastern side of the range. They are crossing the mountains to get to the plains of the Eastfold, but let the players deduce it on their own! Give some suggestive clues while avoiding telling the whole story because of a lucky die roll.

Further east and south, if they brave this path, lies the Dimholt - and Dwimorberg.

Peril TN: 10 in the first day, 14 in the second.

South: It should be apparent to the party that Dunharrow is teeming with activity - especially at night. If the players take precautions to approach the site, they can see hundreds of orcs marching northeast somewhere in the mountains (see preceding paragraph), but not towards the north. Most of the orcs camp at the feet of the winding path up the mountain, but many are on the summit - including their leader. It should be clear that staying here is not a good idea. If any Peril tests are failed here, the orcs will try to capture at least two characters for interrogation and termination afterwards. There are about two thousand orcs in Dunharrow, but each day three hundred of them march northeast. When there are about a thousand left, the march will stop.

Peril TN: 15 near the camp, 20 actually within it - check every two hours, and note an alarm *will* be raised upon failure!

SCENE 3

Preparations at the Camp

Meanwhile, Wulfgar is not idle. He orders the three éoreds be made ready to march at any moment. His intention is to try and retake Dunharrow if he can, but he knows he's outnumbered - but not exactly by how much. Part of the reason he sent the investigating party is to discover how many foes are there waiting.

If any player character remained at the camp while the scouting party is away, have a few more scenes of talking and role-play. Wulfgar may mention he intends to ask for reinforcements from Edoras if the situation warrants it, so he wants fast riders ready to take messages.

It will be plain from the talking, or to anyone with the skill Siegecraft that Dunharrow will be very hard to take if enough orcs defend it. The narrow paths leading up there are very defensible, and the riders' only chance is to attack by daylight.

In the third night after the scouting party has left (if no one returns by then) any player character in the camp will be assigned night watch duty. They will be ordered to stand four

hours making rounds. Have the player make an Observe (Spot) test. On a 14 or more (don't forget to add lighting penalties to the roll) an orc scouting party is found. They'll flee rather than face combat, but maybe the characters manage to kill or capture them. If any orcs are captured, Wulfgar will interrogate them thoroughly, until they speak what they know - but he will not permit torture, even on an orc. Anyone who engages in torture will automatically earn 2 Corruption points and a rebuke from Wulfgar

The orcs will break easily and tell what they know: that there are four thousand orcs stationed in Dunharrow; that they are aware of Wulfgar's troops; and that their leader, Ummôg One-Eyed does not intend to challenge open battle. The scouts know nothing about their fellow's northeast passage. Wulfgar then orders the orcs be released (maybe to the surprise of the player characters) and carry a message to Ummôg: that Wulfgar, Lord of the Eastmark orders them to abandon Dunharrow or to face utter ruin.

The characters may object Wulfgar's boast, but the man is very proud - but not reckless. He will send for Edoras right away, asking for reinforcements. His desire is to completely rout the enemy, and his boast was calculated to instill fear in the orcs - or so he hopes.

SCENE 3

The Siege

After the scouting party returns, Wulfgar will debrief them intensely. If the passing of orc troops to the Eastfold has not been detected or inferred, Edoras' reinforcements (four more éoreds) will arrive in three days and an open attack will be called. If the old bones in the orc cave are mentioned, Wulfgar will propose the party to "return thither when Dunharrow is retaken and bear the bones to Edoras there to be laid in great honour".

If the march to the Eastfold is mentioned, Wulfgar's face will become ashen. As Lord of Eastfold, his responsibilities lie there as well. He knows that if Dunharrow is left unguarded maybe Edoras could be attacked, but he cannot simply let three thousand orcs (even if he does not know the exact number) ravaging the countryside. He will send word to Edoras asking the King to defend those lands and he will assail Dunharrow nonetheless.

Before the next dawn comes, Wulfgar will send his army marching toward Dunharrow. This is when the orc-captain's (Ummôg) cunning will become apparent: orc-horns will be heard throughout the valley challenging combat. Arrows and stones will fly upon the Rohirrim, shot from the east side of the mountains. Wulfgar's reaction will be to advance towards the hidden holes, but that is just a wild goose chase. Their nets of tunnels are vast and as soon as the Men of the Mark approach, they'll hide deep and surface elsewhere, expecting to keep the riders busy until nightfall.

Even if no one points it out, eventually Wulfgar will see through the ruse. He will send everyone marching straight to Dunharrow and keep a small force to hold the rearguard like the player characters, for example. That group, about a hundred troops, will have the distinction of holding against two hundred orcs hiding in caves. The enemy will not issue forth until nightfall, hoping to lure the troops to their dark caves.

Dunharrow will be hard to take. Orcs have filled the way up with traps of all sorts. Ummôg and the remaining orcs are waiting in the darkling fir woods of the Dwimorberg - the Dimholt. Men will quail at the sight of the Haunted Mountain even by day, and will require some bolstering - an Inspire test against TN 18 - not to suffer a -2 penalty to all tests. Player characters are exempt from this penalty if they make a TN 12 Willpower test. This, plus the dim light of the area should tip the balance even more in favor of the orcs. Wulfgar is notably bad at inspiring orations, so this is a good chance for the player characters to shine!

Use whatever Mass Combat system best fits your Narrating style. Just remember the odds are against the Heroes - badly. The Rohirrim are well-equipped, but their horses cannot charge up the mountain, nor can the Riders make an assault within the Dimholt. The orcs will rain arrows from many different points, and if a clever strategy is not devised, Ummôg may well carry the day.

If Wulfgar beats the orcs, Ummôg and a few of his troops try to flee through the Dimholt Road and wait until nightfall to make an escape. No Rohirrim will follow unless a Near Impossible Inspire result (30+ !) is achieved. If Wulfgar is beaten, he will fly to Edoras and regroup there. One way or the other, "The Siege of Dunharrow" ends here.

RESOLUTION

Aftermath

Upon a successful campaign, Wulfgar's éored will guard Dunharrow until some reinforcements come. In this interval it may be that surviving characters discover the orc-path leading to the Eastfold and find clues that several troops crossed the mountains. This should alarm everyone - it's harvest season and the fair fields of the Eastfold are ripe. If the orcs pillage the crops, there will be hunger throughout the land! As Wulfgar is Lord of the Eastmark, his duties are clear: to march at once to the Eastfold and defend against possible raids. King Folca will want to know more about the battle, so Wulfgar should send some men to Edoras.

If unsuccessful in the bid to retake Dunharrow, Wulfgar will retreat to Edoras with what is left of his forces. He'll be expecting an attack on the capital following the defeat, but it will not come. If the PC's found out about the orc-path, Wulfgar should be able to convince the King to send him to the Eastfold.



Awards

1 Renown Point is earned for each of these events:

- ❖ Discovering the bones
- ❖ The PCs successfully defend Wulfgar 's rearguard
- ❖ Bolstering the men 's courage at the Dimholt

Deeds of extraordinary bravery and prowess such as saving Wulfgar's life, single-handedly defeating Ummôg, etc. - should warrant more Renown as dictated in the Core Rulebook (pg. 280).

"The Siege of Dunharrow" can be broken in two or three short sessions, or a long one so award XP accordingly. The players should gain enough experience to gain about one Advancement at scenario's end.

NPCs

Ummôg the One-eyed, Orc chieftain

ATTRIBUTES: Bearing 8(+1), Nimbleness 6 (0), Perception 7 (0), Strength 10(+2)*, Vitality 10 (+2), Wits 7 (0)*

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

RENOWN: 6

COURAGE: 3

ORDER: Barbarian

ORDER ABILITIES: Hard March (Mountains), Preferred Weapon: Battle-axe

SKILLS: Armed Combat: Axe (Battle-axe) +7, Climb +4, Intimidate (Fear) +6, Language (Orkish): +5, Language: Westron +4, Lore: Race (Orcs) +3, Lore: Realm (White Mountains) +3, Observe (Spot) +4, Ranged Combat: Bows (Short Bow) +7, Siegecraft (Unit Leadership, Defense) +5, Survival (Mountains) +4

EDGES: Command x3, Fell-Handed x4 (all Men, +2), Rank x3 (Chieftain of the White Mountains Orcs), Resolute, Tireless, Night-eyed x2 (racial bonus)

FLAWS: Crippling Wound (one-eyed, -5 to all Ranged Combat tests), Hatred (Dwarves & Men)

ADVANCEMENTS: 7

HEALTH: 12

GEAR: Battle-axe, orc mail (6 pts), helmet.

HISTORY:

Ummôg is the leader of the orc band that took refuge in the White Mountains after being chased out of Rohan 's plains by King Brytta. The orcs were completely scattered, some fleeing to Dunland, some crossing to the south of river Adorn and establishing refuges there.

Ummôg rose to power and plotted vengeance against the 'straw-heads '. He ordered the boring of innumerable holes and tunnels through the White Mountains to keep hidden and

strengthen his numbers before striking out again.

That time came when Ummôg managed to re-establish contact with the remainder of the scattered orcs to the west and south of Rohan. They wanted to invade Rohan again, but were mortally afraid of facing the fury of the Riders. Additionally, no one wanted to submit to Ummôg's authority. Seeing the orcs would need to see a demonstration of force before agreeing to attack, Ummôg decided to give one before his own strength was fully recovered.

He it was who waylaid and slew King Walda and all his companions, though he lost an eye in the fight. Then, claiming the time was ripe for the destruction of Rohan, he called all orc tribes to him - and they came.

Seven years of conflict ensued, with the orcs continually attacking the Riddermark from the West. That region managed to resist long, because the Dunlendings didn't like the orcs any better than they did the Rohirrim, and because the fortress of Helm's Deep was still in possession of the Riders.

Ummôg's plan now resides in pouring all his forces into the Eastmark and ravage the country in the middle of harvest season. If he manages to do that, Rohan will be put in her knees - and cut off from Gondor.

Note: for Ummôg's troops, use the Mountain Orc of *Fell Beasts and Wondrous Magic* stat block. If you do not have that book, use the Uruk-hai stat block found in the *Lord of the Rings RPG Corebook*, but drop a few points in Bearing and some combat statistics. Also, every orc should have the "Craven" flaw. If you're using the Combat Pacing rules, these orcs should be 2-success opponents.

Wulfgar, Lord of the Eastmark

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

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

RENOWN: 11

COURAGE: 4

ORDER: Warrior, Knight

ORDER ABILITIES: Battle-hardened, Born to the Saddle, Horsemaster, Mounted Combat, Shield-Wall, Warrior-born

SKILLS: Armed Combat: Polearms (Spears) +9, Armed Combat: Blades (Longsword) +8, Insight +3, Intimidate (Power) +7, Language: Rohirric +6, Language: Westron +4, Lore: Race (Men) +3, Lore: Realm (Rohan) +3, Observe (Spot) +6, Ride (Horses) +9, Siegecraft (Rider Charge, Unit Leadership) +6, Survival (Plains) +5

EDGES: Command x2, Fell-Handed x4 (all orcs, +2), Honour's Insight, Rank x3 (Lord of the Eastmark), Stern, Warwise

FLAWS: Duty (to protect the Eastmark), Fealty (to King Folca), Oath (to rid Rohan of all orcs), Proud

ADVANCEMENTS: 11

HEALTH: 10

GEAR: Mail hauberk (6 pts), Longsword, Spear, large shield, warhorse.

HISTORY:

Wulfgar is the grizzled commander of Rohan's Eastmark. He fought alongside his father Wiglaf and King Brytta for thirteen years, during the first orc invasion. Wiglaf died in the final year of that war and the King made Wulfgar Lord.

During the years of apparent peace that followed, Wulfgar was able to order his fief and rebuild the crops and cattle herds so much needed to sustain the Riddermark. He was saddened by the early loss of his wife during a particularly cold winter, but that grief was somewhat lessened as his only daughter blossomed into womanhood. Everild is a fair young lady of twenty and many a nobleman seeks her father's permission to wed her. So far, Wulfgar gave it to none, which suits Everild. She does not intend to marry soon.

Wulfgar was one of the few great lords of Rohan not to accompany King Walda's last ride. As such, he feels somewhat guilty he didn't stand at his king's side. Ever he was King Folca's staunchest commander in the battles against the orcs that followed. One interesting fact is that though Wulfgar is a veteran soldier (he is called "The Warhorse of Edoras"), he was never very good with inspiring speeches so loved and praised by his country's minstrels. Men who serve under him note his grim demeanor, broken here and there by a few prideful boasts.

He considers the orcs the worst scourge ever to happen upon Rohan, and has taken a vow to eliminate every last one of them or die trying.

Deor the Harper

ATTRIBUTES: Bearing 7(0), Nimbleness 10 (+2), Perception 12 (+3)*, Strength 8(+1), Vitality 6 (0), Wits 9 (+1)*

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

RENOWN: 4

COURAGE: 4

ORDER: Minstrel

ORDER ABILITIES: Gladden, Natural Talent

SKILLS: Armed Combat: Sword (Short sword) +4, Climb +2, Debate (Parley) +1, Games (Riddles) +2, Inspire +2, Language: Rohirric +6, Language: Westron +5, Lore: Race (Men) +3, Lore: Realm (Rohan) +3, Lore: History (Rohan) +6, Lore: Folklore (Rohan) +4, Mimicry (Voices) +1, Observe (Spot) +4, Perform: Sing +6, Perform: Play Harp +6, Persuade (Charm) +5, Ride (Horses) +3

EDGES: Curious, Eloquent, Keen-eyed

FLAWS: Ally (Everild), Friends (Aldburg)

ADVANCEMENTS: 2

HEALTH: 7

GEAR: Harp, short-sword, warhorse.

HISTORY:

Deor son of Leofa hails from Aldburg, residence of the Lords of the Eastmark and once the capital city of Rohan. He is not a great fighter, but shirks not from combat. He loves best the songs and tales of the Riddermark, and is always looking for a chance to improve his knowledge of Rohirric culture.

Deor once played before Folca in Edoras and won much fame there, beguiling the whole court with his voice and song. The king presented him with a silver ring and invited the young harper to accompany him in one of his famous hunts - after the orcs are dealt with, of course.

Deor also has an almost dark streak of curiosity, which tends to cause him trouble every now and then. Sometimes a strange mood strikes him and his songs become somber and ominous. Some whisper he attracts bad luck when it is so.

The young harper frequents the house of Wulfgar quite often and is on friendly terms with the Master of the Hall and his daughter. Some say he is in love with Everild, but it is not so. In fact, many a nobleman paid a good sum for Deor to say good things about them to Everild, but the maid has refused all advances.

◇◇◇◇◇◇◇◇

Appendix: Battle Web and Unit Statistics

If you have the Helm's Deep Sourcebook, you may want to use the Mass Combat rules presented there. If that's the case, use the following setup.

Battle Web

The scale to be used is "Battle", where each round represents 1 hour of game time.

Wulfgar's Camp

⇒ TN 9 Harrowdale (takes 4 rounds to travel as it uses a different scale than the other paths)

Harrowdale

⇒ TN 6 East Side of the Mountains. Terrain: Mountains.
⇒ TN 6 West Side of the Mountains. Terrain: Mountains
⇒ TN 7 Feet of Dunharrow

East Side of the Mountains

⇒ TN 5 Orc-holes. Terrain: Caverns.
⇒ TN 25 Orc-path. Terrain: Mountains. The terrain here is very rough, no horses can follow. The paths lead out of the battle. Also, the Orc-path must have been discovered by the PC's for any unit to try it.
⇒ TN 15 Feet of Dunharrow

West Side of the Mountains

⇒ TN 15 Feet of Dunharrow

Feet of Dunharrow

- ⇒ TN 10 Up the Winding Path. Terrain: Hill *and* Medium Fortification (all in favor of the Orcs).

Up the Winding Path

- ⇒ TN 10 Dimholt. Terrain: Forest. Also, if a TN 18 Inspire test is not achieved, the Rohirrim suffer the “Dismayed” Situational Modifier.

Dimholt

- ⇒ TN 9 Dimholt Road. No Rohirrim will follow this path unless a Near Impossible Inspire result is achieved (see above text).

New Situational Modifier: Adverse Lighting

Orcs hate and fear the light of the Sun; Men do not fight well in darkness. While under adverse lighting conditions, units suffer from poor lighting conditions and apply the appropriate physical test modifier as listed in the Core Rulebook (pg. 218) to their Melee Combat, Ranged Combat, and Movement maneuver tests.

Units with the “Fighting Uruk-hai” special ability can ignore this Situational Modifier.

Note 1: Wulfgar begins his march 1 hour before dawn (see above text).

Note 2: As this Scenario takes place during autumn, assume there are 8 hours of daylight. Count the battle rounds carefully. The Orcs’ goal is to delay Wulfgar’s march as long as possible.

Note 3: The Orc-holes, Dimholt and Dimholt Road arenas are not affected by this Situational Modifier in this Scenario.

Unit Breakdown

Rohirrim

If Wulfgar marches right away after the scouting party returns from Dunharrow, he will have only 3 éoreds. Assume they are 3 Units of Rohirrim Medium Cavalry:

Command 8, Ranged Combat 6, Melee Combat 15, Toughness 14, Support 6, Movement 14
Special: Fell Charge

If Wulfgar asks for reinforcements from Edoras add 4 units of Rohirrim Heavy Cavalry to Wulfgar’s army:

Command 8, Ranged Combat 6, Melee Combat 18, Toughness 17, Support 6, Movement 12
Special: Fell Charge

Note: In this Scenario, the Charge Manoeuvre can only be used in the Harrowdale and Feet of Harrowdale arenas. If any Rohirrim unit successfully assaults the fortification while in Up the Winding Path arena, they can charge any Orc units left uphill, but not within the Dimholt.

Modifiers:

They are Noble-led (by Wulfgar).

They are Defending Homeland.

They are Outnumbered more than 3 to 1 (if Wulfgar waits for reinforcements, the Rohirrim are not considered Outnumbered).

Orcs

Ummôg is well aware of Wulfgar’s presence in Harrowdale, but is more concerned about sending his troops east than defending Dunharrow.

There will be 10 Orc units in Ummôg’s army if Wulfgar waits for reinforcements; 15 if not.

2 Orkish Medium Archer Units will be in the Orc-holes arena. They are able to shoot at any enemy unit in the Harrowdale, East and West Side of the Mountains, Orc-path and Orc-holes arenas.

Command 7, Ranged Combat 12, Melee Combat 7, Toughness 12, Support 4, Movement 8
Special: Cave-dweller, Mountain-native

Modifiers:

They are Entrenched

They are holding a Hill against any enemy units in the Harrowdale arena.

They Ambush the Rohirrim

In the Up the Winding Path arena there are 4 more Orkish Medium Archers units, able to shoot at enemies in the Feet of Dunharrow arena. If Wulfgar has not waited for reinforcements, there are 5 Orkish Medium Infantry units as well.

Command 7, Ranged Combat 6, Melee Combat 10, Toughness 12, Support 4, Movement 6
Special: Cave-dweller, Mountain-native

Modifiers:

They are Entrenched

They are holding a Hill against any enemy units in the Feet of Dunharrow and Up the Winding Path arenas

They defend a Medium Fortification

They may suffer due to sunlight and become Dismayed

Any surviving archer units from the Orc-holes arena may move in to Strike from the Rear.

Finally, there are 4 more Orkish Medium Infantry in the Dimholt arena, where Ummôg stands.

Modifiers:

They are Entrenched

They are in a Forest

Rohirrim there may suffer from poor lighting and be Dismayed (see above)

WHAT ONCE WAS... by Doug 'Tomcat' Joos

**“T’is time that my sires of old have their name restored. No longer will we live like paupers amongst our own kin.
T’is time that I restore what once was.”**
-Kori, Craftsman of Barukkhizdîn

SETTING

The following adventure is set in the year 2810 T.A., eighty years before the birth of Bilbo Baggins. After the cataclysm of the First Age and its destruction of Beleriand, the Dwarven realms of Belegost (*Kh. Gabilgathol*) and Nogrod (*Kh. Tumunzaha*) were also victim to the re-shaping of Middle-earth.

Fleeing from the destruction, the folk of Linnar of Belegost migrated in different directions; some establishing new homes in the northern parts of the Blue Mountains, while others came unto Khazad-dûm where they co-mingled with the folk of Durin.

When the Dwarrowdelf met its fate from the power of the Balrog, the exiles of Belegost that lived there followed the folk of Durin and had a hand in the settlement of both Erebor and Barukkhizdîn in the Iron Hills.

It is from the Iron Hills that this adventure will begin following a path south through Mirkwood on to Moria and its passages that lie under the eastern-most mountain, Bundushathûr, which the Elves called Fanuidhol and Men named Cloudyhead.

Narrators are welcome to change the time period of the adventure but some changes may require an accounting for more or less generations of Tori’s line. Understand that the earliest that a Narrator can move this adventure is to the year 1981 T.A. when the Dwarves fled Khazad-dûm after the unleashing of the Balrog.

It is recommended that you have the Moria Boxed set (MBS) as a resource to run this adventure.

NARRATOR’S BACKGROUND AND THE LINE OF TORI

Tori was born in Khazad-dûm in the year 1931 T.A. He was of the line of Linnar that had taken up residence in the Dwarrowdelf many years ago after the destruction of Belegost. Though he was not of Durin’s line, Tori was given a great duty within the Dwarven-city, that of Key-warden to the eastern Halls and the great vaults that were there.

It was here that was stored some of the treasures of Khazad-dûm, but also within these vaults were kept the standards for weights and measures that the House of Durin based all of their values on. The Key-warden was the only one that could take from the vaults a standard and it was his duty to see it safely returned, under punishment of death or even worse, exile.

Tori was responsible for the accounting of the raw ore that came up from the Mines that weaved deep under Bundushathûr. Passages out of the East Halls on the First Deep would take one down deep under the eastern mountain and it was here that Tori

would spend a great deal of his time overseeing the valuation of the ores that were drawn out of the earth.

When the Balrog was unleashed and Durin VI was slain, the Dwarves fought a futile battle with the Demon of Power only to eventually flee from his wrath. The folk of Durin and those of Uri and Linnar became exiles and migrated north and east to at last settle in Erebor, the Lonely Mountain, and the far off Iron Hills beyond.

During the raging battles and confusion, Tori misplaced those he was held responsible for, his keys. Without them, he was unable to secure the standards so that they too could be brought along with the Dwarves in their migration. Without these weights and measures, established by Durin I himself, the Dwarves no longer had their standards to base their wealth and resentment and anger festered. Tori and his line would forever bear the brunt of that resentment and shame became synonymous with his name.

It was in 2810 T.A. that Kori, a descendant to the long deceased Key-warden, decided the time was right for the family’s reputation to be restored. The great War of the Dwarves and Orcs had ended eleven years ago and it had a devastating effect on the Orc tribes of the Misty Mountains. Their fewer numbers should allow for access into the old Dwarf home, finding the keys of Tori, and assuring that the vaults of Khazad-dûm were still secured. As long as Durin’s Bane was not disturbed, a company could enter and escape and Kori could restore his families name; restore what once was.

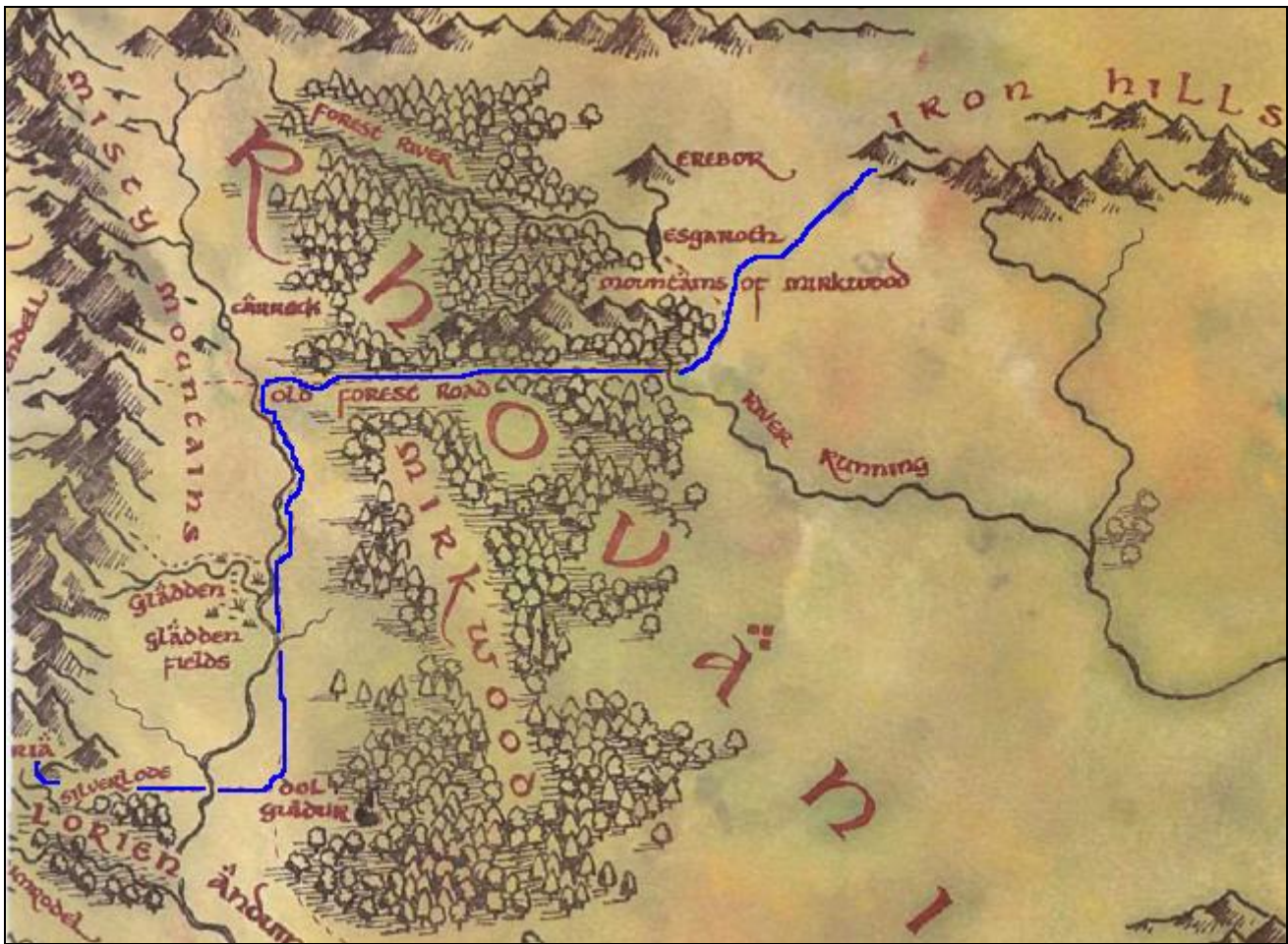
NARRATOR’S NOTES

Due to the length of this adventure, the Narrator may run it as written; add some extra side adventures; or shorten as needed. The Company of Kori will begin their quest in the Iron Hills and travel south-west through Mirkwood; south past Dol Guldur; under the eaves of Lórien to the east gates of Moria. Maps are provided but the Narrator may wish to gather some more as well as any other information or visuals that he or she wishes to use.

TORI’S LINE

1931-2151 T.A. – Tori
2006-2234 T.A. – Réni
2086-2276 T.A. – Fenori
2194-2494 T.A. – Bor
2344-2564 T.A. – Feni
2471-2691 T.A. – Jori
2571-2698 T.A. – Jofi
2643-Present – Kori





LORE

The Narrator will want the player characters to make some tests in some investigative manner about the halls of Khazad-dûm and the mines that sit under Cloudyhead. Without some kind of knowledge of layout or actual maps, navigating the Dwarrowdelf could prove difficult to say the least.

It has been over 900 years since the Dwarves fled the city. Finding a loremaster with knowledge of the city should not be to challenging, but getting specific details on an area will be a TN 15 at the minimum.

The only knowledge that Kori knows is the words from Tori himself handed down from father to son that tells the whereabouts of his office and the vague memory of where he may have laid his keys (or dropped them). A map was drawn by Tori as well and though it is old and tattered, it is still legible.

What Kori does know:

- ⇒ the flight of stairs down from the Second Hall numbers 42 steps
- ⇒ the Vaults of Durin lie in the north-east of the First Deep
- ⇒ he placed his keys on his desk, or perhaps had dropped them when coming up from the mines.

TRAVEL

The total distance traveled will be 600 miles (200 leagues). The players will determine their mode of travel (i.e. horse, pony, on foot), with the Narrator's approval, and then **Table 9.41** on page 252 of the Core Rule Book (CRB) will need to be consulted for travel modifiers. Narrators should set the amount of time for travel that the PC's could realistically endure per day. As a general rule, I always set my game to a 10-hour period where my player's characters are able to travel. Whatever the time period is, consult the mentioned table above and figure out how many miles a day are covered - this will determine the number of days the characters will be in route to Moria.

If you have any trouble organizing this part of your story, I have computed that the characters on foot would travel at 2.5 mph barring any inclement weather, weariness, wounds, etc. This equates to 240 total hours needed to cover the 600 miles, which at 10 hours per day of travel will require 24 days to get to Moria.

To make the characters feel the effects of long periods spent on the road, the Narrator may use the following suggested travel rules.

Suggested Travel tests:

Overland Travel: This optional rule simplifies Weariness for long overland travel. Rather than making many Stamina tests over time intervals, one roll is made with the TN of the test equaling

the number of miles traveled (i.e. 20 miles = TN 20). Apply modifiers for Pace (Walk -2, Jog/Trot +0, Run +2, Sprint/Gallop +4), Terrain (easy ground -2, average ground +0, rough ground +2, very rough ground +4), and if any Beasts of Burden are used to make the travel (i.e. riding a horse) -5 to Stamina test TN. Degree of success determines the number of Weariness levels suffered: 3 on a disastrous failure, 2 on a complete failure, 1 on a failure, 0 on any success. Also, if a Disastrous failure is rolled, the character must stop there and then, too exhausted to keep going for that day. Roll 2d6 and subtract it from the TN to determine how many miles were actually covered before the character needed to stop.

Sleeping in the Rough: *This optional rule makes camping out in the wilderness more tiring.* A character recovers Weariness from the previous day normally, but upon waking after sleeping in the rough he must make a Stamina test at TN 5, plus modifiers for the following conditions: sleeping on the ground without bedding (+5), insufficient or interrupted sleep (+5), not sufficiently protected against cold, wind, or rain (+5), insufficient food or water (+5), sleeping in leather armor (+5) or in mail armor (+10). On any success, the character does not suffer additional Weariness; on a failure the character suffers 1 level of Weariness (2 levels on a disastrous failure).

Along the road, the Narrator can add side adventures or they may feel free to start their adventure on the Dimrill stair.

ENCOUNTER LOCALES

The following is a list of locales where encounters may occur while traveling to Moria; also is a suggested encounter or challenge type that a Narrator may expand upon.

Between the Iron Hills and Mirkwood: the company of Kori is set upon by barbarians out of the east.



Mirkwood:

Elves of Thranduil's realm stop the company of Kori to inquire why they are passing through the realm; Orcs or spiders from the south attempt to waylay the company; the Narrator may request a series of tests to make sure the company keeps to the trail and do not lose their way.

KORI, Craftsman of Barukkhizdin

RACE: Dwarf of the House of Linnar

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

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 9 (+1)*, Perception 11 (+2), Strength 14 (+4), Vitality 9 (+1), Wits 6 (+0)

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

DEFENCE: 11 **HEALTH:** 13 **COURAGE:** 3

ADVANCEMENTS: 10

ORDERS: Craftsman, Warrior

ORDER ABILITIES: Speedy Work, Masterwork, Preservation, Swift Strike

SKILLS: Appraise +3, Armed Combat (Battle-axe) +9, Climb +4, Craft (Leatherwork) +5, Craft (Pottery) +2, Debate (Bargain) +2, Inquire +1, Intimidate +3, Jump +3, Language (Westron) +6, Language (Khuz-dul) +4, Lore: History (House of Tori) +3, Lore: Other (Metalurgy) +2, Lore: Realm (iron Hills) +1, Observe +5, Persuade +3, Ranged Combat (Short Bow) +2, Smithcraft (Armoursmith) +8, Stonecraft +4

EDGES: Favour of Fortune, Craftmaster, Tireless

FLAWS: Oath (Restore his family name), Proud

SIZE: Small (5 Wound Levels, 1 Healthy)

RENOUN: 6

GEAR: Dwarven chain shirt, Dwarven battle-axe, backpack, rope, spikes, hammer, flint and tinder, lodestone, bedroll, clothes

The road past Dol Guldur: the haunted mountain is still occupied by Sauron in the guise of the Necromancer, so this could be a very dangerous stretch of land to cross through. Any type of encounter could occur here from an Orc patrol, to meeting a Nazgûl on the road relaying messages for their master.

Under the eaves of Lórien: the Elves of Lórien carry on good relations with the Dwarves of Durin's line, but they are still very defensive of their realm and will be concerned by any group passing by or under the eaves of their wood. The company of Kori could also come across an Orc patrol that is probing the sentries of the golden wood.

MORIA AND ITS ENVIRONS

It is not my purpose to sell any Narrators short on this adventure, but the sheer size of Moria makes it a complex matter to generate detailed scenes. As stated before, it is

recommended that the Narrator have a copy of the Moria boxed set available to them and use the information within to add the detail necessary as the company travel the halls.

I want to point the Narrator to pages 16-18 of the Khazad-dûm book. It gives great rules on *Travel* within the ruin, *Weariness*, *Fear*, *Light*, *Water*, and *Combat*. Page 20 also gives *Chronicle Elements* which are excellent for giving description of the 'feel' of Moria.

I will give simple information for each scene, but use the descriptions within the Khazad-dûm book and the maps that I reference. Add to the scenes as you see fit based on the Advancement level and strength of your player characters.

During the travel between scenes (or within the scenes), it is also recommend that the Narrator use the travel times and the Peril System to control the random encounters.

The Peril system is great for detailing encounters, traps and pitfalls. The city of Khazad-dûm has been abandoned now for close to 1,000 years, in that time the Orcs would certainly have set traps and alarms that the Dwarves would no longer know about. The Balrog does not fear much, but it too would make sure that there were eyes or alarms in place to warn him of any intruders.



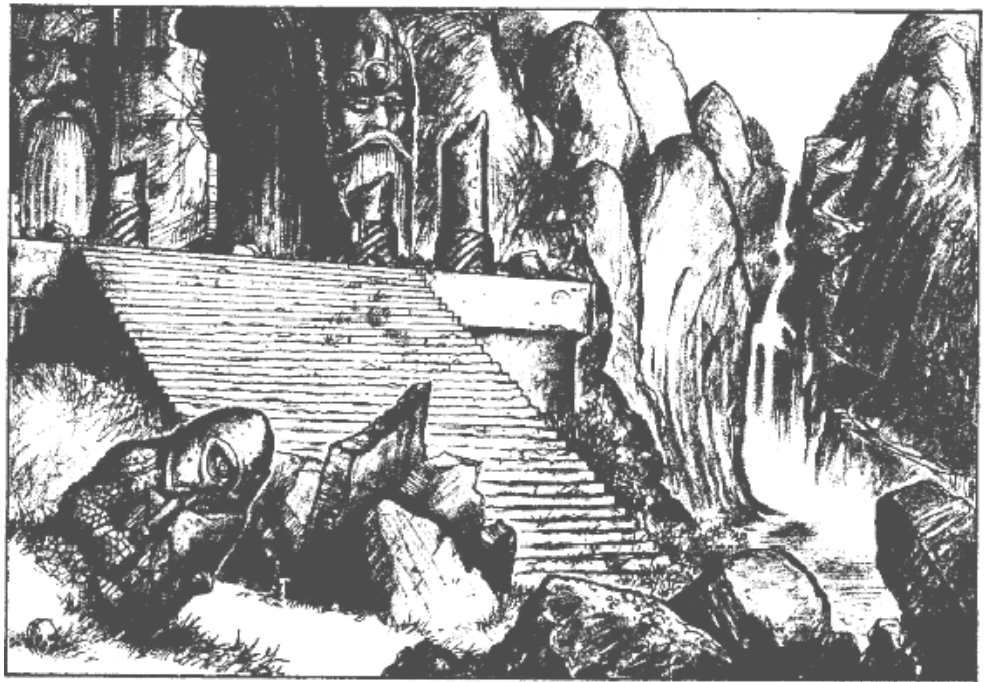
SCENE 1

The East Gate and the First Hall

The entrance to Moria is quiet as Kori and his company approach. Climbing the great stairs to the doors that had been thrown down long ago, they will enter into the First Hall.

Narrators will want to use the map, and its bulleted details, of the First Hall that is provided in the **MBS**. Stealth is paramount for this is not an invading force entering Moria, but a small group wishing to perform a small task. The Narrator will want to be ready if the players decide to explore more of the areas of the First Hall than just the mammoth east-west chamber that leads to the Second Hall.

Use the TN's stated under the section called *Travel* within the Khazad-dûm supplement to challenge the characters in stealth and navigation. Narrators must remember, this is not an



adventure full of combat with orcs but trying to maneuver through the old city as quietly as possible.

The reduction in the number of Orcs in the Misty Mountains will have caused them to erect more alarms and traps to protect their 'home'. The Narrator should feel free to seed the area of the First Hall with plenty of tripwires or other subtle signals.

Area 1-3 is still occupied by a sentry of four Orcs. Should they see the Company of Kori they will attempt to warn their kin. It will behoove the PC's to try to stop the warning from going out.

Once the characters have crossed Durin's Bridge, if they have evaded the Orcs and have not tripped any alarms, the Narrator may reward them with 100 experience.

SCENE 2

The Second Hall and finding the Eastern Mines

The Second Hall contains Durin's Bridge and it will be the first main objective that the characters will need to achieve - it provides the only access into Moria (unless the PC's decided to go over the mountains and come in through the West Gate).

PC's will need to roll a Willpower test TN 7 to work up the nerve to cross the span. The ominous depth of the chasm and the slight width of the span make it a challenging task. Narrators will again want to use the map, and its bulleted details, of the Second Hall that is provided in the **MBS**.

Like the previous hall, there are few Orcs in the Second Hall and alarms and traps are scattered here as well. The Narrator can feel free to create the Perils and Hazards as needed and define the many chambers using the Moria Design System on **page 68**.

The objective here is for the PC's to find the stairwell down into the north-eastern region of the First Deep. On the map, the

stairs are those furthest to the left and to the north (this assumes the Narrator is looking at the map of the Second Hall and the compass North is pointing away from her). The stairs down is made up of 42 steps, which is the only characteristic that the PC's will be able to confirm from their limited knowledge of the Deep.

The Narrator may make other stairwells with the same number of steps (or maybe one less) to try and throw off the PC's if she wishes - getting lost in Moria would be a greater adventure still. Doing this is dependent on how long you wish to run your adventure.

Once the characters have found the stairs, and if they have not tripped any alarms placed by the Orcs, the Narrator may reward them with 100 experience.



SCENE 3

The Vaults of Durin

For this area, the north-east corner of the First Deep, the Narrator will want to use the map template labeled E1-E13. The stairwell out of the Second Hall will mate up with the template at the hall that goes off the page where it says *Printed in Canada*. To get a proper layout, the Narrator will want to be looking at this map template upside down.

The other important passage off the map is the two-hex wide one on the opposite side of the page. All other exits off the page may go to anywhere the Narrator wishes, or they may just not exist.

The objective for the PC's in this scene is to locate chamber E2 - the Vaults of Durin. Within this mammoth chamber are smaller vaults that contain portions of Moria's vast wealth. Most

importantly to Kori are contained the standards of the Line of Durin. Kori will want to see that the vaults are still closed and undisturbed; fortunately for the house of Tori, it is still the case.

All of the other chambers upon this map may be seeded as the Narrator wishes, but also a warren of 35 Orcs resides here; chambers E4, E5, E8, and E12 are where they nest. These Moria-orcs serve the Balrog by mining the ancient passages below the First Deep and guarding the area. It has been many years since any intruder came within their region so unless the PC's set off alarms in the prior scenes, this band will be relatively unprepared for any intruders.

Once the Vaults have been discovered, the next thing will be for the Company of Kori to try and secure the keys of his great-sire. The words spoken by Tori was that he had set his ring down within his office (at least he thinks he had) and they were forgotten in the confusion of the exodus. The characters must leave through 2 hex-wide passage that leaves the page on the opposite side from where the PC's came in.

If the Vaults were found and if the PC's have only had minimum contact with the Orcs (no great alarm has gone out), the Narrator may reward them with 150 experience.



SCENE 4

Tori's Office

The map to Tori's office links up to the two hex passage that the PC's used to exit the generic map tile. The hexes equal 1 yard.

1. The passage begins to become less neatly cut and the cobbled floor now turns coarser with gravel and dirt. There is also a change in temperature and humidity. One of the natural thermal ducts of the mountain has broken open into the passage causing everything to be saturated. The steam causes the chamber to vary between hot-steamy and a chill damp; the smell of mildew is pervasive.

At the end of the natural passage it becomes constricted and any PC's that travel past the east passage will find an overgrowth of underground fungus. In colorful arrays of purple and yellow, the fungus clings to walls and ceilings in the moist chamber.

Any character that approaches too closely to the fungi growth with a light or touches any of it will trigger its self-defense mechanism - Narrator rolls 2d6+2 against a TN 8 for each minute that a character is within 5' of the fungus to determine if it bursts; effects are immediate if a plant is touched.

If the fungus attacks, its nodule caps will burst filling an area 8'x8' with spores. The bad thing is it will usually cause a chain reaction of multiple plants - Narrator rolls 2d6

against a TN 5 to determine if more than one plant bursts. If successful, roll 1d6 to determine the number that burst; this is merely to determine the area covered in a cloud of dusty spores.

The fungus spores are like a fine powdery cloud that is easily inhaled, but also in the damp cavern it will quickly become thick and settle on clothes, skin and hair. Whether breathed in or later rubbed into eyes from coated hands, the spores will aggressively begin to grow and will cause breathing or sinus cavity issues. The spores of the fungus will get into the respiratory system of the victim and will slowly begin to reproduce in their moist, airy lungs. The mold works on the same mechanics as poison, its stat block is in the box below.

The Narrator may have the PC's roll random tests at later times, if the dust is settled into their clothes. These tests will be necessary for the duration of 2 days or unless clothes and skin are thoroughly cleansed.

A Lore/Wilderness (Herbalism) test TN 15 will identify the fungus for what it is and its potential threat. Once it bursts, a PC can only avoid the danger by making a Nimbleness test TN 20 that will signify the luck of the character.

FUNGUS SPORES

TYPE: Inhaled

ONSET TIME: 1 day

POTENCY: +8, character needs to make a Stamina test TN 15 to overcome the spores' effects

PRIMARY/SECONDARY EFFECT: Reduce Vitality by 2 if Stamina test is failed; character begins to have a wet cough. The character's Vitality will continue to reduce per the stages, as the spores grow and fill the lungs until they eventually choke (suffocate) the victim to death; if Vitality is reduced to 0, the victim dies.

STAGES: Roll 1d6+2; the character will suffer the following effect for a number of days equal to the die roll: each day after the first Vitality reduction, reduce the character's Vitality by a cumulative +1

TREATMENT: +5; cumulative +1 per stage; Vitality will return as normal up to its original -2 due to scarring.

Example: a character is affected by the mold spores. He must make a Stamina test TN 15 after the first day from breathing in the spores, if failed reduce the Vitality by 2. The character then rolls 1d6+2 and gets a 3, which means the character will lose an additional cumulative +1 Vitality per day (-1 day 1, -2 day 2, -3 day 3 for a total of -6). Treatment can be received based on a TN 15 + the level of cumulative penalty (so on day 2, the test would be TN 17).

2. **Tori's Office** - this chamber is 12'x18' and still contains a large stone table against its north wall. This is the office of Tori, Key-warden of the First Deep.

Broken on the ground is evidence of splintered wood that was probably shelves that filled the two alcoves - the wood long gone now used as firewood by passing orcs, or just deteriorated by time. The contents of the shelves have also been scavenged or rotted away.

Chunks of the ceiling litter the floor and make walking about a bit of a hazard unless the Company has a proper source of light.

Skulking into the chamber from either hallway from **area #3** will be 1d6+2 giant rats. Hearing the presence of living beings, the ravenous over-sized rodents will come to see if there is an opportunity for an easy meal.

The rats will attack the smallest members of the Company of Kori and will attempt to claim a meal, but understand these are generally carrion creatures that feed upon carcasses or other forgotten refuse. They are not brave and will not remain unless they are in great numbers (see **area #3**).

See page 83 of the Khazad-dûm booklet in the **MBS** for the Giant Rats' statistics. You will need to add one item to their make-up - Armed Combat: Natural Weapons (Bite, Claws) +4. Both the bite and the claws do 1d6 damage but only the bite has the opportunity to *Spread Disease*.

Once the rats are driven away and the chamber is thoroughly searched, the Company will find no evidence of any keys. This is one of the two locations that Tori had long ago assumed he had laid his keys; the other was a level below his office where he thought he may have dropped them while rushing out of the lower mines.

3. **Sunken Chamber** - the floor of this chamber has partially sunk and a large fissure has opened in the north wall. The steam that emanates from the hot fissure has condensed and is now pooled in the sunken floor.

The floor is littered with bones and feces and skulking about all are more of the giant rats that have nested here. They number 24 in all and the characters will face all but those that they had slain in Tori's office. The creatures are very protective of their territory and will attack any that come into the room. What's worse is the Cave-wraith that also haunts the chamber!

A passing Orc had fallen victim to the rodent residents and now its restless spirit troubles all passerbys, giving the rats an upper-hand. The spirit does not discriminate who it will hinder and at times it will turn on the same rats that had slain it; it merely enjoys causing the suffering to any accursed living creatures. So, as the PC's fend off the attacks of the rats, they will be attacked also by the incorporeal spirit's *Icy Touch*.

In most cases, it will be best to quickly vacate the chamber for the Cave-wraith will not travel beyond 30' of where its body fell, although the rats may pursue farther.

Narrators may find the statistics for the Cave-wraith on page 82 of the Khazad-dûm booklet in the **MBS**.

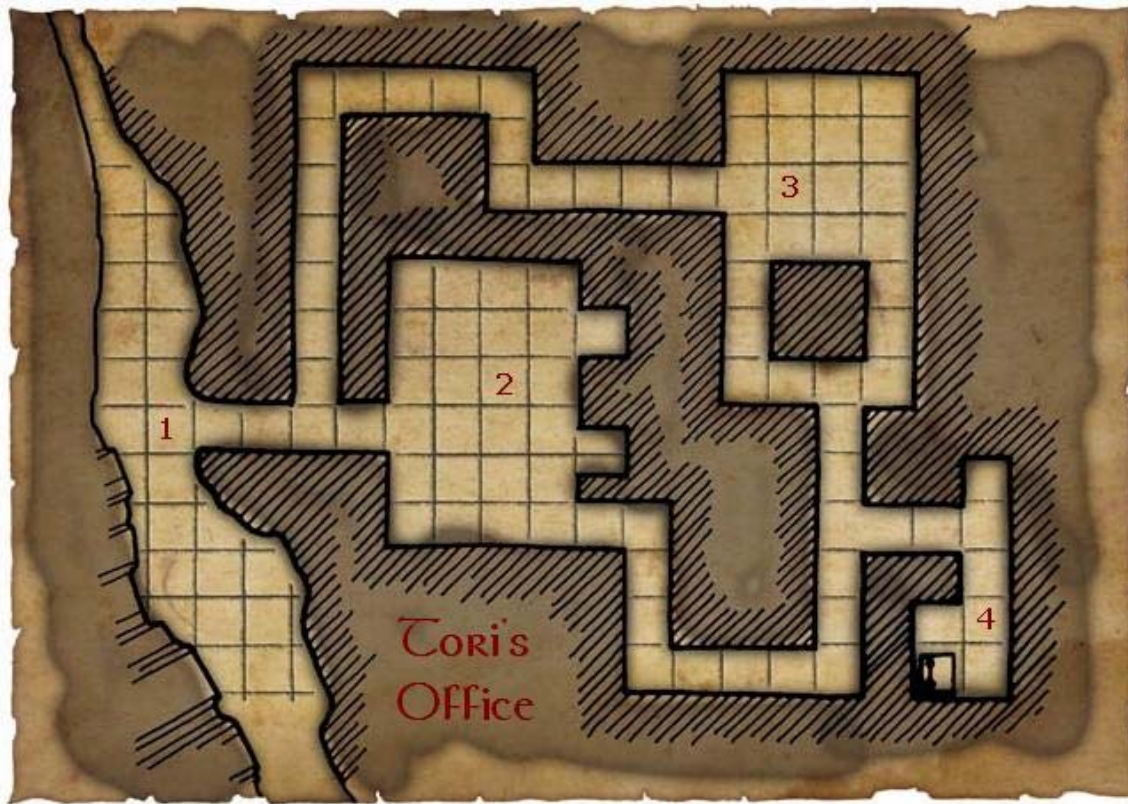
4. Chamber 4 contains nothing but the old iron ladder that the Dwarves had used to go up and down into the **Mine Entrance** below.

For all surviving PC's, the Narrator may reward them with 200 experience for searching out Tori's Office chambers. Experience may also be awarded for any successful Tests or slain creature (see *Fell Beasts and Wondrous Magic* for Creature Experience).

chance that someone could find a way into the mines of Moria from some unknown tunnel is slight, but the Balrog does not wish to take any chance.

The Company of Kori may be able to surprise this band of Orcs as they prod their massive Troll into the hole. There are 12 Orcs in the chamber from the warren in chambers #4 and #5. The PC's may also opt to wait until the Orcs have completed their task in getting the Cave-Troll down into the lower mines along with themselves.

Once the room is vacated or the enemy defeated, the PC's will want to perform a search of the room for the missing keys. It was here that Tori thought he may have dropped them, if they were not in his office above. The truth is, he did. The old rusty ring of keys lay forgotten under a thick



SCENE 5

Mine Entrance

1. The iron ladder from **area #4**, on **Tori's Office** map, deposits the PC's here. As they clamber down the rusted rungs, the PC's will need to roll an Observe (Hear) TN 10 test. If successful, they will hear the clamor and the gruff voices of orcs somewhere within the area. It will then become an issue of opposed Stealth/Observe tests to see if the Company of Kori can gain a surprise advantage.

The Company will have some disadvantages to this surprise - their torchlight and any noises they may have made prior to hearing the orcs. They may be fortunate though for as is typical of orcs, the creatures seem to be arguing in their dark language.

2. This chamber is empty.
3. This chamber contains the next ladder down to the vast mines below Cloudyhead. The cut 5'x6' room that contains the ladder has a large hole in the floor and what appears to be an elevator system of booms and pulleys. The Dwarves had once brought up quantities of ore here to be taken to the Key-warden for measure and valuation. The Orcs have rigged the Dwarven elevator to still work, but also use the floor as an easy access for their Cave-troll.

The Orcs are stationed here by the Balrog and are under orders to patrol the mines of Cloudyhead. The

blanket of cave dust.

Finding the keys will require an Extended Search test TN 75; each test roll requiring 15 minutes. The players will want to pick the character that has the best Search skill to perform the tests. The PC may have an affinity bonus of +1 for any characters with an Observe (Spot) rank of 8+.

Note to Narrator: you may use this test at any point the players say that they are 'actively' searching for the keys, even though they may not be in the right area. No matter the time spent, the search will come up empty-handed. In either case, the time used up looking for the keys gives the Narrator an opportunity to challenge the PC's with a wandering patrol, or just the consumption of vital supplies (*i.e. torches, food, water, etc.*)

The keys are old and should probably not be used to try and turn any lock on the vaults, but they will make a good template to make a new set of keys. In either case, the old (or new) keys will need to be brought to the Vaults.

The return of the keys and the news that the vaults are still sealed will bring great prestige back to Tori's line in the Iron Hills.

4. **Orc Warren** - this natural cave is home to 36 Orcs (including the 12 in **area #3**) and one Cave-Troll. The Orcs keep the troll penned in the smaller chamber that extends from their main room. They will attack on sight any intruders, but could be taken by surprise if the PC's are able to use stealth.

The Orcs always have a sentry no matter what time of day, but they have become rather lax in their duties due to the quiet of Moria. Except for the rats above (which they will hunt for food) and an occasional fight amongst themselves, it is all the action they have seen in many months. The Cave-wraith above is the only thing that the Orcs fear in their immediate surrounds and make a point of it to avoid the haunted chamber.

Amongst the Orcs is a Champion as well as a Shaman (Sorcerer). The stats for these two may be derived from the Orc templates on page 79 of the Khazad-dûm booklet in the MBS.

The Narrator may wish to tweak the two leader Orcs so that they present a challenge to the PC's. The Narrator may also seed this chamber with any minor treasures they see fit, including raw ore, jewels, or Dwarf items of great - or rare - antiquity.

5. This room is empty but for some hides, drying meats, a few barrels of Orc brew and the warren's waste. It is an unpleasant room in any case as the smell is repulsive. The Orcs may circle round through this chamber to sneak up on the PC's in room 2 or 3.

Once the characters have defeated the Orc warren and Troll, the Narrator may reward them with 200 experience. If they find the keys, another 150 points may be rewarded. Experience may also be awarded for any successful Tests or slain creature (see *Fell Beasts and Wondrous Magic* for Creature Experience).

SCENE 6

Escape!

With the success of finding the vaults and the keys (hopefully), it is now time to escape from the Mines of Moria; a challenge equally as great as getting deep within.

As long as the PC's kept good records of their course, they should be able to backtrack out of Khazad-dûm and back out into the sunlight. It is then still a long way back to the Iron Mountains.

It is left here in the Narrator's hands as to how detailed she wishes to make the story out of the Dwarven city and back home to the north. It can be done as an Epilogue-style narrative or played out as it had been started. No matter how it is handled, the Narrator may reward 1,000 experience for all surviving characters to distribute equally amongst themselves along with 1d6+1 Renown each.



TRUSTED LOCALES

GARULF'S SMITHY by Doug 'Tomcat' Joos

"Everyone knows Garulf. His large, leathery hands are scarred from his forge, but none are more trusted, in this area, to do the fine metalworks needed. It's said that even the Dwarves have hailed his skill."

-Rohir herdsman speaking in a local tavern



GARULF

RACE: Middle-man, Rohirrim

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

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

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

DEFENCE: 12

ORDER: Craftsman (Blacksmith), Warrior

ORDER ABILITIES: Place of Trade, Masterwork, Preservation

ADVANCEMENTS: 10

SKILLS: Appraise +3, Armed Combat: Blades (Longsword) +8, Craft (Woodwork, Leatherwork) +7, Debate (Bargain) +6, Intimidate +1, Language (Westron) +6, Language: Northman (Rohiric) +4, Lore/Realm +3, Lore/Group: Gossip +5, Lore/History: Rohan +2, Lore/Other: Metallurgy +6, Observe (Spot, Hear) +5, Persuade +5, Ranged Combat: Bows (Short bow) +2, Ride (Horse) +5, Smithcraft +8, Stonecraft +2

EDGES: Craftmaster, Doughty, Weapon Mastery

FLAWS: Stiff-necked

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

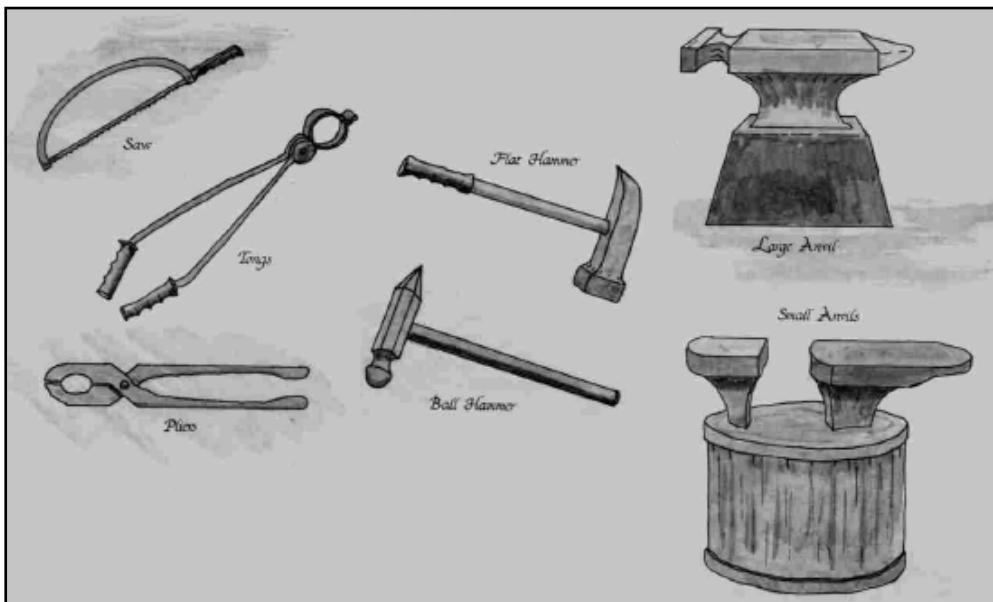
RENOWN: 6

Garulf the Smith is a large man whose arms bulge with corded muscles, and whose great hands show the scars of his trade. Quiet behind the tap and ring of his hammers, he has a stern face that will, at times, crack into wide smiles and great guffawing laughs. He is renowned through the area for both his metalwork and weaponsmithing. Aided by his two sons, Garulf spends most of his days behind his anvil and then returns to his small home behind the smithy.

Throughout Rohan, Garulf is sought out by many herders to tend to shodding of horses and wagon repairs. His skills are also sought by the King of Rohan to help arm his elite. There are many smiths that tend the hauberks and weapons of the Mark but only Garulf has the privilege of forging the weapons of the King, his son, and the many Marshals of the Riddermark.

Where Garulf's skill lies in the folding of metal, it is his sons that help round out his business by bringing skills in leather and wood-craft. Walking into Garulf's shop and surrounding yard, one will find fine saddles, bits, bridles, mail and weapons. They will also find quality tools such as hoes, shovels, and wood-axes. Garulf does not produce wagons, barrows and barrels, but he does work alongside other such local craftsman and will be able to direct any that inquire.

Being so renowned, many pass through Garulf's shop and so he knows much gossip and far off news. He does not talk much himself unless prodded to by coin or interest and will hush his sons if he thinks they are saying too much. But he listens, though it seems he does not, and if he can be persuaded to speak, he can tell many things.



The following items may be found in Garulf's shop. His prices are a bit higher than may be found in some other smiths but the quality of his work is easily seen.

<u>Basic Gear</u>	<u>Price</u>	<u>Available</u>	<u>Weapons</u>	<u>Price</u>	<u>Available</u>
Chain (per 10')	1 sp	25'	Arrowheads (10)	12 cp	70
Charcoal	22 cp	15 lbs.	Axe, Battle	4 SP	1
Chisel	7 cp	6	Axe, Hand	3 sp	2
Climbing pick	1 sp	2	Dagger	2 SP	3
Crowbar	35 cp	3	Dagger, long knife	2 SP, 3 sp	2
Fish hook	4 cp	11	Hammer	2 SP, 3 sp	2
Grappling hook	30 cp	1	Mace	3 SP	2
Hammer	8 cp	4	Spear	2 SP, 3 sp	5
Lantern	1 sp	2	Sword, Long	3 SP, 1 sp	4
Nails (20)	10 cp	160	Sword, Short	2 SP, 3 sp	2
Piton	2 cp	1	Sword, Long (Masterwork)	2 GP	2
Saw	2 sp	2			
Sewing needle	6 cp	4	<u>Armour and Shields</u>	<u>Price</u>	<u>Available</u>
Spade or shovel	40 cp	6	Helmet, reinforced leather	1 sp	2
Tinderbox	2 cp	2	Helmet, metal	3 sp	1
Whetstone	1 cp	3	Scale armour (Corselet)	4 SP, 3 sp	1
<u>Mount Gear</u>	<u>Price</u>	<u>Available</u>	Scale armour (Hauberk)	8 SP	1
Bit and bridle	30 cp	4	Chain (Corselet)	5 SP	2
Harness	72 cp	3	Chain (Hauberk)	10 SP	1
Saddle, riding	1sp, 30 cp	2	Shield, large	2 SP	1
Saddle, pack	70 cp	1	Shield, small	1 SP	3
Saddlebags	50 cp	4			
Horseshoes (4)	40 cp	16	<u>Sophisticated</u>	<u>Price</u>	<u>Available</u>
<u>Other</u>	<u>Price</u>	<u>Available</u>	Lock, poor	3 sp	3
Wagon wheel rings	1 sp	4	Lock, average	1 SP, 1 sp	1
Barrel rings	70 cp	3			
Wheelbarrow	1 SP	1			
Bucket	8 cp	3			

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.fanhq.com/viewforum.php?f=164>

DECIPHER'S LOTR RPG SUPPORT DOCS

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

THE HALL OF FIRE WEBZINE SITE

<http://halloffire.org>

FAN MODULES FOR MIDDLE-EARTH

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

THE MAD IRISHMAN

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

STARBASE CODA

<http://www.starbase-coda.com>

ENCYCLOPEDIA OF ARDA

<http://www.glyphweb.com/arda/default.htm>

SCOTT'S RPG CENTRAL

http://www.geocities.com/scott_metz/

RPG TOOLS FOR DECIPHER'S CODA GAMES

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

THE SLAVE PITS OF BARAD-DUR

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

THE STEWARD AND THE KING

<http://www.stewardandking.net>

THE TOWER HILLS

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

TREK-RPG.NET

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

CODA WEBZINE REPOSITORY

http://groups.yahoo.com/group/coda_webzine

TOLKIEN ONLINE

<http://www.tolkienonline.com/>

TALES OF MIDDLE-EARTH

http://games.groups.yahoo.com/group/tales_of_mid

dle_earth/

CHRONICLES OF THE NORTH

<http://roleplay.avioc.org/lotr/index.htm>

CALLING ALL GAMERS!

Interested in submitting...

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

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

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

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

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

If you would like to post an advertisement for:

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

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



CREDITS AND CONTACTS

All pictures and graphics were obtained from Decipher and New Line Cinema or from sources on the Internet. No claim of ownership is made through their use here. These images are used with no permission.

CREW

MATTHEW KEARNS, EDITOR, WRITER
ultimac@hotmail.com

DOUG JOOS (TOMCAT), WRITER, LAYOUT
djoos5@yahoo.com

DAVID D. (ISSACHAR44), PROOF-READER/WRITER
issachar44@yahoo.com

GUEST WRITERS AND ARTISTS

Note to any that wish to print out their copies of *The Hall of Fire*: If you wish to print this document in a book style (front and back pages), understand that the cover was intended to be printed by itself on one page.



Imrahil tends his nephew by Anke Eissmann

